

5e

HAMMER & ANVIL



FORGE UNIQUE WEAPONS AND ARMOUR
FOR THE WORLD'S MOST POPULAR ROLEPLAYING GAME

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CHAPTER 1

STOKE

THE FORGE

The characters we create are a part of us. Whether we give them a vivid appearance and tragic backstory, or if we start playing them quickly without much more than numbers on a sheet, they're personal to us. We know what they are good at, not so good at, and we can picture the iconic weapons that serve as their calling cards.

I can freely choose my character's story, personality and place in the world, but what about their weapons and equipment? If I can imagine the customised set of armour that perfects my character concept, why shouldn't I be able to create it in the game? And not just cosmetically, I want my cool ideas to have an impact on gameplay too!

The more we thought about it, the more we liked the idea of handing players the power to create their own weapons, armour, and equipment. The GM needs to have final say to preserve the power balance of their campaign, of course, but finding an expert blacksmith to craft you a sword with a +1 to hit and damage bonus feels a bit more satisfying than waiting for the right loot.

So *Hammer & Anvil*, and its companion book *Mortar & Pestle*, were born. The ideas snowballed as we worked on the book (of course) so it covers the creation of mundane and magical equipment of all sorts, as well as inventions, and a multitude of mysterious ancient artefacts for players to discover.

USING YOUR HAMMER & ANVIL

The rest of this chapter introduces a few simple new rules for creating and maintaining equipment:

- ✦ **Extended Tests** are a way of using normal dice rolls to contribute over time to completing a long task, like forging a suit of armour.
- ✦ **Hirelings** allow you to commission skilled artisans to help bring your designs to life.
- ✦ **Downtime Activities** give you time to create new equipment between adventures.
- ✦ **Campcraft** to make or repair something during an adventure.
- ✦ **Feats** to specialise your skills as a master creator.

Chapter 2: Hammer & Tongs (page 17) lets you craft non-magical equipment including weapons, armour, clothing, and incredible, if sometimes unreliable, inventions. **Chapter 3: Spark of Creation** (page 43) gives you the means to imbue mundane equipment with magical power. And finally, **Chapter 4: Relics of the Past** (page 94) presents magical artefacts of the ancient past, their means of creation and destruction lost to the sands of time.

TAKING THE INITIATIVE!

Players probably won't need much encouragement to get started designing and making their ideal gear. If you're the GM, tell your players the basics of what this book covers and let them have at it. But definitely point them at this bit: the GM has the final say over what is possible, especially when it comes to inventions!

There's an enormous amount of adventure fodder for GMs here. The players will build a network of smiths, artisans, and inventors, with their own allies, enemies, and complications. There is nothing a fighter won't do to rescue the smith who makes the best swords! Or perhaps the person they rescued from the goblins turned out to be a master blacksmith who repays the Characters with a custom weapon, or training in the arts of the forge.

When you decide on the treasure and rewards the players will earn with their victories, consider giving them items that feed into the crafting rules. Adventurers are always on the lookout for dragon scales and infernal steel. Add magical components into the pile of loot, and don't be afraid to call attention to them as useful crafting components.

Some threats can only be dealt with using a specific Weapon, Armour, or Magic Item. Usually, not only is this item long lost, but so is the knowledge of how to make it. Finding the lost means of crafting the item is difficult, but only the start of this epic adventure. Tracking down the necessary components is itself a dangerous quest. Wielding the skill and lore to construct such an artefact leaves no room for error. Finally, the characters must unleash their creation's terrible power to defeat their nemesis, and then wrest it back under control lest its insatiable hunger and unstoppable energies consume the world!

OPENING THE VAULT

Hammer & Anvil is part of a suite of books to add to your 5e games. Visit cubicle7games.com to find out more about our critically acclaimed titles:

- ✦ *Mortar & Pestle* is the companion to this book. Unlock the unstable arts of alchemy to brew new Potions, Poisons, and Explosives.
- ✦ *Uncharted Journeys* offers detailed travel rules for creating memorable and compelling journeys. Make travel a fun and rewarding part of your 5e game!
- ✦ *A Life Well Lived* allows you to explore your Character's place in the world and what they do in between adventures.
- ✦ *Broken Weave* is a brand new post-apocalyptic campaign setting where you must rebuild the world in the aftermath of a magical apocalypse!



EXTENDED TESTS

Crafting a legendary magical sword, or engineering a breakthrough discovery can take weeks, months, or even years. We use Extended Tests to resolve these involved and time consuming activities. Instead of making a single die roll which tells you if you succeed or fail, you make a series of rolls and each result contributes towards the success of the task in hand. The task is completed when you achieve the number of successes the task requires, called its **Goal**. Here's how it works:

1. **Decide what you are trying to do.** The Campcraft and Downtime Activities in *Hammer & Anvil* tell you the information you will need for an Extended Test.

- ✦ The time required and the number of Tests you'll make.
- ✦ The Test's DC and the Skill or Tools required.
- ✦ The Goal is the number you must meet or exceed to succeed on the Extended Test. You gain and lose progress towards your Goal based on how well or poorly you roll on each Test (see below).

2. **Begin the Test:** Each time you roll, the difference between the DC and your result is your **Progress** towards your Goal. If you roll higher than the DC, you add it to your Progress as you forge ahead. If you roll under the DC, you subtract it from your Progress as you make mistakes that set you back.

So, if you roll 13 on a DC 10 Test, you would add 3 to your Progress; if you roll 8 on a DC 10 Test, you subtract 2 from your Progress. Your Progress can go below 0, but maybe the universe is trying to tell you to hire an expert.

3. **Determine Success:** If your Progress equals or exceeds the Goal at the end of the Extended Test, you succeed. If you do not meet the Goal, you fail the Extended Test. Depending on the type of Extended Test, you may be able to try again, retaining any Progress you have already made.

Example: George is playing Oloric, a 5th Level Dwarf who has found some rare Ironbark trees. He knows that the planks of these trees are worth a lot of money when brought to market, so he begins to turn the raw lumber into planks. Ryan, the GM, consults the Extended Test Difficulty table to work out the details of the Test.

To set the DC for the Extended Test, Ryan considers how complex the task is. He reckons that turning the raw lumber into wood planks is a straightforward task for Oloric to complete at 5th Level and decides on a DC of 8.

To determine the Goal for the Test, Ryan considered how much work Oloric was trying to accomplish. George has said that Oloric wants to fill a wagon with planks, which Ryan thinks is a moderate amount of work for Oloric to complete, so he sets the Goal at 12.

Ryan tells George that the Extended Test will require three **Strength (Woodcarver's Tools)** Tests, and Ryan estimates it will take Oloric around an hour to complete.

Oloric rolls his three Tests.

- ✦ On his first Test, he rolled a 15 against the DC of 8, giving him 7 Progress towards the Goal.
- ✦ His next Test result was 6, subtracting 2 from his Progress, leaving him with a Progress of 5.
- ✦ His final Test result is 18, giving him a final Progress of 15, exceeding the Goal of 12.

Oloric successfully carved all of the Ironwood planks. As Oloric exceeded the Goal by 5 or more, Ryan determined that Oloric was so efficient at his work that he had an extra half-wagon load of wood to sell.



HELPING HANDS

If another Character wants to help you with an Extended Test, they must be Proficient in the Tool or Skill being used in the Test. A Character helping you grants you Advantage on the first Test you make as part of the Extended Test. If they help you as part of a Downtime Activity, it does not count towards the number of Downtime Activities they undertake.

ESTIMATING DIFFICULTY

As a GM, you'll want to come up with your own Extended Tests to give your players for scenarios not covered in this book. Most Extended Tests will have either a high DC, or a high Goal. The DC, representing how complicated a task is, and how much labour is needed to complete the Test is represented by the Goal. A Hard DC with an Easy Goal can make a Medium difficulty Extended Test, and would describe a task that was complicated to achieve, but didn't require much physical effort.

Here are some example ranges for the DC and Goal for Extended Tests. Compare what level the players are to the Extended Test Difficulty table, and decide how hard you want the Extended Test to be.

EXTENDED TEST DIFFICULTY

PLAYER LEVEL	EASY		MEDIUM		HARD	
	DC	Goal	DC	Goal	DC	Goal
1-5	7-10	5-9	11-14	9-13	14-17	13-17
6-10	8-11	6-10	12-15	10-14	15-18	14-18
11-15	9-12	8-12	13-16	12-16	16-19	16-20
16-20	10-13	10-14	14-17	14-18	17-20	18-22

HIRELING RATES

TIER	COST / WEEK	GOAL MODIFIER	SKILL PROFICIENCY
Unskilled	15 sp	-2	None
Artisan	15 gp	-4	One Skill or Tool Proficiency of your choice
Master	15 pp	-6	Two Skill or Tool Proficiencies of your choice

HIRELINGS

Many hands make light work. Hirelings can help you complete Extended Tests by carrying out the heavy labour, holding still pieces you're working on, running your errands so you can focus, and so on. Hirelings are categorised into three tiers: *Unskilled*, *Artisan*, and *Master*. The table shows how much they cost to hire for a week and how they help.

- All Hirelings reduce the Goal by the amount shown in the table.
- Artisan and Master level Hirelings give you Advantage on your first roll if their Skill or Tool Proficiency is appropriate.

You can hire as many Hirelings for a Test as you like, but no Hireling can reduce the Goal below 5 (they start getting in the way). Hirelings can help in your Downtime Activities, reducing the Goals in the Tests as described below. Each Downtime Activity will list the Hirelings that can help in the *Assistance* section.



COMMISSIONS

You may not always have the time or skill for the project you have in mind. Coin and connections can secure the services of a good blacksmith, or Enchanter, leaving you free for the crude violence you are better suited to.

If your Character has not met someone you can commission, they may have heard of someone that can help while walking around town. Your GM will have a crafter in mind. The Hiring Cost covers a single Downtime Activity so needs to be paid again if they don't complete the task in one go. You need to additionally pay the cost of materials for the Activity, as if you had undertaken the Activity yourself.

COMMISSIONING SKILL TIERS

TIER	TOOL BONUS	HIRING COST
Unskilled	+2	50 gp
Artisan Crafter	+6	150 gp
Master Crafter	+9	500 gp

Your GM will make the Extended Test in secret, using the Tool Bonus from the table. At the end of the week, the person you commissioned will either have your newly crafted item, or will have to explain why your item is not ready for collection yet and that they will need to be paid for an extra week. Let's hope they didn't rush it!

LESS THAN YOU BARGAINED FOR

You can create a moment of drama if the player returns to collect their commissioned item and the apologetic worker presents an obviously flawed piece. The player must decide if they need the item urgently enough to accept it, or if they will insist it be perfected. Could this mean they delay their next quest, buying the villains more time to bring their scheme to fruition? Subtle flaws might not be noticed until they try to use the item...

DOWNTIME ACTIVITIES

Even the hardest adventurers aren't permanently on the road neck-deep in plot resolution.

Downtime activities give players options for useful things their Characters can do between adventures. Crafting sounds like a wholesome hobby that should keep them out of trouble!

You may undertake up to three Downtime Activities during a period of Downtime.

Each Downtime Activity takes a week to complete. You cannot undertake the same Downtime Activity more than once during a period of Downtime unless stated otherwise.

Players can coordinate their Characters' Downtime Activities. They might be able to collaborate to create a more powerful item.

For example, if your Character is Forging Armour (see page 25), perhaps another player could enhance it even further using the *Enchant an Item* Activity (see page 12).

Discussing Downtime Activities as a group is a great way of fleshing out the characters' place in the campaign world, the people they spend time with, and the places they visit.

A LIFE WELL LIVED

The rules for Campcraft and Downtime Activities were first covered in *A Life Well Lived* (available at cubicle7games.com). If you're looking to bring your Characters to life outside the dungeon, *A Life Well Lived* contains almost 100 additional Activities to choose from, along with rules on building bases, creating patrons, and guides on creating intricate backstories for your Characters.

DOWNTIME ACTIVITY INDEX

ACTIVITY	DESCRIPTION	PAGE NUMBER
Draw Schematics	Design and plan for your next Crafting Downtime Activity.	9
Enchant an Item	Transform a mundane object into a Magic Item.	13
Equipment Crafting	Craft a piece of Equipment, an Invention.	9
Equipment Modifying	Alter an existing piece of Equipment.	10
Gather Materials	Get the raw materials for your next crafting Downtime Activity.	12
Recruit Hirelings	Find Hirelings to help you.	11
Research Artefacts	Discover the myths and histories around ancient Artefacts.	14
Research Enchantments	Discover new Magic Items for you to create.	13
Sell a Magic Item	Sell one of your Magic Items.	11
Stock the Armoury	Craft lots of combat Equipment cheaply and quickly.	11
Uncover Properties	Delve into the soul of an Artefact to discover its potential.	14

DRAW SCHEMATICS

Requirement: Proficiency with at least one set of Tools

Assistance: None

Planning well gives you the best chance for success. This Downtime Activity allows you to prepare for a future crafting Downtime Activity.

- ✦ Make three **Intelligence** Tests over one week, using Tools you are Proficient with. The Extended Test has a DC 15 and a Goal of 13.
- ✦ On a success, reduce the DC of your next Crafting Downtime Activity with these Tools by 2.
- ✦ If your total Progress is 5 or more above the Goal, you have Advantage on the first Crafting Test.
- ✦ If your total Progress is 10 or more above the Goal, you have Advantage on the second Test.

If you fail, the DC for your next Crafting Downtime Activity increases by 1. If your total Progress is 5 or more below the Goal, you do not benefit from help while undertaking the Activity, as your designs confound anyone else who tries to follow them.

EQUIPMENT CRAFTING

Requirement: Proficiency with appropriate Tools (see below)

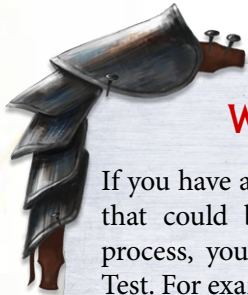
Assistance: Artisan or Master Hirelings

You spend this Downtime Activity crafting a piece of equipment. The rules in **Chapter 2** help you craft any adventuring gear you can imagine. Choose which kind of equipment you wish to make:

- ✦ Smith a Weapon (page 18)
- ✦ Forge Armour (page 25)
- ✦ Make a Shield (page 30)
- ✦ Inventing (page 34)

Each of these options requires you to make an Extended Test over the course of one week. During that week you will make three **Strength** or **Dexterity** Tests. The rules sections above tell you the Tool Proficiency used, the DC, and the Goal for the Test.

If you do not meet the Goal in this Extended Test during this Downtime Activity, and you have a safe place to store the equipment, you can continue the work in a later Downtime Activity. You retain the Progress made on the Extended Test so far, so make a note of it. You don't have to pay any costs for materials when you resume work on an unfinished item.



WELL SUPPLIED

If you have any materials, tools, or other assets that could be a major help to the crafting process, your GM may modify the Extended Test. For example:

- ✦ Finishing a half complete suit of armour may reduce the Goal.
- ✦ Crafting with a material that is particularly easy to work with, or has been processed for ease of use, may reduce the DC.
- ✦ Using a magical or technologically advanced set of Tools specifically made for this kind of crafting, you may be able to make one or more of the Tests at Advantage.

EQUIPMENT MODIFICATION

Requirement: Proficiency with Smith's Tools

Assistance: Artisan or Master Hirelings

Modify some non-magical equipment, removing a Flaw, or adding new Extra Features or Component Properties. Choose one Weapon, one suit of Armour, or one Shield that you want to modify.

- ✦ Make three **Strength** or **Dexterity (Smith's Tools)** Tests over the course of a week. The DC for this Extended Test is 12, and the Goal is 10.
- ✦ If you add Extra Features or Component Properties, modify the Test's DC and Goal as if you were crafting the item from scratch (see the relevant Extra Features and Component Properties for the item in **Chapter 2**).
- ✦ Each Flaw you remove increases the DC by 2.
- ✦ For each Flaw you remove, and each Extra Feature and Component Property you add, you must spend 25 gp on raw materials.

You retain the Progress made on the Extended Test (make a note). You don't pay any costs for materials when you resume work on an unfinished item. This equipment is not usable while stored in this way.



STOCK THE ARMOURY

Requirement: Proficiency with Smith's Tools, access to a well stocked workshop

Assistance: Any Hireling

When an incoming threat endangers the kingdom, there is often a sudden need for armaments. You can work with a group of people to make lots of Weapons and Armour rapidly by forgoing fancy details and focusing on cost control and function.

As the start of this Downtime Activity, select one Weapon from the **Core Weapons** table on page 42 or one piece of Armour from the **Core Armour** table on page 42. You can make as many copies of that Weapon or Armour that have a combined cost of no more than 75 gp.

- ✦ You will make three **Strength** or **Dexterity (Smith's Tools)** Tests over one week. The DC and Goal that you must meet are given in the **Core Weapons**, and **Core Armour** tables.
- ✦ These Weapons and Armour cannot gain Boons or Flaws, and cannot have Component Properties or Extra Features added.
- ✦ If you succeed at the Extended Test, you craft the desired number of Weapons and Armour.
- ✦ If your final progress is 10 or more above the Goal, then you created 50% more copies of the Weapon or Armour, rounded down.
- ✦ If you fail at the Extended Test, you craft half of the desired number of Weapons or Armour, rounded down.

Each Hireling that helps you increases the maximum combined cost by 25 gp, increasing the amount of Weapons or Armour made.

Example: *Dain the Cleric wants to Stock the Armoury with Battleaxes, which cost 5gp each to make. With a 75 gp limit, Dain is able to make 15 Battleaxes on their own.*

Dain needs to arm a team of warriors and recruits 3 Artisan Hirelings, raising the maximum combined cost to 150 gp, and the number of Battleaxes to 30. With the Hirelings' help, reducing the Goal to 5, Dain easily exceeds the Goal by more than 10, being able to craft a total of 45 Battleaxes.

RECRUIT HIRELINGS

Requirement: You must be in a settlement.

Assistance: None

Get help with your Equipment Crafting or *Enchant an Item* Downtime Activities. Make an Extended Test with a Goal of 10. Over the course of one week, make three **DC 12 Wisdom (Insight)** or **Charisma (Persuasion)** Tests.

On a successful Test, you can hire any number of Unskilled Hirelings. If you succeed by 5 or more, you can hire up to 1d6+1 Artisan Hirelings as well. If you succeed by 10 or more, you can hire one Master Hireling. If you fail the Test, you can hire one Unskilled or Artisan Hireling, at double their rate.

SELL A MAGIC ITEM

Requirement: You must be in a settlement with a large market.

Assistance: Any Hireling

Sometimes, the only option available to an adventurer in need of funds is to sell their Equipment. At the start of this Downtime Activity, you choose to sell a single Magic Item.

Over the course of one week, you will make three **Wisdom (Insight)** or **Charisma (Persuasion)** Tests to determine how successfully you have bartered. The Goal for this Test is 10, and the DC is 15.



- ✦ If you succeed on the Extended Test, you sell it for 75% of its cost.
- ✦ If your total Progress is 5 or more above the Goal, you sell it at its cost.
- ✦ If your total Progress is 10 or more above the Goal, you sell it for 50% more than its cost.
- ✦ If your total Progress is 5 or less below the Goal, you sell it for 50% of its cost.
- ✦ If your total Progress is more than 5 below the Goal, you cannot find a buyer.

GATHER MATERIALS

Requirement: Proficiency in Nature, Survival, or an appropriate set of Tools

Assistance: Any Hireling

This Downtime Activity allows you to gather materials you may be missing for you to use in Crafting or Enchanting. At the beginning of this Downtime Activity, choose to search for Mundane Supplies, Scrapped Gear, or Rare Components. There are more comprehensive rules for finding and processing rare Components in *Mortar & Pestle*.

MUNDANE SUPPLIES

You search the wilderness, treacherous dungeons, or the untamed markets for the fundamental materials needed to craft. Over the course of one week, you will make a **DC 12** Extended Test with a Goal of 5. The Skill or Tool Proficiency is determined by the methods you will use to get the supplies. You must spend 25 gp at the start of this Downtime Activity to cover the cost of supplies, bribes, and other expenses.

- ✦ **Foraging:** You scavenge through the wilderness for stone, lumber, hide, feather, plant fibre, and any other materials that can be found naturally in the environment around you. Make three **Wisdom (Survival)** Tests.
- ✦ **Shopping:** You haggle, barter, cajole, and bribe your way into obtaining the materials you need. Make three **Charisma (Investigation or Persuasion)** Tests to buy the supplies.

- ✦ **Scrapping:** You melt down and reuse the surplus equipment sitting at the bottom of your bag, taken from countless dungeons you've scoured and graves you've picked clean. Make three **Strength (Smith's Tools)** Tests.

If you succeed on the Extended Test, you reduce the material costs of the next piece of Equipment that you Craft or the next Item you Enchant by up to 50 gp, though no lower than 0 gp.

For every 5 in total Progress that you exceed the Goal by, you can further reduce the cost of that Activity by 25 gp. On a failed Extended Test, your bad purchases, and spent rations, have failed to recoup the expenses and you do not gain any supplies.

RARE COMPONENTS

You track down elusive component merchants and rare collectors who may have the Components you are looking for. Over the course of one week, make a **Charisma (Investigation or Persuasion)** Extended Test with a Goal of 15. The DC for the Test, and the cost of the search, are determined by the rarity of the Components you are searching for in the **Component Cost** table. It is assumed that Components used in the *Enchant an Item* Activity are the same rarity as the recipe they are used in.

COMPONENT COST		
RARITY	DC	Cost
Common	10	5 gp
Uncommon	13	50 gp
Rare	16	250 gp
Very Rare	19	1,200 gp
Legendary	22	6,000 gp

On a successful Test, you gain the Component for the listed cost. If your total Progress is 5 or more above the Goal, you obtain the Component for half of the cost.

If you fail by 5 or less, you can obtain the Component at a 50% higher cost. If you fail by more than 5, you cannot find the Component. You can undertake this Downtime Activity more than once per Downtime.

ENCHANT AN ITEM

Requirement: Proficiency in Arcana, Nature, or Religion, and the Proficiency in *Pact Magic* or *Spellcasting* Feature

Assistance: Artisan or Master Hirelings

For students of the arcane arts, Enchanting an Item is one of the greatest feats they perform and brings no small amount of renown.

This Downtime Activity allows you to Enchant Magic Items using the rules beginning on page 43. These rules will define the skill used, the Enchanting DC, the Goal, and the results of success or failure. You will complete this Downtime Activity over the course of one week, making three **Intelligence** Tests.

If you fail your Extended Test, and have a safe place to store the Enchanted Item, you can continue the work in a later Downtime Activity, retaining your current Progress on the Extended Test and without any additional cost in materials.

RESEARCH ENCHANTMENTS

Requirement: Proficiency in Arcana, Nature, or Religion, and access to a Mage's Tower or well stocked Library

Assistance: Artisan or Master Hirelings

With the infinite possibilities of magic, sometimes it pays off to sit and plan what you want to achieve.

This Downtime Activity allows you to learn about, and better understand, an Enchantment of your choice. Over the course of one week, make a **DC 14 Intelligence, Wisdom, or Charisma (Arcana, Nature, or Religion)** Extended Test with a Goal of 10.

On a successful Test, you uncover the means to Enchant a new Item. Choose one Magic Item Enchantment from the list on page 83 - 85, or from the **Core Magic Item List** on page 85. You have learned this Enchantment, and can use that recipe in future. For every 5 you exceed the Goal by, you can learn an additional Enchantment.



RESEARCH ARTEFACTS

Requirement: Proficiency in Arcana or History, and access to a well stocked Library

Assistance: Artisan or Master Hirelings

Knowing that something exists and knowing where it is are two different things, and you can't save the world with just the former.

This Activity lets you discover the last known location of an Artefact. This may not be its current whereabouts, but it is the best first step you can take to find it. Make a **DC 21 Intelligence (Arcana or History)** Extended Test with a Goal of 15.

On a successful Test, you learn the most likely location of the Artefact. If your total Progress is 10 or more above the Goal, you learn about one or more of the risks associated with retrieving this Artefact (GM's choice). If you fail, you retain half your Progress and may put it towards the next time you attempt this Activity for this Artefact.

UNCOVER PROPERTIES

Requirement: Proficiency in Arcana

Assistance: None

You have taken it upon yourself to unlock more of an Artefact's potential. This Downtime Activity allows you to deepen your connection with one Artefact in your possession. Make a **DC 23 Intelligence (Arcana)** Extended Test with a Goal of 15.

On a successful Test, you learn something more about this artefact. You discover one action you can take that will unlock the next Boon for that Artefact, and you discover an action you could take that will unlock the next Flaw. If your final Progress exceeds the goal by 10, you have proven to the Artefact that your intent and goals are aligned with its own, and it unlocks a new Boon instantly.

On a failed Test, you gain one Level of Exhaustion, as your body is wracked by the effort and focus you dedicated to this work. This Exhaustion lasts until the start of your next period of Downtime. If you failed by 10 or more, the Artefact has grown weary of you. It immediately unlocks a new Flaw.

CAMPCRAFT

While embarked on your adventures, there will be moments of respite while you travel. You can work on small projects during those moments using Campcraft Activities. During a Long Rest, you can undertake a Campcraft Activity from the options below. You can only undertake one Campcraft Activity per Long Rest.

CRAFT AMMUNITION

Requirement: Proficiency with Smith's Tools or Woodcarver's Tools

You can attempt to replenish your Ammunition using materials found nearby. Choose either arrows, crossbow bolts, blowgun needles, or sling bullets. Make a **DC 10 Dexterity (Smith's Tools or Woodcarver's Tools)** Test. If successful, you create 2d6 pieces of the chosen Ammunition.

Alternatively, you may attempt to improve your existing Ammunition. Make a **DC 15 Intelligence (Alchemist's Supplies)** Test. If successful, you can enhance 1d4 pieces of Ammunition, adding a suitable Weapon Component Property (page 24). You must choose the same effect for all Ammunition you enhance in this way.

DISENCHANT AN ITEM

Often the best way to discover how something works is to take it apart and see how every part of it works. A similar process can be used to learn new Magic Item Enchantments.

Make an **Intelligence (Arcana, Nature, or Religion)** Test, choosing the skill that corresponds with the skill listed in the Enchantment Recipe. The DC for the Test is equal to the Enchanting DC on the Recipe. If you are Disenchanting an Item listed in the **Core Enchantments** table on page 86 - 93, then use the DC and Skill listed there.

On a successful Test, the Magic Item is destroyed, and you can add that Item Enchantment to your list of Known Enchantments. On a failed Test, you don't learn the Enchantment, but the Item is not destroyed.

JURY-RIG

When out in the wilderness, far from the bastions of civilisation, you might desperately need a specific item you didn't think to bring. Once per Long Rest, you can try to improvise an item by making an Extended Test with a Goal of 12. You must make three **DC 10 Intelligence (Tinker's Tools)** Tests, using another Tool if deemed appropriate for the situation. Another character may aid you if they are proficient with the appropriate tools, granting you Advantage on the Test.

Once successful, you jury-rig an item, the complexity of which is at your GM's discretion. Items you jury-rig in this way are inherently fragile. It immediately breaks if you fail any Test while using such an item.

SEW AN OUTFIT

The outfits that an esteemed adventurer wears on their travels can substantially impact the first impressions they make. Suitably regal attire could gain you access to exclusive events or pass for someone far above your station. A dark-coloured cloak and quiet shoes could mean the difference between life and death in a dark alleyway with thieves about. You can compile the ideal outfit to match your desired style and purposes.

Choose the Type of outfit you want to produce to determine gp cost:

- ✦ **Squalid rags (1 gp):** You scavenge, purchase and stain a collection of clothing that is rapidly falling apart. You will easily blend in with the beggars and urchins of the underclasses.
- ✦ **Everyday clothes (10 gp):** You gather the clothing and accessories necessary to look like a regular local.
- ✦ **Regal (100 gp):** You gather the finest clothing that money can buy, short of a magic item or two. Wealthy merchants may possess a single outfit of such quality for meeting important clients, while nobility possess full wardrobes of clothing of this quality.

If you don't have access to a market or shop with specific styles in mind, you can spend the time attempting to make the outfit yourself from fabric and thread. To create the outfit from scratch, spend half the cost listed above on materials, then make a **DC 12, Goal 15 Dexterity (Tailor's Tools)** Extended Test. If you don't meet the goal for this Test at the end of the Downtime Activity, you can retain your Progress and pick up from the same level another time.

FEATS

If you are serious about your equipment, there's no substitute for becoming an expert at making your own. In addition to the Feats available for your Character to take in the core rules, you can choose from the following list of Feats centred on the crafting rules in *Hammer & Anvil*.

ARMOURER

Requirement: proficiency with Smith's Tools

Your knowledge of smithing allows you to craft more effective armour, learning the most vital body parts to protect and the best means of deflecting attacks. You gain the following benefits:

- ✦ During a Long Rest, you can use a set of Smith's Tools to refine and refit a suit of Armour or a Shield. Until the start of your next Long Rest, that suit of Armour or Shield provides an additional +1 Bonus to its wearer's AC.
- ✦ When you are forging Armour, or making Shields as part of the *Equipment Crafting* Downtime Activity, any time that you roll on the **Boons** table, you can select any Boon equal to or less than your rolled result.



ELEMENTAL EXEMPLAR

Whether by exposure to the elements, a detailed study of magic, or simply a quirk of chance, you have an affinity with the Elements. You gain the following benefits:

- ✦ You have Advantage on any Tests made as part of the *Enchant an Item* Downtime Activity, if your chosen Enchantment deals Acid, Cold, Fire, Lightning, or Thunder Damage.
- ✦ When you roll a 1 or 2 on a Damage die for an Attack you made with a Magic Item that deals Acid, Cold, Fire, Lightning, or Thunder Damage, you can reroll the die and you must use the new roll, even if the new roll is a 1 or a 2.

EXPERT ENCHANTER

Requirement: Proficiency in Arcana, Nature, or Religion, and the *Pact Magic* or *Spellcasting* Feature

You know how to imbue the very essence of magic into an Enchanted Item. Choose one of the following Skills: Arcana, Nature, or Religion.

You gain the following benefits:

- ✦ The maximum number of Magic Items you can attune to increases by 1.
- ✦ You can double your Proficiency Bonus with the chosen Skill.
- ✦ Whenever you undertake the *Disenchant an Item* Campcraft Activity and use the chosen Skill, the original Magic Item is not destroyed.

INVENTOR

Requirement: Proficiency with Tinker's Tools

Your curious mind leads you to question the need for safety when tinkering. You gain the following benefits:

- ✦ Your Intelligence score increases by 1.

- ✦ When you undertake the *Equipment Crafting* Downtime Activity and choose the *Inventing* option, you can make a fourth Test that contributes to the result of the Extended Test; this is a **Dexterity** or **Strength** Test.

MERCHANT

You know how to get good prices for your wares. You gain Proficiency in Insight and Deception or Persuasion, if you are not already Proficient in those skills. When you sell anything, the base price begins 10% higher than its original price. When you undertake the *Sell Your Stuff* Activity, you double your Proficiency Bonus in the Skills above.

SKILLED WORKER

Through time, effort, and no small number of mistakes, you have expanded your skills. When you gain this Feat, choose two Tools. You gain Proficiency with those Tools; if you are already Proficient with them, you can double your Proficiency Bonus with those Tools. You may take this Feat more than once, choosing different Tools each time.

WEAPONSMITH

Requirement: proficiency with Smith's Tools

You have mastered the art of using and crafting Weapons, intimately learning the strengths and weaknesses of every Weapon you make. You gain the following benefits:

- ✦ You can increase your Strength or Dexterity score by 1.
- ✦ You gain Proficiency in using any Weapon you have crafted, though not similar Weapons made by other crafters.
- ✦ Whenever you roll an unmodified 1 on any Attack Test with any Weapon you have crafted, you can reroll this Attack Test, taking the new result.
- ✦ When you are forging a Weapon as part of the *Equipment Crafting* Downtime Activity, any time that you roll on the **Boons** table, you can select any Boon equal to or less than your rolled result.



CHAPTER 2

HAMMER AND TONGS

Making Weapons, Armour, and Shields follows a simple process that helps you create unique Equipment that will distinguish your Character and give them an edge:

1. **Preparations:** Secure the right tools and a suitable place to work.
2. **Gather Supplies:** Purchase or find the raw materials you need.
3. **(Optional) Add Components:** Choose any power-enhancing Components.
4. **Design the Equipment:** Choose the Properties, setting the DC and Goal for the Extended Test.
5. **Make the Equipment:** Resolve the Extended Test, make some last-minute changes, or put it back on the shelf to finish up another time.

You can use these rules as part of the *Equipment Crafting* Downtime Activity in **Chapter 1** (see page 9). The types of Equipment you can craft are:

- ✦ Weapons (page 18)
- ✦ Armour (page 25)
- ✦ Shields (page 30)
- ✦ Inventions (page 34)

I'll never understand those folks who spend all their days whiling away time with useless frivolities. Not once in my 286 years have I considered devoting my time to anything else. Something connects me with my ancestors when I sketch out a perfect suit of armour, choose the right materials for the job, and spend hours in the heat and pressure of the forge, bringing life to this design. I have transformed the impure and accidental into something with purpose and intent. How could anything else compare?

— Oloric

TECH LEVEL

If your setting is more technologically advanced than a typical 5e game, you may want to Forge more advanced Weapons, Armour, or Inventions. Swashbuckling pirates may want to Forge flintlock firearms, urban fantasy wizards may want to drive around in a fancy car, and Barbarians of the future may stride about in high-tech exoskeletons. You can use the rules given in this chapter for any more advanced equipment.

When you describe the Equipment you want to make to your GM, they may modify the DC, Goal, and Cost of the Weapon to reflect the different levels of technology.

- ✦ Late Medieval to Renaissance Equipment typically costs twice as much and increases the DC of any Crafting Test by 2. Examples include the earliest firearms, basic machines, and navigational equipment.
- ✦ Industrial or magical technology typically costs four times as much and increases the DC of any Crafting Test by 4. Examples include airships, steam engines, and factory machines.
- ✦ Modern technology typically costs 6 times as much and increases the DC of any Crafting Test by 6. Examples include modern firearms, cars, and computers.

If the advanced creation has unique Properties like reloading, misfiring, and extra long range, work with your GM to calculate the final Crafting DC and Goal. For more specific rules for new Inventions, see **Inventing** on page 34.

DIMINISHING RETURNS

All Weapons, Armour, and Shields can only ever benefit from one Bonus to their Attack Tests, Damage Rolls, or Armour Class Bonuses. If you gain a Bonus from two different sources, for example, using Material Properties in this Chapter and Enchantments in **Chapter 3**, you only gain the higher of the two Bonuses.

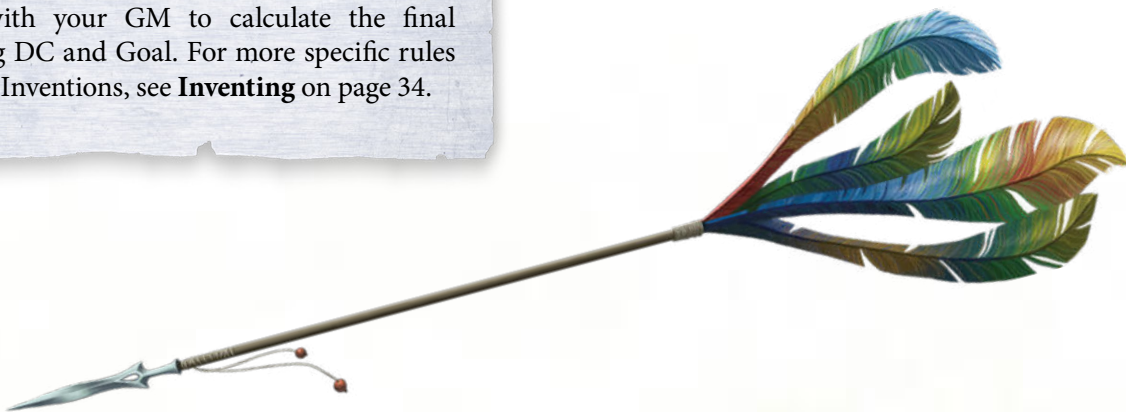
WEAPON SMITHING

You can take the *Equipment Crafting* Downtime Activity (see page 9), choose the *Weapon Smithing* option, and use these rules below to craft a Weapon.

1: PREPARATIONS

To craft Weapons, you need access to Smith's Tools, another suitable set of Tools, or a well-stocked workshop. Woodcarver's Tools and Carpenter's Tools could be used for bows and staves, or Tinker's Tools for crossbows. Blacksmiths, their apprentices, fletchers, and military armourers can be recruited as Hirelings to help, see page 11.

Example: Dain is a Cleric who wants to Forge a custom sabre for the Fighter in their party. They have befriended a local blacksmith on their adventures, who has happily let Dain use their forge for the week to create the sabre.



2: GATHER SUPPLIES

To Forge a Weapon, you need metal, wood, leather, and other supplies. If you are in or near a settlement, you can buy the materials at the cost given in the **Weapon Materials** table.

If you don't have the supplies or cannot buy them, you can undertake the *Gather Materials* Downtime Activity on page 12.

WEAPON MATERIALS	
WEAPON TYPE	MATERIAL COST
Simple Melee	1 gp
Simple Ranged	10 gp
Martial Melee	15 gp
Martial Ranged	25 gp

Example: *Dain's sabre will be a Martial Melee Weapon, so they purchase 15 gp worth of metal, wood, leather, and all other materials needed from the blacksmith.*

3: (OPTIONAL) ADD COMPONENTS

Dragon fangs, Manticore barbs, and other rare or magical Components can add potent properties to a Weapon. If you have a Component that you want to include in your Forged Weapon, choose it at this stage. Work with your GM to determine which of the **Weapon Component Properties** (see page 24) best fits your chosen Component.

Example: *Dain found some Dwarf-forged steel among the loot from their last dungeon delve, and they want to incorporate it into the sabre blade. If they're successful, the sabre will add the "Honed Weapon" Property.*

4: DESIGN THE WEAPON

To Forge a Weapon, you must complete an Extended Test using **Strength** or **Dexterity (Smith's Tools)**. The Weapon Category determines the starting DC and Goal for the Extended Test and affects what properties you can add.

- ✦ **Simple Melee:** DC 4, Goal 10
- ✦ **Simple Ranged:** DC 3, Goal 12
- ✦ **Martial Melee:** DC 4, Goal 15
- ✦ **Martial Ranged:** DC 5, Goal 17

Choose all of the Properties you want your new Weapon to have from the following tables:

1. **Size** (page 20)
2. **Range** (page 20)
3. **Damage** (page 21)
4. **Extra Properties** (page 22)

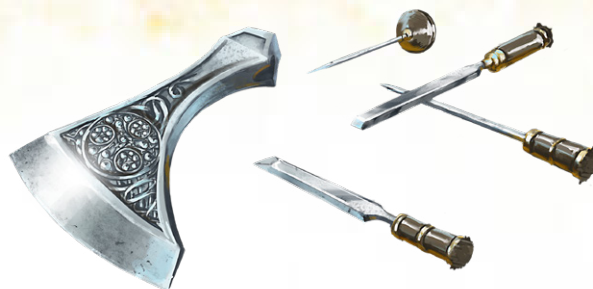
The requirements for each Property must be met before they can be added. Each additional Property increases the Weapon's weight by 1 lb and the cost of materials by 1 gp.

Example: *Dain is designing the sabre for the Fighter in their party. It is a Martial Melee Weapon, so the Extended Test has a base DC of 4 and a Goal of 15. Dain is using Dwarf-forged steel, adding the Honed Weapon Property, which has increased the Crafting Goal by 2.*

NAME	DAMAGE	WEIGHT	PROPERTIES	COST	DC	GOAL
Dain's Sabre	–	1 lb	Honed Weapon	15 gp	4	17

SIZE

Size Properties define how a Weapon is wielded and any limitations on who can wield them. Any new Weapon begins with a reach of 5 feet. You can select multiple Weapon Size Properties.



WEAPON SIZE			
SIZE PROPERTIES	DC MOD	REQUIREMENTS	EFFECTS
Finesse	+4	Simple Melee or Martial Melee	You can use Strength or Dexterity for Attack and Tests and Damage Rolls.
Heavy	-2	Simple Melee or Martial Melee, not Light	Small creatures have Disadvantage on Attack Tests.
Light	+3	Not Heavy	You can effectively wield two Light Weapons.
One-handed	+0	Not Two-handed	You must use one hand to wield it.
Reach	+4	Martial Melee	Add 5 feet to your reach.
Two-handed	-2	Not One-handed	You must use two hands to wield it.

Example: Dain selects the Finesse and One-handed Properties, increasing the Crafting DC by +4 to a DC 8.

NAME	DAMAGE	WEIGHT	PROPERTIES	COST	DC	GOAL
Dain's Sabre	–	3 lb	Finesse, Honed Weapon, One-handed	15 gp	8	17

RANGE

All Simple Ranged and Martial Ranged Weapons must have either the *Ammunition* or *Thrown* Property, both of which start with a Range of (20/60). You can add other Properties to extend this Range.

WEAPON RANGE			
RANGED PROPERTY	DC MOD	REQUIREMENTS	EFFECTS
Ammunition (Range 20/60)	+4	Simple Ranged or Martial Ranged	You must have the required Ammunition to fire this Weapon, spending one piece of Ammunition with each Attack.
Loading	-2	Ammunition	You can only fire one piece of Ammunition from it when you use an Action, Bonus Action, or Reaction to fire it.
Range +(30/90)	+1	Ammunition	It can be taken up to 5 times, increasing its maximum Normal and Long Ranges by 30 feet and 90 feet, respectively.
Retractable	+3	Thrown	You can attach it to a rope or chain. Once thrown, you can then use a Bonus Action to pull it towards you from anywhere it has landed, dislodging it from any creatures or objects.
Thrown (Range 20/60)	+3	Simple Melee or Martial Melee	You can throw this Weapon to make a Ranged Attack, using the same Attribute you would if it was a Melee Attack.

Example: Dain does not want to make this design more complex and does not take any Ranged Properties.

DAMAGE

Choose the amount of Damage that this Weapon inflicts. You can only have one Weapon Damage Property at a time, and any new Weapon Damage Property replaces the existing one. You can choose either Bludgeoning, Piercing, or Slashing Damage.

WEAPON DAMAGE		
DAMAGE PROPERTY	DC MOD	REQUIREMENTS
1d4 Damage	+0	–
1d6 Damage	+2	–
1d8 Damage	+4	–
2d4 Damage	+5	Martial Melee or Martial Ranged
1d10 Damage	+6	Martial Melee or Martial Ranged
1d12 Damage	+8	Martial Melee or Martial Ranged, Two-handed
2d6 Damage	+10	Martial Melee or Martial Ranged, Two-handed
2d8 Damage	+12	Martial Melee or Martial Ranged, Two-handed

Example: The Fighter wants the highest Damage they can get for their One-handed Weapon, so Dain selects 1d10 Slashing Damage for their Damage Property.

NAME	DAMAGE	WEIGHT	PROPERTIES	COST	DC	GOAL
Dain's Sabre	1d10 Slashing	3 lb	Finesse, Honed Weapon, One-handed	15 gp	14	17



EXTRA PROPERTIES

A skilled smith can create enhanced Weapons that give their wielder an edge. You can choose one or more of these Properties for your Weapon but can only take each Property once.

EXTRA WEAPON PROPERTIES			
EXTRA PROPERTIES	DC MOD	REQUIREMENTS	EFFECTS
Bayonet	+2	Ammunition, Two-handed	You can attach a Dagger to this Weapon and make Attacks with it or the Dagger.
Collapsible	+3	Not Two-handed	Can be folded to half its size and stored in Hidden Compartments.
Defensive	+5	–	+1 Bonus to your AC.
Enchantment Ready	+5	–	The first Test made to Enchant this Weapon is made at Advantage.
Keen Edge	+3	–	+1 to Attack Tests.
Maker's Mark	+0	–	Mark it with a symbol or other decoration.
Quick Draw	+3	Not Heavy	Can be equipped or stowed as a Free Action.
Tempered Metal	+3	–	+1 to Damage Rolls.
Versatile	+4	Martial Melee, One-handed	You can wield it in two hands, increasing the dice by 1 step. i.e. 1d4 becomes 1d6, 2d6 becomes 2d8.

Example: Dain wants to add a 'Maker's Mark' to ensure the sabre looks flashy while the Fighter swings it.

NAME	DAMAGE	WEIGHT	PROPERTIES	COST	DC	GOAL
Dain's Sabre	1d10 Slashing	4 lb	Finesse, Honed Weapon, Maker's Mark , One-handed	15 gp	14	17

5: MAKE THE WEAPON

Make three **Strength** or **Dexterity (Smith's Tools)** Tests. The Goal is determined by your chosen Weapon Category (see page 19) and is modified by any Rare Components. The DC is equal to the initial DC from the Weapon Category and the sum of all the Properties you selected.

While making the Extended Test, if you roll an unmodified 20 on any of the Tests, your skills have allowed you to improve the design further. You add one additional **Weapon Quality** (see page 23).

If you roll an unmodified 1 on any of the Tests, you have accidentally damaged, mangled, or wrecked the Weapon mid-construction. This Downtime Activity ends, and all progress towards making this Weapon ends.

Additionally, you must add a Weapon Flaw (see page 23). You can resume crafting this Weapon on your next Downtime Activity.

- ✦ If you succeed on the Extended Test, you have Forged your chosen Weapon.
- ✦ If you succeed by 5 or more, you create the Weapon and gain an additional Quality by rolling on the **Weapon Qualities** table below.
- ✦ If your final progress is 5 or less below the Goal, you create the Weapon, but it has a random Flaw, determined by rolling on the **Weapon Flaw** table below.
- ✦ If you failed by more than 5, you have failed to create the Weapon, and the materials used in its construction have been destroyed in the attempt.

Example: Dain makes their DC 14, Goal 17 Extended **Dexterity (Smith's Tools)** Test. They have the aid of their blacksmith friend, who counts as an Artisan Hireling. Dain succeeds at the Extended Test by more than 5. For their Quality, they rolled 81, adding the Reliable Weapon Quality.

NAME	DAMAGE	WEIGHT	PROPERTIES	COST	DC	GOAL
Dain's Sabre	1d10 Slashing	4 lb	Finesse, Honed Weapon, Maker's Mark, One-handed, Reliable	15 gp	14	17

WEAPON QUALITIES

1D100	NAME	EFFECT
01–15	Nice Finish	The tempering process has turned the metal parts of this Weapon into a colour of your choosing.
16–30	Decorated	You were able to include a beautiful gemstone, metal inlay, or stylised etching in the design.
31–45	Quirky Design	There is a memorable quirk in the shape of this Weapon.
46–55	Beautiful	This Weapon is particularly well crafted and instils awe in those who see it.
56–65	Intimidating	This Weapon looks especially wicked, instilling dread in those who see it.
66–75	Artisanal	The resale value of this Weapon is doubled.
76–85	Reliable	Any Damage Roll of a 1 using this Weapon can be treated as a 2.
86–90	Lethal	Attack Tests made with this Weapon score a Critical Hit on a 19 or 20.
91–95	Deadly	When you roll a 20 on any Attack Test made with this Weapon, you roll an additional damage die.
95–100	Swift	When you roll a 20 on any Attack Test made with this Weapon, you can make another Attack with this Weapon as a Bonus Action.

