

RELICS OF THE REALMS



VOLUME 3

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AMULET OF THE HUNTRESS

Rare Wondrous Item

Requires attunement

Predator's Stealth. You gain a +3 bonus to Stealth checks.

Weapons of Choice. You gain a +1 bonus to all Slashing and/or Piercing damage you deal. This bonus is doubled if you are currently shape-changed into an animal (e.g. through the spell Polymorph or the Wild Shape ability) or if you currently have claws or teeth which serve you as weapons (either as part of your physicality or for instance through the spell Alter Self).

AMULET OF THE WARMAGE

Rare Wondrous Item

Requires attunement by a Spellcaster

Arcane Awareness. When attuned to this amulet you are resistant to Force damage and gain a +3 bonus in Arcana.

Extra tricks. This amulet holds four charges. You can use one charge to cast one Cantrip from the Wizard spell list. The amulet regains 1d4 charges after you finish a long rest. (Cantrips like Fire Bolt scale in damage with level as usual)

ANGEL'S SORROW

Very Rare Staff

Requires attunement by a Spellcaster

Divine Knowledge. You gain a +1 bonus to both your Intelligence and Wisdom score when attuned to this staff.

Tears of the Angel. This staff can hold 9 charges. Every day at dawn, it regains 1d6+3 charges. If the attuned creature is proficient in Religion the staff regains all charges at dawn.

Heavenly Lament. Whenever you cast a healing spell it heals an amount extra equal to the amount of charges left in the staff.

Celestial Flight. You can expend 3 charges to cast the 3rd level spell Fly. You can cast this spell at a higher level, each extra level costs an additional 2 charges.

Call of the Heavens. You can expend 9 charges to cast the 6th level spell Heal or the 6th level spell Harm. (Heal receives the 9 points of extra healing from Heavenly Lament)

ARMOR OF ATOMLESZTES

Very Rare Light Armor

Requires attunement

AC. 13 + Dexterity modifier

Guard of Afterlife. Whenever you drop to 0 hit points, you regain 3d10+5 hit points. All allied creatures in a 15ft. radius regain half the amount you healed. All hostile creatures in the radius receive half the amount you healed as Necrotic damage. You can not use this feature again until you finish a long rest. Step into the Beyond. You are able to cast the spell Misty Step using this armor. You can use this feature 3 times per long rest.

Regalia of Mortality. When this armor is combined with the *Gauntlets of Mortality* (*Gauntlet of Adni* and *Gauntlet of Vesz*) they count as a set and only take a single attunement slot instead of multiple. *The Regalia of Mortality* is considered Legendary. When you are attuned to Regalia you can use the Lifegiver and Lifetaker features of the gauntlets twice per long rest. Additionally you gain temporary hit points equal to 10 + your character level for 24 hours whenever you finish a long rest.

AMULET OF THE HUNTRESS



AMULET OF THE WARMAGE



ANGEL'S SORROW



ARMOR OF ATOMLESZTES



AXE OF THE CHROMATIC QUEEN

Very Rare Battleaxe (Versatile)

Requires attunement

Damage. 1d8 (1d10) +2 Slashing

Forged in Dragonbreath. You gain a +2 bonus to attack rolls you make with this weapon.

Heads of the Queen. On a successful hit you may choose to deal 1d4+1 extra damage. You may choose to have the damage type be Lightning, Acid, Poison, Fire or Cold damage. You can use this feature once per turn.

Audience with the Queen. A ritual that takes 10 minutes can be performed by placing an amethyst, emerald, ruby, sapphire and diamond in the open maws of the dragonheads on the axe. Over the course of the ritual the gemstones crumble into a fine dust and swirl in a 10ft. radius around the axe. When the ritual is finished a portal opens inside the 10ft. radius for one minute, any willing creatures that enter the portal are teleported to a location of their choice in the first circle of Hell.

BEAUTY SLEEP MASK

Uncommon Wondrous Item

Deep Sleep. When you sleep or take a nap with this mask on during a short or long rest, you receive a -3 penalty on your Passive Perception and any Perception checks you make.

Looking Refreshed. When you wake up after this sleep you gain a +2 bonus to any Persuasion checks you make. This bonus lasts for one hour after a short rest or 16 hours after a long rest.

BLADE OF THE CORRUPTED LOTUS

Very Rare Greatsword (Heavy, Two-handed)

Requires attunement

Damage. 2d6+2 Slashing

Dark Essence. You gain a +2 bonus to attack rolls you make with this weapon.

Power of the Lotus. As part of your attack with this sword you can drain the creature of its life power. You deal 1d10 extra Necrotic damage and receive this number in healing. You can use this feature twice per day.

Corruption. The sword can hold up to 8 charges and has 0 charges when you first attune to it. For every 2 charges the sword holds you gain a +1 bonus to your Strength score. Whenever you land a killing blow on an enemy, you may choose to roll a Constitution saving throw (DC 10 + the current amount of charges). On a successful save you gain one charge, on a failed save you take 1d4 Necrotic damage for each charge in the sword. You lose 2d4 charges whenever you finish a long rest.

