

RELIQS & RUNES



A COMPENDIUM OF MAGIC ITEMS & RUNES

BY ELOWEN FROST





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INTRODUCTION

Welcome to Relics & Runes

Greetings, Brave Souls,

First off, immense gratitude for your support and enthusiasm. It's my pleasure to introduce you to the enchanting world of "Relics & Runes." This supplement, enriched by your backing, is a treasure trove of magical creativity and rune-infused wonders.

I am Elowen, your guide and creator of this collection. Over countless hours, I've poured my passion for fantasy and crafting into this supplement. Within these pages lie 120 magical items, each with a spark of enchantment; 75 runes and 5 legendary runes, imbued with ancient power; 10 rune-themed subclasses, offering new paths for your characters; and comprehensive tables designed for generating both runes and the lore of magical objects, adding layers of depth and mystery to your adventures.

RELICS & RUNES COMPENDIUM

This compendium is more than a guide—it's a key to unlocking new dimensions in your storytelling. Here, each magic item, rune, and subclass is carefully crafted not only to balance your game but to inspire. The runes, with their age-old wisdom, offer a new element of strategy and lore, while the magic items are designed to spark intrigue and wonder in every encounter.

TAILORING YOUR TALE

As every campaign is a unique tapestry of stories and characters, I encourage you to weave these elements into your narrative in ways that resonate with your group's style and dynamics. Adapt and personalize! Whether it's modifying a rune's effect or embedding a deeper backstory into a magical relic, let your imagination and preference guide your choices.

A WORLD OF RUNES AND WONDERS

"Relics & Runes" is more than just an addition to your DnD 5e resources—it's a gateway to realms filled with the mystique of ancient runes and the allure of magic objects. Each page is an invitation to explore, create, and imagine. As you delve into this compendium, let your creativity take flight, remembering the only limit in the world of DnD is your imagination.

So gather your companions, ready your dice, and embark on an adventure steeped in mystery and magic. May your paths be illuminated by the ancient runes and your stories enriched by the relics you discover.

Happy gaming!

AEGIS OF THE VERDANT KNIGHT

Armor (breastplate), rare (requires attunement)

During the era of the Green March, knights ventured into the wilderness, upholding the safety of human realms against the relentless spread of the darkwoods., the Aegis of the Verdant Knight was a symbol of nature's pact with humanity. It was worn by Sir Galen the Green, a paladin who was said to have been blessed by the forest gods themselves.

This exquisite breastplate is masterfully forged from a unique blend of steel and a durable, enchanted green fabric that is as resilient as the finest chainmail. The steel is finely embossed with intricate leaf patterns, and the fabric is woven with threads of elven make. Remarkably lightweight, the breastplate conforms to the wearer's form and allows for fluid movement.

◆ **Nature's Bulwark:** While wearing this breastplate, you gain a +1 bonus to AC. In addition, you have advantage on saving throws against spells and abilities used by creatures of the type Fey and Plant.

◆ **Thicket's Embrace:** The breastplate has 3 charges. You can use an action to expend 1 charge to cast the Entangle spell (save DC 14) or 2 charges to cast the Barkskin spell on yourself. The breastplate regains 1d3 expended charges daily at dawn.

◆ **Verdant Vitality:** Once per long rest, when you drop to 0 hit points, the breastplate instantly stabilizes you and you regain 1d6+4 hit points.



AEGIS OF THE VERDANT KNIGHT

AETHERSKY HELM OF THE HORIZON WALKER

Wondrous item, legendary (requires attunement)

The Aethersky Helm of the Horizon Walker is an artifact of ancient origin, believed to have been forged by a sky god's own hand. The helm was worn by legendary scouts and rangers who patrolled the edges of reality, keeping watch over the shifting horizon where the material plane meets the vast expanse of the multiverse.

This magnificent helm, crafted from a luminescent metal, is adorned with elaborate scrollwork. The visor is shaped into a sweeping beak, reminiscent of a majestic bird of prey, and is flanked by a pair of wings.

◆ **Celestial Navigation:** The wearer gains the ability to cast locate creature and locate object spells at will, without expending spell slots.

◆ **Windborne Ascension:** Once per long rest, the wearer can activate the helm to gain a flying speed equal to their walking speed for up to 10 minutes, allowing them to soar through the air as if carried by divine winds.

◆ **Gaze of the Raptor:** The helm grants the wearer advantage on Wisdom (Perception) checks that rely on sight and the ability to see up to one mile away with no loss of detail.

◆ **Barrier of the Aether:** As a reaction to taking damage, the wearer can invoke the helm's power to create a barrier of swirling air that grants them resistance to the damage of that instance. This feature can be used three times per long rest.



AETHERSKY HELM OF THE HORIZON WALKER

AMULET OF THE REGAL CROAKER

Wondrous item, uncommon (requires attunement)

Legend speaks of a whimsical sorceress who fashioned the Amulet of the Regal Croaker in honor of a frog prince from a fairytale, blending reality with myth. The sorceress imbued the amulet with enchantments to capture the frog's fabled wisdom and the charm that won over a kingdom's heart. It was said to be a token of good fortune and regal bearing, and it has been passed through the hands of many nobles, each reporting a sense of increased charisma and confidence while wearing it.

This amulet features a golden frame of baroque design, finely decorated and ornate. In the center is a figure of a light green frog, with bulging eyes and a shiny gem on its belly.

- ◆ **Frog's Fortitude:** The wearer gains a +1 bonus to Constitution saving throws.
- ◆ **Charm of the Frog Prince:** Once per long rest, the wearer can invoke the amulet's magic to emulate the charismatic influence of the fabled Frog Prince. By mimicking a frog's croak, the wearer can cast the spell Charm Person (save DC 13). The target must be able to hear the wearer for the spell to take effect.
- ◆ **Leap of the Lily Pad:** The wearer can cast the Jump spell on themselves once per long rest, without expending a spell slot.

Additional Notes: It's said that wearing the Amulet of the Regal Croaker can sometimes lead to unexpectedly fortuitous encounters, especially near bodies of water or within the lush confines of a forest.

AMULET OF THE REGAL CROAKER



AMULET OF THE SILVERED VEIL

Wondrous item, uncommon (requires attunement)

Forged by a master artisan under the light of a silvery full moon, the Amulet of the Silvered Veil was originally created for a renowned detective to aid in solving enigmatic crimes. It is said that the spirit of justice itself is imbued within the amulet, guiding its wearer to uncover hidden truths and protect them from deceit.

This amulet, hanging from a chain of lustrous silver, features a central pendant of polished steel. Around the amulet, small silver shards float gracefully, reflecting a spectral light from within their metallic surfaces.

- ◆ **Veil's Intuition:** While attuned to this amulet, you have advantage on Intelligence (Investigation) checks and can discern illusions from reality with greater ease, granting you advantage on saving throws against illusions.
- ◆ **Mirror Defense:** Once per long rest, when a creature makes an attack roll against you, you can use your reaction to activate the amulet. The floating silver shards create a mirror-like barrier, granting you a +2 bonus to AC against that attack, and the attacker must succeed on a DC 13 Dexterity saving throw or be blinded until the end of its next turn due to the reflective flare.
- ◆ **Guidance of the Silvered Path:** The amulet contains 2 charges. As an action, you can expend one charge to cast the Guiding Bolt spell as a 1st-level spell. The amulet regains all expended charges at dawn.

AMULET OF THE SILVERED VEIL



ARCANE SCRIBE GLOVES

Wondrous item, uncommon (requires attunement)

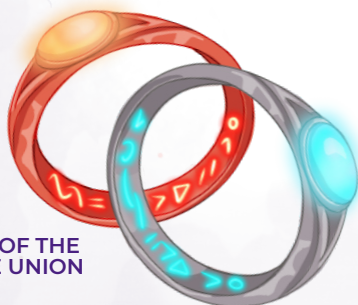
Hailing from the secret libraries of the Violet Order, the Gloves of the Arcane Scribe were said to be the prized possession of the head librarian, Master Elodin. Known for his obsession with the perfect transcription of ancient spells, Elodin created these gloves to aid his order in the meticulous copying of magical texts. Legends tell of the gloves' ability to imbue even the most novice of scribes with the precision of a master spellcaster.

These mystical gloves are crafted from a purple, silk-like fabric. The glyphs that adorn them are not sewn but seem to float above the surface, shifting and changing ever so slightly, as if alive with arcane potential.

- ◆ **Inscribed Insight:** The wearer of these gloves gains a +1 bonus to Arcana checks, even without any prior knowledge or training in the arcane arts.
- ◆ **Somatic Flexibility:** The gloves have been enhanced to allow the wearer to perform the somatic components of spells without the use of their hands. This extraordinary feature enables spellcasting even when the wearer's hands are bound or otherwise occupied.
- ◆ **Glyphic Echo:** Once per long rest, as a bonus action, the wearer can invoke the gloves' power to replicate the casting of any cantrip they have observed within the last minute. The replicated cantrip is cast at its lowest level.



ARCANE SCRIBE GLOVES



BANDS OF THE ARCANE UNION

BANDS OF THE ARCANE UNION

Ring, rare (requires attunement by two creatures willing to bond)

The Bands of Arcane Union were forged by a powerful mage who specialized in the magic of bonds and connections. They were created as a symbol of partnership and unity, intended for two individuals who wish to share a deep magical link. It is said that the mage crafted these for her two apprentices, who were as different as fire and ice but together brought balance to their master's teachings.

These twin rings, one with a warm, sunset orange gem and the other with a serene, sky blue stone, are crafted from a smooth, silver metallic material. The bands are engraved with arcane runes that glow faintly when close to each other.

- ◆ **Linked Minds:** While both wearers are attuned to the rings and on the same plane of existence, they can communicate telepathically with each other over any distance.
- ◆ **Combined Strength:** Once per long rest, when both wearers are within 60 feet of each other, they can combine their power to cast a spell from one wearer's list using the other's spell slot of the same level.
- ◆ **Protective Bond:** When one wearer takes damage, they can use their reaction to halve the damage taken. The other wearer then takes the other half of the initial damage. This ability can be used three times per long rest, shared between the wearers.
- ◆ **Empathic Resonance:** Each wearer knows the general direction and distance to the other, as well as their emotional state, as long as they are on the same plane of existence.

BAG OF BEWITCHED GUMMIES



BAG OF BEWITCHED GUMMIES

Wondrous item, uncommon, contains 1d12+3 gummies

Crafted in the bubbling cauldrons of the eccentric witch Alivara the Sweet, these enchanted gummies were originally made to amuse her many grandchildren. However, their magical effects were so delightful and unpredictable that they soon became sought after by adventurers and connoisseurs of the arcane. Each gummy is said to contain the essence of Alivara's mischievous spirit, and they have been known to turn a dour gathering into an impromptu festivity.

This colorful bag is adorned with runes and smells of a mix of tangy and sweet scents. It jingles lightly, as if the gummies inside were dancing with each other. When opened, the bag reveals a collection of animated gummies, each with its own quirky expression.

◆ **Random Revelry:** Upon consuming a gummy, roll a d6 to determine the effect from the table below. The effect lasts for 1 hour.

1D6	EFFECT
1	Chuckleberry: You can't help but giggle, granting you advantage on Charisma checks.
2	Sourpuss Lemon: Your face puckers, and you gain resistance to poison damage.
3	Boing-Boing Berry: Your legs become springy, adding 10 feet to your jump distance.
4	Zesty Orange Zing: A burst of energy gives you a +2 bonus to initiative rolls.
5	Grinapple: Your smile becomes infectious, giving you advantage on saves against being frightened.
6	Thoughtful Raspberry: Your mind sharpens, granting you advantage on Wisdom checks.

◆ **Confectionery Companionship:** The gummies are sentient and can communicate nonverbally with the owner of the bag, often nudging or positioning themselves to be picked when they desire to be eaten.

◆ **Fey Feast:** Offering a gummy to a fey creature counts as a friendly action and may grant you a small favor from the creature, as decided by the DM.

Additional Notes: The Bag of Bewitched Gummies cannot be refilled, and once the last gummy has been consumed, the magic of the bag fades and it becomes just an ordinary, albeit colorful, pouch.

BELT OF THE MOUNTAIN RAM

Wondrous item, rare (requires attunement)

Forged in the fiery forges deep within the Ironpeak Mountains, the Belt of the Mountain Ram is an embodiment of the enduring spirit of the dwarven clans that once ruled the rocky crags. These belts were traditionally worn by the dwarven vanguard, known for their unbreakable line formations in battle and their ability to hold their ground against overwhelming forces. The rams, revered by the dwarves for their steadfast nature and ability to thrive in the harsh mountain environment, became a symbol of the warriors' own resilience and tenacity. Wearing such a belt was a mark of honor and prestige, signifying a warrior's deep connection to the ancient strength of the mountains they called home.

This robust belt is made of sturdy leather dyed in shades of deep rust and earthen brown. The buckle is a prominent feature, fashioned into the head of a mountain ram.

◆ **Ram's Resilience:** The wearer's Constitution score increases by 1, to a maximum of 20, as they gain the hardiness of a mountain ram.

◆ **Charge of the Ram:** Once per long rest, as part of a move action, the wearer can make a charging attack against a target within 20 feet. On a successful hit, the target takes an additional 1d6 bludgeoning damage and must succeed on a Strength saving throw (DC 15) or be knocked prone.

◆ **Mountain's Endurance:** The wearer has advantage on saving throws against effects related to high altitude, such as thin air, cold weather, and strong winds.



BELT OF THE MOUNTAIN RAM

BLADE OF THE ETHEREAL DAWN

Weapon (greatsword), very rare (requires attunement)

It is whispered among the scholars that during the Age of Celestials, the goddess of dawn, Auralia, bestowed upon her chosen champion a blade forged from the first light of creation. The Blade of the Ethereal Dawn was said to have the power to dispel the deepest darkness and bring hope to the most desolate of lands. Over the centuries, its location became a mystery, with many adventurers seeking its radiant power.

This radiant greatsword exudes a soft glow, illuminating the surroundings in hues of pink and gold. The blade seems to be forged from the very essence of dawn, shimmering as if it captured the first light of morning. Its hilt, adorned with golden emblems, holds a small crystal, which pulses with energy like the heart of a star.

- ◆ You gain a +2 bonus to attack and damage rolls made with this weapon.
- ◆ **Glimmering Assault:** Once per turn, when you hit a creature with this weapon, you can cause the blade to emit a burst of radiant light, dealing an extra 2d6 radiant damage to the target.
- ◆ **Aura of Hope:** While holding the sword, you can use an action to cast the *Daylight* spell from it, centered on the blade. Once used, this property can't be used again until the next dawn.

BLADE OF THE
ETHEREAL DAWN



- ◆ **Morning's Embrace:** If you start your turn with less than half of your hit points, you regain 1d6 hit points. This property can't be used again until you finish a long rest.

BLADE OF THE OCEAN'S SOVEREIGN

Weapon (longsword), legendary (requires attunement by a character with proficiency in martial weapons)

The Blade of the Ocean's Sovereign was the divine instrument of a sea god, bestowed upon their greatest champion to uphold the sanctity of the seas. It is said to possess the fury of the ocean's storms and the tranquility of its depths. The sword has chosen wielders across the eons who have a heart in tune with the sea, bestowing upon them the might to vanquish leviathans and the mercy to safeguard sailors.

Emerging from the core of the ocean's depths, this legendary longsword boasts a blade as clear and blue as the heart of the sea, crafted from a crystalline material. The hilt is adorned with intricate silver filigree that crests like waves around a sapphire pommel. Encircling the sword is a constant, swirling mist of water, coalescing into droplets that never wet the wielder, but respond to the sword's movements as if alive with the fury of a stormy sea.

- ◆ **Tidal Might:** Every strike of the blade unleashes a surge of water, dealing an additional 2d6 cold damage, and can push the target up to 10 feet away if the wielder chooses.
- ◆ **Conqueror of Seas:** The wielder can command the sword to unleash the *Tsunami* spell once per week, channeling the might of the ocean's waves.
- ◆ **Abysal Vortex:** Twice per day, the wielder can create a massive whirlpool within a 30-foot radius at a point within 120 feet. Enemies trapped within must make a Strength saving throw or be pulled toward the center, taking 3d6 bludgeoning damage and being restrained until the whirlpool disperses.
- ◆ **Cloak of the Deep:** As an action, the wielder can envelop themselves in a shroud of sea mist, gaining invisibility and a swim speed equal to their walking speed for up to 10 minutes. While this effect is active, they can breathe underwater and speak to sea creatures as with the *Speak with Animals* spell.
- ◆ **Sovereign's Command:** The sword can be planted into the ground, or sea floor, creating a dome of water 60 feet in radius that purifies toxins, provides breathable air, and dispels magical fire within its bounds. This sanctuary lasts for up to 8 hours and can be used once per month.

BLADE OF THE
OCEAN'S SOVEREIGN

BLOSSOMSTAFF OF THE ETHEREAL BLOOM

Staff, rare (requires attunement by a spellcaster)

Legend tells of a realm where the boundaries between the physical world and the Ethereal Plane are thin, and it is from this place that the Blossomstaff of the Ethereal Bloom is said to originate. Crafted by a cabal of fey enchanters, the staff is a bridge between worlds, and is often sought after by those who wish to walk the paths unseen and affect the fabric of reality.

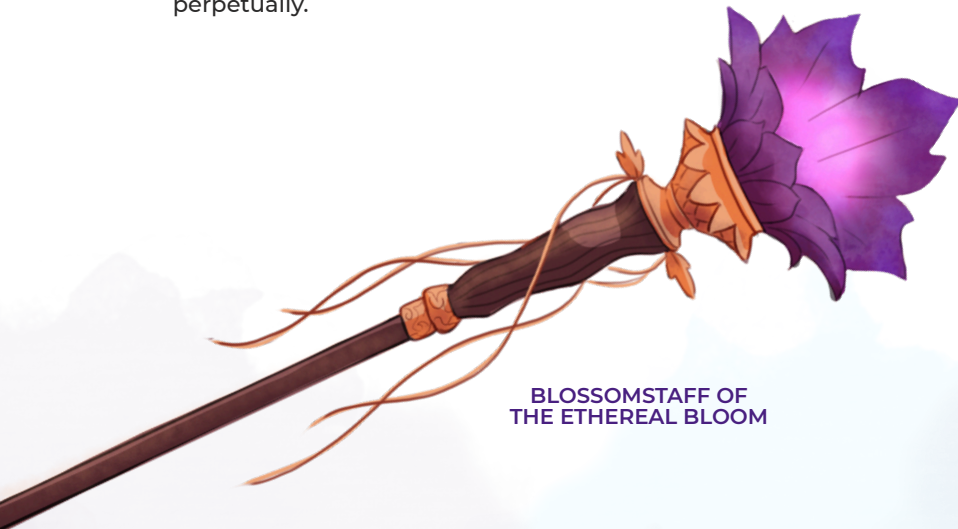
This staff is made from dark, polished wood. The top of the staff is adorned with a large, radiant flower with petals between hues of deep violet and sky blue. These petals are semi-transparent and emit a soft glow, leaving a trail of faint, sparkling motes in the air. Delicate tendrils spiral down from the flower, merging seamlessly with the shaft.

◆ **Ethereal Step:** Once per long rest, as an action, the wielder can cast the Etherealness spell, but only affecting themselves, and the effect lasts for up to 10 minutes.

◆ **Petal's Veil:** While holding the staff, the wielder can use a bonus action to cause the petals to envelop them, granting advantage on Stealth checks for 1 minute. This feature can be used a number of times equal to the wielder's spellcasting ability modifier (minimum of once), and all expended uses are restored at dawn.

◆ **Bloom of Warding:** As a reaction when the wielder or an ally within 30 feet is hit by an attack, the wielder can expend a charge to release a burst of petals, granting the target a +2 bonus to AC against that attack. The staff has 3 charges and regains all expended charges at dawn.

Additional Notes: The flower at its crown never wilts, and the staff is impervious to the effects of time and the elements, maintaining its otherworldly beauty perpetually.



BLOSSOMSTAFF OF
THE ETHEREAL BLOOM

BOOTS OF THE SKYBOUND SENTRY

Wondrous item, very rare (requires attunement)

Crafted during a time of great innovation, the Boots of the Skybound Sentry were originally the ambitious project of an adventuring sky pirate. Obsessed with the freedom of the skies and the power of flight, she combined her skills in leatherworking with arcane engineering to replicate the majestic lift of a griffin's wings. The boots were her triumph, allowing her to dance on the winds and command the skies — until she vanished, leaving behind only her boots to be found by those daring enough to walk the clouds as she once did.

These ornate boots are crafted from sky-blue leather and reinforced with bronze plates. Each boot is adorned with a set of wings.

◆ **Windborne Step:** The wearer's movement speed is increased by 10 feet. This effect is doubled when moving directly towards an airborne target.

◆ **Griffin's Glide:** As a bonus action, the wearer can activate the boots to gain a flying speed of 30 feet for up to 10 minutes. This ability can be used once per long rest.

◆ **Skyward Leap:** The boots grant the wearer the ability to cast Jump on themselves at will, tripling their jump distance.

◆ **Sentry's Watch:** When attuned to these boots and standing at a height of at least 100 feet above ground level, the wearer gains the eagle-eyed vision of a griffin, allowing them to see up to 1 mile away with no difficulty and with keen sight for details.



BOOTS OF THE
SKYBOUND SENTRY

BOOTS OF THE WINTER WALKER

Wondrous item, uncommon (requires attunement)

Said to have been crafted by a reclusive frost giant's shaman, these boots were originally made for a human hero who had earned the giant's respect. They are designed to let the wearer traverse the most bitter of winters with ease. Tales tell of the hero walking over snowbanks as if they were solid ground and never once succumbing to the cold's cruel bite.

Fashioned from a magically reinforced frost-blue leather and lined with the fur of a winter wolf, these boots have embroidered snowflakes and laces in a soft blue tone and the soles are crafted from a hardy material that never seems to wear.

- ◆ **Frost-Tread:** The wearer of these boots gains resistance to cold damage and can move across snow and ice without any penalty to their movement speed. They can also walk on top of snow as if it were solid ground, leaving no footprints.
- ◆ **Chill Step:** Once per long rest, the wearer can activate the boots to freeze the ground in a 10-foot radius around them. This area becomes difficult terrain for 24 hours or until thawed.
- ◆ **Icy Mantle:** As a reaction when the wearer takes damage, they can choose to have an icy sheath flash-freeze around them, granting them temporary hit points equal to 1d10 + their Constitution modifier. Once used, this property cannot be used again until the next dawn.



BOOTS OF THE WINTER WALKER

BOW OF THE SYLVAN ARCHER

Weapon (longbow), rare (requires attunement)

Crafted by a legendary elven bowyer, the Bow of the Sylvan Archer was said to be a gift to the protectors of the ancient woodlands. It is imbued with the essence of an ancient treant's heartwood, granting it a connection to the forest that is as old as the elven songs. Those who wield the bow are said to feel the heartbeat of the woods, becoming one with the sylvan realms they defend.

This elegant longbow is made from a single piece of living wood, its limbs still sprouting fresh leaves. The string is a strand of silken thread that glows faintly with a green hue. Intricate patterns reminiscent of ancient elven script are etched along the grip.

- ◆ **Nature's Quiver:** You gain a +1 bonus to attack and damage rolls made with this bow. Arrows shot from the bow bloom with leafy fletching mid-flight, dealing an additional 1d6 piercing damage as thorns sprout from the shaft upon impact.
- ◆ **Whispering Wind:** When you make a ranged attack with this bow, you can ignore half cover and three-quarters cover against the target, as the arrow bends in the air, guided by the whispers of the wind.
- ◆ **Spirit of the Grove:** Once per long rest, as an action, you can invoke the essence of the forest to cast the Entangle spell (save DC 15) without using a spell slot. The spell's area is centered on a point you can see within range.



BOW OF THE SYLVAN ARCHER

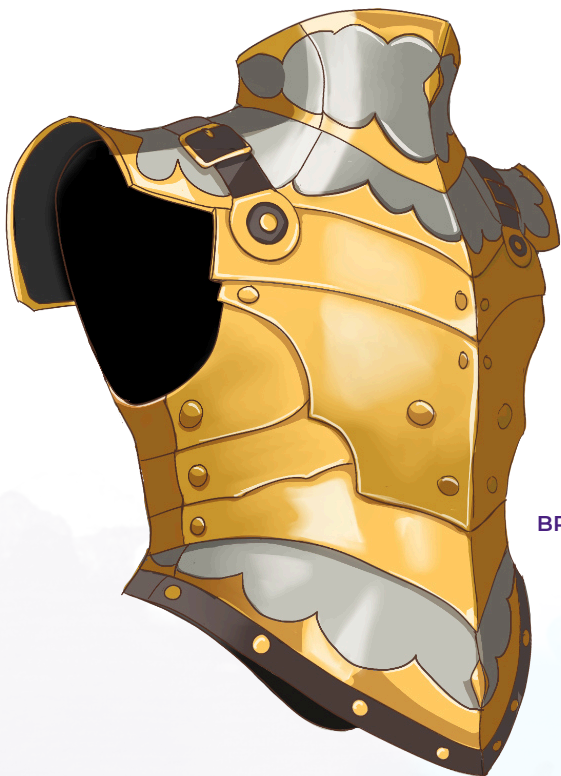
BRACELET OF THE BLAZING HORIZON

Wondrous item, rare (requires attunement)

The Bracelet of the Blazing Horizon is said to be the embodiment of the fleeting moment when night meets day. It was created by a sun priestess who sought to capture the beauty of sunrise within a gem, to remind her people that darkness is always followed by light.

This ornate bracelet features a band of dark, polished wood, carved with ancient runes that are warm to the touch. The centerpiece is a large, glowing amber gem, set in a sturdy golden clasp.

- ◆ **Dawn's Embrace:** Once per long rest, the wearer can invoke the bracelet to cast Daylight without expending a spell slot.
- ◆ **Warmth of the Sun:** The wearer gains resistance to cold damage and has advantage on saving throws against effects that would cause them to become frightened.
- ◆ **Horizon's Insight:** The wearer has advantage on Perception checks that rely on sight during daylight hours.
- ◆ **Solar Flare:** As a reaction when taking damage, the wearer can cause the bracelet to flare brightly, imposing disadvantage on the attack roll of the triggering attack. This feature can be used a number of times equal to the wearer's Charisma modifier (minimum of once) and all expended uses are restored after a long rest.



BREASTPLATE OF THE VALIANT DAWN

BREASTPLATE OF THE VALIANT DAWN

Armor (breastplate), rare (requires attunement)

The Breastplate of the Valiant Dawn hails from an ancient line of sun-worshipping warriors who believed the light of dawn was a symbol of unwavering courage in the face of darkness. These warriors were the first to meet the enemy at the break of day, and their armor was said to be blessed by the light of the rising sun. The breastplate was their standard, each piece individually blessed in a sacred rite that invoked the purity and strength of the dawn. Only the most honorable and brave were bestowed such a piece, and it was said their presence on the battlefield could rally the hearts of the faltering and turn the tide of the most desperate fights.

This resplendent breastplate is forged from gleaming gold-tinted metal. The shoulder guards are crafted to resemble the rays of the sun.

- ◆ **Dawn's Radiance:** While wearing this breastplate, the wearer emits a dim light for 5 feet. This light becomes bright light for an additional 5 feet when the wearer is at half hit points or less.
- ◆ **Blessing of the First Light:** Once per long rest, as an action, the wearer can empower themselves with the courage of the dawn. For the next minute, the wearer and allies within 30 feet gain a +1 bonus to attack rolls and saving throws.
- ◆ **Unyielding Sol:** When an ally within 30 feet falls unconscious, the wearer can use their reaction to grant that ally 1 hit point, bringing them back to consciousness. This feature can be used once per long rest.

Additional Notes: Breastplate of the Valiant Dawn is resistant to tarnish and remains immaculately shining even in the harshest of conditions. Some say that at sunrise, its true potential is momentarily unlocked, though the specifics of this phenomenon are a matter for sages and mystics to debate.

BRACELET OF THE BLAZING HORIZON



BUTLERETTE OF DILIGENCE

Wondrous item, uncommon (requires attunement)

The Butlerette of Diligence was the brainchild of a kindly wizard who specialized in enchantments for the home. Seeking to offer the comforts of a devoted butler without the need for space or sustenance, he enchanted these tiny figures with a touch of his own magic, imbuing them with an eagerness to serve. They soon became popular with traveling nobles, busy scholars, and anyone with more tasks than time.

This quaint, palm-sized doll is dressed in a miniature, immaculately tailored butler's suit complete with a dapper top hat. Its tiny, stitched features are arranged in a permanent expression of earnest helpfulness.

- ◆ **Summonable Servitor:** With a spoken command word (*diligare*), the butlerette animates, expanding to a functional and agile form standing two feet tall. It is capable of performing a variety of menial tasks, such as tidying, carrying messages, serving refreshments, and more, with the precision and care expected of a seasoned butler. The butlerette remains active for up to 1 hour, diligently performing the task at hand until completion or until the command word is issued again.
- ◆ **Taskmaster's Timing:** While the butlerette is active, you can focus on other tasks. If you perform a task that can benefit from an assistant, such as scribing, crafting, or setting up camp, the butlerette's assistance allows you to complete the task in half the normal time.
- ◆ **Discreet Service:** The butlerette operates in silence, making it ideal for environments where quiet is necessary. It can also deliver messages silently to a designated recipient within the same building or encampment.
- ◆ **Compact Convenience:** When not in use, the butlerette returns to its doll form and can fit comfortably in the palm of a hand, making it easy to carry in a pocket or a pouch.



BUTLERETTE OF DILIGENCE

CARNIVAL OF SHADOWS SHROUD

Wondrous item, uncommon (requires attunement)

The Carnival of Shadows Shroud was crafted by a renowned trickster and illusionist known as Myrddin the Veiled, whose performances were said to blur the line between reality and illusion. He created the shroud for use in his enigmatic acts, but also as a tool for his clandestine activities, which ranged from espionage to aiding in the escape of wrongfully accused prisoners.

This exquisite ensemble features a mask and robe set, with rich purples and vibrant reds, edged with golden embroidery. The mask bears a placid, almost beguiling expression, while the robe is soft to the touch yet remarkably durable.

- ◆ **Masquerade's Guise:** The wearer can cast *Disguise Self* without expending a spell slot once per long rest, allowing them to adopt a new appearance with a moment's concentration.
- ◆ **Performer's Favor:** When wearing the mask, the user gains advantage on Charisma (Performance) and Charisma (Deception) checks, aiding in captivating audiences and deceiving onlookers.
- ◆ **Shadow's Veil:** The shroud can be used to cast *Invisibility* on the wearer once per long rest, the spell lasting for 1 hour or until the robe is removed, whichever comes first.
- ◆ **Trickster's Escape:** While attuned to the shroud, the wearer receives a +1 bonus to AC and Dexterity saving throws, a boon that reflects Myrddin's own legendary ability to slip away from danger.

CARNIVAL OF SHADOWS SHROUD



CIRCLET OF THE SERAPHIC WINGS

Wondrous item, very rare (requires attunement)

Legend tells of the Circlet of the Seraphic Wings being forged by a congregation of high celestials in the ethereal forges of Mount Celestia. This divine artifact was gifted to mortals who showed exceptional virtue and valor, marking them as protectors of the heavenly domain on the material plane. The circlet's wings symbolize the freedom and purity associated with the seraphs, the highest order of angels.

This exquisite circlet is crafted from a silver alloy that catches the light. Two delicate, feathered wings, tinted with soft hues of pink and blue, arc away from the band, giving the impression that the wearer is blessed with the favor of the seraphim.

- ◆ **Celestial Grace:** While wearing this circlet, the wearer's Charisma score increases by 2, to a maximum of 22, as it imbues them with the awe-inspiring presence of the celestials.
- ◆ **Wings of the Seraph:** The circlet grants the wearer a flying speed of 30 feet when activated. This effect lasts for up to 10 minutes and can be used once per long rest.
- ◆ **Aura of Sanctity:** Once per long rest, the wearer can activate the circlet to emit an aura of divine light in a 15-foot radius. Allies within the aura gain advantage on all saving throws, and enemies suffer disadvantage on attack rolls against targets within the aura. This effect lasts for 1 minute.
- ◆ **Seraphic Insight:** The wearer gains proficiency in the Insight skill. If they are already proficient, they double their proficiency bonus for checks made with that skill.



CIRCLET OF THE SERAPHIC WINGS

CLOAK OF THE CERULEAN CASCADE

Wondrous item, rare (requires attunement)

The Cloak of the Cerulean Cascade was said to have been woven by the nymphs as a gift to a human hero who saved their spring from corruption. It embodies the ever-changing and flowing strength of waterfalls and the calm, deep currents of ancient lakes.

Fashioned from the finest silks of the water nymphs, the Cloak of the Cerulean Cascade is a garment that flows like water, with hues that transition from a vibrant turquoise at the top to a deep ocean blue at the hem and the cloak's edges are embroidered with intricate patterns that resemble ripples on the water's surface.

- ◆ **Aquatic Affinity:** While wearing this cloak, you can breathe underwater and have a swimming speed equal to your walking speed.
- ◆ **Rippling Defense:** As a reaction when a creature makes a melee attack against you, you can cause the cloak to ripple with force, potentially deflecting the attack. You gain a +2 bonus to your AC against that attack.
- ◆ **Watery Veil:** The cloak has 3 charges. As an action, you can expend one charge to cast the Blur spell (no concentration required by the wearer) as the cloak surrounds you with a shimmering mist. The cloak regains all expended charges at dawn.
- ◆ **Tidal Escape:** Once per long rest, when you take damage, you can use your reaction to turn into a flow of water and move up to 30 feet without provoking opportunity attacks. You must end this movement in a space that you can occupy, or you take 1d10 force damage and return to your previous location.

CLOAK OF THE CERULEAN CASCADE



CLOAK OF THE FOREST WARDEN

Wondrous item, rare (requires attunement)

The Cloak of the Forest Warden is said to be a relic of the guardians who once watched over the ancient woodlands. Crafted by a union of druids and dryads, it is imbued with the essence of the deep forest. The cloak is passed down through generations, often finding its way to those who have a destiny to protect and preserve the natural world.

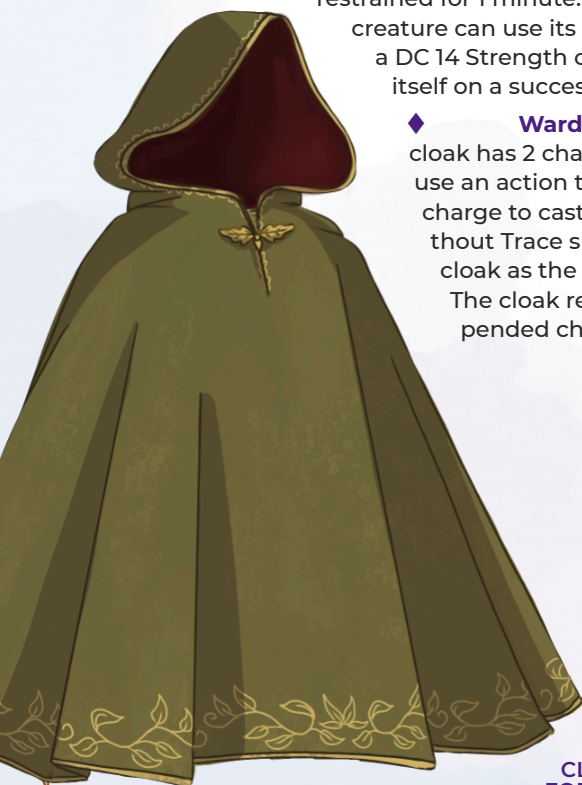
This enchanting cloak, colored in earthy greens with a rich maroon interior, is clasped at the throat with a brooch shaped like leaves. The hem is decorated with an embroidered vine motif in a golden thread.

◆ **Nature's Embrace:** While wearing this cloak, you have advantage on all Wisdom (Nature) checks and gain the ability to communicate with beasts and plants as if under the effect of the Speak with Animals and Speak with Plants spells.

◆ **Camouflage:** The cloak grants you the ability to blend into natural foliage with ease. As a bonus action, you can touch the cloak to activate or deactivate its camouflage property. While activated, you have advantage on Dexterity (Stealth) checks made to hide in any terrain with natural plant life.

