

# RELICS OF THE REALMS



VOLUME 1

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AMULET  
OF THE  
FROG

AEGIS OF THE ABYSS



BAND OF THE  
FIRM GRIP



BLACKOUT CANDLE

## AEGIS OF THE ABYSS

*Legendary Shield*  
*Requires attunement*

**AC.** +3

**Spellguard.** While holding this Shield, you have advantage on Saving Throws against Spells and other magical effects, and spell attacks have disadvantage against you

**Arcane Hunger.** As a reaction you can make the shield absorb a spell. You can do this on a ranged spell attack, if the target of the spell is within 10ft. of you. You can use this feature twice per long rest. If a single spell deals more than 90 damage the shield shatters.

## AMULET OF THE FROG

*Uncommon Wondrous Item*  
*Requires attunement*

**Leapfrog.** Twice per day this amulet can be used to cast the spell Jump.

**Amphibian.** When attuned to this amulet your movement speed is not halved when swimming.

**Knowledge of the Swamp.** If a Druid attunes to this necklace he gains the following beast shapes. Rat, Raven, Giant Rat, Poisonous Snake, Stirge, Constrictor Snake, Giant Frog, Giant Lizard, Giant Poisonous Snake, Crocodile, Giant Spider, Giant Toad, Giant Constrictor Snake and Giant Crocodile. This knowledge is permanent.

## BAND OF THE FIRM GRIP

*Rare Wondrous Item*  
*Requires attunement by a Spellcaster*

**Helping Hand.** This ring enables you to cast the Mage Hand cantrip at will.

**Firm Grip.** This ring has 10 charges. You can expend any number of charges to cast the following spells as an action. The ring regains 1d10 charges when you finish a long rest.

### FIRM GRIP SPELLS

d20	Spells
3	Hold Person (2nd level)
5	Hold Monster (5th level)
10	Arcane Hand (5th level)

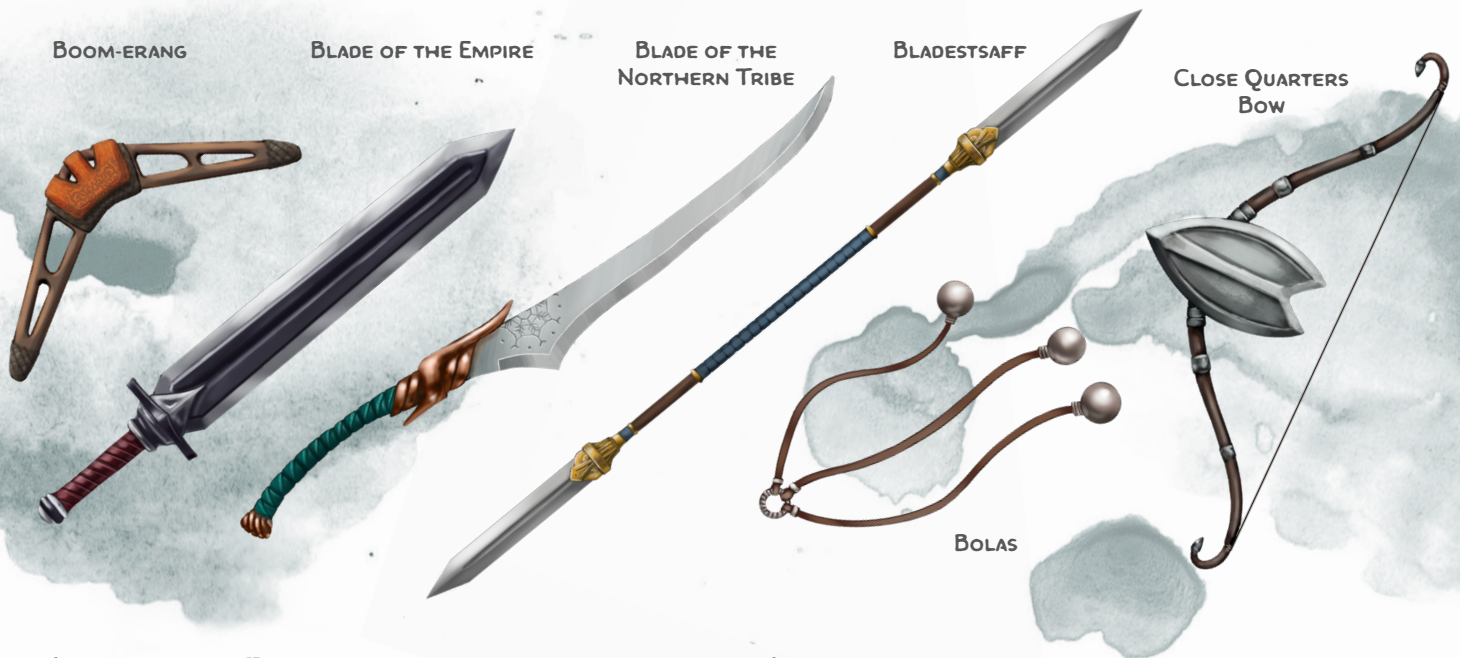
**Hold Tight (Curse).** When you attune to the ring it clasps tighter around your finger. You are unable to take it off. It can only be removed by the spells Wish and Remove Curse or severing the finger itself. You can not lose attunement to this ring as long as it is on your finger.