CHROMATIC COLLAR

Rare Wondrous Item

Dragon's Resistance. The wearer of this item can roll a d6 after a long rest to receive one of the following effects which lasts until they finish another long rest. If the item is removed or destroyed, the effect vanishes.

CHROMATIC RESISTANCE

d6 Effect

- | | |
|---|---|
| 1 | Acid Resistance |
| 2 | Cold Resistance |
| 3 | Fire Resistance |
| 4 | Lightning Resistance |
| 5 | Poison Resistance |
| 6 | +1 AC and one resistance of choice from this table. |

CLOAK OF THE FIRST SNOW

Rare Wondrous Item

Requires attunement

Winter's Embrace. When you are attuned to this cloak you are resistant to Cold damage.

Gone in a Flurry. When attuned to this cloak you can spend a bonus action that causes a flurry of magical snowflakes to swirl around you as you move. No attack of opportunity can be made against you while this is active. This effect lasts for 3 rounds and can be used up to 2 times per day.



BEAUTY SLEEP MASK

COLLAR OF THE CHROMATIC QUEEN



AXE OF THE CHROMATIC QUEEN

BLADE OF THE CORRUPTED LOTUS

CLOAK OF THE FIRST SNOW

COIN OF DRAGONIC LUCK

Uncommon Wondrous Item

Dragon's Bargain. Before making an Ability check or an attack roll you can flip the coin as a bonus action. Flip any coin, on a heads you gain a +2 bonus to the roll, on a tails you suffer a -2 penalty on the roll. If you do not have a coin, roll a d4 instead. 1 or 2 is heads, 3 or 4 is tails. You can use this feature 3 times per day. If you receive 3 penalties in a row on a single day, roll a d20. On a 1 the coin cracks in two and loses all magical capabilities.

DOWNFALL

Uncommon Greatsword (Heavy, Two-handed, Cursed)

Requires attunement

Damage. 2d6+1 Slashing

Infernal Steel. You gain a +1 bonus to attack rolls you make with this weapon.

Brought Back. When you are attuned to this sword and fail at least one death save you are healed for an amount equal to half of your maximum hit points. This effect can only happen once ever to the attuned.

Infernal Pact (Curse). When you are Brought Back as described above you owe your life to an infernal creature or entity of the choice of your GM. How and when this will become clear, the motivation and character of this being and all other details will be determined by the GM.

EDGE OF THE ZEPHYR

Very Rare Rapier (Finesse)

Requires attunement

Damage. 1d8 Piercing +2 Lightning

Stormforged. You gain a +2 bonus to attack rolls you make with this weapon.

Last Spark of Life. When you land a killing blow on a creature with a melee weapon attack with this rapier, the creature's last energy is conducted along the blade of the rapier and amplified in a lightning bolt. All creatures in a 15ft. line behind the creature (in the direction you stab) have to make a Dexterity saving throw (DC 15). On a failed save they take 3d6+2 Lightning damage, on a success they take half.

Lightning Conductor. As an action you can call down a bolt of lightning to a creature or object you can see within 100ft. The creature has to make a Dexterity saving throw (DC 15). On a failed save they take 4d6+2 Lightning damage. On a successful save they take half. You can use this feature once per day.

EFRETI'S KUSARIGAMA

Rare Sickle (Reach, Two-handed)

Requires attunement

Damage. 1d6 Slashing +2 Fire

Solid Flame Blade. You gain a +2 bonus to attack rolls you make with this weapon.

Grip of the Fire Genie. As an action you can attempt to grapple a creature using the counterweight and chain of this weapon. You make the Athletics check for this grapple with advantage. When you first grapple the creature it receives 1d6 Fire damage. The creature receives another 1d6 Fire damage at the end of each of its turns if it remains grappled.

COIN OF DRAGONIC LUCK



DOWNFALL



EDGE OF THE ZEPHYR



EFRETI'S KUSARIGAMA

ELDERAM'S GIFT

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

Requires attunement

Damage. 1d4+2 Piercing (Magical)

Range. 20/60

Plane-wrought. You gain a +2 bonus to attack rolls you make with this weapon.

Emerald Eruption. As an action you can stab this dagger into the ground and speak a command word. 2ft tall green crystal spikes erupt from the ground. All creatures in a 15ft. cone outward from the dagger have to make a Dexterity saving throw (DC 17). On a failed save they take 3d10 Piercing damage, on a successful save they take half damage. The area is considered rough terrain, if a creature steps onto or moves within the area they have to make a Dexterity saving throw (DC 12). On a failure they take 1d4 Piercing damage per 5ft. moved, on a success they take no damage. The crystals can be destroyed, but also instantly disappear when you pull the dagger from the ground. You can use this feature twice per day.

ELIANIM - THE DAWNSPARK

Legendary Warhammer (Heavy, Versatile)

Requires attunement by a Cleric or Paladin

Damage. 1d8 (1d10) +1d4 Lightning +1d4 Thunder damage

Forge of the Morning Sun. You gain a +4 bonus to attack rolls you make with this weapon.