◆ **Vine Entanglement:** Once per long rest, as an action, you can cause the embroidered vines on the cloak to come to life and reach out to entangle a creature you can see within 30 feet of you. The creature must succeed on a DC 14 Strength saving throw or be restrained for 1 minute. A restrained creature can use its action to make a DC 14 Strength check, freeing itself on a success.

◆ **Warden's Step:** The cloak has 2 charges. You can use an action to expend one charge to cast the Pass without Trace spell, with the cloak as the spell's focus. The cloak regains all expended charges at dawn.



CLOAK OF THE FOREST WARDEN

COAT OF THE ENIGMATIC DUELIST

Wondrous item, uncommon

The Coat of the Enigmatic Duelist is rumored to have been the favored garment of a legendary card mage, who was as famous for his theatrical flair as he was for his skill in battle. This coat was his signature apparel in every duel, said to bring luck and an air of intimidation to its wearer.

This coat is a dramatic combination of deep reds and stark blacks, tailored to accentuate movement with a flair of mystery. The fabric is of a mysterious nature, silky yet robust, patterned with swirling motifs. Silver buttons fasten the coat, each engraved with the symbol of a playing card suit - hearts, diamonds, clubs, and spades.

◆ **Gambler's Guise:** The wearer gains a +1 bonus to Charisma (Deception) and Charisma (Performance) checks, as the coat enhances their natural allure and presence.

◆ **Quick Draw:** The coat has 2 charges. The wearer can expend 1 charge as a reaction to draw a weapon or magical item as if they had the Quick Draw feat, ensuring they are never caught off guard. Regains all expended charges at dawn.

◆ **Card Caster's Favor:** Once per long rest, the wearer can use the coat to gain advantage on a single attack roll, ability check, or saving throw, representing a momentary glimpse of fortune's favor.



COAT OF THE ENIGMATIC DUELIST

COIF OF THE WINTER'S EMBRACE

Wondrous item, common (requires attunement)

Crafted by a friendly coven of winter witches, the Coif of the Winter's Embrace is designed to provide comfort and warmth to travelers braving the coldest climates. The witches, who celebrate the joys of winter and seek to share them with the world, imbue these hats with a touch of their frosty magic.

This enchanting winter hat is made of a thick, sapphire-blue fabric adorned with intricate snowflake patterns. The hat is lined with fluffy white fur that is incredibly soft to the touch, and it features a large, plush pom-pom.

- ◆ **Chill Resistance:** While wearing this hat, the attuned individual gains resistance to cold damage.
- ◆ **Snowbound Comfort:** The wearer of this coif can endure temperatures as low as -20 degrees Fahrenheit without any additional cold weather gear, and they have advantage on Constitution saving throws related to enduring cold weather.
- ◆ **Frosty Flair:** As a cosmetic feature, when the wearer exhales, their breath appears as an exaggerated puff of frost, and small snowflakes may form and gently fall around them in temperatures below freezing.



COIF OF THE WINTER'S EMBRACE

COSMIC COIL

Wondrous item, legendary (requires attunement)

The Cosmic Coil is an artifact of ancient origin, its creation attributed to the Astral Alchemists, a group of mages who sought to harness the energies of the cosmos. It is said that wearing the bracelet allows one to touch the fabric of the universe, drawing upon the boundless energy of the stars. The Coil has passed through the hands of many powerful beings, each adding to its legend, and it is rumored to contain a fragment of a fallen star's core.

This mesmerizing bracelet seems to contain the very essence of the night sky. Its surface swirls with a cosmic dance of colors, sparkling with stars and nebulae that shift and move as if alive. The bracelet is cool to the touch and feels lighter than air when worn.

- ◆ **Stellar Guidance:** While wearing this bracelet, you gain a +2 bonus to Wisdom (Perception) checks and you can navigate by the stars, granting you advantage on any ability check to avoid becoming lost.
- ◆ **Astral Step:** Once per long rest, as an action, you can use the bracelet to cast Teleport without the need for material components. Your destination must be a place under the open sky that you have previously observed.
- ◆ **Nebula Cloak:** As a reaction when you take damage, you can activate the bracelet to become enveloped in a shroud of cosmic energy, granting you resistance to that instance of damage and causing any creature within 5 feet of you to become blinded until the end of your next turn. This feature can be used up to three times, and all expended uses recharge after a long rest.
- ◆ **Gravity Well:** You can use an action to create a gravitational pull at a point you can see within 60 feet. For the next minute, any creature of your choice that starts its turn within 20 feet of that point must succeed on a Strength saving throw or be pulled up to 15 feet toward the center of the well. Once used, this feature can't be used again until the next new moon.



COSMIC COIL

COUNTESS'S GALA GOWN

Wondrous item, very rare (requires attunement)

Worn by a renowned countess who was both a patron of the arts and a cunning diplomat, the gown is rumored to have been woven with threads from the Astral Plane, granting it properties that influenced the court and its allies. It was said that the countess could sway even the most hostile negotiations in her favor with but a few whispered words and a sweep of her enchanting gown.

The Countess's Gala Gown is a masterpiece of high fashion and subtle magic, crafted from sumptuous fabrics that cascade in elegant folds. The gown's colors are a dance of twilight blues and deep wine reds, with golden embroidery, ensuring all eyes are drawn to the wearer.

- ◆ **Aura of Majesty:** The wearer exudes an aura of noble grace, granting them advantage on all Charisma-based checks when dealing with nobility or while attending social events.
- ◆ **Glide of Grandeur:** The gown allows the wearer to move across any surface as if they were under the effect of the Levitate spell, their feet never soiling no matter the filth underfoot.
- ◆ **Mantle of Mind Shielding:** The intricate golden embroidery serves as a shield against intrusion, granting the wearer immunity to magic that allows other creatures to read their thoughts, determine whether they are lying, know their alignment, or know their creature type.



COUNTESS'S
GALA GOWN

◆ **Embroidered Echo:** The gown is imbued with a powerful enchantment that allows the wearer's voice to carry with authority. Once per long rest, the wearer can amplify their voice to be heard clearly up to 300 feet away for up to 10 minutes.

◆ **Courtier's Cloak:** As a reaction to being targeted by an attack or harmful effect, the wearer can cause the gown to shimmer with a protective light, granting them a +2 bonus to their AC and saving throws until the start of their next turn. This effect can be used a number of times equal to the wearer's Charisma modifier (minimum of once) and all expended uses are restored after a long rest.

CRESCENT BLADE OF THE PHANTOM TIDE

Weapon (scimitar), very rare (requires attunement)

Forged in the deepest trench of the ocean by a conclave of marid and storm sorcerers, the Crescent Blade of the Phantom Tide was created to harness the might of the ocean's depths and the fury of the tempest above. It is said that the blade was quenched in a vortex of elemental power, capturing the essence of both the sea and the sky. This scimitar chose its bearers by a mysterious providence, favoring those with the spirit of the sea in their hearts or the tempest in their veins.

This scimitar has a blade as curved as the crescent moon, forged from a mysterious metal that shifts in color from a deep ocean blue to the clear azure of tropical seas. Encased within its translucent steel are streaks that flow like water, with occasional glimmers that resemble distant lightning beneath stormy waves. Its hilt is adorned with gold and aquamarine, and the handle is wrapped in sea serpent leather, cool to the touch.

◆ **Tidecaller:** The bearer can use an action to cast the Control Water spell once per long rest, without the need for material components.

◆ **Storm Surge:** When the bearer scores a critical hit with this weapon, the target takes an additional 2d6 lightning damage, and a wave of thunderous force pushes creatures within 5 feet of the target 10 feet away, unless they succeed on a Strength saving throw (DC equal to 8 + the bearer's proficiency bonus + the bearer's Strength or Dexterity modifier).

◆ **Phantom Current:** As a bonus action, the bearer can invoke the blade's power to gain a swimming speed equal to their walking speed and the ability to breathe underwater for 1 hour. This feature can be used twice per long rest.

Additional Notes: When unsheathed, the Crescent Blade of the Phantom Tide emits a faint, melodic hum, like the distant sound of waves crashing against a rocky shore.

CRIMSON MISTBLADE

Weapon (longsword), very rare (requires attunement)

The Crimson Mistblade was once the prize possession of a legendary duelist known for her unmatched speed and grace. It is said that she struck as swiftly and unpredictably as mist swirling on a blood-soaked battlefield. This blade was feared as it was said to slice not only through flesh but through the very resolve of those it faced.

The Crimson Mistblade is a striking longsword with a silver blade. The hilt is wrapped in red leather and a mysterious crimson mist gently spirals off the blade when unsheathed, leaving faint trails in the air.

- ◆ **Mistforged Edge:** This blade grants a +2 bonus to attack and damage rolls. When it strikes an opponent, a wisp of crimson mist leeches into the wound, dealing an additional 1d6 necrotic damage.
- ◆ **Veil of Blood:** Once per long rest, the wielder can command the mist to envelop them, granting the effects of the Blur spell for one minute, as their form becomes shrouded in a swirling red fog.
- ◆ **Duelist's Dance:** The blade can be used to cast Mirror Image without expending a spell slot. After casting, the red mist emanates from the images as well, making them nearly indistinguishable from the caster. This property can be used once per long rest.
- ◆ **Wraithstrike:** The sword contains 3 charges of the Misty Step spell. As a bonus action, the wielder can expend one charge to cast Misty Step. The mist from the blade wraps around the wielder, and they teleport in a puff of crimson smoke. The sword regains all expended charges at dusk.

DAGGER OF THE ZEPHYR WARDEN

Weapon (dagger), rare (requires attunement)

The Dagger of the Zephyr Warden was believed to be forged by the sky itself, a gift to the first of the Zephyr Wardens, guardians who swore to protect the realm of air. It is said that on a still day, a soft whisper can be heard emanating from the blade, a remnant of the ancient wind spirits that blessed its creation.

This exquisite dagger is the epitome of aerial elegance. Its blade is crafted from a lightweight alloy, the hilt is adorned with golden accents and is wrapped in leather.

- ◆ **Skybound Strike:** You gain a +1 bonus to attack rolls made with this weapon. On a successful hit, the target takes an additional 1d4 slashing damage from a gust of wind that seems to follow the blade's motion.
- ◆ **Windrider's Grace:** While attuned to this dagger, you have advantage on all Dexterity (Acrobatics) checks made to perform aerial maneuvers or to maintain balance in strong winds.
- ◆ **Galeforce Command:** Once per long rest, you can use a bonus action to cast Gust of Wind from the dagger. The force of the wind originates from the dagger and is directed in a line that you choose.
- ◆ **Zephyr's Boon:** When thrown, the dagger slices through the air with such ease that it automatically returns to your hand at the end of your turn.

CRESCENT BLADE OF
THE PHANTOM TIDE

DAGGER OF THE
ZEPHYR WARDEN



CRIMSON MISTBLADE

DAWNBRINGER'S GREATSWORD

Weapon (greatsword), uncommon (requires attunement)

During the Solstice Eclipse in Theralis, a blacksmith named Lysandor crafted the Dawnbringer's Greatsword using a sunstone to combat an encroaching darkness. When the eclipse threatened eternal night, the sword, alight with the sun's essence, was wielded by the paladin Siria. Her battles with the sword against the darkness became legendary, symbolizing hope's everlasting triumph over shadow.

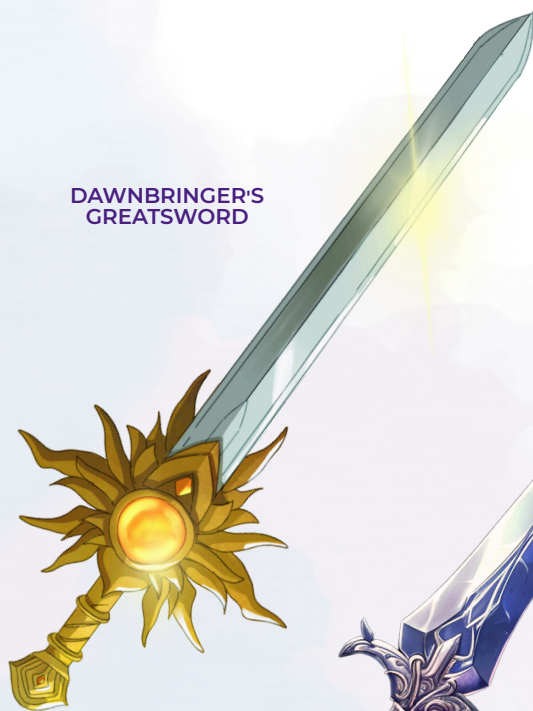
This greatsword features a blade as clear as the sky on a summer's day, edged with a crystalline sharpness. The hilt is adorned with a radiant motif that resembles the rising sun, complete with golden rays emanating from a central, orb-like pommel.

◆ **Daylight's Edge:** The blade emits bright light in a 10-foot radius and dim light for an additional 10 feet. It can be activated or deactivated as a bonus action.

◆ **Sun's Blessing:** Once per long rest, the wielder can invoke the power of daylight to cast the Light cantrip without using a spell slot. If used to target an undead creature, the creature must succeed on a Constitution saving throw or be blinded until the end of the wielder's next turn.

◆ **Radiant Strike:** The sword deals an extra 1d6 radiant damage to undead creatures.

◆ **Dawn's Grace:** The wielder has advantage on saving throws against being frightened.



DAWNBRINGER'S GREATSWORD

DAWN'S WHISPER

Weapon (longsword), very rare (requires attunement)

Forged by a solitary swordsmith as the first light of dawn crested over the horizon, Dawn's Whisper was a labor of love, intended to embody the hope and renewal that each sunrise brings. It was said to have been crafted for a beloved hero who had the voice of an angel and the heart of a lion, known across the lands for their deeds of valor and mercy.

Dawn's Whisper is a beautifully crafted longsword with a blade that transitions from a deep twilight blue at the hilt to a soft dawn-pink at the tip. The handle curves into the shape of a songbird in flight, with wings spread as if to herald the dawn.

◆ **Mistfade Strike:** Upon a successful hit, the blade leaves a trail of cool mist, causing the next attack against the target to have advantage as the enemy's vision is obscured.

◆ **Songbird's Grace:** Once per long rest, the wielder can use an action to cause the sword to emit a beautiful, harmonious tone. All allies within 30 feet who can hear the tone gain temporary hit points equal to 2d10 + the wielder's Charisma modifier and are cured of the frightened condition.

◆ **Renewal's Touch:** The wielder gains the ability to cast Lesser Restoration once per long rest without expending a spell slot.

◆ **First Light:** At dawn, if Dawn's Whisper is bathed in the first sunlight, it bestows upon the wielder a sense of clarity and renewal. The wielder gains advantage on their first attack roll, skill check, or saving throw made within the next 24 hours. Additionally, the sword emanates a gentle radiance for several minutes, casting bright light in a 10-foot radius and dim light for an additional 10 feet, providing comfort and bolstering the morale of the wielder's allies.



DAWN'S WHISPER

DIADEM OF THE STAG'S MAJESTY



DIADEM OF THE STAG'S MAJESTY

Wondrous item, rare (requires attunement)

The Diadem of the Stag's Majesty is rumored to be a relic of an ancient forest deity, representing the nobility of the natural world. It was said to be a gift to a revered druid who had tirelessly protected the woodland realms from encroaching darkness. The diadem not only served as a symbol of the druid's authority but also as a source of power that could call upon the forest's grace.

This majestic diadem is crowned with a pair of expansive, antler-like horns. The horns are hued in shades of deep violet and blue. Set within the center of the forehead is a large amethyst, flanked by smaller sapphires. Delicate chains adorned with miniature sapphire droplets dangle from the antlers, swaying with the wearer's movements.

- ◆ **Animal Command:** The wearer gains the ability to cast *Speak with Animals* at will, with a particular affinity for cervine creatures.
- ◆ **Stag's Leap:** The wearer's jump distance is doubled, and they move through natural terrains such as forests and grasslands with exceptional grace.
- ◆ **Enthralling Presence:** Once per long rest, the wearer can channel the majesty of the stag to cast *Enchanting Gaze*, creating a hypnotic effect that charms creatures within a 10-foot radius for up to 1 minute or until the wearer or an ally harms the charmed creature.
- ◆ **Ward of the Forest:** When worn in natural settings, the diadem grants the wearer advantage on saving throws against being charmed or frightened, and resistance to poison damage.

DREAD KNIGHT CLOAK

Wondrous item, legendary (requires attunement)

This eerie cloak, trimmed with draconic scales and spikes, was once the regalia of a tyrant who sought dominion over night and shadow. His cruelty was as cold as the void, and his ambition as dark as the cloak he wore. When his body was finally broken, his spirit refused to pass quietly. It clung to the cloak, imbuing it with a malevolent will and the essence of shadow.

This formidable cloak is woven from a fabric that seems to absorb light, deep crimson on one side and a shadowy green on the other. It is adorned with scales that resemble those of a fearsome draconic creature. Spikes line the cloak's edges, and the hood is shaped to cast the wearer's face in enigmatic shadow.

◆ **Shadow Dominion:** While wearing this cloak, you can use an action to cast the *dominate person* spell on a creature you can see within range (save DC 18). Once used, this property can't be used again until the next midnight.

◆ **Aura of Dread:** While wearing this cloak, any creature that starts its turn within 30 feet of you must make a DC 18 Wisdom saving throw or be frightened until the end of its next turn. Creatures that succeed on the saving throw are immune to this effect for the next 24 hours.

◆ **Strength of the Drake:** While attuned to the cloak, your Strength score increases by 4, up to a maximum of 24.

◆ **Curse:** This cloak is cursed, a fact that is revealed only upon attunement. The curse has the following effects:

You have disadvantage on all saving throws against spells and other magical effects.

You have an insatiable desire to remain in darkness or shadow. While in direct sunlight, you have disadvantage on attack rolls, ability checks, and saving throws.

The cloak cannot be removed from you while you are alive, and you cannot willingly end your attunement to it. If the cloak is removed from you by any means, you become paralyzed until it is worn again.

The curse of the cloak is tied to the tyrant's spirit, a shadowy presence that whispers in the ear of the wearer, goading them into acts of tyranny and domination to fulfill the undying will of the Shadow Drake.

DREAD KNIGHT CLOAK



DUSKWALKER MANTLE

Wondrous item, rare (requires attunement)

Enshrouded in the mysteries of twilight, the Duskwalker Mantle was woven by the seamstresses of the Twilight Court, a faction of fey that revel in the magic of dusk and dawn. It is said that the mantle was dyed with the colors of the setting sun and stitched with the threads of nightfall, granting the wearer the ability to walk in the penumbra between day and night.

This resplendent mantle shifts in color from a deep twilight blue to the fiery hues of sunset. Its fabric is supernaturally lightweight and feels soothing to the touch, like a cool breeze at day's end. The golden trim seems to hold a faint luminescence that softly illuminates the edges of the wearer's silhouette.

◆ **Twilight Shroud:** While wearing the mantle, the wearer has advantage on Stealth checks made during dusk and dawn hours. Additionally, during these times, the wearer can use an action to blend into the surrounding shadows, effectively becoming invisible as per the Invisibility spell.

◆ **Eve's Evasion:** Once per short or long rest, when the wearer is attacked, they can use their reaction to cast Misty Step, provided it is either dusk or dawn.

◆ **Duskwalker's Disguise:** The mantle has 3 charges. The wearer can use an action to expend one charge to cast Alter Self. The mantle regains all expended charges at dusk.

◆ **Sunset's Resilience:** When the mantle is worn during sunset, the wearer gains resistance to radiant damage, reflecting the mantle's connection to the fleeting light.



DUSKWALKER
MANTLE

ELEMENTAL GRENADE: EMBER CHARGE

Wondrous item, uncommon

In the aftermath of the Elemental Wars, a skilled group of artificers sought to harness the volatile energies of the elemental planes into a manageable form, giving birth to the Elemental Grenades. The Ember Charge was their premiere creation, embodying the fierce and unforgiving nature of fire, crafted to serve soldiers and adventurers in their explosive needs.

Resembling a small, hand-held bomb, the Ember Charge is encased in a reinforced glass-like material that shimmers with a fire's glow from within. The top is sealed with a metal cap where a rune of ignition is inscribed, waiting to be activated by the user's command.

◆ **Fiery Detonation:** As an action, you can light the Ember Charge's fuse and throw it up to 30 feet. It explodes on impact in a burst of flame. Each creature within a 10-foot radius must make a DC 13 Dexterity saving throw, taking 3d6 fire damage on a failed save, or half as much damage on a successful one.

◆ **Scorched Aftermath:** After detonation, the area where the grenade exploded is set ablaze with magical fire that lasts until the end of your next turn. Any creature that enters the area for the first time on a turn or ends its turn there must make a DC 13 Dexterity saving throw, taking 1d6 fire damage on a failed save.

◆ **Single Use:** The grenade is a single-use item. Once thrown and detonated, it cannot be used again as its magic is expended in the blast.

ELEMENTAL GRENADE: FROSTBITE SHARD

Wondrous item, uncommon

Conjured during a relentless winter in the far north, the Frostbite Shard is a chilling testament to the artificers' mastery over ice and cold. These grenades were developed to freeze the raging battlefields, giving soldiers a tactical advantage by slowing their enemies to a glacial pace.

The Frostbite Shard appears as a clear orb filled with swirling snow and ice crystals. Its surface is cold to the touch, and frost patterns bloom across its shell when armed.

◆ **Icy Blast:** Activate and throw the Frostbite Shard up to 30 feet as an action. It bursts upon impact, releasing a wave of cold. Creatures within a 10-foot radius must make a DC 13 Constitution saving throw, taking 3d6 cold damage on a failed save, or half as much damage on a successful one.

◆ **Glacial Ground:** The burst leaves a layer of slippery ice in the affected area until the end of your next turn. The area is considered difficult terrain, and any creature that enters the area or starts its turn there must succeed on a DC 13 Dexterity saving throw or fall prone.

◆ **Single Use:** This grenade is spent after use, its magic exhausted as it releases its frosty payload.

ELEMENTAL GRENADE: THUNDERCLAP PELLET

Wondrous item, uncommon

Forged in the heart of a storm, Thunderclap Pellets were created to capture the fury of a tempest. These grenades replicate the shock and awe of a lightning strike, leaving foes stunned and disoriented.

This small, metallic pellet hums with pent-up energy. Static electricity crackles around it, especially when it's about to be activated.

◆ **Thunderous Explosion:** As an action, throw the Thunderclap Pellet up to 30 feet. It detonates with the sound of thunder. Creatures within a 10-foot radius must make a DC 13 Constitution saving throw, taking 3d6 thunder damage on a failed save and becoming deafened for 1 minute. A successful save halves the damage and prevents deafening.

◆ **Sonic Resonance:** The explosion leaves a lingering sonic vibration in the air. Until the end of your next turn, any creature that starts its turn in the affected area has disadvantage on attack rolls and concentration checks.

◆ **Single Use:** The magic of the Thunderclap Pellet is released in the thunderous boom, rendering it inert afterward

ELEMENTAL GRENADE: SEEDSTORM POD

Wondrous item, uncommon

Crafted by druids from the Auriel Wilds, the Seedstorm Pod is a tribute to the untamed growth of nature. This small biodegradable container holds the essence of rapid germination, enabling the wielder to sow chaos with a surge of plant life.

The pod is made from a hardened fruit shell, and when agitated, it vibrates with the potential for explosive growth within.

◆ **Burst of the Greenwarden:** As an action, throw the Seedstorm Pod up to 30 feet. Upon impact, it erupts in a burst of entangling vines and sprouting flora. Creatures within a 10-foot radius must succeed on a DC 13 Strength saving throw or become restrained by the rapidly growing plants until the end of your next turn.

◆ **Thicket Barrier:** The area becomes difficult terrain as the thick undergrowth persists until the end of your next turn, hindering movement and providing partial cover.

◆ **Single Use:** The life force within the Seedstorm Pod is expended upon activation, causing the shell to crumble and the magic to fade after its effects occur.

ELEMENTAL GRENADE:
EMBER CHARGE



ELEMENTAL GRENADE:
FROSTBITE SHARD

ELEMENTAL GRENADE:
THUNDERCLAP PELLET



ELEMENTAL GRENADE:
SEEDSTORM POD



ELEMENTAL GRENADE:
DELUGE ORB

ELEMENTAL GRENADE: DELUGE ORB

Wondrous item, uncommon

Conceived by the hydro-mages of the Coral Towers, the Deluge Orb captures the essence of the ocean's might. It is designed to mimic the sudden surge of a tidal wave, encapsulating the power to wash away adversaries with the might of water.

This spherical container is crafted from a translucent, waterproof material and feels sloshing with contained water when moved.

◆ **Frost-Tread:** Tidal Onslaught: Activate and toss the Deluge Orb as an action up to 30 feet. On impact, it bursts, unleashing a torrential flood. Creatures within a 10-foot radius must make a DC 13 Strength saving throw or be knocked prone by the rush of water and pushed 5 feet away from the explosion's center.

◆ **Slick Terrain:** After the explosion, the area becomes covered in water, turning it into difficult terrain for the duration of your next turn, as the ground is slick with the residue of the unleashed waters.

◆ **Single Use:** The water within the Deluge Orb dissipates after its release, rendering the orb a simple, empty shell.

ELIXIR OF BREEZY
TRAVEL



ELIXIR OF BREEZY TRAVEL

Potion, common

Legend has it that the Elixir of Breezy Travel was first concocted by an air elemental, a being of wind and weather, at the behest of a renowned alchemist. This alchemist sought to capture the essence of a brisk breeze in liquid form, a task many deemed fanciful and impossible. Yet, with the elemental's capricious aid, they succeeded, and thus the first flask of this now-coveted potion was born. Travelers, messengers, and adventurers seek out this potion, not just for the swiftness it imparts, but for the story it holds—a testament to the alliance between mortal craft and elemental whimsy.

The Elixir of Breezy Travel is contained within a flask of distinctive character. Its glass is a tapestry of shifting blues that play with the light as though reflecting the sky itself. The stopper, a piece of carved wood adorned with runes, fits snugly at the top.

◆ **Tailwind Draft:** Upon drinking this elixir, for the next hour, your walking speed increases by 10 feet, and you gain advantage on saving throws against being knocked prone.

ELIXIR OF GEOMANTIC
RESONANCE



◆ **Zephyr's Caress:** The elixir imbues you with a soothing aura that grants you resistance to extreme temperatures, particularly heat, as if a gentle, cooling breeze follows you, providing comfort for the duration.

◆ **One-time Use:** The elixir's magic is consumed with one use. The flask becomes a non-magical item after the potion is consumed.

Additional Notes: The Elixir of Breezy Travel has a crisp, refreshing taste, with hints of mint and clear mountain air. It is often used by adventurers during long treks through desert climates or when a swift escape is necessary. The potion's effects are mild enough that even those not accustomed to magical remedies can enjoy its benefits without fear of overwhelming side effects.

ELIXIR OF GEOMANTIC RESONANCE

Potion, rare

Dwarven alchemists, in their endless experimentation with the minerals of the deep earth, discovered this potent brew. They crafted it to resonate with the geomantic energies that course through stone and soil, granting the drinker a brief attunement to the very heartbeat of the land.

The flask, with its ironclad seal and geometric sigils, suggests a dwarven craftsmanship. The potion inside moves slowly, as if it had a viscosity akin to molten stone rather than water.

◆ **Stone's Endurance:** Upon drinking, the consumer gains temporary hit points equivalent to $1d12 +$ their Constitution modifier as their skin momentarily takes on the aspect of stone.

◆ **Earth's Whisper:** For 1 hour after ingesting the elixir, the drinker gains tremorsense out to a range of 30 feet, allowing them to detect the presence of anything in contact with the ground.

◆ **Miner's Might:** The elixir imbues the drinker with the strength of the earth, giving them advantage on Strength (Athletics) checks related to climbing, digging, or moving heavy objects for the next hour.

◆ **Geomancer's Insight:** Once within the next 24 hours, the drinker can cast the Locate Object spell without expending a spell slot, provided the object they are searching for is made of stone or metal.

Additional Notes: The potion's effects are potent but fleeting, and the crystal sediment at the bottom of the flask is often kept as a token of luck or a component for future enchantments.

ELIXIR OF THE ELDRITCH ABYSS

Potion, very rare

The Elixir of the Eldritch Abyss is rumored to be distilled from the essence of the Shadowfell, a realm of darkness and gloom. The process, known only to a secretive cabal of shadow sorcerers, involves capturing the exhalations of creatures from the abyssal planes and condensing them into liquid form. This powerful concoction is said to grant the drinker a glimpse into the vast unknown, providing them with insight and power at a price.

Encased in a holder of dark metal with cruel, curved horns and a draconic visage, this glass flask swirls with a misty, luminescent liquid of deep purple.

◆ **Shadow Sight:** Upon imbibing the elixir, the drinker gains the ability to see in magical darkness and gains darkvision out to a range of 120 feet for 8 hours.

◆ **Abyssal Resilience:** For the same duration, the user gains resistance to necrotic damage and advantage on saving throws against spells and effects from creatures of the abyss or the Shadowfell.

◆ **Whispers of the Void:** The drinker can telepathically communicate with any creature within 30 feet that has a language for 8 hours.

◆ **Eldritch Revelation:** After consuming the elixir, the user can cast the spell Contact Other Plane without the need for material components. However, the mental strain of tapping into such knowledge can be taxing, and the usual risks of the spell still apply.

Additional Notes: The Elixir of the Eldritch Abyss is a double-edged sword. While it can provide significant benefits, it is rumored that each use brings the drinker's soul closer to the shadows, with some users reporting eerie voices that linger long after the elixir's effects have worn off.

ELIXIR OF THE
ELDRITCH ABYSS



EWER OF THE DJINNI'S WISH

Wondrous item, very rare

The Ewer of the Djinni's Wish is steeped in legend, said to have been created from the very essence of a benevolent djinni's spirit. This entity, bound to serve, infused the ewer with its power, granting a fragment of its wish-granting abilities. The ewer has passed through countless hands over the centuries, each wielder curious and hopeful about the possibilities such a rare artifact might hold.

This ornate ewer is crafted from a mystical azure metal. Gold accents swirl around the body of the ewer, enhancing its elegance. When uncapped, a gentle mist spills out, carrying with it the scent of distant, exotic spices and the whisper of ancient magic.

- ◆ **Mist of Wishes:** Once per year, the wielder may speak a wish while holding the ewer. The mist responds by enacting a minor version of the Wish spell, capable of producing effects similar to those of spells of 6th level or lower.
- ◆ **Aromatic Vapors:** The mist from the ewer can be released to fill a room with a soothing scent. Those resting in this atmosphere gain the benefits of a Lesser Restoration spell and are immune to being frightened for the next 24 hours.
- ◆ **Djinni's Blessing:** As an action, the user can pour from the ewer to create a potion of healing. This feature can be used up to three times per long rest.



EWER OF THE DJINNI'S WISH

FELINE SOVEREIGN

Ring, legendary (requires attunement)

The Ring of the Feline Sovereign originated in Eldoria, a city protected by mystical cats known as the Whisperers. The most revered of these was Mysteria, a celestial cat with deep wisdom. During a disastrous eclipse, to save the city, Mysteria transformed her life force into a golden ring, granting her powers to the Queen. The Queen used the ring to repel the darkness, but Mysteria's physical form was lost. Now, the ring, imbued with Mysteria's spirit, is passed down among rulers, continuing to protect Eldoria and offer guidance with the essence of the guardian cat.

This luxurious ring is crafted from gleaming, golden metal and shaped in the likeness of a regal feline's face.

- ◆ **Cat's Grace:** The wearer gains a +2 bonus to Dexterity. They always land on their feet and have advantage on Dexterity (Acrobatics) checks.
- ◆ **Nine Lives:** The ring has 9 charges. When the wearer would be reduced to 0 hit points, they can use a reaction to expend one charge and drop to 1 hit point instead. The ring regains 1d4+1 expended charges daily at dawn.
- ◆ **Command Felines:** The wearer can cast Dominate Beast (cats only) once per long rest without using a spell slot.
- ◆ **Feline Familiar:** Once per long rest, the wearer can summon a spectral cat familiar with statistics based on the Find Familiar spell. This familiar has the additional ability to communicate telepathically with the wearer over any distance.
- ◆ **Whiskers of Warning:** While attuned to the ring, the wearer cannot be surprised.

Additional Notes: The eyes of the Ring of the Feline Sovereign are said to be actual fragments of amber that trapped the essence of a cat's spirit, granting the wearer an uncanny sixth sense and the ability to see in low light as if it were daylight. The ring adjusts its size to fit the finger of its owner perfectly and resists all attempts to tarnish or scratch its surface.



FELINE SOVEREIGN

FROSTFORGED STARPENDANT

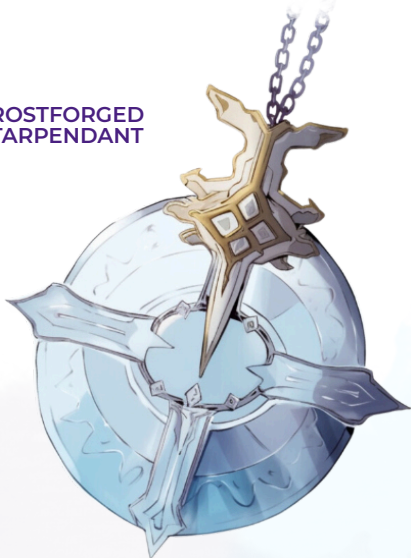
Wondrous item, very rare (requires attunement)

The Frostforged Starpendant is the legacy of a master frost mage, Aurilin the Winterweaver, who was said to command the very essence of winter. Seeking to capture the beauty of the first snowfall, Aurilin imbued this pendant with the chill of the northern winds and the guidance of the winter stars, creating a talisman that could lead travelers safely through even the most treacherous blizzards.

This striking pendant is masterfully shaped from a crystal, eternally frosted as if kissed by winter itself. It is meticulously cut into a disc with four prominent points, each one mirroring the cardinal directions of a compass. The icy crystal retains its chill and clarity, suggesting an everlasting frost that defies the warmth of any hand that cradles it.

- ◆ **Dawn's Embrace:** Winter's Embrace: The wearer gains resistance to cold damage and can endure extreme cold as if under the effects of the Endure Elements spell.
- ◆ **Guiding Star:** In arctic conditions or during the night, the wearer can use the pendant to cast Find the Path once per long rest, without expending a spell slot.
- ◆ **Glacial Aura:** Once per long rest, as an action, the wearer can activate the pendant to emanate a freezing aura in a 10-foot radius. Any hostile creature entering or starting its turn in this aura must make a DC 16 Constitution saving throw or take 2d6 cold damage and have its speed halved until the start of its next turn.
- ◆ **Snowblind Ward:** The pendant can emit a bright, blinding flash of light once per long rest. Any creature within 30 feet that can see the flash must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. Affected creatures can make a Constitution saving throw at the end of each of their turns, ending the effect on themselves on a success.

FROSTFORGED STARPENDANT



GAMBESON OF THE TWILIGHT DIVIDE

Light armor (padded), very rare (requires attunement)

This gambeson is steeped in the lore of the Twilight Court, a realm where the fae celebrate the beauty of dusk and dawn. It was a gift to a mortal hero from the court's enigmatic ruler, a token of favor and a means of protection. The hero's deeds, performed in the liminal hours between day and night, are echoed in the gambeson's dual hues.

Woven from the ethereal silken threads of twilight fae, this gambeson displays a striking duality in its design: the left side is shaded in the rich purples of dusk, while the right side is imbued with the gentle blues of dawn. Enchanted under the rare confluence of a solar eclipse, the gambeson harmonizes the protective qualities of night and day into a singular garment.

- ◆ **Warden's Weave:** The attuned wearer gains a +2 bonus to Armor Class.
- ◆ **Dusk's Endurance:** As a bonus action, the wearer can tap into the dusk side of the gambeson to gain advantage on Constitution saving throws and resistance to necrotic damage for 1 minute. This feature can be used once per long rest.
- ◆ **Dawn's Vigor:** Similarly, by invoking the dawn side as a bonus action, the wearer gains advantage on Strength saving throws and resistance to radiant damage for 1 minute. This feature is also usable once per long rest.

GAMBESON OF THE TWILIGHT DIVIDE



GAUNTLET OF THE ARCANE WEAVER

Wondrous item, rare (requires attunement by a spellcaster)

Legend speaks of a mage-smith, isolated from the world, who dedicated her life to the study of arachnids and the patterns of the cosmos. She combined these obsessions to forge the Gauntlet of the Arcane Weaver, a tribute to the Spider Queen deity, revered in many cultures as a patron of the arcane arts. The gauntlet is said to contain a fragment of the deity's consciousness, granting its wearer enhanced control over the weave of magic.