## BLACKOUT CANDLE

*Uncommon Wondrous Item*

**Pitch Black.** When it is lit, the candle has an affect similar to the Darkness spell. Magical darkness spreads from the candle in a 20ft. radius sphere for 5 hours. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it. Completely covering the candle with an opaque object, such as a bowl or a helm, blocks the darkness. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.





## BLADE OF THE EMPIRE

*Uncommon Shortsword (Finesse, Light)*

**Damage.** 1d6+1 Slashing

**Military Precision.** You gain a +1 bonus to attack rolls you make with this weapon.

**Lawkeeper.** If you are of a Lawful alignment you deal an extra 1d6 Slashing damage to creatures with a Chaotic alignment whenever you make a successful attack using this sword.

## BLADE OF THE NORTHERN TRIBE

*Uncommon Longsword (Versatile)*

*Requires attunement*

**Damage.** 1d8+1 (1d10+1)

**Northern Smithing.** You gain a +1 bonus to attack rolls you make with this weapon.

**Frost Edge.** Every day at dawn this sword forms a thin layer of razor sharp ice on it's edge. The first five successful attacks you make deal an extra 1d4 Cold damage. After five hits the layer of ice melts.

**A Touch of Cold.** Once per day as an action you can stick the sword in a surface of water to create a layer of ice in a 15ft. radius. All creatures in this area have to make a Strength saving throw (DC 12) on a failure they are locked in the ice and considered restrained, on a success the ice layer breaks completely and quickly melts away. The ice is strong enough to hold the weight of approximately 4 small creatures, 2 medium creatures or 1 large creature. When a creature steps on the ice they have to make a Dexterity saving throw (DC 8) or be knocked prone. The ice is considered rough terrain.

## BLADESTAFF

*Uncommon Quarterstaff (Versatile)*

**Damage.** 1d6 (1d8) +1 Slashing

**Bladestorm.** As an action you can twirl the staff. Sharp, cutting winds swirl around you in a 5ft. radius. All creatures of your choice have to make a Dexterity saving throw (DC 15). On a failed save they take 2d6 Slashing damage. On a successful save they take half damage.

## BOLAS

*Common Ranged Weapon (Martial)*

**Damage.** 1d4 Bludgeoning

**Range.** 30/60

**Tripping Balls.** The bolas are mainly used to trip foes from a distance. A Large or smaller bipedal creature hit with bolas must make a Dexterity saving throw (DC 15) or be restrained. A creature can attempt to snap the cords to break free with a successful Athletics check (DC 15). A creature can also try to untangle them. They can do so after using their action to pass an Investigation check (DC 12), after which they can use an action to untangle the cords.

## BOOM-ERANG

*Rare Ranged Weapon,*

*Requires attunement*

**Damage.** 1d4 Bludgeoning

**Range.** 60/120

**Returning.** When you throw the Boom-erang you can catch it in the same round as part of the attack, alternatively you can choose to catch it in the following round as a bonus action. If you throw it further than 60ft. you can only catch it in the following round.

**Arcane Blast.** When you make a successful attack with this weapon you can choose to activate a blast of arcane energy. The blast is centered on your target. Every creature in a 10 ft radius has to make a Dexterity saving throw (DC 15). On a failed save the target takes 2d6 Force and 2d4 Fire damage. On a successful save the target takes half damage. You can use this feature up to two times per day.

## CLOSE QUARTERS BOW

*Common Shortbow*

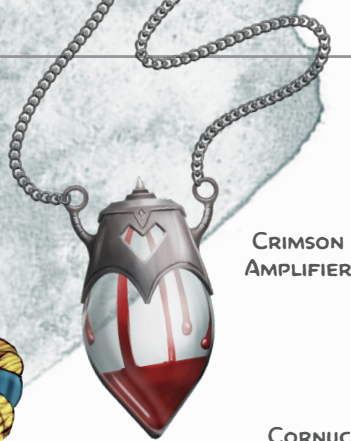
**Damage.** 1d6 Piercing

**Range.** 50/150

**Ranger's Defense.** When you have this bow in your hands you gain a +1 bonus to your AC.

**Shield Stab.** As an action you can stab the pointy end of the shield on this bow into an enemy. Make a melee attack roll. You use your Strength modifier for this attack. On a successful attack you deal 1d4 Piercing damage.