Heart of the Sun. While attuned to this weapon you gain a +2 bonus to your Constitution score.

Aura of Dawn. You and all allies within 15ft. of you have advantage on all saving throws against Fear effects.

Crystallized Light. This hammer holds 3 charges of Crystallized Light. Whenever you cast any type of healing spell you can expend one charge to heal one target for an extra 2d6. All charges are restored at dawn.

FANG OF THE GATEKEEPER

Legendary Dagger (Finesse, Light, Range, Thrown)

Requires attunement

Damage. 1d4 Piercing +3 Necrotic

Range. 20/60

Bite of the Hound. You gain a +3 bonus to attack rolls you make with this weapon.

Hell's Guard. You deal 1d4 extra Piercing damage to creatures that are either Humanoids or Undead.

Commands of the Master. Whenever you make an Intimidation check, you are allowed to roll 1d6 and add the number to your roll. Additionally, depending on the roll, you receive one of the following features for a brief moment while intimidating.

FANG OF THE GATEKEEPER EFFECTS

d6 Effect

- 1-2 Your voice turns unnaturally more ominous as you speak.
- 3-4 Your eyes turn completely black for only a few seconds.
- 5-6 Light in a 10ft. radius around you seems to darken for a few seconds

ELDERAM'S GIFT

ELIANIM
THE DAWNSPARK

FANG OF THE
GATEKEEPER

GAUNTLET OF ADNI

Rare Wondrous Item

Requires attunement

Touch of Life. When you deal an unarmed strike you may choose that the damage dealt is Radiant damage.

Lifegiver. As an action you can point to a creature you can see within a 90ft. range. You suffer 2d8 Necrotic damage, the creature you point to heals an amount of hit points equal to the amount of damage you took. You can use this feature once per day.

Heart Protector. While attuned to this gauntlet you have access to the Spare the Dying cantrip.

Gauntlets of Mortality. When this Gauntlet is combined with the *Gauntlet of Vesz*, they count as a set and only require a single attunement slot instead of one per gauntlet. *The Gauntlets of Mortality* are considered Very Rare. When you are attuned to both gauntlets you gain 10 temporary hit points for 24 hours whenever you finish a long rest.

GAUNTLET OF VESZ

Rare Wondrous Item

Requires attunement

Touch of Death. When you deal an unarmed strike you may choose that the damage dealt is Necrotic damage.

Lifetaker. As an action you can point to a creature you can see within a 90ft. range. The creature has to make a Constitution saving throw (DC 18). On a failed save they suffer 2d8 Necrotic damage. You gain the amount of damage dealt as hit points. You can use this feature once per day.

Death Caller. While attuned to this gauntlet you have access to the True Strike cantrip.

Gauntlets of Mortality. When this Gauntlet is combined with the *Gauntlet of Adni*, they count as a set and only require a single attunement slot instead of one per gauntlet. *The Gauntlets of Mortality* are considered Very Rare. When you are attuned to both gauntlets you gain 10 temporary hit points for 24 hours whenever you finish a long rest.

GLOVES OF THE VERDANT SENTRY

Rare Wondrous Item

Requires attunement by a Monk

Reinforced Gloves. You gain a +1 bonus to all attack and damage rolls you make for Unarmed strikes.

Clasp of Protection. As a reaction you can clasp the half-shields on these gauntlets together. Until the start of your next turn, you have a +2 bonus to AC. (Including versus the triggering attack) You also take no damage from Magic Missile. You can use this feature 3 times per long rest.

Broken Seal. When you attack on the turn after you have used the Clasp of Protection, you deal 1d4 extra Force damage on the first unarmed strike you make with each gloved hand.

GREATAXE OF THE HILLS

Uncommon Greataxe (Heavy, Two-handed)

Damage. 1d12+1 Slashing

Big Hitter. You gain a +1 bonus to attack rolls you make with this weapon.

Over-axe-tend. Before making an attack roll with this weapon you can choose to take a -3 penalty on your attack roll to add 5ft. of reach. Making the reach of this weapon 10ft.



HALBERD OF THE NORTHERN TRIBE

Rare Halberd (Heavy, Reach, Two-handed)

Requires attunement

Damage. 1d10+1 Slashing

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

Frost Guardian. While attuned to this halberd you have resistance to Cold damage and do not suffer from any impairments from cold weather conditions.

Frostbite. When you successfully attack with this weapon your target has to make a Constitution saving throw (DC 15) On a failed save they suffer an additional 1d4 Cold damage. On a successful save they do not take any extra damage.

HOOD OF THE DRAGONTURTLE

Legendary Wondrous Item

Requires attunement

AC. +1

Fortitude of the Deep. When you are attuned to this hood you gain a +4 bonus to your Constitution score and your maximum Constitution score is raised to 22.

Dark Ocean Ancestry. You gain Darkvision up to 120ft. Additionally you can breathe underwater.