The Gauntlet of the Arcane Weaver is a sophisticated piece of craftsmanship, extending elegantly from the fingertips to just below the elbow. Its deep purple metal gleams with an inner luminescence, while the silver filigree, shaped into delicate web patterns, enhances its mystical allure. The gauntlet is designed to allow the fingers full range of motion, with each segment joining seamlessly to the next, providing both flexibility and protection.

- ◆ **Arcane Dexterity:** Grants the wearer +2 bonus to Dexterity saving throws and sleight of hand checks.
- ◆ **Webslinger:** Once per long rest, the wearer can cast the Web spell without expending a spell slot. The gauntlet's web pattern glows faintly when this ability is used.
- ◆ **Spellthreading:** The wearer can use an action to weave a thread of arcane energy, providing advantage on the next spell attack made before the end of their next turn.
- ◆ **Silken Defense:** When the wearer is the target of a spell that allows a Dexterity saving throw for half damage, they can use their reaction to gain resistance to the damage of that spell.

Additional Notes: The gauntlet is surprisingly lightweight and becomes almost like a second skin once attuned.



GAUNTLETS OF THE INFERNO REVENANT

Wondrous item, legendary (requires attunement)

The Gauntlets of the Inferno Revenant are said to be the remnants of a pyromancer who transcended mortality to become an elemental force. This archmage's spirit was so intertwined with fire that upon their ascension, their hands remained in the mortal plane as a conduit of their fiery essence.

These gauntlets are crafted from a mystical fireproof material, adorned with engravings of flames across the back of the hands. When the wearer clenches their fists, wisps of smoke and sparks emerge, crackling with contained power.

- ◆ **Inferno's Embrace:** The wearer of these gauntlets has immunity to fire damage. Additionally, any fire damage they would take is absorbed and can be redirected as a bonus action on their next turn, adding the absorbed damage to their next melee attack as extra fire damage.
- ◆ **Revenant's Flames:** Once per long rest, the wearer can unleash a wave of fire in a 30-foot cone. Each creature in the area must make a Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one.
- ◆ **Elemental Transcendence:** As an action, the wearer can transform into a being of pure flame for up to 1 minute. In this form, the wearer gains a flying speed of 60 feet, resistance to nonmagical damage, and can pass through spaces as narrow as 1 inch without squeezing. Once used, this ability cannot be used again until the next dawn.
- ◆ **Pyromancer's Command:** The gauntlets grant the wearer the ability to cast fireball at its lowest level without expending a spell slot or material components three times per day.

Additional Notes: When attuned to the Gauntlets of the Inferno Revenant, the wearer feels a constant warmth and occasionally hears the soft whispers of the archmage, offering insights into the secrets of flame and combustion.



GAVEL OF THE GUARDIAN

Weapon (warhammer), rare (requires attunement)

Legends say the Gavel of the Guardian was forged in the heart of Mount Valiant by a conclave of clerics and smiths. It was designed not for war, but for the solemn purpose of keeping peace and upholding justice. The hammer has passed through the hands of many heroes, each adding to its legacy by defending the innocent and maintaining the balance of order.

This venerable warhammer was crafted with a stout metal head, engraved with ancient runes of warding and might. Its handle, bound in leather with golden rings, suggests a deep connection to the concept of guardianship. The Gavel of the Guardian possesses a palpable sense of resolve, as if it were an extension of the bearer's own will to protect.

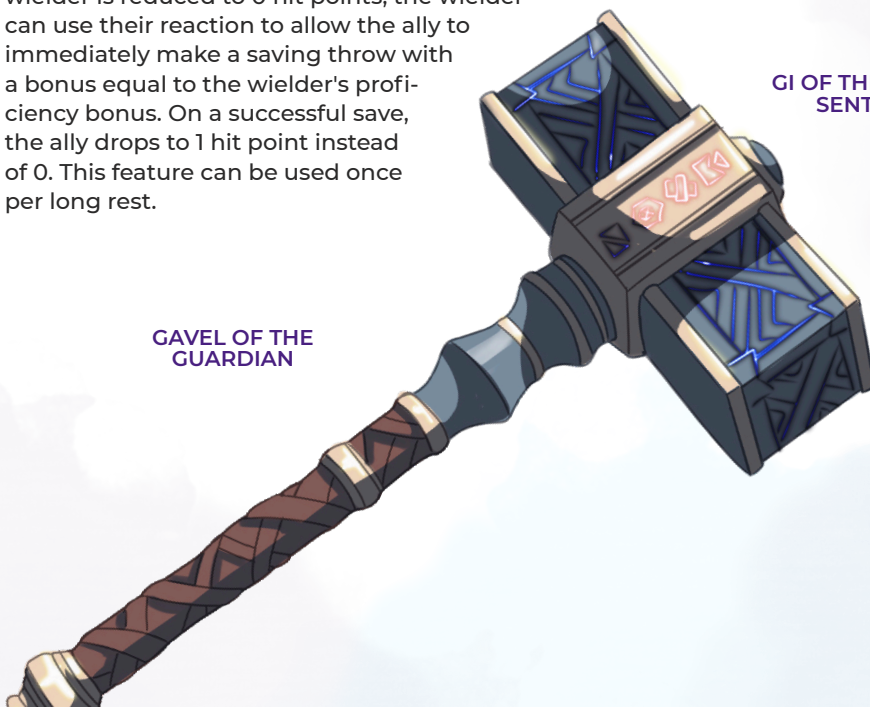
◆ **Sentinel's Strike:** The Gavel deals an extra 1d6 bludgeoning damage on a successful hit. This damage increases to 2d6 against foes that are engaged in combat with another creature besides the wielder, symbolizing the hammer's role in defending allies.

◆ **Aegis Pulse:** When the wielder is hit by an attack, they can use their reaction to cast the Shield spell, without expending a spell slot. This reaction can be used once, recharging after a long rest. Additionally, allies within 5 feet receive a +1 bonus to AC until the start of the wielder's next turn.

◆ **Guardian's Presence:** As an action, the wielder can slam the Gavel onto the ground to emanate a protective aura. For 1 minute, any ally within 10 feet of the hammer gains resistance to psychic damage and advantage on saving throws against being frightened or charmed. This ability can be used once per long rest.

◆ **Stand Firm:** When an ally within 30 feet of the wielder is reduced to 0 hit points, the wielder can use their reaction to allow the ally to immediately make a saving throw with a bonus equal to the wielder's proficiency bonus. On a successful save, the ally drops to 1 hit point instead of 0. This feature can be used once per long rest.

GAVEL OF THE GUARDIAN



GI OF THE FOREST SENTINEL

Armor (light armor), uncommon (requires attunement)

Hand-sewn by the guardians of the Verdiant Expanse, the Gi of the Forest Sentinel was imbued with enchantments during sacred rituals under the canopy of the oldest trees. These garments are traditionally worn by the Sentinels, elite protectors of the woodlands who harness the forest's magic to maintain the balance of nature and defend against those who threaten it.

This gi is crafted from a blend of spider silk and cotton, making it exceptionally light and strong. Its deep green and earthy brown hues allow the wearer to blend seamlessly into woodland surroundings. The branching patterns act not only as camouflage but also as conduits for natural magic.

◆ **Forest's Embrace:** This armor counts as light armor. It grants a +1 bonus to AC and grants its wearer advantage on Dexterity (Stealth) checks in natural environments.

◆ **Stride of the Stag:** While wearing this gi, the wearer's base walking speed is increased by 5 feet. In addition, they can move through difficult terrain made of nonmagical plants and undergrowth without expending extra movement.

◆ **Guardian's Whisper:** Once per long rest, the wearer can use an action to cast 'Pass without Trace' without using a spell slot. Additionally, while wearing the gi, the wearer can understand and communicate simple ideas with beasts native to the forest.

GI OF THE FOREST SENTINEL



GLAIVE OF THE LEVIATHAN'S MAW

Weapon (glaive), very rare (requires attunement)

The Glaive of the Leviathan's Maw is said to have been created from the remnants of a legendary sea monster, defeated at great cost by a sea-faring hero. The glaive was crafted as a homage to the power of the ocean's most fearsome creatures. Whispers among sailors suggest that the glaive is still bound to the spirit of the leviathan, and it grants the wielder command over the ferocity of the seas.

This formidable glaive is forged from a mysterious metal that resembles the scales of a deep-sea leviathan. The blade is fashioned in the likeness of a monstrous maw, with jagged edges that seem to yearn for the taste of battle. The haft is wrapped in a leather grip that has absorbed the salt of the sea, and the weapon's balance is oddly perfect, as if tailored to the pull of ocean tides.

◆ **Sea Sworn Edge:** You gain a +2 bonus to attack rolls made with this weapon. Hits with this glaive deal an additional 1d8 slashing damage, as the leviathan's teeth tear into flesh.

◆ **Abyssal Call:** Once per long rest, you can use an action to release a thunderous roar from the glaive, similar to the call of a leviathan. All creatures within a 20-foot radius must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. Creatures frightened in this way are also subjected to an auditory illusion of crashing waves that distracts them, giving them disadvantage on attack rolls until the end of their next turn.

◆ **Tidal Force:** When you score a critical hit with this weapon, you can unleash a wave of force echoing the might of the ocean's depths. The target and all creatures within 5 feet of it must succeed on a DC 17 Strength saving throw or be knocked prone by the impact.

◆ **Harbinger of the Depths:** The wielder of this glaive can breathe underwater and gains a swimming speed equal to their walking speed.

GLAIVE OF THE
LEVIATHAN'S MAW

GOGGLES OF NIGHT'S EMBRACE

Wondrous item, uncommon (requires attunement)

Said to be crafted by a secretive guild of nocturnal alchemists, the Goggles of Night's Embrace were made for spies and thieves who required the cover of darkness to perform their deeds. These goggles not only provide the ability to see in the dark but also lend the wearer the mysterious allure of the night.

These striking goggles are fashioned with frames that resemble the wings of a bat, each lens tinted with the iridescent hues of twilight. The frames are made of a lightweight, shadowy material, and the lenses seem to glow faintly when exposed to the moonlight.

◆ **Darkvision:** While wearing these goggles, you gain darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by an additional 30 feet.

◆ **Moonlit Sight:** In moonlight, the goggles' lenses allow the wearer to see magical auras as if under the effect of the Detect Magic spell.

◆ **Bat's Echolocation:** The wearer can activate the goggles to gain blindsight out to a range of 20 feet for up to 10 minutes. This feature can be used once per long rest.

◆ **Veil of Shadow:** Once per long rest, the wearer can use an action to blend into shadows, gaining the effects of the Invisibility spell until they move or take an action or a reaction.



GOGGLES OF NIGHT'S
EMBRACE

GORGON'S VISAGE

Armor (shield), legendary (requires attunement)

Legend tells that Gorgon's Visage was created by a cabal of warlocks under the direction of a medusa queen, as a testament to her power and as protection for her most loyal champion. It is said that the shield not only defends but also embodies the queen's wrath, capable of turning enemies into monuments of fear. Over the ages, Gorgon's Visage has been the downfall of many would-be heroes who underestimated its power.

Gorgon's Visage is a formidable shield, crafted from enchanted materials that are as tough as dragon scales. The central feature is the lifelike face of a gorgon, complete with a crown of writhing serpents carved from a stone that seems to squirm under the observer's gaze.

◆ **Gaze of Petrification:** Once per long rest, as an action, you can activate the shield's most fearsome power. The serpents on the shield animate, and the gorgon's eyes open wide. Each creature of your choice within a 60-foot cone must succeed on a DC 18 Constitution saving throw or be turned to stone, as per the Petrify condition, for 1 hour or until removed by greater restoration or other magic.

◆ **Serpentine Aegis:** While wielding this shield, you gain a +3 bonus to AC. Additionally, you have advantage on saving throws against all spells and effects that cause the Petrified condition.

◆ **Counterstrike Coil:** When a creature hits you with a melee attack, the serpents on the shield can react, biting your assailant. The attacker must make a DC 16 Dexterity saving throw or take 2d8 piercing damage plus 2d6 poison damage and be poisoned until the end of their next turn.

◆ **Stoneguard's Command:** As a bonus action, you can command the serpents to harden your skin like stone, granting you resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks for 1 minute. This feature can be used once and recharges after a long rest.



GORGON'S
VISAGE

GREATSWORD OF THE INFERNAL GAZE

Weapon (greatsword), very rare (requires attunement)

The Greatsword of the Infernal Gaze is a weapon that was created during a blood eclipse. Its creation involved a dark ritual, where the eye of a demon lord was willingly sacrificed to imbue the weapon with a sliver of its consciousness, granting the bearer the ability to wield the fiery wrath of the infernal domains.

This imposing greatsword is crafted with a blade that gradates from a dark and red base to a wickedly sharp edge. The hilt is adorned with barbed accents, and set within the pommel is a large, crimson gem that resembles a baleful eye. The eye shifts in its socket, following movement around it with unsettling attention.

◆ **Hellfire Edge:** Each strike with the blade can ignite the target with hellfire, dealing an additional 1d6 fire damage on a successful hit.

◆ **Fiendish Resilience:** While attuned to this sword, the wielder gains resistance to fire damage and poison damage, reflecting the infernal toughness of the weapon's origin.

◆ **Infernal Awareness:** The eye in the pommel grants the wielder 360-degree vision, providing immunity to being surprised as long as they are not incapacitated.

◆ **Gaze of Fear:** Once per long rest, the wielder can activate the eye to unleash a terrifying gaze, forcing each creature of their choice within 30 feet to make a Wisdom saving throw or become frightened for 1 minute.

Additional Notes: The sword's demonic nature may seek to corrupt the unwary, always hungering for greater acts of destruction.



GREATSWORD OF
THE INFERNAL GAZE

HALBERD OF THE MOON'S GRASP

Weapon (halberd), uncommon (requires attunement)

Created under the light of a lunar eclipse, the Halberd of the Moon's Grasp is infused with the enigmatic energies of the moon and the night sky. It was once the ceremonial weapon of a secret society of lycanthrope hunters, known for their prowess in tracking and defeating their shapeshifting prey under the cloak of darkness.

This striking halberd features a head forged from silvered steel with two crescent blades, mirroring the waxing and waning phases of the moon. The wooden shaft is carved from dark wood and is tipped with a pointed spike encased in a claw-like metal fitting, reminiscent of a raptor's talon.

◆ **Lunar Empowerment:** The halberd's damage increases by 1d6 on nights of the full moon. Additionally, it grants the wielder darkvision out to a range of 60 feet.

◆ **Eclipse Strike:** Once per long rest, when attacking with this weapon, the wielder can declare an Eclipse Strike, enveloping the target in shadows that grant disadvantage on their next attack roll before the end of their next turn.

◆ **Waning Wound:** On a successful attack, the crescent blades can impose a bleed effect, causing the target to take an additional 1d4 slashing damage at the start of each of its turns. The bleeding can be stopped with a successful DC 12 Medicine check or the application of any healing magic.

◆ **Talon's Grip:** The spike at the halberd's base can be used to grapple a creature as a bonus action on a successful hit, giving the wielder advantage on their next attack roll against the grappled creature.

Additional Notes: It is said that the weapon feels lighter and more balanced as the night deepens, and some claim that it whispers an ancient hunter's chant when bathed in moonlight.

HALBERD OF THE MOON'S GRASP

HARVEST'S EDGE

Weapon (battleaxe), rare (requires attunement by a character with proficiency in martial weapons)

Legend tells of a reclusive sect of woodland guardians who forged weapons in harmony with nature's cycles. Harvest's Edge is said to be a pinnacle of their craft, an axe that embodies the essence of the eternal forest. It was created during a rare celestial alignment, under the watchful eyes of both the setting sun and rising moon, infusing the weapon with the balanced power of growth and harvest.

This sturdy battleaxe bears the mark of the ancient woodlands from which its materials were sourced. The handle is crafted from the heartwood of a twilight oak, a tree revered for its connection to the earth and seasons. Wrapped with leather thongs and bearing runic engravings on the blade, this axe is more than a simple tool of war.

◆ **Woodland's Gift:** You gain a +1 bonus to attack and damage rolls made with this weapon. When you hit with an attack using this axe, the target takes an extra 1d6 slashing damage.

◆ **Nature's Bounty:** Once per long rest, you can use an action to strike the ground with Harvest's Edge to cast the Plant Growth spell, without requiring material components.

◆ **Reap and Sow:** When you roll a 20 on your attack roll with this weapon, plants rapidly grow around the feet of your target, and they must succeed on a Strength saving throw (DC 14) or become restrained until the end of their next turn.

◆ **Seasons' Turn:** As a bonus action, you can touch the axe to a patch of earth or natural growth to change the season within a 30-foot radius centered on that point. The effect lasts for 1 hour and has various effects at the DM's discretion (e.g., causing snow to melt and flowers to bloom, leaves to grow or fall, etc.). Once used, this property cannot be used again until the next dawn.

HARVEST'S EDGE



HAUBERK OF THE VALIANT HEART

Armor (breastplate), rare (requires attunement)

Forged in the heart of a great kingdom, the Hauberk of the Valiant Heart was said to have been worn by knights of the royal guard, chosen for their bravery and unwavering spirit. The armor is not only a protective wear but also a symbol of the fearless determination required to protect the realm. It is said that those who wear the hauberk feel their fears melt away, replaced by the indomitable will of the heroes of yore.

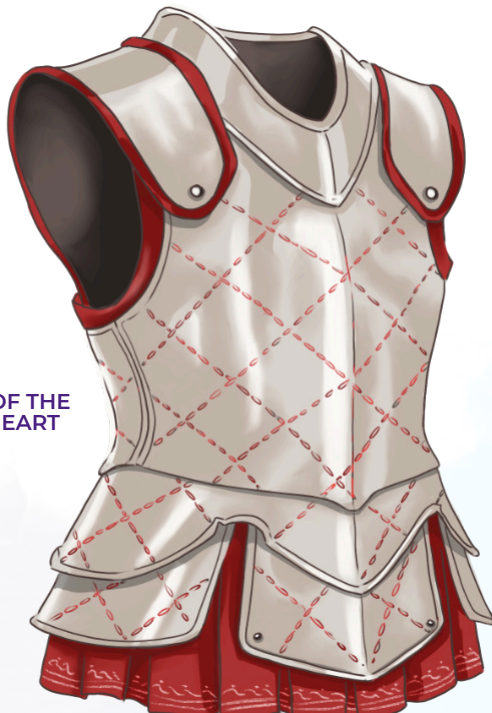
This resplendent breastplate is expertly crafted, its surface a shining silver with delicate crimson embroidery. The armor is trimmed with a rich red fabric that bears ancient runes of valor and courage.

◆ **Bolstering Courage:** While wearing this breastplate, you gain a +1 bonus to AC. Additionally, you have advantage on saving throws against being frightened.

◆ **Valiant Strike:** When you hit with a melee attack while wearing this armor, you can embolden your strike with the heart of a warrior. The target takes an extra 1d6 radiant damage. This feature can be used a number of times equal to your Charisma modifier (minimum of once) and is replenished after a long rest.

◆ **Rune of Protection:** As a reaction when a creature you can see hits you with an attack, you can call upon the armor's runes to absorb some of the impact. Reduce the damage by 1d10 + your Constitution modifier (minimum of 1). Once used, this feature can't be used again until the next dawn.

◆ **Heartening Aura:** Once per long rest, you can activate the armor to release a wave of inspiring energy. For the next minute, you and your allies within 30 feet gain a +2 bonus to damage rolls and are immune to the frightened condition.



HAUBERK OF THE VALIANT HEART

HEARTSTONE AMULET

Wondrous item, uncommon (requires attunement)

Crafted by the elven artisans of the Luminous Grove, the Heartstone Amulet was designed to connect the wearer to the living pulse of nature. It is believed that the stone at the heart of the amulet is a fragment of the Primal Crystal, a legendary gem that embodies the life essence of the world. The amulet has been passed down through generations, a symbol of the interconnectedness of all living things.

The Heartstone Amulet features a radiant gemstone encased in a sleek silver housing, suspended from a braided leather cord. The stone syncs with the heartbeat of the one who wears it. This amulet is often associated with life force and emotional balance, making it a favored accessory among healers and empaths.

◆ **Emotional Resonance:** While attuned to the amulet, you gain advantage on saving throws against being charmed or frightened, as the gem steadies your heart against manipulation and fear.

◆ **Pulse of Life:** As an action, you can touch the amulet to a creature and cast the Cure Wounds spell at its lowest level. Once used, this ability can't be used again until the next dawn.

◆ **Beacon of Serenity:** You can use the Heartstone Amulet to cast the Calm Emotions spell without using a spell slot. After using this property, it can't be used again until you complete a long rest.

◆ **Empathic Bond:** When you or a creature you can see within 30 feet of you takes damage, you can use your reaction to transfer some of the Heartstone's light to the creature, granting them temporary hit points equal to 1d6 plus your Charisma modifier. This property can't be used again until you finish a long rest.



HEARTSTONE AMULET

HELM OF THE DREAD KNIGHT

Wondrous item (helmet), legendary (requires attunement by a creature with 15 or higher Charisma)

Forged in the heart of a shadowy realm and bathed in the blood of the fearsome vanquished, the Helm of the Dread Knight is a symbol of terror and might. It is said that the helm was first worn by a dark warlord who commanded legions of nightmarish creatures. With its glowing crimson eyes and a sinister aura, the helm instills dread in the hearts of those who gaze upon it.

The helm is made from an unknown black metal that absorbs light around it, with sharp, jagged edges and spikes that suggest a crown of malevolence. It fits any head size, magically adjusting to its wearer, and seems to bond with their very essence.

◆ **Dreadful Command:** As an action, you can unleash a fearsome aura of command. Each enemy within 30 feet that can see you must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. While frightened by this effect, a creature is paralyzed. This property can be used once and recharges after the next midnight.

◆ **Nightmare Visage:** While wearing this helm, you can cast the Fear spell (save DC 18) as a 3rd-level spell without using a spell slot. Once used, this property can't be used again until the next dusk.

◆ **Crimson Gaze:** The helm's eyes glow with baleful light. You have darkvision out to a range of 120 feet. When you are in darkness, the helm's eyes emit dim red light in a 5-foot radius.

◆ **Whispers of the Fallen:** When attuned to this helm, you gain the ability to understand and speak Abyssal and Infernal. Additionally, once per long rest, you can use an action to cast the Speak with Dead spell without using a spell slot or material components.

◆ **Curse of the Dread Knight:** If you ever unattune to this helm, you suffer a curse that can only be lifted by a Remove Curse spell or similar magic. While cursed, you experience haunting visions of the helm's past battles and cannot gain the benefits of a long rest.

Additional Notes: The Helm of the Dread Knight thrives on conflict and darkness. It is said that the helm's metal grows warmer and its spikes sharper with each enemy defeated by its wearer.

HELM OF THE DREAD KNIGHT



HELM OF THE VERDANT WARDEN

Wondrous item (helmet), rare (requires attunement by a druid or ranger)

In the densest thickets of the Eldergreen Forest lies a secret known to few: the Circle of the Verdant Warden. These guardians are sworn to protect the ancient magics that slumber beneath the knotted roots. Their helm, known as the Helm of the Verdant Warden, is said to be crafted from the boughs of the forest's eldest trees, infused with the essence of the woodland itself. It is a badge of honor and a powerful tool for those who stand vigil over nature's most sacred enclaves.

This helm is crafted from a green, bark-like material that is supple and cool to the touch. The branches that adorn the helm are not static; they gently sway and grow, albeit very slowly, echoing the life force of the forest around them.

◆ **Warden's Camouflage:** While wearing this helm and not moving, you have advantage on Dexterity (Stealth) checks made to hide in forested terrain.

◆ **Boughs of the Guardian:** The helm grants the wearer the ability to cast Thorn Whip as a cantrip. If you already have the ability to cast this cantrip, its range is doubled.

◆ **Breath of the Wilds:** Once per long rest, you can use an action to release a spore cloud from the helm. Each creature of your choice within 10 feet must succeed on a Constitution saving throw (DC 15) or become poisoned for 1 minute. While poisoned in this way, the creature is also under the effect of the Speak with Plants spell, able to communicate with you through the spores.

◆ **Leafwalker's Grace:** Grants the wearer the ability to move through natural undergrowth at normal speed without taking damage or suffering any impairment. This includes magical plants and undergrowth that have been manipulated to impede movement.

HELM OF THE VERDANT WARDEN



INFERNO WYRMLING STAFF

Staff, very rare (requires attunement by a spellcaster)

It is said that the Inferno Wyrmling Staff was created during a great conflagration when a red dragon's breath ignited a sacred grove. A powerful pyromancer quelled the blaze, and from the ashes, they carved this staff, capturing the essence of the dragon's fury and the grove's resilience.

This staff is a marvel of pyromantic craftsmanship, carved from the charred remains of a tree struck by dragonfire. Its head is sculpted in the likeness of a dragon's head.

◆ **Dragon's Breath:** The staff allows its wielder to cast the Burning Hands spell at its lowest level. After using this property, it can't be used again until the next dawn.

◆ **Fireheart:** While holding the staff, you have resistance to fire damage, and any spell you cast that deals fire damage has its damage die increased by one size (for example, from d6 to d8).

◆ **Wyrms' Presence:** Once per long rest, you can use the staff to cast Fear, replicating the terrifying presence of a dragon. Once you use this property, it can't be used again until the next dawn.

◆ **Final Inferno:** If the wielder is reduced to 0 hit points but not killed outright, they can choose to activate the staff's final power. Upon doing so, the wielder and the staff burst into an intense pillar of flame. The wielder is immediately subjected to the Flame Strike spell centered on themselves. Every creature within the spell's area, including the wielder, takes the appropriate damage from Flame Strike. Following this conflagration, both the staff and the wielder's body are reduced to ashes, leaving behind only a pile of smoldering embers where they once stood. This effect is a true sacrifice, as the staff is destroyed and the wielder's life is truly ended, unable to be returned to life by any means short of a Wish spell or divine intervention.



INFERNO WYRMLING STAFF

KIMONO OF THE RYU GUARDIAN

Wondrous item, very rare (requires attunement)

This exquisite kimono is said to have been crafted in the heart of a sacred volcano by a cabal of Onmyoji, powerful spirit mages, who were devoted to the Ryu, the noble dragons of Japanese folklore. Infused with the spirits of wind and water, the Ryu Guardian's kimono is a garment of protection and elegance, designed for those who walk the line between the physical and the mystical realms.

The base of the kimono is white, symbolizing purity and harmony. Emblazoned upon the fabric is the image of a Ryu, its scales a deep crimson, winding elegantly down the kimono, giving the impression that the dragon is in constant, fluid motion. The obi is a vibrant, fiery red, representing the life force and vitality.

◆ **Ryu's Blessing:** While wearing this kimono, you gain resistance to lightning and water damage, as well as the ability to breathe underwater.

◆ **Windwalker's Grace:** The kimono allows the wearer to cast the Levitate spell once per long rest without expending a spell slot. When this spell is activated through the kimono, the caster's movement speed increases by 10 feet until the spell ends.

◆ **Ryu's Wisdom:** The wearer gains advantage on Wisdom (Insight) and Intelligence (Nature) checks related to dragons and elemental creatures.

◆ **Crimson Scale Ward:** As a reaction when you take damage, you can cause the dragon scales on the kimono to harden and grant you damage reduction of 10 from that attack. This feature can be used a number of times equal to your proficiency bonus and is replenished after a long rest.



KIMONO OF THE RYU GUARDIAN

LANTERN OF GUIDING SPIRITS

Wondrous item, common (requires attunement)

The Lantern of Guiding Spirits was originally created by a gentle cleric who sought to comfort the souls of the departed. It is said that each lantern contains a minor benevolent spirit, which aids the bearer in seeking out hidden dangers and providing solace to fellow travelers.

This ornate lantern glows with a warm, inviting light. It is adorned with intricate scrollwork and accented with delicate, hanging crystals that softly chime in the breeze. The lantern's flame never falters nor goes out, regardless of the surrounding conditions.

◆ **Spiritual Illumination:** The lantern's flame is magical and sheds light as a normal lantern, but its glow is said to be comforting to good-hearted spirits and unsettling to malevolent ones. When lit, the lantern reveals incorporeal spirits within 30 feet, causing them to emit a faint shimmer.

◆ **Guiding Light:** Once per long rest, as an action, the bearer can speak the lantern's command word ("illumina") to cause it to float and move up to 60 feet, illuminating the path and revealing hidden traps as if a Find Traps spell were cast. The lantern hovers for up to 1 hour and moves according to the bearer's spoken directions.

◆ **Beacon of Rest:** When placed on the ground and activated with its command word, the lantern creates a calming ambiance. Any creature that sleeps within 20 feet of the lantern gains the benefits of a full rest in half the time, and they are guarded against nightmares and fear-inducing magic.



LANTERN OF
GUIDING SPIRITS

LOCKET OF THE SOLAR ORACLE

Wondrous item, rare (requires attunement)

This ancient locket was said to be a heavenly gift bestowed upon a legendary sun priestess. As the founding artifact of the Solar Oracles, a secretive order devoted to sun worship and prophecy, it has been carefully guarded and passed down through the ages. Its wearers have been pivotal in turning the tides of history, guiding kings and heroes with the wisdom drawn from its depths.

Suspended from an elegant chain, the Locket of the Solar Oracle is an exquisitely forged talisman of polished gold. Central to its design is a radiant orb crafted from sunstone, which glows with a soft inner fire that intensifies with the light of day. Delicate rays extend from the orb, and a drop-shaped sunstone dangles below, completing the sun motif.

◆ **Solar Insight:** While attuned to this locket, you have advantage on saving throws against spells and magical effects that deal fire damage or cause blindness.

◆ **Daylight Beacon:** Once per long rest, as an action, you can cause the locket to emanate bright light for 30 feet and dim light for an additional 30 feet. This light is sunlight and lasts for 1 hour or until you end it as a bonus action.

◆ **Oracle's Boon:** You can use the locket to cast the Divination spell as a ritual without consuming material components. After using this feature, it can't be used again until the next sunrise.

◆ **Sunstone Reservoir:** The locket has 3 charges for the following properties. It regains 1d3 expended charges daily at dawn. As a bonus action, you can expend 1 charge to grant yourself or another creature you can see within 30 feet a +2 bonus to AC until the end of your next turn. As an action, you can expend 2 charges to cast the Searing Smite spell at 2nd level (save DC 15) without using a spell slot.



LOCKET OF THE
SOLAR ORACLE

LUTE OF THE HARMONIC ECHO

Wondrous item, rare (requires attunement by a bard)

Forged from the heartwood of the Melodious Treant, a mythical tree known to sing with the wind, the Lute of the Harmonic Echo was born from a single bough granted to a wandering minstrel as a reward for freeing the tree from a curse. The lute's music carries the essence of the Treant's song, binding the rhythm of the forest to the soul of the performer.

This beautifully crafted lute has a body fashioned from an enchanted wood. The instrument's neck is decorated with intricate golden filigree, and the soundhole is framed by an elegant scrollwork design. The strings shimmer with a magical energy, humming softly to the touch, as if eager to release their harmonious power.

◆ **Echoing Chords:** When a bardic inspiration die is granted to an ally, the lute's magic causes the next ally within 30 feet to also receive a bardic inspiration die without expending an additional use of the bard's Bardic Inspiration feature.

◆ **Feywild Harmony:** Once per long rest, as an action, the bard can play the lute to cast Faerie Fire without expending a spell slot. If used in the Feywild or in a place with strong fey magic, the lute also grants advantage on saving throws against being charmed or frightened for 1 minute to allies within the area of the Faerie Fire.

◆ **Sonorous Rest:** During a short rest, if the bard plays the lute and expends a use of Bardic Inspiration, each resting ally regains an extra 1d6 hit points.



MANTLE OF THE DEEP ORACLE

MANTLE OF THE DEEP ORACLE

Wondrous item, rare (requires attunement)

Deep beneath the waves, where light barely touches the ocean floor, the Mantle of the Deep Oracle was said to be a gift from Thalassar, the hidden deity of the sea's mysteries. It was entrusted to the most devout of the deity's followers, the Oracles of the Tides, who could commune with the very soul of the ocean. The amulet's design, mimicking the graceful manta, represents fluidity and depth of knowledge. Legends say that the orb within the amulet is an actual drop of Thalassar's essence.

This amulet, shaped in the likeness of a manta ray, features an iridescent orb nestled in its center, framed by wings of emerald green and seafoam. A smaller gem dangles from its tail. Its chain is forged from a gold that never tarnishes, even in the harshest of saltwater.

◆ **Oceanic Insight:** While wearing this amulet, you have advantage on all Intelligence (Arcana) and Wisdom (Insight) checks related to sea creatures and underwater environments.

◆ **Abysal Gaze:** As an action, you can activate the amulet to cast the spell Scrying, targeting only creatures or locations that are underwater. After using this ability, it can't be used again until the next high tide.

◆ **Manta Glide:** Once per long rest, as a bonus action, you can invoke the amulet's power to grant you a swimming speed equal to your walking speed and the ability to breathe underwater for up to 1 hour.

◆ **Deep Guardian's Blessing:** When you start your turn underwater and your hit points are below 50% of your hit point maximum, you regain 1d8 hit points. This property can't be used again until you finish a long rest.



LUTE OF THE HARMONIC ECHO

MANTLE OF THE STARBOUND SEER

Wondrous item (cloak), very rare (requires attunement by a spellcaster)

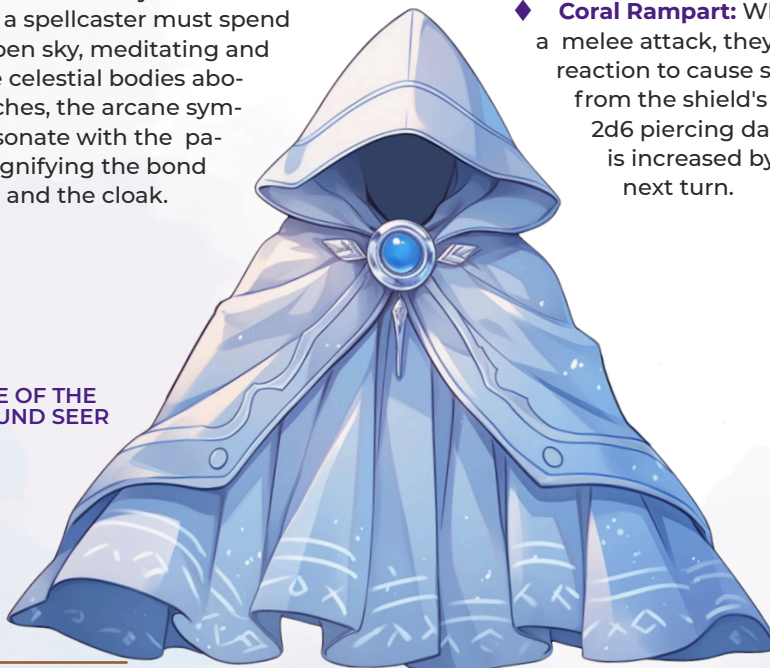
Legend speaks of an ancient order of seers known as the Starbound, who could read the destinies of men and gods alike from the patterns of the stars. The Mystic Mantle was said to be a gift from the cosmos itself, bestowed upon their greatest prophet. The cloak not only enhanced the seer's innate magical abilities but also connected them directly to the celestial energies of the night sky.

This shimmering cloak is crafted from a silvery-blue fabric that ripples and shines like the surface of a tranquil moonlit pond. The cloak's centerpiece is a sapphire brooch which glows with a subtle inner light. The edges of the cloak are adorned with arcane symbols, glowing softly and illuminating the path for its wearer.

- ◆ **Celestial Guidance:** While wearing this cloak, you have advantage on Intelligence (Arcana) checks related to the planes, stars, or celestial bodies.
- ◆ **Starlit Path:** In dim light or darkness, the cloak emits a soft glow, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. This light is cool and silvery, resembling moonlight.
- ◆ **Cosmic Arcanum:** Once per long rest, the wearer can tap into the cosmic energies of the mantle to cast the spell *Divination* without expending a spell slot or material components.
- ◆ **Sapphire Protection:** The sapphire brooch acts as a protective charm. When a spell targets you and requires you to make a saving throw, you can use your reaction to gain a +2 bonus to that saving throw. Once you use this feature, you can't use it again until the next dawn.

