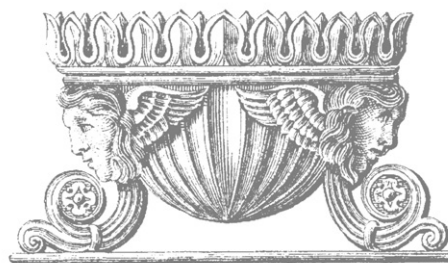


A PRESENT FOR EVERY CLASS

WARRIORS

MAGIC ITEMS ARE AN essential part of high fantasy RPGs—*bags of holding, flame tongues, and holy avengers* come part and parcel with majestic winged serpents, fallen angels, corrupt monarchs, and many-eyed monsters. Acquiring new enchanted equipment (or even forging your own*) is a major part of playing an adventurer but not always. Many stories revolve around heroes that gradually unlock the power of an arcane sword or magic suit of chainmail, their treasured item gaining potency as they themselves accrue experience and power. In these instances tailored magic items might be more appropriate for a PC, becoming as important to their arsenal and repertoire as a wizard's spellbook.

Below are several tailored magic items for martially-minded adventurers, but the mages and priests among you should not fret—enchanted equipment for bards, clerics, druids, sorcerers, warlocks, and wizards will appear in “A Present for Every Class: Spellcasters.”



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NEW FEAT

SIGNATURE REGALIA

You find, are gifted, or miraculously possess a signature regalia—a tailored magic item specific to a class that you have levels in (see below).

You gain one of the following magic items when you take this feat, with its flavor determined by your Game Master. This item is bound to you; it becomes a mundane item in the hands of anyone but you. You treat your signature regalia item with the same reverence you would a holy book or symbol, and if you cast spells you are able to use it as an arcane or divine focus.

The item grants you certain features while you have it in your possession that are based on your level in the related class, not your total character level, except if no class is specified in the item's name, you gain its features based on your character level.

You can take this feat multiple times, but only once for each class you have levels in. Each time you take this feat, you gain a second signature regalia item that you do not already possess.

Barbarian's Greataxe

You gain a bonus equal to half your proficiency bonus to attack and damage rolls made with this weapon.

Frighten. As a bonus action when you are raging and reduce a creature to 0 hit points, you may make a Charisma (Intimidation) check. You have advantage on this ability check. Any number of creatures you choose within 30 feet of you must make a Wisdom saving throw against your Charisma check's result or be frightened until the end of your next turn. After successfully saving against this ability, a creature is immune to its effects for 24 hours.

Restricting Access

If PCs are allowed to take the Signature Regalia feat whenever they choose, it may appear to be a “feat tax,” or a feat they have to take in order to keep up with the expected power level of the game. Additionally, PCs suddenly gaining access to a powerful magic item just by taking a feat, with no in-universe explanation, may strain the credibility of your game world. As a GM, you have several options available:

- ▶ Allow PCs to take this feat as part of their usual progression, but create an in-universe explanation. Perhaps these artifacts are provided by a wealthy benefactor of the heroes, or it is a weapon that appears to chosen heroes in times of great need. In this method, it is expected that all PCs will take this feat, since it is generally more powerful than other feats.
- ▶ Make this feat a bonus feat that a PC gains when they find their regalia or complete a specific ritual. In this way, the character encounters no “feat tax” and only gains a power increase over their fellows insofar as they found a powerful magic item.

Death Blow. Beginning at 10th level, while you are raging you may declare an attack that you do not have disadvantage on to be a Death Blow before making your attack roll. If your attack roll with a Death Blow is a success, the attack becomes a critical hit. Once you use this ability, you can't use it again until you finish a short or long rest.

Terrify. Starting at 15th level, while you are raging you may use your *barbarian greataxe's* Frighten feature to affect creatures within 50 feet, and you may activate it after scoring a critical hit. The duration of the frightened condition increases to 2 rounds, and if you activate it while scoring a critical hit that reduces a creature to 0 hit points, saving throws against the ability are made with disadvantage.

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Fighter's Longsword

You gain a bonus equal to half your proficiency bonus to attack and damage rolls made with this weapon.

Celerity. You can use your Action Surge feature an additional time before requiring a rest to recharge it (but only once per turn).

Bloodletting. Beginning at 10th level, when you score a critical hit against a living creature with your *fighter's longsword*, you deliver a terrible wound. At the end of each of its turns, the creature you wounded in this way takes an amount of damage equal to your proficiency bonus until it is healed magically (by a potion or spell), regenerates hit points, or receives a Wisdom (Medicine) check with a DC equal to the damage from your attack.

Parrying Stance. Starting at 15th level, when you take the Dodge action, your AC increases by an amount equal to your *fighter's longsword's* bonus to attack and damage rolls.