CRIMSON AMPLIFIER



CORNUCOPEIA OF THE HARVEST



CRYSTALLINE CRUSHER



DAGGER OF THE RED DRAGON



COINBOX OF HOLDING

## COINBOX OF HOLDING

*Uncommon Wondrous Item*

**Piggy Bank.** This magically enchanted coin box has an extra-dimensional space in which it can store up to 50 000 coins of any type in any combination. Coins can be stored into the box using the slot on top. The box is sealed shut but can be opened by speaking a command word, revealing the amount of currency wanted. When opened the interior of the box is as deep as required to fit all the coins that will be taken from it.

## CORNUCOPEIA OF THE HARVEST

*Uncommon Wondrous Item*

**Healthy Diet.** As an action you can make this Cornucopia fill and overflow with enough vegetables and fruits to sustain 5 people for a whole day. This feature can be used only once per day.

**Bountiful Harvest.** Once per year you can spend an action to also conjure a selection of pumpkin pies, cranberry sauce, sweet potato dishes and a large cooked turkey. 12 medium sized creatures may spend an hour to eat from this buffet. For the next 12 hours they have advantage on Wisdom and Intelligence saving throws and they are immune to being Frightened. Additionally their maximum hit points increases by 4d6 and they heal for the same amount.

## CRIMSON AMPLIFIER

*Very Rare Wondrous Item (Cursed)*  
*Requires attunement by a Spellcaster*

**A Tiny Drop.** As a bonus action you can push your finger on the needle on top of this pendant, this drains a single drop of blood into the pendant and deals 1 Piercing damage. The first Evocation or Necromancy spell you cast within an hour deals an extra 3d4 damage or if it has a save, the DC increases by 2. Only amplifies spells of the attuned creature when it's own blood is used. You can use this feature twice per day.

**Blood Sacrifice (Curse).** When the amplifier accumulates 50 drops of blood it shatters and summons a Horned Devil and 3d4 Imps. The summoned creatures are hostile towards you and anyone else that is not innately their ally.

## CRYSTALLINE CRUSHER

*Uncommon Mace*

**Damage.** 1d6+1 Bludgeoning

**Crystal Clear.** You receive a +1 bonus to attack rolls you make with this weapon. This weapon can also be used as a spellcasting focus.

**Smooth or Sharp.** When you make an attack using this weapon you can choose to deal Piercing damage or Bludgeoning damage.

**Arcane Mineral.** You can cast the spell Guiding Bolt (3rd level) from this weapon once per long rest.

## DAGGER OF THE RED DRAGON

*Very Rare Dagger (Finesse, Light, Range, Thrown, Cursed)*  
*Requires attunement*

**Damage.** 1d4+2 Piercing

**Range.** 20/60

**Essence of Fire.** Once per day you cast a pillar of dragon fire from this dagger. A vertical column of fire roars down from the sky in a location you specify. Each creature in a 15ft. radius 50ft. high cylinder centered on a point within a 120ft range must make a Dexterity saving throw (DC 18). On a failed save a creature takes 9d8 Fire damage. On a successful save they take half damage.

**Greed of the Red.** Whenever you are near at least 5000 gold pieces that are not in your possession this blade begins to glow a soft red.

**Consumed by Fire and Greed. (Curse)** Whenever you have more than 10000 gold in your possession and you use Essence of Fire, roll a D100, if you roll between 95-99 you get an insatiable urge to set your own equipment on fire.

## DANCE

Rare Dagger (Finesse, Light, Range, Thrown)

Requires attunement

**Damage.** 1d4+1 Piercing

**Range.** 20/60

**Damage.** 1d4+1 Piercing

**Range.** 20/60

**Choreography of Returning.** As a bonus action you can call back Dance to your hand, it flies in large loops, twirls and spins through the air. It dodges and weaves past any objects in its path. You can use this feature up to a range of 200ft.

**Song and Dance.** When you make successful attacks with both Song (the rapier of this set) and Dance in one round, you deal an extra 2

Piercing damage with the weapon you attack with last.

**Two of a Kind.** Attunement to both Song and Dance counts as a single attunement as they are a set.

## DEATH KNIGHT'S HELMET

Very Rare Wondrous Item (Cursed)

Requires attunement

**Knight's Stamina.** When attuned to this helmet you have resistance to Necrotic and Poison damage and are immune to being frightened. You gain a +1 bonus to your Constitution score every day up to a maximum of +4.

**Death's Call (Curse).** Every day you wear this helmet you make a Wisdom saving throw (DC 12). The DC increases by 2 every for every subsequent day you wear this helmet. On a failed save you take 2d8 Psychic damage and lose all Constitution bonuses from this item. Every time you fail the save, the damage increases by 2d8.