Attunement: To attune to the Mystic Mantle of the Starbound Seer, a spellcaster must spend a night under the open sky, meditating and connecting with the celestial bodies above. As dawn approaches, the arcane symbols on the cloak resonate with the patterns of the stars, signifying the bond between the wearer and the cloak.

MANTLE OF THE STARBOUND SEER



MARINER'S MIRAGE AEGIS

Armor (shield), very rare (requires attunement)

Legend tells of an age when seafaring folk faced the wrath of a storm so fierce it threatened to engulf the world. From this cataclysm, a mariner of great renown stood against the tempest's fury. In recognition of this hero's valor, the ocean's deepest sovereigns bestowed upon them the Mariner's Mirage Aegis, a shield that bore the essence of the sea's mysterious depths and the calm of its surface.

This ethereal shield is hewn from a single, luminous aquamarine crystal, its surface alive with the perpetual motion of etched silver fish swimming in a current that flows around a stylized emblem.

- ◆ **Deepsea Bastion:** The shield grants its bearer a +2 bonus to AC. Additionally, when subjected to effects that would knock them prone or push them, the wielder can choose to plant the shield into the ground, becoming immovable for that instance.
- ◆ **Breath of the Depths:** The wielder gains the ability to breathe both air and water and is immune to pressure and cold of the deep seas.
- ◆ **Phantasmal Shoal:** By invoking the power of the Mariner's Mirage Aegis, the wielder can use an action to create an illusory duplicate of themselves within 5 feet. This duplicate mimics the wielder's movements and actions, distracting attackers and making it harder for enemies to pinpoint the wielder's true location. Any attack roll against the wielder has disadvantage, and any creature attacking the wielder must succeed on a DC 15 Wisdom (Perception) check to discern the wielder's true location from the duplicate. This illusion lasts for 1 minute or until dispelled by a strong wind or similar force. This feature can be used once per long rest.
- ◆ **Coral Rampart:** When the wielder is struck by a melee attack, they can activate the shield as a reaction to cause sharp coral growths to erupt from the shield's surface. The attacker takes 2d6 piercing damage, and the wielder's AC is increased by 1 until the start of their next turn.

MARITIME VISOR

Wondrous item, uncommon (requires attunement)

The Maritime Visor was once worn by a guild of maritime explorers, the Ocean's Eyes, known for charting the most treacherous waters and uncovering secrets from the depths.

This striking helmet is painted in shades of deep ocean blue and accented with polished brass fittings. It features several glass portholes. The helm's top is adorned with a pointed finial, dyed a royal purple, giving it a regal and adventurous appearance.

- ◆ **Aquatic Vision:** The wearer gains the ability to see clearly underwater, ignoring any murkiness or obstructions caused by the water.
- ◆ **Sapphire Shield:** The sapphires provide the wearer with resistance to cold damage, representing the helm's protection against the frigid depths.
- ◆ **Breath of the Depths:** The wearer can breathe underwater as if they were on land, and they suffer no ill effects from pressure at deep sea levels.
- ◆ **Whispers of the Tides:** Once per long rest, the wearer can cast the speak with animals spell, but only to communicate with aquatic creatures.

Additional Notes: While wearing the Maritime Visor, one might occasionally hear faint, distant echoes, like whale songs or the rush of a far-off tide, especially when near large bodies of water.



MARITIME VISOR

MARINER'S
MIRAGE AEGIS

MASK OF THE KITSUNE SPIRIT

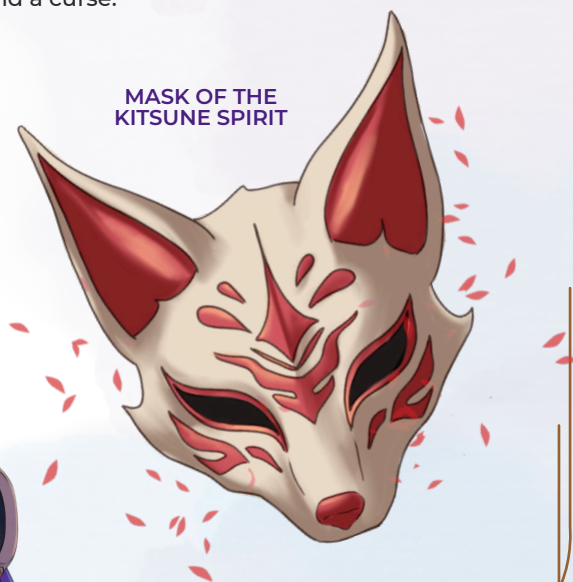
Wondrous item, rare (requires attunement)

Enshrouded in mystery and the subject of countless tales, the Mask of the Kitsune Spirit is believed to have been created by a powerful kitsune, a fox spirit of Japanese folklore known for its cunning and magical abilities. This mask is a revered artifact for many, symbolizing the elusive nature of truth and the complexity of dual natures.

The mask is elegantly crafted, with a smooth, porcelain-like surface painted in white. It features intricate red patterns that symbolize the kitsune's many tails and the enchantments it wields. Whispers say that the mask itself is alive, housing a fragment of the kitsune's spirit, allowing the wearer to channel some of its mystical trickery. The mask gently adheres to the face of the attuned wearer and does not impede their vision or their ability to speak.

- ◆ **Foxfire's Guise:** While wearing this mask, you have advantage on Dexterity (Stealth) checks and Charisma (Deception) checks.
- ◆ **Kitsune's Cunning:** You can use an action to cast Disguise Self at will, without expending a spell slot. When you use this feature, the illusion can include features typical of a kitsune, such as fox ears or tails.
- ◆ **Spirit's Insight:** Once per long rest, you can activate the mask to gain the ability to see into the Ethereal Plane up to a range of 60 feet for 10 minutes.
- ◆ **Charm of the Nine Tails:** The mask has 3 charges. You can use a bonus action to expend 1 charge to cast Charm Person (save DC 15). The mask regains all expended charges at dawn.

Additional Notes: Some believe that wearing the mask for too long allows the kitsune's spirit to whisper secrets or riddles to the wearer, a gift that can be both a blessing and a curse.



MASK OF THE
KITSUNE SPIRIT

MIRTHFUL DRAKE PITCHER

Wondrous item, common

Commonly found in the inns and homes of those with an appreciation for the mythical, Mirthful Drake Pitchers are said to be the creation of a jovial potter whose love for dragons was only matched by his skill with clay. These pitchers are popular at festivals and feasts, often used to serve lemonade to children and adults alike, who delight in the playful design.

This delightful pitcher is made from glazed stoneware, featuring a stout form. The spout, designed as a dragon head, adds a touch of whimsy to this otherwise ordinary tableware.

- ◆ **Everfresh:** Water from the pitcher remains cool and fresh, never tasting stale no matter how long it sits.
- ◆ **Cheerful Pour:** The pitcher can hold up to one gallon of liquid and is remarkably easy to refill, its wide mouth accommodating even the clumsiest of pours without spillage.
- ◆ **Festive Spirit:** The playful design of the pitcher grants a +1 bonus to Performance checks for any entertainers using it as a prop or serving vessel during their acts.

MYSTIC'S APEX CAP

Wondrous item, rare (requires attunement)

The Mystic's Apex Cap is rumored to have been crafted by a whimsical sorcerer who believed that magic resided in all things. It was intended not only for the adept but for any who possess the courage to delve into the mysteries of the arcane. Over time, it has become a cherished relic for adventurers of all kinds, symbolizing the pursuit of knowledge and the wonders of discovery.

This enchanting cap is a sight to behold, with its rich violet fabric and gleaming golden accents. The cap's design is whimsical yet dignified, featuring intricate geometrical patterns and studded with radiant gemstones.

- ◆ **Reservoir of Insight:** While wearing this cap, the wearer has advantage on Intelligence, Wisdom, and Charisma saving throws against magic and magical effects.
- ◆ **Gem of Clarity:** Once per long rest, the wearer can activate the cap's gems to gain the benefits of the Detect Thoughts spell for 10 minutes.
- ◆ **Cap of Comprehension:** The wearer can use the cap to cast the Comprehend Languages spell at will, without expending a spell slot or material components.

- ◆ **Fortuitous Twist:** When the wearer rolls a 1 on any attack roll, ability check, or saving throw, they can re-roll the die and must use the new roll. This property can be used once per long rest.

ORIGAMI DRAKELEAF

Wondrous item, uncommon

The Origami Drakeleaf was created by a guild of wizardly artisans known as the Folded Circle, who specialized in the magic of origami and enchantment of paper. They sought to capture the essence of a dragon's might and mystique within a form accessible to all. The first of these creations was presented to a young squire as a token of luck and protection.

This delicate origami dragon is folded from a single, seamless sheet of crimson paper that feels more resilient than steel. Despite its apparent fragility, it holds a magical resilience that defies its papercraft nature.

- ◆ **Paper Drake:** As an action, the owner can animate the origami dragon, for up to 10 minutes, behaves as a familiar within a range of 120 feet. The dragon can hover and fly with a speed of 10 feet per round, and it can carry small objects that weigh no more than 1 pound. After completing its task or when the duration ends, the Origami Drakeleaf returns to its inanimate, origami form. This feature can be used once per long rest.
- ◆ **Flame Burst:** Once per long rest, the owner can command the Origami Drakeleaf to exhale a tiny burst of flame, which can ignite a torch, candle, or small campfire.
- ◆ **Dragon's Insight:** The owner gains a +1 bonus to Arcana checks, as the magic of the origami dragon lends them insight into magical lore and draconic knowledge.

Additional Notes: The Origami Drakeleaf is surprisingly durable and resistant to water and fire. It always returns to its original shape, even if crumpled or torn.



MIRTHFUL
DRAKE PITCHER

PENDANT OF ARCANE ECHOES

Wondrous item, rare (requires attunement by a spellcaster)

In an age long past, a cabal of archmages specialized in the art of echo magic—a form of sorcery that allowed them to replicate their spells, ensuring their arcane dominance. As a symbol of their mastery over this rare art, they created pendants, each harboring a fragment of their formidable magic. The Pendant of Arcane Echoes is one such relic, its sapphire a repository for the echoes of spells cast by these ancient wizards.

This striking pendant features a large sapphire, cut to perfection and set within a delicate silver frame. The gem is suspended from a sturdy leather cord, allowing it to be worn around the neck.

◆ **Arcane Reservoir:** While wearing this pendant, you gain an additional spell slot from up to 3rd level. This slot can be used to cast any spell you have prepared or know, and it is replenished after a long rest.

◆ **Spell Echo:** Once per long rest, when you cast a spell of 1st level or higher, you can cause the pendant to echo the spell's effect. The echo uses the spell's original level, and it targets the same point or creature as the original spell. The echoed spell occurs immediately after the original spell is cast.

◆ **Mystic Insight:** You can use the Pendant of Arcane Echoes to cast the Detect Magic spell at will, without expending a spell slot or material components.

◆ **Sorcerer's Legacy:** Once per long rest, you can consult the pendant for guidance. When you do so, you can cast the Legend Lore spell without expending a spell slot or material components. After using this property, it can't be used again until the next dawn.



MYSTIC'S
APEX CAP



ORIGAMI
DRAKELEAF



PENDANT OF
ARCANE ECHOES

PHANTOM'S VEIL DAGGER

Weapon (dagger), uncommon

Crafted in the silent forges of a forgotten monastery, the Phantom's Veil Dagger was designed for the silent guardians who protect the secrets of the ethereal realms. It was said to be a tool for those who defend against unseen threats from beyond the veil, used to parry blows from entities that slip through the cracks of reality.

This dagger has a blade that seems almost translucent, shimmering with a spectral light that fades in and out of visibility. Its hilt is a deep, silver metal. The pommel is inlaid with a softly glowing stone, giving the weapon an otherworldly appearance as if it were phasing in from another dimension.

◆ **Spectral Strike:** The dagger is unnaturally sharp against ethereal or incorporeal creatures, granting the wielder a +1 bonus to attack and damage rolls made against such beings.

◆ **Veil Glimpse:** As a bonus action, the wielder can peer into the Ethereal Plane for a moment, granting them the ability to see into this plane for one round. This feature can be used three times per long rest.

◆ **Ethereal Ambush:** When attacking a creature by surprise, the dagger deals an extra 1d4 damage on its first successful hit.

Additional Notes: The Phantom's Veil Dagger is said to be cold to the touch, and those who carry it sometimes feel as if they are being watched by unseen eyes.



PHANTOM'S VEIL
DAGGER

POUCH OF THE PLAYFUL MIMIC

Wondrous item, uncommon (requires attunement)

Crafted by a whimsical wizard who loved both practical jokes and practicality, the Pouch of the Playful Mimic was originally intended to be a delightful companion for his young apprentice. It quickly became more than a mere toy, as the enchantments placed upon it allowed the pouch to assist with carrying items and even protecting small valuables. Rumors tell of a whole series of these animated pouches, each with a unique pattern and personality, crafted for the children of the wizard's village.

At first glance, this charming pouch appears as a soft bag crafted from fabric with swirling patterns of aqua and midnight blue. Upon closer inspection, the pouch seems to have a life of its own, with a cheery little face that peeks out from the opening. When active, the pouch's "head" emerges, displaying wide, innocent eyes and a content smile. Once its purpose is served, it tucks itself back into a neatly sealed bag.

◆ **Animated Guardian:** When activated with a command word, the pouch can animate, growing tiny limbs that can carry it around at a walking speed of 10 feet. It follows basic commands and can carry items up to 20 pounds.

◆ **Mimicry Mode:** As a defensive mechanism, when the pouch is closed and motionless, it can alter its appearance to mimic other objects like a rock or a piece of wood, making it harder to detect (providing advantage on Stealth checks to hide it when not being carried).

◆ **Playful Distraction:** Once per long rest, when the pouch is open and in its animated state, it can perform a harmless but captivating dance, granting the user advantage on one Persuasion check made to interact with friendly or neutral creatures that can see it.

Additional Notes: The Pouch of the Playful Mimic has a soft, enchanting hum when it's active, often bringing a smile to those who hear it. While it's not the most spacious of containers, it is perfect for carrying a few precious trinkets or simply for keeping a lonely traveler company on their journey.

POUCH OF THE TRAVELER'S HOARD



POUCH OF THE TRAVELER'S HOARD

Wondrous item, common

Crafted by the nomadic enchanters of the Wandering Wind tribe, this pouch has been passed down among various explorers, merchants, and adventurers across the lands. It is said to have been originally created for a beloved scout who had a penchant for collecting trinkets on her travels. The enchanters, wishing to ease her burdens, imbued the pouch with a charm to lighten her load. The Pouch of the Traveler's Hoard has since become a symbol of the freedom and unburdened spirit that every traveler seeks to embody.

This vibrant red pouch is made from a sturdy, weather-resistant fabric and fastened with leather straps that feature simple yet sturdy metallic buckles. Despite its modest appearance, the pouch has a magical quality to it, seeming to weigh almost nothing regardless of its contents.

◆ **Endless Encumbrance:** The pouch magically adjusts to reduce the weight of its contents. Any non-living material placed inside the pouch weighs only a quarter of its normal weight.

◆ **Quick Release:** As a bonus action, the wearer can unfasten and open the pouch, allowing for swift access to an item stored within.

◆ **Traveler's Charm:** Once per long rest, the pouch can be shaken to produce a small item useful for travel, such as a piece of jerky, a length of twine, or a small flint and steel. The item vanishes if it is not used within 24 hours.



POUCH OF THE PLAYFUL MIMIC

PRISMHEART

Weapon (shortsword), uncommon (requires attunement)

The Prismheart is said to have been the work of an arcane blacksmith who was fascinated with the magic of light and color. She forged the sword using a special alloy that reflects light in mesmerizing hues, and the blade was enchanted to be especially effective against creatures of darkness. The Prismblade became a symbol of hope and radiance, often wielded by paladins and knights who stand against the encroaching shadows.

This exquisite shortsword features a blade that transitions through a spectrum of colors. The hilt is wrapped in a dark, braided material that provides a stark contrast to the luminous blade.

◆ **Chromatic Edge:** The sword deals an additional 1d6 radiant damage to creatures of the darkness or those from the Shadowfell.

◆ **Lightbringer:** The Prismheart can emit bright light in a 20-foot radius and dim light for an additional 20 feet. This effect can be activated or deactivated as a bonus action.

◆ **Spectrum Strike:** On a successful hit, the wielder can cause the target to emit a colorful aura that prevents it from benefiting from invisibility. For 1 minute, attack rolls against the target have advantage. This effect is usable once per long rest.

PRISM
SENTINEL



PRISM SENTINEL

Wondrous item (helmet), legendary (requires attunement)

In an age long past, when the world was said to be blanketed in grey, the realms were devoid of the vibrant colors we know today. The Prism Sentinels, an ancient order of knights dedicated to the deity of color and light, created this helm as a vessel to capture and radiate color across the land. The first of these helms was placed upon the brow of Sir Luminar the Bright, who led the charge against the forces of drabness, ushering in an era of vibrancy.

This exquisite helm is crafted from a rare alloy that gleams with a polished sheen. It is inlaid with stained glass in a myriad of colors that shift and shimmer with the light. The helm's centerpiece, a prominent gemstone, pulsates with a luminous glow that casts colorful reflections on any surface it touches.

◆ **Chromatic Edge:** Aura of Hues: While wearing the helm, you emit bright light in a 30-foot radius and dim light for an additional 30 feet. The light can be colored as you wish. Creatures that start their turn in the bright light must succeed on a DC 15 Constitution saving throw or be blinded until the start of their next turn.

◆ **Chromatic Shield:** As a reaction when you take damage, you can cause the helm to flash a brilliant light, granting you resistance to that instance of damage. This property can be used three times, and all expended uses recharge after a long rest.

◆ **Sentinel's Spectrum:** The helm has 5 charges. Using an action, you can expend one charge to cast one of the following spells without material components:

- **Color Spray** (1st level, 1 charge)
- **Prismatic Spray** (7th level, 3 charges)
- **Chromatic Orb** (Choose any damage type, 2nd level, 2 charges)

The helm regains 1d4+1 expended charges daily at dawn.

◆ **Beacon of Inspiration:** Once per long rest, you can use an action to activate the helm's most powerful ability. For 1 minute, allies within the bright light radius receive a +1 bonus to attack rolls, saving throws, and skill checks.

PRISMHEART



QUIVER OF THE STARLIT ARCHER

Wondrous item, rare (requires attunement)

Legends speak of Eilistraee, the elven goddess of the moon and the night sky, who once danced across the heavens, her silver hair trailing stars in the night. She bestowed upon her most devoted followers a gift of protection and prowess: the Quiver of the Starlit Archer. Crafted from the essence of the night sky, this quiver provides aid to archers in their quest to uphold the balance of nature and protect the innocent.

This quiver is made of a deep blue leather embroidered with silver thread. The runes and patterns upon it hint at ancient elven magic.

- ◆ **Celestial Aim:** You gain a +1 bonus to attack rolls made with arrows drawn from this quiver.
- ◆ **Starshot Arrows:** The quiver magically produces 2d4 arrows at dawn. These arrows are tipped with radiant energy and deal an extra 1d6 radiant damage to targets.
- ◆ **Guidance of the Moon:** Once per night, when you make a ranged attack using an arrow from this quiver, you can reroll the attack roll. You must use the new roll.
- ◆ **Veil of Twilight:** As an action, you can wrap the quiver's strap three times around an arrow and shoot it towards the sky. Doing so casts the Fog Cloud spell centered on the arrow's landing point, without using a spell slot. Once used, this ability cannot be used again until the next dusk.

QUIVER OF THE
STARLIT ARCHER



RADIANT STAFF OF THE DAWNBEARER

Staff, very rare (requires attunement)

This staff was once the emblem of the Dawnbearer, a luminary of the Order of the First Light, whose members were sworn to banish darkness from the land. It was said to be forged from materials sourced at the very break of dawn, where the first light of day touches the earth. The Dawnbearer used the staff to channel the purity and brilliance of the morning sun, bringing hope to allies and revealing the hidden truths cloaked by night.

The staff is made from a lustrous metal that captures the light, casting radiant beams with every movement. Its headpiece holds an orb surrounded by delicate metalwork that mimics the sun's rays.

- ◆ **Luminary's Beacon:** As an action, the wielder can cause the staff to emanate bright light in a 60-foot radius and dim light for an additional 60 feet. This light dispels any magical darkness in its area and can be sustained for up to 10 minutes.
- ◆ **Daybreak's Revelation:** The staff has 5 charges. The wielder can expend one charge as an action to cast the Daylight spell without using a spell slot. The scepter regains 1d4+1 expended charges daily at dawn.
- ◆ **Glimpse of Truth:** Once per long rest, as an action, the wielder can activate the scepter to grant themselves and their allies within 30 feet the ability to see things as they truly are, as per the True Seeing spell, for 1 minute.
- ◆ **Illuminator's Grace:** While holding the staff, the wielder can use a bonus action to make their melee weapon attacks deal an extra 1d8 radiant damage until the end of their turn, as the staff imbues their strikes with the power of light.

RADIANT STAFF OF THE
DAWNBEARER



RAPIER OF THE SILVER SPIRAL

Weapon (rapier), rare (requires attunement by a fighter or rogue)

This rapier, with its blade as clear as the purest crystal and hilt that spirals, was said to be the masterpiece of a legendary smith who wrought weapons in the light of the full moon. The Rapier of the Silver Spiral is a testament to the art of fencing, imbued with lunar magic and designed for a duelist with grace and finesse.

The Rapier of the Silver Spiral is known for its balance and almost weightless handling. The blade's core shimmers with a pale luminescence, while the hilt is crafted from a mysterious, silvery metal that never tarnishes. The guard spirals in elegant loops.

◆ **Moonlit Edge:** This rapier emits a faint glow in moonlight, providing dim light within a 10-foot radius. In darkness, the wielder can activate or deactivate this glow as a bonus action.

◆ **Spiral Parry:** The wielder gains a +1 bonus to AC while wielding this rapier and not wearing heavy armor.

◆ **Lunar Precision:** Once per long rest, when the wielder hits a creature with this rapier, they can cause the attack to be a critical hit, as they tap into the blade's lunar alignment for impeccable precision.

◆ **Star Piercer:** The rapier has 5 charges. The wielder can expend one charge to deal an extra 1d8 radiant damage on a hit. The rapier regains 1d4+1 expended charges daily at midnight.

REAPER'S BLOODSCYTHE

Weapon (scythe), very rare (requires attunement)

Forged in the Underworld and quenched in the blood of a demon lord, the Reaper's Bloodscythe was crafted for the express purpose of severing souls from their mortal coil. It was once the chosen weapon of a feared dark champion known only as the Sanguine Reaper, whose reign of terror ended abruptly when the scythe was lost in a battle fought on a night without a moon.

This scythe is a macabre masterpiece with a blade that gleams with a deep crimson, almost as if it's been permanently stained with the blood of countless foes. The handle is wrapped in dark leather straps and the final part ends with a pointed spike shaped like a demon tail.

◆ **Necrotic Edge:** Each time the scythe hits a creature, it deals an additional 1d8 necrotic damage.

◆ **Soul Reap:** When the scythe reduces a creature to 0 hit points, the wielder gains temporary hit points equal to the creature's hit dice.

◆ **Harvest of Sorrow:** Once per long rest, the wielder can unleash a wave of necrotic energy in a 15-foot radius. Each creature in the area must make a Constitution saving throw, taking 4d8 necrotic damage on a failed save, or half as much damage on a successful one.

◆ **Fiend's Tail:** The pointed tip at the scythe's base can be used as a weapon, dealing 1d6 piercing damage, and the wielder can choose to make it deal necrotic damage instead of piercing damage.



RAPIER OF THE SILVER SPIRAL



REAPER'S BLOODSCYTHE

REAVER'S BLAZE AXE

Weapon (battleaxe), very rare (requires attunement)

Forged in the volcanic forges of Fira'tarke, the Reaver's Blaze Axe was the weapon of choice for the chieftain of the fearsome Gara'wake tribe. Infused with the essence of fire elementals, the axe was said to blaze with such intensity that it could set the very air aflame. Legends tell of battles where the axe's fiery might turned the tide, scorching foes and rallying warriors with its fearsome glow.

The Reaver's Blaze Axe is a weapon feared by many, symbolizing the unrelenting and consuming power of fire. It is said that those who wield the axe are seen as both a beacon of hope and a herald of destruction.

This imposing battleaxe boasts a blade that appears to be perpetually on fire, casting a warm, flickering light in a 10-foot radius.

◆ **Sea Sworn Edge:** Flamebound Edge: Attacks with this axe deal an additional 1d6 fire damage. The fiery blade can ignite flammable objects not being worn or carried with no action required.

◆ **Elemental Fury:** Once per long rest, as an action, you can swing the axe to release a wave of fire in a 15-foot cone. Each creature in that area must make a DC 15 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.

◆ **Inferno's Call:** While attuned to the axe, you can use an action to cast the Flaming Sphere spell (save DC 15) once per long rest without using a spell slot.

◆ **Unyielding Flame:** If the wielder drops to 0 hit points but is not killed outright, the axe can be used to automatically stabilize them by engulfing them in protective flames. This property can only be used once, regaining use after a long rest.

RING OF THE AZURE ZEPHYR

Ring, uncommon (requires attunement)

Crafted from the essence of a captured cloud at the summit of Mount Azurith, the Ring of the Azure Zephyr was the masterpiece of a guild of sky sorcerers. These mages were devoted to studying the mysteries of the skies and sought to imbue their aerial prowess into an elegant accessory that would allow the wearers to channel the powers of the wind with a mere gesture.

This ring is forged from a lightweight sky-blue metal. It is adorned with a single, delicate gold inlay that spirals around the band like a gentle breeze.

◆ **Darkvision:** Windwalker's Grace: While wearing this ring, your steps become lighter, granting you a +5 bonus to your jumping distance and height.

◆ **Breath of the Zephyr:** Once per long rest, you can activate the ring to cast the Gust of Wind spell as a bonus action, without using a spell slot.

◆ **Whispers of the Sky:** The wearer of this ring gains the ability to communicate with avian creatures, understanding and being understood by them, as the ring imparts upon them knowledge of the bird's language.

◆ **Aerial Acuity:** The wearer gains advantage on saving throws against effects that would knock them prone, as a quick burst of air from the ring helps to keep them steady.

RING OF THE MIND'S SANCTUARY

Ring, uncommon (requires attunement)

The Ring of the Mind's Sanctuary was created by a reclusive order of psionic monks as a tool for meditation and mental fortitude. The gem is said to be a shard from the Crystal of Insight, a legendary artifact that enhances mental capabilities. Worn by those who seek clarity and protection from psychic disturbances, this ring has safeguarded many from the intrusions of mind-reading and mental manipulation.

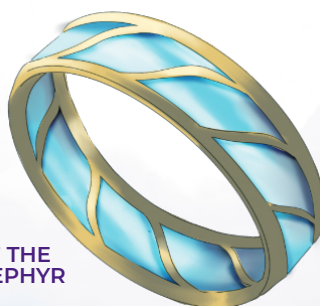
This ring is elegantly crafted from a silvery metal and is ornately decorated with swirling, scroll-like engravings. Set within a golden bezel that contrasts with the cool tone of the ring is a gem of deep crimson.

The Ring of the Mind's Sanctuary has 3 charges and regains all expended charges daily at dawn.

◆ **Mental Clarity:** The wearer can expend 1 charge to gain advantage on any Intelligence, Wisdom, or Charisma saving throw.

◆ **Sanctuary's Shield:** By using 2 charges, the wearer can cast Sanctuary targeting themselves, protecting their mind from attack and influence as the spell normally protects from physical harm.

◆ **Thought Fortress:** The wearer can expend all 3 charges to cast Mind Blank on themselves, which lasts for 10 minutes, providing immunity to psychic damage and effects that would sense emotions or read thoughts.



RING OF THE AZURE ZEPHYR



RING OF THE MIND'S SANCTUARY

RING OF THE OMNISCIENT GAZE

Ring, common (requires attunement)

The Ring of the Omniscient Gaze was originally crafted by a secretive cabal of diviners who valued knowledge and foresight above all. They created the ring to symbolize the importance of observing from all perspectives. It is said that those who wear the ring are granted the wisdom of multiple viewpoints, making them more aware of their surroundings and able to anticipate events before they unfold.

This unique ring is wrought from a lustrous, dark metal. Embedded within its coils are numerous tiny eyes crafted from various gemstones, each representing a different aspect of vision. The eyes are set in a watchful array, giving the impression of constant vigilance from all angles.

- ◆ **Panoramic Perception:** The ring grants the wearer a +1 bonus to Perception checks, representing heightened senses and attention to detail.
- ◆ **Many-Eyed Alertness:** The wearer is able to detect threats from multiple directions, making it impossible for them to be surprised as long as they are not incapacitated.
- ◆ **Gaze of the Guardians:** When making a Wisdom (Perception) check to spot hidden creatures or objects, the wearer can roll with advantage, reflecting the ring's many eyes aiding in the search.

ROBES OF THE EXALTED ORDER

Wondrous item, very rare (requires attunement by a cleric or paladin)

Crafted by a council of high clerics during a rare celestial convergence, the Robes of the Exalted Order were imbued with the collective hope and goodwill of the faithful. Passed down through generations of the order's most esteemed leaders, the robes are a symbol of the pinnacle of spiritual achievement and service.

The robes drape elegantly, with long, flowing sleeves and a generous cut that allows for both grace and comfort in movement. Are primarily a pure, angelic white, with an interior lined in a grey. The gold trim is not merely ornamental; it is spun from threads of blessed gold.

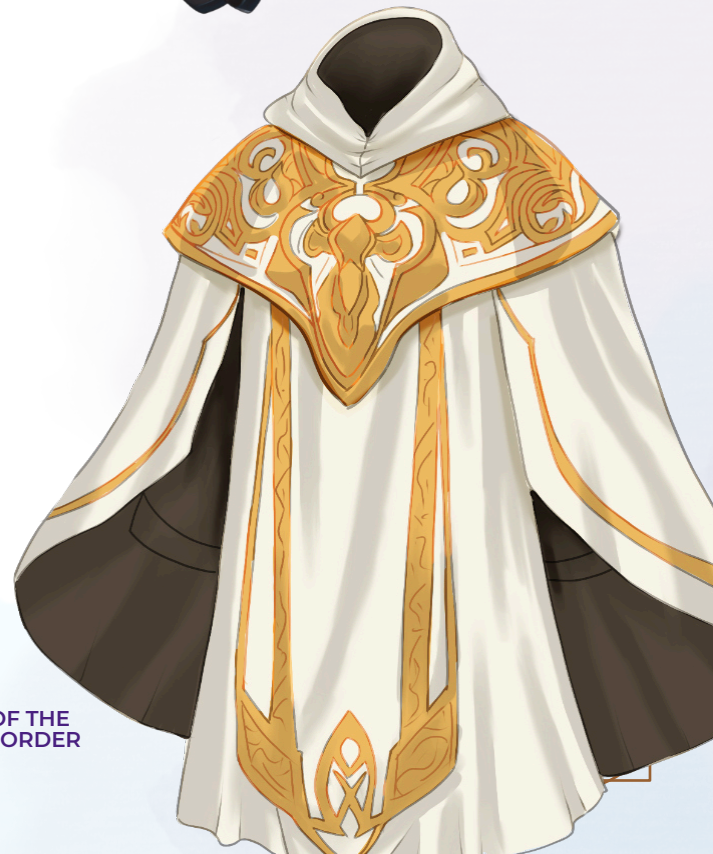
- ◆ **Commanding Presence:** The wearer of the robes gains advantage on Charisma (Persuasion) checks when dealing with followers of their faith and can inspire allies with their mere presence.

- ◆ **Defender of the Faith:** The wearer enjoys a +2 bonus to AC and saving throws. Additionally, they are granted resistance to necrotic and radiant damage.
- ◆ **Mantle of Sanctuary:** As a bonus action, the wearer can activate the robes to cast Sanctuary on themselves without expending a spell slot. After this feature has been used, it can't be used again until the next dawn.
- ◆ **Radiance of the Divine:** Once per long rest, the wearer can use an action to radiate bright light in a 60-foot radius. Allies within the light heal for 2d8+4 hit points, and enemies take 2d8 radiant damage (Wisdom saving throw for half damage).

REAVER'S
BLAZE AXE



RING OF THE
OMNISCIENT GAZE



ROBES OF THE
EXALTED ORDER

ROPE OF BINDING SIMPLICITY

Wondrous item, common

The Rope of Binding Simplicity is a tool commonly found among apprentice mages and journeymen adventurers. It is said that a pragmatic enchanter created the first of these ropes for his children to ensure their safety on their many escapades. The rope has since become a staple for those who value practical magic that can be used in daily life.

This common-looking rope is a vibrant crimson color, braided from an incredibly soft yet durable material, and measures exactly 50 feet long. Despite its mundane appearance, the rope is imbued with a modest enchantment that prevents wear and tear, ensuring it remains as strong and supple as the day it was woven.

- ◆ **Unbreakable:** The rope is incredibly tough and cannot be cut or broken by nonmagical means.
- ◆ **Coil and Uncoil:** As an action, the user can command the rope to coil or uncoil, extend or retract, tie or untie itself, within its length limit.
- ◆ **Loadbearing:** The rope can bear up to 500 pounds of weight without snapping, despite appearing as a normal rope would.

Additional Notes: While the Rope of Binding Simplicity holds no grand powers or history, it is prized for its reliability and has found its way into the packs of many an adventurer for its utility and enduring nature.

RUNEKEEPER'S MEMORY BAND

Ring, common (requires attunement)

Crafted by a conclave of mages who valued the preservation of history and wisdom above all, the Runekeeper's Memory Band was designed to aid in the retention and recall of vast amounts of information. Historians and mages who wear this ring are reminded that knowledge is a treasure beyond value, and the runes are the key to unlocking the vaults of memory.

This sleek silver ring is adorned with a continuous sequence of deeply engraved runes that have a faint purple glow. The glow brightens slightly whenever the ring is passed over written text, casting an ethereal light over the words.

- ◆ **Script Illumination:** The glowing runes provide enough light for the wearer to read and write in low-light conditions without the need for additional light sources.
- ◆ **Rune of Remembrance:** Once attuned, the wearer finds it easier to recall facts, granting them a +1 bonus to Intelligence checks when trying to remember or research information.

RUNES OF THE FATESEEKER

Wondrous item, rare

The Runes of the Fateseeker are relics from a long-forgotten divination tradition, where seers would cast such dice to unravel the threads of fate and glimpse the future. It is said these runes were first created by a cabal of oracles who were direct conduits to the Tapestry of Time, and the dice allowed them to read its weaves without the constraints of complex rituals or costly materials.

This set of five dice is carved from ancient amber and the runes are etched deeply into their faces, and they glow faintly. When rolled in the palm or on a surface, the runes flash with a brilliance, as if the act of rolling invokes a dialogue with destiny itself.

- ◆ **Divination:** Once per long rest, a character can cast the dice to gain insight into a specific course of action. This functions as an augury spell with no material components required.
- ◆ **Guidance of the Runes:** After rolling the dice, the user can choose to gain advantage on one ability check, attack roll, or saving throw within the next hour. This feature can be used three times per long rest.
- ◆ **Dice of Determining:** If the user is uncertain of which path to take or decision to make, they can ask the dice a yes or no question. The dice will roll of their own accord, providing an answer that is as accurate as a commune spell once per long rest.

Additional Notes: While powerful, the dice do not guarantee success—they simply offer a glimpse of the possible threads of fate, leaving the final outcome to the hands of those who cast them.



RUNES OF THE
FATESEEKER

SABATONS OF THE BLAZING MARCH

Wondrous item, rare (requires attunement)

Forged in the heart of a mountain by a master smith under the patronage of a fire deity, the Sabatons of the Blazing March were created for a legendary commander whose will was as unyielding as the relentless march of flames. It is said that where the commander marched, armies would follow, invigorated by the sabatons' unceasing warmth and the commander's fiery spirit.

These sturdy sabatons are crafted from rich crimson leather, reinforced with steel toes and heels. The boots are warm to the touch, as if they've been left out in the sun.

◆ **Fiery Footsteps:** As the wearer walks, the sabatons leave behind a trail of harmless flames that provide illumination and can ignite flammable materials.