Steam Breath. As an action you exhale steam in a 20ft. cone. Each creature in that area has to make a Constitution saving throw (DC 18). Taking 2d8 Fire damage on a failed save or half as much damage on a successful save. The damage increases to 3d8 at 6th level, 4d8 at 11th level, and 5d8 at 16th level. You can not use this feature again until you finish a short or a long rest. Being underwater doesn't grant resistance against this damage.

HORSELORD'S CURVED BLADE

Rare Scimitar (Finesse, Versatile)

Requires attunement

Damage. 1d6+2 (1d8+2) Slashing

Lord of the Grass Sea. While mounted on any type of horse you gain a +2 to attack rolls you make with this weapon.

Aura of the Stallion. When attuned to this blade you gain a +4 bonus to any Animal Handling checks you make. You also gain a +2 bonus to Survival checks that relate to tracking animals.

INAWANIK SHORTBOW

Uncommon Shortbow

Damage. 1d6+1 Piercing

Range. 120/360

Woven Wood. You gain a +1 bonus to attack rolls you make with this weapon.

Double Recurve. When you roll a 19 on the die for the attack roll with this weapon it is also considered a critical hit.

Small Game Hunter. You have advantage on attack Rolls against Tiny and Small Beasts.

JAVELIN OF BLIGHT

Very Rare Javelin (Thrown)

Requires attunement

Damage. 1d6 Piercing + 1d4 Necrotic

Range. 60/180

Blightstrike. After you successfully attack a creature with this javelin, you may spend a bonus action to unleash a torrent of Necromantic energy on the creature you have hit with the attack. If the target is a creature it has to make a Constitution saving throw (DC 16). They take 8d8 Necrotic damage on a failed save, or half as much on a successful save. If the target is a Plant creature or a magical plant, it makes the saving throw with disadvantage. The strike deals 64 damage on a failed save and 32 on a successful save. If you target a nonmagical plant that isn't a creature, such as a tree or shrub, it doesn't make a saving throw, it simply withers and dies. This feature has no effect on Undead or Constructs. You can use this feature once per long rest.

JAVELIN
OF BLIGHT

HALBERD OF THE
NORTHERN TRIBE

HORSELORD'S
CURVED BLADE

INAWANIK
SHORTBOW

HOOD OF THE
DRAGONTURTLE

MARBLE MALLET

Rare Mace

Damage. 1d6+2 Bludgeoning

Heavy but Balanced. You gain a +2 bonus to attack rolls you make with this weapon.

Forceful Blow. Before you attack with this weapon you can speak a command word, if your attack is successful it deals 1d8 extra damage and pushes your target 10ft. backward. You can use this feature twice per day. The use is also expended if you miss your attack.

MASK OF THE MARTYR

Very Rare Wondrous Item

Requires attunement by a Cleric or a Paladin

Visage of the Broken. While attuned to this mask you have resistance to Necrotic damage.

The One Who Endures. When one of your allies takes damage within a 10ft. radius, you can use a reaction to share in their pain. Roll a d12, you instantly heal this amount to your ally and you take the same amount as Radiant damage. You can use this feature 3 times per long rest.

Last Act. When you die (either instantly or after failing 3 death saving throws) the eyes of the mask will shine a bright white light in a 150ft. radius. Each allied creature in the radius heals for an amount equal to 10 times your character level. However, the perished attuned can not be brought back to life by anything short of a True Resurrection spell.

MERFOLK BLADE

Rare Scimitar (Finesse, Light)

Damage. 1d6 Slashing +2 Piercing

Waterslicer. You gain a +1 bonus to attack rolls you make with this weapon. Additionally, you do not have disadvantage when attacking underwater.

Cruel Wound. A critical hit made against a creature with this serrated weapon causes a bleeding wound. They suffer 1d4-1, (minimum of 1) Necrotic damage every round at the start of their turn for one minute, or until they are healed or make a successful Medicine check (DC 15). This effect does not work on Undead or Constructs that lack any sort of blood or ichor.

NOMAD'S SATIN SCARF

Common Wondrous Item

Portable Shelter. When you put this scarf on the ground and speak its command word, the fabric magically expands and transforms into a tent. The tent is 10ft. by 10ft. and can comfortably fit 3 medium creatures in it. It withstands all but extreme weather conditions and the temperature inside is always comfortable. You can speak the command word again to transform it back into a scarf. The tent has 5 hit points, when it is reduced to 0 hit points it automatically transforms back into a scarf. The scarf can't transform back into a tent for 24 hours after this happens. Creatures that are inside the tent when it transforms back are not harmed in any way and remain in their positions. If the command word is spoken while the scarf is being worn, nothing happens.

ONYX THRONE STATUETTE

Very Rare Wondrous Item

The Dark Seat. As an action you can set the statuette down on the ground and speak a command word. The statuette transforms into a full size throne of solid black onyx. The throne is 3ft by 3ft, the armrests are 3ft. high and the back is 8ft. high. The throne has an AC of 15 and 10 hit points. When it is reduced to 0 hit points it transforms back into the statuette and cannot be used again for 24 hours. Speaking the command word again causes the throne to revert back to its statuette form.