## EXECUTIONER'S REMORSE

Rare Greatsword (Heavy, Two-handed)

Requires attunement

**Damage.** 2d6+2 Slashing

**Executioner's Mercy.** When making a successful attack using this sword you can choose to heal the target for 3d6. The damage of the sword is applied first. If a target is unconscious it fails a death save before the healing is applied. When attacking an undead creature this effect can be applied as Radiant damage instead. You can use this feature twice per day.

**Executioner's Burden (Curse).** When Executioner's Mercy is used you start hearing the maddening voices from the dead for 1d8 hours. If there are more than 5 dead or undead creatures in a 200ft. radius you have to make a Wisdom saving throw (DC 15) every minute. On a failed save you take 2d4+2 psychic damage, on a successful save you are able to shut out the voices for 1 hour.

## EXPLOSIVE ARROW

Rare Ammunition (Longbow, Shortbow)

Single Use

**Red Button.** This arrow deals 1d4 (+ Dexterity modifier) Bludgeoning damage to a single target upon impact regardless of what bow it is shot from. All creatures in a 10ft. radius from the point of impact have to make a Dexterity saving throw (DC 18) or take 2d8 Thunder and 2d8 Fire damage and be knocked prone. On a successful save they remain standing and only take half damage

**Delayed Blast.** As a bonus action before firing, you can twist the head of this arrow. In doing so you can set a timer for the blast to go off. You can choose a time between a minimum of 6 and a maximum of 30 seconds with increments of 6 seconds.

EXECUTIONER'S  
REMORSE



EXPLOSIVE  
ARROW



FORGEMASTER'S  
WARHAMMER



DANCE



DEATH KNIGHT'S  
HELMET





GRAVEDIGGER'S STAFF

GRAPPLE ARROW



FUZZY TEDDY

HAND WRAPS OF THE GATHERING STORM

## FUZZY TEDDY

*Common Wondrous Item*

**Soft, Warm and Fuzzy.** This teddy has been enchanted to always feel warm to the touch. Cuddling the teddy is extremely comforting. It is often used to comfort distressed children in situations of extreme panic.

**Keeper of Secrets.** Teddy is a great listener. You can tell all your secrets to Teddy, he's never going to tell anyone.

## GRAPPLE ARROW

*Common Ammunition (Longbow, Shortbow)*

*Single Use*

**Hooked.** When you make a successful attack using this arrow it lodges into your target and grabs into it with metal hooks dealing an extra 1d4 damage.

**Ropeshot.** You can attach up to 90ft. of rope to this arrow without affecting the shot. If you successfully attack a small, medium, large or huge creature with this arrow it has to make a Athletics check against your Athletics check. On a failure it is considered Grappled. You can choose to climb the rope. If the arrow holds your weight, the Athletics DC for the climb and any (dis)advantage are at the DM's discretion.

## GRAVEDIGGER'S STAFF

*Rare Staff (Cursed),*

*Requires attunement by a Cleric, Wizard, Sorcerer or Warlock*

**Final Hour.** You can cast the cantrip Toll the Dead using this staff. You can cast use this feature 3 times per long rest.

**Buried Alive.** As an action you can cause the ground of a 5ft. by 10ft. rectangle (6ft. deep) to dissolve. Creatures standing in the area have to make a Dexterity saving throw. On a failed save they fall into the grave and take 6d10 Bludgeoning damage as the earth reappears and buries them. A buried creature is considered blinded, restrained and has total cover. It can escape by magical means, excavation by an ally (1 minute of digging) or a DC 20 strength check. The creature has air for (1+Constitution Modifier) minutes. On a successful save they only take half damage. You can use this feature once per day.

**Grave Consequences (Curse).** Whenever you deal a killing blow, make a Wisdom saving throw (DC 15), on a fail the spirit of the gravedigger compels you to bury the creature you have killed if it is not yet buried. Ignoring this will cause 1d8 Psychic damage every hour.

## HAND WRAPS OF THE GATHERING STORM

*Rare Wondrous Item*

*Requires attunement by a Monk*

**Fast as Lightning.** You gain a +1 bonus to attack rolls and damage rolls when making Unarmed Strikes.

**Electrifying.** These hand wraps can hold 10 charges. You can expend 5 charges whenever you make unarmed strike to deal an extra 2d4+2 Lightning damage. You gain one charge on every (non-electrified) unarmed strike you land on a hostile creature. You gain two charges when you land a critical hit. The charges deplete to 0 when you have not hit a hostile creature in 10 minutes.



## HOOD OF THE DECEIVER

Rare Wondrous Item

Requires attunement by a Warlock

**Gift of the Pact.** After a long rest, roll a d4. The entity you have a pact with grants you an extra spell slot of the level that you rolled. This spell slot lasts until you finish another long rest.