◆ **March of the Inferno:** Once per long rest, the wearer can activate the sabatons to gain the following benefits for up to 10 minutes:

- Immunity to fire damage.
- The ability to walk across liquid surfaces as if they were solid ground.
- Leave a trail of fire in their wake that deals 1d6 fire damage per round to creatures that enter the space.

◆ **Endurance of the Flame:** The wearer gains advantage on Constitution saving throws made to endure extreme heat.

◆ **Charge of the Salamander:** When the wearer makes a Dash action, they can choose to leave a 5 foot-wide wall of fire behind them along their path. The wall lasts for 1 round, and any creature that enters the wall for the first time on a turn or ends its turn there takes 2d6 fire damage.

SANDALS OF THE SUN CHASER

Wondrous item, uncommon (requires attunement)

It is said that these sandals were once the footwear of choice for a fabled hero known as the Sun Chaser, a warrior who quested ceaselessly by daylight, always in pursuit of vanquishing the darkness that threatened their land. The hero's dedication was such that the sun itself bestowed a blessing upon their sandals, granting powers to aid in their tireless journey.

These sandals feature soles made of blue leather and are fitted with gold straps, each centered with a sun symbol. The soles are both durable and comfortable, crafted to traverse any terrain with ease.

◆ **Stride of Daylight:** The wearer's walking speed increases by 10 feet when walking directly under the sun.

◆ **Solar Resilience:** While attuned to these sandals and under the daylight, the wearer has advantage on saving throws against being blinded or suffering heat exhaustion.

◆ **Dawn's Grace:** Once per long rest, when the wearer steps into direct sunlight, they can activate the sandals to heal themselves for 2d4 hit points.

◆ **Sunbeam Step:** As a bonus action, the wearer can cause the sandals to emit a flash of bright light, dazzling creatures within 5 feet. Creatures affected must succeed on a Constitution saving throw or be blinded until the end of the wearer's next turn. This ability can be used once per long rest.

SABATONS OF THE
BLAZING MARCH



RUNEKEEPER'S
MEMORY BAND



ROPE OF BINDING
SIMPLICITY



SANDALS OF THE
SUN CHASER



SCIMITAR OF THE SAND SOVEREIGN

Weapon (scimitar), very rare (requires attunement)

The Scimitar of the Sand Sovereign is a relic from an era when gods walked among men, and pharaohs were considered their earthly avatars. It was said to be forged in the hidden forges of Ra, the sun god, and gifted to mortal rulers who commanded the respect of both the heavens and the earth. The blade was believed to carry the authority of the pharaohs, and it granted them the power to sway the hearts of men and the sands of time.

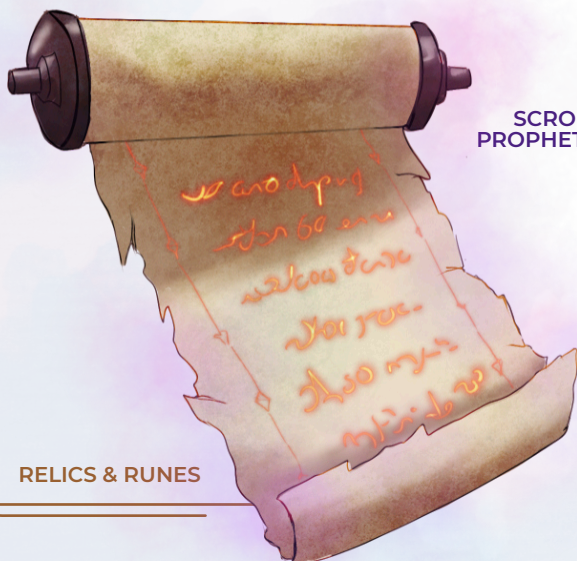
With a blade forged from the golden sands of eternal deserts, this scimitar gleams with a radiant silver hue, complemented by intricate golden filigree that runs along its hilt. A gentle heat radiates from the weapon, as if it has captured the very essence of the desert sun.

◆ **Sovereign's Command:** The wielder gains a +1 bonus to attack and damage rolls made with this weapon. Additionally, once per long rest, the wielder can speak a word of power to charm a person (as per the Charm Person spell) for 1 hour with no concentration required.

◆ **Sandstorm Fury:** Once per long rest, as an action, the wielder can summon a swirling sandstorm in a 20-foot radius centered on themselves. The storm lasts for 1 minute, providing half cover to all creatures within it and dealing 2d6 slashing damage at the start of each of the wielder's turns to any creature in the area other than the wielder.

◆ **Gift of the Scarab:** The scimitar grants the wielder advantage on saving throws against poison, and they have resistance to poison damage.

◆ **Pharaoh's Might:** When the wielder successfully hits a creature with this scimitar, they can choose to impart a commanding strike that forces the target to make a DC 15 Wisdom saving throw or be frightened for 1 minute. The wielder can use this ability three times per long rest.



SCROLL OF THE
PROPHETIC ANCIENTS

SCROLL OF THE PROPHETIC ANCIENTS

Wondrous item, rare

The Scroll of the Prophetic Ancients is said to have been penned by the oracles of the lost civilization of Kethra, a society that thrived on the acquisition of knowledge and foresight. The scroll itself was created from the hide of a mythical beast and inscribed with ink derived from the ashes of a phoenix, ensuring that its prophecies would endure through time. It is rumored that the scroll holds the power to reveal fragments of the future to those deemed worthy by the ancients' unfathomable wisdom.

This ancient scroll radiates a subtle magical aura, discernible only to those attuned to the arcane. Its edges are slightly frayed, giving evidence of its age and the countless hands it has passed through. The script is written in a mysterious cipher that dances before the eyes, only settling into comprehensibility for the chosen reader.

◆ **Oracle's Insight:** When a creature spends 1 hour meditating on the scroll's contents, they receive a vague but meaningful vision of a possible future event. This vision is up to the DM's discretion and should be cryptic, subject to interpretation.

◆ **Guidance of Kethra:** Once per week, the bearer may use the scroll to cast the Augury or Divination spell without expending a spell slot or material components.

◆ **Cipher of the Ancients:** The scroll contains knowledge of ancient times, granting the reader advantage on History checks related to ancient civilizations or arcane lore.



SCIMITAR OF THE
SAND SOVEREIGN

SEER'S ELIXIR

Potion, rare (requires attunement)

This potion is often sought after by adventurers and mages alike for its unique properties. Some believe that consuming the eye will grant eternal foresight, while others fear the potential consequences of ingesting such a powerful relic.

This small crystal bottle contains a deep blue liquid, filling up half its capacity. Suspended within this fluid is a clear, bright blue eye that seems to follow observers as they move. The eye belongs to a long-forgotten seer, and it is said that those who consume the elixir can gain a glimpse of their foresight.

◆ **Insightful Eye:** While attuned to this potion (even without consuming it), you gain advantage on Insight checks.

◆ **Drink and Choose:** After drinking this potion, you must choose one of the following effects:

- **Gaze Beyond:** You gain the ability to cast the spell Clairvoyance without using a spell slot. This effect lasts for 1 hour.

- **True Seeing:** You gain the effects of the True Seeing spell. This effect lasts for 10 minutes.

◆ **One-time Use:** After the potion is consumed, the eye disintegrates and the magic of the bottle is lost. You can't benefit from this potion again until you find another one.



SENTINEL'S BULWARK OF CORROSION

SENTINEL'S BULWARK OF CORROSION

Armor (shield), rare (requires attunement)

The Sentinel's Bulwark of Corrosion is said to have once belonged to a guardian who watched over a sacred and hidden grove known for its lethal plants and venomous creatures. Over time, the shield absorbed the essence of the grove's toxic defenses. It is whispered that the shield still carries the curse of the grove, protecting its bearer while afflicting any who dare to come too close with its poisonous legacy.

Seeming to have been salvaged from the depths of a toxic swamp, this shield is crafted from a durable metal that is pitted and scarred with the marks of corrosion. The skull emblazoned on its front is coated in a green patina.

◆ **Venomous Retaliation:** While holding this shield, you have resistance to poison damage. Additionally, any creature that hits you with a melee attack while you are wielding the shield must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute.

◆ **Corrosive Aura:** The shield can be activated as a bonus action to exude a toxic aura. For the next 10 minutes, any creature that starts its turn within 5 feet of you takes 1d4 poison damage.

◆ **Toxic Barrage:** Once per long rest, as an action, you can launch a volley of corrosive energy in a 15-foot cone from the shield. Each creature in the area must make a DC 15 Dexterity saving throw, taking 2d6 acid damage on a failed save, or half as much damage on a successful one.

◆ **Guardian's Poison:** As a reaction when a creature you can see takes poison damage, you can use the shield to absorb some of the venom into its core. Your next attack with the shield deals an extra 2d6 poison damage. This ability can be used once and recharges after you finish a long rest.



SEER'S ELIXIR

SERPENT'S COIL STRIDERS

Wondrous item, rare (requires attunement)

Legend tells of a pair of boots crafted from the shed scales of Ophion, the Serpent Guardian of the hidden glade known as the Emerald Thicket. These scales were gathered by a master leatherworker who was sympathetic to the plight of the woodland creatures, and through a pact with Ophion, he was granted the essence of the serpent's swiftness and stealth.

Forged from the shimmering, emerald-hued scales of a mystical serpent, these boots exude a faint, sibilant hissing when they move. The scales are incredibly tough yet flexible, wrapping around the wearer's feet and calves snugly.

- ◆ **Serpentine Grace:** The wearer of these boots has advantage on saving throws against effects that would paralyze or slow them, embodying the lithe agility of a serpent.
- ◆ **Silent Slither:** These boots grant the wearer the ability to move without a sound, providing a +10 bonus to Dexterity (Stealth) checks in any environment, as if they were gliding above the ground like a serpent.
- ◆ **Viper's Velocity:** Once per short rest, the wearer can activate the boots to gain an extra action on their turn, which can be used only to Dash, Disengage, or make a single melee weapon attack. For this turn, their movement does not provoke opportunity attacks.



SERPENT'S COIL STRIDERS

SHACKLES OF SPECTRAL BINDING

Wondrous item, rare (requires attunement)

The Shackles of Spectral Binding were once the creation of a master enchanter who sought to control the power of spirits from other planes. These shackles were used to bind ethereal entities, compelling them to answer the summoner's questions or assist in their magical endeavors. Over time, the shackles have been repurposed by arcane jailers to detain spellcasters and other beings who draw their power from the supernatural realms.

This set of shackles is crafted from an unknown metal. Each cuff is adorned with an iridescent gem that casts an ethereal glow, illuminating intricate runes etched into the metal. The chain that connects them is both light and unyielding, shimmering with a spectral quality as if not entirely of this world.

- ◆ **Ethereal Restraint:** When placed on a creature capable of ethereal movement or teleportation, these shackles inhibit their ability to leave the physical plane or teleport. A successful DC 15 Wisdom saving throw is required to overcome this restraint.
- ◆ **Spectral Illumination:** The gems on the shackles cast bright light in a 10-foot radius and dim light for an additional 10 feet. This light is considered magical and can reveal the presence of creatures in the Ethereal Plane.
- ◆ **Arcane Dampening:** Any creature bound by these shackles has disadvantage on spell attack rolls and on saving throws against spells and other magical effects.



SHACKLES OF SPECTRAL BINDING



SHAWL OF THE HARMONIOUS TRAVELER



SIGNET OF THE KEYWARDEN

SHAWL OF THE HARMONIOUS TRAVELER

Wondrous item, uncommon

Woven by the nomadic weavers of the Mirrored Plains, these shawls are given to travelers of all walks of life. It is said that the weavers imbue part of their free-spirited essence into the fabric, encouraging harmony and fellowship among those who wear it. The shawl is common among traders, wanderers, and those who seek to make connections wherever they go.

This vibrant shawl features a rich tapestry of red and blue checks, interlaced with subtle threads of gold. The material is soft yet durable, offering comfort in many conditions. At each end of the shawl, delicate fringes dance with the slightest of breezes. A small, embroidered emblem of a compass rose is visible on one corner, symbolizing guidance and direction.

- ◆ **Traveler's Bond:** When two or more individuals wear these shawls within 60 feet of each other, they can communicate simple ideas and emotions as if they shared a common language, facilitating non-verbal communication.
- ◆ **Wayfinder's Grace:** The wearer gains a +2 bonus to Survival checks made to navigate or track, as the compass rose guides them.
- ◆ **Pathfinder's Comfort:** Once per long rest, when the shawl is spread on the ground, it can create a Tiny Hut (as per the spell), which lasts for 8 hours. The hut is cozy and reflects the colors of the shawl in its interior.
- ◆ **Cloak of Billowing:** As a bonus action, the wearer can cause the shawl to billow dramatically, granting them advantage on Charisma (Performance) checks for the next minute as it adds a flair to their presence.

SIGNET OF THE KEYWARDEN

Ring, uncommon (requires attunement)

The Signet of the Keywarden is said to have belonged to a secretive guild of locksmiths and wardens who were sworn to protect sacred and powerful relics. The guild members were known as Keywardens, and each was given such a ring upon their swearing of the eternal oath. It is said that the ring's key symbolizes the unlocking of potential, the solving of mysteries, and the guarding of secrets.

This sturdy bronze ring is crowned with an intricate seal, etched with the image of a key.

- ◆ **Arcane Lock:** The wearer can cast Arcane Lock without expending a spell slot, once per long rest.
- ◆ **Keymaster's Insight:** When attempting to open a lock of non-magical nature, the wearer gains a +5 bonus to Dexterity checks made with thieves' tools.

SKYWARD ASCENDANT JACKET

Wondrous item, legendary (requires attunement)

The Skyward Ascendant Jacket was once the prized possession of a sky pirate captain known for her ability to navigate the most treacherous of aerial tempests. Said to be a gift from Aeolus, the keeper of winds, the jacket was crafted within the heart of a great maelstrom and infused with the essence of all four winds, granting its wearer command over the skies and the respect of those who sail them.

This jacket is a masterpiece of tailoring. The primary material is a rich azure, threaded with golden lines that flow like gentle breezes. Its black sleeves are embossed with a feather pattern, suggesting the wings of a bird in flight. A belt with silver buckle cinches the jacket, giving it a fit that's both comfortable and stylish.

The Skyward Ascendant Jacket has 10 charges and regains 1d6+4 expended charges daily at dawn. If all charges are expended, roll a d20. On a 1, the jacket loses all magical properties, becoming a normal, albeit finely made, garment.

- ◆ **Windwalker's Stride:** The wearer may expend 1 charge to increase their speed by 10 feet for 10 minutes.
- ◆ **Gust Guard:** By expending 2 charges, the wearer can cast Warding Wind, encircling themselves with protective winds that deflect projectiles and harmful gases.
- ◆ **Aerial Acrobatics:** For 3 charges, the wearer gains the ability to perform dazzling leaps and bounds, gaining the effect of the Jump spell for 1 hour.
- ◆ **Stormsurge Flight:** At the cost of 5 charges, the wearer can activate the jacket to gain a flying speed of 60 feet for up to 10 minutes. While flying, they emit a trail of cloud and lightning, and their first attack from the air deals an extra 2d6 lightning damage.



SKYWARD
ASCENDANT JACKET

SKULLSTAFF OF THE GLACIERBORN

Staff, very rare (requires attunement by a spellcaster)

The Skullstaff of the Glacierborn is an artifact of icy legend, believed to be forged by the first frost mage, Wogar the Chillweaver. Wogar was a formidable sorcerer whose heart was said to be as cold as his spells. He roamed the northern wastes, commanding the ice and snow. Legend has it that his spirit, refusing to pass on, imbued his own skull atop this staff, granting its wielder a portion of his wintry might.

This staff is capped with a skull made of crystalline ice. The shaft is engraved with ancient runes of frost and wind, and the base is fashioned to resemble the rugged terrain of a glacial peak.

◆ **Icy Grasp:** When you hit with a melee attack using the Skullstaff, you deal an extra 1d6 cold damage. Additionally, the target's speed is reduced by 10 feet until the start of your next turn as frost from the staff's touch creeps over them.

◆ **Chillweaver's Command:** The staff has 10 charges for the following properties. It regains 1d6+4 expended charges daily at dawn.

- **Frostbite** (cantrip, 1 charge)
- **Ice Knife** (1st level, 2 charges)
- **Sleet Storm** (3rd level, 3 charges)

◆ **Glacial Ward:** As an action, you can expend 4 charges to cast Wall of Ice. However, when you use this feature, the wall is permanent until destroyed and does not require concentration. Once used, this feature can't be used again until the next midnight.

◆ **Spirit of Wogar:** Once per long rest, as an action, you can summon an aura of intense cold. For 1 minute, you gain the following benefits:

- Resistance to fire damage.
- Any creature that hits you with a melee attack while within 5 feet of you takes 1d6 cold damage.

SKULLSTAFF OF THE
GLACIERBORN

SOLSTICE RADIANCE AMULET

Wondrous item, rare (requires attunement)

The Solstice Radiance Amulet was created during the zenith of the longest day, capturing the sun's peak majesty. Wielded by solar priests and sun-kissed warriors of old, it was a symbol of unyielding courage and fierce determination. It is said that the wearer of this amulet shines with an inner light that can rally the disheartened and turn the tide of battle.

Bathed in the everlasting glow of the summer solstice, this amulet is crafted from a brilliant gold that never tarnishes. It holds the essence of the sun itself, shimmering with an internal fire that is said to represent the heart of the eternal flame. The amulet has three charges and regains all expended charges daily at dawn.

◆ While wearing this amulet, you have resistance to cold damage and advantage on saving throws against effects that would cause exhaustion.

◆ **Sun's Embrace (1 Charge):** As a bonus action, you can expend 1 charge to cause the amulet to emit bright light in a 30-foot radius and dim light for an additional 30 feet. This light lasts for 1 minute or until you end it as a bonus action.

◆ **Solar Flare (2 Charges):** As an action, you can expend 2 charges to unleash a blast of searing light. Each creature in a 10-foot radius sphere centered on a point you choose within 60 feet must make a Constitution saving throw. A creature takes 4d6 radiant damage on a failed save, or half as much damage on a successful one.

◆ **Daybreaker's Shield (3 Charges):** As a reaction when you take damage, you can expend all 3 charges to surround yourself with a protective solar aura. You gain a number of temporary hit points equal to the damage taken, which last for 1 minute. Once you use this reaction, you can't use it again until the next dawn.

◆ The amulet can only use one of its abilities per turn.

SOLSTICE RADIANCE
AMULET

SOULFLAME SIGNET

Ring, rare (requires attunement)

The Soulflame Signet is said to have been forged in the Shadowfell, a realm where the barrier between the living and the dead is thin. The ring was created by a necromancer who sought to harness the power of souls within a talisman. Legend has it that the ring contains the essence of a powerful lich, and wearing it allows one to tap into the dark energies of the undead.

This imposing ring features a skull carved from a deep crimson gemstone, set into a band of darkened silver. The skull's eyes are set with small, fiery opals.

◆ **Necrotic Touch:** While wearing the ring, your melee attacks deal an additional 1d4 necrotic damage as you siphon the life force from your enemies.

◆ **Soul Gaze:** The wearer can use the ring to cast Detect Thoughts (save DC 15) once per long rest, as the ring's eyes pierce the veil between thoughts and reveal hidden intentions.

◆ **Lich's Boon:** Once per long rest, the wearer can draw on the ring's power to cast False Life on themselves without expending a spell slot, gaining temporary hit points.

◆ **Spirit Whispers:** The wearer of the ring can communicate with spirits and undead as if under the effect of Speak with Dead, once per long rest.

Additional Notes: The Soulflame Signet often draws the attention of otherworldly entities, both curious and malevolent. Some say the ring is cursed, and that it gradually impresses upon the wearer traits and desires of the lich whose soul was used in its creation. Despite the risks, the ring's power is highly coveted by warlocks, necromancers, and those who seek to bend the line between life and death.



SOULFLAME
SIGNET

SPEAR OF EMERALD BLOOM

Weapon (spear), uncommon (requires attunement by a druid or ranger)

This spear is said to have been crafted in the heart of an ancient forest, its creation blessed by the dryads and nurtured by the spirits of nature. The Spear of Verdant Growth is not only a weapon but also a tool for those who seek to protect and rejuvenate the wilderness.

The shaft of the spear is made from the wood of a treant, polished to a smooth finish, and culminates in a head shaped like a vibrant green leaf with razor-sharp edges. Delicate leaves sprout from its end, evergreen and eternally full of life.

◆ **Nature's Ally:** When planted in natural soil as an action, the spear causes entangling vines and plants to grow rapidly in a 15-foot radius around it. This area becomes difficult terrain for 1 hour. The spear can be retrieved after the effect ends.

◆ **Thrust of Nourishment:** Once per long rest, when you deal damage with this spear, you can choose to have the attack heal a creature within 5 feet of the target for the same amount of damage dealt.

◆ **Greenblade's Harvest:** Attacks with this spear deal an additional 1d6 poison damage as the blade secretes a natural toxin.

◆ **Photosynthetic Charge:** While outdoors in direct sunlight, the spear gains a +1 bonus to attack and damage rolls, and the wielder gains 1d4 temporary hit points at the start of each of their turns.

Additional Notes: The Spear of Emerald Bloom has a symbiotic relationship with the wielder, drawing strength from their bond with nature. It is rumored that when a true guardian of nature attunes to this spear, it can blossom, producing a single flower that possesses curative properties.



SPEAR OF
EMERALD BLOOM

SPECTACLES OF INSIGHT

Wondrous item, common (requires attunement)

The Spectacles of Insight were first crafted by a renowned artificer who was also a librarian. Seeking a way to assist her patrons in their research and ensure no detail was overlooked, she imbued these spectacles with a touch of magic. They have since become a favored tool among sages, alchemists, and detectives for their utility in uncovering truths that lie beyond the surface.

These spectacles feature a sturdy, lightweight frame. Designed for the discerning scholar and the curious adventurer alike, they are as fashionable as they are functional.

- ◆ **Enhanced Perception:** While wearing these spectacles, you gain a +1 bonus to Perception checks. They are particularly useful for detecting fine details and small text.
- ◆ **Clear Vision:** The lenses of the spectacles can be adjusted to compensate for vision impairments, effectively negating the disadvantage on any visual-based checks due to such conditions.
- ◆ **Magical Identification:** The spectacles grant the ability to perform a ritual similar to Detect Magic once per long rest. After 1 minute of uninterrupted focus on an object while wearing the spectacles, the wearer can determine if the object is magical.



STONEMASON'S
WATCHER

STONEMASON'S WATCHER

Wondrous item, very rare

Crafted by the legendary stonemason and enchanter Thalrik the Sculptor, the Stonemason's Watcher was born out of a commission by a high sorcerer who desired an unyielding guardian. Using his skills and a secret technique known only to him, Thalrik bound a vigilant earth spirit within the rock, giving rise to the watcher's mystical properties.

This small statue, carved from granite and standing merely a foot tall, depicts a stone sentinel. The craftsmanship is exquisite, with each plate of armor and geometric pattern meticulously chiseled. A small gem is set into the statue's chest.

- ◆ **Vigilant Protector:** The Watcher can be activated with a command phrase, springing to life for up to 12 hours once per long rest. While active, it can be instructed to follow the owner at a distance of up to 30 feet or to stand guard over an area. It alerts the owner to any visible creature approaching within 100 feet that the owner deems a threat.
- ◆ **Bastion's Pulse:** As a reaction to a visible creature making an attack roll against the owner or an ally within 30 feet, the owner can command the Watcher to emanate a protective pulse. The targeted individual gains a +3 bonus to AC, and if the attack misses, the attacker takes force damage equal to the margin by which the attack missed (to a maximum of 10 damage). This ability can be used up to three times, recharging at dawn.
- ◆ **Earth's Embrace:** Once per long rest, the owner may use the Watcher to cast Stoneskin on themselves without the need for material components.

Additional Notes: The Stonemason's Watcher maintains a connection to its creator, Thalrik the Sculptor. Legends say that in dire times, the spirit within can call upon Thalrik's essence to perform feats of protection beyond the scope of its usual magic, although such tales remain unconfirmed.



SPECTACLES OF
INSIGHT

STORMBLADE OF THE TEMPEST

Weapon (greatsword), very rare (requires attunement by a character with a Strength of 15 or higher)

Forged by a legendary storm giant blacksmith during the height of a magical tempest, the Stormblade of the Tempest contains the fury of that primordial storm. It was created to harness the raw power of the elements and was first wielded by a giant champion in a great war that raged across the skies.

This greatsword is a captivating sight, its blade forged from a stone that seems to have captured a storm within. Lightning crackles and dances along its edges, and the core of the blade glows with the deep blues and purples of a thundercloud. Wielders often find that their voices carry louder and with more authority when the blade is drawn, echoing the commanding presence of a storm giant.

- ◆ **Thunderous Might:** When you hit with an attack using Stormblade, it unleashes a peal of thunder audible within 300 feet and deals an additional 2d6 thunder damage.
- ◆ **Chain Lightning:** Once per long rest, the wielder can cast the spell Chain Lightning from the sword (save DC 17) without expending a spell slot or components.
- ◆ **Storm's Wrath:** The wielder gains resistance to lightning and thunder damage, embodying the resilience of the storm that birthed the blade.
- ◆ **Gale's Leap:** Once per short rest, as a bonus action, the wielder can propel themselves up to 20 feet in any direction, including upward, as if riding a fierce gust of wind. If the wielder lands within 5 feet of a creature, that creature must succeed on a DC 15 Strength saving throw or be pushed 5 feet away from the wielder and knocked prone by the blast.

STORMCALLER'S ARC

Weapon (longbow), very rare (requires attunement)

Crafted by a legendary fletcher during a fierce tempest, the Stormcaller's Arc is said to contain the fury of that primordial storm. It was originally wielded by a chieftain who could command the winds and rain, leading his archers with the bow raised high as they rode the gales of battle. The bow's whispers are those of the relentless storm, and it seeks an archer with the strength and resolve to harness the tempest's might.

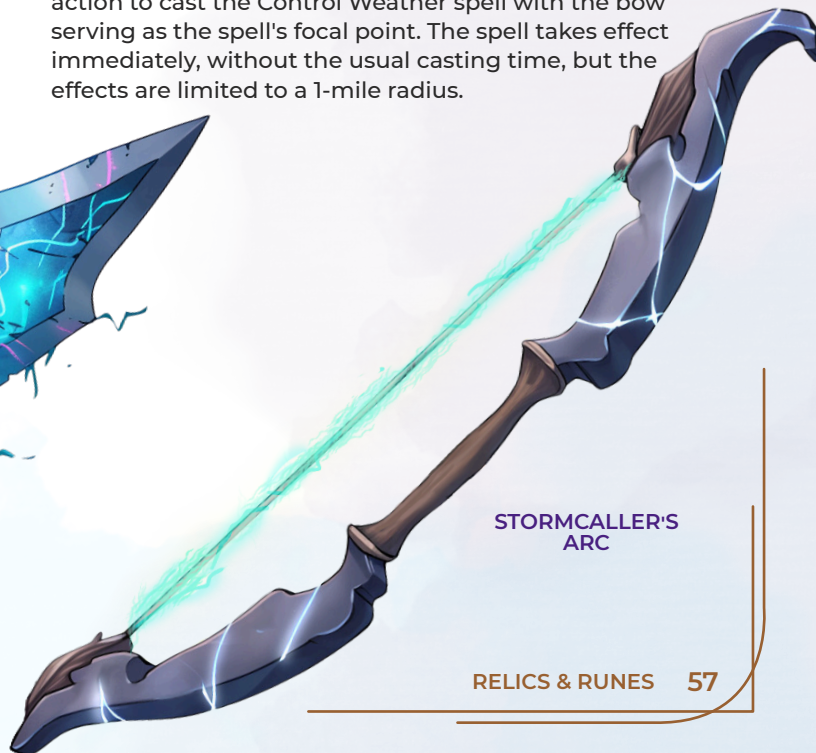
The Stormcaller's Arc is a longbow of exceptional make, its limbs carved from a dark, storm-touched wood that is smooth to the touch. Veins of lightning-like patterns run across its surface, glowing faintly with a blue light and the bowstring hums with static energy.

- ◆ **Thunderous Draw:** You gain a +2 bonus to attack and damage rolls made with this bow. Upon hitting a target, the arrow unleashes a thunderclap heard within 300 feet of you, and the target takes an additional 1d6 thunder damage.
- ◆ **Lightning Arrow:** Once per long rest, when you fire an arrow from this bow, you can declare it to be a lightning arrow. The arrow transforms into a bolt of lightning, dealing 4d8 lightning damage to the target on a hit, and half as much damage to all other creatures within 10 feet of the target.
- ◆ **Wind's Flight:** Arrows shot from the Stormcaller's Arc cut through wind and rain with no penalty, never suffering disadvantage from harsh weather conditions.
- ◆ **Call the Storm:** Once per week, you can use an action to cast the Control Weather spell with the bow serving as the spell's focal point. The spell takes effect immediately, without the usual casting time, but the effects are limited to a 1-mile radius.

STORMBLADE OF
THE TEMPEST



STORMCALLER'S
ARC



STRIDER'S SLIPPERS OF SWIFTNES

Wondrous item, rare (requires attunement)

Forged in the heart of a great pyramid, under the watchful gaze of the gods themselves, these slippers were said to be the favored footwear of the pharaoh's messengers. It was believed that such emissaries could traverse the kingdom from border to border by the break of dawn, their steps blessed by the deities of travel and speed. The slippers were imbued with the essence of the desert wind and the relentless might of the Nile's current.

These striking slippers with egyptian style, are crafted from a supple azure leather interwoven with golden thread. The soles are a sturdy yet flexible material.

- ◆ **Galestep:** Once per short rest, as a bonus action, the wearer can activate the slippers to double their movement speed until the end of their turn.
- ◆ **Tidal Agility:** The wearer of these sandals can walk on water for up to 10 minutes per day, divided into increments of one minute. This time does not need to be consecutive, but must be used in one-minute increments.
- ◆ **Windborne Leap:** The slippers allow the wearer to add an additional 10 feet to their long jump distance and 3 feet to their high jump distance, with no running start required.
- ◆ **Silent Stride:** When wearing these slippers, the wearer's steps make no sound, regardless of the surface they are moving on, granting a +5 bonus to Dexterity (Stealth) checks that rely on moving silently.

TENTACLE ROD OF THE ABYSSAL DEPTHS

Rod, very rare (requires attunement by a spellcaster)

Said to be created by a cabal of warlocks bound to an eldritch entity from the deepest ocean trenches, the Tentacle Rod of the Abyssal Depths is a conduit for the incomprehensible powers of the sea's darkest reaches. The rod is occasionally found among the treasures of sunken ships.

This rod is a fantastical work of art, sculpted to resemble the twisting form of a deep-sea tentacle. Crafted from a rare undersea mineral that shifts in color between various shades of purple and blue, the rod is dotted with luminescent spots that resemble the bioluminescent glow of abyssal creatures. Its handle is carved to mimic the suction cups of an octopus' arm, providing an unusually firm grip.

- ◆ **Abyssal Grasp:** As an action, the wielder can cause the rod to sprout spectral tentacles that strike at up to three creatures within 15 feet. Each tentacle makes a melee spell attack with a +9 bonus. On a hit, the tentacle deals 1d6 bludgeoning damage, and the target is grappled (escape DC 14). Until the grapple ends, the target is restrained, and the rod can't grapple another target.
- ◆ **Deep Sea Illumination:** The luminescent spots can be activated as a bonus action to emit a dim light in a 10-foot radius and bright light for an additional 5 feet.
- ◆ **Ink Cloud:** Once per long rest, as a reaction when the wielder takes damage, they can cause the rod to release a cloud of magical ink. The wielder becomes heavily obscured until the end of their next turn, and they can move without provoking opportunity attacks.

TENTACLE ROD OF THE ABYSSAL DEPTHS



STRIDER'S SLIPPERS OF SWIFTNES



TORCH OF THE SUNDERING SKIES

Wondrous item, rare

The Torch of the Sundering Skies was said to be created by a sect of stormcallers, druids who sought to harness the fury of thunderstorms. It was used in sacred rituals to commune with the gods of wind and lightning, and to call down the wrath of the skies upon those who defiled the natural world. The torch's flame was kindled from the heart of a mighty thundercloud, capturing the storm's essence and sealing it within its wooden bower.

This robust torch is no mere source of light. Its haft is carved from ancient wood, bound with iron bands and intricate knots of leather. The head of the torch is an elaborate cage of wood and metal spikes, containing a constantly burning flame that crackles with energy and emits no smoke. When brandished, the flame intensifies, and storm clouds gather around the torch's crown, as if summoning the tempestuous power of the skies themselves.

◆ **Eternal Flame:** The torch's flame never extinguishes and can be covered or revealed without the use of a command word.

◆ **Storm's Herald:** Once per long rest, as an action, the wielder can raise the torch to the sky to call down a localized storm within a 1-mile radius. For up to 1 hour, the area is subjected to heavy rain and strong winds, which can be directed at the wielder's discretion.

◆ **Thunderclap Burst:** When struck against the ground, the torch emits a thunderous boom. Each creature within 30 feet of the wielder, not including the wielder, must succeed on a DC 14 Constitution saving throw or be stunned until the end of their next turn. This ability can be used once per long rest.



TORCH OF THE SUNDERING SKIES

TOXICANT THRESHER

Weapon (club), rare (requires attunement)

In the secret-laden city of Gleimhaven, Velen, a member of the Ashen Conclave, sought to infuse his extensive knowledge of poisons into a weapon. He crafted the Toxicant Thresher in the perilous Witherbark Forest, a place notorious for its deadly plants and animals. The club, made lethal by the essences of venomous flora and an eerie, luminous moss, became a feared legend among the city's underworld. Following the mysterious disappearance of its creator, the Toxicant Thresher continues to pass through the hands of those who favor its quiet lethality, its origins whispered in hushed tones among those who know of its existence.

This sinister club is carved from a dense, dark wood that exudes a faint, noxious aroma. The grain is a deep charcoal, but is highlighted with streaks of iridescent green. Wrapped around the handle are bands of blackened leather, and the weapon's head is studded with thorns.

◆ **Venomous Impact:** On a hit, this club deals an additional 1d6 poison damage as it injects venom into the wound.

◆ **Thorned Grasp:** When the wielder successfully grapples a creature, the club's thorns can be used to inflict an extra 1d4 poison damage to the grappled creature.

◆ **Toxic Cloud:** Once per long rest, the wielder can strike the ground to release a 10-foot radius cloud of poisonous gas centered on the club. Creatures within the cloud must make a Constitution saving throw or be poisoned for 1 minute.

◆ **Antidote Synthesis:** The wielder can use the club to neutralize poison, functioning as an antidote once per long rest.



TOXICANT THRESHER

TRAVELER'S CLOAK OF THE AZURE WAYFARER

Wondrous item, uncommon

The Traveler's Cloak of the Azure Wayfarer is said to be the creation of a guild of nomadic tailors who roamed the lands, gathering mystical fabrics and threads from the world's hidden corners. The azure color is from a dye made of bluebells found only under the full moon's light, and the gold from the woven threads of a rare golden silk spider. This cloak was the signature attire of the Azure Wayfarers, a secret society of explorers who charted forgotten paths and sought to bridge distant lands and cultures.

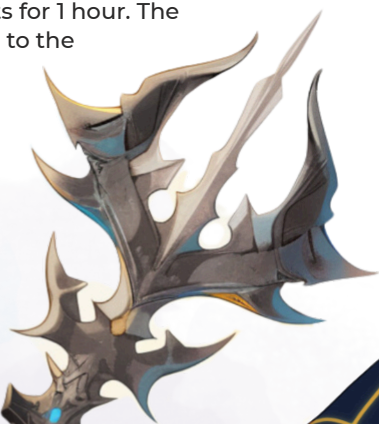
This robust cloak is crafted from a durable azure fabric, its utilitarian design meant to withstand the rigors of travel. The gold-threaded grid pattern is simple yet functional, doubling as a series of arcane sigils for the keen-eyed observer. Its golden borders catch the light, offering a subdued elegance and a touch of visibility during night travel.

◆ **Pathfinder's Compass:** When worn, the cloak grants the wearer an innate sense of direction. You always know which way is north and cannot become lost except by magical means.

◆ **Wayfarer's Durability:** The cloak provides a +1 bonus to AC when the wearer is subjected to harsh weather conditions or natural environmental effects.

◆ **Guiding Threads:** The gold threads in the cloak can be activated once per long rest to leave a faint, glowing trail that lasts for 1 hour. The trail is visible only to the wearer and those the wearer allows to see it.