Dealmaker's Chair. While sitting on the chair you can neither be Charmed nor be put to sleep by magic. Additionally you gain Truesight up to 20ft. and have advantage on Insight, Persuasion and Intimidation checks.

MARBLE MALLET



ONYX THRONE STATUETTE



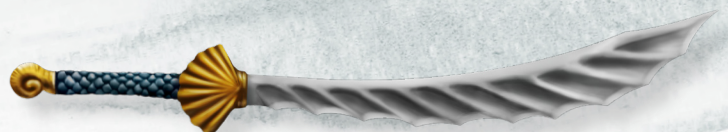
NOMAD'S SATIN SCARF



MASK OF THE MARTYR



MERFOLK BLADE



PHOENIX ARROW

Very Rare Ammunition (Shortbow, Longbow)

Lifecycle of the Phoenix. This arrow has 3 charges, you automatically expend a single charge when you shoot it. On a successful hit it deals additional Fire damage. When you expend the first charge it deals 1d6 Fire damage, the second charge deals 2d6 extra and the third charge 2d8. When all charges are expended the arrow deals no extra damage. All charges are restored at dawn.

Return and Rebirth. When you have shot this arrow and it expended a charge, you can call it back to your bow or quiver at the end of your turn as a free action. The arrow turns to ashes and reappears in a flash of harmless flames.

PIEKER OF THE PURPLE ROSE

Rare Dagger (Finesse, Light, Range, Thrown)

Damage. 1d4+2 Piercing

Range. 20/60

Return of the Rose. As a bonus action, while you are within 200ft. of the dagger you can speak a command word to recall it to you. The blade twists shortly in a flurry of rosepetals and then returns to your open hand instantly. If it was lodged into a creature it deals 1d4 damage to that creature as the dagger twists out of it.

Toxic Thorns. If you apply a damaging poison to this dagger, you deal an extra 1d6 Poison damage on the first time you deal damage to a creature with this dagger.

PIT FIEND'S BLADED FIST

Very Rare Fist Weapon (Finesse, Light, Sentient, Cursed)

Requires attunement

Damage. 1d6+1 Piercing + 1d4 Fire

Destructive Force. Once per day as an action you can release an orb of fire and necrotic energy from this weapon. Choose a point you can see within 120ft. All creatures within a 15ft. radius around this point have to make a Dexterity saving throw (DC 15) or take 2d6 Fire damage and 2d6 Necrotic damage.

Voice of the Pit. This weapon is possessed by the essence of a pit fiend with a pyromaniacal disposition. It often compels the attuned to burn objects, buildings or creatures. Their pleading can potentially interfere with the sanity and wellbeing of the attuned.

Hold of the Fiend (Curse). When a creature attunes to this weapon they may not be able to take it off. Especially if they do not follow the wishes of the pit fiend which possesses it. The fiend may suggest putting their hand in flames, this deals 2d6 Fire and 1d6 Necrotic damage, the weapon will then slide of their arm.

PRIMAL STAFF OF THE QUEEN BEE

Rare Staff

Requires attunement by a Spellcaster

Damage. 1d6 Piercing +2 Poison

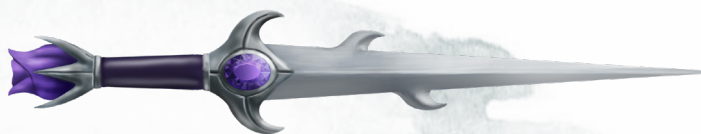
Queen of the Flowers. When you are attuned to this staff you have advantage on any Nature checks you make to distinguish the details of plants and flowers.

Sting of the Hive. As an action you conjure a swarm of spectral bees that attack one creature of your choice that you can see within 90ft. Make a ranged spell attack. On a hit, the creature takes 3d6 Piercing damage and has to make a Constitution saving throw (DC 15) or suffer an additional 2d4 Poison damage. You can use this feature twice per long rest.

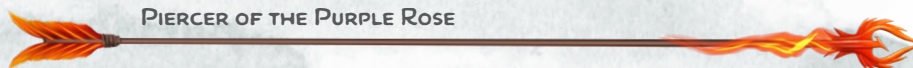
PIT FIEND'S
BLADED FIST



PIEKER OF THE PURPLE ROSE



PIEKER OF THE PURPLE ROSE



PHOENIX ARROW

PRIMAL STAFF OF THE QUEEN BEE



QUILL OF LIES

Uncommon Wondrous Item

Liar's Scripture. Messages written with this quill are only truly legible by the person(s) it is addressed to. Other creatures read a similar message with falsified details. For anyone but the intended receiver any numbers, dates, locations and names are all completely false.

A creature that uses its action to examine the writing can determine that it is an illusion with a successful Investigation check DC 18. If a creature discerns the illusion for what it is, the creature can see through the falsehood of the writing. A creature can only attempt to analyze a message if it is in a language they are familiar with.