WEAPON FLAWS

1D100	NAME	EFFECT
01–15	Damaged	There is an obvious and embarrassing dent, scratch, or chip on this Weapon.
16–30	Underwhelming	Something about this Weapon has undermined all of the beauty that came from the materials used in crafting it.
31–45	Uncomfortable	The grip on this Weapon doesn't fit comfortably in anyone's hand, no matter what angle you hold it at.
46–55	Ugly	This Weapon has an awful appearance and undermines its bearer's credibility.
56–65	Unwieldy	This Weapon is only usable by Medium or larger creatures.
66–75	Magically Unstable	The first test you make to Enchant this Weapon is made with Disadvantage.
76–85	Too Heavy	To wield this Weapon, you must have a Strength of 16 or higher.
86–90	Imbalanced	To wield this Weapon, you must have a Dexterity of 16 or higher.
91–95	Bad Grip	When you roll a 1 on any Attack Test made with this Weapon, you drop this Weapon.
95–100	Brittle	When you roll a 1 on any Attack Test made with this Weapon, this Weapon breaks.

WEAPON COMPONENT PROPERTIES

Rare and magical Components can transform any run-of-the-mill Weapon into the edge your party needs to win the day. Below is a list of the different Properties you can give your Weapon based on what Components you combine while forging it. You cannot gain any Component Property twice, and you must have an additional Component for each new Component Property you want to add.

ARMOUR PIERCING

Requirements: Piercing Damage

Suggested Components: Adamantine, Glabrezu pincers, Imp stingers

Goal Modifier: +2

When you roll a critical hit on any Attack Tests made with this Weapon, you gain Advantage on the next Attack Test against the same target.

CRUSHING WEIGHT

Requirements: Bludgeoning Damage

Suggested Components: Adamantine, Dragon bones, Giant's Bones

Goal Modifier: +2

Any creature damaged by a critical hit made with this Weapon must succeed on a **DC 13 Strength** Saving Throw or fall *Prone*.

GREATER WEAPON

Suggested Components: Owlbear talons, Dwarf-forged steel, Manticore spines

Goal Modifier: +2

You gain a +1 to Attack Tests and Damage Rolls made with this Weapon.

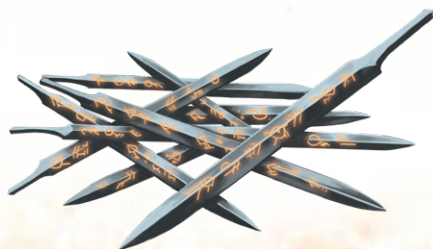
HONED

Requirements: Martial Melee or Martial Ranged

Suggested Components: Dwarf-forged steel, Foxkit Jade, Purple Worm spines

Goal Modifier: +2

Any Attack Test made with this Weapon of a 19 or 20 counts as a critical hit.



INSPIRING

Requirements: Martial Melee or Martial Ranged

Suggested Components: Thunderflower, Mithral, Deep Sea sapphires

Goal Modifier: +3

The first time you hit a creature with an Attack from this Weapon, you can grant Inspiration to an ally within 30 feet of you.

KEEN EDGE

Requirements: Slashing Damage

Suggested Components: Adamantine, Harpy talons, Hunter Shark teeth

Goal Modifier: +3

When you roll a Critical Hit on any Attack Tests made with this Weapon, add an additional Damage die to the total Damage.

LINGERING WOUNDS

Requirements: Piercing or Slashing Damage

Suggested Components: Blood Ruby Shards, Troll fangs, Hungering Flint

Goal Modifier: +5

Any creature damaged by a critical hit from this Weapon takes half of the Weapon's Damage again at the start of its next turn. Damage from other effects, like Poisons and Spells, does not count.

SILENT SHOT

Requirements: Simple Ranged or Martial Ranged

Suggested Components: Owlbear feathers, Cloaker tendons, Full Moon Shadow

Goal Modifier: +4

The first time you Attack with this Weapon on your turn, they do not reveal their location while hiding.

SUPERIOR WEAPON

Suggested Components: Wyvern stinger, Chimera fangs, Mammoth tusks

Goal Modifier: +4

You gain a +2 to Attack Tests and Damage Rolls made with this Weapon.

SUPREME WEAPON

Suggested Components: Dragon fangs, Androsphinx Talon, Moonsteel ingots

Goal Modifier: +6

You gain a +3 to Attack Tests and Damage Rolls made with this Weapon.

ARMOUR FORGING

The protective benefit of well-made Armour speaks for itself, but it isn't the only reason you might turn to custom crafting. With sufficient skill and resources, comfort, built-in weaponry, and elaborate, intimidating, or decorative features can all be achieved.

1: PREPARATIONS

To craft Armour, you need access to Smith's Tools, another suitable set of Tools, or a well-stocked workshop. Other suitable sets of Tools can include Leatherworker's Tools for hide and leather Armour or Weaver's Tools for Armour made of fibres. Blacksmiths, apprentices, and military armourers can be recruited as Hirelings to help; see page 11.

Example: Ainar, the Ranger, wants to make herself a new set of Medium Armour, and she will use the smithy she has constructed in her party's keep.

MOUNT BARDING

Making Armour for mounts or animal companions follows the same rules as for Humanoids. If the creature is Large or larger, it costs 4 times the price and doubles the Goal for the Extended Test.

2: GATHER SUPPLIES

To Forge Armour, you need metal, leather, oils and other supplies. If you are near a settlement, you can buy the materials you need at the cost shown in the **Armour Materials** table. The starting weight and Goal are determined by the Armour Type here. The Crafting DC for all Armour begins at 5.

If you don't have the materials or cannot buy them, you can undertake the *Gather Materials* Downtime Activity on page 12.

ARMOUR MATERIALS

ARMOUR TYPE	MATERIAL COST	STARTING WEIGHT	STARTING DC	STARTING GOAL
Light Armour	10 gp	7 + 1d6 lbs	5	10
Medium Armour	125 gp	10 + 5d6 lbs	5	15
Heavy Armour	350 gp	35 + 5d6 lbs	5	20



Example: Ainar wants to craft a set of Medium Armour. She purchases 125 gp of supplies from the nearby town. She rolls for the Armour's Weight - 31 lbs., and she has a starting Goal of 15, giving the profile below.

NAME	AC	WEIGHT	PROPERTIES	COST	DC	GOAL
Ainar's Scale Mail	-	31 lbs	-	125 gp	5	15

3: (OPTIONAL) ADD COMPONENTS

Dragon bones, Bullette hide, and other rare or magical Components can add potent properties to Armour. If you have a Component that you want to include in your Forged Armour, choose it at this stage. Work with your GM to determine which of the **Armour Component Properties** (see page 29) best fits your chosen Component.

Example: On a previous hunt, Ainar and her party were able to slay a Young Blue Dragon and harvested some scales from it. She wants to include these scales into the Armour, increasing the Goal by 8, and adding the Elemental Resistance (Lightning) Property.



NAME	AC	WEIGHT	PROPERTIES	COST	DC	GOAL
Ainar's Scale Mail	-	31 lbs	Elemental Resistance (Lightning)	125 gp	5	23

4: DESIGN THE ARMOUR

With the materials for your Armour chosen, you can begin to plan the form and function of your Armour. Mix and match any Properties you meet the requirements for to design a brand new piece of custom Armour.

ARMOUR PROPERTIES		
PROPERTY	DC MODIFIER	REQUIREMENTS
AC 11	+1	-
AC 12	+2	-
AC 13	+3	Medium Armour or Heavy Armour
AC 14	+5	Medium Armour or Heavy Armour
AC 15	+7	Medium Armour or Heavy Armour
AC 16	+12	Heavy Armour
AC 17	+14	Heavy Armour
AC 18	+16	Heavy Armour
+Dex Modifier (Max 2)	+3	Light Armour or Medium Armour
+Dex Modifier	+6	Light Armour
Stealth Disadvantage	-3	Medium Armour or Heavy Armour
Require Strength 13	-2	Medium Armour or Heavy Armour
Require Strength 15	-3	Medium Armour or Heavy Armour

Example: Ainar chooses the highest AC possible for Medium Armour, selecting an AC of 15 and adding her Dexterity Modifier (Max 2). This pushes the Crafting DC to 15. With a Crafting Goal that is already quite high, Ainar chooses to add a Strength Requirement of 13 and Disadvantage on Stealth Tests, reducing the DC to 10. The lower DC will increase her odds of succeeding in this Downtime Activity.

NAME	AC	WEIGHT	PROPERTIES	COST	DC	GOAL
Ainar's Scale Mail	15 + Dex Modifier (Max 2)	31 lbs	Elemental Resistance (Lightning), Require Strength 13, Stealth Disadvantage	125 gp	10	23

EXTRA PROPERTIES

You can add other properties to your Armour that improve its form and function. You can take any number of these Properties. You can only take the *Hidden Pocket* Property more than once, to a maximum of 10 times, increasing the DC each time.

EXTRA ARMOUR PROPERTIES			
EXTRA PROPERTIES	DC MOD	REQUIREMENTS	EFFECTS
Cape	+0	–	You get a cape.
Cushioned	+3	–	You reduce any fall Damage you take by 1d10 + your Proficiency Bonus.
Hidden Pocket	+1	Max (10)	Can store anything no heavier than 1 lb and no larger than 5 inches in any dimension. To find anything in a Hidden Pocket, a creature must make a DC 17 Wisdom (Perception) Test .
Pauldrons	+1	Not Light	You can <i>Shove</i> a creature as a Bonus Action if you have moved 10 feet or more in a straight line.
Showy	+2	–	It is an exemplary suit of Armour that gives an impression of high-status.
Spikes	+2	–	Any creature that <i>Grapples</i> you takes 1d8 Piercing Damage. You have Disadvantage on Tests made to escape Grapples, and any creature that tries ending a <i>Grapple</i> with you must make a DC 14 Strength (Athletics) Test.
Springy	+3	–	Your jump distance is increased by 10 feet.
Subtle	+1	Not Heavy	It looks like clothing until inspected up close.
Weapon Mount	+4	–	You can spend 10 minutes to attach a <i>Light, One-handed</i> Weapon to this Armour and still wield it.

Example: Ainar loves to use terrain to her advantage in combat, jumping to new vantage points. She adds the Cushioned and Springy Properties to the Armour. Increasing the DC to 16.

NAME	AC	WEIGHT	PROPERTIES	COST	DC	GOAL
Ainar's Scale Mail	15 + Dex Modifier (Max 2)	31 lbs	Cushioned , Elemental Resistance (Lightning), Require Strength 13, Springy	125 gp	16	23

5: MAKE THE ARMOUR

To Forge Custom Armour, you must complete an Extended Test, making three **Strength** or **Dexterity** (**Smith's Tools**). The Goal for the Test is determined by the Category of Armour you want to make, determined above at *Stage 2: Gather Supplies*, and the DC for this Test is determined by the Properties you selected at *Stage 4: Design the Armour*.

While making the Extended Test, if you roll an unmodified 20 on any of the Tests, your skills have allowed you to improve the design further. You add one additional Armour Quality (see below).



If you roll an unmodified 1 on any Test, you accidentally introduce a flaw in the Armour mid-construction. This Downtime Activity ends, and all progress towards making this Armour ends. Additionally, you must add an Armour Flaw (see page 29). You can resume crafting this Armour during your next Downtime Activity.

- ✦ If you succeed on the Extended Test, you have Forged your chosen Armour.
- ✦ If you succeed by 5 or more, you create the Armour and gain an additional Quality by rolling on the **Armour Qualities** table below.
- ✦ If you fail by 5 or less than the Goal, you create the Armour, which has a random Flaw determined by rolling on the **Armour Flaws** table on page 29.
- ✦ If you failed by more than 5, you have failed to create the Armour, and the materials used have been destroyed in the attempt.

ARMOUR QUALITIES

1d100	NAME	EFFECT
01–15	Flattering	This Armour does a great job at complementing your figure.
16–30	Stylised	This Armour matches a particular style of Armour you're familiar with. (Dwarvish, Elvish, etc.)
31–45	Trendy	This Armour is visually striking and inspires imitation from fashionable people.
46–55	Adjustable	This Armour can be easily refitted for any Humanoid of any Size.
56–65	Convenient	This Armour takes half the time to don and doff.
66–75	Enchantment Ready	The first Test you make to Enchant this Armour is made with Advantage.
76–85	Good Grip	While wearing this Armour, any effect that would force you to move while you are not <i>Prone</i> forces you to move 5 feet less than you otherwise would.
86–90	Lightweight	You can ignore any Strength requirements for this Armour, which weighs half as much.
91–95	Resistant	This piece of Armour gains Resistance to one non-magical Damage Type: Bludgeoning, Piercing, or Slashing damage
96–100	Critical Resilience	Any Critical Hit made against someone wearing this Armour is a regular hit.

ARMOUR FLAWS

1d100	NAME	EFFECT
01–15	Unflattering	This Armour pinches and sags in all the wrong places.
16–30	Gaudy	The design has a sickening number of style flourishes and quirks, making it stand out for all the wrong reasons.
31–45	Unfashionable	Fashion-minded people who see you in this Armour will remark on its particularly ugly appearance.
46–55	Bulky	This Armour can only be worn by Medium Humanoids.
56–65	Awkward	This Armour takes twice the length of time to don and doff.
66–75	Unstable	The first Test you make to Enchant this Armour is made at Disadvantage.
76–85	Unbalanced	While wearing this Armour, you have Disadvantage on any Saving Throw or Test to resist an effect that would knock you <i>Prone</i> .
86–90	Heavyweight	Any Strength requirements for this Armour are increased by 3 to a minimum of 13, and this Armour weighs twice as much.
91–95	Vulnerable	This piece of Armour gains Vulnerability to one non-magical Damage Type: Bludgeoning, Piercing, or Slashing damage
96–100	Brittle	The first time this Armour is hit with a Critical Hit, it breaks and is rendered useless.

Example: Ainar bites off more than her smithing skills can chew. She initially fails the Crafting Test. She saves the project for her next Downtime Activity, where she finishes with a final Progress of 24. During the second Downtime Activity, she rolls a natural 1 on her Smith's Tools Test, adding the Awkward Flaw to the Armour set.

NAME	AC	WEIGHT	PROPERTIES	COST	DC	GOAL
Ainar's Scale Mail	15 + Dex Modifier (Max 2)	31 lbs	Awkward, Cushioned, Elemental Resistance (Lightning), Require Strength 13, Springy	125 gp	16	23

ARMOUR COMPONENT PROPERTIES

The world is full of materials that are, through design or magical interference, more useful as Armour materials. Below is a list of the different Properties you can give your Armour or clothing based on what Components you combine while forging it. Any Property that can be applied to Armour be applied to the whole suit of Armour or the whole outfit. You cannot gain any Component Property twice, and you must have an additional Component for each new Component Property you want to add.

AQUATIC

Suggested Components: Black Dragon foot membranes, Quipper flippers, Wave-Shaper Coral
Goal Modifier: +7

While wearing Armour with this Property, your Swim Speed equals your Walking Speed.

CAMOUFLAGED

Suggested Components: Doppelganger hide, Gargoyle gravel, local foliage

Goal Modifier: +3

When you first select this Property, choose a region for this camouflage to work in: caves, cities, coasts, deserts, forests, grasslands, or mountains.

While wearing Armour with this Property in the chosen region, you have Advantage on Dexterity (Stealth) Tests.

ELEMENTAL RESISTANCE

Suggested Components: Black Dragon scales, Fire Plane obsidian, Pyroclastic Rose

Goal Modifier: +8

The Armour grants Resistance to one Damage Type corresponding to the Component used.

GREATER PROTECTION

Suggested Components: Ankheg chitin, Bulette carapace, Earth Elemental crust

Goal Modifier: +6

This Armour gains an additional +1 to its AC.

INTIMIDATING

Suggested Components: Bloodsoaked Brambles, Demon horns, Dinosaur skulls

Goal Modifier: +3

While you are wearing Armour with this Property, you have a +2 Bonus to **Charisma (Intimidation)** Tests.

LIGHTWEIGHT

Requirements: Armour

Suggested Components: Elf-forged brass, Mithral, Roc bones

Goal Modifier: +2

This Armour's weight is halved. When a creature misses you with an Attack or you succeed on a Dexterity Saving Throw, you can move 5 feet as a Free Action without triggering Opportunity Attacks.

MAGNETIC

Requirements: Armour

Suggested Components: Magnetite, Rust Monster chitin, Polar-Steel

Goal Modifier: +5

While you are wearing this Armour, you have Disadvantage on Attack Tests made with metal Weapons. After an enemy hits you with an attack made with a metal Weapon, their next Attack made against you with that Weapon is made at Disadvantage.

STURDY

Requirements: Armour

Suggested Components: Dwarf-forged steel, Ironbark, Mammoth bones

Goal Modifier: +4

This Armour's weight is doubled. This armour grants you Advantage on any Saving Throws to resist being pushed or knocked *Prone*.

SUPERIOR PROTECTION

Suggested Components: Hydra hide, Treant bark, Wyvern scales

Goal Modifier: +9

This Armour gains an additional +2 to its AC.

SUPREME PROTECTION

Suggested Components: Celestial steel, Dragon scales, Purple Worm skin

Goal Modifier: +12

This Armour gains an additional +3 to its AC.

SHIELD MAKING

A good shield can be the difference between a heroic victory and a noble sacrifice. Blocking Attacks, softening hits, and holding the line are key to keeping a party of adventurers safe. You'll be able to craft the ideal defensive gear for your fighting style.

NEW SHIELDS

In addition to the Shield available in the core rules, you can now choose from four new variants: the Buckler, the Tower Shield, the Armoured Sleeve, and the Phalanx Shield. These Shields give you new options in combat, but you can still only gain the benefit of one Shield at a time.

Buckler: The Buckler does not provide a Bonus to your Armour Class. You can fasten a Buckler to one arm; doing so does not occupy that hand, and you may still wield something else in that hand. While equipped with a Buckler, when targeted with an Attack Test, you can use your Reaction to gain a +2 Bonus to your Armour Class until the start of your next turn.

Tower Shield: The Tower Shield grants a +2 Bonus to your Armour Class. When you take the *Dodge* Action on your turn, instead of your Tower Shield's normal Armour Class Bonus, your Tower Shield counts as three-quarters cover for you, and one other Medium or smaller creature standing directly behind you. You must have a Strength of 15 or higher to wield a Tower Shield.

Armoured Sleeve: The Armoured Sleeve is a set of metal or wooden bands that encircle your arms. It does not require any Proficiency to wield effectively. It grants a +1 Bonus to your Armour Class.

Phalanx Shield: The Phalanx Shield grants a +2 Bonus to your Armour Class. If you are within 5 feet of at least one friendly creature who is also wielding a Phalanx Shield, you gain an additional +1 Bonus to your Armour Class.

1: PREPARATIONS

To make a Shield, you need access to either Smith's Tools, Carpenter's Tools, or a well-stocked workshop. If you are using unusual materials, you can use a more appropriate set of Tools, like Weaver's Tools and Woodcarver's Tools. Blacksmiths, apprentices, and military armourers can be recruited as Hirelings to help; see page 11.

Example: *Silva the Paladin is preparing for her party's next quest to defeat a Giant. She wants to make a Shield for herself to withstand the Giant's might while supporting her party. She has chosen to make a wooden Tower Shield, using her Carpenter's Tools for the work. Silva and her party don't have a regular place to stay in the town, so she won't be able to store this piece if anything goes wrong.*

2: GATHER SUPPLIES

To make a Shield, you need metal, leather, oils, and other supplies. If you are in or near a settlement, you can buy the materials at the cost shown in the **Shield Materials** table. If you don't have the materials or can't buy them, you can instead undertake the *Gather Materials* Downtime Activity on page 12.

SHIELD MATERIALS	
WEAPON TYPE	MATERIAL COST
Buckler	2 gp
Shield	5 gp
Tower Shield	25 gp
Armoured Sleeve	15 gp
Phalanx Shield	20 gp

Example: *Silva purchases 25 gp worth of birch, leather, and iron fittings from a smith she knows in town.*



3: (OPTIONAL) ADD COMPONENTS

Dragon scales, Treant bark, and other rare or magical Components can add potent properties to Shields. If you have a Component that you want to include in your Shield, choose it at this stage. Work with your GM to determine which of the **Shield Properties** (see page 33) best fits your chosen Component.

Example: *While in the town market square, Silva finds another adventurer selling off some of their treasure. She manages to secure some Mammoth bones, which she will use to add the Bracing Property to her Tower Shield, increasing the Crafting Goal by 5.*



4: DESIGN THE SHIELD

The DC and Goal for the Extended Test are determined by the type of Shield you've chosen to make. Choose any Extra Properties you want to add to your Shield, and modify the DC accordingly.

- ✦ **Buckler:** DC 13, Goal 6
- ✦ **Shield:** DC 12, Goal 10
- ✦ **Tower Shield:** DC 14, Goal 15
- ✦ **Armoured Sleeve:** DC 11, Goal 8
- ✦ **Phalanx Shield:** DC 15, Goal 14

EXTRA PROPERTIES

Shields can be modified to add more options for offence and defence. You can take any number of these Properties, though you cannot take any of these Properties more than once.

EXTRA SHIELD PROPERTIES			
EXTRA PROPERTIES	DC MOD	REQUIREMENTS	EFFECTS
Deployable	+2	Not Tower Shield	You can don or doff it as a Free Action.
Hidden Compartment	+2	Not Armoured Sleeve, Not Buckler, Not Deployable	Can store anything no heavier than 1 lb and no larger than 5 inches in any dimension. To find anything in a Hidden Compartment, a creature must make a DC 17 Wisdom (Perception) Test.
Plantable	+3	Not Armoured Sleeve, Not Buckler	You can doff this Shield and place it on the ground as an Action. It grants half-cover for any Medium or smaller creatures standing behind it.
Thrown	+2	Not Armoured Sleeve	You can throw this Shield as an Attack for 1d6 + Str Bonus Bludgeoning Damage at a Range of (20/60).
Spikey	+2	–	It can be used as a Martial Weapon for 1d6 + Str Bonus Piercing Damage.

Example: Silva wants to be able to provide Cover for her Allies and adds the Plantable Property to her Tower Shield, raising the DC to 15.

5: MAKE THE SHIELD

To make a Shield, you must complete an Extended Test, making three **Strength** or **Dexterity (Carpenter's Tools or Smith's Tools)** Tests. The DC and Goal for the Test are determined in *Stage 4: Design the Shield* by which type of Shield you want. Modify the DC based on any Extra Properties you added, and modify the Goal according to any Component Properties you added in *Stage 3: Add Components*.

While making the Extended Test, if you roll an unmodified 20 on any of the Tests, your skills have allowed you to improve the design further. You add one additional Shield Quality (see page 33).



If you roll an unmodified 1 on any Tests, you accidentally introduce a flaw in the Shield mid-construction. This Downtime Activity ends, and all progress towards making this Shield ends. Additionally, you must add a Shield Flaw (see page 33). You can resume crafting this Armour during your next Downtime Activity.

- ✦ If you succeed on the Extended Test, you have made your Shield.
- ✦ If you succeed by 5 or more, you create the Shield and gain an additional Quality by rolling on the **Shield Qualities** table below.
- ✦ If you fail by 5 or less than the Goal, you create the Shield, which has a random Flaw determined by rolling on the **Shield Flaws** table below.
- ✦ If you failed by more than 5, you have failed to create the Shield, and the materials used in its construction have been destroyed in the attempt.

Example: Silva carves, bends, and shapes the wood of her Tower Shield into place with expertise and rolls a natural 20 during the Crafting Test. She adds the Enchantment Ready Quality to her Shield and immediately begins planning with her party's wizard how they're going to Enchant the Shield.

SHIELD QUALITIES

1d100	NAME	EFFECT
01–20	Beautiful	This Shield is impressively built and makes a good first impression with warriors.
21–40	Enchantment Ready	The first Test made to Enchant this Shield is made at Advantage.
41–60	Reflexive	This Shield's AC Bonus applies to your Dexterity Saving Throws.
61–80	Follow-through	If you use this Shield in an Attack Test or <i>Shove</i> as the last Attack you make on your turn, you do so at Advantage.
81–100	Resilient	If a Weapon Attack made against you is a Critical Hit, it becomes a regular hit.

SHIELD FLAWS

1d100	NAME	EFFECT
01–20	Ugly	This Shield is visually underwhelming and discredits its crafter.
21–40	Arcanely Unstable	The first Test made to Enchant this Shield is made at Disadvantage.
41–60	Cumbersome	This Shield is awkward to use and draw, reducing your Initiative Bonus by 2.
61–80	Slippery	When a Weapon Attack made against you is a Critical Hit, you drop this Shield.
81–100	Brittle	When a Weapon Attack made against you is a Critical Hit, this Shield breaks.

SHIELD PROPERTIES

Shields can be made of various materials, both mundane and magical. Below is a list of the different Component Properties you can give your Shield based on what Components you combine while crafting it. You cannot gain any Component Property twice, and you must have an additional Component for each new Component Property you want to add.

BASHING

Suggested Components: Mastodon heart, Nightmare hoof, Vitallium

Goal Modifier: +5

While equipped with this Shield, you push creatures an additional 10 feet whenever you *Shove* them.

BLESSED

Suggested Components: Celestial steel, Deva's Breath, holy water

Goal Modifier: +12

While you are equipped with this Shield, Fey, Fiends, and Undead make Attacks against you at Disadvantage.

BRACING

Suggested Components: Ironbark, Mammoth bones, Mountain Heart

Goal Modifier: +5

While equipped with this Shield, if you are ever forced to move, you reduce the amount you have to move by 10 feet.

BUFFETING

Suggested Components: Bulette carapace, Gelatinous Cube residue, Resonant Amber

Goal Modifier: +8

While you are equipped with this Shield, any creature that rolls a natural 1 on a Melee Weapon Attack against you drops their Weapon.

ELEMENTAL RESISTANCE

Suggested Components: Behir fangs, Black Dragon scales

Goal Modifier: +3

While equipped with this Shield you gain Resistance to one Damage Type determined by the Component used. For example, a Shield made using Black Dragon scales would grant Resistance to Acid Damage.

GREATER SHIELDING

Suggested Components: Ankheg chitin, Bulette carapace, Earth Elemental crust

Goal Modifier: +8

This Shield gains an additional +1 Bonus to AC.

INTIMIDATING

Suggested Components: Blue Snakeroot, Infernal Iron, Manticore spines

Goal Modifier: +4

While you are equipped with a Shield with this Property, you have a +2 Bonus to **Intimidation** Tests.

REFLEXIVE

Suggested Components: Gelmetal, Mithral

Goal Modifier: +7

This Shield's AC Bonus also applies to your Dexterity Saving Throws.

SUPERIOR SHIELDING

Suggested Components: Treant bark, Wyvern scales

Goal Modifier: +11

This Shield gains an additional +2 Bonus to AC.

SUPREME SHIELDING

Suggested Components: Bone Devil skulls, Dragon scales, Purple Worm skin

Goal Modifier: +14

This Shield gains an additional +3 Bonus to AC.



INVENTING

While custom-made Weapons and Armour are usually high on an adventurer's wishlist, crafting really comes into its own when you start Inventing. We use Invention as a catch-all term for any piece of Equipment not covered elsewhere in this chapter. It could be a breakthrough idea that will change the world, an item that will solve a particular problem, or an inspired adaptation to existing Equipment that levels up its effectiveness. You can apply invention to Weapons and Armour too, for modifications beyond those found in the previous sections. Vehicles, machines, and any other device you can imagine can be created using the steps we have outlined below.

1. DESIGN

The Design phase of Building an Invention is a collaboration between the Player and the GM. You will describe to your GM what you want your Invention to do, how impactful it will be, and how you imagine it working. Your GM will work with you to see what the most plausible version of this Invention can be and, using the steps below, work out the Extended Test needed to craft your Invention.

FUNCTION

Deciding on what your Invention will do is your first step. Setting your Goal early on will make the following steps easier. Describe to your GM what you want the Invention to be able to do. They will determine if there are any relevant complications from your intended design and modify the DC or Goal appropriately.

Example: *George is playing as Oloric, an expert Dwarven inventor. He wants Oloric to build an Invention that will help his clan remove raw ore from the bottom of the mines faster and easier. He tells Ryan, his GM, that Oloric will build a bucket elevator that can be filled with ore at the bottom of a mine shaft and lifted to the top. Ryan believes that this is a design that Oloric could feasibly imagine and design, but the scale of the work will probably result in a high Goal for the Extended Test later.*



FOR GMs

The Inventing rules are intended to spark creativity in your players. Challenges will arise when your players want to push the boundaries of what is possible in your world. It's important not to shut down player creativity in these moments, though there are still tools you can use to maintain the tone of your game.

- ✦ Feel free to say that an idea is way beyond your world's tech level. Explain that you want to maintain the consistency of your setting and that this technology is too advanced, or that the Invention is based on knowledge that the player has but their Character couldn't. Work with them to devise a compromise more appropriate for your world's tech level.
- ✦ If your player is trying to make something that is on the bleeding edge of your world's technology, feel free to let the Crafting DC and Goal grow very high. If your Player has access to a workshop where they can store their Invention, it can serve as a personal quest for them to create their own magnum opus. Many inventors in our world dedicate years of their lives to their own Inventions.
- ✦ If your player is eager to finish the design earlier, see our advice in the **Uncovering Genius** box out on page 42 for more advice on how to build a quest to make their vision a reality.
- ✦ There are some smaller rewards you can still give a determined player who failed to make a near-impossible Invention. They may have made friends with a new contact who collaborated with them, or they may have discovered a new principle as part of the construction process that could make different Inventions in the future easier to build.

IMPACT

An Invention has a defined level of Impact. This is an approximation of how powerful the Invention will be. How large of an area or how many creatures can this Invention affect? How big of a change does it make on these creatures and objects?

Describe to your GM what you want this Invention to be able to do. You and your GM will then decide what level of Impact these effects fall into and set the Crafting DC accordingly.

***Example:** Oloric wants his bucket elevator to transform the work of a team of Dwarves into the work of one or two. Ryan and George agree that this gives the Invention a Major Impact, and they set the crafting DC to 16.*

NEGLIGIBLE (DC 10)

Proofs of concept, designed to show that an idea works in principle. Others serve as toys or other sources of entertainment. Some are maintained as decorations in arcane towers or noble banquet halls. Inventions like these have a *Negligible* Impact, having few, if any, practical uses and little ability to alter the world or creatures around them.

***Examples:** A clockwork toy, a rotating chandelier, a scale model of a boat*

1. Design – Work with your GM to decide the effects and craft goals for your Invention.
 - a. Function – What does it do?
 - b. Impact – How good is it at its job?
 - c. Complexity – How complicated is this design?
 - d. Material – What is it made of?
 - e. Size – How big is it?
2. Drawbacks – Introducing compromises to your design to make it easier to craft.
3. Assembly – Resolving the Extended Test.
 - a. First, an Intelligence Test to determine the quality of your design and schematic.
 - b. Second and Third, Dexterity or Strength tests to assemble the Invention.

MINOR (DC 13)

Turn a task that one person could achieve in a few hours or minutes into a much easier job, or making small-scale changes to a large area or over a long period of time. Some are installed for tasks like heating a room, or watering a crop. Inventions like these have a *Minor* Impact, making small changes to make life a bit easier.

Examples: A mechanical lighter, a signalling mirror, a water sprinkler.

MAJOR (DC 16)

They can let one person attempt a task that would normally require a team of people. Some, like large ships, can let a team of people transport large amounts of freight a great distance. Others, like ploughs, can cut weeks of manual labour down to a few days. Inventions like these have a *Major* Impact, bringing otherwise difficult tasks to within your grasp.

Examples: A caravel, a wheelchair, a ballista.

**VEHICLES**

If your Invention is intended to be driven or moved by its own or external power, then you can give it the *Vehicle (Land or Water)* property. If your design is significantly different from vehicles that already exist in the core rules, then it instead gains the *Vehicle (Experimental)* property.

LIFE CHANGING (DC 19)

Change how a person lives their life. It may permanently change a demanding, daily task into a trivial part of life. It could help a community solve a problem that has vexed them for generations. Or it could help one person overcome an inhibition that has made their life difficult. Inventions like these have a *Life-Changing* Impact, changing the limits of what a person or community can achieve.

Examples: A fabric mill, a prosthetic limb, a water purifier, a mining drill.

BREAKTHROUGH (DC 22)

Some Inventions herald the dawn of a new age, altering how society is structured and functions. Its impact may not be felt for a few years, but given time, these Inventions will change the world. Some facilitate new means of communication, transportation, or construction. Others offer a more devastating escalation of violence. Inventions like these have a *Breakthrough* Impact. Given enough time, they will radically change the world.

Examples: A printing press, a steam engine, a cannon.

TEST MODIFIERS (VARIES)

If your Invention gives you a Bonus to an Attribute Test of any kind, increase the Crafting DC by the same amount. i.e., an Invention that gives a +2 Bonus to Strength Tests gains a +2 increase to its Crafting DC.

The highest Bonus an Invention can give to an Attribute Test is +3.

EXPERIMENTAL WEAPON (VARIES)

If your Invention is built as a brand new Weapon to intentionally damage creatures or Objects, you must increase the Crafting DC as outlined below, based on the Weapon's Damage. A new Weapon made using the Inventing rules falls into the Experimental Weapon Category. When crafting an Experimental Weapon, you determine if its Attack Tests use a creature's Strength or Dexterity Bonus.

Choose one of the Damage traits from below and modify the Crafting DC accordingly. The *Siege Weapon* trait can be taken in addition to any other Damage trait.

- ✦ 1 Damage — DC Mod +1
- ✦ 1d10 Damage — DC Mod +2
- ✦ 2d10 Damage — DC Mod +3
- ✦ 3d10 Damage — DC Mod +4
- ✦ Siege Weapon — DC Mod +1

Siege Weapons deal double the normal Damage to Objects and Structures.

COMPLEXITY

When more parts of an Invention need to move in concert, the design becomes more complex. Not only does every wheel, gear, pulley, and gyro need to move predictably and reliably, but each must also move in time with every other piece.

You and your GM must decide what level of mechanical complexity your Invention involves. Then, modify the Crafting DC as outlined below.

Example: Oloric's bucket elevator has some moving parts, needing chains and a winch to operate, but is not particularly complicated. George and Ryan reckon that the Invention has a Moving Complexity, increasing the DC by 2 to a total of 18.

STATIC (+0)

This Invention needs no moving parts.

Examples: A shovel, a sundial, a seawall

MOVING (+2)

This Invention needs one or two moving parts that perform actions like hinging, pulling, or locking.

Examples: A lock, a bicycle, a fan

MECHANICAL (+3)

This Invention needs many moving parts, performing many different simultaneous tasks, made of many different materials.

Examples: A prosthesis, a clock, a typewriter



EXPERIMENTAL DESIGNS

Experimental Weapons cannot be affected by Class Features. Activating an Experimental Weapon always uses your Action and cannot be used as part of the *Extra Attack* Feature.

ARCANE (+4)

This Invention incorporates a magical power source or uses Enchanted elements to operate.

Examples: A skyship, an electric fence, an arcane lantern

INDUSTRIAL (+5)

This Invention performs simple tasks on a huge scale, usually requiring an external power source.

Examples: A conveyor belt, a cotton mill, a train

EASY AS PI

If you want to craft a *Tiny, Static* Invention with *Negligible* Impact, you can do so without needing Tools. Additionally, you can create it as a Campcraft Activity during a Long Rest.



MATERIAL

Choose the kind of material you want to make it from. This doesn't limit the Inventor to only using this substance, but the material chosen should be the material that makes up the bulk of the labour to construct.

- ✦ **Stone** — Requires Mason's Tools.
- ✦ **Crystal** — Requires Jeweller's Tools.
- ✦ **Metal** — Requires Smith's Tools or Tinker's Tools.
- ✦ **Wood** — Requires Carpenter's Tools or Woodcarver's Tools.
- ✦ **Fabric** — Requires Weaver's Tools.
- ✦ **Glass** — Requires Glassblower's Tools.

Example: George will use Oloric's Proficiency with Smith's Tools and will make this Invention out of metal.

SIZE

You and your GM should choose how large your Invention is. Larger Inventions may reduce the Complexity required for the Invention, trading off a higher Crafting Goal for a lower Crafting DC.

- ✦ **Tiny** (Goal 5) — Can be held in a person’s hand.
- ✦ **Small** (Goal 10) — Can be held in a person’s arms.
- ✦ **Medium** (Goal 13) — Can be moved by one or two people.
- ✦ **Large** (Goal 15) — Can only be moved with a vehicle.
- ✦ **Huge** (Goal 20) — Can only be moved with a lot of help or a power source.
- ✦ **Gargantuan** (Goal 25) — Can only be moved with specifically designed supports.

The Size and Material you choose determines the cost and weight of the Invention.

***Example:** The bucket elevator needs to lift ore up a very long mine shaft. While it isn’t very wide, it has to be extremely tall. George thinks this would give this Invention a Gargantuan Size, and Ryan agrees, setting the Goal to 25. George rolls an 8 to determine the weight of the Invention, setting it to 80 tons. Oloric has convinced his clan that the investment of 44,000 gp will prove its value to their intense mining operations.*



MATERIAL	TINY		SMALL		MEDIUM	
	WEIGHT	COST	WEIGHT	COST	WEIGHT	COST
Stone	1d4 lbs	5 cp	5d10 lbs	1 sp	5d10 x 10 lbs	1 gp
Crystal	1d6 lbs	5 gp	5d10 lbs	50 gp	5d10 x 10 lbs	500 gp
Metal	1d6 lbs	1 gp	2d10 lbs	2 gp	2d10 x 10 lbs	20 gp
Wood	1d4 lbs	1 cp	1d10 lbs	1 gp	1d10 x 5 lbs	10 gp
Fabric	1d4 oz	1 sp	1 lb	10 gp	2d10 lbs	50 gp

MATERIAL	LARGE		HUGE		GARGANTUAN	
	WEIGHT	COST	WEIGHT	COST	WEIGHT	COST
Stone	5d10 x 100 lbs	20 gp	10d10 x 100 lbs	200 gp	10d10 x 1 tons	2,000 gp
Crystal	5d10 x 100 lbs	10,000 gp	10d10 x 100 lbs	10,000 pp	10d10 x 1 tons	100,000 pp
Metal	4d10 x 100 lbs	440 gp	1d10 tons	4400 gp	1d10 x 10 tons	44000 gp
Wood	5d10 x 10 lbs	100 gp	5d10 x 100 lbs	500 gp	10d10 x 100 lbs	2500 gp
Fabric	2d10 x 10 lbs	150 gp	10d10 x 10 lbs	750 gp	10d10 x 100 lbs	3500 gp

2. DRAWBACKS

When the ambitions of an Inventor have grown too bold, compromises to the grand vision can be implemented to bring the design within reach. You can introduce any of the following flaws to make your Invention easier to construct, modifying the crafting DC accordingly.

When a Drawback refers to an Invention being 'activated', this is any time that the Invention is used as an Action or first set into motion.

Example: Oloric is an expert at Inventing, but George is eager to complete the Invention during this period of Downtime. To ensure the design is feasible to complete in this time, he decides to add the Resetting Drawback to reduce the DC by 4, to a total of 14.

FUELLED (VARIES)

This Invention does not work unless it is powered by fuel. You can spend an Action to refuel the Invention. Double the modifiers to the crafting DC if the fuel requires processing or is difficult to obtain, like Gunpowder or Alchemist's Fire. Choose one of the following refuelling rates to change the DC:

- ✦ **Daily (-2):** The fuel used to power this Invention lasts a full day.
- ✦ **Hourly (-4):** The fuel used to power this Invention lasts for a full hour.
- ✦ **Instantly (-6):** The fuel used to power this Invention lasts no more than 1 round of combat.

OVERHEATING (-5)

Every time this Invention is activated, roll 1d20. On a 5 or lower, this Invention gets Hot. While the Invention is Hot, it breaks and is no longer usable after it is next used. The Invention takes 1 round to cool off.

JAMMING (-3)

Any time you roll a 1 on any Test while using this Invention, it jams and stops operating. You must spend an hour fixing it.

SNAGS (-5)

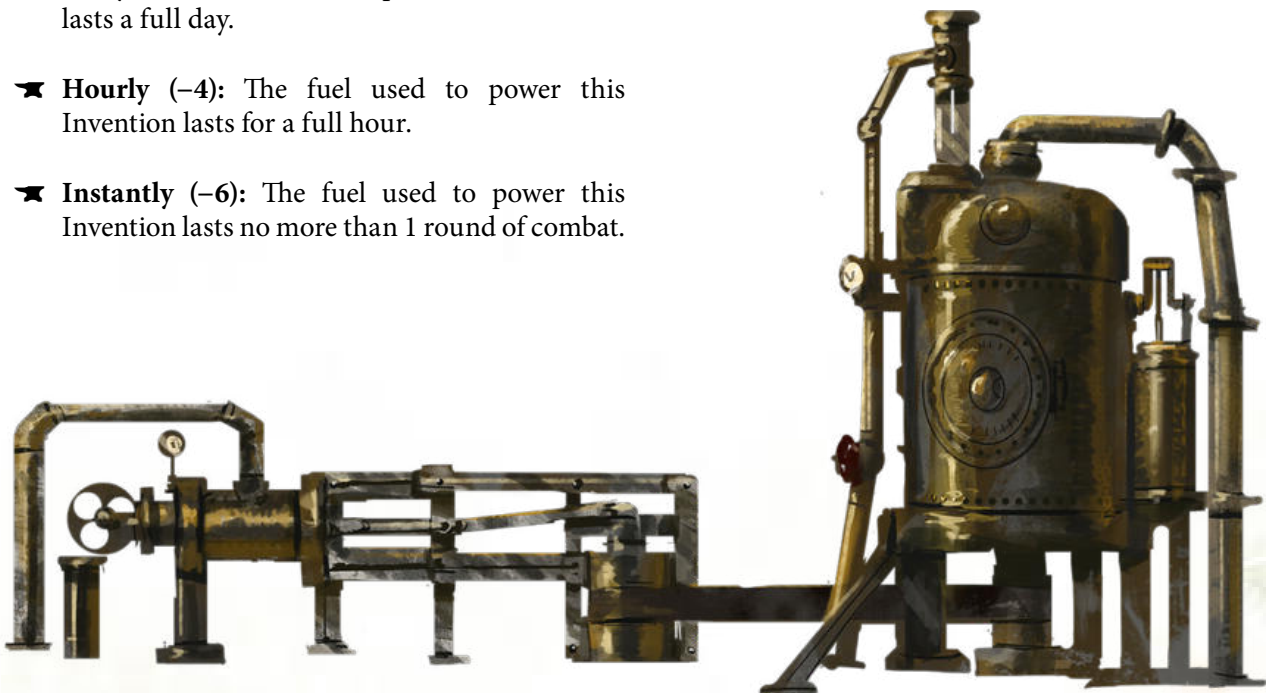
Every time this Invention is activated, roll 1d20. On a 1, the Invention has snagged on your clothing or hair and injured the creature who activated it, dealing 3d10 Bludgeoning Damage as it crushes part of their body.

RESETTING (-4)

Every time this Invention is activated, it is set into a new position until it stops working. Before it can be activated again, you must spend an Action to reset it.

MISPROPORTIONED (-5)

You can make this Invention, but you need to increase its Size by 1 step and increase the cost accordingly.



3. ASSEMBLY

With your vision for the Invention in mind, you can begin assembly. Using the DC, Goal, and Toolset you selected from above, make an Extended Test.

The first Test is an **Intelligence** Test using the Tool Proficiency chosen above. This determines the quality of your design and schematic. If you succeed on this test by 5 or more, you gain Advantage on the next two Tests. If you fail the test, you have Disadvantage on the next two Tests. The second and third Tests are **Strength** or **Dexterity** Tests using the same Tool Proficiency.

- If you succeed on the Extended Test by 5 or more, you successfully create the Invention and recoup 10% of the construction cost.
- If you succeed on the Extended Test, you successfully create the Invention.
- If you fail the Extended Test by 5 or less, you successfully create the Invention but must add another Drawback to the Invention that it does not already have.
- If you fail the Extended Test by more than 5, you fail to construct the Invention, though you are able to recover half of the construction cost as scrap materials.

Example: Oloric rolls a 19 on the *Intelligence (Smith's Tools) Test*, giving him 5 progress towards the Goal and Advantage on the remaining Tests. He makes the next two *Strength (Smith's Tools) Tests at Advantage*, rolling a 24 and a 27, giving him a final progress of 28, successfully creating his bucket elevator.



EXAMPLE INVENTIONS

Here are some working examples of what you can build with the Invention rules. Use these as guides for completing your own Inventions.

SILVA'S POCKET WATCH

Kellie wants her Character Silva to create a pocket-sized version of the town clock to keep track of time while she and her party explore the deep caves. Kellie describes to her GM, Sam, that she wants the pocket watch to be handheld, reliably track time, be resistant to water, and need minimal maintenance while the party embarks on a lengthy journey.

1. Kellie and Sam determine that the pocket watch will have a *Minor Impact*. While it doesn't make big changes to Silva's days as an adventurer, it does make a somewhat difficult task (accurately tracking time), into a trivial task. This sets the initial Crafting DC to 13.
2. Sam determines that the Invention Kellie has described is of *Mechanical Complexity*, and Kellie agrees, increasing the Crafting DC to 16.
3. Kellie knows that Silva was able to secure a good price on metals from their previous adventures, helping a local blacksmith, and so chooses the material for the discounted price. Silva readies her Tinker's Tools for the delicate clockwork ahead.
4. Sam and Kellie agree that a pocket watch is of *Tiny* size, setting the Crafting Goal to 5 and the cost to 1 gp.
5. Kellie is confident that Silva is experienced enough a crafter not to need any Drawbacks to the design.
6. Kellie begins the Assembly Test. Her initial Intelligence Test goes well enough to grant her Advantage on the remaining Tests, and she easily crafts the pocket watch.

OLORIC'S DRILL

George wants his Character Oloric to create a new piece of tunnelling equipment to help the Dwarven Clan of Fireforge open up new mine shafts. George tells his GM, Ryan, that he wants the tunnels made by this drill to be wide enough to fit mine carts and a few Dwarves walking with tools. Oloric's clan includes many Inventors and metalworkers, so Oloric is not particularly concerned about the drill requiring skill or maintenance to work.