◆ **Traveler's Respite:** As a bonus action, the cloak can be spread on the ground to create a temporary cushioned resting space, providing comfort equivalent to a short rest in half the usual time.



TRITON'S CALL



TRAVELER'S CLOAK OF THE AZURE WAYFARER



VEIL OF THE NIGHTWING

TRITON'S CALL

Weapon (trident), uncommon (requires attunement)

In an age where the surface and sea were torn by strife, a pact was struck between the ocean's sentinel, Triton, and the coastal kingdoms. To seal their accord, a trident was forged at the ocean's heart, where no land-born creature had ever laid eyes. This trident, Triton's Call, was imbued with the essence of the ocean's depths and the whisper of the tides. It was given to the land-dwellers as a symbol of peace and a reminder of the deep bond forged between land and sea. Triton's Call served not just as a weapon but as a herald's staff, ensuring safe passage and communication across the tumultuous divide between two worlds. Legend holds that when unity is threatened, the trident's song will call forth a hero to stand before the crashing waves and restore harmony.

This elegant trident is forged with an alloy that glimmers with a lustrous sheen, reflecting light as if underwater. The three prongs are shaped like the fins of a predatory fish. The shaft is wrapped with a dark, leathery grip, and the base is tipped with a sharp, pointed end, making it useful for both thrusting and striking.

◆ **Aqua Affinity:** The wielder can breathe underwater while attuned to the trident and gains a swimming speed equal to their walking speed.

◆ **Riptide Thrust:** As an action, the wielder can propel themselves forward with a burst of speed to make a melee attack. On a hit, the target takes an additional 1d6 piercing damage, and the wielder can return to their original position.

◆ **Siren's Song:** Once per long rest, the wielder can strike the trident against a solid surface to produce a captivating tone. Each creature within 30 feet that can hear the sound must make a DC 12 Wisdom saving throw or be charmed by the wielder for 1 minute, regarding them as a trusted friend to be heeded and protected.

◆ **Harpoon's Reach:** The trident can be thrown with exceptional balance, doubling the normal and long range when used for a ranged attack.

VEIL OF THE NIGHTWING

Wondrous item, uncommon

The Veil of the Nightwing, crafted by the inventive sorcerer Erevan Nightshade, was designed to blend with the shadows of the night. One evening, it allowed Erevan to overhear thieves discussing a hidden treasure in the Whispering Woods. Using the Veil, he located and entered a vault, finding a tome of otherworldly knowledge. As dawn neared, the thieves found only the abandoned Veil, with Erevan mysteriously vanished, possibly taken into the shadow realm. The Veil, now circulating among various adventurers, is famed for revealing secrets and aiding stealthy escapades under the cloak of night.

This elegant and whimsical umbrella is made with panels of dark purple fabric. Its spine and handle are crafted from a glossy, black material shaped like the bones of a bat's wing, culminating in a handle that is an intricately carved bat, mid-flight.

The Veil of the Nightwing is impervious to water and mundane damage. When not in use, it retracts to the size of a baton, making it convenient to carry. Despite its delicate appearance, the fabric is nearly impossible to tear, and the bat handle will always return to the umbrella by the next dawn if detached.

◆ **Nocturnal Cloak:** The user can open the umbrella to cloak themselves in shadows, granting advantage on Stealth checks in dim light or darkness.

◆ **Glide of the Bat:** While holding the umbrella open, the user can use a bonus action to slow their fall, descending at a rate of 5 feet per round, and can move horizontally up to 15 feet for every 5 feet they descend.

◆ **Echoing Whispers:** Once per long rest, the user can use the umbrella to emit a bat-like screech. This acts as a Detect Magic spell with a range of 60 feet, as the echoes reveal the outline of magical auras.

◆ **Nightwing's Guardian:** The bat handle can detach on command and transform into a bat familiar for up to 1 hour. The familiar has the statistics of a bat but can communicate telepathically with the user within 100 feet.

VERDANT RING OF SPROUTING

Ring, common

Once a gift among the guardians of hidden groves, these rings symbolize a bond with the enduring essence of nature. The ring's perpetual bloom is a testament to the enduring cycle of growth and renewal in the natural world.

This simple ring is made of intertwined silver and greenery, with delicate leaves and tiny blossoms that never wilt. The ring feels warm when worn, as if basking in a perpetual state of spring.

◆ When worn, this ring allows the user to cast the Druidcraft cantrip at will.

Additional Notes: The Verdant Ring of Sprouting is a favorite among travelers and explorers who have a keen interest in the flora they encounter. The ring maintains its beauty without the need for cleaning and is unaffected by the elements, staying as vibrant as a well-tended garden.

WHIP OF THE WHIRLWIND SPIRIT

Weapon (whip), rare (requires attunement)

Forged from a fragment of a storm elemental's core, the Whip of the Whirlwind Spirit contains the fury of a thousand squalls. It is said to have been created by a tempestuous stormcaller who sought to harness the destructive force of a tornado. The whip's creation is a tale of ambition and control, as it was the stormcaller's intent to wield the storm itself against his foes.

This ethereal whip is made from a material that resembles the condensed essence of a fierce gale. The handle is wrapped in what appears to be braided strands of storm cloud, culminating in a swirling lash that flickers with the energy of a tempest. It crackles softly with static energy, and the air around it seems to hum with contained power.

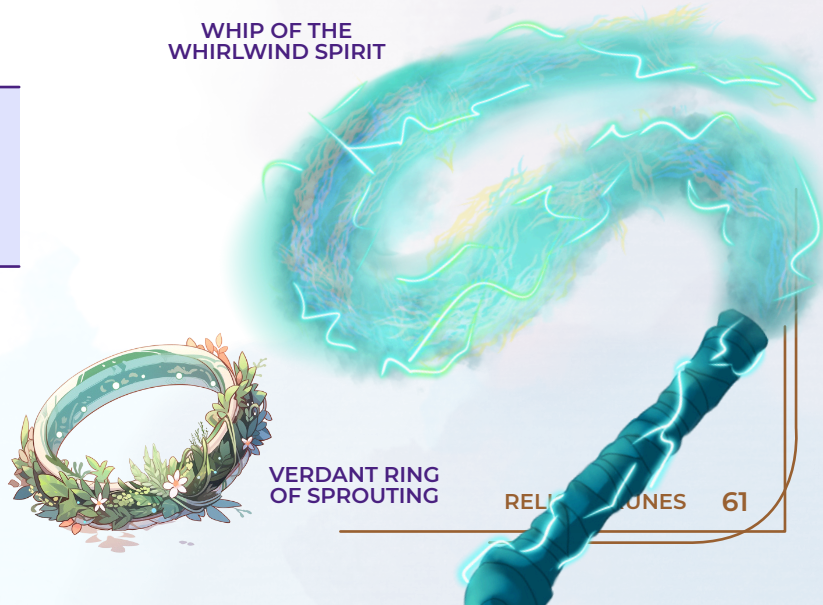
◆ **Galeforce Strike:** Attacks made with this whip are accompanied by a burst of wind, giving the wielder a +1 bonus to attack rolls. On a hit, the target is also pushed back 5 feet if they are Large or smaller.

◆ **Stormlash:** Once per long rest, the wielder can activate the whip to release a line of crackling energy that deals 1d6 lightning damage to all creatures within a 30-foot line.

◆ **Whirlwind's Pull:** The whip can be used to pull objects weighing up to 100 pounds towards the wielder or disarm an opponent by making a successful melee attack roll against the object or creature holding the item.

◆ **Breezebound Leap:** As a reaction when falling, the wielder can command the whip to provide a cushioning gust of wind, slowing the fall and allowing the wielder to land without taking fall damage.

WHIP OF THE WHIRLWIND SPIRIT



VERDANT RING OF SPROUTING

WHISPERING WARDEN'S GAUNTLETS

Wondrous item, very rare (requires attunement)

Bards sing of wardens who turned the tides of battle with merely a raise of their hand, and tales abound of fortresses that stood undaunted due to the quiet strength of these legendary guardians. The Whispering Warden's Gauntlets are said to be the creation of a secretive order of guardians who operated at the behest of an archmage specializing in protective enchantments. These gauntlets were awarded to wardens who demonstrated exceptional bravery and skill, empowering them with the ability to safeguard their charges against the most dire of threats. The crafting ritual, lost to time, involved the alignment of specific constellations, infusing the gauntlets with the energy of the night sky.

Fashioned from dark garnet leather, these gauntlets are supple yet resilient, reinforced with swirling patterns of a lustrous metal. Around the wrists, a halo of brilliant turquoise magic orbits continuously, casting ethereal reflections and hinting at the gauntlets' latent power.

- ◆ **Turquoise Halo:** As a reaction to being targeted by a spell or magical effect, the wearer can activate the halo to gain advantage on saving throws against that specific spell or effect.
- ◆ **Gemstone Resonance:** The wearer gains a +1 bonus to AC due to the reactive energy of the gemstones, which bolster the gauntlets' protective capabilities.
- ◆ **Warden's Whisper:** Once per long rest, the wearer can cast the Shield spell without using a spell slot, as the turquoise halo expands to envelop them momentarily.
- ◆ **Guardian's Grip:** The gauntlets grant the wearer advantage on Strength checks and saving throws made to grapple or resist being grappled, as the magic within strengthens their hold.



ZEPHYR'S
EDGE

ZEPHYR'S EDGE

Weapon (dagger), uncommon (requires attunement)

Fashioned in the high towers of Elvandar, Zephyr's Edge was the creation of elven bladesmiths who melded their deep magic with the vibrant life force of the forest. Intended for the defense of their woodland realms, these daggers were gifted to scouts and rangers for missions requiring subtlety and speed.

Zephyr's Edge is an elven-crafted dagger, its blade its in color turquoise, and delicate elvish runes run down its length. The hilt is wrapped in gold wire, complementing the aquamarine blade and providing a comfortable grip.

- ◆ **Breezebound Strike:** This dagger grants its wielder a +1 bonus to attack rolls. On a hit, the target's speed is reduced by 10 feet until the start of your next turn, as if a sudden gust of wind impedes their movement.
- ◆ **Wind's Grace:** When making a ranged attack with Zephyr's Edge, the dagger can be thrown with exceptional accuracy, and it returns to the wielder's hand immediately after the attack.
- ◆ **Elvish Nimbleness:** The wielder gains advantage on Dexterity (Acrobatics) checks, reflecting the agility and balance of the elven craft imbued in the dagger.
- ◆ **Leaf on the Wind:** As a bonus action, the wielder can cause the dagger to leave a trail of harmless, swirling leaves in its wake, which can distract one enemy within 5 feet until the end of the wielder's turn, granting advantage on the next attack roll made against them.



WHISPERING
WARDEN'S GAUNTLETS

MAGIC RUNES

ANCIENT SYMBOLS OF POWER

MAGIC RUNES

In the mystical world of sorcery and secrets, runes stand as ancient symbols of great power and wisdom. These enigmatic sigils, steeped in the arcane, offer adventurers a path to wield forces otherwise beyond their grasp. Unlike ordinary magical items, runes are unique in their integration; they can be embedded into weapons, armor, and a variety of objects, endowing them with potent magical properties. Each rune, with its distinct origin and mystique, embodies a specific kind of magic, encompassing a wide range of effects from offensive bursts to defensive wards, and from practical utilities to stealth enhancements.

◆ ACQUISITION OF RUNES

Runes are treasured artifacts, often found in forgotten ruins, bestowed by mythical beings, or claimed as rewards for heroic deeds. Their rarity varies (Common, Uncommon, Rare, Very Rare, Legendary), with more powerful runes being exceedingly rare and sought after. DMs should consider this rarity when introducing runes into their campaigns, ensuring they remain both exciting and balanced elements within the adventure.

◆ EMBEDDING RUNES

The art of embedding a rune is a universal skill, meaning any character who possesses a rune and fulfills the necessary ritual requirements can harness its power. This inclusivity allows for a wide range of characters to benefit from the magic of runes, regardless of their class or background. It's important to note that runes are unique magical symbols that cannot be learned or memorized for future use. Once a character comes into possession of a rune, it can only be conserved for a single use. Upon successful application to the chosen object, following the specific steps of the ritual, the rune disappears - it is effectively consumed, whether it was previously held in the mind, inscribed on a physical object, or written in a tome. This characteristic ensures that each rune is a precious and finite resource in the realm of magic.

◆ THE RITUAL OF INFUSION

To infuse an object with a rune, one must conduct a unique ritual, often requiring specific skills, tools, and rare materials. The complexity of this ritual varies with the rune's power and can last from hours to days. It's crucial for the character to have the rune in their possession and access to all necessary components to successfully complete the ritual.

◆ ELIGIBILITY AND COMPATIBILITY

While most objects can be imbued with a rune, those already containing powerful enchantments may resist the addition. Generally, an item can contain only one rune, but exceptional items or special abilities might allow for more.

◆ USAGE AND DURATION

Runes are categorized by their longevity, with two main types: Consumable and Permanent. Consumable runes have a limited number of uses, and their magic fades once these are exhausted. For such runes, particularly those with multiple effects, only the activation of their primary or most potent ability contributes to their usage limit. Secondary effects, like passive enhancements (for example, additional damage), do not count towards the rune's depletion. For instance, if a rune enables spell casting while also adding bonus damage, its uses are counted only with the spell-casting ability; the added damage continues without impacting the count. In contrast, permanent runes provide continuous benefits without any usage constraints, making them an enduring source of magical power.

◆ RUNE-THEMED SUBCLASSES

In addition to the general use of runes, certain subclasses have delved deeper into the study and application of rune magic, unlocking unique abilities and enhancements. These specialized characters, through rigorous training and study, have learned to harness the power of runes in ways others cannot. For instance, some subclasses have the capability to craft their own unique runes or special runes that only they can use. Others might have the skill to enhance the effects of existing runes, making them more potent or altering their properties in beneficial ways. These enhanced capabilities are exclusive to these subclasses, representing their advanced knowledge and connection to the mystical world of rune magic.

◆ DIVERSITY OF RUNES

The guide details 80 unique runes, each with a description of its effects, application requirements, and limitations. These runes offer a range of magical enhancements, from combat enhancements to practical tools, designed for versatility and accessibility, enriching the gaming experience.

ABYSSAL ECHOES

Type: Utility Rune

Rarity: Very Rare

Eligible Items: Cloaks, boots, or amulets.

Specifications for Application: This rune must be inscribed in complete darkness, at a site where the veil between the material world and the Shadowfell is thin. The ink is made from the essence of shadowfell and the ashes of a burned wraith. The ritual requires a warlock or a shadow sorcerer who can channel energies from the Shadowfell and involves invoking names of ancient demons in a forgotten tongue.

Effect: The wearer gains the ability to understand and speak Abyssal and Infernal languages. Once per long rest, they can cast 'Shadow Walk' to travel through shadows over short distances. Additionally, the wearer can summon a shadowy echo of a demonic entity once per week, which can be used to intimidate or communicate with demonic beings, granting advantage on Charisma (Intimidation) checks against such entities. The echo is purely illusory and cannot interact physically. This rune is permanent.

AEGIS SIGIL

Type: Defensive Rune

Rarity: Rare

Eligible Items: Shields. The shield must be prepped with sacred oils to receive the rune, ensuring the sigil's power is fully absorbed.

Specifications for Application: Embedding the Aegis Sigil requires a shield, a 12-hour engraving ritual under the stars, and a tribute of diamond dust valued at least 50 gold pieces. This ritual binds the sigil's protective magic to the shield.

Effect: The shield with the Aegis Sigil offers a +1 bonus to AC due to an almost imperceptible magic barrier it generates. Once per long rest, as a reaction, the bearer can invoke the sigil's power to cast the "Shield" spell.

AEROMANCER

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Capes or hats.

Specifications for Application: The creation of the Aeromancer rune requires a unique 5-hour ritual conducted at the break of dawn. This ritual takes place in a serene meadow or a gentle hill. The ink is a blend of morning dew and fine feathers from a dove. The ritual should be performed by a practitioner who embodies calmness and balance, such as a monk or a druid.

Effect: This rune grants the wearer an attunement with the wind. It allows them to cast 'Gust of Wind' once per long rest, summoning a strong breeze that can be directed at will. Additionally, the sigil imparts a passive effect where a gentle, cooling breeze seems to follow the wearer, providing relief and comfort in hot or stifling environments. This effect makes the wearer feel more at ease in challenging climates, subtly enhancing their endurance. This rune is permanent.

AQUANAUT'S SIGIL

Type: Utility Rune

Rarity: Rare

Eligible Items: Amulets, rings, or bracers.

Specifications for Application: The Aquanaut's Sigil must be inscribed during the convergence of high tide and a full moon, a rare event that amplifies the moon's influence on the water. The ritual, lasting 8 hours, requires ink derived from deep-sea luminescent algae and the essence of a water elemental. The presence of a sea sorcerer or a cleric of a water deity is necessary to bridge the connection between the moon, the sea, and the rune, ensuring a harmonious infusion of aquatic energies.

Effect: The Aquanaut's Sigil grants the wearer the ability to breathe underwater and swim at double their normal speed. Additionally, once per long rest, the wearer can communicate telepathically with aquatic creatures within a 60-foot radius. This rune is permanent.

ARCANE CONDUIT

Type: Utility Rune

Rarity: Very Rare

Eligible Items: Staves or wands.

Specifications for Application: The Arcane Conduit requires a detailed 12-hour ritual, best performed in the silent halls of an ancient library. The ink for this ritual is not simply a liquid but a vessel of arcane energy. It is created by distilling mana from rare spellbooks, a process that involves gently simmering the pages in a solution of moonwater and essence of arcane herbs, allowing the inherent magical energies to be extracted without damaging the texts. The final component is a wizard's quill, preferably one that has been used to draft powerful spells or inscribe significant magical treaties. This quill acts as a conduit, channelling the accumulated wisdom and energy into the rune. The ritual involves meticulously drawing arcane sigils around the item to be inscribed, with each sigil resonating with the echoes of spells cast throughout history.

Effect: Once per long rest, the rune allows the user to cast a spell they have seen within the last hour at one spell slot lower than its original level. This rune is permanent.

ARCANIST'S INSIGHT

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Staves and wands.

Specifications for Application: This rune requires a 5-hour ritual at a place of strong arcane energy. The key component is mana-infused ink, which is a blend of standard ink mixed with powdered gemstones known for their magical properties, such as amethyst or sapphire, and a drop of essence from a creature of magical origin, like a faerie dragon's tear or a unicorn's blood.

Effect: Staves or wands with the Arcanist's Insight rune allow the bearer to regain one expended spell slot of up to 3rd level once per long rest. This rune is permanent.



BEASTHEART

Type: Utility Rune

Rarity: Rare

Eligible Items: Amulets or belts.

Specifications for Application: The creation of the Beastheart rune involves a unique ritual that connects the essence of the wild with the wearer. It must be inscribed under the light of a full moon, deep within a wild and untamed forest. The ink used for this inscription is a special blend of potent natural elements: wolfsbane and the blood of a bear.

Effect: Once activated, this rune profoundly enhances the wearer's senses and instincts. It grants the wearer an advantage on all Perception and Survival checks. This heightened awareness is akin to possessing the keen senses of a wild animal. Additionally, once per long rest, the wearer can invoke the rune to temporarily gain a specific beast's attribute for 10 minutes. This could manifest as a wolf's keen sense of smell or a bear's immense strength. These attributes are chosen at the time of invocation and must align with the natural abilities of the animal they represent. This rune is permanent.

BLAZEHEART GLYPH

Type: Offensive Rune

Rarity: Uncommon

Eligible Items: Axes and maces.

Specifications for Application: Inscribing the Blazeheart Glyph is an intense process that takes approximately 6 hours and necessitates a blacksmith's forge heated by the breath of a dragon, infusing the rune with the primal force of fire. The coal used in the forge must be soaked in elemental fire, typically obtained from the core of a fire elemental, to ensure the imbued flame within the rune is both pure and potent.

Effect: Weapon ignites on command, dealing an extra 1d4 fire damage for 10 minutes. The rune has 10 charges.

CELESTIAL GUARD

Type: Defensive Rune

Rarity: Very Rare

Eligible Items: Any type of shield.

Specifications for Application: This rune requires a detailed 24-hour ritual performed under a starlit sky. The central component is a gemstone that has been blessed by celestial beings, infused with the ethereal energies of the heavens.

Effect: Shields bearing the Celestial Guard rune provide immunity to radiant damage. Additionally, the rune grants the bearer the ability to cast "Daylight" once per long rest. This rune is permanent.

CELESTIAL NAVIGATOR'S MARK

Type: Utility Rune

Rarity: Rare

Eligible Items: Compasses, maps, or cloaks.

Specifications for Application: The Celestial Navigator's Mark is a rune that draws upon the mysteries of the cosmos for its power. The inscription process requires an open night sky. The ink used for this rune is a magical concoction made from stardust. This stardust is then mixed with the captured light of a falling star, usually preserved within a specially prepared crystal. The ritual to imbue this celestial power into the rune must be led by an astronomer or a cleric devoted to a celestial deity.

Effect: The Celestial Navigator's Mark significantly enhances navigational abilities. When using items bearing this rune, the user gains a distinct advantage on Survival checks related to navigation. Furthermore, once per long rest, the wearer can cast 'Find the Path'. This rune is permanent.

CELESTINE HARMONY

Type: Healing Rune

Rarity: Rare

Eligible Items: Amulets, bracelets, or staffs.

Specifications for Application: Crafted under the light of a full moon, using a blend of celestial essence and the petals of a Starlight Blossom, a rare flower that blooms only under moonlit skies. The inscription must be done by a cleric or a paladin who has been blessed by a celestial being. During the ritual, hymns of ancient healing and harmony are sung to imbue the rune with celestial energy.

Effect: The Celestine Harmony Seal radiates a soothing aura, granting the wearer the ability to cast 'Lesser Restoration' once per long rest without expending a spell slot. Additionally, the wearer gains a +1 bonus to all saving throws against disease and poison. Once per long rest, the wearer can channel the rune to emit a calming aura in a 10-foot radius for 1 minute, during which allies gain advantage on saving throws against being frightened or charmed. This rune is permanent.

CHRONO SHARD

Type: Utility Rune

Rarity: Very Rare

Eligible Items: Amulets or rings.

Specifications for Application: The Chrono Shard requires a 12-hour ritual performed amidst the ruins of an ancient civilization, a place where time's flow feels altered. The ink for the inscription is a unique blend of sands from a timeless desert, known for its strange temporal anomalies, and the essence of a time-shifted entity, such as a creature from a different era or dimension. A spellcaster proficient in time magic is essential for the ritual, as they must carefully weave temporal energies into the inscription, binding the essence of time to the item.

Effect: Allows the wearer to briefly slow down time, effectively granting an extra action once per long rest. This rune is permanent.





DREAMSCRIBE

Type: Utility Rune

Rarity: Rare

Eligible Items: Necklaces or pendants.

Specifications for Application: Crafted under a full moon, using ink mixed from crushed dreamcatcher webs and essence of a sleeping nymph. A diviner or dreamwalker must guide the ritual, connecting the realm of dreams to the physical world.

Effect: When worn, Dreamscribe allows its bearer to vividly record and replay their dreams. This can be particularly useful for characters who seek to analyze or find hidden meanings in their dreamscapes. The dreams can be 'replayed' while the character is awake, providing a detailed and lucid recollection of the dream's events, which might contain clues, messages, or warnings. Moreover, once per week, the wearer can enter a deep meditative state, an activity requiring at least 10 uninterrupted minutes. In this state, they can reach out for prophetic visions or insights, similar to the 'Divination' spell. The rune is permanent.

DRIADALIS CHARM

Type: Utility/Offensive Rune

Rarity: Rare

Eligible Items: Staffs or wands.

Specifications for Application: The rune must be inscribed during the rare 'Green Alignment' of the moon and stars, using a mix of tree sap, dryad essence, a Moonbloom petal (which blooms only during this alignment), and dew from the oldest tree in a sacred grove. The ritual, performed in a forest's ancient stone circle, requires a druid or ranger guided by a dryad's vision.

Effect: The wielder can communicate with plants and trees, obtaining essential insights about their surroundings. Once per long rest, they are able to cast 'Transport via Plants' without using a spell slot. In addition, the rune enhances the wielder's connection to plant-based magic, granting a +1 bonus to spell attack rolls and spell save DCs for spells related to or derived from plants. This rune is permanent.

DUSKWALKER SIGIL

Type: Stealth Rune

Rarity: Rare

Eligible Items: Any type of shield.

Specifications for Application: This rune's inscription involves a 5-hour ritual under a new moon, using unique ink prepared from crushed nightshade berries, favored for their connection to poisons and shadow magic. Additionally, this ink is infused with the essence of a shadow demon, a process that requires summoning and binding the demon to extract its ethereal, vaporous essence, which is then carefully blended into the ink, giving it an otherworldly, glowing quality.

Effect: Allows wearer to meld into shadows, becoming nearly invisible in low light. Grants advantage on Stealth checks in dim light or darkness. This rune is consumable, with 10 uses.



EARTHSHAPER EMBLEM

Type: Defensive Rune

Rarity: Very Rare

Eligible Items: Heavy armor and shields.

Specifications for Application: The creation of the Earthshaper Emblem demands the skilled hands of a dwarf runesmith, renowned for their deep understanding of earth and stone. The runesmith must use a specialized diamond-tipped tool for the intricate inscription. The required materials are sacred soil, collected from an ancient druidic grove known for its strong connection to the earth, and fine stone dust gathered from the deepest part of a revered mountain, typically a site of spiritual significance to dwarves.

Effect: The Earthshaper Emblem significantly bolsters the wearer's defense. It provides a +2 bonus to Armor Class (AC) and resistance to force damage. This rune is permanent.

ECHOES OF THE PAST

Type: Utility Rune

Rarity: Very Rare

Eligible Items: Scrolls or tomes.

Specifications for Application: The Echoes of the Past rune requires a 24-hour ritual at an ancient historical site, using ink made from the site's soil and the essence of an ancestral spirit. This complex process, guided by a skilled historian or bard, preferably of at least 10th level, involves summoning the spirit, blending its essence with the soil, and reciting ancient lore and melodies. These elements combine to anchor the rune to the location's history, allowing it to reveal past events.

Effect: This rune, when inscribed on a scroll or tome, grants the user the extraordinary ability to view brief, spectral reenactments of past events that occurred at their current location, dating back up to 100 years. This window into history can be invoked once per week, offering glimpses of lost moments and forgotten tales. The rune's magic is permanent.

ECHOING WHISPER

Type: Stealth Rune

Rarity: Rare

Eligible Items: Cloaks and light armor.

Specifications for Application: The Echoing Whisper rune necessitates a meticulous 6-hour ritual conducted in an environment of absolute silence. The ink used is a unique blend made from the petals of nocturnal flowers, which bloom only under the cover of night, and the ethereal essence of will-o'-the-wisps, elusive light phenomena often found in quiet, mystical places. This specific combination of ingredients is key to harnessing the elusive nature of shadows and silence.

Effect: The Echoing Whisper rune grants the item a powerful stealth ability. It enables the wearer to cast "Pass without Trace" Once per long rest, cloaking them and nearby allies in silence and shadows, adding +10 to Dexterity (Stealth) checks, and hiding tracks from non-magical detection. This rune is permanent.





ELOQUENCE OF THE SIREN

Type: Utility Rune

Rarity: Rare

Eligible Items: Necklaces, bracelets, or clothing.

Specifications for Application: Inscribed beside a body of water under the light of a waxing moon, using ink made from a blend of mermaid's scales and essence of sea foam. A bard or a sorcerer with a connection to the sea must perform the enchantment, infusing the rune with the allure of the ocean.

Effect: This rune captures the enchanting presence of a siren's voice. The wearer gains a +2 bonus to Charisma (up to a maximum of 20). Additionally, once per long rest, they can use the rune to cast 'Charm Person' at 2nd level without using a spell slot. When using this effect, the target has disadvantage on the saving throw, as the rune's magic is particularly beguiling. The rune is consumable, with its magic fading after 10 uses.

EMBERGLOW TRACE

Type: Offensive Rune

Rarity: Uncommon

Eligible Items: Ranged weapons.

Specifications for Application: The Emberglow Trace rune necessitates a special 3-hour ritual conducted precisely at dusk. The ritual must be performed beside a smoldering fire. The ink for this inscription is a unique blend, meticulously prepared from the charred remains of ancient oak wood, combined with the ashes of a phoenix feather. This blend captures the essence of endurance and fiery precision.

Effect: Once inscribed, the Emberglow Trace rune makes projectiles from ranged weapons glow and leave a faint trail, aiding in aim, tracking, and understanding shot arcs, useful in low light or long-range situations. It provides a +1 bonus to attack rolls. This rune fades after 30 uses.

EMBERMIND GLYPH

Type: Utility Rune

Rarity: Rare

Eligible Items: Headgear or amulets.

Specifications for Application: The Embermind Glyph demands a 9-hour ritual conducted at dusk. The key component of the ritual is a specialized ink that encapsulates both the destructive power and the mesmerizing beauty of fire. This ink is infused with the essence of a pyroclastic flow, which is the superheated material emitted during a volcanic eruption. Alongside this, ground ruby dust is mixed into the ink. A crucial aspect of the ritual is that it must be led by a spellcaster who has personally witnessed the raw power of a volcanic eruption.

Effect: The rune enhances mental fortitude, granting resistance to psychic damage and the ability to cast 'Detect Thoughts' once per long rest. The rune fades after 20 uses.

ENIGMA CIPHER

Type: Utility Rune

Rarity: Rare

Eligible Items: Glasses or a monocle

Specifications for Application: Crafting the Enigma Cipher rune requires a 10-hour ritual in the quiet confines of a secluded library, where ancient texts and arcane knowledge abound. The ink for this ritual is a rare and exotic blend, including ink harvested from a deep-sea octopus, known for its magical properties. This is mixed with finely powdered lapis lazuli, a gemstone revered for its deep blue hue and association with wisdom and truth. The ritual must be conducted by a sage or wizard who possesses extensive knowledge of ancient languages and scripts.

Effect: The rune enables the wearer to decipher and understand any written language encountered. Additionally, once per long rest, it can encode any written message, making it unreadable to anyone except intended recipients. The rune is permanent.

FALINTHRA'S MARK

Type: Offensive Rune

Rarity: Uncommon

Eligible Items: Quiver.

Specifications for Application: Inscribed during a windy day on a high peak, using ink made from air elemental essence and feathers from a bird of prey. A druid or ranger must perform the ritual, channeling the elusive energies of Falintra.

Effect: Arrows or bolts drawn from this quiver are subtly guided by Falintra's enigmatic power, gaining a +2 bonus to attack rolls. Once per long rest, the user can channel the full force of Falintra, knocking the target back 10 feet on a hit. The rune is consumable, with its magic fading after 20 uses.

FLAMEHEART CREST

Type: Offensive Rune

Rarity: Very Rare

Eligible Items: Swords or axes.

Specifications for Application: The inscription of the Flameheart Crest requires a demanding 8-hour ritual conducted within the heart of an active volcano. The unique ink used for this rune is a blend of molten lava and finely ground scale from a fire drake. This powerful concoction, must be prepared and applied by a skilled fire mage, who channels their own mastery of fire magic into the inscription process.

Effect: Weapons inscribed with this rune emit intense heat, adding 2d6 fire damage to attacks. Additionally, once per long rest, the weapon can unleash a wave of fire in a 15-foot radius, dealing 3d6 fire damage to all nearby enemies. This rune fades after 15 uses.





FLAMESEER MARK

Type: Offensive Rune

Rarity: Uncommon

Eligible Items: Any sword or dagger.

Specifications for Application: To apply the Flameseer Mark, a weapon must undergo a 6-hour sunset ritual involving initial purification with salt water, heating until glowing to symbolically ready it for the rune, and using a ceremonial fire made from sacred woods. Phoenix ash is sprinkled over the weapon as it lies above the flames, acting as a magical catalyst. The rune is carefully etched while reciting fire-invoicing chants, followed by natural cooling in moonlight to balance the enchantment. This meticulous process prepares the weapon to wield the rune's fiery power.

Effect: A weapon bearing the Flameseer Mark glows with a faint ember light, allowing the wielder to see through smoke and darkness up to 30 feet. Additionally, on a critical hit, the weapon ignites the target causing an extra 2d6 fire damage. This rune has 10 charges and disappears after the last charge is used.

FLUFFWIND

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Light armor or scarves.

Specifications for Application: This rune requires a 7-hour ritual performed on a hilltop during a gentle breeze, using ink made from dandelion fluff and the essence of a zephyr sprite. A druid known for their harmony with nature must conduct the ritual, infusing the charm with the lightness and unpredictability of the wind.

Effect: Grants the wearer enhanced agility and speed, increasing their movement speed by 10 feet. In addition, the wearer can, once per long rest, emit a disorienting gust of wind in a 10-foot radius, causing confusion among enemies. This rune is permanent.

FROSTFIRE SIGIL

Type: Offensive Rune

Rarity: Very Rare

Eligible Items: Any weapon.

Specifications for Application: Inscription during a rare meteorological event where frost and fire coexist, such as a volcanic eruption in a snowy region. The ink is a blend of lava ash and frozen water from a glacier. A mage experienced in both fire and ice magic is required to balance the contrasting energies.

Effect: The Frostfire Sigil imbues a weapon with the ability to alternately deal an extra 1d6 fire damage on one hit and 1d6 cold damage on the next, continuing in this pattern with each successful strike. This rune fades after 20 uses.

FROSTWEAVER

Type: Offensive Rune

Rarity: Uncommon

Eligible Items: Any bladed weapon. The weapon must be cooled in snow during the ritual.

Specifications for Application: Requires a 10-hour ritual in freezing conditions, using water from a melted glacier and frostbitten leaves.

Effect: A weapon with the Frostweaver Sigil emits a chilling aura, granting the wielder the ability to deal an additional 1d6 cold damage on a hit. Additionally, once per long rest, the wielder can use the weapon to cast "Ice Knife" at the 1st-level. This rune is consumable, with its magic fading after 5 uses.

GALESTEP GLYPH

Type: Utility Rune

Rarity: Rare

Eligible Items: Boots or cloaks. The item must be left to flutter in the wind for a night before the ritual.

Specifications for Application: Embedding the Galestep Glyph involves a wind-blown high place, a 4-hour ritual during a strong gale, and the feather of a griffon. The ritual captures the wind's swiftness into the item.

Effect: Boots or cloaks with the Galestep Glyph allow the wearer to move with incredible speed, granting an additional 10 feet to their movement speed. The rune also grants the ability to cast "Gust of Wind" once per long rest. This rune is permanent.

GLACIAL WHISPER

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Boots or gloves.

Specifications for Application: The Glacial Whisper requires a 4-hour ritual performed in a landscape blanketed with snow. The ink for this ritual is a special mixture made from the pure, melted ice of a glacier, and finely ground feather from an Arctic owl. The ritual should be conducted by an individual who has demonstrated resilience to extreme cold, such as a seasoned explorer or a native of polar regions.

Effect: Footwear or gloves inscribed with the Glacial Whisper Glyph bestow upon the wearer a deep resistance to cold damage. The wearer also gains an ability to tread on snow and ice without slipping. Furthermore, once per long rest, the wearer can exert their will to freeze water within a 5-foot radius, turning it into solid ice. The power of this rune is permanent.



GLIMMERFROST RUNE

Type: Defensive Rune

Rarity: Uncommon

Eligible Items: Cloaks or light armor.

Specifications for Application: This rune requires a 6-hour ritual in a snowy landscape under the aurora borealis, using ink made from the essence of frost ferns and powdered moonstone. A spellcaster who has endured the harshness of arctic climates is needed for the inscription.

Effect: Grants resistance to cold damage and emits a faint, protective aura that can absorb up to 10 points of ice-based damage once per long rest. The rune is permanent.

GOLIATH'S STRENGTH

Type: Utility Rune

Rarity: Rare

Eligible Items: Gauntlets or belts

Specifications for Application: Carved on a mountainside during a thunderstorm, using ink from giant's blood and mountain stone. A warrior or barbarian who has summited a great peak must perform the ritual while demonstrating feats of strength.

Effect: This rune endows the wearer with immense physical power. Provides a +2 bonus to Strength. Once per long rest, the wearer can perform a feat of superhuman strength, such as lifting massive objects or breaking barriers. This rune is consumable, disappearing after 15 uses.