Lie Detector. When you put this quill on top of a surface with writing on it you can speak a command word which causes it to hover over the surface and encircle any lies. It only circles parts which were knowingly written down as falsehoods. It will tap around the edge of the surface if the message was written in Liar's Scripture or is obscured by any other type of illusion.

QUIVER OF THE FOREST

Uncommon Wondrous Item

Nature's Fletcher. If supplied with some water and sunlight this quiver grows 5d4+5 arrows on a daily basis (with a maximum of 20). If the quiver has been supplied with at least 6 hours of sunlight, arrows continue to grow for three days. One liter of water will be enough to sustain the quiver for seven days.

Arrows of the Branch. In sunlight the arrows deal an extra +1 damage. You can not light these arrows on fire or coat them in any form of acid.

RING OF DIVINATION

Rare Wondrous Item

Requires attunement

Fortune Teller's Secrets. While attuned to this ring you gain a +1 bonus to Insight, Arcana and Deception.

Premonition. You automatically have advantage on the first Dexterity or Wisdom saving throw you have to make. You can use this ability again after finishing a long rest.

Second Sight. As a bonus action you can quickly gaze deep into the crystal ball on this ring. For the next hour you have Truesight up to 60ft. You can use this feature once per day.



RING OF DIVINATION



QUILL OF LIES



SEARING EDGE



QUIVER OF THE FOREST



ROBE OF THE WARMAGE

ROBE OF THE WARMAGE

Legendary Wondrous Item

Requires attunement by a Spellcaster

AC. 2 + spellcasting ability modifier

Arcane Defenses. While attuned to this robe you gain resistance against Force damage.

Spellslinger. You deal an extra 1d6 damage when you use the same damaging spell or cantrip as you did the previous round. This effect does not stack.

Frontline Recovery. Whenever you finish a short rest you recover 2 First level spell slots or 1 Second level spell slot on top of any normal spell slots you would normally recover. You can only recover spell slots in this way once per long rest.

SEARING EDGE

Very Rare Longsword (Versatile)

Requires attunement

Damage. 1d8 (1d10) +3 Fire

White Hot. You gain a +3 bonus to attack rolls you make with this weapon.

Overcharge. As an action you can point the sword into a direction of your choosing. A 5ft. wide 30ft. long line of fire bursts out. All creatures in the line have to make a Dexterity saving throw (DC 18). On a failed save they take 4d8+4 Fire damage, on a successful save they take half. When you use this ability, roll a d6 afterwards, on a 1 the handle overheats and the flame blade fizzles out for 1d4 minutes. You can use this feature once per long rest.

Flaming Failure. If you roll a 1 on your attack roll you must roll a d6. On another 1 the handle overheats and the flame blade fizzles out for 1d4 minutes.

SPEAR OF SHIFTING SANDS

Very Rare Spear (Thrown, Versatile)

Requires attunement

Damage. 1d6 (1d8) +2 Piercing

Range. 20/60

Remnant of Naz'thul. You gain a +2 bonus to attack rolls you make with this weapon.

Strike of the Sun. When you successfully hit a creature with this weapon you can speak a command word which invokes the essence of the desert sun as part of your attack. The creature has to make a Constitution saving throw (DC 14). On a failed save they take 2d4+2 Radiant damage and are blinded until the end of their next turn. On a successful save they take no damage. You can use this feature twice per day.

Sandshift. After making a successful ranged attack against a creature with this spear you can instantly teleport to its location. This is a free action that is part of the attack and can be used once per round.

SPIRE OF THE WARMAGE

Very Rare Staff

Requires attunement

Fortified Magic. While attuned to this staff all ranged spell attacks you make receive a +1 bonus and your spell save DC increases by 1.

Amplification. While attuned to this staff the range of all cantrips you cast is doubled. Any cantrips with the range of Self or Touch are in no way affected.

Mind Shield. As an action you can cast an aura outward from the staff, all allied creatures in a 20ft. radius from the spire have advantage on Intelligence and Wisdom saving throws. This effect lasts for 1 minute. You can use this feature once per long rest.

SPIRITWALKER'S FLAIL

Rare Flail

Requires attunement

Damage. 1d8 Bludgeoning +1d6 Radiant

Elders' Guidance. You gain a +2 bonus to attack rolls you make with this weapon.

Strengthened Blow. When you critically hit a creature you may choose to knock it prone or push it 5ft. away from you.

Protection from Beyond. Twice per long rest you can cast the spell Sanctuary using this flail. (Wisdom saving throw DC 16)

TANGLESEED ARROW

Uncommon Ammunition (Longbow/Shortbow)

Single use

Entangling Shot. This arrow deals the same damage as a regular arrow. However when you successfully hit a Large or smaller creature with this arrow, the target has to make a Dexterity saving throw (DC 17). On a failed save they get wrapped by a fast sprouting tangle of vines and the creature is considered Restrained. A creature can use an action to attempt to break free at the end of its turn with a successful Strength check (DC 15).