1. George and Ryan determine that if this Invention works, it could change how the whole kingdom conducts its mining operations, making this an Invention with a *Breakthrough* Impact and setting the initial Crafting DC to 22.
2. George wants this Invention to operate with many moving parts and require many hands to operate. He and Ryan agree that it has an *Industrial* Complexity, increasing the Crafting DC to 27.
3. Oloric, as a member of a Dwarven clan specialising in metallurgy, will put his clan's resources to good use, making this drill from heavy steel and using many other metals, requiring the use of Smith's Tools to form the shapes and structures.
4. For the resulting tunnels to be large enough to fit two minecarts side by side and mining dwarves to boot, George and Ryan determine that the drill needs to be *Huge* in Size, setting the Crafting Goal to 20.
5. Oloric is an expert Inventor, with many years of experience, though he does know his limits. This design is currently too difficult for him to construct. George and Ryan agree that the extensive coal deposits Clan Fireforge has access to will work as a suitable fuel for the Invention. Oloric, knowing that his Clan can muster the labour needed to fuel this drill, adds the *Fuelled (Instant)* Drawback, meaning that the drill needs a constant supply of coal to function. This reduces the Crafting DC to 21.
6. Oloric has devoted lots of time and resources to this project. He has hired 3 Artisan Hirelings, reducing the Crafting Goal to 8, and previously undertook the *Draw Schematics* Downtime Activity, granting himself Advantage on these Tests. With the expertise and extra contributing Test from his *Inventor* Feat, Oloric has narrowly managed to construct his drill, forever altering the prospects of Clan Fireforge.

DAIN'S CANOE

Adam wants his Character Dain to craft a canoe to try and cross a wide river. Predicting that this low wetland he and his party are travelling through will have many more rivers to cross, wants his canoe to be portable. Adam talks through his design with his GM, Ben. He proposes that the canoe be made mostly out of oilcloth skin stretched over a wooden frame that can be broken down and removed. Ben's day job involves a lot of woodworking, and he is sceptical that Adam's design will work.

1. Adam and Ben determine that this Invention has a *Minor* Impact, as it makes a somewhat tricky task easier to accomplish (floating across shallow water). This sets the initial Crafting DC to 13.
2. This Invention needs only a few parts to move to allow for assembly and disassembly. Adam and Ben agree it has a *Moving* Complexity, increasing the Crafting DC to 15.
3. Through negotiation about how many supplies Dain wants to carry in the canoe, Adam and Ben decide that the canoe should be mostly made of wood and have a *Medium* Size, setting the Crafting Goal to 13.
4. Dain completes their Crafting Test using their Carpenter's Tools and is narrowly able to complete the work on their canoe, allowing them to cross the river and continue their adventure.



UNCOVERING GENIUS

The greatest Inventions in our world were created as collaborative discoveries. Many great minds collaborate on a shared project to create something brand new. If your design is too complex for your Character to create right now, consult with your GM. It is possible that there are experts in your world who can aid you in your discovery. Inventive wizards in isolated towers, experimenting engineers working in dwarvish foundries, and scholars of the lost sciences could all help in cutting-edge discoveries.

If you can find an expert with knowledge who can help you with your Invention's design, you may be able to persuade them to help you. You may need to trade valuables or favours for their aid, but their help could make the difference.

Each expert you find and gain help from on your schematic can reduce the Crafting DC of your Invention by 5 to a minimum of 15.

CORE WEAPONS

SIMPLE MELEE WEAPONS

WEAPON	COST	DC	GOAL
Club	5 cp	7	10
Dagger	2 gp	14	10
Greatclub	1 sp	6	10
Handaxe	2 gp	12	10
Javelin	2 sp	9	10
Light Hammer	1 gp	10	10
Mace	2 gp	6	10
Quarterstaff	1 sp	11	10
Sickle	5 sp	7	10
Spear	5 sp	14	10

SIMPLE RANGED WEAPONS

WEAPON	COST	DC	GOAL
Dart	2 cp	10	12
Light Crossbow	12 gp	9	12
Shortbow	12 gp	9	12
Sling	5 cp	7	12

MARTIAL MELEE WEAPONS

WEAPON	COST	DC	GOAL
Battleaxe	5 gp	13	15
Flail	5 gp	8	15
Glaive	10 gp	10	15
Greataxe	30 gp	8	15
Greatsword	25 gp	10	15
Halberd	10 gp	10	15
Lance	5 gp	10	15
Longsword	7 gp	13	15
Maul	5 gp	10	15
Morningstar	7 gp	8	15
Pike	2 gp	10	15
Rapier	12 gp	12	15
Scimitar	12 gp	13	15
Shortsword	5 gp	13	15
Trident	2 gp	14	15
War pick	2 gp	8	15
Warhammer	7 gp	13	15
Whip	2 gp	12	15

MARTIAL RANGED WEAPONS

WEAPON	COST	DC	GOAL
Blowgun	5 gp	7	17
Hand Crossbow	37 gp	13	17
Heavy Crossbow	25 gp	12	17
Longbow	25 gp	12	17
Net	5 sp	8	17

CORE ARMOUR

ARMOUR	COST	DC	GOAL
Padded	2 gp	9	10
Leather	5 gp	12	10
Studded Leather	22 gp	13	10
Hide	5 gp	10	15
Chain Shirt	25 gp	11	15
Scale Mail	25 gp	10	15
Breastplate	200 gp	13	15
Half Plate	312 gp	12	15
Ring Mail	15 gp	7	20
Chain Mail	37 gp	12	20
Splint	100 gp	13	20
Plate	750 gp	15	20



CHAPTER 3

SPARK OF CREATION

Enchanters have captured and harnessed the raw powers of creation inside Magic Items. Archmages, elder druids, and high clerics of ages past use their magics to forge objects of power. These ancient arts have been passed down from masters to apprentices, and you can use these methods to arm yourself and your party with the Magic Items you choose.

KNOWN ENCHANTMENTS

As a novice Enchanter, you have unlocked the ability to turn mundane objects into new Magic Items.

Any character that can cast at least one spell and is Proficient in Arcana, Nature, or Religion can Enchant new Magic Items.

Every Enchanter has a list of Enchantments learned through their studies or passed down from mentors. When you first gain the ability to Enchant Magic Items, you will choose 4 Enchantments that you know from the **Hammer & Anvil Magic Item List** (see page 82) or the **Core Magic Item List** (see page 85). You must be Proficient in the Skill required by the Enchantment to learn it, and the Enchantments must be of Common or Uncommon rarity.

LEARNING NEW ENCHANTMENTS

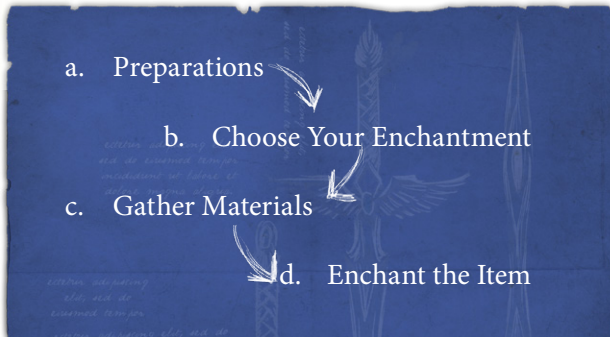
Whenever you level up, you can learn one additional Enchantment. This Enchantment must still use a Skill with which you are Proficient. As you gain Levels, you will have access to more rare Enchantments.

- ✦ Starting at 5th Level, you can learn Rare Enchantments.
- ✦ Starting at 10th Level, you can learn Very Rare Enchantments.
- ✦ Starting at 15th Level, you can learn Legendary Enchantments.

As part of a Long Rest, you can undertake the *Disenchant an Item* Campcraft Activity (see page 14) to learn the Enchantment for a Magic Item you already have, following the same restrictions described above. Additionally, you can find more Enchantments recorded in tomes and spellbooks written by other Enchanters, either by discovering them on your adventures or undertaking the *Research Enchantments* Downtime Activity (see page 13). During a Long Rest, you can study such a tome to learn any Enchantment recorded within, regardless of your Level.

ENCHANT AN ITEM

Enchanting an Item is a taxing process that requires time and preparation. Following the steps below, you can undertake the *Enchant an Item* Downtime Activity (see page 13) to create a new Magic Item.



1: PREPARATIONS

To Enchant a new Magic Item, you need access to a safe workspace or a well-stocked Mage's Tower. Hirelings can be recruited to help with Magic Item Enchanting. These can include court wizards, local druids, or temple clerics (see page 7).



POTIONS & POISONS

Hammer & Anvil gives you the rules to create new, permanent Magic Items. If you want extensive rules to let you brew Potions, Poisons, and Explosives, you should check out the companion book — *Mortar & Pestle*.

Example: *Silva the Paladin wants to Enchant the Tower Shield she made to support her party. Her Tower Shield already has the Enchantment Ready Property, so she decides she doesn't need help with the Enchantment. She and her party don't have a regular place to stay, but she has made some good connections at her local temple. The clerics there are happy to give her space to perform these sacred rites.*

2: CHOOSE YOUR ENCHANTMENT

Choose an Enchantment from your list of known Enchantments. The Enchantment contains the information needed to complete the remaining stages of the Enchantment process.

If you create an Enchantment with the *Ammunition* Category, you create 5 copies of that magical Ammunition. Each piece of Ammunition loses its Enchantment and is made non-magical after successfully hitting a target.

Example: *Silva, concerned about the safety of her party, has learned and chosen the Shield of Dawn Enchantment.*

- a. **Rarity** — How easy it is to find this kind of Magic Item in the world.
- b. **Category** — What type of Magic Item is made with this Enchantment?
- c. **Attunement** — Will Items with this Enchantment require attunement?
- d. **DC** — The DC for the Enchanting Extended Test.
- e. **Goal** — The Goal for the Enchanting Extended Test.
- f. **Skill** — The Skills you can use to learn and create this Enchantment.
- g. **Cost** — The gold piece cost of the raw materials needed for the Enchantment.
- h. **Component** — You can optionally include the Component to make the Enchantment Process easier.
- i. **Base Item** — The mundane object you need to infuse with magic.
- j. **Enchantment Effects** — The effects this Magic Item will have if successfully Enchanted.

SHIELD OF DAWN

(1) *Uncommon* (2) *Armour (Shield)*

(3) *(requires attunement)*

(4) **DC:** 12 (5) **Goal:** 16

(6) **Skill:** Religion (7) **Cost:** 750 gp

(8) **Component:** Gold Dragon scales

(9) **Base Item:** A Shield that was blessed at sunrise

(10) This Enchantment causes the Shield to always faintly radiate warm heat. The *Shield of Dawn*, in times when the gods were more present in the world, was often used as a symbol of membership in devout orders of knights.

Once per day, you can cause the *Shield of Dawn* to pulse with invigorating light. For the next minute, you must maintain *Concentration* on this effect. While this effect is active, You and any creature you choose within 10 feet of you regain Hit Points equal to 1d8 + your Wisdom Bonus.



DIMINISHING RETURNS

All Weapons, Armour, and Shields can only ever benefit from one Bonus to their Attack Tests, Damage Rolls, or Armour Class Bonuses. If you gain a Bonus from two sources, with Material Properties in **Chapter 2** and Enchantments in this chapter, you must choose one of the Bonuses to keep, ignoring the other.

3: GATHER MATERIALS

To Enchant an Item, you must have access to raw materials to conduct and harness the flows of magic: electrum, hawthorn, and holy water are great vessels for magical energy. These, and many other small amounts of material are represented by the Enchantment's *Cost*. To Enchant an Item, you can spend this Cost at this stage, if you have access to a well-stocked market. Alternatively, you can undertake the *Gather Materials* Downtime Activity (see page 12).

You will also need to obtain the *Base Item* for this Enchantment. The Base Item will be listed in the Enchantment, and it is the non-magical object you will transform into a Magic Item. Some of the Enchantments will be flexible with what exact Base Item is needed. For example, the Base Item for the *Weapon of Life* is any Weapon blessed with holy water. Other Enchantments will be more prescriptive with their Base Item. The *Circlet of Storms*, for example, requires a metal circlet that has been struck by lightning.

OPTIONAL: RARE COMPONENTS

Each Enchantment lists a Component. If you can find and use this Component in making this Enchantment, you will make the Extended Test to complete the Enchantment at Advantage, consuming the Component in the process.

Example: *Silva uses her previously crafted Tower Shield as the Base Item for her Shield of Dawn. The holy rites she will perform to create the Enchantment will require a great deal of incense, holy water, and sacred oils. She spends the 750 gold pieces on supplies, largely from the temple she works in. While shopping, Silva could not locate any Gold Dragon scales to use in the Enchantment and must continue without them.*

4: ENCHANT THE ITEM

To Enchant the Item, make an Extended **Intelligence** Test. The DC and Goal for the Extended Test are listed on the Enchantment. You must use a Skill listed on the Enchantment, and you must be Proficient in that Skill. If you are Proficient in more than one listed Skill, you can choose which Skill you use.

While making the Extended Test, the first time you roll a natural 20, you can add a Benefit of your choice to the effects of the Enchantment. The first time you roll a natural 1, your GM can add a Flaw of their choice to the Magic Item.

- ✦ If your final progress exceeds the Goal, you have successfully Enchanted the Magic Item.
- ✦ If your final progress is 5 or more above the Goal, you can add an additional Benefit of your choice.
- ✦ If your final progress is 5 or less below the Goal, you have still created the Magic Item, but the GM adds an additional Flaw to its effects.
- ✦ If your final progress is more than 5 below the Goal, you have failed to Enchant the Base Item. The raw materials and Components were destroyed, but you retain the Base Item.

When adding a Benefit or a Flaw, you must select from the specific table based on the Category of Enchantment:

- ✦ **Weapons and Ammunition — Weapon Benefits & Flaws** table on page 47.
- ✦ **Armour — Armour Benefits & Flaws** table on page 47.
- ✦ **Rods, Staffs, and Wands — Spellcasting Focus Benefits & Flaws** table on page 47.
- ✦ **Rings and Wondrous Items — Wondrous Item Benefits & Flaws** table on page 47.

Example: Silva makes the Enchanting Extended Test. The Shield of Dawn sets the Test at DC 12 and Goal 16, and the Skill to be Religion. Her Tower Shield has the Enchantment Ready Property, so she makes the first Test at Advantage.

She succeeds at the Extended Test, rolling a natural 20 during one of the Tests, giving the Shield a Benefit. Silva selects the Holy Benefit, allowing her to use the Shield as a Holy Symbol for her divine magic.

EVERY EVENTUALITY



When you want to Enchant a Magic Item for which we have not provided the DC and Goal, your GM can use the following ranges to estimate the difficulty.

- ✦ **Common:** DC 11–14, Goal 9–13
- ✦ **Uncommon:** DC 13–16, Goal 12–17
- ✦ **Rare:** DC 12–15, Goal 10–14
- ✦ **Very Rare:** DC 15–18, Goal 14–18
- ✦ **Legendary:** DC 16–19, Goal 16–20

ALTERING THE WEAVE

If an Enchantment is not *quite* what you had in mind, at your GM's discretion, you can modify any existing Enchantment, increasing the DC for the Extended Test. Use the modifications listed here, or work with your GM to create an appropriate modifier to the DC.

- ✦ Add or remove one die from a Magic Item's Damage (+3):
Example: Increase the Caustic Rod's Damage from 2d6 to 3d6.
- ✦ Change a Magic Item's Damage Type (+2):
Example: Change the Caustic Rod's Damage type to Cold.
- ✦ Add a Resistance to a Damage Type (+4):
Example: Give the Exorcist Armour Resistance to Fire Damage.
- ✦ Magically replicate the effects of an Extra Property from **Chapter 2** (+2 + The Extra Property's DC Mod):
Example: Give the Shield of Interdiction the Thrown Extra Property.
- ✦ Increase the Attack, Damage, Armour Class, or Spell Save DC Bonus (+3):
Example: Give the Airdash Blades a +1 Bonus to Attack Tests and Damage Rolls.

ENCHANTMENT BENEFITS & FLAWS

Below is the list of the Benefits and Flaws you can add to your Enchantments.

WONDROUS ITEM BENEFITS & FLAWS	
BENEFIT	FLAW
Alert	Brittle
Bound	Cursed
Bright	Discoloured
Disguised	Emotional
Efficient	Enlarged
Inspirational	Flammable
Lightweight	Inefficient
Recharging	Messy
Recognisable	Sickening
Retunable	Slippery
Self-destructing	Traitor
Undetected	Uncertain

SPELLCASTING FOCUS BENEFITS & FLAWS	
BENEFIT	FLAW
Blasting	Backfiring
Bound	Blocking
Bright	Brittle
Disguised	Cursed
Efficient	Delayed
Imprinted	Discoloured
Lightweight	Distracting
Refunding	Inefficient
Retunable	Messy
Specialised	Revealing
Spectacular	Sapping
Summonable	Traitor

WEAPON BENEFITS & FLAWS	
BENEFIT	FLAW
Alert	Aggressive
Arcing	Barbed
Bound	Brittle
Disguised	Cursed
Efficient	Discoloured
Elemental	Inefficient
Energising	Loud
Lightweight	Messy
Reloading	Overloaded
Retunable	Profane
Seeking	Temporary
Specific	Traitor

ARMOUR BENEFITS & FLAWS	
BENEFIT	FLAW
Bound	Brittle
Disguised	Collapsing
Dodging	Cumbersome
Efficient	Cursed
Enduring	Discoloured
Fortifying	Inefficient
Holy	Messy
Lightweight	Ridiculous
Resistant	Slow
Retunable	Traitor
Strengthening	Unbalanced
Undetected	Vulnerable

BENEFITS

The right balance of powers and materials causes the quirks of efficient magical energies. Each of the following can be added to the effects of your Enchantment.

ALERT

When you wield or are attuned to this Item, it alerts you to danger. You cannot be *Surprised*, and you become aware of any creature that approaches within 30 feet of you that is not behind total cover.

ARCING

When you successfully hit a creature with an Attack made with this Weapon, a spark of lightning springs from the target, dealing Lightning Damage equal to your Proficiency Bonus to another creature within 5 feet of the target.

BLASTING

While using this Spellcasting Focus, any spells you cast targeting an area can target an area 5 feet wider.

BOUND

This Magic Item can only be attuned to you, and no other creature can use it. This effect ends when you die. Any creature that picks up this Magic Item after you die becomes bound to it as if they had Enchanted it.

BRIGHT

This Magic Item lets you spend an Action to cast the *Light* cantrip, targeting this Magic Item.

DISGUISED

Over the course of 1 minute, you can change what this Magic Item looks like. It must maintain the same general shape and size, though its material, style, and colour can be changed to any you want.

DODGING

While wearing this Armour, when an Attack misses you, or you succeed on a Dexterity Saving Throw, you can use your Reaction to move 5 feet without provoking Opportunity Attacks.

EFFICIENT

This Magic Item doubles the number of charges it would normally have.

ELEMENTAL

This Weapon deals an additional 1d6 Damage whenever it hits a creature. When Enchanting this Magic Item, you can choose what Damage Type this is from the following options: Acid, Cold, Fire, Lightning, Poison, or Thunder.

ENDURING

When worn, this Armour reduces any non-magical Bludgeoning, Piercing, or Slashing Damage you take by 1d4.

ENERGISING

This Weapon enhances your speed and focus, allowing you to attack with this Weapon as a Bonus Action.

FORTIFYING

The first time you don this Armour in a day, you gain 5 temporary Hit Points that last until you lose them or the start of your next Long Rest, whichever comes first.

HOLY

This Armour is a holy symbol of a deity you choose when completing the Enchantment.

IMPRINTED

When you first complete the Enchantment on this Spellcasting Focus, choose a cantrip that you currently have prepared. Anyone wielding this Spellcasting Focus can cast that cantrip on their turn using your current Spell Attack Bonus or Spell Save DC.

INSPIRATIONAL

While carrying or wielding this Magic Item, you gain Inspiration at the end of a Short or Long Rest.

LIGHTWEIGHT

This Magic Item becomes half its normal weight.

RECHARGING

This Magic Item regains one charge at the end of a Short Rest.

RECOGNISABLE

Any creature that sees this Magic Item always remembers the last time and place they saw.

REFUNDING

If you miss a Spell Attack Test made with this Spellcasting Focus, roll 1d20. On a 10 or above, you regain the spent spell slot.

RELOADING

If you make an Attack with this Weapon and have no Ammunition to fuel the Attack, this Weapon conjures non-magical Ammunition as a substitute.

RESISTANT

When you first Enchant this Armour, choose one of the following Damage Types: Bludgeoning, Piercing, Slashing, Acid, Cold, Fire, Lightning, Poison, or Thunder. This Armour grants Resistance to that Damage Type.

RETUNABLE

This Item requires only an Action to attune to it.

SEEKING

You ignore half cover when making Attacks with this Weapon.

SELF-DESTRUCTING

While you are on the same Plane as this Magic Item, anyone attuned to it can spend an Action to mentally command it to self-destruct. It bursts in a wave of energy, destroying itself and anything contained within. It deals 3d10 Force Damage to any creature or object within 5 feet of it.

SPECIALISED

When you first Enchant this Spellcasting Focus, choose one school of magic. When you make a Spell Attack Test while casting a spell of that school, you reroll any roll of a natural 1.

SPECIFIC

When you first Enchant this Weapon, choose a Class. This Weapon can only be attuned by a character of that Class. While attuned to this Weapon, you gain a +2 Bonus to Attack Tests and Damage Rolls.

SPECTACULAR

Whenever you cast a spell of 1st Level or higher using this Spellcasting Focus, an instantaneous illusory light shines in an image no larger than 5 feet in any

dimension before you. You cannot create specific shapes or words with the image.

STRENGTHENING

When you first Enchant this Armour, choose Strength, Dexterity, or Constitution. While wearing this Armour, you can increase that Attribute Score by 1.

SUMMONABLE

While you are attuned to this Spellcasting Focus, you can summon and dismiss it to and from an extradimensional space with a Free Action. It must appear in an empty hand.

UNDETECTED

Divination spells cannot target this Magic Item. When targeted by the *Identify* spell, this Magic Item appears to be non-magical.

FLAWS

Contradictions abound in the archaic arts of Enchanting. Occasionally, those contradictions warp the magical power that flows through your Enchantments.

AGGRESSIVE

If you hit a creature with this Weapon, you have Disadvantage on Attack Tests made against any other creatures until the start of your next turn.

BACKFIRING

If you roll a natural 1 on any Spell Attack Tests made with this Spellcasting Focus, you take 1d12 Force Damage as the spell rebounds on you.

BARBED

The surface of this Weapon sprouts hooks and thorns that dig into your skin. When you pick up or draw this Magic Item, it deals 1d4 Piercing Damage to you.

BLOCKING

When you first Enchant this Spellcasting Focus, pick a cantrip you can cast. Neither you nor anyone else can cast that cantrip using this Magic Item.

BRITTLE

The Enchantment has poorly bonded to this Item. Every time you activate the Enchantment on this Item, after the effects of the Item are resolved, you must roll 1d20. On a 1, the Enchantment dissipates, rendering this Magic Item non-magical. If the Item has no abilities that can be activated, then you must make the same roll at dusk each day.

COLLAPSING

This Armour is strained by the Enchantments placed upon it and is slowly degrading. Every time you are hit with a Weapon Attack while wearing this Armour, this Armour's AC is reduced by 1. When the AC is reduced to 10, it falls apart and is rendered non-magical.

CUMBERSOME

While wearing this Armour, Dexterity Saving Throws are made at Disadvantage.

CURSED

You cannot willingly end your attunement to this Magic Item. To end your attunement with this Magic Item, you must first be targeted with a *Greater Restoration* or *Remove Curse* spell.

When this Magic Item first obtains this Flaw, choose one Attribute Score. While any creature is attuned to this Magic Item, they receive a -3 penalty to that Attribute Score. The penalty ends when the creature ends its attunement to the Magic Item.

DELAYED

Whenever you cast a spell of 1st Level or higher as an Action using this Spellcasting Focus, roll 1d20. On a 1, that spellcasting is delayed and does not cast until the start of your next turn.

DISCOLOURED

The Enchantment process has transformed this Magic Item, which now has a bizarre, unnatural colouration. Roll 2d6 on the Discoloured Item table to determine its colours and patterns.

DISTRACTING

While equipped with this Spellcasting Focus, the first Concentration Test you make each day is at Disadvantage.

EMOTIONAL

While this Magic Item is in your possession, it amplifies one of your emotions. When this Magic Item first obtains this Flaw, your GM selects one of the following emotions to be inflamed by the Enchantment: contentment, despair, enthusiasm, frustration, glory, joy, paranoia or selfishness.

ENLARGED

This Magic Item has grown to twice its original size and weight.

FLAMMABLE

This Magic Item ignites and surges with flame whenever you take Fire Damage. Any creature that starts its turn within 5 feet of the Magic Item takes 1d6 Fire Damage. The flames die down after 1 minute, or a creature can spend an Action to pat down and extinguish the fire.

INEFFICIENT

This Magic Item's effects cost 1 more charge than they normally would.

LOUD

This Magic Item makes a loud ringing, bang, or shriek that can be heard up to 100 feet away whenever used or activated.

DISCOLOURED ITEM

1D6	COLOURS	PATTERNS
1	Red, Yellow, Blue	Stripes
2	Green, Orange, Purple	Spots
3	Lime green, Violet, Red-orange	Checkerboard
4	Gold, Silver, Bronze	Tartan
5	Black, White, Pink	Zig-zag
6	Iridescent pearl, Neon green	Mottled

MESSY

This Magic Item creates a mess when used. Every time its effects are activated, it produces a cloud of dust, dirt, and filth. It takes 10 minutes of cleaning with fresh water to remove the stains.

OVERLOADED

After you make an Attack Test using this Weapon, roll 1d10. If you roll lower than the number of Attacks you have made with this Weapon this turn, it surges with heat, dealing 1d10 Fire Damage to you, and this Weapon drops from your grip, landing within 5 feet of you.

PROFANE

This Magic Item is a profound insult to the gods. Any Clerics or Paladins who make a Spell Attack Test within 5 feet of this Magic Item do so at Disadvantage.



PROFANE ACTORS

Agents of evil will often seek out *Profane Weapons* in an attempt to prove their worth to their masters or to weaken those in the service of good. If your party has obtained a *Profane Weapon*, they may find themselves raided in the night by foul enemies or their rooms pilfered in their absence.

REVEALING

Any time you cast a spell or cantrip, it creates a magical disturbance. Any creature that can cast spells within 300 feet of you can sense that you have cast a spell.

RIDICULOUS

The Enchantment has warped this Armour. Something about its size, shape, colour, or detailing is patently ridiculous, and anyone who sees you in this Armour will find it difficult to take you seriously.

SAPPING

This Magic Item drains life from your body. Every time you cast a spell with this Spellcasting Focus, it deals a number of points of Necrotic Damage to you equal to the Level of the spell cast.

SICKENING

While attuned to this Magic Item, at the start of every day, and whenever you activate this Magic Item, you must make a **DC 13 Constitution** Saving Throw. On a failure, you are *Poisoned* until the start of your next Long Rest. This effect counts as a disease.

SLIPPERY

Any time you draw or equip this Magic Item, roll 1d20. On a 5 or lower, it slips free from your hand and drops to the ground within 5 feet.

SLOW

While equipped with this Armour, your Speed is reduced by 10 feet.

TEMPORARY

A flaw in the Magic Item's creation is draining its power. After 1d6 weeks of being Enchanted, it ceases to function, returning to its original, mundane form.

TRAITOR

This Magic Item has negative energy directed towards its creator. For whatever reason, this Magic Item cannot be attuned by the person who created it.

UNBALANCED

While equipped with this Armour, you have Disadvantage on any Tests or Saving Throws made to resist being knocked *Prone*.

UNCERTAIN

This Magic Item is a bit unstable. Whenever it is activated, roll 1d20. On an 8 or better, the Magic Item operates as expected. Otherwise, it does not work. This roll is made every time the Magic Item is used or responds, regardless of the previous result.

VULNERABLE

When you first Enchant this Armour, choose one of the following Damage Types: Bludgeoning, Piercing, Slashing, Acid, Cold, Fire, Lightning, Poison, or Thunder. This Armour grants Vulnerability to that Damage type.

Stunning Jerkin

Whip of Wasps

Staff of Cloak Hanging

Trickster's Coin

Decanter of Chatter

COMMON ENCHANTMENTS

Master Enchanters often use Common Magic Items to teach apprentices the fundamentals of Enchanting. These Items are then often sold at low prices by master Enchanters, trying to recoup the training costs of apprentices.

AMULET OF FAITHS

Common Wondrous Item

DC: 8 Goal: 15

Skill: Religion Cost: 75 gp

Component: A bar of Moonsteel

Base Item: A holy symbol

This Enchantment causes the Item to flash with bright moonlight when activated. Once per day, as an Action, you can name a deity and this amulet changes to reflect that deity's holy symbol until the end of your next long rest.

While it is changed, as an Action, you can press it on your clothes to change their colour to the new deity's preferred vestments. If another creature succeeds on a **DC 13 Intelligence (Religion) Test**, they discern that the outfit is a forgery. This change lasts 1 hour or until you dismiss it as an Action.

WHOSE BONUS?

When an Enchantment, Benefit, or Flaw in this Chapter references an Attribute Score or Proficiency Bonus for resolving dice rolls, the "you" in this definition is the character currently wielding the Magic Item, not the original Enchanter. For example, a Fighter that a Wizard gives a *Spellbane Weapon* casts *Dispell Magic* with the Weapon using their own Intelligence Bonus, not the Wizard's Intelligence.

Oh, you believe that my use of an Amulet of Faiths is deceptive? Sometimes, you have to meet people where they are. Whenever I learn that my deity is worshipped in a different aspect or form, I find it helpful to show others that I do understand their faith. My amulet brings kinship!

— Dain



BOOK OF NAMING

Common Wondrous Item

DC: 12 **Goal:** 8

Skill: Arcana **Cost:** 45 gp

Component: Gold leaf

Base Item: A blank notebook

It is unfortunate yet all too common to be introduced to someone only to forget their name seconds later. This can lead to awkward social encounters at best and the enmity of your peers at worst. The *Book of Naming* was developed as a simple but effective solution to this problem.

You can spend 1 minute holding the *Book of Naming*, picturing a person or place whose name you know. At the end of the minute, the name of the person or place you were thinking of appears in black ink on the golden paper within. Each name memorised in this way uses up one page in the Book. Anyone holding this book can remember every name stored in this book, and any notes written on the corresponding page. If all the pages from the original notebook are filled, no more names can be recorded.

DECANTER OF CHATTER

Common Wondrous Item (requires attunement)

DC: 10 **Goal:** 12

Skill: Arcana **Cost:** 75 gp

Component: Loquacious Podsol

Base Item: A glass decanter with a silver stopper

The *Decanter of Chatter* transforms any water inside it into a pearlescent liquid. During the Enchantment Process, the Enchanter must pour 1 gallon of water into the decanter. For up to 10 minutes, the *Decanter of Chatter* listens to and remembers whatever sounds are made within 60 feet of it while the water is being poured in.

As a Free Action on your turn, you can open the stopper and pour out the water within. The *Decanter of Chatter* creates a loud noise that is audible to anyone within 120 feet and is not inside a different room from you. The sound produced is a nonsense babble, composed of snippets of the sounds it remembers during its Enchantment, and the sound persists until the decanter is stoppered again for up to 1 minute. The sound can be repeated once the *Decanter of Chatter* is refilled with water.

ETERNAL ATTIRE

Common Wondrous Item

DC: 11 **Goal:** 13

Skill: Arcana **Cost:** 50 gp

Component: A needle and thread that have been stored in a *Bag of Holding*

Base Item: A blouse or shirt

You can turn the *Eternal Attire* inside-out, instantly transforming the clothing into a new style or design of your choice. From muddy adventuring gear to a refined suit, the *Eternal Attire* provides a versatile wardrobe for every eventuality. No matter the colour and trim of the chosen outfit, the clothing always has an unnatural, glossy sheen to it.

It's not all arms and armour! Sometimes, you need to blend in or impress the locals before hunting the enemy. This outfit has gotten me out of a pinch or two, and it's especially helpful when you've just crawled out of a sewer!

— Silva

FLOWER OF BLOOMING

Common Wondrous Item (requires attunement)

DC: 9 **Goal:** 13

Skill: Nature **Cost:** 30 gp

Component: Fertiliser

Base Item: Any common flower

Dappled petals frame this beautiful yet seemingly ordinary flower bloom. While you are on the same plane of existence as the Flower, you can spend an Action to speak its command word, causing it to bloom. It closes an hour later. The *Flower of Blooming* wilts naturally 4d4 days after being Enchanted, ending the Enchantment.



LITTLE RING OF FATES

Common Ring

DC: 9 **Goal:** 13

Skill: Religion **Cost:** 70 gp

Component: A four-leafed clover

Base Item: A tarnished metal ring

The *Little Ring of Fates* bears no jewel or ornamentation. Instead, in its single empty setting is a scrap of paper, with a prayer of minor benediction scribed during the Enchanting process. This pure and fervent prayer is enough to tip the balance of fate in favour of the wielder. While wearing the *Ring*, you may change a single die roll by adding or subtracting 1 to the result once per day. You can do this after the roll but before the GM informs them whether they succeed or fail. The *Little Ring of Fates* regains its solitary charge at dawn.

LOOKOUT'S LEATHER

Common Armour (Light)

DC: 11 **Goal:** 12

Skill: Nature **Cost:** 100 gp

Component: Feathers from a bird of prey

Base Item: A set of Armour made of leather

This Enchantment warps and moulds the leather, embossing it with the shape of feathers. The material also gains a dark blue-black hue. The *Lookout's Leather* grants you increased awareness of your surroundings, particularly the minuscule movements that can only be registered by the keen eyes of birds of prey. This Armour grants you clear vision in *Dim Light* up to 80 feet and gives you a +2 Bonus to your passive Wisdom (Perception).

SCENTED SCARF

Common Wondrous Item

DC: 10 **Goal:** 10

Skill: Arcana **Cost:** 35 gp

Component: Bottled Florinda Scent

Base Item: A scarf worth 5gp

This Enchantment creates an iridescent sheen on the scarf it is applied to. Once per Long Rest, as an Action, you can press an object to this scarf, imprinting its scent into the material. You and the objects you wear or carry smell like that object until the end of your next long rest.

STAFF OF CLOAK HANGING

Common Rod

DC: 10 **Goal:** 10

Skill: Arcana, Nature **Cost:** 95 gp

Component: A clothes hook

Base Item: A 4 feet long wooden pole

As an Action, you can activate this staff. This extends the *Staff* from both ends into a 5-foot-tall cloak rack. The *Staff of Cloak Hanging* has 1d4+2 arms sprouting from the top, growing different arms every time it's activated.

Once extended, the cloak rack weighs 10 pounds and can hold up to 100 pounds. You can deactivate the *Staff of Cloak Hanging*, turning it back into a 1-foot. The base item is 4-foot-long. Once deactivated, any items held by the cloak rack drop to the floor beneath the *staff*.

STUNNING JERKIN

Common Wondrous Item

DC: 11 **Goal:** 8

Skill: Arcana **Cost:** 90 gp

Component: Minstrel Marram

Base Item: A sleeveless jacket

The *Stunning Jerkin* is a short-bodied, sleeveless garment that demands to make an impression. Transformed by the Enchanting process into a garment of unparalleled gaudiness, each *Stunning Jerkin* grows its own bewildering colours, textures, and adornments so that no two are ever alike.

Once per day as an Action, you can activate the *Stunning Jerkin* by showing off your outfit. Doing so gives you Advantage on the next Charisma Test you make. You always have Disadvantage on Dexterity (Stealth) Tests while wearing the *Stunning Jerkin*. This clothing can be worn over Light Armour. For its magic to work, it must be a visible part of your outfit.

The Whip of Wasps gives me the edge I need over larger and more powerful opponents. I've been saved from fights with ogres more than once.

— Ainar

TRICKSTER'S COIN

Common Wondrous Item

DC: 12 **Goal:** 12

Skill: Arcana **Cost:** 45 gp

Component: Unseelie juice

Base Item: A platinum coin

A quiet laugh can barely be heard when this Item is used. As an Action, you can name a unit of currency for this coin to magically resemble for 1 hour. If you are as vague as 'local currency', it will change to a random coin of the GM's choice from the local economy. A creature can attempt a **DC 11 Wisdom (Perception)** Test to see through the illusion.

When spun on its edge or rolled, the *Trickster's Coin* continues moving until you verbally command it to stop as a Free Action. Additionally, once per day, while you are within 30 feet of this coin, you can spend an Action to verbally command it to flip itself in place.

WHIP OF WASPS

Common Weapon (Whip)

DC: 14 **Goal:** 5

Skill: Arcana, Nature **Cost:** 40 gp

Component: Wasp stingers

Base Item: A whip

Banded with stripes of yellow and black and tipped with a cluster of tiny, serrated barbs, the *Whip of Wasps* inflicts lingering poisonous stings. The *Whip of Wasps* contains 5 charges. On a successful Attack Test, you can spend one of the charges to force the target to make a **DC 8 Constitution** Saving Throw or become *Poisoned* until the end of their next turn.

The *Whip's* sting has no effect on Constructs, the Undead, or creatures Immune to Poison Damage. The *Whip* regains all expended charges daily at dawn. When its last charge is spent, roll 1d20. If you roll a 1, this Enchantment is dispelled.

UNCOMMON ENCHANTMENTS

Uncommon Magic Items are often used as the journeyman piece an apprentice will make to graduate from their training. Items of this rarity can be found in major towns and cities and are valuable enough to be hidden with other treasures.

AMULET OF REPROACH

Uncommon Wondrous Item (requires attunement)

DC: 14 **Goal:** 8

Skill: Arcana **Cost:** 250 gp

Component: Spite acorns

Base Item: An amulet worth 50 gp

The *Amulet of Reproach* is forged with metallic barbs on one face and runes of retribution and evocation on the other. This amulet has 5 charges. As an Action, you can attempt a Grapple Test to attach it to a creature within 5 feet.

At any point during the next minute, as an Action, you can spend a charge to deal 3d10 Psychic Damage to the target. Doing so causes the Amulet to release its hold and drop to the ground. The Amulet regains 1d4 expended charges at the end of a Long Rest.

ARMOUR OF THE EXORCIST

Uncommon Armour (Medium or Heavy) (requires attunement)

DC: 12 **Goal:** 17

Skill: Arcana, Religion **Cost:** 500 gp

Component: Obstinate alloy

Base Item: A set of Armour made of steel

This Enchanted Armour always has a highly polished shine, but it glows bright with radiant defiance in the presence of Fey or Fiends. While wearing this Armour, you can cast the spell *Hellish Rebuke* at 2nd Level with a Spell Save DC of 13. You do so without spending a spell slot. You regain this ability at the end of a Short or Long Rest. Any Fey or Fiend that fails the Saving Throw is also *Frightened* of you until the end of your next turn.

See this beautiful coat of mail? It shines brightly in the presence of Fey and Fiend! What? Of course, they can see you too! That's the point! I want my enemies to know that I've come for them! No one makes a mistake like an enemy threatened by your presence!

— Silva

ARROW OF DOOM

Uncommon Weapon (Ammunition)

DC: 15 **Goal:** 6

Skill: Arcana **Cost:** 75 gp

Component: Imp talons

Base Item: An arrow soaked in beast's blood

The *Arrow of Doom* foretells the demise of a known enemy. While Enchanting these arrows, you inscribe the name of the person or creature you wish to slay upon them. You must name a specific individual, not a generic type of creature. When you hit the named creature with a corresponding *Arrow of Doom*, your attack deals an additional 4d6 Force Damage.

BLAZING NET

Uncommon Weapon (Net) (requires attunement)

DC: 12 **Goal:** 12

Skill: Nature **Cost:** 75 gp

Component: Candlelight Azalea

Base Item: An oil-soaked net

Its thick fibres glow with an internal light, and it is permanently scorched black. The *Blazing Net* restrains and burns its targets. The Range of this net is increased to 30/60 and any creature restrained within it takes 2d8 Fire Damage at the start each of their turns.

Any creature that wants to free themselves from the *Blazing Net* must make a **DC 13 Strength (Athletics)** Test or destroy the net. The *Blazing Net* has an AC of 12 and 25 Hit Points. It is Immune to all Damage Types except Slashing Damage. If the *Net* is destroyed this way, it reforms itself by the next dawn.

BLOWGUN OF STORMS

Uncommon Weapon (Blowgun)

DC: 14 **Goal:** 9

Skill: Arcana, Nature **Cost:** 145 gp

Component: Punchline nettles

Base Item: A hollowed-out branch of ash wood

The Enchanting process scorches lightning bolt designs into the surface of this blowgun. The *Blowgun of Storms* magically transforms the breath of its wielder into blows of thunderous force.

The *Blowgun of Storms* has 5 charges. You can spend an Action to use 1 charge to blow a breath through the *Blowgun* at a creature you can see within 100 feet. The target must succeed on a **DC 14 Constitution** Saving Throw or take 3d8 Thunder Damage, or half as much on a success. The *Blowgun* regains 1d4 expended charges daily at dawn.

CAUSTIC ROD

Uncommon Rod

DC: 13 **Goal:** 13

Skill: Nature **Cost:** 190 gp

Component: Giant Ant chitin

Base Item: A rod carved of blackthorn wood

This Enchantment was devised to mimic many creatures' acid-spitting abilities from the natural world. While wielding the *Caustic Rod*, you can spend an Action to blast out a stream of bright green acid in a line. The line of acid is 5 feet wide and 30 feet long. Each creature in the line must make a DC 13 **Dexterity** Saving Throw. They take 2d6 Acid Damage on a failure or half as much on a success.

The line of acid falls to the ground and lingers for 1 minute. Any creature or object that ends its turn on the acid line takes 1d6 Acid Damage. The acid can be washed away with a gallon of water.

DETECTION BELL

Uncommon Wondrous Item

DC: 14 **Goal:** 9

Skill: Arcana **Cost:** 150 gp

Component: A piece of Mithral

Base Item: A metal bell

The Enchantment on this bell gives the metal surface a strange, mercurial sheen. When you successfully Enchant this Item, choose from one of the following creature types: Dragons, Elementals, Fey, Fiends, or Undead. Once selected, you cannot change this creature type.

As a Free Action, you can ring the *Detection Bell*. If at least one creature of the chosen type is within 50 feet, the *Bell* will sound a loud gong, fully audible within the 50 feet range. Any creatures of the chosen type within 50 feet are immediately aware of your location and are aware that you have detected them. You do not learn how many creatures of the chosen type there are or their location.

If you ring the bell, and no creatures of the chosen type are within 50 feet, the bell remains eerily silent.

DIRE DOGGY BED

Uncommon Wondrous Item

DC: 13 **Goal:** 13

Skill: Nature **Cost:** 100 gp

Component: Midsummer Milkweed

Base Item: A circular mat of woven reeds with a diameter of 5 feet

This mat, woven with the power of nature's spirits, imbues any Beasts that sleep upon it with primal energy. If a Beast spends a Long Rest upon the *Dire Doggy Bed*, it gains the following benefits until the start of its next Long Rest:

- ✦ Proficiency in the Perception and Survival Skills.
- ✦ If it is already Proficient in Perception or Survival, it may double its Proficiency Bonus for these skills.
- ✦ Its Hit Point maximum increases by 10.
- ✦ They have Advantage on Constitution Tests and Saving Throws.

DIRE FEED BAG

Uncommon Wondrous Item

DC: 11 **Goal:** 14

Skill: Nature **Cost:** 250 gp

Component: Skyblue Speargrass

Base Item: A burlap sack

Any food in this bag becomes magical at the end of a Long Rest. Any Beast that consumes the food gains the following benefits for one hour:

- ✦ Its Speed increases by 10 feet.
- ✦ It gains 10 temporary Hit Points.
- ✦ It gains Advantage on Strength and Constitution Saving Throws.
- ✦ Its melee Weapon Attacks deal an additional 1d6 Damage.

Any creature of a different type that consumes the feed gains these benefits for 10 minutes, and they gain 1 Level of *Exhaustion* when the effect wears off.

GLASS OF INTENT

Uncommon Wondrous Item

DC: 12 **Goal:** 14

Skill: Arcana **Cost:** 125 gp

Component: Doppelganger grey matter

Base Item: A magnifying glass

The *Glass of Intent* provides insight into the character of those inspected through its lens. The *Glass of Intent* has 8 charges. As an Action, you can hold the *Glass* to your eye and look at a creature within 60 feet of you to uncover hidden information about the target.

You must make a **DC 13 Wisdom (Insight)** Test. On a success, you spend a charge and learn one of the following information (your choice). The information appears as a flowing golden script upon the *Glass*, only visible to you, in a language you speak. On a failure, no text appears on the lens.

- ✦ Does the target intend to harm you, either directly or indirectly?

- ✦ Did the target deceive you in the last sentence they spoke to you?
- ✦ Is the target currently affected by a spell or magical effect?

When the last charge of *Glass* is expended, it fractures, becomes mundane, and is no longer usable.

HUNTER'S HELPER

Uncommon Weapon (Ammunition)

DC: 14 **Goal:** 14

Skill: Nature **Cost:** 1300 gp

Component: Ooze sludge

Base Item: Any Ammunition

This Ammunition is of great help to those who seek to capture rather than kill. The *Hunter's Helper* is the choice of the compassionate adventurer and provides a way to capture enemies. Any creature hit with a *Hunter's Helper* must make a **DC 13 Dexterity** Saving Throw as the Ammunition bursts with a sticky glue, binding them in place. On a failure, the target is *Grappled*. On a success, the target's Speed is reduced by 10 feet until the end of their next turn. While *Grappled*, the target can repeat the Saving Throw at the end of their turns, ending the effect on themselves on a success.

LANTERN OF DARK FLAME

Uncommon Wondrous Item (requires attunement)

DC: 12 **Goal:** 14

Skill: Arcana **Cost:** 225 gp

Component: Nightmare Wisp

Base Item: An oil lantern painted black

The flickering flame of this lantern provides comfort and light to its user whilst appearing completely dark and unlit to all others.

While you are attuned to this Item, only you can see the flame, and only you benefit from the Bonus to vision granted by the light. For you, the *Lantern* casts bright light in a 60-foot cone and dim light for an additional 60 feet. The *Lantern* appears unlit and inert for any creature not attuned to the Item. The *Lantern* still requires fuel to function. Once lit, it burns for 6 hours on a flask (1 pint) of oil.

PACK HUNTER'S CLOAK

Uncommon Wondrous Item (requires attunement)

DC: 15 **Goal:** 12

Skill: Nature **Cost:** 100 gp

Component: Smilodon rawhide

Base Item: A leather cloak worth 40 gp

This cloak turns your eyes yellow as you gain the senses of an apex predator. While wearing this cloak, you gain the following benefits:

- ✦ You gain *Darkvision* with a range of 60 feet. If you already have *Darkvision*, its range is increased by 30 feet.
- ✦ You gain Proficiency in the Survival Skill. If you are already proficient in it, you may double your Proficiency Bonus for any Tests that use it.
- ✦ You can choose to grant yourself Advantage on an Attack Test if a creature hostile to your target is within 5 feet of them and not *Incapacitated*. You may do this a number of times equal to your Proficiency Bonus. You regain any expended uses at the end of a Long Rest.

PLANAR WEAPON

Uncommon Weapon (Bludgeoning)

DC: 10 **Goal:** 22

Skill: Religion **Cost:** 375 gp

Component: Shavings of Mithral

Base Item: Any melee Weapon that deals Bludgeoning Damage

This Weapon hums with the music of the planes when activated. The *Planar Weapon* has 6 charges. When you hit a creature with this Weapon, you may expend a charge to deal an additional 1d8 Force Damage. If the target is a Celestial, Elemental, Fiend, Fey or Undead, it must succeed on a **DC 14 Charisma** Saving Throw or be knocked *Prone*.