GRAVOK'S SEAL

Type: Offensive Rune

Rarity: Rare

Eligible Items: Hammers or gauntlets.

Specifications for Application: Inscribed within the depths of a cavern rich in mystical ores, using a special ink derived from corestone and diamond dust. The ritual should be performed by a geomancer or a cleric aligned with subterranean forces, drawing upon the deep energies of the world.

Effect: The bearer of Gravok's Seal gains the power to manipulate gravitational forces in a localized area. Once per long rest, the wielder can strike the ground, creating a 15-foot radius 'Gravitational Ripple' where creatures must make a Strength saving throw (DC set by the rune's creator) or have their speed halved and be unable to take reactions until the end of their next turn, while jumping distances are halved, and ranged attacks through the area suffer disadvantage. The rune fades after 15 uses.

HEARTSTONE

Type: Defensive Rune

Rarity: Very Rare

Eligible Items: Chest armor.

Specifications for Application: The inscription of this rune requires a 10-hour ritual conducted during a solar eclipse. The key component is a paste made from a heartstone, a rare gem found deep within the earth in areas where ley lines converge. This stone is revered for its life-preserving properties. It must be finely crushed and mixed with the tear of a dragon. This powerful concoction is then applied by a cleric or paladin, whose own connection to the forces of life and death is essential to bind the rune's magic to the armor.

Effect: Once per long rest, automatically stabilizes the wearer from death. This rune is permanent.

ICESHROUD

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Cloaks and light armor.

Specifications for Application: The creation of the Iceshroud requires the expertise of an ice mage and must be carried out during an active snowstorm, crucial for imbuing the rune with authentic cold energy. This process takes about 4 hours and uses a unique ink formulated from freshly melted snow and the condensed breath of a frost giant.

Effect: The Iceshroud Sigil endows the wearer with resistance to cold damage. It also grants the ability to cast "Fog Cloud" once per long rest, creating a strategic mist for concealment or tactical maneuvers. This rune is permanent.

IGNITION TOUCH

Type: Offensive Rune

Rarity: Uncommon

Eligible Items: Gloves or gauntlets.

Specifications for Application: This rune is inscribed during a 5-hour ritual in front of a large bonfire. The unique ink used is made from red dragon's blood, symbolizing raw power and heat, and the ashes of a phoenix feather, representing rebirth and control over fire. A fire mage or pyromancer adept in handling and channeling fire magic is essential for the ritual.

Effect: The Ignition Touch rune endows the wearer with the ability to ignite objects upon contact, dealing 1d4 fire damage. Additionally, once per long rest, the wearer can release a concentrated burst of flame akin to a small fireball, causing 2d6 fire damage within a 10-foot radius. This rune is consumable, with its magic fading after 15 uses.



INFERNO BLAZE

Type: Offensive Rune

Rarity: Very Rare

Eligible Items: Any melee weapon.

Specifications for Application: The creation of the Inferno Blaze rune is an intense and demanding process, requiring a 12-hour ritual conducted within the searing heat of a blazing furnace. The ritual incorporates two key elements: the breath of a dragon and volcanic ash. A master blacksmith is typically required to perform this intricate ritual.

Effect: Melee weapons inscribed with the Inferno Blaze rune deal an additional 2d6 fire damage on a hit. However, this rune is consumable and loses its power after 10 uses.

IRONBARK BRAND

Type: Defensive Rune

Rarity: Uncommon

Eligible Items: Shields or heavy armor.

Specifications for Application: The Ironbark Brand rune is inscribed during a 6-hour ritual deep in an ancient forest, utilizing resin from the exceptionally durable ironbark tree, known for its metal-like bark and centuries-old wisdom. The resin, is carefully harvested to preserve the tree. Additionally, soil from a treant's grove, rich with life and ancient magic, is blended into the resin to form a paste. This mixture is applied to the rune, with the ritual calling upon the spirits of the forest for strength and resilience, imbuing the item with the ironbark's toughness and the treants' enduring vitality.

Effect: Increases physical resistance, granting +1 to AC. This rune is permanent.

LIFEWARDEN EMBLEM

Type: Defensive/Healing Rune

Rarity: Very Rare

Eligible Items: Any type of armor.

Specifications for Application: The rune requires an armor that has been bathed in the light of a full moon. The day-long ritual must be performed within a sacred grove, using a rare healing salve derived from unicorn's balm and druidic essences.

Effect: The Lifewarden Emblem imbues the armor with life-preserving energies. The wearer gains resistance to necrotic damage and advantage on saving throws against death effects and life-draining spells or abilities. Additionally, once per long rest, the wearer can activate the rune to release a 'Healing Aura' with a 10-foot radius. Allies within the aura regain hit points equal to 2d8 + the wearer's Constitution modifier. This healing effect cannot be used again until the wearer completes a long rest. This rune is permanent.



LUMINARY ECHO

Type: Utility Rune

Rarity: Rare

Eligible Items: Cloaks or headgear.

Specifications for Application: The Luminary Echo rune necessitates a 5-hour ritual performed under a full moon's radiance. The ritual uses a unique ink, made by infusing luminescent algae - known for their natural, soft glow - with finely powdered moonstone. The individual conducting the ritual must have experienced the profound moment of a solar eclipse firsthand, to imbue the rune with the balance of solar and lunar forces.

Effect: Grants the ability to cast 'Moonbeam' once per long rest and this rune also emits a gentle, ethereal light akin to soft moonlight. It sheds light in a 10-foot radius and can be activated or deactivated at the wearer's will. This rune is permanent.

MINDWEAVE CREST

Type: Utility Rune

Rarity: Very Rare

Eligible Items: Helmets and circlets.

Specifications for Application: The Mindweave Crest requires a 7-hour complex ritual led by a psychic or a practitioner deeply attuned to the mind's mysteries. The core ingredient is ink infused with psionic energy, typically extracted from a mind flayer's tentacle. This process must be done in a place resonating with psychic energy, such as an ancient telepath's sanctuary or a site of a significant mental revelation.

Effect: Grants telepathy up to 30 feet and the ability to cast "Detect Thoughts" once per long rest. This rune is permanent.

MIRAGE WEAVER

Type: Utility Rune

Rarity: Rare

Eligible Items: Cloaks, robes, or amulets.

Specifications for Application: To inscribe the Mirage Weaver requires a 6-hour ritual in a desert or mirage-prone area, using ink made from desert rose petals and heat-haze air captured at noon. A spellcaster skilled in illusion magic must perform the ritual under the mirage's influence.

Effect: This rune allows the wearer to cast 'Minor Illusion' at will and 'Mirage Arcane' once per long rest. The illusions created are particularly vivid and hard to discern from reality. The rune is consumable, with its magic fading after 12 uses.





MYSTIC ECHOES

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Wands, staves, or spellbooks.

Specifications for Application: The inscription of the Mystic Echoes Sigil requires a 5-hour ritual in a location steeped in magical history or power, such as the ruins of an ancient sorcerer's sanctum or a revered arcane academy. The ink for the sigil is a special formulation made from herbs that have been soaked in raw mana, absorbing the ambient magical energies of powerful ley lines or magical nexuses. This is combined with the feather of a familiar, preferably one that has served a spellcaster for many years. A skilled spellcaster, ideally one with a strong affinity for the mysteries of magic, must conduct the ritual.

Effect: This rune serves as a conduit for arcane wisdom, providing the user with a subtle but constant whisper of magical guidance. It bestows a +1 bonus to spell attack rolls. In addition, once per long rest, the user can tap deeper into this wellspring of arcane knowledge, gaining advantage on one Arcana check. This rune is permanent.

NATURE'S BOUNTY

Type: Healing Rune

Rarity: Rare

Eligible Items: Any type of armor.

Specifications for Application: Crafting the Nature's Bounty rune is a process steeped in the ancient traditions of druidic magic. It requires an 8-hour ritual conducted within the sacred confines of a druidic grove. The ritual uses a blend of healing herbs and plant essences, each carefully selected for their restorative properties.

Effect: Armor with the Nature's Bounty rune grants the ability to cast "Cure Wounds" at 2nd level once per long rest. This rune is permanent.

NIGHTTHORN SIGIL

Type: Stealth Rune

Rarity: Rare

Eligible Items: Daggers and short swords.

Specifications for Application: The creation of the Nightthorn Sigil is a precise and carefully timed endeavor, typically taking about 5 hours in complete darkness. The ink is a concoction of venom extracted from a night adder, a snake known for its lethal and untraceable bite, and the sap of black roses, which bloom only under moonlight and symbolize silence and mystery.

Effect: Inflicts an additional 1d6 poison damage and casts "Darkness" once per long rest. This rune is consumable, with 7 uses.

NOCTURNE SHROUD SIGIL

Type: Stealth Rune

Rarity: Rare

Eligible Items: Cloaks or leather armor.

Specifications for Application: Crafting the Nocturne Shroud Sigil demands an 8-hour ritual performed in absolute darkness. The ink for this sigil is a blend of shadow mushrooms and black oak charcoal. Shadow mushrooms, which cost 15 gp/oz, flourish in lightless environments such as deep caves or dense, ancient forests. The black oak charcoal, valued at 10 gp/oz, is produced by smoldering black oak wood under the obscured sky of a moonless night

Effect: This rune grants the wearer the ability to blend seamlessly into shadows, granting advantage on Stealth checks in dim light or darkness. Additionally, once per long rest, the wearer can become completely invisible for 1 minute while in shadows. The rune is consumable, with 10 uses.

OCEAN'S WHISPER SIGIL

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Boots or cloaks.

Specifications for Application: This rune requires a 6-hour ritual performed at the shoreline during high tide. The ink for this ritual is a blend of deep-sea squid ink and finely crushed pearls. The ritual must be performed by either a seasoned sailor or a cleric dedicated to a sea deity.

Effect: This rune provides the wearer with enhanced swimming speed, equivalent to their walking speed, and the ability to breathe underwater. This rune is permanent.

PHOENIX'S REBIRTH

Type: Healing Rune

Rarity: Very Rare

Eligible Items: Rings or bracelets.

Specifications for Application: Embedding the Phoenix's Rebirth requires a 12-hour ritual performed in the ashes of a sacred fire, using ink made from phoenix feathers and firebloom petals. A cleric or a healer who has witnessed the rebirth of a phoenix must conduct the ritual.

Effect: Once per month, if the wearer is reduced to 0 hit points, the rune activates, restoring them to half their maximum hit points and surrounding them in a protective blaze that deals fire damage to nearby enemies. The rune is permanent.



PYROCLAST

Type: Defensive/Utility Rune

Rarity: Very Rare

Eligible Items: Shields and heavy armor.

Specifications for Application: The crafting of the Pyroclast is a demanding process, requiring a 9-hour ritual to be performed amidst the intense heat of a wildfire or a carefully controlled burn. The ritual necessitates the use of charcoal specifically sourced from the domain of a fire elemental. During the ritual, the item to be inscribed – either a shield or a piece of heavy armor – must be passed through natural flames, symbolically binding it with the rune's fiery essence.

Effect: Provides resistance to fire damage. Additionally, once per long rest, the wearer can activate the rune's power to use "Absorb Elements" specifically for fire damage. This ability allows the wearer to capture some of the incoming fire energy, potentially using it to empower their next melee attack with extra fire damage. This rune is permanent.

RIMESTONE CIRCLE

Type: Defensive Rune

Rarity: Rare

Eligible Items: Shields and bracers.

Specifications for Application: The Rimestone Circle is forged through a demanding ritual that must be performed amidst the fury of a freezing blizzard. The ink for this rune is a blend of the very essence of a glacier and the tears of an ice elemental. The ritual requires the inscriber to use their bare hands throughout the process, a test of their ability to endure extreme cold without yielding. This act of resilience infuses the rune with a protective strength, born from the inscriber's fortitude and the raw power of ice.

Effect: When inscribed on an item, the Rimestone Circle bestows a potent ice-based defense. It grants the wearer resistance to fire damage, reflecting an inherent opposition to heat and flames. Additionally, once per long rest, it can create an icy barrier that grants temporary hit points equivalent to 1d10 + the wearer's Constitution modifier. The rune is permanent.

SEASONG EMBLEM

Type: Utility Rune

Rarity: Rare

Eligible Items: Musical instruments or flags.

Specifications for Application: Involves an 8-hour ritual on a high cliff facing strong sea winds, using ink derived from the essence of a storm cloud and a sea bird's feather. A bard or sailor experienced with sea storms should lead the ritual, blending the inscription with songs of the wind and waves.

Effect: The Seasong Emblem rune enhances the ability to control wind direction within a 30-foot radius and significantly amplifies sound carried by the wind. For musical instruments, this amplification allows the music to be heard clearly up to 300 feet away, depending on environmental conditions. For flags, spoken words or battle cries can be projected over a similar distance. The rune's magic is permanent.

SERPENT'S COIL

Type: Offensive Rune

Rarity: Rare

Eligible Items: Whips or flails.

Specifications for Application: The creation of the Serpent's Coil rune is a specialized process requiring a 7-hour ritual conducted in the proximity of a serpent's nest. The ink used is a potent concoction made from the venom of a venomous snake and the scale of a basilisk, known for their paralytic properties. A rogue or ranger, preferably one with experience in handling dangerous creatures or with knowledge of toxins, is necessary to safely perform and guide the ritual.

Effect: Grants the weapon a stunning effect; targets must succeed on a DC 15 Constitution save or be stunned for 1 round. This rune fades after 20 uses.

SHADOWSTRIKE

Type: Offensive Rune

Rarity: Very Rare

Eligible Items: Daggers and short swords

Specifications for Application: The ritual, lasting 10 hours during the darkest phase of a new moon, requires the essence of pure darkness and a predator's fang. Specifically, the essence of darkness is extracted from the heart of a shadow-infused plant found only in the deepest, untouched parts of ancient forests, known for their absence of light. The predator's fang must come from a creature known for its stealth and deadly hunting prowess, such as a panther or a large owl, symbolizing the lethal and silent nature of the rune.

Effect: Daggers and short swords with the Shadowstrike rune grant advantage on attack rolls made from stealth and add 1d8 necrotic damage to such attacks. This rune is consumable, fading after 15 uses.

SIROCCO'S SAND

Type: Utility Rune

Rarity: Rare

Eligible Items: Scarves, hats or boots.

Specifications for Application: The crafting of Sirocco's Sand is a ritual steeped in the ancient traditions of desert mysticism. It is performed in a serene desert oasis, a place where the energies of life and survival converge amidst the harsh sands. The ink for this rune is a unique blend made from water that forms desert mirages and the venom of a desert scorpion. The ritual must be conducted at dawn by a desert seer or a nomad skilled in divination.

Effect: Grants the ability to 'hear' the desert – sensing creatures, water, and hazards under the sand within a mile radius. Once per long rest, the wearer can cast 'Sandstorm,' creating a blinding, disorienting whirlwind. This rune is consumable, disappearing after 10 uses.



SKYDANCER MARK

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Light armor or cloaks. The item must be exposed to the open sky for a full day prior to the ritual.

Specifications for Application: The Skydancer Mark is imbued through a ritual that captures the essence of the sky and wind. This ritual, lasting 6 hours, must be performed at a high altitude, directly under the open sky. The process involves the use of feathers from a giant eagle and the essence of an air elemental. This combination of materials helps to channel the vastness and grace of the skies into the rune.

Effect: The wearer can cast "Feather Fall" at will, allowing for graceful and safe descents from great heights. Additionally, the rune bestows a +5 bonus to Acrobatics checks. This rune is permanent.

SOLAR RADIANCE CREST

Type: Defensive Rune

Rarity: Very Rare

Eligible Items: Plate armor or shields.

Specifications for Application: Crafting the Solar Radiance Crest involves a laborious 12-hour ritual performed under the unobstructed light of the sun. This ritual uses a special ink derived from sunlight captured and condensed within clear crystals. This is blended with finely powdered gold. A cleric or mage attuned to solar energies, such as a devoted follower of a sun deity or a practitioner of solar magic, must conduct this ritual.

Effect: Armor or shields inscribed with the Solar Radiance Crest emit a brilliant, radiant light, akin to a beacon of sunlight. This glow provides powerful protection, granting the wearer immunity to necrotic damage. Additionally, once per long rest, the wearer can invoke the crest to cast 'Daylight', illuminating the surrounding area with bright, natural light. The rune is permanent.

STARFORGE SIGIL

Type: Offensive Rune

Rarity: Rare

Eligible Items: Swords, spears, or bows.

Specifications for Application: A complex 10-hour ritual under a starry night sky, requiring ink mixed from starlight captured in a crystal vial and meteorite dust. A mage or cleric with knowledge of the cosmos must lead the ritual, binding celestial energies into the weapon.

Effect: Weapons with this sigil strike with the force of falling stars, dealing an additional 1d8 radiant damage. Once per long rest, the weapon can release a burst of starlight, blinding enemies within a 15-foot radius for a moment. The rune fades after 20 uses.

STARLIT BOND

Type: Utility Rune

Rarity: Very Rare

Eligible Items: Rings or necklaces.

Specifications for Application: The creation of the Starlit Bond rune is an intricate and mystical process requiring a full 8-hour ritual under a clear, star-filled sky. The ink used for the inscription is a special concoction made from stardust, which is collected during specific astrological events when the stars' alignment is strongest. Additionally, a feather from a celestial swan – a rare and sacred creature in many mythologies, often associated with the stars and the heavens – is ground into a fine powder and mixed into the ink. During the ritual, they chant incantations that weave the energy of the stars into the items, solidifying the connection.

Effect: The Starlit Bond rune allows two individuals wearing the linked items to communicate telepathically, irrespective of the physical distance between them, as long as they remain on the same plane of existence. This rune is permanent, creating an unbreakable bond as long as the stars shine in the night sky.

STONEHEART

Type: Defensive Rune

Rarity: Rare

Eligible Items: Any type of heavy armor.

Specifications for Application: Crafting the Stoneheart Emblem is an intricate process that requires an 8-hour ritual conducted in a cave or deep within a mountain. The materials used are critical to the rune's effectiveness: earth from a sacred grove and a selection of crushed gems. This ritual, often led by a druid or a geomancer, involves a complex pattern of inscriptions that channel the stability and toughness of stone into the rune.

Effect: Armor inscribed with the Stoneheart Emblem offers exceptional protection. It provides an additional +1 bonus to Armor Class (AC). Furthermore, the rune imparts resistance to slashing damage, as if the wearer is shielded by an invisible layer of stone. This rune is permanent.

SUNFIRE SIGIL

Type: Offensive Rune

Rarity: Rare

Eligible Items: Longswords

Specifications for Application: The inscription process must start precisely at noon and continue uninterrupted for 3 hours on the day of the summer solstice. The ritual requires ink made from sunflower petals, which are known for their affinity to sunlight, and ember from a fire elemental.

Effect: The weapon emits bright light and deals an additional 1d6 radiant damage. The rune is permanent.





TERRA GUARDIAN

Type: Defensive Rune

Rarity: Rare

Eligible Items: Heavy armor or shields.

Specifications for Application: The Terra Guardian Sigil requires an intricate 8-hour ritual performed in the depths of a cave or an underground chamber. The ink used in this ritual is a unique blend of rare earth minerals, combined with the essence of an earth elemental. This essence is typically acquired through a pact or agreement with the elemental, ensuring respect and harmony with the natural world.

Effect: The Terra Guardian not only enhances the wearer's resilience by adding +2 to their Armor Class (AC), but it also holds a powerful earth-based ability. Once per long rest, the wearer can activate the sigil to cause the ground within a 10-foot radius to tremble violently. Enemies in this area must succeed on a Dexterity saving throw (DC 15) or be knocked prone. This rune is permanent.



THOUGHTWEAVER

Type: Utility Rune

Rarity: Rare

Eligible Items: Headbands or helmets.

Specifications for Application: The creation of the Thoughtweaver involves a 7-hour ritual in an environment steeped in knowledge, such as a well-stocked library or a place of great learning. Central to the ritual is the solving of a complex mental puzzle or riddle. The ink for this ritual is an uncommon mixture, blending sage oil and the rare ink of a psychic squid, an elusive creature whose ink is said to have properties that enhance mental acuity. This task must be undertaken by a spellcaster or sage who possesses a high level of intelligence.

Effect: The Thoughtweaver rune significantly boosts the cognitive abilities of its wearer. It provides a +2 bonus to all Intelligence checks and Intelligence-based saving throws. Additionally, once per long rest, the wearer can utilize the rune to cast the spell 'Confusion' without expending a spell slot. The rune is consumable, with its magic fading after 10 uses.



THUNDERCLAP CREST

Type: Offensive Rune

Rarity: Very Rare

Eligible Items: Hammers or maces. The weapon must be struck by a spark from the forge's anvil exactly at the ritual's end.

Specifications for Application: The Thunderclap Crest requires a hammer or mace, an 8-hour storm-watching ritual during the fiercest thunderstorm, and a shard from a lightning-struck tree.

Effect: A hammer or mace with the Thunderclap Crest crackles with electricity. It grants the weapon an extra 1d8 lightning damage, and the bearer may use an action to release a thunderclap once per short rest, dealing 2d8 thunder damage to all creatures within 10 feet (Constitution saving throw DC 15 for half damage). The power of the Thunderclap Crest fades after it has been used to release a thunderclap 7 times.

TIDECALLER

Type: Offensive/Utility Rune

Rarity: Uncommon

Eligible Items: Tridents or spears.

Specifications for Application: The creation of the Tidecaller rune is a ritual deeply connected to the power of the sea. It requires a lengthy 12-hour process conducted near a large body of water, such as an ocean or a sea. The ink used in this ritual is a special blend made from saltwater and scales from a sea creature. The inscribing of the rune must be done with the weapon — either a trident or a spear — fully submerged in seawater.

Effect: A weapon with the Tidecaller Emblem allows the wielder to cast "Create or Destroy Water" at the 1st-level once per long rest and adds 1d4 water damage to attacks. This rune is consumable, fading after 7 uses.

UMBRAVIEW

Type: Stealth Rune

Rarity: Rare

Eligible Items: Glasses or goggles.

Specifications for Application: This rune requires a 7-hour ritual performed under the shroud of a new moon. The ink is a unique concoction made from nightshade berries, known for their connection to darkness, and the essence of a bat, an animal renowned for its navigational abilities in the dark. The ritual demands the skills of a rogue or shadow mage who is adept at moving unseen, to properly channel the stealthy and perceptive qualities of the night.

Effect: The Umbraview Sigil bestows upon the wearer the ability to see in total darkness up to 60 feet, as if it were dim light. In addition, the sigil provides the unique ability to perceive magical auras and traps within the same range, akin to having a constant 'Detect Magic' and 'Detect Traps' ability. The rune's magic gradually fades after 15 uses.

VEILSTALKER MARK

Type: Stealth Rune

Rarity: Rare

Eligible Items: Cloaks or light armor.

Specifications for Application: Requires a 7-hour nocturnal ritual in a foggy marsh, using ink brewed from the essence of mistletoe and the scales of a chameleon. A rogue or ranger with expertise in camouflage must perform the ritual under the cover of mist.

Effect: In misty or foggy conditions, the Veilstalker Mark grants the wearer benefits akin to the 'Invisibility' spell, making them nearly undetectable. This includes having advantage on attack rolls and giving enemies disadvantage on attack rolls against them. Additionally, the rune provides advantage on Dexterity (Stealth) checks that rely on sound or scent. The rune fades after 15 uses.





VERDANT WHISPER

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Gloves or bracers.

Specifications for Application: This rune requires a 6-hour ritual in a thriving forest, utilizing ink derived from the sap of the oldest tree and the petals of a rare blooming night flower. A druid or ranger of at least 5th level must lead the ritual, singing hymns of growth and renewal.

Effect: The Verdant Whisper rune grants the wearer the ability to intuitively communicate with plants, sensing their condition and needs. It also allows the wearer to enhance plant growth within a 5-foot radius once per long rest, aiding in faster growth and healing. The effect of this rune is permanent.



VIPER'S FANG MARK

Type: Offensive Rune

Rarity: Uncommon

Eligible Items: Daggers and short swords.

Specifications for Application: The Viper's Fang Mark is created through a 6-hour ritual in a dense jungle or swamp. The unique ink required for this rune is a combination of cobra venom and water sourced from a swamp. This ritual should be performed during the phase of a new moon. The process must be led by a ranger or druid who is not only experienced in handling snakes but also understands their symbolic and physical power.

Effect: Once inscribed with the Viper's Fang Mark, the weapon gains a venomous property. When it strikes an opponent, it inflicts an additional 1d4 poison damage. Furthermore, once per long rest, the wielder can activate the rune to cast 'Ensnaring Strike' at the 2nd level without expending a spell slot. The rune is consumable, with its magic fading after 15 uses.



WHISPERING GALE

Type: Utility Rune

Rarity: Rare

Eligible Items: Amulets or bracelets.

Specifications for Application: This rune requires a 4-hour ritual on a mountaintop during a whispering wind, using ink made from the sap of a whispering willow and the feather of a hummingbird. The wind's murmurs must be interpreted by a druid to guide the inscription.

Effect: The Whispering Gale grants its wearer an extraordinary ability: understanding and speaking any language. This gift of universal communication transcends all linguistic barriers, enabling clear and effective interaction with any being capable of speech. This rune is permanent.

WHISPERTHREAD GLYPH

Type: Stealth Rune

Rarity: Rare

Eligible Items: Boots or gloves.

Specifications for Application: The inscription of the Whisperthread Glyph is an intricate ritual steeped in secrecy and silence. It requires a focused, 7-hour nocturnal ritual, ideally performed under the cloak of darkness. The materials are as unique as the process: spider silk, known for its fine, almost imperceptible quality, and a drop of oil extracted from a midnight flower, a rare bloom that opens only at night. The combination of these elements, along with the hushed environment, ensures the rune is imbued with the essence of quietude and subtlety.

Effect: Items with the Whisperthread Glyph grant the wearer advantage on Dexterity (Stealth) checks and the ability to move without making any sound, as per the "Silence" spell, for up to 10 minutes once per long rest. This rune is consumable, disappearing after 10 uses.

WINDFORCE MARK

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Capes, cloaks or hats.

Specifications for Application: The Windforce Mark requires a 5-hour ritual on a high peak or tower, in the presence of strong winds, using ink made from the essence of a storm and feathers from a falcon. The ritual should be performed by an individual who has demonstrated bravery against the forces of nature, such as someone who has experienced free fall or flight without succumbing to fear.

Effect: This rune bestows the ability to control minor wind currents around the wearer, allowing them to fall slowly as if under the effect of 'Feather Fall'. Additionally, once per long rest, the wearer can generate a gust of wind to push objects or creatures weighing up to 200 pounds, moving them up to 10 feet away. This rune is permanent.

WINTER'S GRASP

Type: Utility Rune

Rarity: Uncommon

Eligible Items: Gloves or gauntlets.

Specifications for Application: The crafting of the Winter's Grasp Emblem involves a complex 6-hour ritual, which must be conducted in an environment of freezing temperatures to harness the essence of cold. The ritual uses a special ink prepared from the pure waters of a glacier mixed with the finely ground fur of a white wolf. A sorcerer or shaman skilled in ice magic or with a deep connection to frost spirits is essential for leading this ritual.

Effect: They gain the ability to instantly freeze small bodies of water, such as puddles or bowls of liquid, or to craft minor ice structures like walls, steps, or simple tools, limited by the wearer's imagination and the available water source. The structures created are temporary but can last long enough to serve various practical purposes. This rune is permanent.



WISP WHIRL GLYPH

Type: Stealth Rune

Rarity: Rare

Eligible Items: Boots and gloves.

Specifications for Application: This ritual must be performed under the cover of a new moon and typically lasts for about 6 hours. The ink used is a mystical blend, combining the elusive essence of will-o'-wisp, known for their ghostly and intangible nature, with the extract of nightshade, a plant renowned for its stealth-enhancing properties. These ingredients are carefully mixed to effectively capture the essence of stealth and silence.

Effect: Boots and gloves inscribed with this rune provide a remarkable +10 bonus to Stealth checks, enabling near-supernatural prowess in moving unseen and unheard. Additionally, once per long rest, the wearer can activate the rune to become invisible for 1 minute. This rune is consumable, with its magic fading after 5 uses.

WRAITHSHADE MARK

Type: Stealth Rune

Rarity: Rare

Eligible Items: Cloaks and light armor.

Specifications for Application: Inscribing the Wraithshade Mark involves a 6-hour nocturnal ritual. The ink for this rune is a special blend of wraith essence and ash from burnt willow. The ritual requires a stealth expert, proven by their ability to remain unseen for an entire night.

Effect: This rune allows the wearer to phase through solid objects briefly. Once per long rest, the wearer can become ethereal for up to 10 seconds, enabling them to pass through walls, doors, or other obstacles as if they were not there. While in this state, the wearer is invisible and intangible but cannot interact with the physical world. The rune is consumable, with its magic fading after 12 uses.

ZEPHYR'S KISS

Type: Utility Rune

Rarity: Rare

Eligible Items: Cloaks and hats.

Specifications for Application: The Zephyr's Kiss must be inscribed in an open field, ideally at a high altitude, during the peak of a strong wind, ideally a gale. The ink used is a unique blend made from the essence of clouds, usually harvested during a storm, and finely ground feathers from a griffon's wingtips. The process is delicate and requires precise timing to capture the essence of the wind's freedom.

Effect: Grants the ability to cast "Levitate" at will. This rune is permanent.

LEGENDARY RUNES

AETHERSHARD

Type: Elemental Rune

Rarity: Legendary

Eligible Items: Amulets, staffs, or crowns. These items must have an inherent connection to elemental or cosmic forces to bear the rune's immense power.

Lore: The Aethershards are artifacts of cosmic origin, believed to have been forged in the unfathomable heat of a dying star. Its creation is a mystery, entwined with the very fabric of the universe. Legends recount its arrival on earth, encased within a radiant meteorite that fell from the heavens eons ago. Those who have gazed upon the rune describe it as pulsating with an otherworldly aura, and whisper of its ability to resonate with the primordial energies of creation itself.

Specifications for Application: Inscribing the Aethershards Sigil requires a master elemental or celestial wizard to perform a complex ritual under the starlit sky. This ritual, lasting approximately 8 hours from dusk till dawn, involves a precise alignment of arcane symbols and chants that resonate with cosmic energies. Essential to this process is the use of a unique ink, distilled from the essence of comets and infused with the charged particles of a solar flare. The sigil is meticulously etched onto a material that has endured the extremes of the cosmos, such as a meteorite shard that has journeyed through the stars, or a crystal exposed to the breath of an ancient dragon.

Effect: The wearer of an item bearing the Aethershards Sigil gains unparalleled mastery over elemental forces. They gain immunity to all forms of elemental damage, including fire, ice, and lightning, making them impervious to such attacks. Additionally, once per week, the wearer can manipulate elemental energies to cast "Control Weather" without using a spell slot. This rune is permanent.

Unique feature: A unique feature of this rune is its ability to change color, reflecting the ever-shifting state of the cosmos.

CHRONOKEEPER'S MARK

Type: Time Rune

Rarity: Legendary

Eligible Items: Hourglasses, sundials, or ancient watches. However, it can also be imbued into rings or amulets.

Lore: The Chronokeeper's Mark hails from an age lost to history, created by a secret society of time mages whose knowledge of temporal magic surpassed that of any known civilization. Each symbol etched into the rune represents a different era in history, from the dawn of creation to the farthest reaches of the future. It is said that the rune possesses a consciousness of its own, softly vibrating when near temporal anomalies or when the threads of time are being altered.

Specifications for Application: Inscribing the Chronokeeper's Mark is an extraordinarily complex ritual that goes far beyond typical enchantment processes. This ritual requires the alignment of rare astrological conditions, specifically chosen for moments when the fabric of time is at its most malleable. Spanning several days, often needing to be conducted across multiple sessions, the process demands a mage deeply knowledgeable in chronomancy. The mage uses a unique ink, a distillation of sap from an ancient Yggdrasil tree, combined with finely ground hourglass sand sourced from a time-locked dimension. Each phase of the ritual aligns with specific celestial events, requiring the mage to recite precise incantations in a forgotten language, believed to be the tongue originally used by the masters of time.

Effect: The Chronokeeper's Mark endows its bearer with mastery over temporal forces. The wearer gains the ability to cast "Time Stop" once per month, allowing them to manipulate the flow of time briefly. Additionally, they gain an advantage on saving throws against time-altering spells. This rune is permanent.

Unique feature: The rune's unique feature is its responsiveness to significant historical dates and proximity to time-altering magic, during which it emits a distinct hum, alerting the wearer to these temporal fluctuations.



LEGENDARY RUNES

SOULWEAVER CREST

Type: Necromancy Rune

Rarity: Legendary

Eligible Items: The Soulweaver Crest is traditionally inscribed on items closely associated with death and the afterlife, such as a pendant made from bone, a ring forged in the fires of funeral pyres, or a staff crafted from wood grown in a graveyard.

Lore: The origins of the Soulweaver Crest are shrouded in dark mystery and forbidden lore. It was born from a grim pact made between a powerful necromancer and a deity of death. The rune itself is meticulously inscribed onto a rare fragment of bone from a magical creature long extinct, a relic that holds within it the echoes of ancient and powerful magic. Whispering in forgotten tongues, the Soulweaver Crest is said to contain the very secrets of life and death, bridging the gap between the mortal realm and the domain of souls

Specifications for Application: The inscription of the Soulweaver Crest is an intricate and daunting ritual, steeped in both danger and profound spiritual significance. Spanning several moonless nights, the ritual demands to be performed in a place steeped in death and history, such as the ruins of an ancient battlefield or the depths of a long-forgotten crypt. The process requires a master of necromancy, not only skilled in dark arts but also resilient to the intense spiritual demands of the ritual. The ink used is a rare concoction, brewed from the essence of nightshade and mixed with the ashes of a deceased magical creature, embodying the very essence of death and decay.

Each night, under the shroud of darkness, the necromancer recites ancient chants and performs elaborate offerings, each step meticulously designed to appeal to the death god. These offerings are not merely physical but also spiritual, often requiring the necromancer to delve into the forbidden realms of soul magic. The ritual calls for a series of complex, esoteric incantations, each intended to draw forth and bind the im-

mense necromantic power into the rune. The culmination of the ritual sees the rune being infused with dark energy, a process that is as perilous as it is potent, cementing the Soulweaver Crest as a powerful symbol of necromancy.

Effect: The "Soulweaver Crest" rune allows its wearer to raise and control up to ten undead creatures (zombies or skeletons) once per week, similar to an enhanced version of the "Animate Dead" spell, without needing a spell slot or materials.

These undead remain under the wearer's control indefinitely, but no additional undead can be raised if the wearer already controls ten. Additionally, the wearer gains complete immunity to necrotic damage. This rune is permanent.

Unique feature: A unique feature is activated when the wearer defeats a powerful undead creature, allowing them to absorb its soul and gain temporary hit points equal to the creature's challenge rating times five, lasting for 24 hours. This soul absorption can only be used once per long rest.

DREAMBIND EMBLEM

Type: Psychic Rune

Rarity: Legendary

Eligible Items: Amulets, diadems, circlets, or other headwear are ideal for the Dreambind Emblem. These items are often worn close to the mind and are conducive to enhancing psychic and dream-related abilities.

Lore: The Dreambind Emblem traces its origins to the enigmatic visions of a renowned oracle, who foresaw its creation in a series of prophetic dreams. These visions depicted the rune pulsating with a mysterious psychic energy, foretelling a future where the boundaries of dream and reality blur. Years later, the emblem was discovered, intricately inscribed on a rare, luminescent gemstone within the depths of a hidden temple. Its discovery was seen as a fulfillment of the oracle's visions, and it has since been associated with the power to navigate and manipulate the realm of dreams.



LEGENDARY RUNES

Specifications for Application: The crafting of the Dreambind Emblem is a ritual deeply rooted in the mysteries of the subconscious realm. Conducted under the light of a full moon, this ritual spans an entire night, demanding the utmost focus and mental fortitude. The process involves entering meditative trance states, a crucial step for aligning the psyche with the deeper layers of consciousness. The ritual requires the use of a rare ink, meticulously prepared from the essence of somnolent herbs known for their dream-inducing qualities, combined with minerals bathed in lunar light. A psychic or a mage, proficient in the arcane arts of the mind and dream manipulation, must lead this ritual.

Effect: The wearer of the Dreambind Emblem gains the ability to communicate telepathically with any creature within a 100-foot radius that understands at least one language, without requiring line of sight. Additionally, each night, the wearer can cast the "Dream" spell without expending a spell slot. This rune is permanent.