**Master's Voice.** The hood allows you to channel the otherworldly charisma of your patron. You gain a +3 bonus to Deception and Persuasion checks.

## IKRIAN GLOVES

Uncommon Wondrous Item

Requires attunement

**Herbologist's Fingers.** These gloves grant resistance against Poison and Necrotic damage. Furthermore, when wearing these gloves you gain a +5 bonus to any rolls you make that include making use of a Herbalism kit.

## INJECTION ARROW

Uncommon Ammunition (Longbow, Shortbow)

**Thin Needle.** When firing this arrow you may choose to deal the normal damage (of the bow it is shot from) or deal only 1 Piercing damage, as you aim for a soft spot on your target.

**Reservoir.** You can fill the reservoir with one potion, poison or other liquid. It is injected directly into your target upon a hit, any effects take immediate effect. Filling the reservoir takes one minute.

## JADE XIPHOS

Uncommon Shortsword (Finesse, Light)

**Damage.** 1d6+1 Piercing

**Fine Balance.** You gain a +1 bonus to attack rolls you make with this weapon.

**Shards of Glass.** If exposed to more than 30 points of Force or Thunder damage the blade violently vibrates itself into pieces. If the blade is stuck in a creature the shards deal 6d10 Piercing damage. The sword itself is destroyed beyond repair in the process. A skilled bard might also be able to shatter the sword by singing a high note with a successful Performance check (DC 25).

## KNIFE OF THE VAMPIRE LORD

Very Rare Dagger (Finesse, Light, Range, Thrown)

Requires attunement

**Damage.** 1d4+2 Piercing

**Range.** 20/60

**Bloodmagic.** As an action you can regain the spell slot of the last spell you have cast by wounding yourself with this dagger. You deal yourself 1d4+2 Piercing damage and an additional 1d6 Necrotic damage per spell slot level. E.g. regaining a 5th level spell slot deals 1d4+2 Piercing damage and 5d6 Necrotic damage. You can regain any spell slot from 1st level to a maximum of 6th level. If the last spell you cast was of 7th slot or higher you regain a 6th level spell slot instead, you roll 6d6 for this. You can use this feature only once per long rest and can only use it on yourself.

HOOD  
OF THE  
DECEIVER



IKRIAN  
GLOVES



JADE  
XIPHOS



INJECTION  
ARROW



KNIFE OF THE  
VAMPIRE LORD



## KOBOLD'S LUCKY TOOTH

*Common Wondrous Item*

**Lost and Found.** Every day at any time you can roll a d4. You somehow find this amount of gold coins. These coins can be found in your pocket, bags or inventory. (you probably forgot about them). Sometimes you find them in your surroundings, some extra coins in the loot you find or just in the mud on street right outside of the tavern you've been staying in. You can use this feature only once per day.

## LIGHTFLASK

*Common Wondrous Item*

**Light collector.** As an action you can swing the flask overhead using the chain. It will absorb 3 charges of light per round up to a maximum of 15 charges. There can only be one type of light in the flask, the light retains all it's properties (like sun or moonlight. The flask will absorb the strongest light if not defined by the user (e.g. sunlight over torchlight). **Lightshegger.** As a bonus action you can activate the flask by speaking a chosen command word to shed the light captured. Every round one charge is spent. No matter which type, the light is shed in a 30ft. radius as bright light and 60ft. as dim light.

## LOCKCRAWLER

*Rare Wondrous Item*

*Requires proficiency with Thieves' Tools*

**Tiny Thief.** This arcane powered bug is able to unlock most mechanical locks without effort.

You can spend a bonus action to activate it and order it to do so. The crawler has a movement of 10ft., 5 hit points and is able to climb vertical surfaces. It can not carry anything. When unlocking a lock, roll a d20. On a 1 the crawler makes a fatal mistake and gets crushed by the lock mechanism, any subsequent rolls to attempt to pick this lock are made with disadvantage. If the lock has a DC of 20 or higher you roll with disadvantage. If the lock has a DC of 30 or higher a 2 also causes a fatal mistake.

## LUNAR SCIMITAR

*Uncommon Scimitar (Finesse, Light)*

**Damage.** 1d6+1 Slashing

**Lunar Essence.** You gain a +1 bonus to attack rolls you make with this weapon.

**Power of the Moonlight.** If you can see a night-sky while using this scimitar you deal an additional 1 Radiant damage. This damage is doubled when there is a full moon.

## LUXURIOUS SATIN BEDROLL

*Common Wondrous Item*

**Comfortable Climate.** The interior of this thin bedroll is always at the perfect temperature to sleep no matter which climate you are in. However, the soft pillows and fabrics of the bedroll do not protect you against extreme heat (Fire damage) or extreme cold (Frost damage).