Attacks with this Weapon against any creature from another plane reduce the number you need to roll for a Critical Hit by 1. The *Planar Weapon* regains 1d4+1 charges each day at dawn.

PUDDLE DIVER BOOTS

Uncommon Wondrous Item

DC: 13 **Goal:** 7

Skill: Arcana **Cost:** 75 gp

Component: Blink Dog scruff

Base Item: A pair of leather boots steeped in rainwater for a week.

The *Puddle Diver Boots* create a small, watery, extradimensional space below the surface of puddles, allowing their wearer to descend into unexpected depths.

The extradimensional space can only be created in puddles of stagnant water that are no more than 1 inch deep and no more than 10 feet wide in any dimension. This space is 15 feet deep, with a width equal to the puddle's and filled with water.

While wearing the *Puddle Diver Boots* and standing within the puddle, you can use an Action to drop beneath the water's surface into the extradimensional space. Any equipment you carry or wear is brought into the puddle with you. Only the *Boots'* wearer can access these hidden depths.

You can spend an Action to exit the extradimensional space, appearing in a splash of water in the nearest unoccupied space to the original puddle. If you are within the extradimensional space when the puddle dries up, you are immediately jettisoned, taking 3d10 Force Damage and falling *Prone* where the puddle once stood. Once the *Boots* have been used to enter and exit a puddle, they can't be used again until the next dawn.



RAT KING'S MANTLE

Uncommon Wondrous Item

DC: 12 **Goal:** 12

Skill: Nature **Cost:** 200 gp

Component: Some rotting rubbish

Base Item: A bolt of rough cloth

A tattered, musty cloak of brown and yellow patches, the *Rat King's Mantle* allows you to spawn intelligent **Rats** from the *Mantle* that act upon the wearer's direction. As an Action, you can summon a number of Rats equal to 1 + your Wisdom Bonus.

When the Rats are summoned, you can issue a command no longer than 25 words long, and the Rats will try to accomplish the task. These Rats are made from brown and yellow fabric, have an Intelligence of 8 and understand Common, though they cannot speak.

The Rats can manipulate tiny objects such as keys and locks and carry up to one pound of material each. They can fit through spaces one inch across without squeezing and do not need to breathe underwater. After 10 minutes, the Rats become inanimate lumps of cloth. Once the Rats have been summoned, you cannot use this property again until the following dawn.

RING OF EMOTION

Uncommon Ring (requires attunement)

DC: 12 **Goal:** 12

Skill: Nature **Cost:** 250 gp

Component: Rosewater

Base Item: A ring carved from birch wood

Wearing this ring induces a sense of satisfaction and calm. While you wear this ring, you have Advantage on Saving Throws to resist the *Frightened* Condition.

As an Action, you may touch a creature within 5 feet. Until the end of their next turn, they have Advantage on Saving Throws made to resist the *Frightened* Condition. You may do this a number of times per day equal to your Proficiency Bonus. You regain all expended uses at the next dusk.

Additionally, once per Long Rest, you may cast *Calm Emotions* without expending a spell slot. The DC to resist the effects of the spell is 13. This ability also recharges if you gain the *Charmed* or *Frightened* Condition.

RING OF SCHOLARSHIP

Uncommon Ring (requires attunement)

DC: 14 **Goal:** 6

Skill: Arcana **Cost:** 225 gp

Component: A chunk of lodestone

Base Item: An electrum ring

This Enchantment ripples the ring's surface to resemble a brain's folds. The *Ring of Scholarship* devours the contents of books, allowing you to absorb some of the knowledge stored within.

Once per day, you can place the *Ring* next to a book or scroll for one hour to consume its contents, destroying that scroll or book. When you put the *Ring* back on, you gain a benefit depending on the book absorbed.

- ✦ **Skill Book:** For the next 24 hours, you count as Proficient in a Skill discussed in the book.
- ✦ **Dictionary:** For the next 24 hours, you can speak and understand the language this book was written in.
- ✦ **Spellbook or Spell Scroll:** Choose 1 spell listed in the book or scroll that is no higher than 3rd Level. You can cast that spell once within the next 24 hours without expending a spell slot or requiring material components.

SENTRY'S SCOPE

Uncommon Wondrous Item (requires attunement)

DC: 14 **Goal:** 6

Skill: Arcana **Cost:** 100 gp

Component: Griffon's eyes

Base Item: A spyglass

This enhanced telescope is favoured by scouts eager to avoid the deadly monsters of the world. When you use this telescope to track a creature, you have Advantage on any **Perception** Tests.

Once per Long Rest, you may use an Action to cast *Locate Creature* without expending a spell slot or providing material components. The duration of the spell is reduced to 1 minute. You must finish a Long Rest before you can cast the spell like this again.

SHIELD OF INTERDICTION

Uncommon Armour (Shield) (requires attunement)

DC: 15 **Goal:** 9

Skill: Arcana **Cost:** 150 gp

Component: Mastodon heart

Base Item: A wooden Shield

This Shield grows stronger, and the wooden boards flex when they would otherwise break. This Shield has 4 charges. As a Reaction, taken when you would be moved involuntarily, you may expend a charge to remain stationary.

As a Free Action, you may expend a charge to ignore the effects of non-magical *Difficult Terrain*, and reduce the Speed of any creatures you hit with a successful Melee Attack by 10 feet until the start of your next turn. This Shield regains all its expended charges at dawn.

SLACKJAW AMMUNITION

Uncommon Weapon (Ammunition)

DC: 13 **Goal:** 14

Skill: Nature **Cost:** 100 gp

Component: A beast's jawbone

Base Item: Any Ammunition

This Enchantment was originally theorised as a means of making hunts safer, but after much discussion it was quickly realised that it had other applications as well. When a target is hit with Slackjaw Ammunition, all creatures within a 10-foot radius must make a **DC 12 Constitution** Saving Throw, losing control of their jaw muscles on a failure.

Any affected creature cannot use any *Bite* Attacks, or cast any spells with a Verbal Component. Affected creatures can repeat the Saving Throw at the end of their subsequent turns, ending its effect on a success.

SPELLBANE

Uncommon Weapon (Piercing) (requires attunement)

DC: 14 **Goal:** 6

Skill: Arcana **Cost:** 225 gp

Component: Hungering Flint

Base Item: Any melee Weapon that deals Piercing Damage

When this Weapon activates, a pulse of light ripples across its surface. Using the *Spellbane* Weapon, you may cast both *Detect Magic* and *Dispel Magic* once per Short or Long Rest without expending a spell slot or requiring material components. Your Attribute Bonus for the *Dispel Magic* Test is Intelligence.

Ha! I see you examining those runes along the slim blade! Yes, this rapier was forged to help a Spellbane find and disarm their enemy, so to speak. Of course, it's the pointy end that does most of the killing, but isn't that the way it should be?

— Oloric

SPIRIT NET

Uncommon Wondrous Item

DC: 15 **Goal:** 9

Skill: Arcana **Cost:** 75 gp

Component: Nightmare Wisp

Base Item: A net or cage worth at least 25 gp and made of silver

As a Reaction, taken when a creature within 10 feet of you is reduced to 0 Hit Points or fewer, you may use the *Spirit Net* to attempt to trap its soul. The creature must succeed at a **DC 13 Charisma** Saving Throw or its soul is *Restrained* beneath the *Spirit Net*.

While a soul is *Restrained*, you may cast *Speak With Dead* at its lowest Level without requiring material components or expending a spell slot. While its soul is trapped within this Item, its body benefits from the *Gentle Repose* spell. A soul can be trapped until the end of your next Long Rest or until you release it as an Action, whichever happens first.

STAFF OF SWORDS

Uncommon Staff

(requires attunement)

DC: 13 **Goal:** 12

Skill: Arcana **Cost:** 125 gp

Component: Electrum wire

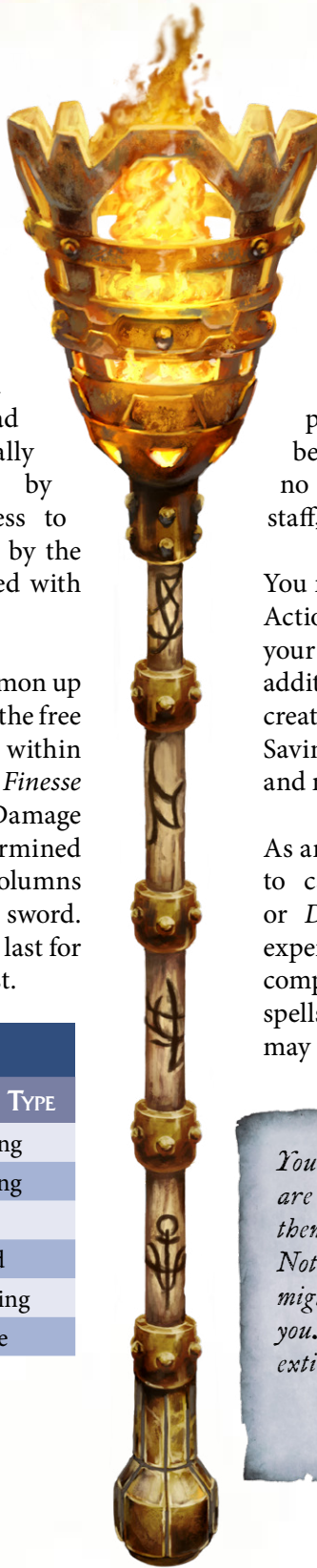
Base Item: A steel sword with an elongated hilt

This Enchantment stretches the hilt of the sword to the length of a staff, and shortens the blade to be nearly the head of a spear. The *Staff of Swords* magically dispenses Enchanted blades. Prized by adventuring teams with limited access to magical weapons, the swords produced by the *Staff* last for one minute and are imbued with random properties.

Once per day, as an Action, you can summon up to 3 magical swords. They each appear in the free hand of a friendly creature you can see within 30 feet. All of these swords have the *Finesse* and *Light* properties. The swords' Damage amount and Type are randomly determined when summoned, rolling 1d6 on both columns of the **Conjured Swords** table for each sword. Weapons conjured by the *Staff of Swords* last for one minute, then dissolve into metal dust.

CONJURED SWORDS

1d6	DAMAGE AMOUNT	DAMAGE TYPE
1	1	Slashing
2	1d4	Piercing
3	1d6	Fire
4	1d8	Cold
5	1d10	Lightning
6	1d12	Force



STAFF OF THE BRAZIER

Uncommon Staff (Druidic Focus or Holy Symbol) (requires attunement)

DC: 10 **Goal:** 20

Skill: Nature, Religion **Cost:** 200 gp

Component: Candlelight Azalea

Base Item: A staff made of wrought metal

This Enchantment was uncovered through a mystic order dedicated to the primal force of fire. The top of this staff becomes shaped to hold a burning fire, and no matter what metal is used to make the staff, it gains a brassy tint.

You may light or extinguish the brazier as an Action. While the *Staff of the Brazier* is lit, your Melee Attacks with this Weapon deal an additional 1d8 Fire Damage, and you, and all creatures within 10 feet, have Advantage on Saving Throws to resist the effects of magical and non-magical cold.

As an Action, you may extinguish the brazier to cast *Beacon of Hope*, *Burning Hands*, or *Daylight* at their lowest Level without expending a spell slot or providing material components. The Attack Modifier for these spells is +5, and the Spell Save DC is 13. You may cast each spell once per Long Rest.

You're fortunate that Candlelight Azaleas are in season because I might be able to use them to help us through the Frostfire Peaks. Not only will the flames grant you magical might, but they will also keep the chill off you. Don't worry; once lit, it can only be extinguished by your hand!

— Oloric

TELESCOPIC WEAPON

Uncommon Weapon (Any)

DC: 16 **Goal:** 6

Skill: Arcana **Cost:** 150 gp

Component: A sailor's spyglass

Base Item: A Weapon with the *Reach* Property

It is rumoured that the *Telescopic Weapon* was originally designed to pick up spices from cabinets that were too tall to reach. After a few iterations of this original design, the idea for the *Telescopic Weapon* was born.

The *Telescopic Weapon* is the perfect Weapon for those who like to keep combat at a distance. As a Free Action on your turn, you can increase or decrease the reach of this Weapon by 5 feet, to a maximum of 15 feet and a minimum of 5 feet.

VESTMENTS OF MARTYRDOM

Uncommon Wondrous Item (requires attunement)

DC: 9 **Goal:** 18

Skill: Religion **Cost:** 250 gp

Component: Holy water mixed with a drop of blood from a devout cleric

Base Item: Simple, unadorned robes

Each thread becomes imbued with deep empathy for its wearer. The *Vestments of Martyrdom* Enchantment erases any pigment from the base robes, leaving them a stark white.

While the *Vestments* are worn, Damage suffered by the wearer is inflicted upon the garment instead. When you don the *Vestments of Martyrdom*, you gain 30 Temporary Hit Points. As you take Damage, reducing those Temporary Hit Points, the *Vestments* grow damaged and frayed. If you lose all of the Temporary Hit Points, the *Vestments of Martyrdom* are destroyed and rendered mundane. The *Vestments of Martyrdom* can be worn over Armour.

WAND OF FUNGAL FLESH

Uncommon Wand

DC: 12 **Goal:** 12

Skill: Nature **Cost:** 225 gp

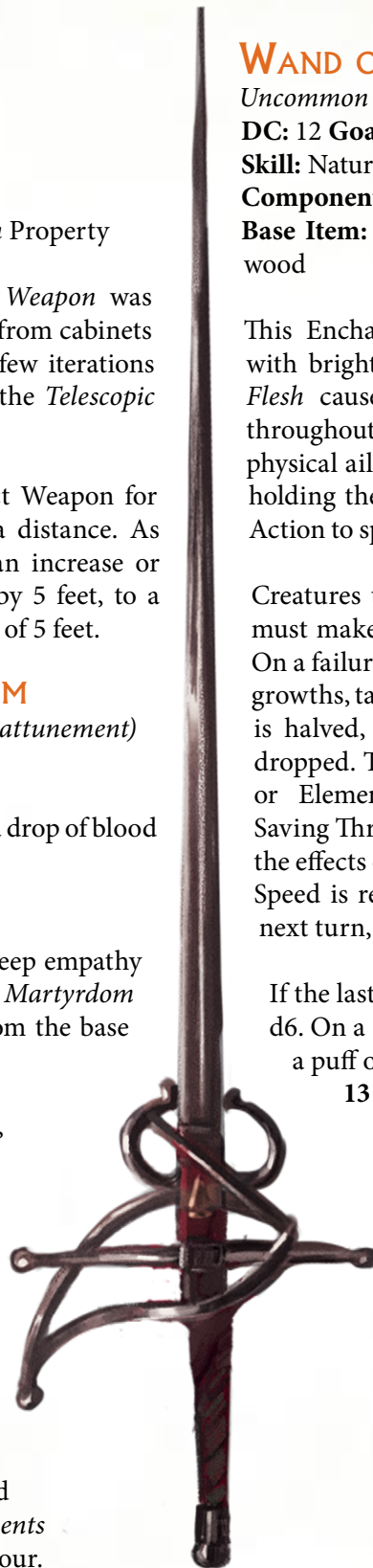
Component: Hill Giant Pit Fungus

Base Item: A wand carved from Fungus-infested wood

This Enchantment causes the wand to blossom with bright orange fungus. The *Wand of Fungal Flesh* causes the rampant spreading of fungus throughout a target's body, inflicting them with physical ailments. The *Wand* has 3 charges. While holding the *Wand*, you can spend 1 charge as an Action to spew out a 30-foot cone of orange spores.

Creatures that start their turn within the spores must make a **DC 13 Constitution** Saving Throw. On a failure, the creature's flesh bursts with fungal growths, taking 2d6 Necrotic Damage. Their Speed is halved, and any items they are carrying are dropped. The spores have no effect on Constructs or Elementals. Affected creatures repeat the Saving Throw at the end of their next turn, ending the effects on a success. On a successful Save, their Speed is reduced by 5 feet until the end of their next turn, and they suffer no other ill effects.

If the last charge of the *Wand* is expended, roll a d6. On a 1, the *Wand of Fungal Flesh* explodes in a puff of spores. You must roll a successful **DC 13 Constitution** Saving Throw or suffer the effects of the spores as described above. The *Wand of Fungal Flesh* regains 1d4 expended charges daily at dawn.



RARE ENCHANTMENTS

Experienced Enchanters can create Rare Magic Items and often use the help of one or more apprentices to reduce the labour and strain required to produce these Items. A handful of these Items may be purchasable in a large city. Though, for most adventurers and nobles, these Items are proud heirlooms, not easily parted with.

AIRDASH BLADE

Rare Weapon (Slashing) (requires attunement)

DC: 14 **Goal:** 14

Skill: Nature **Cost:** 1280 gp

Component: Hippogriff talons

Base Item: A melee Weapon that deals Slashing Damage

Attacks made with an *Airdash Blade* whistle as they slice through the air, billowing cloth as it carries a connection to the elemental plane of air. Once per turn, when you make an Attack with this Weapon, you can fly towards an enemy within 30 feet of you as a Free Action. This flight does not provoke Opportunity Attacks. You must end this flight in an unoccupied space, though you do not land until the end of your turn. If you don't have a surface to land on, you fall.

AMULET OF BINDING

Rare Wondrous Item (requires attunement)

DC: 12 **Goal:** 18

Skill: Religion **Cost:** 1680 gp

Component: Silver wire

Base Item: A lead and gold amulet worth 150 gp

Whenever you hit a Celestial, Elemental, Fey, or Fiend with a Melee Attack while attuned to the *Amulet of Binding*, that creature's Speed is reduced to 0 until the end of its next turn.

As an Action, you may target a Celestial, Elemental, Fey, or Fiend you can see within 60 feet. That creature must pass a **DC 15 Charisma** Saving Throw or be *Paralyzed*. They may attempt the Saving Throw at the end of each turn, ending the *Paralyzed* Condition on a success. You may do this once per Short or Long Rest.

I prefer a straightforward contest, taking an honourable stand against my enemies, but many prefer to flee rather than face my judgement. In such cases I have no other recourse than to use this amulet, only to allow them to test their mettle against mine.

— Silva

ARCING BLADE

Rare Weapon (Thrown)

DC: 15 **Goal:** 11

Skill: Arcana, Nature **Cost:** 480 gp

Component: A Behirs lightning gland

Base Item: A Weapon with the *Thrown*, *Slashing* property

Ancient hunters, seeking ways to surprise their prey, devised this Enchantment to attack from multiple angles at once. When you throw an *Arcing Blade*, electricity crackles off it and subtly changes its trajectory, allowing you to throw the Weapon over walls or around corners.

The *Arcing Blade* can travel its full range along any line you choose, ignoring total cover and line of sight, though it cannot enter the same space more than once. Any creature that takes Damage from the *Arcing Blade* takes an additional 1d6 Lightning Damage and ends the *Arcing Blade's* throw. If the *Arcing Blade* does not hit anything after being thrown, it falls to the ground at the end of its range or when it strikes a solid surface.

ARMOUR OF THE OCEAN

Rare Armour (Light or Medium) (requires attunement)

DC: 15 **Goal:** 15

Skill: Nature **Cost:** 825 gp

Component: Bleakwater Bird feather

Base Item: A set of Light or Medium Armour

The *Armour of the Ocean* always glistens with a fine sea spray. While worn, this Armour grants you a Swim Speed of 30 feet and Resistance to Cold Damage.

As an Action, you may cast *Control Water*, *Water Breathing* or *Water Walk* once per day without expending a spell slot or requiring material components. These spells have a Spell Save DC of 15.

Once per Short Rest, as a Reaction when you get hit by a Melee Weapon Attack, you may expend a charge to push your attacker up to 30 feet away with a crashing wave of water. The target must be no more than one Size larger than you.

ARM OF THE ABYSS

Rare Wand (Arcane Focus or Holy Symbol) (requires attunement by a Warlock or Cleric)

DC: 15 **Goal:** 12

Skill: Arcana, Religion **Cost:** 1560 gp

Component: A drop of a Celestial's blood

Base Item: A bone carved to resemble a hand

The *Arms of the Abyss* allows Demons to reach through to rip and tear at mortal flesh. If your patron or deity is in league with Fiendish forces, this wand gives you a +2 Bonus to your Spell Save DC and Spell Attack Bonus.

Once per Short or Long Rest, you can spend an Action to weaken the barriers to the Abyssal Planes. Target 8 Creatures You Can See Within 60 Feet Of You, Including You. The magical effect fails if there are not 8 creatures within 60 feet of you. Every targeted creature must make a **Charisma** Saving Throw against your Spell Save DC.

On a failure, they take 6d6 Necrotic Damage and are *Restrained* as the arms and talons of Demons reach through the Planes to rend flesh.

A creature *Restrained* by the arms can use their Action to make a **Strength** Test against your Spell Save DC. On a success, they free themselves, and the arms around them dissipate.

BOOTS OF MOMENTUM

Rare Wondrous Item

DC: 17 **Goal:** 6

Skill: Arcana **Cost:** 850 gp

Component: Mercury

Base Item: A pair of leather boots

While wearing the *Boots of Momentum*, your stride grows a little longer, you keep a spring in your step, and you find the next step always a little easier than you'd expect. While worn, these boots grant you the following benefits:

- ✦ You ignore the effects of *Difficult Terrain*.
- ✦ If you move at least 15 feet on your turn before making a Melee Attack, that Attack deals an additional 1d6 Force Damage. Large or smaller creatures hit with this Attack must succeed on a **DC 15 Strength** Saving Throw or be pushed 10 feet away and knocked *Prone*.
- ✦ If you *Dash* and end your movement within 5 feet of a Large or smaller creature, that creature must make a **DC 15 Strength** Saving Throw. They take 2d6 Force Damage and are pushed 15 feet away on a failure, or half as much Damage on a success.



CEREBRAL CUDGEL

Rare Weapon (Bludgeoning) (requires attunement by a Barbarian, Fighter, or Paladin)

DC: 15 **Goal:** 18

Skill: Arcana **Cost:** 2160 gp

Component: A Wizard's spellbook

Base Item: A Weapon that deals Bludgeoning Damage

For too long, mages and other arcanists have held an advantage with knowledge. The *Cerebral Cudgel* is a way to tip the scales back in favour of the more... mentally unfortunate adventurer.

After you hit a creature or object using the *Cerebral Cudgel*, you can choose to cast the *Identify* spell on the target as a Free Action. Once per day, you can cast the *Legend Lore* spell. Casting these spells does not consume a spell slot or material components.

CLOAK OF THE INSECT CALLER

Rare Wondrous Item (requires attunement)

DC: 15 **Goal:** 10

Skill: Nature **Cost:** 650 gp

Component: Bugbane

Base Item: A moth-eaten fabric cloak

You can understand and use gestures to communicate with insects. Insects have Disadvantage on all Attack Tests that target only you unless you attack them first.

Once per Short Rest, you may use an Action to conjure a **Swarm of Insects** in an unoccupied space you can see within 20 feet. Swarms of Insects conjured in this way act on your Initiative immediately after your turn. On your turn, you can spend an Action to unleash more insects into the Swarm, increasing its Size category by 1 and increasing its current and maximum Hit Points by 20. The Swarm is friendly to you and your allies and obeys your verbal commands.

COSMIC WEAPON

Rare Weapon (melee)

DC: 17 **Goal:** 8

Skill: Arcana **Cost:** 750 gp

Component: Meteorite iron

Base Item: A Weapon plated with electrum

This Enchantment causes a faint warping of the air around the Weapon. The *Cosmic Weapon* brings the magic of the cosmos to the terrestrial world. As an Action, you can swipe at the air before you, briefly opening a 5-foot-wide rift in space. The rift opens onto a churning field of stars. Choose one of the following effects:

- ✦ **Gravity Well:** The rift turns dark as light, and gravity pulls matter in for an instant. All creatures within 30 feet must make a **DC 15 Strength** Saving Throw or be pulled 10 feet towards the rift into the nearest available space. If a creature was within 10 feet of the rift when they failed their saving throw, they take 2d6 Force Damage and are knocked *Prone* as the rift repels them.
- ✦ **Lance of Sunfire:** A beam of scorching sunlight strikes through the rift in a 5-foot-wide, 60-foot-long line. All creatures in the line must make a **DC 15 Constitution** Saving Throw, taking 4d6 Radiant Damage on a failure or half as much on a success.
- ✦ **Meteor Impact:** A lump of blazing rock shoots out from the rift at a point within 100 feet that you can see. Creatures within 10 feet of that point must make a **DC 15 Dexterity** Saving Throw. A creature takes 3d10 Bludgeoning Damage on a failure or half as much on a success.

You city folk think hunting is about spotting and shooting. You also need to flush out your prey to get them out in the open. One way to do that and be ready with a notched arrow is to use this cloak to infest the area with insects. That'll make them jump!

— Ainar

CROOK OF NATURE

Rare Staff (requires attunement by a Druid)

DC: 14 **Goal:** 14

Skill: Nature **Cost:** 2050 gp

Component: Treant tears

Base Item: A living branch of hawthorn wood

The *Crook of Nature* sprouts roots from its base, and these roots perpetually rummage, trying to take root wherever they go in search of water and food. This staff always adapts to the surrounding region, its wood, roots, and leaves transforming to become a local variety of tree.

This staff grants a +2 Bonus to your Spell Save DC. Once per day while outdoors, the *Crook of Nature* can be thrust into the ground, taking root in whatever surface it finds. Over the course of one minute, the land rejuvenates, growing lush and vibrant in all directions for 100 feet. This rejuvenation lasts for 24 hours.

The plant life is appropriate to the surrounding region (an oasis in a desert or a grove of luminescent fungus underground). Any creature that spends Hit Dice while within the plants regains the maximum number of Hit Points instead of any rolled number. Additionally, any creature that spends a Long Rest within the plants begins the next day with a number of Temporary Hit Points equal to your Level.



EARTHEN ARMOUR

Rare Armour (Heavy)

DC: 14 **Goal:** 16

Skill: Nature **Cost:** 800 gp

Component: Earth Elemental crust

Base Item: A suit of Heavy Armour

The weight of this Armour doubles, and it takes on the appearance of a hefty stone. As an Action on your turn, the suit of Armour grows, the rock snapping and expanding to encase your whole body. While is activated, you gain the following effects:

- ✦ You ignore anything less than 10 points of Damage.
- ✦ Your Size increases by one category.
- ✦ You have Advantage on Strength and Constitution Tests and Saving Throws.
- ✦ Your Speed is reduced by half.
- ✦ You have Disadvantage on Dexterity Tests and Saving Throws.

FLASK OF RESTORATION

Rare Wondrous Item

DC: 15 **Goal:** 10

Skill: Religion **Cost:** 275 gp

Component: Freshly harvested coral

Base Item: A platinum flask worth at least 50 gp

The clear liquid within this flask glows slightly. This flask has 6 charges. As an Action, you may change any liquid within this flask into one of the following Potions, depending on the number of charges used:

- ✦ **1 Charge:** A *Potion of Healing*
- ✦ **3 Charges:** A *Potion of Greater Healing*
- ✦ **6 Charges:** A *Potion* that replicates the effects of *Greater Restoration*

This flask regains 1d6+1 charges at the end of a Long Rest.

FROSTFIRE GAUNTLETS

Rare Wondrous Item (requires attunement)

DC: 16 **Goal:** 8

Skill: Arcana, Nature **Cost:** 750 gp

Component: Fire Elemental embers

Base Item: A pair of leather bracers

While worn, you have resistance to Cold and Fire Damage. At the end of every Long Rest, you must choose Cold and Fire. Your Unarmed Attacks deal an additional 1d6 Damage of the chosen Type, and you gain one of the following effects:

- ✦ If you choose Cold, you gain Advantage on Saving Throws to resist the *Charmed* or *Frightened* Conditions and can speak and understand Aquan.
- ✦ If you choose Fire, you gain Advantage on Strength or Charisma (Intimidation) Tests and can speak and understand Ignan.



LARVAL WEAPON

Rare Weapon (Slashing) (requires attunement)

DC: 13 **Goal:** 20

Skill: Arcana, Religion **Cost:** 800 gp

Component: Dretch blood

Base Item: Any Weapon that deals Slashing Damage

The surface of this Weapon becomes pockmarked and infested with Fiendish, parasitic larvae. This Weapon grants a +2 Bonus to Attack Tests and Damage Rolls. Once per day, when this Weapon hits a Humanoid creature, you can choose to infect the target with an Infernal parasite.

For the next minute, at the start of the creature's turn, it must make a **DC 15 Constitution** Saving Throw. On a failure, the creature takes 1 Piercing Damage per parasite it hosts (starting at 1) and then increases the number of parasites by 1.

If the creature succeeds on their Saving Throw, the parasites mature and burst out of it, dealing 1d4 Piercing Damage per parasite the creature was hosting. Each parasite transforms into a **Dretch**, acting on Initiative Count 20; the Dretches are hostile to their host and all other creatures nearby. If the host's Hit Points are reduced to 0 before the parasites mature, the parasites all wither and die.

The larvae can be extracted with one use of a Healer's Kit and a **DC 15 Wisdom (Medicine)** Test, and the infection counts as a disease.

LIFESAVER AMMUNITION

Rare Ammunition

DC: 10 **Goal:** 20

Skill: Religion **Cost:** 1360 gp

Component: Unicorn hairs

Base Item: Any Ammunition

These projectiles are much desired by battlefield healers. Many experienced officers have been saved by a well-trained archer given strict directions by a field medic. Any creature hit with this Ammunition takes no Damage. Instead, they regain 5d4+5 Hit Points.

LOCKED WAND

Rare Wand

DC: 17 **Goal:** 7

Skill: Arcana **Cost:** 1920 gp

Component: Stealth Slug mucus

Base Item: A lockpick

This wand is particularly useful for those engaged in clandestine activity. While it is valued by thieves, spies, and safecrackers, it is also in high demand from those worried about their secretive research. Ownership of the *Locked Wand* grants you access to any location or secret that can be kept behind lock and key.

The *Locked Wand* has 5 charges. Expending a charge allows you to cast the *Arcane Lock* or *Knock* spells without using a spell slot. The *Locked Wand* regains 1d4 charges daily at dawn.

MEDALLION OF SIGHT

Rare Wondrous Item (requires attunement)

DC: 16 **Goal:** 8

Skill: Arcana, Religion **Cost:** 650 gp

Component: A finely cut Tiger's Eye

Base Item: A platinum chain worth 50 gp

While worn, you cannot be *Blinded* and ignore the effects of *Lightly Obscured* areas and *Dim Light*. While attuned to the *Medallion of Sight*, no natural ailment can interfere with your eyesight.

This medallion has 4 charges. As an Action, you can expend charges to cast one of the following spells without expending a spell slot or requiring material components. The Spell Save DC for these spells is 15.

✦ **1 Charge:** *Augury*, *Hunter's Mark*

✦ **2 Charges:** *Clairvoyance*, *Locate Object*

The *Medallion of Sight* regains 1d4 charges at the end of a Long Rest.

RETURNING AMMUNITION

Rare Ammunition

DC: 16 **Goal:** 12

Skill: Arcana **Cost:** 360 gp

Component: A copper coil that has been struck by lightning

Base Item: Any Ammunition

Skillfully channelling electricity into your Ammunition gives it the power to return to you at will. This Enchantment is ideal for adventurers prone to losing their Ammunition while in the height of combat. The *Returning Ammunition* does not lose its Enchantment after it is fired.

As a Free Action, you can recall this Ammunition after it has been fired, and it will streak towards you in a straight line, dislodging from any creatures or objects it was trapped in. Make an Attack Test against any creature between you and the *Ammunition*. Your Attack Bonus for this is +7. On a hit deal 2d6 Piercing Damage.

SHIELD OF DAWN

Rare Armour (Shield) (requires attunement)

DC: 12 **Goal:** 16

Skill: Religion **Cost:** 750 gp

Component: Gold Dragon scales

Base Item: A Shield that was blessed at sunrise

This Enchantment causes the Shield to always faintly radiate warm heat. The *Shield of Dawn*, in times when the gods were more present in the world, was often used as a symbol of membership in devout orders of knights.

Once per day, you can cause the *Shield of Dawn* to pulse with invigorating light. For the next minute, you must maintain Concentration on this effect. While this effect is active, you and any creature you choose within 10 feet regain Hit Points equal to 1d8 + your Wisdom Bonus.

SHIELD OF RADIANCE

Rare Armour (Shield) (requires attunement)

DC: 15 **Goal:** 13

Skill: Arcana, Religion **Cost:** 800 gp

Component: Gems from the Plane of Earth

Base Item: A metallic Shield with gemstone settings

This Enchantment polishes the metal of this Shield to a bright sheen. As a Free Action on your turn, you can make the *Shield of Radiance* shine, shedding *Bright Light* in a 10-foot radius and shedding *Dim Light* for another 10 feet.

Whenever you are hit with a Melee Attack, you may use your Reaction to produce a blinding flare of light, imposing Disadvantage on the first Attack Test your attacker makes before the end of their next turn.

Once per Short or Long Rest, you may use your Action to deal 4d4 Radiant Damage to all creatures within 15 feet of you. Each affected creature must then succeed on a **DC 15 Constitution** Saving Throw or be *Blinded* until the end of their next turn.

STAFF OF THE DEVOURER

Rare Staff (requires attunement)

DC: 15 **Goal:** 15

Skill: Nature **Cost:** 625 gp

Component: Gnoll fang

Base Item: An alder staff bound in ivy cords

The *Staff of the Devourer* is apt at consuming the life force of those it harms. When you deal a Critical Hit with any Attack using this staff, the target takes an additional 4d4 Necrotic Damage. Whenever you deal Necrotic Damage using the *Staff of the Devourer*, you gain Temporary Hit Points equal to half of the Damage dealt.

STRIKING SPHERE

Rare Wondrous Item

DC: 16 **Goal:** 12

Skill: Arcana **Cost:** 1800 gp

Suggested Component: Bulette carapace

Base Item: A marble orb, 1 foot in diameter

The Enchantment behind the *Striking Sphere* was originally used as a demolition tool. It was a convenient way to knock down old and rickety structures while remaining safe. Modern mages have adapted it to fit their needs.

To use the *Striking Sphere*, roll it towards a location within 60 feet. When the *Striking Sphere* stops rolling by hitting an object or creature or impacting with a surface, all creatures within 15 feet of the *Striking Sphere* must make a **DC 14 Constitution** Saving Throw. On a failure, they take 3d6 Force Damage and fall *Proned*. They take half Damage on a success. This deals double Damage to structures.

UMBRAL ARMOUR

Rare Armour (any) (requires attunement)

DC: 14 **Goal:** 14

Skill: Arcana **Cost:** 750 gp

Component: Squid ink

Base Item: A set of grey or black Armour

You gain *Darkvision* that allows you to see up to 60 feet in magical and non-magical darkness. You have resistance to Necrotic Damage. While you are wearing this Armour and standing in an area of *Dim Light* or *Darkness*, you gain Resistance to all non-magical Damage. On your turn you can spend 5 feet of movement to teleport between two areas of *Dim Light* or *Darkness* no more than 60 feet apart.

Normally, I'm not one for skulking or dashing around, but there is something to be said for a classic black metal Breastplate that lets me disappear through the mines. I'm going to make Dain jump nine feet in the air with this next prank. That'll show that haughty preacher.

— Oloric

VENOM-FORGED WEAPON

Rare Weapon (Piercing or Slashing) (requires attunement)

DC: 15 **Goal:** 15

Skill: Nature **Cost:** 840 gp

Component: Wyvern's stinger

Base Item: Any Weapon that deals Piercing or Slashing Damage

The *Venom-Forged Weapon* perpetually drips with a mild toxin. This Weapon deals an additional 1d8 Poison Damage on a successful hit. Any Poisons applied to the *Venom-Forged Weapon* are more potent than normal.

Any creature affected by one of these Poisons makes their Saving Throws at Disadvantage. Additionally, any Immune to Poison creature can be affected by Poisons applied to the *Venom-Forged Weapon*. They make their Saving Throw at Advantage.

WAND OF PURITY

Rare Wand (requires attunement by a Druid or Cleric)

DC: 16 **Goal:** 12

Skill: Nature, Religion **Cost:** 650 gp

Component: Wild Unicorn hair

Base Item: A wand carved from a holly tree

When you use the *Wand of Purity* as a Spellcasting Focus, it quietly hums with a single pure note. You have Advantage on Saving Throws to resist the *Frightened and Poisoned* Conditions. When you damage a Fey, Fiend, or Undead creature with a spell of 1st Level or higher that you have cast with this wand, they take an additional 2d8 Radiant Damage.

WEAPON OF DECAY

Rare Weapon (any) (requires attunement)

DC: 16 **Goal:** 12

Skill: Nature **Cost:** 960 gp

Component: Otyugh grease

Base Item: Any Weapon

The *Weapon of Decay* slowly spreads an inexorable rot that, if left unattended, will turn all nearby food into an inedible pulp over the course of a week.

This Weapon's Damage Type becomes Necrotic. You gain Resistance to Necrotic Damage. When you hit a creature with an Attack using this Weapon, the target must make a **DC 15 Constitution** Saving Throw. On a failure, it becomes *Poisoned* for 1 minute. While *Poisoned* in this way, it takes 1d6 Necrotic Damage at the start of each of its turns, its Speed is reduced by 10 feet, and it cannot regain Hit Points. Affected creatures may repeat the Saving Throw at the end of each of their turns, ending the effect on a success.

WEAPON OF LIFE

Rare Weapon (any) (requires attunement by a Cleric, Druid, or Paladin)

DC: 10 **Goal:** 26

Skill: Nature, Religion **Cost:** 1000 gp

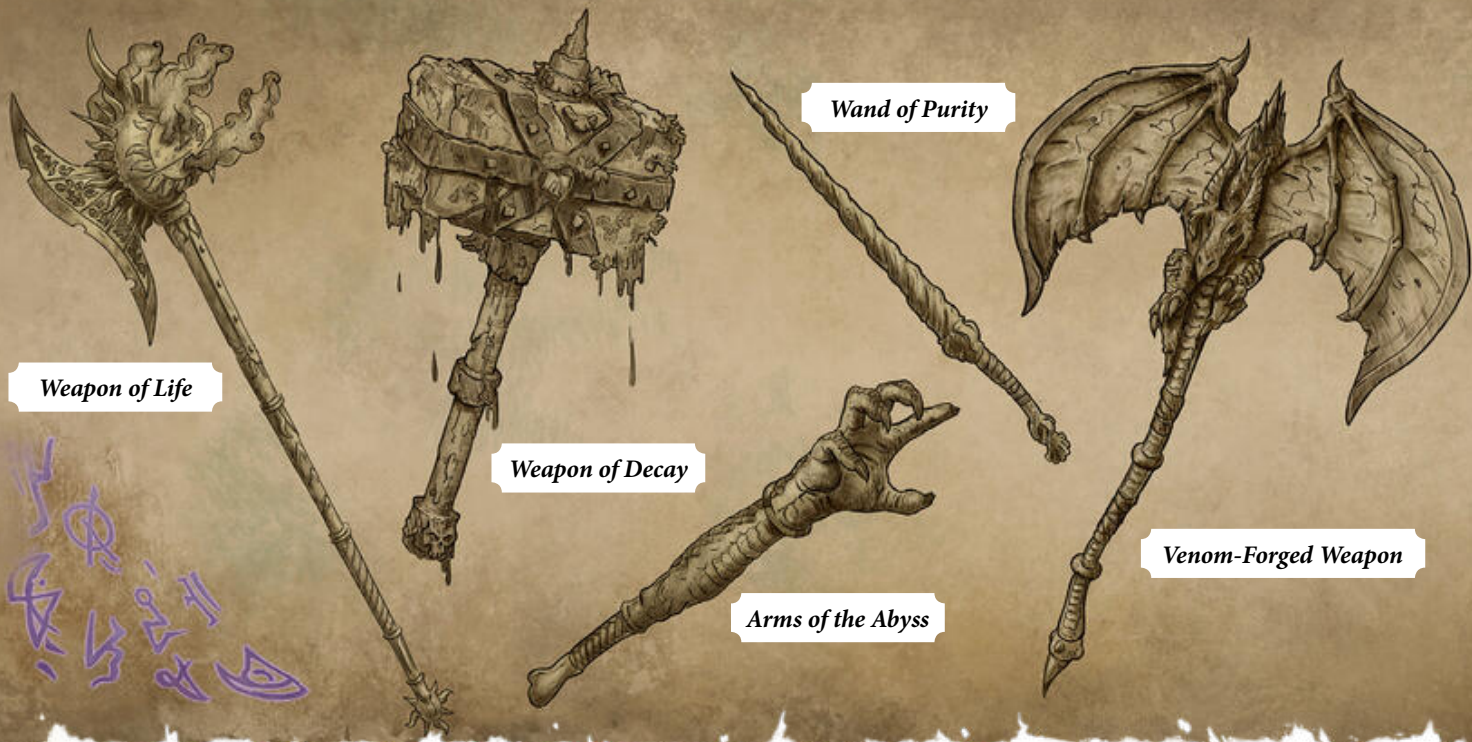
Component: Vitallium

Base Item: A Weapon blessed with holy water

This Weapon glows with a faint green light and always attracts a small number of fireflies. You have Advantage on Death Saving Throws while this Weapon is within 10 feet. Instead of rolling Hit Dice when you spend them to regain Hit Points during a Short Rest, you gain the maximum value you could roll.

I made a Mace of Life to defeat my enemies without killing them. This one is special, as it preserves my life as well. With it, I have recovered when I should have been killed and healed far more quickly. The Mace of Life makes me a better servant of the divine.

— Dain



Weapon of Life

Weapon of Decay

Wand of Purity

Arms of the Abyss

Venom-Forged Weapon

VERY RARE ENCHANTMENTS

Very Rare Items are often the cornerstone work of accomplished Enchanters. Many will spend months of work in preparation for the Enchantment, securing the rare Components, and accumulating the resources needed to construct the Item. These are near impossible to find available to purchase, and anyone who parts with such an Item has given a generous gift.

ARMOUR OF STONE AND BLOOD

Very Rare Armour (Any) (requires attunement)

DC: 20 **Goal:** 17

Skill: Arcana **Cost:** 17000 gp

Component: Ravenous Alabaster

Base Item: Any non-magical Armour

As you weave this Enchantment, small growths of smooth stone begin to envelop the mundane Armour beneath. The base Armour becomes completely encased in brilliant white marble struck through with ghostly black veins. Despite the changes wrought by the Enchantment, the Armour remains supple enough to don and doff as normal and weighs no more than it previously did.

You have a +3 Bonus to your AC while wearing this Armour. When you finish a Long Rest, you may choose any number of Hit Points up to your Hit Point maximum. When you do, you lose that many current Hit Points and gain that many temporary Hit Points, as the ghostly black veins in the *Armour* turn a vibrant crimson.

You only benefit from these temporary Hit Points while wearing this Armour. If you remove the *Armour* at any time, you immediately lose the Temporary Hit Points granted by the *Armour of Stone and Blood*, and you do not regain them by putting the Armour back on.

Once you use this feature, you cannot use this feature again until the end of your next Long Rest.

Do you want to know how I can remain hidden yet snipe so effectively? The leather that I wear is steeped in the magic of the wood. It grants me cover without impeding my aim! All that is required are these Dryad tears. Please don't ask how I acquired them.

— Ainar

Armour of the Wilds



Celestial Cape



Circlet of Storms



Reliquary Weapon



Armour of Stone and Blood



ARMOUR OF THE WILDS

Very Rare Armour (any non-metallic Armour) (requires attunement)

DC: 15 **Goal:** 15

Skill: Nature **Cost:** 1500 gp

Component: Dryad's tears

Base Item: Leather or wooden Armour finished under the light of a full moon

The gaps in this Armour sprout with life as leaves and vines curl from its fittings. You ignore the effects of *Difficult Terrain* and have Advantage on Saving Throws to resist the *Grappled* and *Paralyzed* Conditions. This Armour has 5 charges. Once per turn, you can spend a charge and choose an unoccupied space you have just moved out from. A small tree grows in that space, providing half-cover to any creature within 5 feet.

You can use the small tree as the point of origin for any spells you cast or Attacks you make, and you can determine line of sight as if you were seeing through the tree. This Armour regains 1d4 charges at the end of a Short Rest.

BLADE OF MARTIAL SPIRIT

Very Rare Weapon (Melee, Slashing) (requires attunement)

DC: 10 **Goal:** 18

Skill: Religion **Cost:** 15000 gp

Component: A manuscript of combat techniques

Base Item: A Melee Martial Weapon that deals Slashing Damage

During the Enchantment process, this blade forms golden ornamentation that makes it appear more ceremonial than practical. This Enchantment allows you to form a connection with blade masters of the past. You are instilled with their expertise while wielding the *Blade of Martial Spirit*.

While you are attuned to the *Blade of Martial Spirit*, your Strength and Dexterity Attributes increase by 3, up to a maximum of 22. While holding the Weapon, as a Reaction, you can add 5 to your AC against a Melee Weapon Attack that would hit you.

BOX OF MANY PLANES

Very Rare Wondrous Item

DC: 17 **Goal:** 20

Skill: Arcana **Cost:** 12000 gp

Component: Cloth that has been to another plane

Base Item: A puzzle box

The *Box of Many Planes* appears to be a simple children's toy at first. A box where interlocking pieces must be pushed back and forth before unlocking the contents. Once this link has been created, carefully manipulating the *Box* gives you access to a few extradimensional spaces.

When you first Enchant this Magic Item, you set a puzzle combination to unlock the *Box*. Any creature that succeeds on an **Intelligence** Test can unlock the *Box of Many Planes*. The DC for this Test equals 8 + your Intelligence Bonus + your Proficiency Bonus, set when you first complete the Enchantment.

Each of the 6 faces of the *Box*, when unlocked, creates a 5-foot-wide portal within 10 feet. This portal accesses an extradimensional space. Each space is an empty 30-foot-wide cube made from unbreakable glass. Any objects or creatures placed within one of these spaces when the cube is closed remain in that space until released. Each extradimensional space has endless breathable air and remains comfortably warm. Any creature stuck inside the *Box of Many Planes* can attempt to force open the portal as an Action with an **Intelligence (Arcana)** Test, using the same DC to open the *Box*.

CELESTIAL CAPE

Very Rare Wondrous Item (requires attunement)

DC: 9 **Goal:** 30

Skill: Religion **Cost:** 1700 gp

Component: Water that was blessed in the Upper Planes

Base Item: A cape lined with dove feathers

Every *Celestial Cape* transforms to take on some aspects of an Angel's true form. You gain the Celestial creature type in addition to any you already have, and you gain Resistance to Radiant and Necrotic Damage.

Once per Short Rest, as an Action, you may activate this cape for 1 minute. While activated, you gain the following benefits:

- ✦ Your Size becomes Large if it isn't already Large or larger.

- ✦ You gain a Fly Speed of 60 feet. If you already have a Fly Speed, it is increased by 60 feet.
- ✦ Your Attacks deal an additional 1d8 Radiant Damage.
- ✦ You have Advantage on Attack Tests targeting Fey, Fiends, and Undead.
- ✦ You may use an Action to restore 2d6+6 Hit Points to a creature you can see within 30 feet.