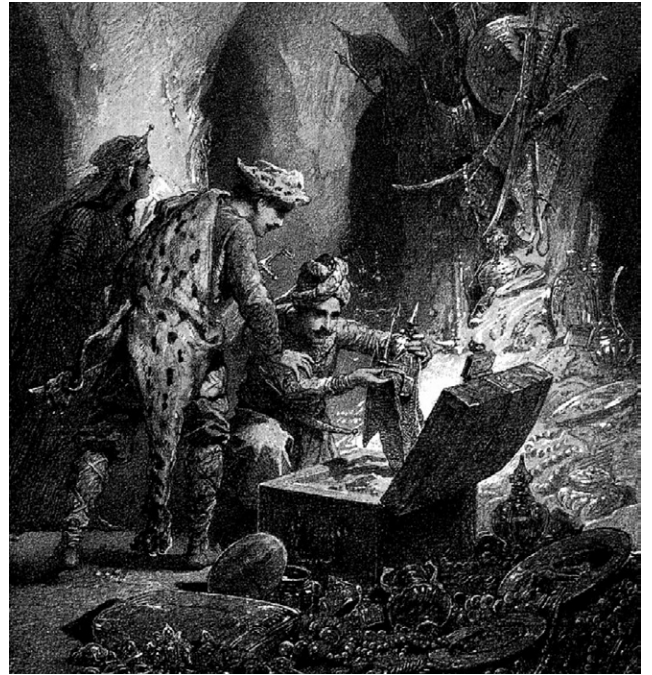
Monk's Staff

You gain a bonus equal to half your proficiency bonus to attack and damage rolls made with this weapon.

Vault. Your reach is increased by 5 feet when you make an attack with the *monk's staff*. Additionally, while you wield the staff, your long jump distance is increased by 50%.

Lunge. Starting at 10th level, you may spend a bonus action to increase your reach by 10 feet instead of 5 feet. Additionally, once per turn, when you deal damage with a melee weapon attack, you may choose to move adjacent to your target. This does not count against your movement this turn.

Extend. Beginning at 15th level, you may spend a bonus action to cause the *monk's staff* to extend great distances. While extending, you may treat the *monk's staff* as though it were a ranged weapon with a range of 50/100 (though it never leaves your hands).



Paladin's Shield

While holding this shield, you gain a bonus to AC equal to half your proficiency bonus. When you take the Dodge action, this bonus to AC doubles.

Symbol of Devotion. The *paladin's shield* is emblazoned with the symbol of your faith. As a reaction, you may cause your *paladin's shield* to disappear, forgoing its bonus to AC, to cast *shield* upon an ally or another creature that shares your faith. Your *paladin's shield* reappears in your hand when the spell ends.

Angelic Choir. Beginning at 10th level, your shield sings your praises or accompanies your words with inspiring music appropriate to your beliefs. While wielding the *paladin's shield*, healing you do with your Lay on Hands feature is doubled so long as the shield is allowed to make its music while you heal. It costs no action to stop or start your *paladin's shield* making music.

Mantle of Righteousness. Starting at 15th level, your *paladin's shield* becomes a beacon of your faith. Whenever you use your Symbol of Devotion feature, the target also may use your Divine Smite and Lay on Hands class features as long as they are affected by your *shield* spell. Their uses of Divine Smite and Lay on Hands expend your spell slots and healing pool.

Ranger's Longbow

You gain a bonus equal to half your proficiency bonus to attack and damage rolls made with this weapon.

Hunter's Instincts. While wielding the *ranger's longbow*, you have advantage on Constitution saving throws made to maintain concentration on your *hunter's mark*. Additionally, you may choose to gain advantage on a single ranged attack roll against your quarry. You must complete a short rest before using this feature again.

Hawkeye. Starting at 10th level, your attacks with the *ranger's longbow* score a critical hit on a roll of 19 or 20. Additionally, the *ranger's longbow* increases its normal range by 5 feet per ranger level.

Perfect Shot. Beginning at 15th level, arrows you fire from your *ranger's longbow* are unaffected by weather, submersion in water, and other environmental effects. Additionally, your attacks with the *ranger's longbow* score a critical hit on a roll of 18–20.

Rogue's Kukri

You gain a bonus equal to half your proficiency bonus to attack and damage rolls made with this weapon.

Burglar's Torch. While in an area of dim light or darkness, the *rogue's kukri* glows with light that only you can see, illuminating in a 30 foot radius.

Serpent's Fang. Beginning at 10th level, when you deal sneak attack damage with your *rogue's kukri*, you deal an amount of poison damage equal to your proficiency bonus. When you score a critical hit with a sneak attack with your *rogue's kukri*, the target also gains the poisoned condition until it takes a short rest, is cured of poison, or is treated by a Wisdom (Medicine) check with a DC equal to the damage from your attack.