**Well Rested.** When sleeping in this bedroll during a long rest you regain one extra hit die on top of the usual you regain.





## MAIL OF THE RIVERLANDS

Common Medium Armor

Requires attunement

AC: 14

**Scales of the Trout.** This armor does not weigh you down in water and even makes you a more potent swimmer. Your movement speed when swimming is not halved. Additionally you make Athletics checks for swimming with advantage.

## MASK OF THE WITCHDOCTOR

Very Rare Wondrous Item,

Requires attunement by a Cleric or a Paladin

**Voodoo Remedy.** As an action you can cast a random spell from the gem in the mask, the range for all these spells is 60ft. You can use this feature twice per day Choose a target and Roll a d4, the result determines the spell you cast.

### WITCHDOCTOR TRICKS

d4	Spells
1	Charm Person (DC 15)
2	Bestow Curse (DC 15)
3	Polymorph (Frog, DC 15)
4	Hypnotic Pattern (DC 15)

**Immunity.** You have advantage on saving throws against the effects of Bestow Curse, Polymorph and Hypnotic Pattern. Additionally you have resistance against Poison damage and are immune to Diseases.

## PORT-A-BOULDER

Uncommon Wondrous Item

**Strange Stone.** This 1 inch cube of stone weights next to nothing but it looks like it is very dense. It has a weird dim blue glow to it.

When it touches any type of earthen surface of at least 5ft. by 5ft. it rapidly expands to a 10ft. cube of solid rock. Any creatures in the 10ft. cube are pushed outward and take 1d10 Bludgeoning damage. The 10ft. cube boulder weighs 1500 lbs and does not glow.

The rock instantly returns to it's original size when it is no longer in contact with an earthen surface. Alternatively it can be returned to it's smaller state by speaking a command word which will make it shrink back to size over the course of 1 minute.

## RUBY EVERTORCH

Uncommon Wondrous Item

**Lightbringer.** This torch can burn infinitely. As a bonus action you can speak the command word of this torch. Doing so will make an unnaturally red flame appear. Providing bright light in a 30ft. radius and dim light for an additional 40ft. If you make a melee attack with the flame active, it deals 1d4 fire damage.