CIRCLET OF STORMS

Very Rare Wondrous Item (requires attunement)

DC: 14 **Goal:** 14

Skill: Nature **Cost:** 12500 gp

Component: Electrum wire

Base Item: A metal circlet that has been struck by lightning

This Enchantment infuses the base circlet with the raw power of storms, and anyone who touches the circlet is given a very mild electrical shock. While attuned to the *Circlet of Storms*, you gain the following benefits:

- ✦ You gain a Fly Speed of 30 feet.
- ✦ You are Immune to Lightning Damage.
- ✦ When you would have taken Lightning Damage, you regain Hit Points equal to half the Damage dealt.
- ✦ Any Weapon Attacks you make deal an additional 2d6 Thunder Damage.

As an Action, you may summon a 5 feet wide sphere of lightning in an unoccupied space you can see within 60 feet. For the next 1 minute, each creature wearing metal Armour or using a metal Weapon that moves through a space within 10 feet of that sphere takes 4d4 Lightning Damage. You can command the sphere to move using a Free Action on your turn, floating it up to 30 feet to an unoccupied space you can see.

DISSOLVER AMMUNITION

Very Rare Ammunition (any)

DC: 15 **Goal:** 14

Skill: Arcana, Nature **Cost:** 21000 gp

Component: Black Dragon bile

Base Item: Any Ammunition

Dissolver Ammunition has a variety of uses, mostly around the destruction of living and inert matter. Any creature or object hit with this Ammunition must make a **DC 17 Constitution** Saving Throw or take 5d12 Acid Damage. If the target is wearing Armour, their Armour takes a -1 penalty to its AC Bonus. This acid deals double Damage to structures. It will completely destroy up to 1 foot of wood, 6 inches of stone, or 1 inch of metal by the start of your next turn before becoming inert.

DRAINING AMMUNITION

Very Rare Ammunition

DC: 15 **Goal:** 15

Skill: Nature **Cost:** 5000 gp

Component: Leeches that have fed on an Undead creature

Base Item: Any Ammunition

Developed through an intense study of botanical magic, this Ammunition harnesses the power of life and rot. Any creature hit with *Draining Ammunition* must make a **DC 15 Constitution** Saving Throw. On a failure, the *Draining Ammunition* lodges itself in the target.

While lodged in the target, at the start of the target's turn, they take 4d6 Necrotic Damage. At the end of their turn, they can repeat the Saving Throw, dislodging the Ammunition on a success, ending the effect.

HALLOWED WEAPON

Very Rare Weapon (any) (requires attunement)

DC: 11 **Goal:** 25

Skill: Religion **Cost:** 23000 gp

Component: Hallorust

Base Item: A Weapon made from melted-down relics

Hallowed Weapons are permanently enveloped in a glowing aura of light.

This Weapon deals an additional 3d6 Radiant Damage to Fey, Fiends, and Undead. As a Free Action on your turn, you can flare the light around this Weapon, banishing all magical and non-magical *Darkness* within 30 feet.

HELL KNIGHT PLATE

Very Rare Heavy Armour (requires attunement)

DC: 12 **Goal:** 25

Skill: Arcana, Religion **Cost:** 4500 gp

Component: Hell-forged iron

Base Item: A suit of Armour made from heavy metal

Originating as an Enchantment applied to the Armour of infernal legions, the *Hell Knight Plate* punishes the wicked and drives back the abyss. Any Armour that bears this Enchantment reeks of sulphur.

This Armour has 9 charges. As a Free Action, you can spend 1 charge to gain one of the following effects until the start of your next turn:

- ✦ Your next successful Attack against a creature that has damaged you within the last round deals an extra 4d6 Fire Damage.
- ✦ You gain Resistance to Cold, Fire, and Lightning Damage.
- ✦ You can teleport 30 feet towards a creature that has damaged you within the last round.

HELM OF THE WATCHER

Very Rare Wondrous Item (requires attunement)

DC: 18 **Goal:** 8

Skill: Arcana **Cost:** 8400 gp

Component: The eye of a Fey

Base Item: A helmet decorated with malachite

Wearing the *Helm of the Watcher* grants you improved vision, surpassing most mortals. The helmet enhances your perception to the highest level of clarity. With it, you can see even the faintest details, the smallest twitch of a face or the stealthiest movements on a dark night.

While attuned to the *Helm of the Watcher*, you gain the following benefits:

- ✦ You have Advantage on Wisdom (Perception) Tests to detect hidden creatures.
- ✦ You gain *Darkvision* to a distance of 200 feet.
- ✦ You can clearly distinguish and recognise any object or creature you can see within 1000 feet.

MAGE-HUNTER

Very Rare Weapon (Any) (requires attunement)

DC: 19 **Goal:** 5

Skill: Arcana **Cost:** 7000 gp

Component: Rakshasa fur

Base Item: A Weapon that has been targeted by a 3rd Level or higher *Transmutation* spell

Designed to bring justice to wizards found guilty of malfeasance, *Mage-hunter* Weapons present a clear and present danger to all spellcasters. As a Reaction, taken when you successfully save against a magical effect or a Spell Attack misses you, you gain Temporary Hit Points equal to the spell's Level. This Weapon grants Advantage to hit any target *Concentrating* on a spell.

You can use your Reaction to cast *Counterspell* at 3rd Level without expending a spell slot, using your Attack Bonus instead of a Spellcasting Attribute Bonus. Once you cast this spell this way, you cannot do so again until you finish a Short or Long Rest.

MASTERWORK TOOLS

Very Rare Wondrous Item (requires attunement)

DC: 17 **Goal:** 10

Skill: Arcana **Cost:** 21000 gp

Component: A wire rope made of electrum, silver, and iron wire

Base Item: Any set of Artisan's Tools you are Proficient with

When you hold these Tools, they instil an urge to create within you. When you use this set of Tools to Craft or Enchant, you may lower the Goal of that Extended Test by an amount equal to your Proficiency Bonus but not below a total of 5.

The *Masterwork Tools* can safely store one incomplete project at a time that is no larger than 15 feet in any dimension. Additionally, any room you use the *Masterwork Tools* in counts as a safe, well stocked workspace for any *Crafting* or *Enchanting* Downtime Activities.

Talent, skill, materials, and a keen mind are not all you need to forge magic. A good set of tools can make all the difference between an adequate magic item and a true work of art. A great set of tools also inspire and I daresay I wouldn't be half the forger without these!

— Oloric

RELIQUARY WEAPON

Very Rare Weapon (any) (requires attunement by a Cleric or Paladin of 3rd Level or higher)

DC: 13 **Goal:** 21

Skill: Religion **Cost:** 15000 gp

Component: World-weight Oak

Base Item: Any Weapon

While attuned to a *Reliquary Weapon*, you gain an enhanced connection with your deity. Your Spell Save DC increases by 1, and you gain an additional use of your *Channel Divinity* Feature and one *Channel Divinity* Option:

BOLSTER THE RIGHTEOUS

As an Action, choose a number of allies up to your Spellcasting Attribute Bonus that you can see within 60 feet. Each target can make a Saving Throw to resist an effect currently targeting them; they can add your Spellcasting Attribute Bonus to the Saving Throw result. Each target gains a number of Temporary Hit Points equal to your Level.

RING OF VIGOUR

Very Rare Ring (requires attunement)

DC: 14 **Goal:** 18

Skill: Nature **Cost:** 20000 gp

Component: Dragon muscle tissue

Base Item: A ring carved of oak wood

Originally designed by a disgraced gladiator, the *Ring of Vigour* is a testament to the pursuit of physical perfection, regardless of the cost. While the original creator of the *Ring* was banned from any future tournaments, the inherent value of the *Ring* simply cannot be dismissed. It can strengthen muscles, quicken reflexes, and toughen endurance. For a time at least.

While attuned to the *Ring of Vigour*, you gain the following benefits:

- ✦ You gain an extra Action on your turn. This Action cannot be used to Attack or cast a spell.
- ✦ Your Strength, Dexterity, and Constitution Attributes increase by 2.

While attuned to the *Ring of Vigour*, your health rapidly deteriorates. Every hour after you first attune to this ring, you lose 2d12 maximum Hit Points. If your maximum Hit Points is reduced to below 1 by this effect, you die.

SADDLE OF STARS

Very Rare Wondrous Item (requires attunement)

DC: 18 **Goal:** 9

Skill: Nature **Cost:** 18000 gp

Component: An accurate star chart

Base Item: A leather saddle with constellation embroidery

The leather of this saddle darkens, and the embroidery gains a shining lustre. The *Saddle of Stars* provides its user with a swift and silent form of conveyance.

While you are attuned to the *Saddle of Stars*, it hovers above the ground and has a Fly Speed of 60 feet. As long as the *Saddle* is within one mile of you, you can spend an Action to summon it to your side by whistling, it appears at the start of your next turn. It obeys any mental commands you send it.

While riding the *Saddle of Stars*, its nimble movement grants you +1 AC and gives your melee Weapons the *Reach* Property if they do not already possess it. The *Saddle* can carry 2 people and a combined weight of 600 pounds.

SCEPTRE OF INDUCTION

Very Rare Rod (requires attunement)

DC: 9 **Goal:** 32

Skill: Religion **Cost:** 10000 gp

Component: Angelic Weapon scrap

Base Item: A solid gold rod, capped with a platinum holy symbol worth at least 2000 gp

The *Sceptre of Induction* was created by powerful religious institutions looking to protect their inner circles of devotees. You can brand any Humanoid with the top of this sceptre by completing a ritual that takes 10 minutes to perform, heating the symbol in a flame. This brand can only be removed with a *Wish* spell.

This sceptre has 5 charges. You can raise the *Sceptre* above you as an Action, shining a warm glow. You spend a charge to restore 8d8+8 Hit Points to any Humanoids branded by this *Sceptre of Induction* within 15 feet of you.

SHIELD OF THE PLANES

Very Rare Armour (Shield) (requires attunement)

DC: 18 **Goal:** 13

Skill: Arcana **Cost:** 22000 gp

Component: Any metal attuned to a different plane than the Base Item

Base Item: A Shield plated with electrum

This Shield can be used as the material component of the *Plane Shift* spell and to travel to any other Plane. When you finish a Long Rest, you can choose a Damage Type to gain Resistance to until your next Long Rest ends.

When you are hit with a Weapon Attack, as a Reaction, you can step into the Ethereal Plane until the end of your next turn. While there, you are *Invisible* to any creature who cannot see into the Ethereal Plane, can move through objects, and cannot interact with objects or creatures not in the Ethereal Plane. At the end of your next turn, you return to the Material Plane, reappearing in the nearest unoccupied space from where you left.

STAFF OF UNLIFE

Very Rare Staff (requires attunement)

DC: 17 **Goal:** 8

Skill: Arcana **Cost:** 22000 gp

Component: Vampire grave dirt

Base Item: A staff carved of yew wood

You gain the Undead creature type in addition to any you already have. Additionally, you gain Advantage on Death Saving Throws. Whenever you roll a 16 or higher on a Death Saving Throw, you regain 1 hit point.

When you reduce a creature to 0 Hit Points or fewer using this staff in a Weapon Attack or as a Spellcasting Focus, you gain Temporary Hit Points equal to the creature's Challenge Rating rounded up. You may change the Damage type of any spells or Attacks made with this staff to Necrotic.

VOLCANIC WEAPON

Very Rare Weapon (Melee) (requires attunement)

DC: 14 **Goal:** 14

Skill: Arcana, Nature **Cost:** 15700 gp

Component: Salamander skin

Base Item: An iron Weapon cast in black sand

A *Volcanic Weapon* cracks and splits on the surface, revealing a semi-molten core that emits tremendous heat, glowing a dim light within 5 feet. While attuned to this Weapon, you are Immune to Fire Damage.

This Weapon has 4 charges. As an Action, you can expend a charge to spike the *Weapon* into the ground, creating a 6" wide, 12" long rift within 5 feet of you. Smoke, cinders, and ashes pour out from the rift for 1 minute in a 20-foot circle centred on the rift. The area within the smoke becomes *Heavily Obscured* for the duration. Any creature that starts their turn within the smoke must make a **DC 17 Constitution** Saving Throw or take 4d12

Fire Damage. This Weapon regains 1d4 charges at the end of a Long Rest.



WEAPON OF EXTINCTION

Very Rare Weapon (Heavy, Two-handed) (requires attunement)

DC: 14 **Goal:** 17

Skill: Nature, Religion **Cost:** 20000 gp

Component: A prophecy of doom written in blood

Base Item: A *Heavy* and *Two-handed* Weapon

The weight of a *Weapon of Extinction* always feels surprisingly heavy. Every impact made with this Weapon rings out with a hollow echo. Visions of meteor impacts, volcanic eruptions, cataclysmic plagues, and other world-ending disasters haunt you while you are attuned to this Weapon.

When you hit a creature with a *Weapon of Extinction*, the creature takes 2d6 extra Psychic Damage as their minds are barraged with foretellings of the apocalypse. In addition, any creature that you critically hit with this Weapon must make a **DC 17 Wisdom** Saving Throw. On a failure, the target is wracked with vivid hallucinations, witnessing the end of the world. The target becomes *Stunned* until the start of their next turn.

WINTER'S GRIP

Very Rare Weapon (Ranged) (requires attunement)

DC: 15 **Goal:** 15

Skill: Nature **Cost:** 19000 gp

Component: Remorhaz antennae

Base Item: A Weapon with the *Ammunition* Property that has been exposed to magical cold

Winter's Grip Weapons have a permanent glimmer of frost coating their surfaces and faintly steam when left in bright sunlight. When you hit a creature with a Ranged Attack made with this Weapon, that creature's Speed is reduced by 10 feet until the start of your next turn as ice sprouts from where the creature was hit, weighing them down. This effect is cumulative, decreasing the target's Speed with each successful hit.

If a *Winter's Grip* targets a structure, ice coats the Ammunition, creating a stable handhold that can support up to 200 lbs until the start of your next turn.

LEGENDARY ENCHANTMENTS

Legendary Items are near mythic in quality. Any hero who wields such an Item in times of crisis will be known, and their Item will be known across the land. Any Enchanters powerful enough to work these Items into existence become revered by lesser experts in the field. Those apprenticed under someone who can make Legendary Magic Items will be highly sought after.

ABJURER'S ARMOUR

Legendary Armour (Light) (requires attunement by a Bard, Sorcerer, Warlock, or Wizard)

DC: 19 **Goal:** 9

Skill: Arcana **Cost:** 36000 gp

Component: Iron Golem core

Base Item: A suit of Light Armour that has been studded with electrum studs

Court Wizards are risky people to be left unprotected on the battlefield. One stray, poisoned arrow and a powerful ally could fall. This Enchantment can use a mage's greatest powers to offset their weaknesses.

While attuned to the *Abjurer's Armour*, you can use your magic to fuel its defences. As a Free Action, you can spend a spell slot, energising the *Armour*, projecting out from its panels of pure energy acting as armoured plates. For the next 10 minutes, you gain benefits depending on the Level of spell slot used. Each benefit is cumulative, though you cannot gain each benefit more than once.

- ✦ **1st Level:** You gain a +3 Bonus to your AC.
- ✦ **2nd Level:** You gain a +3 Bonus to your Strength and Constitution Saving Throws.
- ✦ **3rd Level:** You gain Immunity to non-magical Bludgeoning, Piercing, and Slashing Damage.
- ✦ **4th Level:** You gain Resistance to one Damage Type of your choosing.
- ✦ **5th Level:** You gain 50 Temporary Hit Points.

BAND OF DEATH

Legendary Ring (requires attunement)

DC: 19 **Goal:** 20

Skill: Arcana **Cost:** 48000 gp

Component: A Vampire's coffin nails

Base Item: A ring made of bone harvested from an Undead creature

Crafted from the bones of the dead, the *Band of Death* is a sinister Enchantment wrought from dark magic. The bones fuse together and feed off the necromantic energy released during the Enchantment process. This ring has 12 charges.

While you are attuned to the *Band of Death*, any creature you reduce to 0 or fewer Hit Points rises again as a **Zombie** at the start of your next turn. Zombies raised in this way obey your spoken commands and act at the end of your initiative. The Zombie collapses and dies after 1 minute if it is not reduced to 0 Hit Points another way. As a Free Action on your turn, you can spend 1 or more charges to change what kind of Undead rises in its place and the duration it remains alive.

- ✦ Shadow (1 charge, 1 minute)
- ✦ Ghoul (2 charges, 10 minutes)
- ✦ Ghast (1d4 charges, 10 minutes)
- ✦ Wight (1d6 charges, 1 hour)
- ✦ Wraith (1d10 charges, 1 hour)

If the *Band of Death* is reduced to 0 or fewer charges, you lose control of all Undead raised this way and permanently lose a number of Hit Dice equal to the number of charges spent.

Gods above, killing that vampire was hard work, but look at this! Now I've got all the clammy skinned friends I could ever want! Now... if I can just teach them how to do the house work for me...

— Ainar

BLADE OF THE MINOTAUR

Legendary Weapon (Slashing) (requires attunement)

DC: 18 **Goal:** 15

Skill: Nature **Cost:** 31000 gp

Component: A Minotaur horn

Base Item: A Weapon that deals Slashing Damage

The *Blade of the Minotaur* grants you the endurance of a Minotaur and access to the labyrinth it is so famous for. Attuning to the *Blade of the Minotaur* grants you +2 Bonus to your Constitution Score.

When you hit a creature with the *Blade of the Minotaur*, you force them to make a **DC 17 Wisdom** Saving Throw. On a failure, you may cast the *Maze* spell on them without expending a spell slot. You cannot use this feature again until the end of your next Short or Long Rest.



ELEMENTALIST WAND

Legendary Wand (requires attunement)

DC: 20 **Goal:** 10

Skill: Arcana, Nature **Cost:** 34000 gp

Component: A ruby attuned to the Elemental Chaos

Base Item: An electrum wand encrusted with lodestone

It is rumoured that the *Elementalist Wand* was discovered accidentally by a plane-hopping Sorcerer. Regardless of its origins, the power of the Elemental Chaos is a powerful amplifier of any spellcaster's magic. Whenever you cast a spell of 1st Level or higher that deals Damage, the *Elementalist Wand* conjures a cloud of elemental energy based on the Damage Type.

The cloud is a 20-foot radius sphere, and is centred on you. Any creature other than you within the cloud must make a **DC 19 Constitution** Saving Throw. On a failure, they suffer the effects described below while within the cloud. On a success, they suffer no effects. The cloud lasts until the start of your next turn.

- ✦ **Acid:** A caustic mist sprays out around you. Affected creatures take 4d12 Acid Damage.
- ✦ **Cold:** The temperature drops, freezing water in their bodies. Affected creatures become *Paralyzed*.
- ✦ **Fire:** Cinders and ash erupt from the ground. Affected creatures choke and splutter in the smoke, and they are *Blinded* and unable to speak.
- ✦ **Lightning:** A harrowing storm of lightning bolts appears. Affected creatures take 3d8 Lightning Damage and cannot take Reactions.
- ✦ **Thunder:** The air shatters with roaring thunderclaps. Affected creatures are *Deafened* and pushed 15 feet away.

Every time the *Elementalist Wand* creates a cloud, roll 1d20. On the roll of a 1, the wand explodes, dealing 15d8 Force Damage to you.

EXPANSIVE SHIELD

Legendary Armour (Shield) (requires attunement)

DC: 14 **Goal:** 27

Skill: Religion **Cost:** 35000 gp

Component: Metal mined from the Upper Planes

Base Item: Any Shield

The *Expansive Shield* is the embodiment of protection. Forged like the *Armour of Angels*, it is the last line of defence in battle. Many people owe their lives to an *Expansive Shield*, and in the right hands, there is no end to the good it can accomplish.

You can slam the *Expansive Shield* into the ground, and it expands horizontally and vertically to create a wall many people can shelter behind. In aeons past, legions of warriors would line up together, locking hundreds of *Expansive Shields* together, creating an impenetrable wall as far as the eye can see.

As an Action, you can doff the *Expansive Shield* and lock it into the ground, expanding the sides into a 15-foot-wide and 1-inch-thick circular barrier of light that provides total cover. At the start of each of your turns, the barrier expands by 5 feet in every direction to a maximum radius of 30 feet. The barrier cannot pass through solid objects. Creatures can see through the barrier of light, and you and your allies can pass through it, but no Attacks or magical effects may pass through it.

You can pick up the *Shield* as an Action, collapsing the barrier instantly.

FEATHERED EDGE

Legendary Weapon (Light, Slashing Damage) (requires attunement)

DC: 15 **Goal:** 24

Skill: Religion **Cost:** 28000 gp

Component: The feathers of a Deva

Base Item: A Light Weapon that deals Slashing Damage

Feathered Edge is a powerful Enchantment modelled after the blades of the Valkyries. Weapons that bear this Enchantment have a faint afterimage of feathers visible on their surface. When wielded in battle, this Weapon gives you unprecedented speed and reflexes. You sprout an angelic set of wings and gain a Fly Speed of 60 feet. Additionally, you gain Advantage on Dexterity Saving Throws.

HELL-BINDER ROD

Legendary Rod (requires attunement by a Warlock)

DC: 20 **Goal:** 7

Skill: Arcana **Cost:** 40000 gp

Component: The blood of an Angel

Base Item: A spike made of silver, coated in a Fiend's blood

This Enchantment is sought after by those who fight the forces of the Lower Planes and have no scruples over the tools they use. This rod taps into the power of the Hells, using the power against its own denizens. While you are attuned to the *Hell-binder Rod*, you can speak and read Infernal.



Your mastery of the language becomes so complete that when a Fiend offers you a deal, you can always detect the hidden meanings and costs of the bargains. Additionally, your Charisma Attribute Score increases by 2 to a maximum of 22.

While attuned to the *Hell-binder Rod*, you can summon the shackles of Hell to imprison foes. This rod has 12 charges. If the *Hell-binder Rod* runs out of charges, it becomes overwhelmed by the infernal magics within it, and it vanishes to the Lower Planes.

When you are damaged by a creature within 60 feet of you, as a Reaction, you can spend a charge to summon chains from Hell to bind the creature in place. The target must make a **DC 19 Charisma** saving throw or be *Restrained* for 1 minute. The target can repeat the Saving Throw at the end of each turn, ending the effect on a success. While the target is bound in this way, any time you miss the target with a Spell Attack Test, you can reroll the Test.

This rod can be used as a Shortsword, wielding the sharpened end as a Weapon. Any time this rod is used as a Weapon or as a Spellcasting Focus to reduce a Fiend to 0 or fewer Hit Points, it regains a charge.

MORPHIC STAFF

Legendary Staff (requires attunement)

DC: 20 **Goal:** 10

Skill: Arcana **Cost:** 41000 gp

Component: The blood from a Night Hag coven

Base Item: A staff carved from walnut wood

Druids are famed for their ability to transform into various beasts, both familiar and obscure. While not a perfect substitute for *Wild Shape*, the *Morphic Staff* provides the next best thing: control over the forms of yourself and others.

The *Morphic Staff* has 3 charges. You can use an action to expend 1 or more of the *Staff's* charges to cast one of the following spells: *Polymorph* (1 charge) or *True Polymorph* (3 charges) without using a spell slot. Spells cast using the *Morphic Staff* do not require concentration.

PLANAR STAFF

Legendary Staff (requires attunement)

DC: 17 **Goal:** 17

Skill: Nature **Cost:** 20000 gp

Component: Portalstone

Base Item: A staff carved from ebony wood

A seasoned mage eventually learns there is far more to life than what's on their home plane. It is only a matter of time before they develop an itch.

An itch to explore other realms, other planes of existence. The *Planar Staff* is a testament to a life that can be found when you venture away from home.

The ringing of this staff can summon or banish various creatures from the furthest reaches of existence. From the depths of Hell to the forests of the Fey, there is nowhere your influence cannot reach. This staff has 10 charges. Expending a charge allows you to cast *Banishment* without using a spell slot. As an Action, you can spend 5 charges to cast *Plane Shift* without expending a spell slot. The *Staff* recovers 1d4 charges daily at dawn.

RING OF REFUGE

Legendary Ring (requires attunement)

DC: 15 **Goal:** 24

Skill: Religion **Cost:** 37000 gp

Component: Vellum made from a lamb that was slaughtered on hallowed ground

Base Item: A holy symbol of your god

Use of this ring shows true devotion to your deity. It allows you to summon a spectral temple dedicated to your god, protecting you from all that would do you harm. The creation of the *Ring of Refuge* is a lengthy process. You must draw a detailed plan of the holy temple you wish to mimic onto your parchment, taking the utmost care to represent even the smallest details. The plans must then be burned and the ashes scattered across the *Ring*, binding the essence of the temple into the *Ring*.

Once per day, you may touch an area and cast the *Hallow* spell with the following changes:

- ✦ The casting time is 10 minutes.
- ✦ No material components are needed.

- ✦ The duration is 2 hours.
- ✦ The area of effect is reduced to 15 feet.
- ✦ A spectral version of your temple appears over the affected area, protecting you from the elements.

I was given this ring by the Matriarch of the Living Pool. It allows me to create an image of the sacred pools, keeping myself, my companions, and those we've pledged to help safe from harm. Should I fall, please use this in the Matriarch's name.

— Dain

STONESKIN RING

Legendary Ring (requires attunement)

DC: 20 **Goal:** 25

Skill: Nature **Cost:** 35000 gp

Component: A Medusa's head snakes

Base Item: A ring carved from Earth Elemental stone

This Enchantment causes the flesh of your hand and arm to slowly turn to stone. *Stoneskin Rings* have been used to craft some of the largest and longest-lasting monuments across the planes.

You can use an Action to activate the *Stoneskin Ring* to shape the exposed rock around you. Choose a surface made of stone you can see within 60 feet. You quickly move and shape the stone there to create one of the following structures. Each structure has an AC of 17, 50 Hit Points, and is Immune to Poison, Psychic, and non-magical Bludgeoning, Piercing, and Slashing Damage.

- ✦ **Pillars:** You create up to 3 circular pillars of rock. Each pillar is 30 feet high and stops when it collides with another surface.
- ✦ **Walls:** You create one square panel of rock up to 20 feet wide, 20 feet tall, and 6 inches thick. You can half the number of Hit Points it has to double its dimensions.

- ✦ **Shattering:** You crack and shatter the rock's surface in a circle up to 30 feet wide, turning the area into *Difficult Terrain*.
- ✦ **Decorating:** You shape a 5 feet square section of rock into any intricate design you wish.

If a structure of stone ever collides with or pins a creature, that creature must succeed on a **DC 17 Dexterity** Saving Throw.

On a failure, they take 3d10 Bludgeoning Damage and are *Restrained* by the structure. On a success, they take no Damage and move to the nearest unoccupied space.

WEAPON ENCHANTMENT LIST

NAME	RARITY	SKILLS	PAGE
Airdash Blade	Rare	Nature	64
Arcing Blade	Rare	Arcana, Nature	64
Arrow of Doom	Uncommon	Arcana	56
Blade of Martial Spirit	Very Rare	Religion	73
Blade of the Minotaur	Legendary	Nature	80
Blazing Net	Uncommon	Nature	56
Blowgun of Storms	Uncommon	Arcana, Nature	57
Cerebral Cudgel	Rare	Arcana	66
Cosmic Weapon	Rare	Arcana	66
Dissolver Ammunition	Very Rare	Arcana	75
Draining Ammunition	Very Rare	Nature	75
Feathered Edge	Legendary	Religion	81
Hallowed Weapon	Very Rare	Religion	75
Hunter's Helper	Uncommon	Nature	58
Larval Weapon	Rare	Arcana, Religion	68
Lifesaver Ammunition	Rare	Religion	68
Mage-hunter	Very Rare	Arcana	76
Planar Weapon	Uncommon	Religion	59
Reliquary Weapon	Very Rare	Religion	76
Returning Ammunition	Rare	Arcana	69
Slackjaw Ammunition	Uncommon	Nature	61
Spellbane	Uncommon	Arcana	61
Telescopic Weapon	Uncommon	Arcana	63
Venom-forged Weapon	Rare	Nature	71
Volcanic Weapon	Very Rare	Arcana, Nature	78
Weapon of Decay	Rare	Arcana	71
Weapon of Extinction	Very Rare	Nature, Religion	78
Weapon of Life	Rare	Religion	71
Whip of Wasps	Common	Arcana, Nature	55
Winter's Grip	Very Rare	Nature	78

ARMOUR ENCHANTMENT LIST

NAME	RARITY	SKILLS	PAGE
Abjurer's Armour	Legendary	Arcana	78
Armour of Stone and Blood	Very Rare	Arcana	72
Armour of the Exorcist	Uncommon	Arcana, Religion	56
Armour of the Ocean	Rare	Nature	64
Armour of the Wilds	Very Rare	Nature	72
Earthen Armour	Rare	Nature	67
Expansive Shield	Legendary	Religion	79
Hell Knight Plate	Very Rare	Arcana, Religion	74
Lookout's Leather	Common	Nature	53
Shield of Dawn	Rare	Religion	70
Shield of Interdiction	Uncommon	Arcana	61
Shield of Radiance	Rare	Arcana, Religion	70
Shield of the Planes	Very Rare	Arcana	76
Umbral Armour	Rare	Arcana	71

SPELLCASTING FOCUS ENCHANTMENT LIST

NAME	RARITY	SKILLS	PAGE
Arm of the Abyss	Rare	Arcana, Religion	65
Caustic Rod	Uncommon	Nature	57
Crook of Nature	Rare	Nature	67
Elementalist Wand	Legendary	Arcana	79
Hell-binder Rod	Legendary	Arcana	80
Locked Wand	Rare	Arcana	69
Morphic Staff	Legendary	Arcana	80
Planar Staff	Legendary	Nature	80
Sceptre of Induction	Very Rare	Religion	76
Staff of Cloak Hanging	Common	Arcana, Nature	54
Staff of Swords	Uncommon	Arcana	62
Staff of the Brazier	Uncommon	Nature, Religion	62
Staff of the Devourer	Rare	Nature	70
Staff of Unlife	Very Rare	Arcana	77
Wand of Fungal Flesh	Uncommon	Nature	63
Wand of Purity	Rare	Nature, Religion	71

WONDROUS ITEMS ENCHANTMENT LIST

NAME	RARITY	SKILLS	PAGE
Amulet of Binding	Rare	Religion	64
Amulet of Faiths	Common	Religion	52
Amulet of Reproach	Uncommon	Arcana	56
Band of Death	Legendary	Arcane	78
Book of Naming	Common	Arcana	52
Boots of Momentum	Rare	Arcana	65
Box of Many Planes	Very Rare	Arcana	73
Celestial Cape	Very Rare	Religion	73
Circlet of Storms	Very Rare	Nature	73
Cloak of the Insect Caller	Rare	Nature	66
Decanter of Chatter	Common	Arcana	52
Detection Bell	Uncommon	Arcana	57
Dire Doggy Bed	Uncommon	Nature	57
Dire Feed Bag	Uncommon	Nature	58
Eternal Attire	Common	Arcana	53
Flask of Restoration	Rare	Religion	67
Flower of Blooming	Common	Nature	53
Frostfire Gauntlets	Rare	Arcana, Nature	68
Glass of Intent	Uncommon	Arcana	58
Helm of the Watcher	Very Rare	Arcana	74
Lantern of Dark Flame	Uncommon	Arcana	58
Little Ring of Fates	Common	Religion	53
Masterwork Tools	Very Rare	Arcana	77
Medallion of Sight	Rare	Arcana, Religion	69
Pack Hunter's Cloak	Uncommon	Nature	58
**Puddle Diver Boots	Uncommon	Arcana	58
Rat King's Mantle	Uncommon	Nature	60
Ring of Emotion	Uncommon	Nature	60
Ring of Refuge	Legendary	Religion	81
Ring of Scholarship	Uncommon	Arcana	60
Ring of Vigour	Very Rare	Nature	76
Saddle of Stars	Very Rare	Nature	76
Scented Scarf	Common	Arcana	54
Sentry's Scope	Uncommon	Arcana, Nature	60
Spirit Net	Uncommon	Arcana	62
Stoneskin Ring	Legendary	Nature	81
Striking Sphere	Rare	Arcana	70
Stunning Jerkin	Common	Arcana	54
Trickster's Coin	Common	Arcana	55
Vestments of Martyrdom	Uncommon	Religion	63

CORE MAGIC ITEM LIST

You can Enchant the following Item from the 5e SRD using the same rules as described on page 13. Work with your GM to determine what Components you have could be used for any of these Enchantments.

UNCOMMON ENCHANTMENT LIST					
NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Adamantine armor	A suit of Armour	250	Arcana	12	10
Ammunition +1	A piece of Ammunition	250	Arcana	12	9
Amulet of proof against detection and location	A metal amulet	200	Religion	10	10
Bag of holding	A cloth bag	200	Arcana	13	9
Bag of tricks	A cloth bag	50	Arcana	14	10
Boots of elvenkind	A pair of leather boots	200	Nature	10	9
Boots of striding and springing	A pair of metal boots	50	Arcana	13	11
Boots of the winterlands	A pair of fur lined boots	100	Nature	14	8
Bracers of archery	A pair of leather bracers	50	Arcana	14	11
Brooch of shielding	An iron brooch	200	Arcana	14	13
Broom of flying	A wooden broom	250	Arcana	13	10
Circlet of blasting	A brass circlet	200	Arcana	14	12
Cloak of elvenkind	A linen cloak	150	Nature	10	8
Cloak of protection	A silk cloak	100	Arcana	12	14
Cloak of the manta ray	Manta ray hide	50	Nature	12	11
Decanter of endless water	A glass decanter	250	Arcana	14	9
Deck of illusions	A deck of playing cards	50	Arcana	10	12
Elemental gem	A small box of sand	250	Arcana	10	11
Eversmoking bottle	A glass bottle and stopper	150	Arcana	13	12
Eyes of charming	A pair of spectacles	150	Arcana	11	8
Eyes of minute seeing	A pair of spectacles	250	Arcana	11	11
Eyes of the eagle	A pair of spectacles	150	Nature	13	10
Figurine of wondrous power (silver raven)	A silver statue of a raven	50	Arcana	12	13
Gauntlets of ogre power	A pair of steel gauntlets	250	Arcana	13	9
Gem of brightness	A piece of quartz	50	Arcana	11	8
Gloves of missile snaring	A pair of padded gloves	250	Arcana	11	8
Gloves of swimming and climbing	A pair of leather gloves	150	Arcana	13	13
Goggles of night	A pair of brass goggles	250	Arcana	12	13
Hat of disguise	A pointed, cloth hat	250	Arcana	14	13

UNCOMMON ENCHANTMENT LIST

NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Headband of intellect	A copper tiara	100	Arcana	13	10
Helm of comprehending languages	A bronze helmet	150	Arcana	14	12
Helm of telepathy	An iron helmet	100	Arcana	13	8
Immovable rod	A lead rod	100	Arcana	14	12
Javelin of lightning	A copper lined javelin	150	Arcana	14	14
Lantern of revealing	A bronze lantern	100	Arcana	11	13
Medallion of thoughts	An electrum medallion	160	Arcana	13	14
Mithral armor	A suit of Heavy Armour	100	Arcana	13	9
Necklace of adaptation	An aluminium necklace	210	Arcana	12	9
Pearl of power	A pearl	170	Arcana	13	9
Periapt of health	A gold necklace	140	Religion	11	13
Pipes of haunting	A set of pipes made of dead wood	110	Arcana	10	11
Pipes of the sewers	A set of pipes dipped in sewage	160	Nature	12	10
Ring of jumping	A steel ring	200	Arcana	14	10
Ring of mind shielding	A tin plated ring	160	Arcana	11	9
Ring of swimming	A brass ring	170	Nature	12	11
Ring of warmth	A gold ring	180	Nature	13	10
Ring of water walking	A copper ring	220	Nature	12	9
Robe of useful items	A robe of dark silk	140	Arcana	14	11
Rope of climbing	A length of hempen rope	180	Arcana	12	10
Shield +1	A Shield	140	Arcana	14	9
Slippers of spider climbing	A pair of delicate slippers	80	Arcana	11	14
Staff of the python	An ash wood staff	240	Nature	13	8
Stone of good luck (Luckstone)	A lucky rock	150	Religion	12	12
Trident of fish command	A copper plated trident	120	Nature	14	13
Wand of magic detection	A hawthorn wand inlaid with electrum	80	Arcana	11	10
Wand of magic missiles	A birch wand studded with lodestone	150	Arcana	12	13
Wand of secrets	A hollow ebony wood wand	180	Arcana	12	9
Wand of the war mage +1	A purpleheart wood wand	60	Arcana	10	13
Wand of Web	An old cedar wood wand	50	Nature	14	14
Wind fan	A fan made with griffon feathers	200	Nature	12	13
Winged boots	A pair of leather boots	170	Arcana	12	9

RARE ENCHANTMENT LIST

NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Ammunition +2	A piece of Ammunition	2425	Arcana	19	4
Amulet of health	A gold amulet	1550	Religion	19	4
Armor +1	A well made suit of Armour	1775	Arcana	17	12
Armor of resistance	A well made suit of Armour	1475	Arcana	19	9
Arrow-catching shield	A birch wood Shield	250	Arcana	16	6
Bag of beans	A burlap bag	500	Nature	16	13
Bead of force	A set of glass marbles	1275	Arcana	20	3
Belt of dwarvenkind	A brass decorated leather belt	975	Arcana	18	5
Belt of giant strength (hill giant)	A leather belt	1150	Nature	19	9
Berserker axe	A crude steel axe	800	Arcana	18	5
Boots of levitation	A set of leather boots	1150	Arcana	20	7
Boots of speed	Silver inlaid metal boots	2025	Arcana	19	4
Bowl of commanding water elementals	A glass bowl	2375	Nature	19	4
Bracers of defense	Steel bracers plated with electrum	1650	Arcana	19	9
Brazier of commanding fire elementals	A brass brazier	675	Nature	17	12
Cape of the mountebank	A fur lined cape	875	Arcana	17	12
Censer of controlling air elementals	A silver censer	1075	Nature	18	10
Chime of opening	A crystal chime	800	Arcana	16	6
Cloak of displacement	Monster hide	1425	Arcana	17	12
Cloak of the bat	A cloak trimmed with bat fur	1025	Nature	18	5
Cube of force	A glass cube	1075	Arcana	20	7
Dagger of venom	A dagger with a deep fuller in the blade	2425	Arcana	17	12
Dimensional shackles	A set of lead shackles	825	Religion	19	4
Dragon slayer	A well crafted steel sword	675	Arcana	17	12
Elven chain	Silver chainmail	2500	Nature	16	6
Feather token	A Harpy's feather	2450	Nature	19	4
Figurine of wondrous power (bronze griffon)	A bronze statue of a Griffon	2400	Arcana	17	6
Figurine of wondrous power (ebony fly)	An ebony statue of a fly	525	Arcana	16	13
Figurine of wondrous power (golden lions)	Two gold statues of lions	2350	Arcana	20	3
Figurine of wondrous power (ivory goats)	Three ivory statues of goats	950	Arcana	20	7
Figurine of wondrous power (marble elephant)	A onyx statue of an elephant	275	Arcana	18	10

RARE ENCHANTMENT LIST

NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Figurine of wondrous power (onyx dog)	An onyx statue of a dog	2175	Arcana	18	5
Figurine of wondrous power (serpentine owl)	A serpentine statue of an owl	2250	Arcana	20	7
Flame tongue	A brass hilted sword	650	Arcana	19	4
Folding boat	A rowboat made of canvas	400	Arcana	17	6
Gem of seeing	A lump of quartz	950	Arcana	18	10
Giant slayer	A pig iron axe	2175	Nature	18	5
Glamoured studded leather	A set of studded leather Armour	2400	Arcana	16	6
Handy haversack	A many pouched haversack	1400	Arcana	18	5
Helm of teleportation	An electrum helmet	1450	Arcana	20	3
Horn of blasting	A steel horn	350	Arcana	19	4
Horn of Valhalla (silver or brass)	A horn of silver or brass	700	Arcana	16	6
Horseshoes of speed	Steel horseshoes inlaid with silver	2100	Nature	16	6
Instant fortress	A limestone fortress statuette	925	Arcana	18	5
Ioun stone (awareness)	A rough-cut azurite	1500	Religion	19	4
Ioun stone (protection)	A rose quartz prism	2500	Religion	17	6
Ioun stone (reserve)	An amethyst prism	675	Religion	20	7
Ioun stone (sustenance)	A thin, clear crystal	450	Religion	18	10
Iron bands of Binding	A set of iron shackles	1650	Religion	17	6
Mace of disruption	A steel mace	275	Religion	19	9
Mace of smiting	A gold and silver inlaid mace	1850	Religion	16	13
Mace of terror	A dark, iron mace	650	Religion	17	12
Mantle of spell resistance	A silk mantle with silvery thread	525	Arcana	18	10
Necklace of fireballs	A brass necklace with beads of glass	1775	Arcana	19	9
Necklace of prayer beads	A silver necklace with wooden beads	1475	Religion	17	12
Periapt of proof against poison	A gold pendant	1950	Nature	17	6
Portable hole	A silk rug dyed black	1225	Arcana	18	10
Ring of animal influence	A dark wooden ring	2075	Nature	19	4
Ring of evasion	A banded steel ring	2250	Arcana	19	9
Ring of feather falling	A polished silver ring	1325	Arcana	18	5
Ring of free action	A plated electrum ring	450	Arcana	18	10
Ring of protection	A steel and iron banded ring	1325	Arcana	20	7
Ring of resistance	A lead ring	1650	Arcana	16	6
Ring of spell storing	A copper and electrum wire ring	2275	Arcana	19	4
Ring of the ram	A steel ring embedded with horn fragments	775	Arcana	18	5

RARE ENCHANTMENT LIST

NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Ring of x-ray vision	A glass ring	600	Arcana	17	6
Robe of eyes	A silk robe embroidered with eyes	1425	Arcana	18	10
Rod of rulership	A gold inlaid wooden rod	2150	Arcana	17	6
Rope of entanglement	A length of hempen rope	600	Arcana	20	3
Shield +2	A well crafted steel Shield	2325	Arcana	18	5
Shield of missile attraction	An iron banded wooden Shield	775	Arcana	20	7
Staff of charming	A willow staff	975	Arcana	19	4
Staff of healing	An ash wood staff	2250	Religion	17	6
Staff of swarming insects	A staff carved of rotting wood	425	Nature	16	13
Staff of the woodlands	A thick root from a living tree	725	Nature	17	12
Staff of withering	A blighted oak branch	2475	Nature	16	6
Stone of controlling earth elementals	A wedge of stone with a carved hole in the center	2125	Nature	18	10
Sun blade	A gold and silver sword hilt	2025	Arcana	17	12
Sword of life stealing	A steel sword with a bone hilt	625	Religion	17	12
Sword of wounding	A crude iron sword	1800	Arcana	18	5
Vicious Weapon	A Weapon made with steel and finely powdered monster claws	525	Arcana	16	6
Wand of binding	A lead wand inlaid with silver	1550	Religion	20	3
Wand of enemy detection	A birch wand with bronze wire embedded in the hilt	375	Arcana	20	7
Wand of fear	A scorched ash wand	575	Arcana	16	6
Wand of fireballs	A hawthorn wand inlaid with brass	2375	Arcana	16	6
Wand of lightning bolts	A copper and glass wand	525	Arcana	17	12
Wand of paralysis	A wand dipped in Chuul poison	2050	Arcana	16	13
Wand of the war mage +2	A well made wand	425	Arcana	16	13
Wand of wonder	A platinum wand	1575	Arcana	17	6
Weapon +2	A well made Weapon	1050	Arcana	19	4
Wings of flying	A heavy wool cloak	1800	Arcana	16	6



VERY RARE ENCHANTMENT LIST

NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Ammunition +3	A piece of Ammunition	22500	Arcana	23	10
Amulet of the planes	A platinum amulet	21500	Religion	22	6
Animated shield	An electrum Shield	23500	Arcana	21	6
Armor +2	A suit of Armour	9750	Arcana	19	8
Arrow of slaying	An arrow with a silver head	6000	Nature	22	12
Bag of devouring	A cloth bag	13500	Arcana	24	9
Belt of giant strength (fire giant)	A steel link belt	4750	Arcana	24	9
Belt of giant strength (frost or stone giant)	A hide belt	16000	Arcana	21	13
Candle of invocation	A wax candle, embedded with a drop of blood	15000	Religion	22	6
Carpet of flying	A fine wool carpet	15000	Arcana	21	6
Cloak of arachnida	A spool of spider silk	5500	Nature	20	7
Crystal ball	A large lump of crystal	10250	Arcana	23	10
Dancing sword	An electrum sword	3250	Arcana	22	12
Demon armor	A black, iron suit of Armour	5500	Religion	20	7
Dragon scale mail	Dragon scales	10250	Nature	19	8
Dwarven plate	Magma tempered steel	3500	Arcana	19	8
Dwarven thrower	Magma tempered steel	19000	Arcana	23	10
Efreeti bottle	Brass from the Plane of Fire	9250	Arcana	23	10
Figurine of wondrous power (obsidian steed)	An obsidian statue of a horse	20000	Arcana	20	7
Frost brand	A silver sword	13000	Arcana	18	9
Helm of brilliance	A platinum helmet	11250	Arcana	18	18
Horn of Valhalla (bronze)	A bronze horn	16750	Arcana	24	4
Horseshoes of a zephyr	Silver horseshoes	11250	Nature	20	7
Ioun stone (absorption)	A pale lavender quartz	4750	Arcana	18	9
Ioun stone (agility)	A small ruby	20000	Arcana	19	8
Ioun stone (fortitude)	A pink quartz	14000	Arcana	19	8
Ioun stone (insight)	A round sapphire	9500	Arcana	21	13