THE BLACK SEAL

Very Rare Wondrous Item (Cursed)

Requires attunement

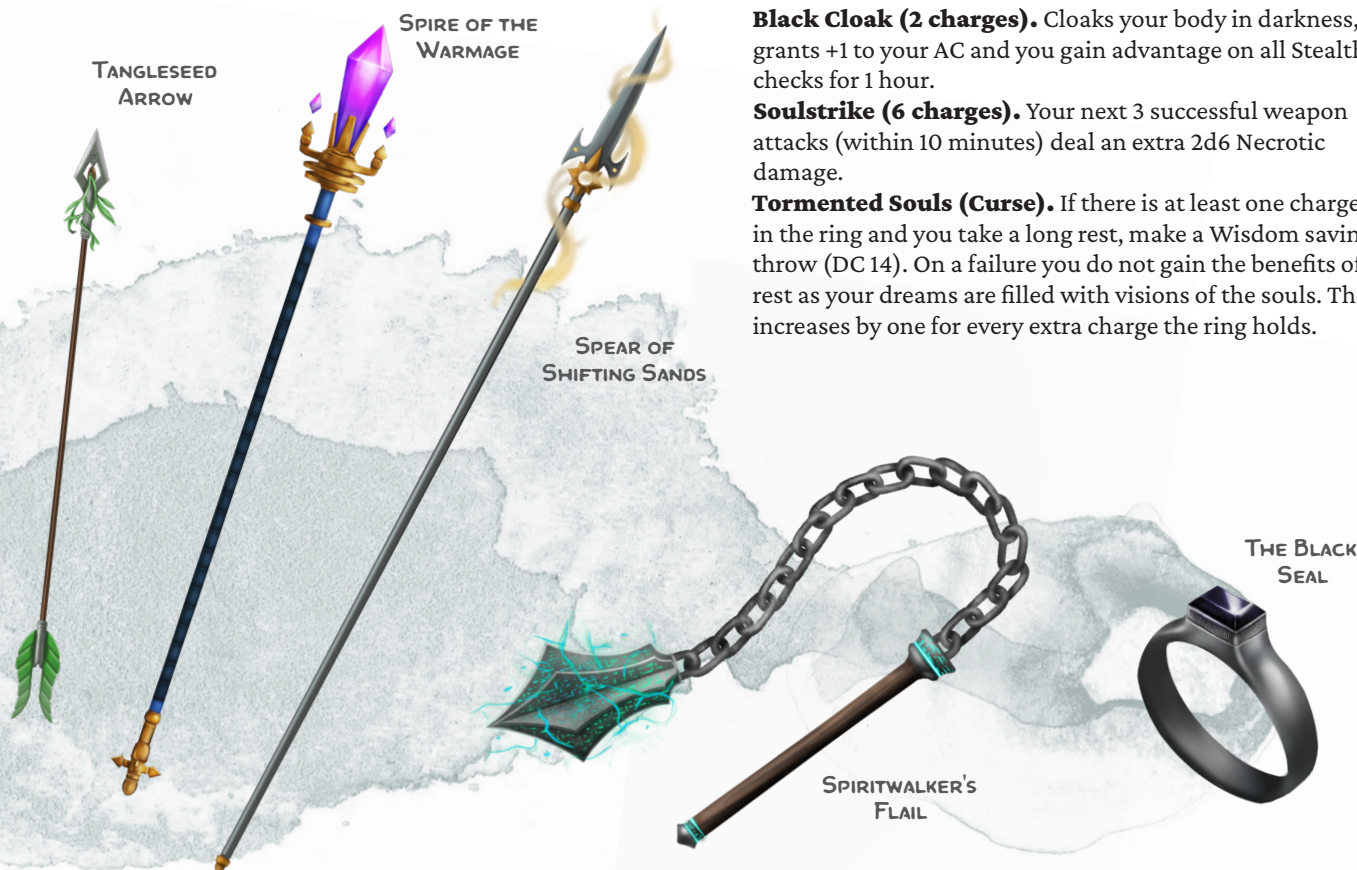
Souldrinker. The ring can hold 6 charges. You gain 1 charge whenever you kill (or actively assist in the killing of) a creature. As a bonus action you can activate one of the effects by spending charges.

Dark Presence (1 Charge). You surround yourself in an ominous aura that grants you advantage on Intimidation checks for 1 hour.

Black Cloak (2 charges). Cloaks your body in darkness, grants +1 to your AC and you gain advantage on all Stealth checks for 1 hour.

Soulstrike (6 charges). Your next 3 successful weapon attacks (within 10 minutes) deal an extra 2d6 Necrotic damage.

Tormented Souls (Curse). If there is at least one charge in the ring and you take a long rest, make a Wisdom saving throw (DC 14). On a failure you do not gain the benefits of the rest as your dreams are filled with visions of the souls. The DC increases by one for every extra charge the ring holds.



TIGHTROPE TREADS

Uncommon Wondrous Item

Acrobat's Feet. While wearing these boots you gain a +1 bonus to all Acrobatics checks you make.