MASK OF THE WITCHDOCTOR



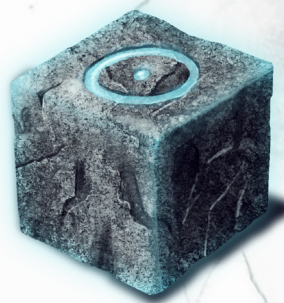
MAIL OF THE RIVERLANDS



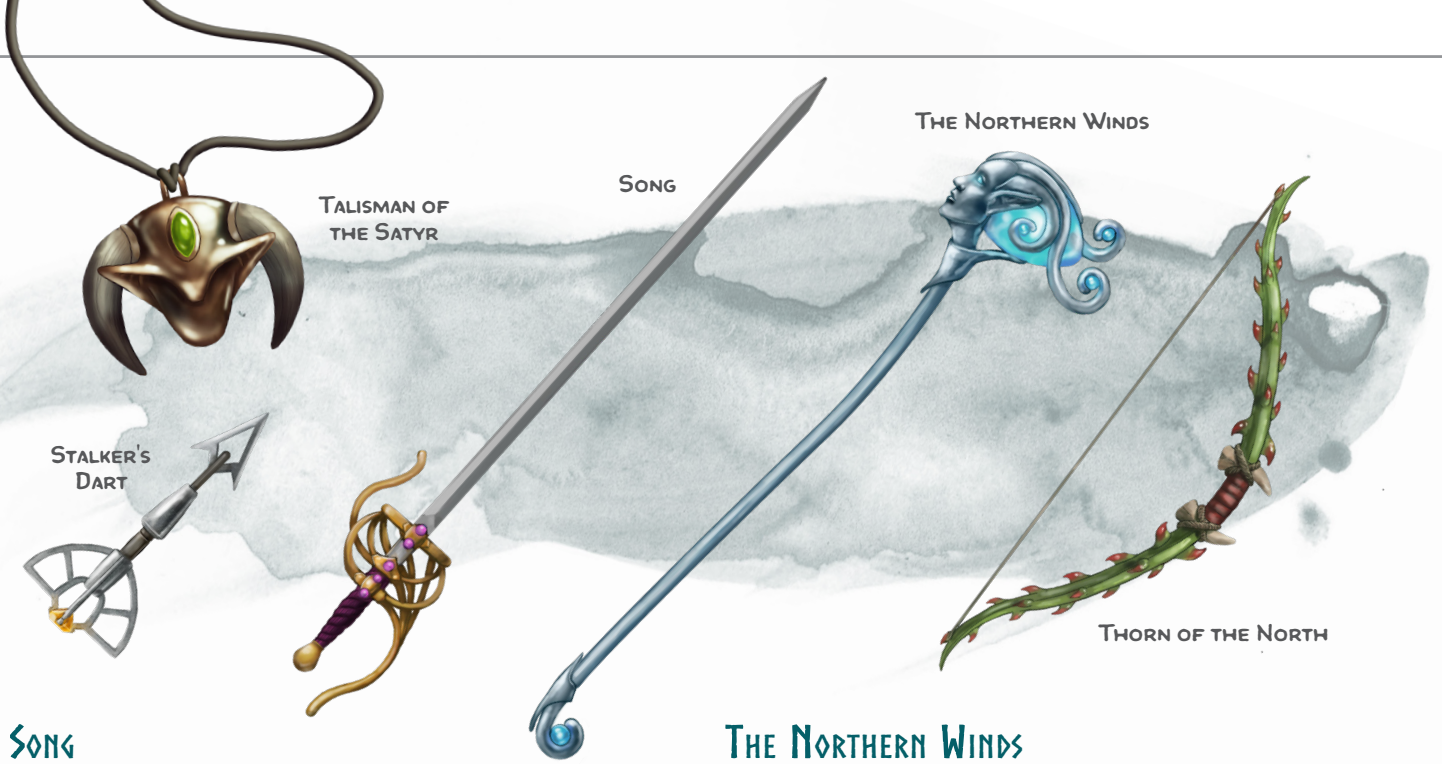
RUBY EVERTORCH



PORT-A-BOULDER







## SONG

Rare Rapier (Finesse, Light).  
Requires attunement.

**Damage.** 1d8+1 Piercing

**Charming.** You can use this rapier to cast Charm Person. The target has to make a Wisdom saving throw (DC 17). The creature makes the saving throw with advantage if you are currently fighting it, or it becomes charmed by you until the spell ends or someone in your party harms it. It will know it has been charmed when the spell ends. You can use this feature once every 3 days.

**Song and Dance.** When you make successful attacks with both Song and Dance (the dagger of this set), in one round, you deal an extra 2 Piercing damage with the weapon you attack with last.

**Two of a Kind** Attunement to both Song and Dance counts as a single attunement as they are a set.

## STALKER'S DART

Uncommon Dart (Finesse, Range, Thrown)  
Single use

**Damage.** 1d4+1 Piercing

**Range.** 20/60

**Mark of the Prey.** Upon a successful attack this dart releases an arcane mark. For the next 6 hours, if the creature is within 1000 ft of you, you sense the direction it is in, if it is in motion you know the direction of its movement. This effect can be dispelled. This is a single use effect.

## TALISMAN OF THE SATYR

Uncommon Wondrous Item

Requires attunement by a Bard, Druid or Ranger

**Master of the Bow.** When you attack a creature that is within 5ft. range of you with a shortbow, longbow or any type of crossbow, you do not suffer from disadvantage on the ranged attack roll. Additionally you gain 10 ft on your range (minimum and maximum) with these weapons.

**Sounds of the Forest.** When attuned to this item you gain proficiency with Panflutes. With a successful Performance check (DC 15) when playing a panflute, you can attract 1d8 birds from the surroundings. Most types of birds will happily tweet along to your song.

## THE NORTHERN WINDS

## THE NORTHERN WINDS

Very Rare Staff

Requires attunement by a Druid, Monk, Ranger, Sorcerer or Wizard

**Arctic Storm.** A swirling storm of glittering ice appears within a 20ft. tall 50ft. radius cylinder centered on a point you can see within a 120ft. range. When a creature enters the storm they have to make a constitution saving throw (DC 18). On a failed save they take 3d6 Frost damage, on a successful save the damage is halved. Every time a creature ends its round in the storm they repeat the saving throw. The effect lasts for 1 minute and requires concentration. You can use this feature once per day.

**Go with the Wind.** You can cast the spell Wind Walk once per long rest from this staff.

**Frozen Fingers.** When holding this staff in at least one hand you are resistant against Frost damage.

## THORN OF THE NORTH

Rare Longbow

Requires attunement

**Damage.** 1d8+1 Piercing

**Range.** 150/600

**Flexible Vine.** You gain a +1 bonus to attack rolls you make with this weapon.

**Barbed Shots.** This bow holds 8 charges, every day at dawn it regains 1d6+2 charges. Before making an attack with this weapon you can expend 1 charge to add sharp thorns to the arrow you are shooting. On a successful attack this you deal 1d4 extra Piercing damage.

## TOTEM OF TONGUES

Uncommon Wondrous Item

**Sharp Tongue.** You can perform a 10 minute ritual with this totem. At the end you choose one creature within 10ft. of you and a language of your choice. The creature gains the ability to understand and speak this language for 1 hour. You can use this feature once per long rest.