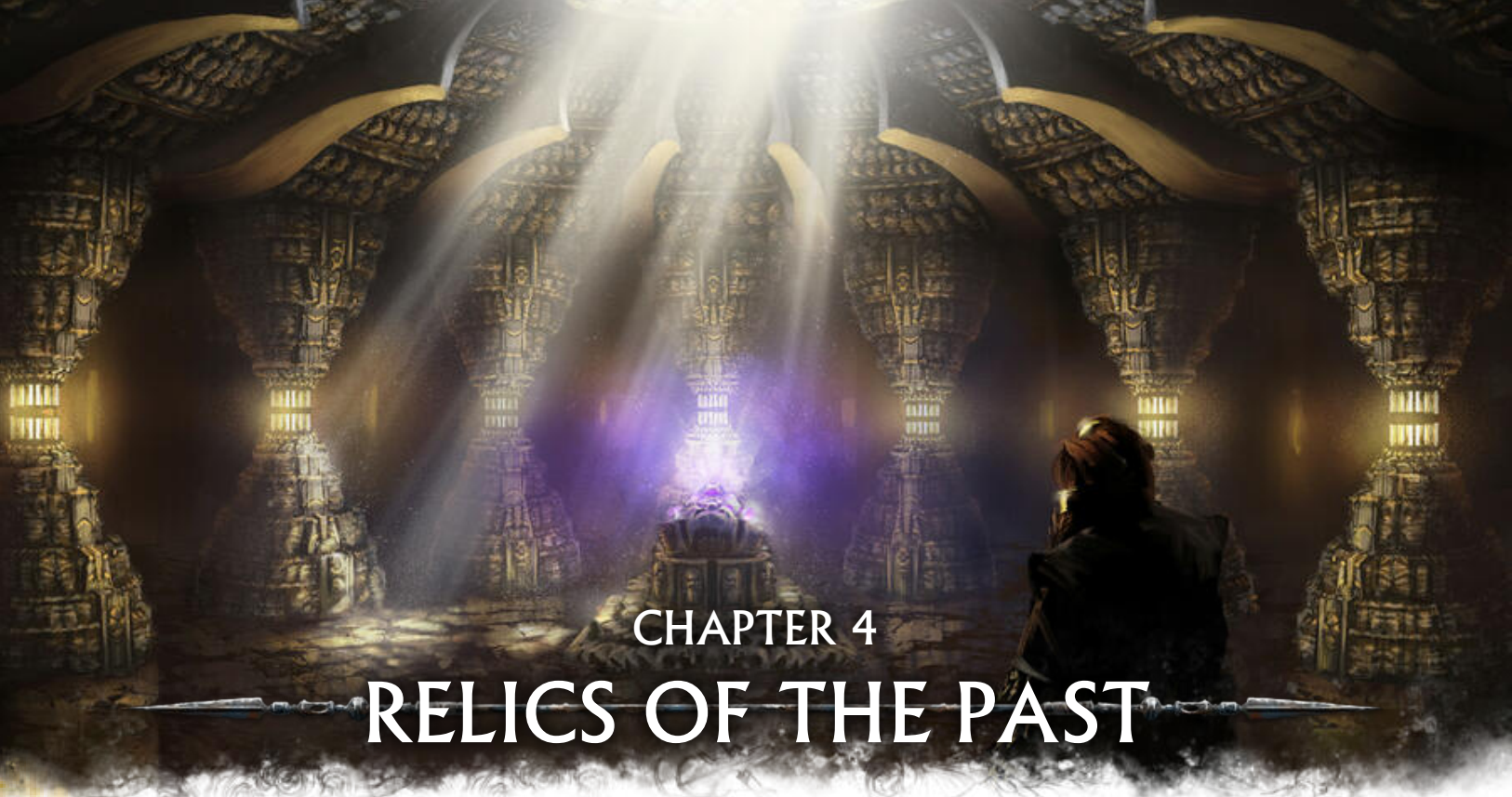
VERY RARE ENCHANTMENT LIST

NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Ioun stone (intellect)	A blue and red marble sphere	13000	Arcana	19	16
Ioun stone (leadership)	A pink and green marble sphere	11000	Arcana	20	15
Ioun stone (strength)	A round aquamarine	24500	Arcana	19	16
Mirror of life trapping	A mirror set in a silver frame	4000	Religion	19	16
Nine lives stealer	A refined steel sword	24250	Religion	20	15
Oathbow	A bow made of wood from an Elven glade	11500	Nature	22	12
Ring of regeneration	A gold ring	20250	Religion	19	16
Ring of shooting stars	An electrum ring	7000	Arcana	24	9
Ring of telekinesis	A ring made of copper wire	2500	Arcana	22	12
Robe of scintillating colors	A silken robe	4750	Arcana	18	18
Robe of stars	A linen robe	4750	Arcana	21	6
Rod of absorption	A dark wooden rod	19750	Arcana	19	16
Rod of alertness	A polished tin rod	10000	Arcana	19	8
Rod of security	A wrought iron rod	10500	Arcana	23	5
Scimitar of speed	A silver scimitar	3250	Arcana	20	15
Shield +3	A metal Shield	4750	Arcana	21	6
Spellguard shield	An electrum Shield	10500	Arcana	21	13
Staff of fire	An ash staff	17250	Nature	21	13
Staff of frost	A spruce staff	11500	Nature	21	13
Staff of power	An electrum staff	9000	Arcana	21	13
Staff of striking	A steel staff	9500	Arcana	19	8
Staff of thunder and lightning	A copper staff	19000	Arcana	23	10
Sword of sharpness	A polished steel sword	19250	Arcana	19	16
Wand of polymorph	A wand made of two spliced woods	22250	Arcana	20	7
Wand of the war mage +3	An electrum inlaid wooden wand	7000	Arcana	21	13
Weapon +3	A masterfully crafted Weapon	10000	Arcana	23	10

LEGENDARY ENCHANTMENT LIST

NAME	BASE ITEM	COST (GP)	SKILL	DC	GOAL
Armor of Invulnerability	A suit of masterwork Armour	99000	Arcana	19	25
Armor +3	A suit of mundane Armour	58000	Arcana	16	20
Belt of Giant Strength	A sturdy leather belt	51000	Nature	19	26
Defender	A masterwork sword	55000	Arcana	18	17
Hammer of Thunderbolts	A stone and steel Bludgeoning Weapon	96000	Arcana	16	18
Holy Avenger	A platinum Slashing Weapon	47000	Religion	16	21
Horn of Valhalla	A horn made of the corresponding material	27000	Religion	20	24
Iron Flask	An iron flask	76000	Arcana	17	23
Crystal Ball	A crystal ball	78000	Arcana	16	20
Cubic Gate	A glass cube	95000	Arcana	20	26
Deck of Many Things	A deck of symbolic cards	56000	Arcana	16	22
Ioun Stone	A lump of crystal from the Upper Planes	26000	Arcana	20	20
Luck Blade	An electrum Slashing Weapon	57000	Religion	19	27
Plate Armor of Etherealness	A suit of masterwork Heavy Armour	53000	Arcana	18	25
Ring of Djinni Summoning	A brass and ruby ring	43000	Arcana	18	26
Ring of Elemental Command	A silver and diamond ring	60000	Nature	17	18
Ring of Invisibility	A platinum and sapphire ring	34000	Arcana	18	23
Ring of Spell Turning	An electrum and amethyst ring	77000	Arcana	20	19
Ring of Three Wishes	A platinum and diamond ring	36000	Arcana	17	28
Robe of the Archmagi	A robe made of conjured silk	72000	Arcana	20	27
Rod of Lordly Might	A sceptre carved from ebony wood	91000	Arcana	18	25
Scarab of Protection	A brass and amethyst brooch	79000	Arcana	17	26
Sphere of Annihilation	A lead sphere coated in blood	28000	Arcana	16	25
Staff of the Magi	A hawthorn and electrum staff	31000	Arcana	16	26
Talisman of Pure Good	A gold and platinum necklace	81000	Religion	20	17
Talisman of the Sphere	An onyx and lead necklace	82000	Arcana	19	22
Talisman of Ultimate Evil	An iron and ruby necklace	53000	Religion	19	22
Vorpall Sword	A steel and platinum sword	32000	Arcana	19	23
Well of Many Worlds	A fine black cloth cut to a 6-foot-wide circle	93000	Arcana	19	19





CHAPTER 4

RELIQS OF THE PAST

Artefacts of great power are at the heart of our oldest stories. Forces of evil harness them to defeat, dominate, or destroy. Heroes forge their legend by claiming the artefact and using it to save their people. Inevitably, the object passes into myth until fate calls it forth to perform its role once more. Who can say if the artefact is an instigator, catalyst, or tool in these events? Are heroes and villains cleverly deducing the resting place of a great treasure from records in forbidden archives and forgotten tombs, or are they led by a carefully laid trail of hints and rumours? The powers at work shaping the world are beyond mortal comprehension, and who can say what role the tools they created perform?

This chapter is primarily aimed at Gamemasters. The advice, secret information, and magical powers in this chapter are intended for crafting adventures and campaigns. If you are a player embarking on an adventure to find an artefact, turn back now, or risk ruining the surprise!

SOURCES OF POWER

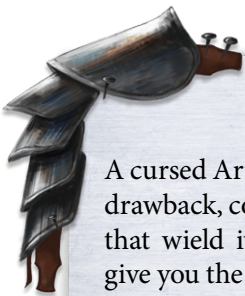
When so much magical potential is condensed inside a single object, the rules and boundaries of the arcane order begin to fray.

Each Artefact, created by different creatures at different times with different methods, has different sources of power. Many Artefacts are extreme implementations of familiar forms of power, from the raw, primal magic within *Preet's Patchwork Cloak* to the divine majesty of the *Blade of Hosts*. Other Artefacts have tethered otherworldly forces to the Material Plane and represent an intrusion of extra-dimensional powers. For example, the *Gravitation Helm* and the *Shell of Distant Shores* are fabrications from these other realms.

The abundance of magical power stored inside these Artefacts interferes with spells that target Magic Items, particularly those of the Divination school. In some cases, the spell's effects are partially effective, revealing some of the information they would typically reveal but with notable absences or gaps in the details. In other cases, these spells have no effect, and they are blocked from detecting any of the power woven within these Artefacts.

Here are a few examples of how spells work differently when targeting Artefacts. Use these examples as guidelines on how other spells may interact with Artefacts.

- *Identify* can reliably discover the base magical properties of an Artefact. It cannot determine the Generated Properties that have been unlocked.
- *Detect Magic* can detect Artefacts as described but cannot determine a school of magic. Artefacts appear as near-blinding sources of magic, blocking your ability to detect any other nearby sources.
- *Detect Evil and Good* can detect Artefacts as per the description, but sensing such extreme sources of power can result in blurred vision and nausea for the duration of the spell.
- *Locate Object* can detect *if* an Artefact is within range. Still, the magical interference radiating from the Artefact blocks any attempt to determine its direction, distance, or whether or not it is moving.
- *Legend Lore* can reveal information from the legends about an Artefact, what Generated Properties it has had in the past, and any information in the *Adventure Hooks* section of each Artefact. It cannot reveal the Magical Properties, its current whereabouts, or the last person to wield it.



CURSES!

A cursed Artefact is a Magic Item that bestows a drawback, cost, penalty, or pain to any creatures that wield it. All of the cursed Artefacts will give you the precise details of the effects of their curses. In each case, no creature can willingly end their attunement to a cursed Artefact. Unless stated otherwise, you can end your attunement with a cursed Artefact if you have been targeted by a *Remove Curse* spell, ending all magical effects it has bestowed on you.

GENERATED PROPERTIES

The complete set of powers each Artefact could bring to bear have been lost to time, propaganda, and fragmented historical records. In many cases, one epic poem will ascribe a swathe of magical abilities to an Artefact, only for a codified history of the same events to contradict it, omitting some powers and adding new ones. The Artefact will likely have some combination of powers named by both. This conflict in recorded information compared to reality comes from the Artefact itself changing some of the powers it grants a given bearer.

There is such an abundance of power inside an Artefact that even those that are not themselves sentient have a rudimentary consciousness. Artefacts hold values, moral codes, and sometimes even explicit goals that they wish to achieve. Generated Properties are powers and penalties that the Artefact has chosen to bestow or withhold based on those values.

If the Artefact believes that its bearer is worthy of more extraordinary powers, or that its bearer is working in alignment with its own goals, it can bestow upon them new Benefits. If, instead, the bearer is unworthy, is counterproductive towards the Artefact's goals, or abandons the Artefact, it may punish them with new Flaws, or remove previously earned Benefits.

When a new bearer gains an Artefact, they must prove themselves worthy or unworthy of new powers before any Generated Properties come into effect. An Artefact will retain memories of its past wielders and any other creatures it has had dealings with in the past. It will draw on those experiences to make judgments about people it has met before.

Different people have wielded these Artefacts at different times, and each tale has recorded different sets of powers used in different events. Some of those stories will be more accurate than others, and only first hand experience with an Artefact will determine once and for all what potential this Artefact has.

If you require any more Generated Properties than those listed in each Artefact or want to apply different bonuses and penalties, use any options in the **Artefact Benefits** or **Artefact Flaws** tables.

ARTEFACT BENEFITS

1D6	BENEFIT
1	Increase an Attribute Score by 2, to a maximum of 24.
2	Gain Resistance or Immunity to one Damage Type.
3	Increase Speed by 10 feet, or add a new category of Speed (e.g. Fly, Swim, Climb, Burrow Speed)
4	Gain a +3 Bonus to Attack Tests, a Saving Throw, or AC.
5	Gain Immunity to one or more Conditions.
6	Gain the ability to cast a spell of 5th Level or higher once per day without expending a spell slot.

ARTEFACT FLAWS

1D6	FLAW
1	Permanently reduce one Attribute Score by 2.
2	When you activate this Artefact, all Attacks against you have Advantage until the start of your next turn.
3	Whenever you spend one or more charges to activate this Artefact, you must also spend the same number of Hit Dice.
4	While attuned to this Artefact, you can no longer regain Hit Points.
5	This Artefact doubts you serve its goals, and it behaves as a piece of mundane Equipment.
6	This Artefact abandons you, disappearing in the night.

ARTEFACT QUESTS

Artefacts are great for shaping a whole campaign around, as every interaction your players have with an Artefact can be a major turning point in the events of the world.

UNCOVERED

What whispered rumours have you overheard from the scrivener scribes in the oldest of libraries? What ancient heroes have you seen depicted in frescos on ruined walls of destroyed fortresses? What splinters of forgotten knowledge are you piecing together, and what forbidden truths will you reveal?

When your players first discover the evidence of an Artefact's existence, along with the danger and

opportunities it presents, they are taking the first steps on a quest of mythic proportions. You can use the information in the *Adventure Hooks* and *Legends* sections about an Artefact as the seeds to your adventures.

Consider what secret locations or mysterious Non-player Characters (NPCs) hold this hidden information in your world. What trials will your players face to earn these glimpses into the past? How did these records first arrive at these locations, or how did these NPCs first learn of these secrets? You can use all these details to communicate the rich lore of your world to your players, in a way that keeps them hungering for more.

Example: *Your players have consulted an oracle who has granted them visions of their futures. Oloric Fireforge sees himself wearing a mighty suit of armour that grants him destructive powers, and he sees a corrupted knight trudging through the rubble of an empire, bearing that same armour.*

DESIRED

Why do your players care about this discovery? What could they gain by finding this Artefact? What could they lose by not taking the opportunity presented to them? What would they do if given the power these Artefacts can bestow?

To keep your players motivated in the search for an Artefact, it is helpful to have a clear understanding of their motivations. Often, the reason to search for an Artefact is to prevent a villain from gaining the Artefact themselves and using it for nefarious deeds. This reason can work, and is often an effective way to begin a quest in any game at any time.

Example: *Your players have discovered the lair of the Vampire Lord Myriddin. They find scraps of notes hinting that he has learned the location of Rot-touched, the Armour of Desolation. If he gets his hands on it, he could bring devastation to the city! The party embarks on a quest to find it before he does.*

There are more compelling reasons for the players to hunt down an Artefact, reasons that are more personal to their characters, and can be what drives their involvement with the party in the first place.

To a more noble character, these powerful Magic Items are often a beacon of hope, useful as a last ditch effort to save the day against insurmountable odds. To a more cynical character, an Artefact from the ancient past can be a glorious discovery, bringing fame, fortune, and glory to any hero that can wield it, or the final piece of the puzzle in their grand scheme.

Example: *Your players, in their quest to defeat the Vampire Lord Myriddin, have discovered what might be the last known resting place of Rot-touched, the Armour of Desolation. This legendary Artefact could be their best hope to slay the Vampire Lord once and for all. Oloric Fireforge, deep down, knows that once this Vampire is slain, he can turn this Armour to his advantage, and gain vengeance against the Dwarven clans that betrayed Clan Fireforge.*

PURSUED

Where will the party travel to in search of this Artefact? Who will they meet that will try and stop them? Who will they encounter that is trying to beat them to the punch? Who will agree to help them on their quest and why? What price will the players have to pay, and will it be worth that cost?

You can construct great adventures around a race between the players and agents of the villain chasing down an Artefact. Use the information in the Legends section of the Artefacts as inspiration for the Artefact's whereabouts, but use it as inspiration for locations that are already in the world of your game. Consider the guardians or obstacles that have prevented anyone else from obtaining this Artefact before. Or is the Artefact still being used in secret, and how willingly will its current bearer part from it?

Example: *Rot-Touched corrupts and degrades the terrain and life around it. You can reasonably hide this Artefact in any suitably ruined location in your world, from collapsing cities, to putrid swamps. The players will have to navigate terrain splitting and rotting under the decaying magic, fight monsters transformed by infections, and potentially face its last bearer, a now decrepit husk of a knight, who cannot be removed from the Armour without dying.*

RECLAIMED

Your heroes have won the day and reclaimed the powers of old! Now what? How do your players use this newfound power? How does the world react to the revival of these long dead myths? Who now works to seize this Artefact from the players, and lay them low for their successes?

Your players have gained both an opportunity for heroic deeds, and a target on their backs. Their enemies will begin acting to separate the players from their new Artefact, potentially seizing it for themselves. Kingdoms previously ruined by these powers may disavow or banish the players for dredging up these buried relics. Or, when the dust settles, and the heroes stand triumphant over evil, will they forevermore be remembered in myth? Will they become the next fragmented clue in this Artefact's story?

Example: *The demise of the Vampire Lord Myriddin was merely the first move the dread lord Oloric Fireforge made in his conquests. Though faced with many challenges, Oloric pushed the other Dwarven clans into subservience, forging a new dynasty in the slowly decaying halls of his stronghold.*

DESTROYED

Artefacts are difficult to destroy as their raw power grants them a supernatural resilience. Use the questions raised in the previous sections, but applied to the steps the players must take to destroy it, not find it.

You can use some of the following methods for destroying Artefacts as the goal for your quests. Use NPCs, locations, and methods that are relevant to the Artefact and its place in your world.

- ✦ It can only be destroyed with the means that created it at the place it was made.
- ✦ There is a lost device that, once uncovered, could destroy it.
- ✦ There is a powerful being in hiding. They may be powerful enough to destroy it.

BALOR'S LANTERN

Legendary Wondrous Item, Artefact
(requires attunement)

This shuttered lantern is wrought from thick, overlapping iron plates, blackened by fire. The metal plates remain so hot that it scorches any surface it's placed on. The *Lantern* boasts multiple shutters; each can be folded upwards with a heavy clang. Each raised shutter loosens the grip on the primal fire shackled within.

LEGEND OF BALOR'S LANTERN

Balor was once a great chieftain of the monstrous Fomorians. From his island fortress, he oversaw a time of tyranny, leaving the surrounding lands withered with the power held in his single eye. Anything he looked upon burned. All challengers fell before his gaze, until his grandson cast a spear through his eye, forcing it out the back of Balor's head before landing amidst the Fomorian ranks.

Smiths loyal to Balor created an iron lantern to hold his eye. It has lost much of its strength since Balor's passing, but still holds much power to burn. Heavy shutters contain and channel its destruction, and while it was first conceived as a weapon, it has seen many uses. One legend describes a thief who came across the lantern and used it to cut their way through a metal vault. Their body was later found amidst the building's ashes.

ADVENTURE HOOKS

A Guiding Light: A divinely appointed hero of the realm has been stolen away and locked in a realm of smothering darkness and shadow. Only the light of *Balor's Lantern* is strong enough to pierce the outer vale of this extraplanar prison.

Eye for an Eye: A Fomorian is studying her people's past, wishing to restore their dominance. For this, she needs Balor's Lantern, the last remnant of their greatest chieftain. She has issued a reward of lands and titles for the *Lantern* that she could use to push back the tide of enemies that threaten her rule.

MAGICAL PROPERTIES

Balor's Lantern grants the following magical effects:

You gain Immunity to Fire while attuned to the *lantern*. As an Action, you may raise or lower one iron shutter, releasing a blast of magical fire in a 15-foot cone in front of you. Any creature that starts their turn within the area, or first enters the area, must succeed on a **DC 18 Constitution** Saving Throw or suffer the effects described below, based on the number of shutters that have been opened. The effects of each shutter are cumulative, and each effect persists until the creature leaves the affected area. Each shutter must be raised or lowered in sequence. Opening first shutter to fifth, and then closing in reverse.

First Shutter: On a failed Save, they gain Disadvantage on Dexterity Tests and Saving Throws as their energy is sapped by the roaring heat.

Second Shutter: On a failed Save, they take 4d10 Fire Damage as the *Lantern* erupts with a gout of flame. They take half as much Damage if they succeed.

Third Shutter: The cone increases in size to 30 feet, and the Fire Damage increases to 10d10.



Fourth Shutter: The cone increases in size to 90 feet. On a failed Save, affected creatures become permanently blind. Non-magical objects and structures within the cone are burned to dust, or melted down.

Fifth Shutter: The Fire Damage increases to 12d10, and it ignores all Resistance and Immunity to Fire Damage.

Any creatures that are reduced to 0 Hit Points or fewer become disintegrated by the scorching flames, destroying their body, and all of the non-magical Equipment on their person. When you start your turn holding *Balor's Lantern*, you need to make a **DC 18 Constitution** Saving Throw at the start of your subsequent turns. On a failure, you take 1d10 Fire Damage per number of raised shutters.

GENERATED PROPERTIES

Those who ally with the Fey are targets for the enmity of *Balor's Lantern*. It despises all agents of the Fey who cursed the Fomorians, and works for their desolation. It rewards those who help it on its quest.

BENEFIT

Creatures that stand within the flames of the *Lantern* are belittled by its might. On a failed Save, they fall *Prone* and drop all Equipment that was in their hands.

Even without its shutters raised, the *Lantern* provides bright light for 30 ft.

Being around the *Lantern* toughens you, giving Advantage on Constitution Tests and Saving Throws.

FLAW

The shutters are weakening. You take 1d10 Fire Damage whenever you open a shutter, increasing by 1d10 for each number of shutters opened.

The *Lantern* begins resisting your attempts to unleash its power. While at least one shutter is opened, roll 1d6 at the start of your turn. On a 5 or a 6, one shutter closes.

After opening the *Lantern*, you are *Blinded* due to the searing images. Your vision returns to normal after your next Long Rest.

THE BLADE OF HOSTS

Legendary Weapon, Artefact (requires attunement)

The *Blade of Hosts* is housed within a scabbard covered with intricate inscriptions. The crossguard is formed to resemble the wings of Angels. When drawn, the *Blade* gleams like the sun's rays, so pure and bright it might be forged from light. Everyone who sees the sword feels their spirits raised, seeing before them a shard of a better world.

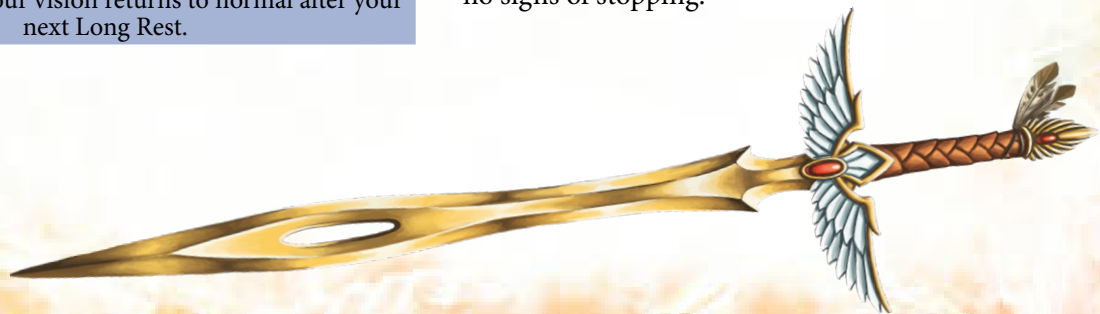
LEGEND OF THE BLADE OF HOSTS

The sword first appeared when Devils marched across the realms in the First Infernal Crusade. Against these infernal armies, mortals had little hope. Torment spread in the Devils' wake, driving survivors to despair and madness. Then a holy champion appeared, wielding a sword blazing with the Heavens' light.

The *Blade of Hosts*, either of its own volition or by the drive of its chosen champions, regularly appears to challenge the forces of the Hells. While agents of the divine dogmatically pursue even the faintest hints of the *Blade's* location, the gods appear to be content with the sword's actions on the Material Plane. The gods often intervene in these hunts, sequestering the *Blade* and its bearer for a time, preserving them for the next battle for the souls of the Material Plane.

ADVENTURE HOOKS

Champion of the Hells: A new champion from the Hells wields the *Blade*, leading a band of fanatical warriors on a plundering mission through the Material Plane. It is not known if the sword is complicit in the harvesting of mortal souls, or if the sword is bound to the Fiend, unable to punish it for its misdeeds. What is known, is that the onslaught bears no signs of stopping.



Return to Sender: The *Blade* was never intended to remain in mortal hands. A choir of Angels has invited themselves into every public square in every city of the Material Plane, all calling out for the return of the *Blade of Hosts*. Absolvment from all sins and an earned place in the Upper Planes await the mortal that returns the *Blade* to the Heavens.

I can only dream of being worthy one day of finding and wielding the Blade of Hosts! Should that honour be bestowed upon me I know that I can take the fight against evil to the very bowels of the Pit! Curse the one who hid it away and denied others glory!

— Silva

MAGICAL PROPERTIES

The *Blade of Hosts* grants the following magical effects:

Holy Weapon: You gain a +3 Bonus to Attack Tests and Damage Rolls. In addition, Fiends take an additional 2d8 Radiant Damage when hurt by this Weapon.

Holy Visage: Once per Short or Long Rest, you may spend an Action to raise the *Blade* in glory to the gods. A halo envelopes your head and wings lined with golden eyes sprout from your back. Your transformation lasts for 1 minute or until you end it as a Bonus Action. You gain a Fly Speed of 60 feet and each friendly creature within 30 feet of you becomes *Inspired*. Keep a record of how many times you use the *Holy Visage* Property.

Any enemy that starts its turn within 60 feet of you must make a **DC 18 Wisdom** Saving Throw or become *Frightened* of you.

Thy Will Be Done: The more frequently you use *Holy Visage*, the more you strengthen the transformation and your connection to the gods.

✦ **5 times:** You gain a mental connection to the Angelic hosts. When you use *Holy Visage*, you gain a Level of *Exhaustion*. While you are transformed, Angels visible only to you reveal the location of all hidden enemies within 100 feet of you.

✦ **10 times:** You can harness the strength of the Angelic hosts. While you are transformed, any Radiant Damage you deal is doubled.

✦ **15 times:** The halo does not fade when your transformation ends and your voice gains a musical echo. You always double your Proficiency Bonus with Charisma (Intimidation or Persuasion) Tests. While you are transformed, all enemies within 60 feet of you must succeed on a **DC 18 Constitution** Saving Throw or become *Blinded*.

✦ **20 times:** You permanently transform into a **Deva** and must serve the gods by their orders.

GENERATED PROPERTIES

Bold heroes who save the meek and scourge the wicked will earn the respect of the *Blade of Hosts*. Better still are those who quest to destroy evil and its root causes — those heroes will be rewarded.

BENEFIT

The gods wish to bestow more of their strength upon you. The duration of your *Holy Visage* lasts for 10 minutes.

The holy fire that seeps from your skin is a danger to evildoers. All enemies that start their turn within 30 feet of you while you are transformed by *Holy Visage* take 2d12 Radiant Damage.

A spectral figure marches at your side, carrying a golden shield. When you are targeted by a Weapon Attack, you can use your Reaction to give yourself a +5 Bonus to your Armour Class.

FLAW

The *Blade* has determined that those who work alongside the unrighteous must be destroyed too. The effects of your *Holy Visage* no longer only affect enemies, but instead affect all creatures within range.

The power of the *Blade* is fleeting, and evades you. You must maintain Concentration on the *Holy Visage* Property, and you have Disadvantage on Concentration Tests to maintain it.

When you first draw the *Blade of Hosts* in combat, you take 3d10 Fire Damage that ignores all Resistances and Immunities as it attempts to scour away your impurity.

THE CARAPACE OF THE DEEP

Legendary Armour (Studded Leather), Artefact (requires attunement)

This bizarre suit of armour resembles an amalgamation of a dozen different sea creatures. The *Carapace of the Deep* morphs to fit snugly around the wearer like a crustacean's shell. Originating from a lost, sunken city, this armour is theorised to have been the armour used by some duelling champion in times long forgotten.



LEGEND OF THE CARAPACE OF THE DEEP

The *Carapace of the Deep* is a more well-known Artefact. It was created by the Merfolk wizard Loogabag, who lived in a community deep in the ocean trenches. Loogabag came to the surface in search of the “Heart of the Deep,” but whatever or whoever that was is lost to time. Loogabag used the *Carapace* to maintain her aquatic advantages while on the surface.

ADVENTURE HOOKS

Arisen From the Depths: The kingdom of the Merfolk who dwell in the offshore reefs have taken the trespassing crew and passengers of a ship prisoner. Aboard that ship was the expected prince-consort to be, and his absence from the royal wedding will be difficult to overlook. Someone must don the *Carapace of the Deep* and attempt a daring break-out.

Scourge of the Sea: Another pirate has seized the *Carapace of the Deep* and is using it to foment war between two nations. The pirate must be stopped, and the adventurers must also uncover the agents funding the pirate.

The dreaded raider Ingva Hroffdollor wore the Carapace of the Deep when she led the great raids that put the Sunlit Cities to the torch. Its next confirmed sighting was the attacks on the merchant ships shipping out with the stolen gold and silver from the peoples of the Athdale reefs. It is still being determined which of the tales of Hroffdollor herself sinking ships are legitimate and which are plausible tales to defraud unsuspecting investors.

— From the logbook of Dock Mistress Leowin “Swiftsail” Petromore

MAGICAL PROPERTIES

The *Carapace of the Deep* grants the following properties:

Superior Protection: The *Carapace of the Deep* resembles the shell of a crustacean and includes a matching helm, boots, and gloves. All parts of the Armour must be worn to gain the benefits of the suit. This Armour gives a +3 Bonus to your AC.

Piscine Powers: The *Carapace of the Deep* lets you ‘swim’ in the air, granting you a Fly Speed equal to your Movement Speed. You gain *Darkvision* of up to 120 feet and can breathe underwater.

Glowing Distraction: When you are targeted by a Ranged Attack, you can make the Armour flex and pulse with bioluminescent light, emitting a bright glow within 5 feet and imposing Disadvantage on the incoming Attack.

Poisonous Tentacles: While wearing the *Carapace of the Deep*, you can make an Unarmed Attack using the parts of the Armour that cover the body part you are attacking with. When making one of these Attacks, you count as Proficient in Unarmed Attacks, and the *Carapace of the Deep* grants you a +3 Bonus to Action Tests and Damage Rolls.

Any creature hit by one of these Attacks is automatically *Grappled* and they must make a **DC 18 Constitution** Saving Throw. On a failure they take 4d8 Poison Damage and they are *Poisoned*. The creature can repeat this Saving Throw at the end of each turn. If they fail the Saving Throw a second time, they additionally become *Paralysed* as the toxins within the Armour’s spines lock their muscles in place. These effects end on a successful Saving Throw or after 1 minute.

GENERATED PROPERTIES

The *Carapace of the Deep* does not appear to have a desired “goal” like other Artefacts, only a desire to be free and unrestricted. Those who routinely trap it underground or lock it away will earn its ire.

BENEFIT

This Armour blends into your surroundings. When you wear the *Carapace of the Deep*, you have Advantage on Dexterity (Stealth) Tests to hide.

Your Armour can generate an electrical charge. If a creature hits you with a Melee Attack, you may electrocute it as a Reaction. The target must make a **DC 18 Constitution** Saving Throw. It takes 6d10 Lightning Damage on a failure or half as much Damage on a success. You cannot generate another electrical charge until you take a Short or Long Rest.

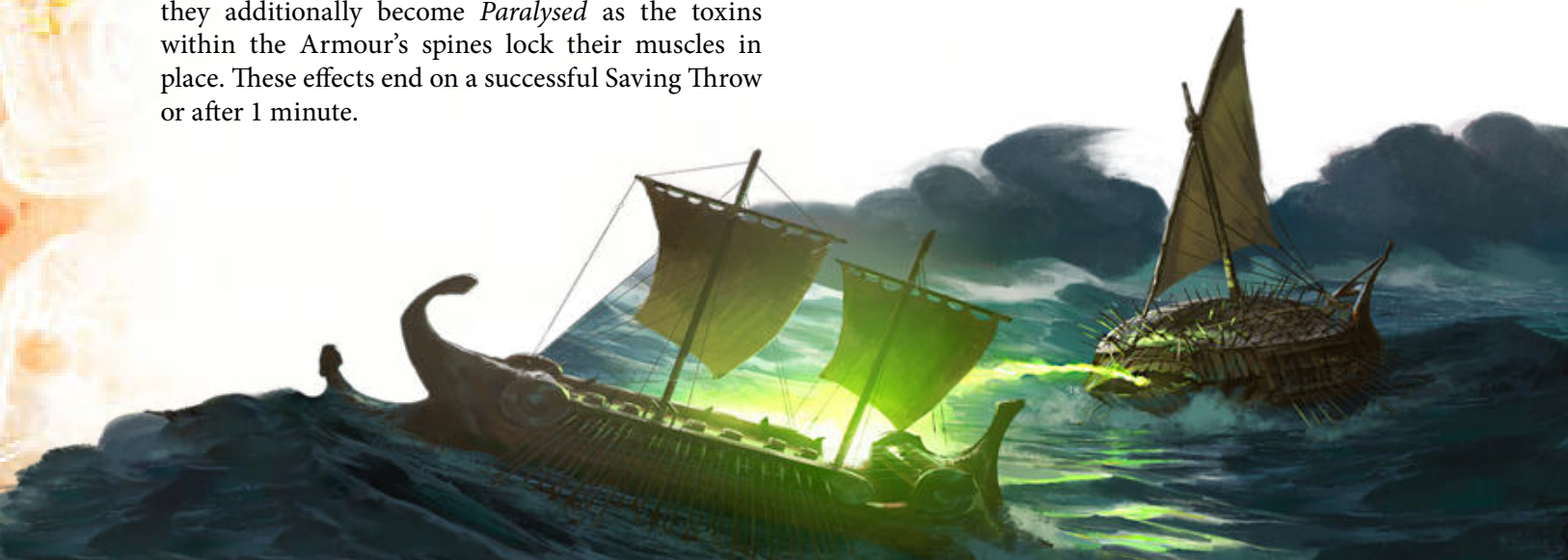
While wearing the *Carapace of the Deep*, you may use your Action to generate an ink cloud as if you were an octopus. It creates a cloud of darkness in a 30-foot sphere around you (60 feet if you are underwater). The area becomes *Heavily Obscured* for 1 minute. The same turn you use this action, you can use the *Dash* Action as a Free Action. You may not generate another ink cloud until you have taken a Short or Long Rest.

FLAW

You become anchored to the ground. You lose your Fly Speed.

The *Carapace* stiffens, the tendons tighten. Your Speed is halved.

Your eyes become sensitive to all light on land. While in a Brightly Lit area, you have Disadvantage on Attack Tests and Wisdom (Perception) Tests that rely on sight.



THE CIRCLET OF THE IMPOSSIBLE STRIKER

Legendary Wondrous Item, Artefact (requires attunement)

The *Circlet of the Impossible Striker* is a thin band of an unknown metal that has a prismatic sheen, its shape reminiscent of gripping flesh. Any who bear this *Circlet* leave faint afterimages behind them as they partially slip in and out of this plane.

I once knew a monk who used the Circlet of the Impossible Striker to great effect, until she faced a Demon that could negate the effects of Artefacts. That Demon severed whatever anchored her duplicate to this plane. That Demon was short-lived, but her duplicate was trapped here...

— Dain

LEGEND OF THE CIRCLET OF THE IMPOSSIBLE STRIKER

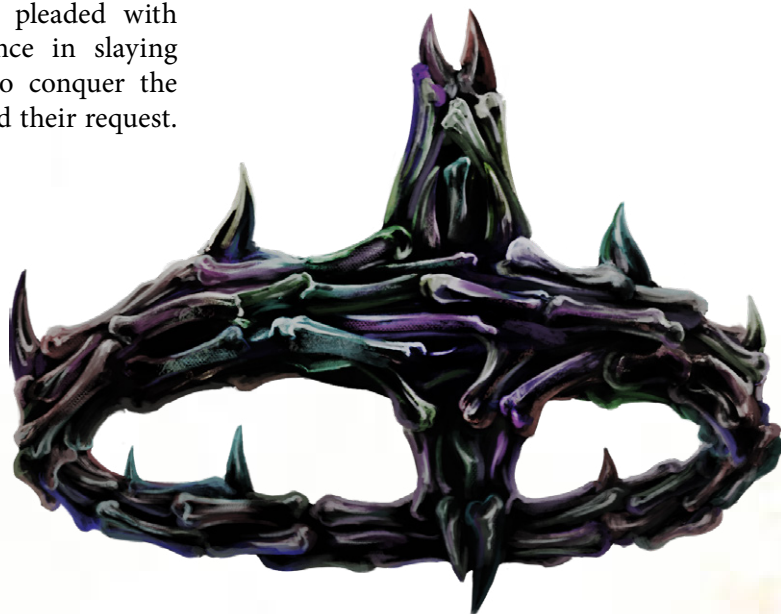
The *Circlet of the Impossible Striker* is believed to be one of the tendrils of Ca'Ichto, an Artefact linked with an elder force beyond the boundaries of the planes. The rebel first known to have donned the circlet is said to have pleaded with an otherworldly patron for assistance in slaying a powerful tyrant that threatened to conquer the world. It appears that Ca'Ichto granted their request.

The *Circlet of the Impossible Striker* resurfaced in the hands of a monastery, where the warrior monks mastered its powers. Eventually, one of those monks was slain in some distant conflict. Where the *Circlet* lies today is a mystery.

ADVENTURE HOOKS

The Assassin: While designed for a monk, the *Circlet of the Impossible Striker* is currently being put to use very effectively by an assassin. The assassin plots their crime perfectly, so that they can waltz right up to a target, kill them, and then use the Artefact to slip away. Can the well-prepared assassin be stopped?

The Duplicated Monster: A new creature has wrested control of the circlet, an **Ancient White Dragon**. It's enhancing its already formidable hunting techniques with a hunting partner it can completely trust. Its first victims are the older rival Dragons it has quarrelled with. What will its next quarry be once its rivals are hunted to extinction?



MAGICAL PROPERTIES

The *Circlet of the Impossible Striker* grants the following magical effects:

Magic Weapon: The *Circlet of the Impossible Striker* grants a +3 bonus to Unarmed Attack and Damage Rolls. Unarmed Attacks are now considered magical for the purposes of overcoming Resistances.

Dimensional Shortcuts: While attuned to the *Circlet*, your Unarmed Attacks gain a reach of 15 feet as you are able to pinch together the fabric of reality to make the point of contact adjacent to you.

Dimensional Split: Using the extraplanar energies of the *Circlet*, you can separate out your soul, mind, and body from a dimension similar to your own. As an Action, you can summon a version of you from another dimension to an unoccupied space within 60 feet of you. This is no illusion, it is a duplicate of you from another possible reality, one where you never found the *Circlet of the Impossible Striker*. Your duplicate can take Actions and move as you can, and they act at the end of your turn. Your duplicate remains on this plane for 1 hour, or until you break Concentration on this effect.

When your Duplicate would take Damage, you instead take that same amount of Damage of that same Type. If you would both take Damage from the same source, you take the Damage for both you and the duplicate.

CURSED

While you are attuned to the *Circlet of the Impossible Striker*, you are always aware of the direction of the *Rod of the Rubescent Rose* (see page 124), and the *Pipes of the Discordant Perfection* (see page 119) relative to you. If they are on a different plane from you, then you know what other plane they are on. If you are ever within 100 feet of all three of these Artefacts, they rip free from their current bearers, ending their attunements, and they fly towards one another. When they all make contact with one another, they explode in a burst of eldritch energies, summoning 3d6 **Aboleths** within 100 feet, and creating a *Sphere of Annihilation* at the location they made contact.

GENERATED PROPERTIES

The end goal of the *Circlet of the Impossible Striker* is not known. What is known is that it longs for the other Tendrils of Ca'Ichto, and will reward someone for finding its lost... siblings? Appendages?

BENEFIT

You can spend 10 feet of Movement to move to any free space within 60 feet of you. At the end of your turn, you immediately move back to the space you started.

As a Free Action on your turn, you can teleport a willing creature from any location within 30 feet of you, to an unoccupied space within 30 feet of you.

When wearing this circlet, your increased spatial awareness grants you a +10 Bonus to Initiative Tests.

FLAW

You find it difficult to maintain your balance when using this Artefact. When you have summoned your duplicate self, you have Disadvantage on Dexterity Saving Throws.

Fraying the edges of reality, when you have summoned your duplicate self, your Initiative Score drops by 1 at the start of each round.

You begin to see into the “place between”. When you have summoned your duplicate self, any time your duplicate takes Damage and you succeed on your Concentration Test to keep your duplicate present, you become *Stunned* until the start of your next turn.

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— Scrawled on the floor of a prison cell
by a butcher as a final act before death

THE CLOAK OF MISTS

*Legendary Wondrous Item, Artefact
(requires attunement)*

Woven from faded blue material, the *Cloak of Mists* appears ragged from years of wear. However, the closer you look at its hem, the easier you see how the *Cloak* spinning away into the air, becoming a fine mist which fills the world with the smell of sea spray. The wearer soon finds themselves at the centre of a slowly spreading cloud, the *Cloak* hiding them and their allies beneath its mantle.

LEGEND OF THE CLOAK OF MISTS

The *Cloak of Mists* once belonged to a god of the sea, worn as a mark of their power and into which they wove their dominion over wave and weather. The god passed the mantle down to a champion, one who loved the sea and saw the truths hidden beneath its waters. They in turn used it to hide their people from sea raiders. Wherever the champion walked, the mists walked with them. They moved like a wraith, a swirl within the cloying clouds, and the pirates learned to leave their island alone.

The Cloak of Mists has been passed down among the coast's defenders, one hero to the next. A wearer, when their time draws to a close, or they fall in their sacred duties upon the sea, passes it on to its next bearer. Some use the fog to hide their movements, guiding people to places of safety. Others use it as a warning, a rolling cloud which traps the champion's enemies, turning the oceans of the west into a place of half-glimpsed shadows and dancing shapes.

— From the memoirs of High Admiral
Leowin "Swiftsail" Petromore

MAGICAL PROPERTIES

The *Cloak of Mists* grants the following magical effects:

The Seas Are My Fields: The *Cloak of Mists* provides a +1 Bonus to your AC. You count as *Lightly Obscured* against Ranged Attacks. You gain a Swim Speed equal to your Movement Speed. You can walk across water as if it were a solid surface, and you can choose at will when to sink into it and swim.

The Seas Are My Kingdom: The *Cloak of Mists* possesses 10 charges which you may spend in the following ways:

- ✦ You can cast *Invisibility* (2 charges), *Water Walk* (3 charges), *Gaseous Form* (3 charges) and *Summon Elemental* (**Water Elementals** only) (4 charges). You can cast these at a higher Level for a cost of 1 charge per additional Spell Level.
- ✦ As an Action, you summon fog for 30 feet around you (2 charges). The cloud moves with you and any creature within is *Heavily Obscured*. You can see through the fog normally and may extend this visibility to any other creature within the fog you choose at a cost of 1 charge per creature. The cloud cannot be dispersed by wind, but can be affected by *Counterspell* and *Dispel Magic*.

The cloak regains 1d6 charges each day at dawn, or fully regains its charges if you spend a Long Rest submerging it in seawater.

The Seas Are Mine: The *Cloak* still belongs to the sea god and they periodically take it back. Whenever you roll a natural 1 for a d20 Test, the *Cloak* disappears. Any of the *Cloak's* abilities currently in effect continue for 1 minute before ending. The *Cloak* returns when you next complete a Long Rest, its charges fully restored.

ADVENTURE HOOKS

A Seaside Successor: The latest champion has protected their coastal hamlet for many years. Now, she is searching for a new champion, keeping an eye out for anyone with the right wisdom and dedication. Flocks of adventurers have arrived in this quiet hamlet, each desperately trying to get the *Cloak*, there must be some way to determine which of the volunteers is truly worthy.

Something in the Fog: As you stay at an inn one night, a thick fog rolls in. Then you hear a tremendous scream. You're in time to see a figure looming over the terrified inn keeper. Fog curls about them as they seem to wear it like a cloak, the inn keeper has been taken away in a flash, and does not return over the coming week. Someone must find them!



GENERATED PROPERTIES

The *Cloak of Mists* longs for the sea. Those who spend the most time traversing the briny depths tend to forge a stronger connection with the *Cloak*. Those who abandon the waves for a landborne life will see the tides turn against them, when the *Cloak* eventually leaves them.

BENEFIT

You can speak with seabirds, who obey any of your spoken commands that do not obviously put them in harm's way.

While standing in seawater, you may spend an Action to cast *Phantom Steed*, turning a wave into a horse. This steed can run across water.

At any time, you can spend 10 minutes hanging the *Cloak* from a mast. The *Cloak* stretches to form a sail, allowing the ship to move 120 feet no matter the prevailing wind direction.

FLAW

You are surrounded by a cloud of glowing blue mist at all times.

While travelling on land, the weather within 5 miles of you always turns foul.

Mist clouds over your eyes and renders you blind.

THE CROWN OF SPIRES

*Legendary Wondrous Item, Artefact
(requires attunement)*

Forged from lustrous gold, the *Crown of Spires* would draw the avaricious even without its magic. The Crown is studded all around with pale gems that glow with a soft, silvery light. Its tines, left bare, bear a resemblance to grasping claws straining towards the sky above. The striking image of the *Crown* supernaturally draws attention.



LEGEND OF THE CROWN OF SPIRES

The *Crown of Spires* has forever been associated with boundless ambition. Princes of ancient empires have used its power to expand their holdings tenfold, undoubtedly losing it all in some war of succession. A mighty sorceress wore it when challenging the Coven of Moonshadow, and bound their spirits within her tower as servants after she thoroughly trounced them. Some claim the *Crown* is one of the treasures held within the tomb of an infamous lich in his deathly slumber, having granted him the arcane mastery to deny death.

ADVENTURE HOOKS

Overwhelming Power: An ambitious wizard has undertaken a grand arcane design to gain command and control over other wizards' magic. They are growing ever closer to bringing this plan to fruition, and have begun seeking the *Crown of Spires* to push themselves past their current limitations. They must be stopped, for the sake of all wizards.

The Price of Ambition: The Blademaster of the god of war's holy mustering ground has worn the *Crown* for decades now. Their grand strategies and precise tactics have been ever improved by its gifts. Their latest plan, to bait the Hobgoblin legions into a costly siege, has backfired and the Blademaster has become trapped inside the city walls along with their thousand companions. The siege must be broken, the Blademaster rescued from their soured plans, and the Hobgoblin war chief must not be allowed to don the *Crown*.

I once let vanity get the better of me and donned the Crown of Spires. Yes, it granted me great power but it tore at my soul. I lost a good friend to its effects, and she still wants me dead to this day, even though I no longer wear the Crown.

— Silva

MAGICAL PROPERTIES

The *Crown of Spires* grants the following magical effects:

Excellence: You gain a +2 Bonus to all Attribute Scores (to a maximum of 24) and a +1 Bonus to your Proficiency Bonus. Additionally, you may choose either a single spell slot of any Level you can use, or a Class Feature that recharges on a Short Rest. You gain one more of those spell slots, exceeding your normal maximum limit, or you gain an additional use of that Class Feature (e.g. you could gain an additional 8th Level spell slot or increase the number of times you could use the Fighter's *Action Surge* Class Feature).