Blackjack. Starting at 15th level, whenever you deal sneak attack damage against a living creature with your *rogue's kukri*, it must make a Constitution saving throw with a DC equal to half the damage dealt. On a failure, the target is stunned until the end of your next turn.

Warrior's Breastplate

While wearing this breastplate, you gain a bonus to AC equal to half your proficiency bonus.

Bulwark. As a reaction, you can turn a critical hit against you into a regular hit. Each time you do so, the *warrior's breastplate's* AC bonus is reduced by 1. The *warrior's breastplate* regains its original AC bonus after you take a long rest. Additionally, the *warrior's breastplate* grants you resistance to one type of randomly determined damage (as *armor of resistance*); determine the damage type each time you finish a long rest.

Adamantine Finish. Starting at 10th level, choose bludgeoning, piercing, or slashing damage. The *warrior's breastplate* grants you resistance to that type of damage, and you can change this damage type by completing a short rest.

Mercurial Shield. Beginning at 15th level, while wearing the *warrior's breastplate*, you can cast the *fire shield* spell. Unlike the normal *fire shield* spell, the spell you cast causes your *warrior's breastplate* to deal 3d8 damage of the type of energy it is granting you resistance against. Once used, this property of the armor can't be used again until the next dawn. Additionally, you can speak a command word to don or doff the *warrior's breastplate* as an action.



Warrior's Crossbow

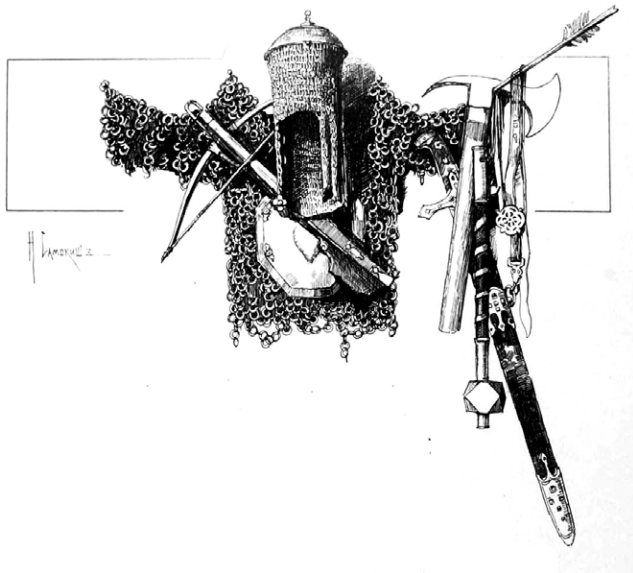
You gain a bonus equal to half your proficiency bonus to attack and damage rolls made with this weapon. The *warrior's crossbow* does not have the loading property.

If you take the Signature Regalia feat more than once, you can choose to gain a *warrior's crossbow* twice.

Precision. You may sacrifice the bonus to damage rolls you gain from your *warrior's crossbow* this round to gain advantage on all attack rolls you make with the *warrior's crossbow* this round. You retain the bonus to attack rolls it grants.

Casual Marksman. Beginning at 10th level, your *warrior's crossbow* loses the two-handed property. When you have advantage on an attack roll made with the *warrior's crossbow*, your attack scores a critical hit on a roll of 19–20.

Self-Sustaining. Starting at 15th level, your *warrior's crossbow* loses the ammunition property. In addition, both the normal range and long range of the *warrior's crossbow* doubles.



Warrior's Maul

You gain a bonus equal to half your proficiency bonus to attack and damage rolls made with this weapon.

Pinch Hitter. You can use your reaction to deflect a missile with the *warrior's maul* when you are hit by a ranged weapon attack. When you do so, the damage you take from the attack is reduced by 2d6 + your Strength modifier + your level.

Arcane Slam. Starting at 10th level, you are able to deflect spell attacks using the *warrior's maul*. You can use your reaction to make a melee weapon attack roll with disadvantage opposed by the spell attack roll. On a success, you deflect the spell into a random adjacent square. If a creature is in that square, they are the new target of the spell attack (which uses your melee weapon attack roll). You cannot deflect spells that do not require an attack roll.

Arcane Deflector. Beginning at 15th level, you no longer have disadvantage on attack rolls made to deflect spell attacks with the *warrior's maul*. You are now also able to reflect spell attacks using the *warrior's maul*. You can use your reaction to make a melee weapon attack roll with disadvantage opposed by the spell attack roll. On a success, you may choose a new target for the spell within the spell's range. This spell attack uses the attack roll you used to deflect it.