Balancing Act. These boots allow you to walk or run on top of any object narrower than the sole of your foot, such as a rope, wire, beam or ledge. You can move at your full movement speed along these narrow obstacles without having to make an Acrobatics or Dexterity check to prevent you from falling from them.

TRENOX, THE HARBINGER OF FATE

Very Rare Longbow (Heavy, Two-handed)

Requires attunement

Damage. 1d8+2 Piercing

Range. 150/600

Forceful Shots. You gain a +2 bonus to attack rolls you make with this weapon.

Deflection. If you are the target of a melee attack, you can use your reaction to try and deflect the blow with this reinforced, metal bow. You add +2 to your AC against that attack.

Guided Arrow. When you finish a long rest, roll two d20's, add the +2 bonus and your Dexterity and record the numbers. You can use these numbers instead of making an attack roll for any attack you want to make with this bow. You must choose to use one of these numbers before making an attack roll. You can use a Guided roll only once per turn. Each of these rolls can be used only once. When you finish a long rest, you lose any unused rolls. On a successful attack a Guided Arrow deals an additional 1d6 Thunder damage.

VOLANTES VITAEUM

Very Rare Dart (Finesse, Thrown)

Requires attunement by a Spellcaster

Damage. 1d4 Piercing +3 Force

Range. 45/90

Flight of the Hummingbird. As you throw this dart it seems to become alive and fly on its own. You gain a +3 bonus to attack rolls you make with this weapon. Because it flies on its own, it ignores both half-cover and three-quarters cover.

Returning. As part of your attack, you can make the bird fly back to your empty hand. You can call the bird back to you from up to 200ft.

Nectar Harvester. Every time you deal damage to a creature with this weapon you heal 1 hitpoint. When you critical hit a creature you heal 2 hit points instead.

WARDEN'S HAMMER OF LIFE

Rare Warhammer (Versatile)

Requires attunement

Damage. 1d8 (1d10) +2 Bludgeoning

Soul of the Wild. You gain a +2 bonus to attack rolls you make with this weapon.

Invocation of Vitality. Whenever you use your action to cast a spell that heals hit points and does not deal any damage, you can spend your bonus action to strengthen it with a special invocation. When you do this, add 2d6 to the amount of hit points restored. You can use this feature up to two times per long rest.

Energizing Blow. Whenever you deal a critical hit with this hammer you regain one use of Invocation of Vitality.



WARLUTE

Rare Wondrous Item (Musical Instrument, Lute)

Requires attunement by a Bard and proficiency with Lutes

Blade Damage. 1d6 Slashing

Crossbow Damage. 1d6 Piercing

Crossbow Range. 30/90

Chord of Valor. As an action you can strike a special chord on the warlute. One creature of your choice has advantage on their next roll. You can not use this feature on yourself and a creature can only be affected by it once per long rest. You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a Long Rest.

Rhythm of Battle. Whenever you grant someone Bardic Inspiration the die receives a +1 bonus. If you inspire an ally in the same turn as you make a successful weapon attack against a creature using this lute the inspiration die receives a +2 bonus instead.

WARMAGE'S HOOD

Very Rare Wondrous Item

Requires attunement

Third Eye Focus. While you are attuned to this hood it is considered a spell focus. Leaving both your hands free while casting spells. You can only use this feature when the hood is up. You can spend a bonus action to put the hood up (or down).

Advanced Destruction. You may reroll any damage die you rolled a 1 on whenever you deal damage with a spell that deals Force, Thunder, Lightning, Fire or Cold damage.

Spell Storage. This hood can hold a single spell of 3rd level or lower. You must cast the spell to store it into the crystal. You can then cast the spell from the crystal without expending a spellslot. The casting time of this spell remains the same.

WARMAGE'S SPELLGLAIVE

Very Rare Glaive (Heavy, Reach, Two-handed)

Requires attunement

Damage. 1d10+2 Slashing

Arcane Forged. You gain a +2 bonus to attack rolls you make with this weapon.

Strike of Force. This glaive can hold a maximum of 3 charges. When you make a successful attack with this glaive you may choose to release all the charges. You deal an extra 1d8 Force damage for each charge expended. A charge is gained when you cast a spell of 2nd level or higher. For each level of spell slot you expend above 2nd you gain one additional charge.

Magical Rhythm. When you deal a critical hit with this glaive you may choose to attack the same target a second time as part of your attack action (for which you roll a second Attack roll). You can use this feature only once per round.

WILDFIRE BOWSTRING

Very Rare Wondrous Item

Fire up the Bow. It takes 30 seconds to replace the bowstring on a regular longbow or shortbow with this enchanted bowstring.

Green Flame Arrow. This bowstring has 3 charges which recharge at dawn. Whenever you take the attack action with the bow this string is on, you can expend a charge that causes the arrow to burn with a green fire. Make a ranged attack roll, on a hit the target takes an extra 2d4 Fire damage. After impacting, the fire leaps to the nearest creature within 10ft. and deals 1d4 Fire damage. If you miss your attack the charge is also expended.