Ambition: The full power of the *Crown* is only unlocked for the truly ambitious. During a Long Rest, you can commune with the *Crown* and tell it of your future epic deeds. If your goal is lofty, hard to accomplish, and worthy of greatness, the *Crown of Spires* will grant an additional +2 Bonus to your Attribute Scores (to a maximum of 24). Every Long Rest you take without accomplishing this goal reduces all of your Attribute Scores by 1 (to a minimum of 1). You cannot declare a new goal until the current goal has been reached. Once the goal has been reached, this Bonus is removed.

GENERATED PROPERTIES

The *Crown of Spires* only rewards those who rise to its lofty expectations. It wants to make big changes in the world, and rewards those who undertake great endeavours, and scorn those who act reservedly.

BENEFIT

You gain Advantage on Strength (Athletics) and Dexterity (Acrobatics) Tests as all weakness is purged from your body.

Wealth comes to you in mysterious and inexplicable ways, earning you the equivalent of 100 gp per day in gifts, found treasures, gambling winnings, and the like.

The treachery of others becomes plain to see, granting you advantage on Wisdom (Insight) and Wisdom (Perception) Tests.

FLAW

Your maximum Hit Points are reduced by 15.

You suffer Disadvantage on Tests with an Attribute Score of your choice. Each time the Flaw increases, choose a new Attribute Score.

You lose one attunement slot for magic items. If increasing the Flaw would render you unable to attune to the *Crown of Spires*, roll a new Flaw at base level instead. Reroll results of 6.

The frescos on the walls of the Alabaster Mausoleum appear to depict the Morhazar dynasty bearing the Crown of Spires as their royal badge of office. I wonder then why the later images modify the depiction to the more familiar Drakelord Helm in use today. If we take some liberties with the burned portions of the frescos and make some assumptions about the timeline, it is possible that the Crown of Spires was lost during the lifespan of Naxagor the Unyielding Flame. Dragons and their plundering are the bane of my research...

— An Incomplete Examination of the Latter Antiquities Vol. 2, *Wilpos Whitmar et al.*

DAWNLANCE

Legendary Weapon (Lance), Artefact (requires attunement)

Legend says this gleaming, golden lance can burn the sight from any fell creature it faces. It was originally a gift given to the Knights of Law to fight the agents of corruption. A champion among the knights used the lance to blind and slay many Fiends, beasts, and monsters in his patron's crusade for justice. Records from the time suggest the lance could put forth a blinding light that seared eyes from the skulls of evildoers!

LEGEND OF DAWNLANCE

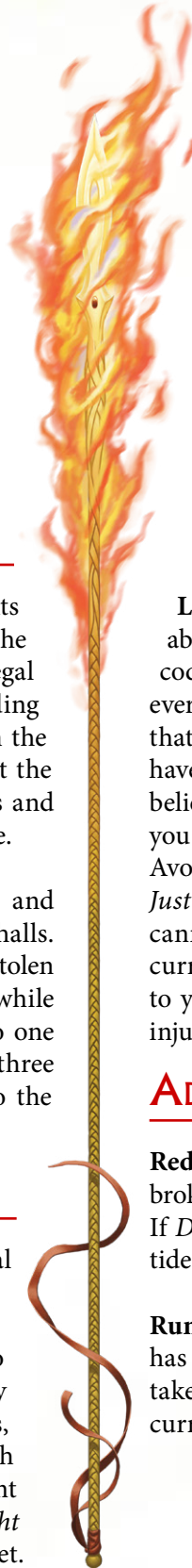
The Golden Spire was an order of devout knights who served the *Book of Law* as described by the god of justice. This cult was bound by their legal codes, and they lived their whole lives according to their doctrine. Many battles were fought in the name of law and justice. It is unfortunate that the *Dawnlance*, the symbol of their righteousness and fervour, was so effective at dispatching violence.

Rumours suggest the Elves kept *Dawnlance* and it languished deep in their ancient treasure halls. Another account suggests it was given to, or stolen by, a Halfling woman who later disappeared while adventuring, never having used the lance. No one has seen or heard of the lance in just over three hundred years. If the blade were to return to the light, it could be the start of a new upheaval.

MAGICAL PROPERTIES

Dawnlance provides the following magical effects:

Justiciar: *Dawnlance* grants a +3 Bonus to Attack Tests and Damage Rolls, and any Aberrations, Dragons, Elementals, Fey, Fiends, Monstrosities, or Undead that are hit with *Dawnlance* take an additional 3d8 Radiant Damage. The lance always emits a *Bright Light* within 60 feet, and *Dim Light* for a further 60 feet.



Light of Truth: A number of times per day equal to your Charisma bonus, you can thrust *Dawnlance* forward to launch a beam of light. Choose an Aberration, Dragon, Elemental, Fey, Fiend, Monstrosity, or Undead you can see within 300 feet of you. That creature must make a **DC 18 Dexterity** Saving Throw. On a failure, the target takes 6d8 Radiant Damage and all creatures within 100 feet of them become surrounded in a holy light for 1 minute. This light prevents any affected creatures from *Hiding*, or benefiting from *Invisibility* of any form. On a successful Save, the target takes half as much Damage, and the light dissipates from all affected creatures by the start of their next turn.

Law Incarnate: The lance has a supernatural ability to determine if a person has broken laws, codes, or oaths. While attuned to the lance, if you ever hear a person knowingly make a statement that is false, the lance mentally alerts you they have lied. When you discover a creature that you believe is a liar, a criminal, or an oathbreaker, you can declare them your Avowed Enemy. Your Avowed Enemy is a valid target for *Dawnlance's* *Justiciar* and *Light of Truth* Properties. You cannot declare a new Avowed Enemy until your current one has been dealt justice, or has proven to you that they have suitably repented for their injustices.

ADVENTURE HOOKS

Red Sky at Morning: A nearby kingdom has broken a long standing peace treaty and invaded. If *Dawnlance* can be recovered, it could turn the tide against these oathbreakers.

Run from Justice: A known and trusted ally has betrayed an oath that should not have been taken lightly. The offended party has recruited the current wielder of *Dawnlance* to meet this justice.

GENERATED PROPERTIES

Dawnlance's obsession with duty, justice, and the law create a tightly knit code by which it judges worthiness. Those who fail to enforce the rule of law and dish out justice will be reprimanded accordingly. If your Avowed Enemy was not deserving of your use of force, the lance will respond harshly.

BENEFIT

Dawnlance begins to work in harmony with you, seeking out your Avowed Enemy. You gain a supernatural sense of where your Avowed Enemy is, always knowing what direction they are relative to you. If they are on a different plane than you, then you know what other plane they are on.

Dawnlance has begun to trust that you will fulfil your oaths. You can declare a second Avowed Enemy before enacting justice upon your current one.

While you are within 500 feet of your Avowed Enemy, the first time you would die, *Dawnlance* intervenes. It prevents all Damage and nullifies all ongoing negative effects that could harm you, burning them away in light. As a final gift to aid you in enacting justice, it gives you 50 Temporary Hit Points. This benefit is renewed when you choose a new Avowed Enemy.

FLAW

With your misuse of its power, *Dawnlance* revokes its *Light of Truth* Property until more worthy deeds are performed.

While you wield the lance as an excessive force for small infractions, it begins to punish you for your excesses. You take 2d10 Radiant Damage at the start of every turn you are holding the lance, or when you first draw it.

If *Dawnlance* ever considers you to have broken your covenant with it to bring justice to the world, anyone else that uses the lance in future has you as their first Avowed Enemy.

I read the accounts of Fox-Medlin that discuss the collapse of the Golden Spire's eastern legions. Is there no mention of the Dawnlance as an oversight? Is it assumed that the knight's use of the lance is a foregone conclusion so the author does not need to describe it? Or had the lance already been hidden away?

— The Setting Sun and the End of Order, Glamnet Frostmaul

EARTHSHOCK

Legendary Weapon (Maul), Artefact
(requires attunement)

The myths surrounding *Earthshock* are unclear regarding its origins. Some versions of the tale claim that *Earthshock* was the first weapon to have ever been forged by Dwarven hands. Its crude design of uncut stone driven through with scraps of metal must be evidence of its place as the earliest attempts at craftsmanship. Unless other tales are to be believed, *Earthshock* instead represents the first sin of the Dwarven kingdoms, as a prized possession of the Giants, stolen and usurped.

LEGEND OF EARTHSHOCK

Earthshock has been used as a tool of destruction for centuries, possibly even millennia. It is famed for its abilities to collapse structures and splinter the ground. One of its more famous recorded sightings was when the River Guardian Zemes demolished a dam that had blocked the Iceflow River. Many homes were destroyed that day, but the River Guardian insisted that it was the only option to restore balance with the natural world.

MAGICAL PROPERTIES

Earthshock grants the following magical effects:

The First Weapon: *Earthshock* grants a +3 Bonus to Attack Tests and Damage Rolls, and *Earthshock* deals an additional 3d6 points of Force Damage on a hit. If the target is a Construct, object, or structure, the Damage is doubled.

Rampage: *Earthshock* delights in devastation and destruction. Once per turn, when you kill a Construct or use the *Ruin* Property to break a structure of stone, crystal, or metal, you can take an extra Action.

Ruin: *Earthshock* creates a mental pull in your mind. At all times, you can sense the most valuable object or structure made of stone, crystal, or metal that is worth over 200 gp within 500 feet of you (in this case, valuable means either its monetary value or its sentimental value). You can sense its size, direction, distance, and which of the 3 material types it is made from: stone, crystal, or metal. This can include anything from a beloved shrine to the gods, to a natural gold seam, or even a monster's hoard.

As an Action, you can harness all of your strength in a mighty swing of *Earthshock* to break the detected object or structure. No matter what material it was made of, it is now broken. If it was non-magical object, then it is destroyed beyond recognition and repair. If it was a Magic Item, you and all other creatures within 30 feet take 6d6 points of Force Damage and the Item is broken, but could be repaired.

ADVENTURE HOOKS

Break the Shackles: A powerful demigod that could aid the party in destroying evil has been bound in unbreakable fetters. Unbreakable, to all but *Earthshock*.

Death's Sundering: Geblir Stonespike's Dwarven Lich form could become a major threat to civilisation. Should this Lich manage to get into the tomb *Earthshock* rests in and recover it. Any local ruler might be very interested in employing some adventurers to hunt down and destroy the Lich, preferably before it recovers *Earthshock*.



GENERATED PROPERTIES

Earthshock has become choosy in its millennia of destruction and rampage. Those who squander its strengths with paltry displays of vandalism will irk it, while those who bring devastation to ancient and proud structures will satiate its pride.

BENEFIT

Any creature you hit with *Earthshock* must make a **DC 18 Constitution** Saving Throw or become *Stunned* until the end of their next turn.

Any time you hit a Construct with *Earthshock*, it takes an additional 4d8 Force Damage.

You know the direction of north and your distance from the surface while you are underground (accurate to within 5 feet). You are always aware of any instability in any rock surfaces nearby, and can always detect hidden doors made of stone.

FLAW

Earthshock becomes increasingly dense, weighing you down. Its weight doubles, and if you have a Strength Score of 20 or less, you have Disadvantage on any Tests made with *Earthshock*.

You must complete a Short or Long Rest before you can use the *Rampage* Feature after having used it once.

Any time you critically hit with *Earthshock*, you gain a Level of *Exhaustion* as the reverberations wrack you.

A few hundred years ago, the Gnomish Steam-Fettlers clan came to grief when they used Earthshock to smash their way into an ancient tomb, sealed from the surface dwellers for hundreds or thousands of years. Whatever lurked in that ancient tomb, the Steam-fettlers were never heard of again. The tomb was later investigated, and it had been sealed up once more, apparently from the inside. Earthshock is presumed by many to be still in the tomb.

— Shattered Stone & Broken Bodies, Tuknal Opalneck

THE EPIC OF MULDOON

Legendary Wondrous Item, Artefact
(requires attunement)

This small tome is bound in soft, dyed-blue leather. Its title is inscribed on the front cover and spine in an ancient script in fine moon-silver ink. The stories inside are written in the same delicate, flowing script which is clearly legible.

Muldoon is a famous hero, renowned for his bravery and mischief. Individual adventures he embarked on, fighting dragons and wizards, outsmarting the fey, and saving the innocent are well known, inspirational tales. These fragments have been recorded separately and make for invigorating stories. The original book, however, is the only copy to contain Muldoon's complete legend. It is not known if the book itself, the words written within, or some external magic is what grants that volume its power. What is known is that the original copy has been used to find answers to ancient questions and inspire the despondent.

LEGEND OF THE EPIC OF MULDOON

The author of the *Epic* is unknown, save that they were a Human who travelled all across a long-forgotten civilisation. The stories of Muldoon seem to spawn throughout the ages as if part of the shared subconsciousness. The legends from the powers of the original book are almost as widespread. It is generally accepted there is only one actual original copy of the *Epic* that bestows the amazing powers, but that copy flits about the world along with whichever wanderer has taken up the road next.

ADVENTURE HOOKS

One Last Request: An aged and famed bard wants to hear the tales of Muldoon, as they were originally told, one time before they die. They ask for the help of anyone who can bring them the original *Epic* and recite its stories; they believe that one more invigorating tale will give them the surge of life to create their magnum opus.



Another Book for the Shelf: An Ancient Brass Dragon has a powerful weapon stored within its hoard. They are willing to part with the weapon, only if offered a suitably entertaining historical record in return. The *Epic of Muldoon* is the perfect example of entertaining historical record.

MAGICAL PROPERTIES

The *Epic of Muldoon* grants the following magical effects:

Recover Through Stories: You can recite one of the fantastical adventures that Muldoon undertook in his life. Doing so takes 8 hours, and transports you and all who hear you into a pocket dimension for the full duration of the recital. While you all act out the adventures of Muldoon, you all gain the benefits of a Long Rest while fully safe and secure from the outside world. Make a **DC 18 Charisma (Performance)** Test. On a successful Test, you complete the performance, and the Long Rest, in 2 hours instead.

What Would Muldoon do?: When confronted with a problem you cannot solve, you can recall some of Muldoon's quickwitted solutions to problems that could be applied here. A number of times per day equal to your Charisma Bonus, you can spend an Action to recite a relevant tale within the *Epic*. Doing so allows you to grant a Bonus to any of one other creature's Tests equal to your Charisma (Performance) Bonus.

Has Muldoon Been here Before?: When trying to recall information about a historical event, figure, or location, you can cast your mind through the pages of the *Epic of Muldoon*. By spending 1 hour reading the book, you can ask 3 questions about an event, figure, or location where the information is at least 100 years old, and must be answered with “true” or “false”. Make an **Intelligence (History)** Test.

- ✦ On a 10 or higher, you know the first question is answered truthfully.
- ✦ On a 15 or higher, you know the second question is answered truthfully.
- ✦ On a 20 or higher, you know the third question is answered truthfully.

You cannot ask more than these 3 questions about that event, figure, or location again, as you have exhausted all of the relevant stories within the *Epic*.

GENERATED PROPERTIES

The *Epic of Muldoon* is, unsurprisingly, obsessed with the adventures of Muldoon. Those who, by intent or circumstance, recreate some antics that Muldoon undertook will find greater fulfilment from its stories.

BENEFIT

When you use the *Recover Through Stories* Property, all affected creatures gain Inspiration from your glorious tales.

Whenever you spend Inspiration, roll 1d20. On a 15 or higher, you regain that spent Inspiration.

During an adventure, you ‘know’ when there is hidden treasure and or secret doors within 60 feet of you, though never exactly where.

FLAW

You permanently have Disadvantage on all Wisdom (Insight). Engrossed in the adventures of Muldoon you begin to lose perspective on the present.

Whenever you use the *What Would Muldoon Do?* Property of the epic, roll 1d20. On a 10 or lower, instead of providing a Bonus, you impose Disadvantage on the Test as you recite a long-winded, distracting tale.

Every time an ally within 100 feet of you fails on a d20 Test, you become disillusioned with the world around you for not living up to the greatness set down by Muldoon. This disillusion lasts for 1 minute, during which you cannot spend Inspiration or benefit from *Help* from any allies.

THE GRAVITATION HELM

Legendary Wondrous Item, Artefact
(requires attunement)



A helmet composed of black hexagons of an unknown adamantine-like material. It adheres tightly to the wearer’s scalp, and it flares with ultraviolet fire when in use. Even when not in use, its subtle warping of gravity draws motes of dust and small objects towards it. When it has been left for long periods of time in one place, it has warped its surroundings: wood, rock, and metal will twist and bend towards it, while earth and water form into drifting constellations of small, floating globules.

LEGEND OF THE GRAVITATION HELM

Scriptures recorded by the ardent theologians of the god of time mention that the *Helm* was created by Celestials to aid in the construction of new heavenly bodies. Modern theologians believe it may have been abandoned and forgotten during a crisis in the Heavens. Though these origins cannot be verified, the ancient and miraculous powers it gives, defying all modern understandings of magical force, lends credence to its divine origins.

The *Helm* is capable of great works, but at a great cost: the celestial magics at work here prove the frailty of mortal bodies. It remains an object of intense desire for those wishing to harness the fundamental forces of the universe.

ADVENTURE HOOKS

Break the Siege: War has erupted between two kingdoms, and a sorcerer is using the *Gravitation Helm* to shatter fortresses and watchtowers, weakening the defences one layer at a time. If this sorcerer cannot be defeated, then the war is assuredly lost, along with any soldiers brave enough to try and hold down their doomed garrisons.

Catch the Moon: A fragment of the moon has broken off, and is threatening to collide with the world. The only thing that could divert it from its course is the *Gravitation Helm*. The scholars of the world scramble for every clue that could find the lost *Helm*, and have put out an eye-watering bounty for anyone who can bring them the *Helm*.

MAGICAL PROPERTIES

The *Gravitation Helm* grants the following magical effects:

Resilience: While attuned to the *Gravitation Helm*, your Constitution Score increases by 4, to a maximum of 24.

Spells: The *Helm* allows you to cast *Levitate*, *Mage Hand*, *Shield* and at will without expending a spell slot or requiring material components. The *Mage Hand* is invisible while being cast in this way. The *Helm* has 10 charges. While equipped, you can use an Action to expend 1 or more of its charges to cast one of the following spells, using Constitution as the Spellcasting Attribute, with a DC equal to 8 + your Proficiency Bonus + your Constitution Bonus.

Arcane Hand (2 charges). The *Arcane Hand* is invisible when cast in this manner. You must spend one more charge to change the *Arcane Hand* effect. *Resilient Sphere* (2 charges), *Move Earth* (3 charges), *Reverse Gravity* (3 charges), *Telekinesis* (3 charges), *Wall of Force* (3 charges). The *Helm* regains 1d6+4 expended charges daily at dawn.

Suspension: Once per day, you can increase the weight of an object you can carry with the *Levitate* spell to a maximum of 1000 lbs. At any time within 10 minutes of first picking up that object, you can lock it in place, permanently suspending it in the air at its current location, rendering it immobile. This floating effect is permanent, and only ends when the object is destroyed, or the object is targeted by *Dispel Magic*.

CURSED

Once per day, when you spend one or more charges from the *Helm*, you must make a **DC 18 Constitution Saving Throw**. Every time you fail this Save, your body becomes more warped by the forces of gravity.

- ✦ 1 failed Save: Your hair and clothing perpetually drift in strange directions in contradiction with gravity's typical direction.
- ✦ 2 failed Saves: Any time you attempt to pick up a freestanding object, it is repelled by your gravitational disturbances. Any time you want to pick up an object that is not being worn or carried, you must succeed on a **DC 15 Dexterity Test** to quickly snatch it before it gets too far away.
- ✦ 3 failed Saves: You collapse into a single point of matter, instantly dying and dealing 10d8 Force Damage to all creatures and objects within 30 feet of you.

These effects are cumulative, and do not disappear if you end your attunement to the *Helm*.

It is my belief that many of the more puzzling tectonic features of the dark sand wastes can be attributed to the Gravitation Helm. By my calculations, the combined masses of many of the floating obelisks and swarming avalanches is comparable to the absent rock in many of the craters and fissures of that region. A greater study with modern survey equipment and accurate measurements could prove the Helm's involvement in the destruction of Riweeth.

— An Incomplete Examination of the Latter Antiquities Vol. 6, Wilpos Whitmar et al.

GENERATED PROPERTIES

The exact goals and motivations of the *Gravitation Helm* are an enigma. It does appear to prefer those who release creatures and objects from what binds them.

BENEFIT

At will, you can break any non-magical object that is not being worn or held. This object cannot be heavier than 1000 lbs, and cannot be larger than 30 feet in any dimension.

You can detect the disturbances in gravity caused by living creatures, giving you *Blindsight* within 60 feet. Additionally, as a Reaction, you can halt a Ranged Weapon Attack made against you, forcing it to miss you. You can choose to halt the Attack after you know if it hits or misses, but before any Damage from the Attack is applied to you.

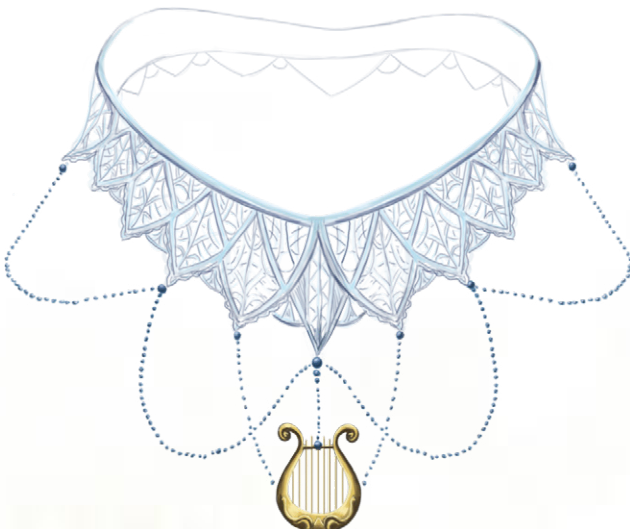
The effects of time are dampened by the warping of gravity around you. You no longer need to eat, sleep, or drink when wearing the *Gravitation Helm*, and all creatures within 30 feet of you move at half Speed.

FLAW

Your body begins to glow, casting *Dim Light* in a 10-foot radius. If you attempt to sleep, you must succeed on a **DC 18 Wisdom** Saving Throw or be unable to sleep due to the light.

Any non-magical objects you hold in your hand for longer than 1 minute compress down into a perfect 1-inch-wide sphere, while maintaining the same weight.

The *Helm's* gravity causes time to dilate. Spending one or more charges causes you to gain a Level of *Exhaustion*.



THE MEDALLION OF YNGRAMASTR

Legendary Wondrous Item, Artefact
(requires attunement)

The *Medallion of Yngramastr* is a delicate choker of pale lace. Affixed to its front is a medal in the shape of a lyre, its frame made of cloudy steel, its strings formed from clear blue ice. This medal sits snugly against the neck of the wearer, with the aperture of the lyre lying directly over the larynx, magically reverberating with the wearer's voice. The *Medallion* closes with a steel clasp at the back. Cold to the touch, those who wear it find their breath condensing as vapour in the air, regardless of the ambient temperature.

LEGEND OF THE MEDALLION OF YNGRAMASTR

Imprisoned within the *Medallion* is the voice and memory of the doomed Frost Giant skald, Túr Yngramastr. One of the finest poets among the Frost Giants, Yngramastr was both revered for the raw, sonorous power of her voice and infamous for the unremittingly dour nature of her subject matter, directly responsible for spreading the deepest gloom.

The memory of Yngramastr does not slumber. Recitals of her works are renowned tragedies, but the voice spoken through her *Medallion* may drive any audience to a melancholic slump. To this day, the *Medallion* is sought by those wishing to harness the apocalyptically dour voice of the ancient poet, or those seeking to recover the lost epics.

You are surprised that I should seek out Yngramastr? The Frost Giant clan that produced it is long gone, with no tales of remembrance. Only the skald's voice remains, and it is locked into that device. If there were some way we could separate them, then perhaps the old songs may be sung again.

— Dain

I have a growing suspicion that all one thousand stanzas of Túr Yngamastr's greatest work "Things I Noticed Dying on the Hill" was written during the siege at Frostheim. The listless despondency described by the defenders aligns with the tone of Yngamastr's work. That siege was won after the execution of a traitor within the halls of Frostheim. With appropriate caution, I begin to speculate. Was that executed traitor the master poet herself? There are no later references to her that I've been able to verify.

— On Schisms and Sunderings,
Oridi Neyrema

ADVENTURE HOOKS

Hidden in Verse: The location of an ancient temple of the Giants, now the source of an extra-planar invasion, is recorded in one of Túr Yngamastr's interminable sagas, but only the disembodied spirit now recalls it. To find the temple, the *Medallion of Yngamastr* must be located, the sombre spirit within convinced to help.

That'll Show 'Em: Rejected by the local literary scene, an aspiring Halfling poet stumbles upon the ancient cairn containing the *Medallion of Yngamastr*. Donning the Artefact to wow critics with scintillating poesy, the Halfling becomes controlled by the ancient skald, the countryside beset with clouds of artistic doom.

MAGICAL PROPERTIES

Voice: While wearing the *Medallion of Yngamastr*, your natural voice is replaced by the booming voice of Túr Yngamastr. Increase your Charisma Score by 2, to a maximum of 22, and you gain the ability to speak and understand Giant.

The Artefact's gloom is overwhelming. If you make any Saving Throw to resist becoming *Exhausted* or *Frightened*, you do so at Disadvantage while attuned to the *Medallion of Yngamastr*.

Spells: The *Medallion* has 7 charges. While equipped, you can use an Action to expend 1 or more of its charges to cast one of the following spells at their lowest Level without spending a spell slot or requiring material components, using Charisma as the Spellcasting Attribute, with a DC equal to 8 + your Proficiency Bonus + your Charisma Bonus. *Calm Emotions* (1 charge), *Command* (1 charge, +1 charge for every spell Level above 1st), *Dominate Person* (5 charges), *Fear* (2 charges), *Vicious Mockery* (at will). The *Medallion* regains 1d4+2 expended charges daily at dawn.

Winters Breath: As an Action, you can breathe out a howling gust of air. It appears in a 60-foot cone in front of you. Each creature in that area must make a **DC 18 Constitution** Saving Throw, taking 17 (2d12+4) Cold Damage on a failure, or half as much Damage on a success.

If the last charge of the *Medallion* is expended, you must make a **DC 18 Charisma** Saving Throw. On a failure, you are despondent and cannot use any of the Artefact's benefits until the sun sets on the following day. This condition persists even if the *Medallion* is removed.

The consciousness of Túr Yngamastr intermittently awakens within the *Medallion* when inspired by sights of natural beauty or when witnessing scenes of dour misery. The gloomy commentary of the poet is spoken aloud to all creatures within 100 feet of you. Yngamastr has an Intelligence of 17, a Wisdom of 24, and a Charisma of 24. She has Advantage on Charisma (Intimidation) and Charisma (Performance) Tests.

GENERATED PROPERTIES

The memory of Yngramastr is devoted to memorialising the lost home of the Frost Giants. Anyone who aids them in this mission would be rewarded. It will be sympathetic to anyone who mourns those who have been lost.

BENEFIT

Tapping into Yngramastr's sombre tones, you can spend an Action to demoralise those around you with sonorous speech. All creatures within 120 feet of you must make a **DC 18 Charisma** Saving Throw. On a failure, that creature becomes filled with sorrow, reducing their Speed by 15 feet and giving Disadvantage on all Wisdom Saving Throws for 1 minute.

A thick coating of blue ice covers your body. Your AC increases by 2, and you are Immune to Bludgeoning, Piercing, and Slashing Damage.

Your resonant voice gains command over ice. You can spend an Action to conjure any structure or object made of ice that is no larger than 10 feet in any dimension. It can be free standing, or it can appear in your hand. The object lasts for up to 1 hour before melting away.

FLAW

Cold seeps into your body. Anyone who touches you with exposed skin suffers 2d6 Cold Damage.

The abrasive, socially inept Yngramastr insists on occasionally speaking with other people on your behalf.

Yngramastr's gloom infects you. You draw no enjoyment from hobbies, food, or the company of others. You cannot use Inspiration.



OLTHAR'S CRYSTAL HEART

Legendary Wondrous Item, Artefact
(requires attunement)

The preserved, still-beating tiny heart of the Pixie king Olthar, locked in a block of translucent, blue-grey crystal hung from a fine silver chain. This device is warm to the touch and, if listened to, the anxious and rapid beat of the heart can still be heard. The existence of the *Heart* prevents the Fey from meddling with the surface world and the Fey are keen to destroy it to permit their trickery.

I don't invade the dreams of others without invitation, as it is a violation of their privacy, but if you need to go then you'd do worse than the protection of that heart. Be forewarned, the Fey are hostile to it, and it acts as a beacon for them while you travel other planes.

— Dain

LEGEND OF THE CRYSTAL HEART

Olthar was the King of the Pixies in the Fey Realm of Evarrissil. Famed for his powers of dream magic, Olthar was a passionate and unpredictable leader. Twelve centuries ago, he led his people on an ill-conceived attack into the Mountains of Trelethin which was the realm of a powerful coven of hags, the Sisters of Turmoil. This foray was Olthar's undoing. He was captured and tortured for his knowledge by the Sisters. His still-beating heart was placed in a block of magical crystal and fixed in a neck-chain made of the finest moon-silver.

ADVENTURE HOOKS

Eviction Notice: A Fairy fort on the Material Plane has suddenly disgorged all of its mischievous inhabitants who have since run amok in all nearby settlements. The most diplomatic of the Fairies have explained that none of them can enter the fort again, as they are banished by the sudden arrival of a masked figure wearing the *Crystal Heart* around their neck.

Revoking the Bargain: A duplicitous senator has broken their bargain with an Archfey, and has spent every moment since in paranoid fear of its retribution. They have mobilised every agent they can to find the *Crystal Heart* to keep themselves safe from the consequences of their actions.

MAGICAL PROPERTIES

Olthar's Crystal Heart grants the following magical effects:

Fairy Barrier: All Fey creatures are permanently *Frightened* of *Olthar's Crystal Heart* and they can never willingly approach within 100 feet of where they expect the *Crystal Heart* to be. While they are within 100 feet of the *Heart*, they are incapable of speaking any words or statements that are false.

Archfey Intuition: The *Heart* grants you the power to sense the greatest desires and fears of mortals around you. As an Action, you can focus your intuition on a Humanoid you can see within 60 feet of you. You learn the target's most pressing thoughts and concerns at this moment; what they are actively thinking about, what is actively concerning them right now.

You can choose to delve further into their thoughts. If you do so, the target must make a **DC 18 Wisdom** Saving Throw. On a failure, you learn one of the following pieces of information:

- What, if anything, the target desires from you
- What, is the target specifically hiding from you right now
- Who the target cares most about

On a successful Save, you glean no further information, and your focus has been noticed by the target.

Dream Intrusion: You can focus your intuitions on a Humanoid that is sleeping within 60 feet of you, pressing your mind and consciousness into their dreams. As you passively observe their dreams, you learn one of the following pieces of information:

- The target's greatest ambition
- The target's greatest fear
- How the target feels about you

You can choose to impose on the dreams of the target. You appear in the dream in any form you choose, and can interact with the target, or any other figures within the dream. The target must make a **DC 18 Wisdom** Saving Throw. On a failure, you appear to be a regular participant in the dream and you can interact with the target without suspicion. On a success, the target knows something about this interaction is false and they awaken immediately, perfectly aware of where you are when they awaken.

GENERATED PROPERTIES

Olthar's Crystal Heart longs for the Kingdom of the Pixies. Those who outsmart Fey tricksters and recreate the silken halls it has been banished from will be rewarded, though it is believed that the one who returns the beating heart to the King of Pixies will be granted any boon they should desire.

BENEFIT

You can make one Humanoid you can see within 60 feet of you become unable to detect or remember you. The target makes a **DC 18 Intelligence** Saving Throw. If they fail, they become completely unaware of you even if you are pointed out to them. This lasts until you wish to be seen again or you attack the target.

A number of times per day equal to your Proficiency Bonus, you can force another creature to reroll any d20 Test.

Your mind is suffused with the Fey protections of the *Crystal Heart*. Anytime a creature attempts to *Charm* you, you resist the effects and are aware of the attempt.

FLAW

The wearer becomes increasingly paranoid of those around them and will start checking the surface thoughts of friends, even at the most inconvenient times.

The wearer is tormented by nightmares and must make a **DC 18 Wisdom** Saving Throw whenever they attempt a Long Rest. On a failure, they do not gain the benefits of a Long Rest.

The Sisters of Turmoil always know where you are, and they want *Olthar's Crystal Heart* back.

THE PIPES OF THE DISCORDANT

*Legendary Wondrous Item, Artefact
(requires attunement by a Bard)*

This set of bagpipes appears to be sculpted from flesh and bone, with skeletal pipes piercing a fleshy bag that, when played, expands and contracts like a lung. The materials used are frustratingly unidentifiable and those who make the attempt always draw different conclusions that never quite fit. When played, the pipes sound disturbingly out of tune but some creatures are able to ignore enough of the discordant notes to hear a pleasant tune buried within the noise. Unfortunately, such creatures may only do so because they've fallen under the musical enchantment of the *Pipes of the Discordant*.

I used to love the sound of bagpipes; now I cringe whenever I see them. I once witnessed someone use the Pipes of the Discordant to enthrall a band of Orcs, only to turn and walk straight off a cliff, confused by his own playing...

— Ainar

LEGEND OF THE PIPES OF THE DISCORDANT

The *Pipes of the Discordant* are believed to be one of the tendrils of Ca'Ichto, an Artefact linked with an elder force beyond the boundaries of the planes. The *Pipes of the Discordant* have been sighted at the vanguard of a rampaging army or stirring the passions of a rebellion.

Where and when the *Pipes of the Discordant* resurfaces is unpredictable. It has appeared to the underdogs, those with little chance to win or improve their situation on their own. In all cases, the *Pipes of the Discordant* have escalated ongoing conflicts, pushing decisive and short-lived conflicts into desperate and violent tragedies.

ADVENTURE HOOKS

Taking Advantage: A battle leader hires the party to sneak into an enemy camp and steal the *Pipes of the Discordant*. The battle leader believes that the bard owner is inspiring the rival army and the theft of the Artefact will weaken their resolve.

The Cave: It is said that there is one cave on this planet where the *Pipes of the Discordant*, if played there, will produce a melodious tone for all to hear. Does this make the Artefact a key to unlock hidden secrets, or is it the clarion call to doomsday? One Lich seems eager to find out.



MAGICAL PROPERTIES

The *Pipes of the Discordant* can only be used by a creature able to breathe into its pipes. Despite its apparent bulk, this instrument only requires one hand to use. The pipes grant you the following magical effects:

Powerful Focus: The *Pipes of the Discordant* can be used as a Spellcasting Focus, granting you a +3 Bonus to Spell Attack Tests and your Spell Save DC.

Strong Will: While attuned to the Artefact, you are Immune to charm and sleep effects. In addition, if you play the Artefact during your turn, then until the start of your next turn, any friendly creatures within 60 feet of you have advantage on Saving Throws against charm and sleep effects.

Earsplitting Tune: While using the *Pipes of the Discordant*, as a Free Action, you can force a creature within 60 feet of you to make a **Wisdom** Saving Throw against your Spell Save DC. On a failure, the creature takes 4d8 Thunder Damage, and their Speed is reduced by 10 feet.

Maddening Music: When you play the *Pipes of the Discordant*, as an Action you may play a discordant tune that defies typical understandings. You can cast the following spells at will without expending spell slots or requiring material components: *Animal Friendship*, *Charm Person*, *Enthrall*, *Silence*, or *Suggestion*. All of these spells can instead target all creatures within 60 feet of you.

CURSED

While you are attuned to the *Pipes of the Discordant*, you are always aware of the direction of the *Rod of the Rubescent Rose* (see page 124), and the *Circlet of the Striker* (see page 103) relative to you. If they are on a different plane from you, then you know what other plane they are on. If you are ever within 100 feet of all three of these relics, they rip free from their current bearers, ending their attunements, and they fly towards one another. When they all make contact with one another, they explode in a burst of eldritch energies, summoning 3d6 **Aboleths**, and creating a *Sphere of Annihilation* at the location they made contact.

GENERATED PROPERTIES

The end goal of the *Pipes of the Discordant* is not known. What is known is that it longs for the other Tendrils of Ca'Ichto, and will reward someone for finding its lost... siblings? Appendages?

BENEFIT

While playing the Artefact, any uses of *Bardic Inspiration* are increased by your Proficiency Bonus by yourself or anyone who can hear you.

You gain Immunity to Thunder and Psychic Damage.

When playing the *Pipes*, you can cast any spell of the Enchantment school using a spell slot 1 Level lower than usual (minimum of 1st Level).

FLAW

The Artefact can't tell friend from foe. If you use the Artefact against a creature within range, a friendly creature within range is also affected (the GM randomly chooses the creature and effect).

While playing the Artefact, you are Vulnerable to Psychic Attacks.

Your ears, nose, and eyes bleed when you play the Artefact. You lose one Hit Point for each turn that you play (this does not include Reactions).

And by the [Pipes of the Discordant] I grant you my [power / gift / song] by which you can [enlighten / control / bind] mortals for [me / us / them]. Drive [them / you] to the brink of sanity, and [I / we] shall push them past their limits.

— Thafrae Oakmantle's revised translation of the Bartolo Manuscript



THE PORTABLE MONARCH

*Legendary Wondrous Item, Artefact
(requires attunement)*

A life-sized simulacrum of a monarch is stored in a black lacquered wooden box. Made from jointed wood, sinews of electrum, and eyes of sapphire, this substitute regent conjures over itself suitable attire for a ruler. Unscrupulous sorcerers have used this puppet through the centuries, seeking to undermine or overthrow an uncooperative ruler.

LEGEND OF THE PORTABLE MONARCH

The purpose of a puppet king is clear to any ambitious courtier. When a pliable heir, senile monarch, or blackmailed council was too difficult to find, a coven of sorcerers constructed the first *Portable Monarch*. Capable of convincing any witness that it is the true ruler of any given kingdom, its proclamations were used to bring the scheming mages' plans to fruition by mobilising the kingdom to their own ends.

A mistake was made in producing too many of these *Portable Monarchs*. While legitimate rulers grew paranoid, suspecting their own courts of wishing to overthrow them, the puppet kingdoms grew increasingly unstable and chaotic as policies and armies reshaped the kingdoms over and over again. As many as nine of these devices have been confirmed to be used at once, all attempting to cede control of different kingdoms to manipulating sorcerers.

You have to admire both the pluck and the craftsmanship behind the Portable Monarch. Any Dwarf worth their crystal would see right through it, of course, but there was a Human kingdom that fell into civil war when a philandering queen accidentally gave the wrong orders to the machine!

— Oloric

ADVENTURE HOOKS

Amazing Disguise: A great hoard of treasure lies at the centre of a vast, monster-haunted maze. This is the Queen's private zoo. Only she is allowed to enter, and the various beasts within are trained to do her no harm. The *Portable Monarch* may be key to reaching the treasure.

War of the Monarchs: Civil war threatens the kingdom. Three factions have seized their own *Portable Monarchs*. As they issue increasingly outlandish decrees, the people suffer. The *Monarchs* must be hunted down and destroyed one by one.



MAGICAL PROPERTIES

Assert Authority: While the *Portable Monarch* is folded away within its box, it will slowly modify its form to better reflect the ruler of the territory it finds itself within. Over the course of one month, it transforms into a reasonable copy of the local legitimate ruler's height, weight, age, Lineage, and appearance. Once this transformation is complete, any subjects of that ruler recognise the *Portable Monarch* as their rightful ruler. The *Monarch* can walk around, talk, and recognise the local language in its speech. It will behave politely and respond passively when not following your direct instructions, which you must whisper in its ear.

If there is no recognised monarch of the local region, the *Portable Monarch* attempts to assert a new royal lineage in charge of anyone it comes across. Any of these people who hear these proclamations must make a **DC 18 Charisma** Saving Throw. On a failure, they fall prey to the presence of the *Monarch* and treat it as a ruler. On a success, they recognise this puppet for what it is and know you are responsible for trying to deceive them.

Proclamation: The *Portable Monarch* is infused with a powerful combination of Illusion and Enchantment magic. Once per day, while you are attuned to the *Portable Monarch*, you can whisper a decree in its ear. The *monarch* will then reword this into official-sounding language, issuing the commanded words as a royal decree in its crackling, popping voice. Any decree the *Monarch* makes is believed to be a legitimate legal command and will be treated as such. Decrees made by the *Portable Monarch* can have a wide scope, from changing laws, replacing officials, and laying claim to property or land.

GENERATED PROPERTIES

The *Portable Monarch* rewards those whose decrees make the smallest possible changes. Frequently demanding large-scale policy changes can cause upheaval among its subjects, for whom the *Portable Monarch* bears some sympathy.

BENEFIT

When the *Portable Monarch* finishes transforming, it gives you a complete understanding of its kingdom's terrain, settlements, and customs.

The *Monarch* teaches you how to put people at ease. At will, you may cast *Calm Emotions* as an Action at its lowest Level without expending a spell slot or requiring material components. (DC 18)

The *Monarch's* inspiring oration grants any creature that hears one of its 10 minute long speeches 3d10 Temporary Hit Points.

FLAW

The *Monarch* mishears your commands. When issuing a new decree, roll 1d6. On a 1, the *Monarch's* mangled command directly inconveniences you.

The *Monarch* begins using the harshest language possible when issuing decrees and speeches. Anyone who hears its decrees must succeed on a **DC 16 Intelligence** Test to interpret the decree, otherwise they are left confused about its meaning.

The *Monarch* will only operate if increasing amounts of gold are given to it every day. Offered gold disappears to an unknown location.

Damn whichever of those blasted mages first created a Portable Monarch. No, damn them all to the Hells. All royal lineage records of the Sapphire Dynasty have been rendered less than useless. It's impossible to tell what records are legitimate before the Avian Iconoclasm. I can only pray to the gods above and below that all of the Portable Monarchs have been destroyed.

— On the Collapse of the Sapphire Dynasty, Oridi Neyrema

PREET'S PATCHWORK COAT

*Legendary Wondrous Item, Artefact
(requires attunement by a Druid)*

Named after its creator, Preet Swiftroot, a reclusive druid who travelled the world, *Preet's Patchwork Coat* is a coat made of stitched-together skins of animals that have since gone extinct. Its ever-shifting muscles and tendons beneath the surface never fully settle down, always itching to transform again.

LEGEND OF PREET'S PATCHWORK COAT

Preet Swiftroot was a figure with conflicting historical reports. He has been a protector and a bringer of life, saving small villages from dangerous monsters and curing those laid low by plague or famine. He has also been a harbinger of destruction — ripping up castles from the foundations to the rafters, slaughtering mine workers, and leading packs of ravenous beasts. His physical characteristics have been a matter of debate, sometimes appearing as a near-feral Elf, sometimes as a proud stag, and sometimes a vicious hybrid of animal forms.

ADVENTURE HOOKS

False Deity: A con artist who possesses *Preet's Patchwork Coat* has discovered a society that venerates a deity whose messenger is believed to be a combined animal that the con artist can mimic. Ending the con artist's scheme involves overcoming fanatical faithful who are willing to do anything for their god.

Cursed!: Due to a surge in wild magic or a similar phenomenon, a wielder of *Preet's Patchwork Coat* is locked in a certain form. Discovering a way to fix this problem may involve uncovering Preet's old notes, which may be in the hands of those he'd offended during his life.



MAGICAL PROPERTIES

Preet's Patchwork Coat grants the following magical effects:

Beast Catalogue: Preet wandered the world, and his knowledge was imprinted on the Artefact. When attuned to *Preet's Patchwork Coat*, you can *Wildshape* into any Beast that is CR 6 or lower. In addition, you have Advantage on any Tests made to recall information about a Beast.

Magical Natural Attacks: While using the *Wildshape* Class Feature, you gain a +3 Bonus to Attack Test and Damage Rolls. Your Attacks while *Wildshaped* is considered magical.

Wild Merging: While attuned to *Preet's Patchwork Coat*, your *Wildshape* Class Feature has been altered, reflecting Preet's mastery of the natural world. When using the *Wildshape* Class Feature, you can create a hybrid Beast form. This form combines all the traits and features of two Beasts of your choice. When replacing any traits shared by both creatures, you gain the value from between them.

GENERATED PROPERTIES

Preet's Patchwork Coat longs to be one with the beasts of the wild. It strives to reaffirm the natural order and tear down the strictures of civilisation.

BENEFIT

You may combine Beasts of CR 7 or lower.

You may combine Beasts and Monstrosities of CR 8 or lower.

You may combine Beasts, Monstrosities, and Dragons of CR 9 or lower.

FLAW

Once you shapechange, you must make a **DC 18 Wisdom** Saving Throw or remain in that animal form for 6 hours.

While attuned to the Artefact, you may only gain the benefit of a Long Rest when you sleep outdoors.

You lose your ability to speak Humanoid languages, though you do still understand them.

Lo, behold the form of Preet Swiftroot with the form and flesh of a deer, the hide of a serpent, the wings of a bat, and the tusks of a mammoth. Their form brings terror to the wicked and purity on the meek.

— Excerpt from the inscriptions on the murals at Zarthid Grove



THE ROD OF THE RUBESCENT ROSE

Legendary Rod, Artefact

(requires attunement by a Bard, Sorcerer, or Warlock)

This rod resembles a tangle of twisting vines and knotted flesh. The vines flex and grasp, latching on to nearby living creatures — its bearer included. While initially painful, the thorns dull pain and instil a blissful focus. The thorns have been seen “drinking” blood from both victims and the wielder, surging with arcane power.

I have learned where the Rod of the Rubescent Rose is buried, and let me tell you, I'd prefer it to stay there. You may think that you need its power, you may think that you can control it, but I've seen the scars it leaves, and I would not wish that on you.

— Ainur

LEGEND OF THE ROD OF THE RUBESCENT ROSE

The *Rod of the Rubescent Rose* is believed to be one of the tendrils of Ca'Ichto, an Artefact linked with an elder force beyond the boundaries of the planes. The *Rod of the Rubescent Rose* tends to find wielders who are full of charisma and have a lust for power, with few scruples over those harmed in their missions. They are, after all, merely sources of blood to fuel the wielder's needs.

The lives, flesh, and **REDACTED** of this realm will be syphoned to that other realm. That which lies beyond the gate, where **REDACTED REDACTED REDACTED** and aberrations spew forth. Only that union of profane and divine may stand before us and intercede on our machinations, and we have ensured this unity can never be achieved.

— The High Curate's copy of Elluin Veronas' translation of the Bartolo Manuscript

ADVENTURE HOOKS

Thorny Treasure: It is said that the *Rod of the Rubescent Rose* was buried with its last wielder and a large patch of vampiric roses has grown around it. Brave adventurers that can survive the dangers of the patch and its horrors may find the *Rod of the Rubescent Rose* and other treasures.

Rose Wights: Creatures killed by the current wielder of the *Rod of the Rubescent Rose* are returning to unlife as rose- and thorn-covered **Wights**. The kingdom's frontiers are slowly being overrun with Bramble-wights. Someone must defeat the current wielder, or the edges of the kingdom will begin to fall.