## TUNIC OF THE WARMAGE'S APPRENTICE

*Very Rare Armor (Light)*

*Requires attunement by a Spellcaster*

**AC.** 13 + Dexterity modifier

**Spell Infused.** This armor is infused with the spell Mage Armor. This enchantment can be dispelled, this will make the AC 11 + your dexterity modifier. If dispelled, the enchantment will be automatically restored after 24 hours have passed.

**Apprentice of the Arcane.** This armor grants a +1 bonus to all ranged spell attacks you make. Additionally you deal +2 bonus damage on Evocation spells that deal damage.

## TWIN HOOK SWORDS

*Uncommon Shortswords (Finesse, Light, Dual Wield)*

**Damage.** 1d6 Slashing (per sword)

**Sweep the Leg.** When you make a successful attack with one of these swords, you can choose to try and hook one of the legs of a creature as a bonus action. Make an Athletics check contested against the creature's Athletics check. If you succeed you deal an extra 1d4 Piercing damage and pull the creature prone. If you fail the contest the creature remains to stand upright. This feature only works on bipedal creatures or winged flying creatures.

**Climber's Hook.** You can use the swords to anchor yourself when climbing vertical surfaces. This grants you advantage on Strength (Athletics) checks for climbing.

## TWIN SERPENT STAFF

*Uncommon Staff*

*Requires attunement by a Druid, Sorcerer, Warlock or Wizard*

**Acid Bolt.** As an action you can cast Acid Arrow (3rd level) using this staff. You can use this feature twice per day.

**Lifetransfer.** As an action you can make the two snake heads of this staff bite down on two creatures. The creature with the least missing hit points takes 3d8 necrotic damage. The other creature heals the amount of damage dealt +4. Any poisons or diseases are transferred as well. This feature can be used once per long rest.

## VIOLIN OF THE AFTERLIFE

*Rare Wondrous Item (Musical Instrument, Viol)*

*Requires attunement and proficiency with Viols*

**Language of the Dead.** A bard casting spells against any Undead creature using this instrument makes all spell attack rolls with advantage.

**Shriek of the Afterlife.** As an action you can play a succession of notes on the violin that cause a mist of black smoke to erupt from the violin. The mist takes the form of a face and shrieks a terrifying scream. Every creature you choose within 60ft. of you must succeed on a Wisdom saving throw (DC 15) or be Frightened of you. The creature can repeat their Wisdom saving throw at the end of their turn.

## WAND OF THE KITTEN

*Rare Wand*

**Soft Kitty, Warm Kitty.** This wand holds 6 charges, it regains all charges at dawn. As an action you can expend a charge and point this wand at a willing creature you can see within 30ft. of you. The creature falls asleep and becomes unconscious for 15 minutes. If they remain sleeping for the full duration, they regain any features they would regain on a short rest and can spend hit die to regain hit points. All hit dice that they roll a one or two on may be rerolled. A creature can only benefit from this effect once per long rest.



## WATERWALKERS

*Uncommon Wondrous Item*

**Liquid to Solid.** As a bonus action you can activate these boots to walk on any surface of water as if it were solid ground. If you decide you want to swim, you can spend a bonus action to de-activate the boots.

If the body of water has waves you may have to make a Dexterity saving throw to keep yourself steady. The DC for this saving throw depends on the intensity of the waves and is at your GM's discretion. If you fail the save the boots deactivate and you fall down into the water.

**Aquatic Booster Boots.** These boots propel you forward when you are underwater. You receive a 10ft. bonus to your swimming speed.

## WAVECALLER

*Rare Wondrous Item (Musical Instrument, Horn)*

**Song of the Sea.** When sounding this horn at sea (or on an ocean) a gentle wave pushes your vessel forward, increasing the maximum speed of the vessel by 1 mile per hour for 12 hours.

**Fog of War.** As an action you summon a cloud of fog. A 50ft.-radius sphere of fog appears within 300ft. of you until a wind of at least 10 miles per hour blows it away, or after 1 hour has passed. The fog is centered on a point you choose, spreading around corners and heavily obscuring the area it fills. You can use this feature once per day.

## WILLOW'S WHISPER

*Uncommon Wondrous Item (Musical Instrument, Flute)*

*Requires proficiency with Flutes*

**Melody of the Willow's Bark.** Once per day (as an action) you can play a soft song on this flute, laced with the healing essence of the willow's bark. Anyone within a 30ft. radius that can hear you play receives 1d8+2 healing. This song also cures most fevers and relieves pain.

**Way of the Willows.** Once per week you can cast the spell Tree Stride.



WILLOW'S WHISPER



WAVECALLER



WATERWALKERS