MAGICAL PROPERTIES

The *Rod of the Rubescent Rose* grants the following magical effects:

Spell Potency: When used as a Spellcasting Focus, the *Rod of the Rubescent Rose* grants a +3 Bonus to Spell Attack Tests and Damage Rolls, as well as your Spell Save DC.

Blood-fuelled Focus: When you first attune to the *Rod of the Rubescent Rose*, roll 3d10. Reduce your Hit Point maximum by this amount. Doing so grants you Advantage on Concentration Tests.

Spell Vampirism: As an Action, you may attack a creature within 15 feet of you with the vines sprouting from the *Rod of the Rubescent Rose*. The target must make a **DC 18 Constitution** Saving Throw. On a failure, the target takes 5d6 Necrotic Damage, and you regain the lowest Level spell slot that you have spent (up to 5th Level). The target takes half Damage on a successful Save, and you don't recover the spell slot.

You can offer your own blood unto the *Rod*. As an Action, you may spend Hit Dice to recover spell slots. The amount of Hit Dice you must spend is two per Level of spell slot regained (up to 5th Level). For example, to regain a 3rd Level spell slot, you must spend 6 Hit Dice.

You can use the *Spell Vampirism* feature of the *Rod* to recover up to 1 more spell slot per Spell Level than your maximum would normally allow. All excess spell slots disappear after a long rest.

CURSED

While you are attuned to the *Rod of the Rubescent Rose*, you are always aware of the direction of the *Pipes of the Discordant* (see page 119) and the *Circling of the Striker* (see page 103) relative to you. If they are on a different plane from you, you know what other plane they are on. If you are ever within 100 feet of all three relics, they rip free from their current bearers, ending their attunements, and fly towards one another. When they all make contact with one another, they explode in a burst of eldritch energies, summoning 3d6 **Aboleths** and creating a *Sphere of Annihilation* at the location where they made contact.

GENERATED PROPERTIES

The end goal of the *Rod of the Rubescent Rose* is not known. What is known is that it longs for the other Tendrils of Ca'Ichto, and will reward someone for finding its lost... siblings? Appendages?

BENEFIT

While attuned to the *Rod of the Rubescent Rose*, as an Action, you may exude a sweet scent that attracts creatures around you. For 1 minute, you have Advantage on all Charisma Tests against any creatures within 10 feet of you. Once you have done so, you may not use this Property again until you've taken a Short or Long Rest.

When a creature is reduced to 0 Hit Points by the *Spell Vampirism* Property of the *Rod*, they rise again 24 hours later as a bramble-coated **Wight** that is hostile to all creatures around them.

As an Action or a Reaction to being attacked, you may spray a creature within 5 feet of you with pollen from the rose. The creature must make a **Dexterity** Saving Throw. On a failure, the creature is *Blinded* until the end of its next turn. Once you use this Property, you may not use it again until you have taken a Short or Long Rest.

FLAW

You tend to 'root' yourself to the ground, even when you walk. Your Movement Speed is reduced by 10 feet.

As delicate as a rose, you gain Vulnerability to Cold Damage.

Your body is gaunt from the blood loss. You have Disadvantage on all Constitution Tests and permanently have 1 Level of *Exhaustion* that can never be removed.

ROT-TOUCHED

Legendary Armour (Breastplate), Artefact (requires attunement)

This breastplate appears to be a mouldering piece of armour no longer fit for use. Pocks of rust are scattered across its metal, while mould and fungus crawl over its leather straps. Wherever it lies, decay spreads. Plants wither and die, leaving scarred patches of land where they fall; flesh rots and sloths away in time. It resists all attempts to destroy it, and trying to melt it down only conjures clouds of noxious fumes.

LEGEND OF ROT TOUCHED

An obsessive arcanist of times long past refused to release his masterwork from his possession. As he polished the armour, the metal grew dull. Rust appeared, like mushrooms sprouting from the turf. The more he polished, the faster the decay spread. Blood-red rust covered the metal, leprous mould marred its leather. It covered his polishing cloth, then crawled across his skin. By the time the arcanist was found, the breastplate's corruption had completely enveloped his forge and his flesh.

Narrowing down which of the desiccated ruins and swamps of this world could be the fault of Rot-Touched is a laborious endeavour. It could be argued that the sudden onset of the flesh – wither – rot of the southern marshes could only be explained by Rot-Touched. Just as easily as it could be argued that the literal collapse of the Platinum Enclave in Embermarch and the subsequent blister-plague could only be the result of the dreaded armour. A more comprehensive study of these and many other sites is the only way to discover the truth.

– An Incomplete Examination of the Latter Antiquities Vol. 1, Wilpos Whitmar et al.

The breastplate persisted throughout history. Despite its curse, it has lost none of its protective qualities. In an odd way, the curse strengthened it, as no magic creation can stand its presence. For this reason, *Rot-Touched* is an extremely effective piece of armour, though few can bear it for long.

ADVENTURE HOOKS

Corrupting Presence: A farming community is in crisis. Every seed they plant turns to mulch. The corruption seems to come from a nearby forest. So far, none have dared to find what lies at its heart, but if something is not done soon, nothing may ever grow here again.

Feed the Rot: There is a rumour that *Rot-Touched* will someday become something greater and more powerful even than its creator intended. To achieve this, more magic must be fed to its rot. Its current wielder, an ambitious warlock, has been tracking down Magic Items to be destroyed in time by *Rot-Touched*.

MAGICAL PROPERTIES

Rot-Touched grants the following magical effects:

While wearing *Rot-Touched*, it provides you with a +3 Bonus to your AC.

Aura of Decay: Any creature who attacks you with a non-magical Melee Weapon must make a **DC 18 Constitution** Saving Throw. On a failure, rust begins to spread across their Weapon. If they attack with a rusted Weapon, failing the Saving Throw a second time destroys the Weapon. For magical Weapons, make the same **Constitution** Saving Throw and consult the corresponding rarity for the effects and DC of the Saving Throw:

- ✦ **Common:** (DC 17) Failing twice destroys the Weapon.
- ✦ **Uncommon:** (DC 16) Failing three times destroys the Weapon.
- ✦ **Rare:** (DC 15) After failing twice, the Weapon's magical effects are lost until the wielder completes two Long Rests.



- ✦ **Very Rare:** (DC 14) After failing twice, the Weapon's magical benefits are lost until the wielder completes one Long Rest.
- ✦ **Legendary:** (DC 13) After failing twice, the Weapon's magical benefits are lost until the wielder completes one Short Rest.

Crumbling Stone: Whenever you spend a Long Rest at a location made with worked stone or lumber, you deal 1d10 Force Damage to the structure as *Rot-Touched* slowly brings ruin to the land around you.

The Rot Spreads: A foul-smelling colony of fungus grows across your skin, producing a cloud of spores within 10 feet of you. Any creature that starts its turn within the cloud of spores or first enters the cloud of spores must make a **DC 18 Constitution** Saving Throw. On a failure, the creature takes 4d6 Poison Damage and becomes *Poisoned* for 10 minutes. While *Poisoned* in this way, if a creature again fails their Saving Throw to resist the cloud of spores, they contract *Liferot Plague*.

CURSED

When you first don this Armour, you contract *Liferot Plague*. Other creatures with this disease can have it cured, but while you remain attuned to *Rot-Touched*, the disease never leaves you.

LIFEROT PLAGUE

This fungal infection roots itself in the lungs of its victims before spreading through the whole body. One day after infection, the symptoms become obvious with the thick phlegm and wracking coughs.

While infected with *Liferot Plague*, you experience the following effects:

- ✦ Your total number of Hit Dice are halved.
- ✦ Your Speed is reduced by 15 feet.
- ✦ While within *Rot-Touched*'s cloud of spores, you regain 10 Hit Points at the start of your turn.
- ✦ You must obey direct orders given to you by who is wearing *Rot-Touched*, except those that would lead to direct and immediate harm to yourself.

GENERATED PROPERTIES

Rot-Touched favours those who revel in the decay that spreads from the accursed Armour. The more pristine a location is, the greater *Rot-Touched*'s satisfaction at watching it crumble.

BENEFIT

Rot-Touched refines its ability to destroy metal and wood. All DCs used in the *Aura of Decay* Property are increased by 2.

As an Action, you can channel the Armour's corruption to target a single piece of Equipment carried or worn by a creature within 30 feet of you with *Aura of Decay*. They must make a **Constitution** Saving Throw following the same rules for magical and non-magical Equipment.

A cloud of flies follows you; all Ranged Weapon Attacks against you are made at Disadvantage.

FLAW

You age ten times faster than normal.

Rot-Touched begins issuing you orders as it grows dissatisfied with your use of its power.

All plant matter within 100 feet of you decays within 1 hour.

THE RUNEKEEPER'S STAFF

Legendary Staff, Artefact (requires attunement by a Druid, Sorcerer, or Wizard)

This slender staff is bound in scraps of parchment. Some are crisp and new, while others are crumbling, held together by whatever powers the Staff contains. They wrap around every inch of wood, marring its perfection like peeling posters across a marble wall. All are covered in crabbed, ink-spattered writing.

I always wondered how Faxise the Wicked could have so easily overpowered the Court of Abjurists. I shudder at the implications of what an unbounded archmage could accomplish with the raw forces of magic this staff could have allowed. I have my theories... There is only one way to discover the limits.

— The final entry in the scorched diary of Magos Solutus

LEGEND OF THE RUNEKEEPER'S STAFF

The *Runekeeper's Staff* originates from a time before the strictures of modern arcana. The Runekeeper once bore the burden of the complete and total understanding of all fundamental forces. In time, the *Runekeeper's Staff* was created to preserve their knowledge and allow the more complex magics to be codified. The staff is a repository for many of the fundamental runes of magic. Its wielders can utilise these runes to reconstruct the unbounded magic of old.

ADVENTURE HOOKS

Arcana to Unlock: The court wizard believes they can reverse-engineer the primordial magics used by the Staff. With this newfound power, they dream of rebuilding the institutions of magical instructions from fundamentals upward. They will enlist the help of any adventurers capable of bodyguarding them on this journey of discovery.

Staff of Secrets: The Staff once belonged to a city's master of mages. Since then, the city has sent countless assassins to hunt down anyone who knows of this staff and the edge it gives the kingdom. One of these witnesses is in your party.

MAGICAL PROPERTIES

The *Runekeeper's Staff* grants the following magical effects:

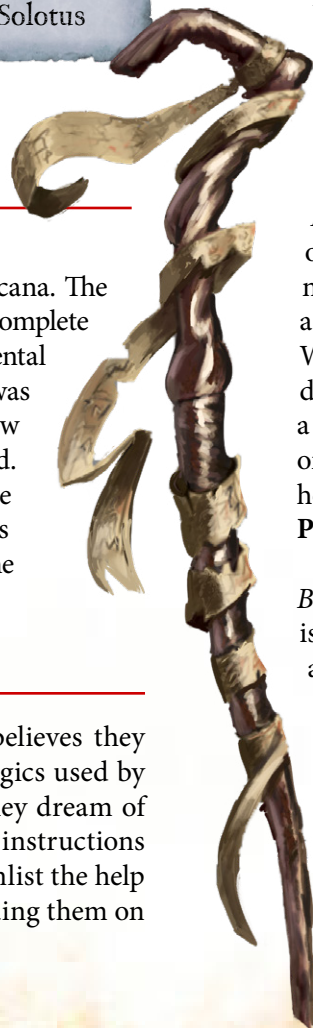
Magical Focus: This staff grants a +3 Bonus to your Spell Attack Bonus and your Spell Save DC.

Primordial Forces: The *Runekeeper's Staff* has 10 charges. As an Action, you can spend one charge to construct and cast a Primordial Spell, choosing from the options below. A Primordial Spell uses your Spell Attack Bonus and Spell Save DC when determining success.

Blast: You create an instantaneous burst of power, creating a 20-foot-radius sphere within 100 feet of you. All creatures within that area must make a **Dexterity** Saving Throw or take 8d12 Damage. (Choose the Damage Type from the **Primordial Damage** table).

Infuse: You coat a Weapon, up to 5 pieces of Ammunition, or a piece of Armour in magical power. It becomes suffused with a specific energy of your choice. If it is a Weapon or piece of Ammunition, it now deals an additional 1d10 Damage. If it is a piece of Armour, it gains Resistance to one Damage Type. This effect lasts for 1 hour. (Choose the Damage Type from the **Primordial Damage** table).

Build: You conjure a non-magical object that is no longer than 30 feet in any dimension in a free space within 60 feet of you. You have complete control over its size, shape, and colouration. If the object is less than 10 feet in one dimension, you can increase one other dimension to 45 feet long.



This object lasts for 8 hours or until it is destroyed. (Choose a material to build it out of from the **Primordial Materials** table).

Transform: Select a non-magical object or structure made out of one of the Primordial Materials. You transform it into one of the other Primordial Materials. Its size, shape, and details don't change once transformed. If the object or structure is larger than 20 feet in any dimension, you can select a portion of the object up to 20 feet in any dimension.

PRIMORDIAL DAMAGE	PRIMORDIAL MATERIALS
Acid	Bone
Cold	Crystal
Fire	Ice
Lightning	Stone
Poison	Wood

GENERATED PROPERTIES

The *Runekeeper's Staff* is seeking out the final runes of power that complete its collection of magics and will reward anyone who can help.

BENEFIT

In addition to the Primordial Damage Types, you can choose Necrotic or Radiant.

When you *Infuse* an object, Weapons and Ammunition now deal 2d10 extra Damage, and Armour grants Immunity to the chosen Damage Type.

When you choose to *Transform* an object or structure, instead of changing its material from one type to another, you can instead change the current state of the same material. For example, you melt an object made of ice, or crumble an object made of stone.

FLAW

Whenever you select a Primordial Damage Type, you are blasted with the overflow of power. You take 3d10 of that Damage Type.

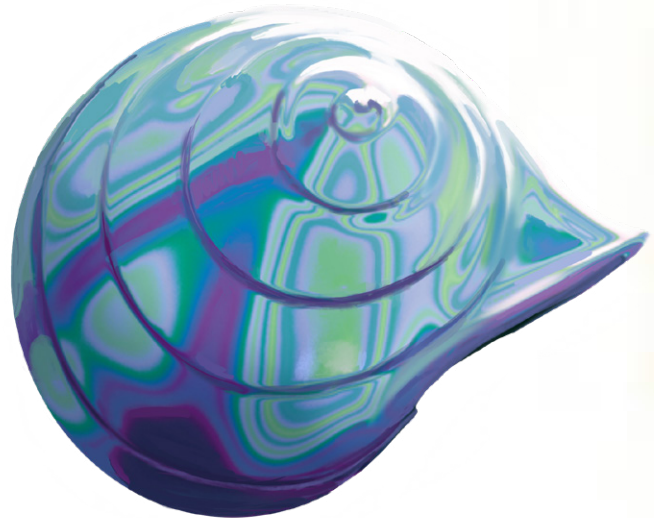
Whenever you select a Primordial Material, the *Staff* buries you in a knee-deep pile of rubble made of the same material. To escape the rubble, you must make a **Strength (Athletics)** Test against your Spell Save DC.

Any object you *Build* with this staff is rapidly crumbling. It now only lasts for 1 minute, and anyone attempting to use the object or move on a conjured structure must make a **Dexterity** Saving Throw or be knocked *Prone* while using it.

THE SHELL OF DISTANT SHORES

Legendary Wondrous Item, Artefact
(requires attunement)

A shell whose pearlescent surface shimmers with discordant colours. It is empty and somehow dry, even if plucked from the surf. The *Shell's* curls form alluring patterns. Try to trace them and you find yourself following an impossibility. Turning it over in your hands reveals more sides than there can be. Each turn reveals new facets, twisting round and round until your eyes water and logic flees your world.



LEGEND OF THE SHELL OF DISTANT SHORES

No one knows whether this shell was made or belongs to some otherworldly creature. It washes up beside oceans, rivers, and even lava pools, with no discernable pattern to when or why. Yet many search for it, as the *Shell* is rumoured to unlock realms alongside our own.

Most people who use the *Shell* do so unwittingly. They pick it up to investigate and, in doing so, open a portal. Entering incautiously leaves the person trapped, stranded on unfamiliar shores. It is from these unfortunates most stories of the *Shell* exist.

ADVENTURE HOOKS

A Safe Passage: A powerful druid grove is responsible for diplomacy with kingdoms in other planes. Their *Plane Shift* spells are limiting and consume lots of time and energy. They want to use the *Shell* to open a permanent gate to some of their reliable contacts. It could be a great leap forward for their people.

The Walls Weaken: Portals to other planes keep appearing in obscure locations throughout the city. Someone must be trying to tear the city apart with all the extraplanar monstrosities they have unleashed. Those monsters must be stopped from harming the small folk, and the portal-obsessed perpetrator must be halted in their tracks.

MAGICAL PROPERTIES

Otherworldly Messages: As an Action, you can hold the *Shell* to your ear and cast *Sending*, ignoring the usual 5 percent chance the message won't arrive if the creature is in a different plane. You may cast this a number of times per day equal to your Intelligence Bonus (to a minimum of 1), recovering the uses at the end of a Long Rest.

Distant Shores: As an Action, you may use the *Shell* to cast *Gate*, choosing a plane you are familiar with. The *Gate* appears as a rippling surface of pearlescent water, regardless of its destination plane. If you take the *Shell of Distant Shores* with you when you travel through the *Gate*, it travels with you to the destination plane, but once there, it teleports to an unknown location within 10 miles of your arrival point, ending your attunement with the shell.

Changing Tides: If the *Shell of Distant Shores* is ever left in one location for longer than 24 hours, it begins to slowly leak out a pool of water. It will, over the course of one week, generate a crystalline pool of pearlescent water. All solid objects around the *Shell* will be moved and warped to form a suitable bowl to store the pool in. The *Shell* slowly glides towards the pool's centre, and once submerged in that water, the next creature to touch the *Shell* is instantly transported to a randomly determined plane. The pool of water left behind now functions as a temporary portal to that plane that lasts up to 1 day or until the pool of water is destroyed.

GENERATED PROPERTIES

The *Shell of Distant Shores* has a more precise goal than most Artefacts. It will hum and vibrate when it nears a weakness between two planes. Using its *Changing Tides* Property at a place of weakness opens a permanent portal between those planes, earning greater powers from the *Shell*. Closing such gates or preventing similar gates from being constructed inspires distaste from the *Shell*.

BENEFIT

You have an intimate understanding of the connections to some planes. Once per day as an Action, you can summon a CR 5 or lower non-Humanoid creature from a plane of your choice that you have previously visited. You cannot summon a specific, named creature from that plane, only any creature that is similar to the one you have met.

With a greater sense of the energies at work within the *Shell of Distant Shores*, you can better predict which of the planes will be travelled to as part of the *Distant Shores* and *Changing Tides* Properties. When randomly determining the destination plane, randomly select 2 planes and then choose which of the 2 is the destination.

Your connection to any one plane begins to fray. At will, you can cast the *Blink* spell, targeting yourself.

FLAW

When sending messages through the *Shell*, roll a d20. On a 1–9, the message becomes mixed with words in an unknowable tongue.

When you use the *Shell* to travel to another plane, roll a d20. On a 1, you find yourself in a plane chosen at random.

The *Changing Tides* portal begins to develop after staying put for only 1 hour and finishes forming within 8 hours.

If my theories are correct, there must be a way to predictably use and harness the Shell of Distant Shores. The possibilities we would unlock by such an easy transfer between the planes are worth any price. Also leads the expedition through the trenches of the Plane of Water. We will know soon enough if the Shell can fulfil the promises it hints at. Let us hope the Krakens that linger in those depths never learn of its potential.

— The diary of Clearmind Nox,
chief druid of Planerift Grove

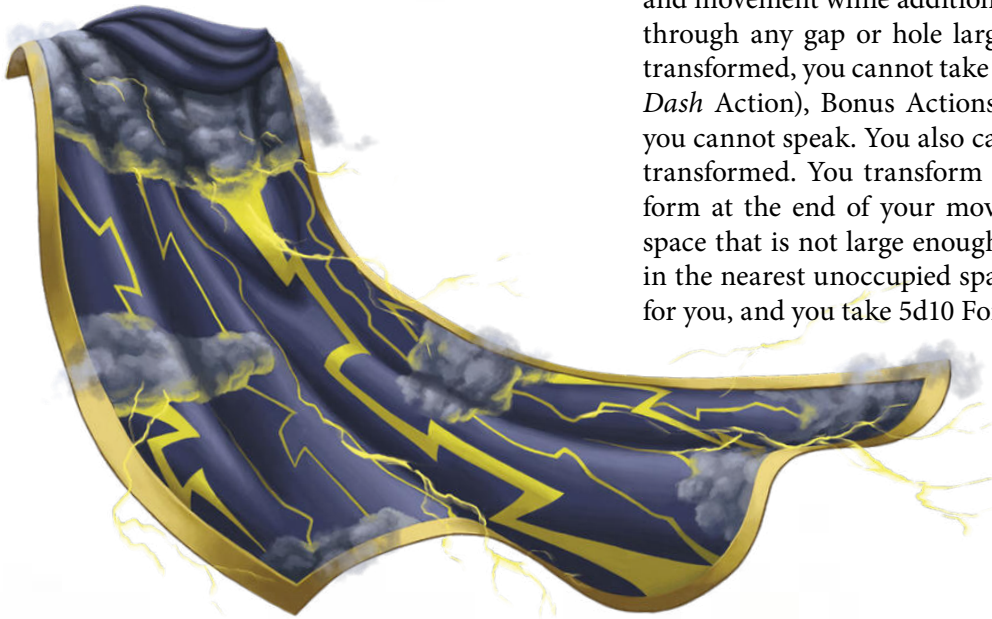
SPARKMANTLE

Legendary Wondrous Item, Artefact
(requires attunement)

Sparkmantle is a cloak rumoured to be woven out of the fabric of the storms themselves. It has been worn by mages and warriors through epic battles with forces of the elements. Its ability to ride the winds, defy the storms, and channel the lightning has been cemented in the histories recording the wars with the primordials. Its dark cloth of stormcloud is patterned over with the metallic gold of its lightning bolts of cloth.

LEGEND OF SPARKMANTLE

Sparkmantle has been used by many heroes through the ages, typically to smite evil betrayers around the world. There are very few records of the cloak being worn by villains. This has led some to believe that the cloak must be a gift from the god of vengeance, striking out with a bolt of power and a roar of retribution through their chosen vessel of wrath.



Wodzen the Just allegedly struck down the Mad Warlock Myund with lightning bolts, shattering the stones around her. This pattern is recurring as the songs of time continue to play. Another case where this tale is renewed, not repeating exactly — but it does rhyme with past cycles, was when Ardilath Arkentor raised the storms to carry the Brave Five Hundred into battle on the Infernal Rift. Both Wodzen and Ardilath appear to have used similar powers in their efforts.

— Ormanar's Life Sunder Cycle, transcription by Cobith

MAGICAL PROPERTIES

Sparkmantle grants the following magical effects:

Champion of the Storms: While attuned to *Sparkmantle*, you are Immune to Lightning and Thunder Damage. You gain a Fly Speed of 45 feet, and any Weapon Attacks you make while wearing the cloak deal an additional 2d8 Lightning or Thunder Damage (your choice).

Lightning Infusion: The power of storms enhances your magical abilities. When you cast a cantrip while wearing the cloak, you can change its Damage Type to Lightning Damage. Additionally, while wearing the cloak, any creature that is damaged by a spell or cantrip you cast that deals Lightning Damage becomes Vulnerable to that Damage, even if they were previously Resistant to it.

Bolting Movement: Once per turn, when you move, you can transform into a roiling stormcloud. While transformed like this, you retain your normal senses and movement while additionally being able to move through any gap or hole larger than 1 inch. While transformed, you cannot take Actions (other than the *Dash* Action), Bonus Actions, or Free Actions, and you cannot speak. You also cannot be attacked while transformed. You transform back into your regular form at the end of your movement. If you are in a space that is not large enough for you, you reappear in the nearest unoccupied space that is large enough for you, and you take 5d10 Force Damage.

ADVENTURE HOOKS

By the Gods: The god of vengeance has handed you *Sparkmantle* and, with it, a mission. Slay a powerful servant of the Infernal Legions. Succeed or be struck down by the storm. Vengeance will find someone worthy, one way or another.

The Calm Before: The current wielder of the cloak is a vigilante among the city-states, storming into castles to dish out vengeance for the backbiters who rule this fragmented kingdom. It's been months since they were last seen keeping the nobles in line; how long will the traitors wait before they return to the desperate scramble for power again? *Sparkmantle* and the champion who mastered it must be found again... or avenged.

GENERATED PROPERTIES

Sparkmantle has seldom remained long enough on the Material Plane for its own personality to be recorded. The god of vengeance, however, has more clearly understood motives: punish evil.

BENEFIT

When you first take off from the ground when you fly, you can create an updraft that carries any willing creature you wish within 30 feet of you. Those creatures all maintain their current distance from you, and they move alongside you as you move. You can maintain this updraft for up to 1 minute.

You gain leverage over the winds and the rains. Once per day, you can cast *Control Weather*. You do not need to maintain Concentration on this spell when cast this way.

Any time you deal Lightning Damage, you can roll as many of your Hit Dice as you like, adding the rolled amount to the Lightning Damage.

FLAW

While out in the storms, you are prone to drawing lightning strikes, each requiring you to make a **DC 18 Dexterity** Saving Throw or take 8d6 Lightning Damage. You have lost your Immunity to Lightning Damage.

Any time you jump or leave the ground, gusts of wind attempt to blow you down. You must make a **DC 18 Strength** Saving Throw or be knocked *Prone* every time you try to fly or jump.

Any time you cast a spell that deals Lightning Damage, roll 1d20. On a 5 or lower, the spell rages out of your control, bursting in a roar of magic. All creatures within 20 feet of you must make **DC 18 Constitution** Saving Throws or take 4d10 Thunder Damage and be knocked *Prone*.

THE VICTOR'S BLADE

Legendary Weapon (Longsword), Artefact (requires attunement by someone Proficient with Martial Weapons)

The dull steel of this heavily worn longsword belies its incredible potency, with it appearing unremarkable when first inspected. Until tested in battle or by brute force, only two features of the primarily unadorned blade hint at its legendary power. First is the weight — impossibly heavy for its size or for use in battle. Second is the single gem at the crossguard, a glistening stone that appears to glow with an inner fire when soaked in blood.

LEGEND OF THE VICTOR'S BLADE

Some scholars claim the *Victor's Blade* is a shaving from the war god's mighty sword, stolen during its forging, while others claim the bloody gem in its crossguard is the actual Artefact, a relic of the first warrior ever slain in battle. There are as many origins for the *Blade* as it has had appearances across history, and both types of stories are invariably violent. This sword is said to be the ultimate weapon for the ultimate warrior. It bears no higher cause or purpose. It exists to kill, and it does that without equal.

The sword has once again passed into obscurity, though it has assuredly passed from one butcher's hand to the next, always bringing a ruinous end.

ADVENTURE HOOKS

Champion of the Hells: The war god has chosen a new champion to fight the mustering armies of the Infernal Planes; all that the champion needs is the war god's relic of victory. As agents of the gods, you must find the *Victor's Blade* to arm the hosts of the Heavens in the next Infernal Crusade.

Once-bitten: A band of Storm Giants have been ransacking vaults and scouring battlefields in search of the *Victor's Blade*. The skald that leads the band claims they want to find the *Blade* that has slain so many of their kin and lock it away, never to be used on them again. The broken soldiers and emptied vaults left in their wake suggest that the Giants may be using this as an excuse for an endless rampage. They must be stopped or given a good reason to leave.

My honour and devotion demand that I refuse the Victor's Blade. That abhorrent blade has shed the blood of countless innocents. It doesn't matter what power she served, her means have tainted that weapon for now until oblivion.

— Silva

MAGICAL PROPERTIES

The *Victor's Blade* grants the following magical effects:

Weapon of Champions: *The Victor's Blade* weighs 40 lbs. While attuned to the *Victor's Blade*, you double your Proficiency Bonus for Attack Tests made with this Weapon. You make one additional Attack with this Weapon when you take the attack Action, regardless of the number that you would normally make.

Weapon of Executions: When you make an Attack with this Weapon and roll a 15–20 on the Attack Test, the result is a Critical Hit. When you score a Critical Hit with this Weapon, if the target has 50 or fewer Hit Points after resolving the Attack, it must succeed on a **DC 18 Constitution** Saving Throw or die instantly.

CURSED

The *Victor's Blade* is cursed, driving its wielder to ever greater challenges until its bearer bites off more than they can chew or death claims them.

The tapestries in the mead hall of Gozrom the Stoic depict what my team and I have determined is a warrior using the Victor's Blade during the Stormreign Wars. Its power gave the outmatched defenders a series of stunning victories, earning them a brief reprieve. The seemingly frustrated Giants returned with a vast army, ruthlessly completing their conquest and seizing the weapon they had come to fear. This is the most recent confirmed reference to the Blade that we can find, assuming the rumours from the Ninth Infernal Crusade are not to be trusted.

— On Schisms and Sunderings,
Oridi Neyrema

When you first kill a creature with the *Victor's Blade*, record that creature's Challenge Rating. Any time you kill a creature with this Weapon that has a lower Challenge Rating than the one you have recorded, permanently reduce your maximum Hit Points by an amount equal to the difference in the Challenge Ratings. When you kill a creature with a higher Challenge Rating than the one recorded, update the recorded Challenge Rating to match that of the newly slain creature.

If the Curse ever reduces your Hit Point maximum to 0 or lower, you die, and your soul is destroyed by the *Blade*, as the violence you have inflicted on others is turned on you. Only those who abandon the path of war can leave this blade behind. If you ever end your attunement to the *Victor's Blade*, you are unable to use any Weapon to harm another creature again.

GENERATED PROPERTIES

The *Victor's Blade* is impressed by those with martial ambition. It may award a Benefit to anyone who vanquishes a foe mightier than one they have ever faced before, just as it may impose a Flaw on those who back down from the challenge.

BENEFIT

A cloud of ethereal Weapons follows you when the *Blade* is drawn, dealing 3d10 Force Damage to enemies who start their turn within 5 feet of you.

The souls of your defeated enemies howl around you in battle, causing all enemies within 60 feet to make a **DC 21 Wisdom** Saving Throw, becoming *Frightened* on a failure.

When you draw the *Victor's Blade* for the first time in an encounter, you gain 50 Temporary Hit Points that last for one minute.

FLAW

Followers of the gods of peace and life instinctively hate and fear you. They will actively work against you and your goals so long as you bear the *Victor's Blade*, tracking the bloody footprints in your wake.

When you attack a creature with the *Victor's Blade*, you have Disadvantage on all Attack Tests made against any other creature until the original creature is dead.

All healing you receive from magical sources restores half the normal amount of Hit Points.

WAND OF PRIMORDIAL AIR

Legendary Wand, Artefact (requires attunement)

This light blue wand is made of coils of translucent glass and doesn't appear to have a handle. Anyone attuning to the wand will discover a collection of whispering voices yearning to be released into the world. This wand is the vessel for a permanent connection to the Elemental Plane of Air, and the hostile denizens of that plane seek freedom in the Material Plane.

LEGEND OF THE WAND OF PRIMORDIAL AIR

The Unseen Swarm is an army of Invisible Stalkers that were summoned and bound to the *Wand* by the great enchanter Muzelle the Erudite. He commanded them to serve the bearer of the *Wand* for all eternity and unleashed his elemental assassins upon the planes. Through one counter-assassination plot or another, Muzelle the Erudite was slain, and the *Wand of Primordial Air* was released into the world.

MAGICAL PROPERTIES

The *Wand of Primordial Air* grants the following magical effects:

Elemental Infusion: This wand grants a +3 Bonus to your Spell Attack Bonus and Spell Save DC. You can change the Damage Type of any spell you cast to Force Damage as you summon forth the winds of the Elemental Plane of Air to harry your foes. Once you have done so, you cannot do so again until you have completed a Short or Long Rest. The *Wand of Primordial Air* has 15 charges, and it regains 2d6+3 charges daily at dawn.

Aye, I know of the Wand of which you speak. A baron once opened his keep to a traveller, only to discover too late that the traveller was an enemy. Everyone inside was slaughtered to the last, never having seen their killers. What do you mean, how would I know that?

— Oloric

Magic of the Tempest: As an Action, you can spend a number of charges to cast the following spells without spending a spell slot or requiring material components. *Feather Fall* (1 charge), *Gust of Wind* (1 charge), *Invisibility* (2 charges), *Fly* (3 charges), *Wind Wall* (3 charges), *Conjure Elemental* (Air Elemental only) (6 charges), *Wind Walk* (7 charges).

Summoned Striker: Once per day, as an Action, you can summon one **Invisible Stalker** from the Elemental Plane of Air. This agent of the elemental forces appears in the nearest unoccupied space next to you and asks you to name its target. You must name a specific creature that you have met before. The Invisible Stalker will then seek out and attack the named target. If you fail to name a target creature within 10 minutes of summoning the Invisible Stalker, it returns to the Elemental Plane of Air.

I have learned to despise Invisible Stalkers. Their untraceable killings make tracking down the Wand a fool's errand, and fool I am. To my great consternation, the next record I found of the Wand was in the plunder of a sleazy pirate in the shallow bogs of the west. His buyer appears to be none other than the Venerable Lady Gallinbwaite, the Ancient Gold Dragon. I cannot find proof that the Wand has left the Dragon's Horde, although where this lair might be has dumbfounded treasure hunters and scholars for centuries.

I should have stuck to herbalism... I would at least have fewer conniptions.

— Research Notes of an Antiquarian,
Sniktal Pitsweeper Esq.



If the Invisible Stalker kills its target, it becomes free to roam the Material Plane as it sees fit. If the Invisible Stalker dies before it can kill its target, its soul returns to the Elemental Plane of Air through the *Wand of Primordial Air*, upon which the *Wand* glows in a bright white light. You cannot summon another Invisible Stalker while both the first one and the first target are still alive.

ADVENTURE HOOKS

For the Greater Good: The **Ancient Gold Dragon** Lady Gallinthaite is typically a servant of the defenceless and the meek. She probably only took the *Wand* to keep it out of the hands of real villains. If she can be convinced the need is great enough and the cause righteous enough, she may loan the *Wand* to a noble ally.

Daggers in the Knight: One by one, the king's guards are being killed, leaving him vulnerable. Someone must be making a play for the king's life! The secret summoner of assassins must be rooted out from the royal court (the only group of people who could have contact with *all* of the royal guards) before the king himself is taken in the night.

GENERATED PROPERTIES

In times past, the *Wand of Primordial Air* grew in power as more Elementals became bound to its summons. It is believed that it may grow in power even further if stronger creatures of that realm were recruited to its forces.

BENEFIT

You are able to summon more spirits from the Elemental Plane of Air. As an Action, you can spend 2 charges to summon a **Pegasus** loyal to you that obeys your spoken commands, so long as you don't put it into immediate and clear danger.

You have an intuitive connection to the flow of air around you. As a Free Action, you can whip up a gust of air to move either yourself or a willing *Large* or smaller creature within 100 feet of you, up to 40 feet in a straight line without provoking Opportunity Attacks.

You reflexively channel the air around you to deflect projectiles wherever they strike. When a Ranged Weapon Attack targets you or a friendly creature within 15 feet of you, you can use your Reaction to force that Attack to miss.

BENEFIT

The *Wand's* connection to the Elemental Plane of Air grows weak, reducing the number of charges it regains each day to 1d6.

As the winds of the Elemental Planes howl at the barrier, you start to hear a continuous rushing noise in your ears. You must make a **DC 18 Constitution** Saving Throw every morning at dawn. On a failure, you are deaf for the full day. On a success, you can hear, but the howling wind never stops.

Whenever you spend one or more charges from the *Wand of Primordial Air*, make a **DC 18 Constitution** Saving Throw. On a failure, permanently reduce your maximum Hit Dice by 1, as part of your physical substance is torn to the Elemental Plane of Air. If your Hit Dice maximum is ever reduced to 0, then your body and soul are completely transferred to the Elemental Plane of Air. Nothing short of a *Wish* spell and the destruction of the *Wand of Primordial Air* can reverse this effect.

THE WAND OF RESZA

*Legendary Wand, Artefact
(requires attunement by a Wizard)*



This slim, ivory wand is carved with a cryptic sequence of arcane sigils, each of which is cut deeply into its length, and winding around its surface is a coiled serpent. Despite this apparent structural weakness, it remains sturdier than a rod of iron. Ink spilled on the *Wand* is drunk in by its magic, and flows through the carved patterns before disappearing entirely. No sign of stain remains on the pale wand afterwards, nor does the ink ever make it into the cavity within.

You think that you are a bookworm? Ha! I know an old wizard that would read circles around you. They can't help themselves, you see, the Wand of Resza; it granted them great power but also bestowed an unquenchable thirst for knowledge.

— Silva

LEGEND OF THE WAND

Few can explain how anyone as forgetful as Resza ever became an esteemed archmage. She was an anomaly in a profession where one's memory is the key to control of magic. However, once she created her *Wand*, her legacy was assured. The *Wand of Resza*, the Forgetful, was once passed on as an heirloom among a forgotten circle of magi, using it as a record of hidden discoveries and treatises. Successors to the *Wand* have turned its knowledge to other uses, the first among which was the destruction and discrediting of the original circle of magi.

ADVENTURE HOOKS

Forget Me Not: An aspiring poet is determined to seize the *Wand* and use it to make sure their works are never forgotten. Unfortunately, poetry is really just a hobby compared to their mastery of warfare or magic, making them a formidable adversary.

Resza's Legacy: A story told in some parts suggests Resza had other treasures — none so great as the *Wand*, but valuable enough to inspire many fortune seekers. A little-told variant suggests the reason none have succeeded in finding her hoard so far is for lack of the *Wand*, which serves as a key to the demiplane in which she stored her wealth.

MAGICAL PROPERTIES

The *Wand of Resza* grants the following magical effects:

Record of Spells: This wand functions as a 250 page Spellbook. It begins with the following spells written inside of it, using up 76 pages. (*Banishment, Cone of Cold, Counterspell, Detect Magic, Detect Thoughts, Fire Shield, Fly, Globe of Invulnerability, Identify, Lightning Bolt, Mage Armor, Magic Missile, Mind Blank, Mirror Image, Misty Step, Scrying, Stoneskin, Teleport, Time Stop, Wall of Force*)

You can inscribe new pages within the Spellbook as with any other.

"Through their ordained wisdom, the Prime Deacon Un-Rol has decreed that the Wand of Resza is to be designated anathema by all servants of truth. The records of spellcraft stored within the Wand are deemed heretical, and those found enacting its foul magics will be found guilty of intellectual malfeasance." — This passage, recorded in the annotations of the eighty-first arcane council, speaks to the contradictions among the Deacons. Despite this proclamation, the Prime Deacon Un-Rol dedicated many of the lesser clergy to the hunt for Resza's lost Wand.

— Biographies of the Prime Deacons of Arcana, Guevir "Heartmuse" Perundis

Battery of Arcana: This wand grants a +3 Bonus to your Spellcasting Attack Bonus and your Spell Save DC. The *Wand* has 30 charges, and regains 3d4 charges each day at dawn. Additionally, you may cast any spell the Wand has recorded using a number of charges equal to the spell level, without requiring material components or spending a spell slot.

Spellthief: When you are targeted by a spell that is not currently recorded within the *Wand of Resza*, you can use your Reaction to snatch its secrets from the air before you. Make an **Intelligence (Arcana)** Test where the DC is equal to 10 + the Level of the spell targeting you. On a success, you negate all effects of that spell that would target you, and you add it to the list of recorded spells in the *Wand's* Spellbook. These spells count as Wizard spells for you, and you can use Intelligence as your Spellcasting Attribute for these spells.

GENERATED PROPERTIES

The *Wand of Resza* wishes to consume lost knowledge and store it for future use. Those who uncover hidden, obscure, or forbidden truths act in the *Wand's* interests.

BENEFIT

When you inscribe a new spell into the Spellbook of the *Wand*, it regains a number of charges equal to the new spell's Level.

The *Wand* will mentally alert you whenever there is a record containing a new spell within 100 feet of you.

You can double your Proficiency Bonus on all Arcana Tests.

FLAW

You are haunted by every mistake you've made and pain you've felt when you rest, requiring you to spend 1 Hit Die per Spell Level you regain with your *Arcane Recovery* Feature.

You can remember torments mortal minds were not meant to retain. Each time you fail a Death Save, you suffer a -1 penalty to all d20 Tests until your next Long Rest ends. This effect is cumulative.

You find yourself unwilling to cast any spells that are not recorded in the *Wand of Resza's* Spellbook.

WAYFINDER

Legendary Staff, Artefact (requires attunement)

This simple, oaken staff has a minimalistic elegance in its etchings. Simple linework depicts vast panoramas, from densely wooded forests to rolling hills. Winding between the scenes depicted are hidden inscriptions, entirely indecipherable with age, but with something drawing the eye to them nonetheless.

LEGEND OF WAYFINDER

The oldest surviving accounts of *Wayfinder* claim the Artefact was an antique even then, with some going so far as to claim it was the very first walking stick borne by the god of travel on the first of their nine thousand journeys. The inscriptions on its surface defy all attempts at translation. It could be a prayer for good luck, a loved one's message of comfort, or magical runes from its forgotten creator.

ADVENTURE HOOKS

If Not You, Then Who?: A rich merchant accuses the wielder of *Wayfinder* of theft, claiming only the staff's magic could enable entry to his vaults without the proper keys. Does the wielder use the staff to skip town, to track down the actual thief, or even to relieve the merchant of what treasure the vaults retain?

A Night Spent in Hell: *Wayfinder* can get its wielder in and out of almost anywhere, but its most potent magics can only be wielded once per day. A Devil challenges them to enter the Nine Hells and escape pursuit until the staff's charges replenish at dawn, promising vast earthly rewards for success — and a claim on their soul for failure.

MAGICAL PROPERTIES

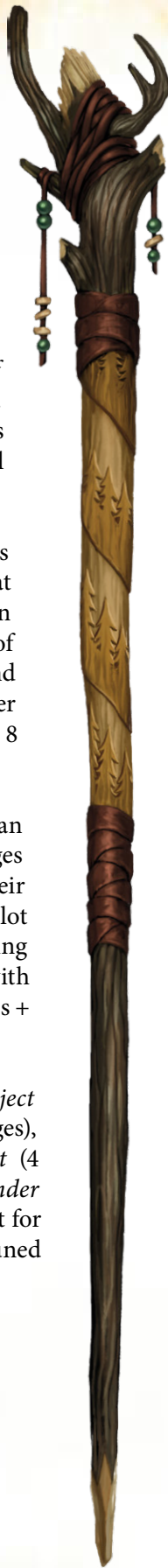
Wayfinder grants the following magical effects:

Freedom of Self: While holding and attuned to *Wayfinder*, Opportunity Attacks made against you are made at Disadvantage, and you are permanently under the effects of both *Freedom of Movement* and *Pass Without Trace*. Additionally, you can cast *Misty Step* as a Free Action without expending a spell slot.

Freedom of Community: *Wayfinder* has 10 charges and recovers 1d6 charges at dawn every day. As an Action, you can spend 1 charge to extend the benefits of *Wayfinder's Freedom of Movement* and *Pass Without Trace* effects to any number of creatures within 30 feet of you for 8 hours.

Spells: While equipped, you can use an Action to expend 1 or more of its charges to cast one of the following spells at their lowest Level without spending a spell slot or requiring material components, using Wisdom as the Spellcasting Attribute, with a DC equal to 8 + your Proficiency Bonus + your Wisdom Bonus.

Locate Creature (1 charge), *Locate Object* (1 charge), *Dimension Door* (2 charges), *Teleportation Circle* (3 charges), *Teleport* (4 charges), *Plane Shift* (5 charges). *Wayfinder* can be used as the Material Component for *Plane Shift* as the forked metal rod attuned to the Material Plane.



GENERATED PROPERTIES

Wayfinder grows tired of being in the same place for long periods of time. It will accumulate grudges against anyone who keeps returning to the same location time and again.

BENEFIT

You gain a Climb Speed equal to your Walking Speed.

You gain a Swim Speed equal to your Walk Speed.

You gain 60 additional feet of movement when you take the *Dash* Action.

FLAW

When entering a new region or city, you must pass a **DC 18 Wisdom** save or become *Charmed* by the inhabitants and their customs. This charm breaks if they take overt hostile action against you, such as attacking or casting a spell on you or your companions.

You cannot attack someone engaged in a journey or travel unless they provoke you with hostile action, such as attacking first or casting spells at you or your companions.

If you ever linger in one settlement or location for a week without travelling somewhere new, *Wayfinder* teleports away to find a more interesting wielder.

*“Hikmart Sticklewart stepped upon the road,
Wayfinder — strong and lean
helped him find a home,
Past many inns with lavish food,
Past many large and homely
and well-decorated mushroom houses,
His true place was treading on the paving stones”
(The metre and rhyme is far better in the original
Gnomish).*

— Ballads Among the Littlefolk,
Odilon Underlake

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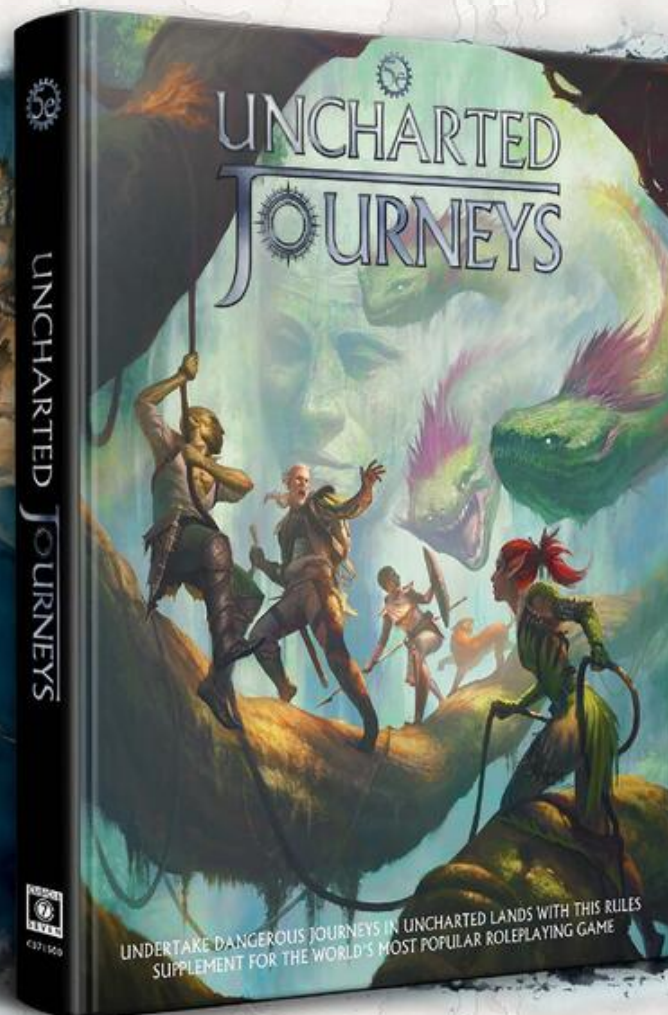
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