Unique feature: The Dreambind Emblem provides vivid prophetic dreams and the capability to enter and interact within the dreams of others. These aspects are subject to the Dungeon Master's interpretation and can be integrated into the campaign as insights, forewarnings, or plot elements. The frequency and specific details of these dreams are at the DM's discretion.

GAIAHEART GLYPH

Type: Nature Rune

Rarity: Legendary

Eligible Items: The Gaiaheart Glyph is primarily inscribed on items that are closely connected to nature, such as a staff made from living wood, a pendant encasing a seed from a sacred tree, or a crown woven from vines and leaves.

Lore: The Gaiaheart Glyph is an emblem of the planet's raw and ancient power, believed to have been formed from the essence of the earth itself. Carved into a living fragment of ancient wood, which continues to grow and thrive, the glyph beats in unison with the very heartbeat of the planet. Druids and nature worshippers revere this glyph as a sacred symbol of Gaia's enduring strength and wisdom, embodying the deep connection between all living things and the earth.

Specifications for Application: Crafting the Gaiaheart Glyph requires a sacred and harmonious ritual conducted in a place of significant natural power, such as an ancient grove or the heart of an untouched forest. Lasting for three consecutive nights under a full moon, this ritual is guided by a druid deeply attuned to the natural world. It involves channeling the energies of the surrounding environment into the ancient wood, meticulously prepared with natural oils and essences. The extended duration of the ritual, coinciding with the full moon phase, is essential for aligning the process with the earth's natural rhythms, thereby imbuing the glyph with Gaia's potent life force.

Effect: The Gaiaheart Glyph grants its bearer the ability to exert influence over nature. Wearers can cast "Speak with Animals" and "Speak with Plants" at will, and once per fortnight, they can cast "Earthquake" without needing a spell slot. The earthquake created is centered on the wearer and can be controlled to avoid causing harm to allies. This rune is permanent.

Unique Feature: The glyph also has the extraordinary ability to alter the seasons within a small radius, according to the wearer's will. This can range from summoning a burst of spring flowers in winter to bringing autumnal coolness during a summer day. Additionally, the wearer can tap into the consciousness of the planet, receiving guidance or insight from the earth itself, which can manifest as sensations, emotions, or visual cues at the Dungeon Master's discretion.



RUNE CREATION

RANDOM RUNE CREATION TABLES

RANDOM RUNE CREATION

To assist Dungeon Masters and players alike in weaving unique elements into their magical adventures, I present a series of tables designed to inspire and guide the creation of personalized runes. These tables serve as a creative toolkit, offering a variety of options for rune types, effects, and special characteristics. By using these tables, you can generate runes that are both unique to your campaign. Whether you're looking to enrich your world with new magical symbols or seeking inspiration for your next arcane creation, these tables are here to spark your imagination and enhance your gameplay experience. Now, let's proceed to the tables for crafting your unique runes:

Table 1: Rune Type

Roll a d10 to determine the type of the rune.

1D10	RUNE TYPE
1-2	Offensive
3-4	Defensive
5-6	Utility
7-8	Stealth
9-10	Healing

Table 2: Rune Power Level

Roll a d10 to determine the rarity and power level of the rune.

1D10	RUNE POWER LEVEL
1-3	Uncommon
4-6	Rare
7-9	Very Rare
10	Legendary

Table 3: Eligible Items Table

Roll a d6 to determine the type of object on which the rune can be inscribed.

1D6	ELIGIBLE ITEM
1	Weapons: Swords, bows, staves, etc.
2	Armor: Plate, leather, shields, etc.
3	Garments: Cloaks, robes, gloves, etc.
4	Jewelry: Rings, amulets, diadems, etc.
5	Tools: Wands, orbs, scepters, etc.
6	Everyday Objects: Books, bags, keys, etc.

After determining the rune type with Table 1, use the corresponding effect table to define its specific powers.

Offensive Rune Effects Table

Roll a d10 to determine the specific effect.

1D10	EFFECT
1	Increased Physical Damage: Boosts the physical damage of attacks.
2	Elemental Damage: Adds fire, ice, lightning, or other elemental damage to attacks.
3	Area of Effect: Attacks affect multiple targets within a certain radius.
4	Piercing Ability: Allows attacks to penetrate through armor or magical barriers.
5	Bleed Effect: Causes targets to take additional damage over time.
6	Critical Hit Enhancement: Increases the chance or effectiveness of critical hits.
7	Magical Burst: Grants a powerful, single-use magical attack.
8	Chain Attack: Enables attacks to jump from the initial target to additional nearby enemies.
9	Debuff Infliction: Attacks reduce enemy stats like speed, defense, or attack power for a short duration.
10	Specialized Attack Form: Creates a unique attack form (e.g., spectral blades, magical arrows) that has a distinct advantage (longer range, bypasses certain defenses, etc.).

Defensive Rune Effects Table

Roll a d8 to determine the specific effect.

1D8	EFFECT
1	Enhanced Armor: Boosts the armor class (AC) of the wearer or the object.
2	Damage Resistance: Grants resistance to a specific type of damage (e.g., fire, cold, slashing).
3	Magical Shield: Creates a shield that absorbs a certain amount of magical damage.
4	Physical Barrier: Erects a barrier that blocks physical attacks or projectiles.
5	Reflect Damage: Reflects a portion of the damage back to the attacker.
6	Status Immunity: Provides immunity to certain conditions (e.g., poisoned, stunned).
7	Aura of Protection: Generates an aura that provides defensive bonuses to the wearer and nearby allies.
8	Displacement: Temporarily increases evasion, making the wearer harder to hit.

Utility Rune Effects Table

Roll a d8 to determine the specific effect.

ID8	EFFECT
1	Enhanced Vision: Grants night vision or the ability to see through illusions.
2	Object Levitation: Allows the user to levitate or move objects at a distance.
3	Environmental Adaptation: Provides the ability to adapt to extreme environments (e.g., underwater breathing, heat resistance).
4	Enhanced Speed: Increases the movement speed of the wearer.
5	Telepathic Communication: Enables the wearer to communicate telepathically over short distances.
6	Lock Manipulation: Gives the ability to lock or unlock doors and chests magically.
7	Portal Creation: Allows the creation of small, temporary portals for quick transport over short distances.
8	Magical Light: Generates a source of magical light that can be controlled in intensity and color.

Healing Rune Effects Table

Roll a d8 to determine the specific effect.

ID8	EFFECT
1	Direct Healing: Instantly restores a set amount of health to the wearer or a target.
2	Healing Over Time: Gradually restores health over a specified period.
3	Poison Neutralization: Detoxifies poisons and venoms in the wearer's system.
4	Disease Cure: Cures diseases and infections.
5	Revitalization: Reduces fatigue and restores energy, effectively combating exhaustion.
6	Regeneration: Allows for the regeneration of lost limbs or tissues over time.
7	Spiritual Healing: Restores mental health or alleviates psychological conditions.
8	Vitality Shield: Creates an aura that bestows a specific number of temporary hit points to allies within its range.

Table 4: Application Specifications Table

Roll a d6 to determine the application ritual specification for the rune.

ID6	APPLICATION RITUAL SPECIFICATION
1	Night Ritual: Must be performed under the full or new moon.
2	Natural Element Required: Requires an element such as spring water, a stone from a sacred mountain, etc.
3	Magical Essence Needed: Requires a magical ingredient like fairy dust, dragon scales, etc.
4	Specific Incantation: A special spell or invocation is needed during the ritual.
5	Place of Power: Must be performed in a place of power like an ancient temple, a ley line crossing, etc.
6	Special Offering: Requires a unique offering, such as a rare artifact or symbolic sacrifice.

Stealth Rune Effects Table

Roll a d10 to determine the specific effect.

ID10	EFFECT
1	Invisibility: Briefly renders the wearer invisible.
2	Sound Dampening: Muffles the sounds made by the wearer.
3	Shadow Blend: Allows the wearer to blend into shadows, becoming nearly undetectable.
4	Footprint Concealment: Erases traces of the wearer's passage, such as footprints or scent.
5	Illusionary Disguise: Creates a magical disguise, altering the wearer's appearance.
6	Wall Merging: Grants the ability to merge with and move through walls for a short period.
7	Light Bending: Bends light around the wearer, making them less visible in direct light.
8	Silent Communication: Enables the wearer to communicate silently with nearby allies.
9	Aura Suppression: Temporarily suppresses the wearer's magical or life aura, making them harder to detect by creatures that sense these auras.
10	Sense Cloaking: Shields the wearer from being detected by magical means (like scrying).

Table 5: Ritual Expertise Requirement Table

Roll a d6 to determine if a specific expert or character type is needed for the rune-inscription ritual.

ID6	EFFECT
1	No Expert Required: The ritual can be performed independently.
2	Arcane Scholar: Requires an individual skilled in arcane lore and magic.
3	Nature's Druid: Needs a druid deeply connected to the natural world.
4	Cleric of the Divine: A cleric or priest is required for their divine connection.
5	Seasoned Alchemist: The ritual needs an experienced alchemist for special concoctions.
6	Master Blacksmith: A skilled blacksmith or forge master is essential.

MAGIC ITEMS

RANDOM TABLES FOR MAGIC ITEMS

MAGIC ITEM LORE TABLES

Every magic item carries with it a rich tapestry of history and mystery. From enchanted weapons to ancient artifacts, each item can tell a story that adds depth and flavor to any tabletop role-playing game. These Magic Item Lore Tables are designed to inspire Game Masters, providing a framework for creating captivating backstories and histories for magical items. By using these tables, you can generate an array of intriguing details that transform ordinary items into legendary treasures, each with its own unique origin, characteristics, and secrets.

By rolling on these tables, you can quickly generate fascinating backstories, add layers to your campaign's lore, and create magical items that are deeply integrated into the fabric of your game world. Let these tables be a starting point for your creativity, and feel free to expand upon or modify the results to fit the unique tapestry of your campaign's story.

Table 1: Origin of the Item

Roll a d12 to determine the item's origin.

1D12	ORIGIN OF THE ITEM
1	Ancient Civilization: Crafted by a long-lost empire.
2	Elemental Plane: Originated from one of the Elemental Planes.
3	Divine Creation: Gifted by a deity or created in a holy site.
4	Cursed Legacy: Made for evil purposes, now cursed.
5	Heroic Tale: Belonged to a famous hero or adventurer.
6	Arcane Experiment: Product of a magical experiment.
7	Extraplanar Entity: Gift from an otherworldly being.
8	Natural Phenomenon: Created through a rare natural event.
9	Legendary Craftsman: Made by a renowned artisan or mage.
10	Mystical Convergence: Born from the alignment of rare cosmic events.
11	Forbidden Ritual: Created through a dark and forbidden ritual.
12	Celestial Event: Forged or empowered during a significant astronomical event.

Table 2: Unique Feature

Roll a d12 to determine a distinctive feature of the item.

1D12	UNIQUE FEATURE
1	Glowing Runes: Emits a faint, magical light.
2	Whispers: Audible only to the wielder, often providing cryptic messages.
3	Shifting Colors: Changes colors in different lights or in response to magic.
4	Temperature Change: Feels warm or cold to the touch, possibly varying with mood or environment.
5	Pulsing Vibration: Gently vibrates when danger is near or in the presence of certain magics.
6	Mirror Finish: Reflects images with perfect clarity; sometimes shows more than the ordinary.
7	Ethereal Sound: Produces a haunting melody or strange harmonics at odd times.
8	Illusory Effect: Casts minor visual illusions around it, often reflecting its mood or nature.
9	Memory Echoes: Shows fleeting images of past owners or significant moments in its history.
10	Emotional Resonance: Alters its texture, color, or temperature based on the wielder's mood.
11	Shadowy Aura: Casts an aura of shadows, even in complete darkness.
12	Living Essence: Appears to have a life of its own, moving slightly or changing over time.

Table 3: Historic Event

Roll a d8 for a key event in the item's history.

1D8	HISTORIC EVENT
1	Great War: Played a role in a significant battle or war.
2	Royal Gift: Once belonged to royalty.
3	Stolen: Vanished for centuries, thought lost.
4	Rebirth: Destroyed and reforged.
5	Prophecy: Mentioned in an ancient prophecy.
6	Scandal: Involved in a notorious scandal.
7	Miracle: Associated with a miraculous event.
8	Discovery: Recently uncovered in an archaeological dig.

Table 4: Creator of the Item

Roll a d20 to determine who created the item or was significantly involved in its creation.

1D20	CREATOR OF THE ITEM
1	Ancient Deity: Crafted by a god or goddess, long forgotten by the modern world.
2	Demonic Entity: Forged in the depths of the Abyss or the Nine Hells.
3	Celestial Being: Created by an angelic or other celestial entity.
4	Famous Wizard: The work of a well-known and powerful wizard.
5	Elven High Mage: An elven mage of extraordinary skill and ancient knowledge.
6	Dwarven Smith: Forged by a master dwarf craftsman known for their unparalleled skill.
7	Elemental Force: Shaped by the raw forces of an elemental plane.
8	Time Traveler: Created by a being from another time or future.
9	Lost Civilization: The product of a long-extinct and mysterious civilization.
10	Nature Spirit: Crafted by a spirit of nature, imbued with the essence of the wild.
11	Dark Sorcerer: Conjured by a sorcerer with malevolent intentions.
12	Ancient Dragon: An artifact of dragonkind, created by a powerful dragon.
13	Coven of Witches: The collective effort of a coven with arcane secrets.
14	Alien Intelligence: Originating from a being or intelligence not of this world.
15	Interdimensional Entity: Crafted by a creature from another dimension or reality.
16	Legendary Hero: Forged by a hero whose tales are still told.
17	Rogue Alchemist: The experimental creation of a daring and unorthodox alchemist.
18	Mystical Cult: Created as part of the rituals or beliefs of a secretive cult.
19	Ancient Lich: The work of a powerful and ancient undead sorcerer.
20	Mythical Beast: Born from the essence or body of a legendary creature.

Table 5: Legendary Deed

Roll a d10 to determine a legendary deed associated with the item. This deed could be real or part of the item's myth.

1D10	LEGENDARY DEED
1	Defeated a Dragon: Used to slay a mighty dragon.
2	Toppled a Tyrant: Played a key role in dethroning a tyrant.
3	Sealed a Demon: Used to seal away a powerful demon.
4	Ended a War: Its use brought about the end of a long and bloody conflict.
5	Saved a Kingdom: Instrumental in saving a kingdom from disaster.
6	Unraveled a Curse: Key in breaking a powerful and ancient curse.
7	Survived a Cataclysm: Remained intact through a world-shattering event.
8	Guarded a Sacred Place: Used to protect a location of great spiritual power.
9	Inspired a Revolution: Sparked a rebellion or major social change.
10	Prevented a Plague: Instrumental in stopping a deadly disease.

Table 6: Previous Owner

Roll a d12 to determine a notable previous owner of the item. This adds a sense of history and continuity.

1D12	PREVIOUS OWNER
1	Legendary King/Queen: Once owned by a monarch whose reign is celebrated.
2	Infamous Pirate: The prized possession of a feared pirate.
3	Renegade Sorcerer: Used by a sorcerer who defied the norms.
4	Benevolent Healer: Owned by a healer renowned for miraculous cures.
5	Fallen Hero: Once wielded by a hero who met a tragic end.
6	Ruthless Assassin: The tool of a notorious, shadowy figure.
7	Ambitious Noble: The secret treasure of an ambitious noble.
8	Wise Sage: Kept by a sage known for their wisdom and knowledge.
9	Ancient Vampire: The relic of a powerful and ancient vampire.
10	Arcane Scholar: Studied and kept by a scholar of the arcane.
11	Mystical Druid: Used by a druid deeply connected with nature.
12	Divine Oracle: Once in the possession of an oracle with divine insights.

CIRCLE OF THE RUNE GUARDIAN

DRUID SUBCLASS

Druids of the Circle of the Rune Guardian have unlocked ancient secrets of runic magic, intertwining these mystical symbols with their natural abilities. These guardians use runes to protect the natural world, channel elemental forces, and even bind spirits to their service. Their deep understanding of runes allows them to tap into primal energies, making them formidable protectors of the wild.

Runic Knowledge

At 2nd level, you gain the ability to comprehend and inscribe ancient druidic runes. You can inscribe a rune onto any natural surface or object within reach. Each object can bear only one rune at a time. Inscribing a rune takes 1 minute, and it activates automatically upon completion, remaining active for 24 hours or until you choose to dismiss it. You are limited to a number of active runes equal to your proficiency bonus. Using an additional action, you can erase an inscribed rune, which immediately deactivates it. If you inscribe a new rune and are already at your limit of active runes, the oldest active rune automatically deactivates and its mark vanishes.

Growth Rune: Accelerates plant growth in a 20-foot radius, which can be used to create difficult terrain or enhance harvesting.

Calm Rune: Calms animals in a 30-foot radius, making them friendly and non-aggressive unless provoked.

Purity Rune: Purifies water in a 10-foot cube, making it drinkable and safe for use.

Moonlight Rune: Creates a soft moonlight in a 30-foot radius, aiding visibility and granting advantage on Perception checks at night.

Sun Rune: Encourages healing, where creatures in a 10-foot radius gain an additional 1d4 hit points from any healing spell cast within it.

Elemental Runes

At 6th level, you gain the ability to use runes for harnessing elemental energies. You can add elemental effects to your druid spells or create minor elemental phenomena as an action within 30 feet. This effect applies once per turn to spells or lasts 1 minute for created phenomena.

Flame Rune: Add 1d6 fire damage to a damaging spell, or create a small flame that can light a fire.

Wind Rune: Add a push effect to a spell, capable of moving an enemy up to 5 feet, or create a gust of wind capable of dispersing gas or fog.

Frost Rune: Add an effect that reduces enemy speed by 10 feet, until the end of their next turn, on a successful spell hit, or create a small area of frost that can make terrain slippery.

Spiritual Runes

At 10th level, you gain the ability to bind nature spirits into your runes, enhancing their effects. When you scribe a rune, once per long rest, you can choose to summon a nature spirit, which manifests for a number of rounds equal to your Wisdom modifier (minimum of 1). Each spirit offers a unique benefit:

Healing Spirit: Allies within 10 feet heal for 1d6 hit points at the start of your turn.

Guardian Spirit: Grants a +1 bonus to AC for allies within 10 feet.

Wisdom Spirit: Provides advantage on Wisdom checks and saving throws within 10 feet.

Rune Guardian Form

At 14th level, you can transform into a Rune Guardian for 1 minute once per long rest, gaining resistance to non-magical damage. Your druid spells deal extra damage equal to your Wisdom modifier, and spells lasting 1 minute or longer have their duration increased by 50% (up to an extra 10 minutes). Additionally, you can emit a 30-foot runic energy burst once during the transformation, either healing allies for 2d10 hit points or dealing 2d10 elemental damage (fire, cold, or lightning, chosen at the time of casting) to enemies.



COLLEGE OF RUNE MELODIES

BARD SUBCLASS

Bards of the College of Rune Melodies have discovered a unique harmony between music and the ancient power of runes. These bards inscribe runes onto their instruments, blending spellcasting with rune magic to create powerful, melodic enchantments. They are storytellers and sages who can control the battlefield with their rune-infused music, supporting allies or hindering foes.

Melodic Runecraft

At 3rd level, you gain the unique ability to inscribe runes onto your musical instrument. You gain knowledge of two specific rune melodies. During a short rest, you can inscribe both of these runes onto your instrument, and they remain there until you decide to erase them, or until your next short rest.

Harmony Rune: This rune enhances your Bardic Inspiration. When you use Bardic Inspiration while playing your inscribed instrument, the recipient gains an additional 1d4 to the Bardic Inspiration die.

Dissonance Rune: As an action, you unleash a dissonant melody targeting one creature within 30 feet. The target must succeed on a Wisdom saving throw against your Bard Spell Save DC or be stunned until the end of your next turn. Additionally, the target takes psychic damage equal to your Bardic Inspiration die. You can use this ability a number of times equal to your Charisma modifier (minimum of once), regaining all expended uses upon completing a long rest.

Melodic Infusion

At 6th level, your music can now imbue objects or creatures with magical energy. Once per long rest, you can play your instrument to cast the "Enhance Ability" or "Protection from Energy" spell without expending a spell slot.

Additionally, you can use your Bardic Inspiration to temporarily imbue an ally's weapon with a rune melody effect, adding 1d6 elemental damage (fire, cold, or lightning) for 10 minutes.

Runic Resonance

At 10th level, you gain the ability to resonate with the runes on your instrument, amplifying their effects. Your Harmony Rune now adds 1d8 instead of 1d4, and your Dissonance Rune can target an additional enemy within range.

Additionally, you gain the ability to infuse your spellcasting with runic power. Once per turn, when you cast a bard spell that deals damage or heals, you can enhance it with a rune effect:

Harmony Rune: The spell heals an additional 1d4 hit points to its target(s).

Dissonance Rune: The first enemy damaged by the spell must succeed on a Wisdom saving throw against your spell save DC or be unable to take reactions until the end of its next turn.

Master of Runes

At 14th level, you achieve mastery over your rune melodies, unlocking their full potential. You can inscribe an additional rune melody onto your instrument.

Fortitude Rune: Using a bonus action, you can play your instrument to grant allies within 30 feet temporary hit points equal to your Bard level. Each ally can benefit from these temporary hit points once per long rest.

Echo Rune: Once per long rest, you can use your action to replicate the effects of a bard spell or ability you used in your previous round. The replicated effect must target the same creature(s) and is limited to spells or abilities of 5th level or lower.

Additionally, once per long rest, you can perform a special rune-infused song as an action, which lasts up to 1 minute, combining two of your rune melodies' effects. This performance allows for the simultaneous manifestation of both chosen rune effects.



OATH OF THE RUNE PROTECTOR

PALADIN SUBCLASS

Paladins who take the **Oath of the Rune Protector** dedicate themselves to ancient runic lore, blending their holy vows with the mystical power of runes. These paladins are guardians of sacred sites, lorekeepers, and fierce warriors against those who would desecrate mystical traditions. They believe in the sanctity of ancient knowledge and the protective power of runes, using these symbols to enhance their divine abilities.

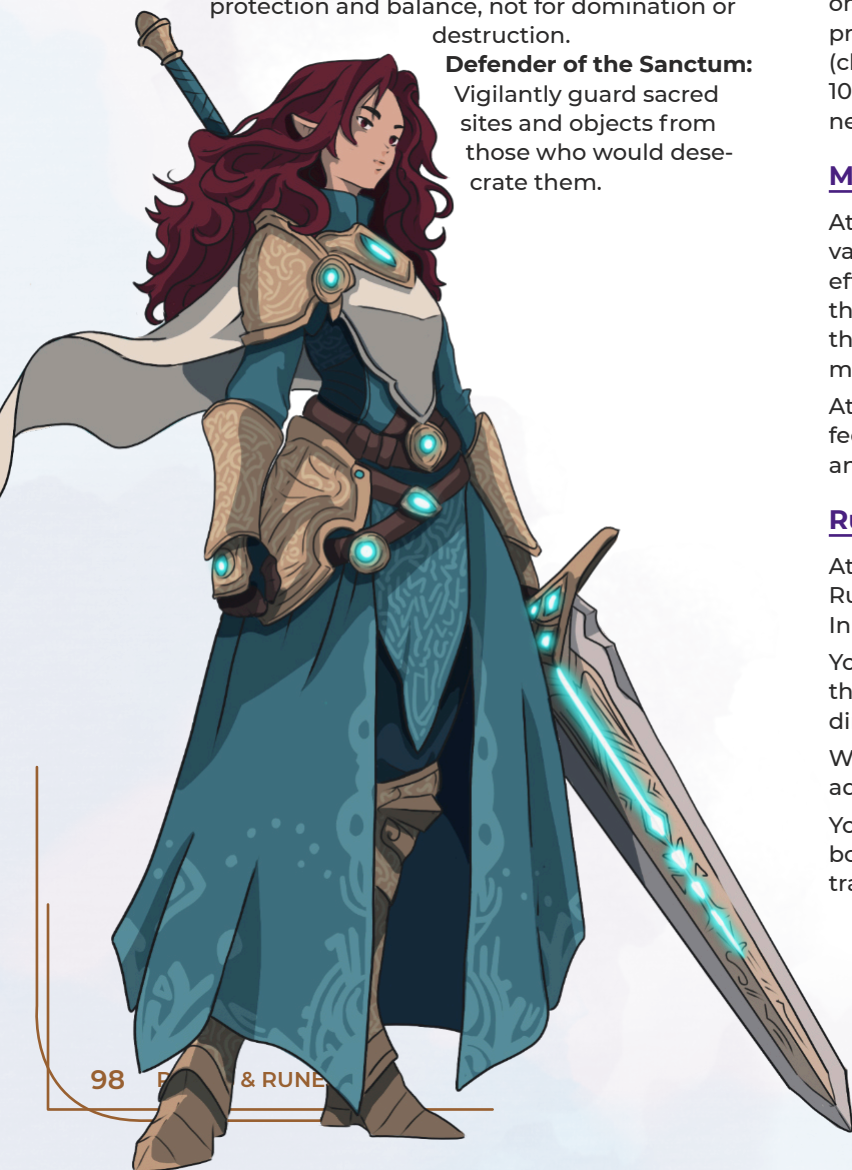
Tenets of the Rune Protector

Paladins who swear the Oath of the Rune Protector commit themselves to guarding the ancient and mystical knowledge of runes. They believe in preserving the balance between this arcane power and the natural world. These tenets guide their actions and choices:

Keeper of Ancient Wisdom: Preserve and honor the traditions and knowledge of rune magic, protecting them from corruption or loss.

Balance of Power: Use rune magic responsibly for protection and balance, not for domination or destruction.

Defender of the Sanctum: Vigilantly guard sacred sites and objects from those who would desecrate them.



Runic Blessing

At 3rd level, you gain the ability to imbue your weapon with a Runic Blessing as a bonus action, which lasts for 1 minute. Each time you use this feature, choose from the following effects:

Protection Rune: Adds 1d4 to all saving throws for allies within 10 feet. This increases to 1d6 at 10th level.

Strength Rune: Adds 1d4 to all damage rolls made with this weapon. This increases to 1d6 at 10th level and to 1d8 at 15th level.

Vitality Rune: The weapon's bearer gains temporary hit points equal to 1d4 + your Charisma modifier. This increases to 1d6 + your Charisma modifier at 10th level.

You can use this feature a number of times equal to your Charisma modifier (minimum of once), and all expended uses are restored after a long rest.

Rune of Warding

At 7th level, as an action, inscribe a Rune of Warding on a surface or object. This rune provides an aura of protection, granting resistance to one damage type (chosen when you inscribe the rune) to all allies within 10 feet. The rune lasts for 8 hours or until you create a new one. You can use this feature once per long rest.

Mystical Aegis

At 15th level, you and your allies within 10 feet gain advantage on saving throws against spells and magical effects. Additionally, whenever you or an ally within this range succeeds on a saving throw against a spell, the caster takes radiant damage equal to your Charisma modifier.

At 18th level, the range of this ability increases to 30 feet, further enhancing your protective capabilities and influence on the battlefield.

Runic Avatar

At 20th level, as an action, you can transform into a Runic Avatar for 1 minute, once per long rest. In this form:

You emanate an aura extending 30 feet. Allies within the aura gain temporary hit points equal to your Paladin level at the start of each of their turns.

When you hit with a weapon attack, the target takes additional radiant damage equal to your Paladin level.

You can cast one paladin spell of your choice as a bonus action on each of your turns during the transformation.

PACT OF THE ELDRITCH RUNESMITH

WARLOCK SUBCLASS

Warlocks of the Pact of the Eldritch Runesmith forge a unique bond with otherworldly entities, gaining access to ancient and arcane runes of immense power. These warlocks are not just spellcasters but also craftsmen, inscribing eldritch runes onto objects and even into the very fabric of reality. Their craft blends the mystic art of runecraft with the warlock's innate connection to their patron, creating effects that can protect, destroy, or bewilder.

Mystic Sigil Forging

At 1st level, as part of your otherworldly pact, you gain the ancient knowledge of inscribing eldritch runes. You can etch a rune onto any surface or object within your reach. An object can bear only one rune at a time. Inscribing a rune takes 1 minute, and it activates automatically upon completion, remaining active for 24 hours or until you choose to dismiss it. You are limited to a number of active runes equal to your Charisma modifier (minimum once). Using an additional action, you can erase an inscribed rune, which immediately deactivates it. If you inscribe a new rune and are already at your limit of active runes, the oldest active rune automatically deactivates and its mark vanishes.

Warding Rune: Sends an alert when any creature enters its 20-foot radius. This alert can be either auditory or mental, chosen at the time of the sigil's inscription.

Enchanting Rune: When inscribed on a weapon, it grants a +1 bonus to attack and damage rolls.

Illuminating Rune: Emits bright light in a 20-foot radius and dim light for an additional 20 feet.

Spirit Rune: It releases a chilling spectral force in a 10-foot radius. Creatures in the area must succeed on a Wisdom saving throw or become frightened for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Eldritch Sigils

At 6th level, you gain the ability, as an action, to conjure spectral Eldritch Sigils.

Silence Sigil: Creates a 20-foot radius zone of silence for 10 minutes, as per the "Silence" spell.

Banishing Sigil: Triggers a minor version of the "Banishment" spell on a creature of CR 3 or lower, banishing it for up to 1 minute.

Binding Sigil: Causes a creature within 15 feet to become restrained for 1 minute if it fails a Strength saving throw. The creature can attempt the save again at the end of each of its turns.

Shadow Sigil: Engulfs a 15-foot radius in darkness for 10 minutes, replicating the Darkness spell.

You can invoke each Eldritch Sigil a number of times equal to your Charisma modifier (minimum once), regaining all expended uses after a long rest.

Runic Shield

At 10th level, your mastery of runes allows you to create a protective barrier. As a reaction, when you or an ally within 30 feet of you takes damage, you can invoke a rune to reduce that damage by an amount equal to your Warlock level + your Charisma modifier.

Once you use this feature, you can't use it again until you finish a short or long rest.

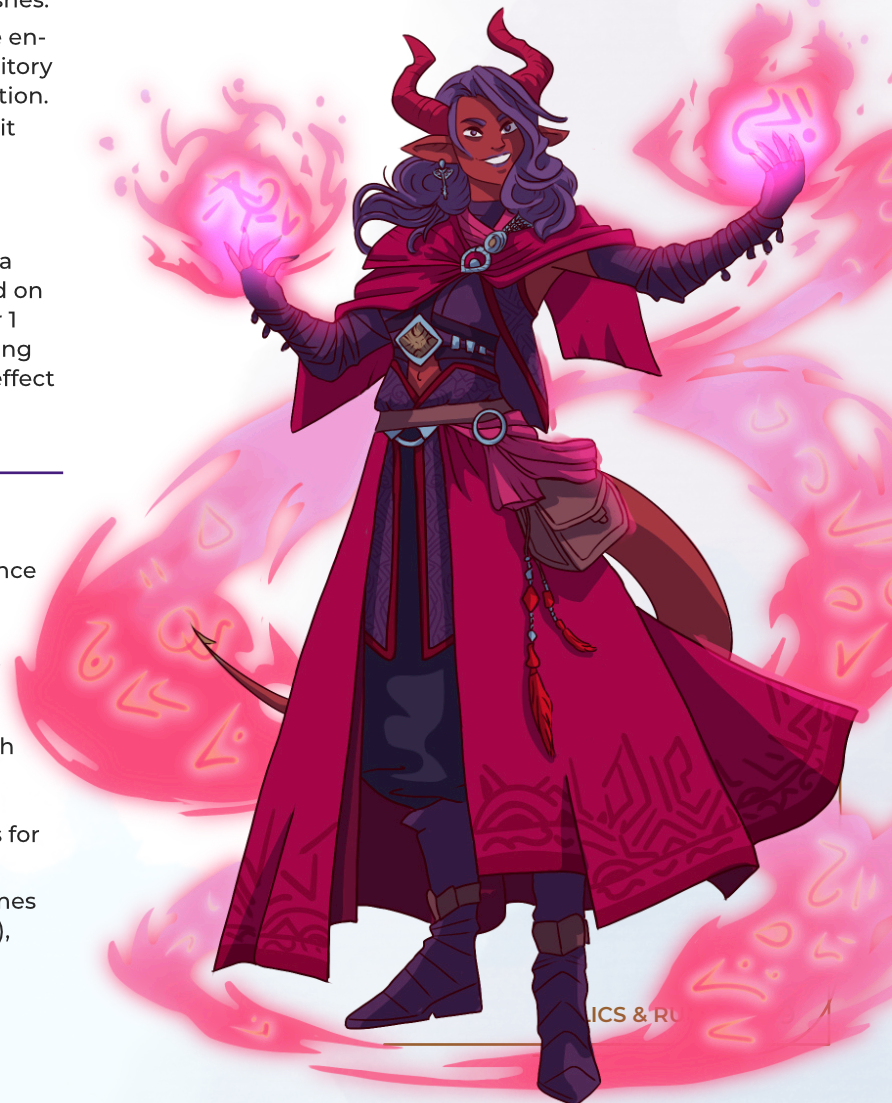
Master Runesmith

At 14th level, you reach the pinnacle of your power, gaining the ability to inscribe a Master Rune. As an action, you can inscribe this Master Rune on a surface or object once per long rest. When you inscribe the rune, choose one of the following effects:

Resistance Rune: Grants you or a chosen ally resistance to one type of damage (excluding psychic) for 8 hours.

Empowering Rune: Allows you or an ally to cast a specific warlock spell of 5th level or lower without expending a spell slot, usable once within the next 8 hours.

Enhancement Rune: Increases one ability score of you or an ally by 2, up to a maximum of 22, for 8 hours.



PATH OF THE RUNIC BERSERKER

BARBARIAN SUBCLASS

Barbarians who walk the **Path of the Runic Berserker** harness the primal and mystical energies of ancient runes to augment their fury in battle. These fierce warriors inscribe their bodies with powerful runes, each offering unique abilities and enhancements. Their rage ignites these runes, unleashing elemental forces or bestowing various magical effects.

Runic Empowerment

At 3rd level, you learn to channel your rage into runic tattoos inscribed on your body. When you enter Rage, you can activate one of the runes you know, which remains active until your Rage ends. Initially, you learn two of the following runes:

Frost Rune: Adds 1d6 cold damage to melee attacks while raging and grants resistance to cold damage.

Storm Rune: Gain resistance to lightning damage and emit a burst of lightning that deals 1d6 damage to any creature that hits you with a melee attack.

Stone Rune: Provides temporary hit points equal to your Barbarian level when you rage.

Flame Rune: Adds 1d6 fire damage to melee attacks while raging and grants resistance to fire damage.

Wind Rune: Increases your movement speed by 10 feet and grants advantage on Dexterity saving throws.

Shadow Rune: Grants advantage on Dexterity (Stealth) checks and imposes disadvantage on attack rolls against you from more than 30 feet away.

At 6th, 10th, and 14th levels, you learn one additional rune from the list, but cannot choose the same rune twice.

Runic Resilience

At 6th level, your runic empowerment helps you shrug off effects that would impede your combat abilities. While raging, you gain advantage on saving throws against being charmed, frightened, or paralyzed.

Rune of Fury

At 10th level, your rage becomes so intense that it can activate two runes simultaneously when you enter Rage. The runes must be different and both effects apply.

Runic Overload

At 14th level, once per long rest, when you enter Rage, you can choose to overload your runes. This enhancement affects your runes for 1 minute.

Frost Rune: Increases the additional cold damage to 2d6 and grants immunity to cold damage.

Storm Rune: The additional lightning damage increases to 2d6, and you gain immunity to lightning damage.

Flame Rune: Increases the additional fire damage to 2d6 and grants immunity to fire damage.

Stone Rune: The temporary hit points provided are doubled.

Wind Rune: Your movement speed bonus increases to 20 feet, and you gain advantage on all Dexterity checks and saving throws.

Shadow Rune: The disadvantage imposed on enemy attack rolls is extended to all enemy attack rolls against you, regardless of distance.



RUNE ARCANIST

WIZARD SUBCLASS

Wizards who follow the path of the **Rune Arcanist** delve into the ancient and mysterious art of rune magic. These arcanists study esoteric symbols that harness the raw energies of the universe, combining traditional wizardry with the potent force of runes. Rune Arcanists are scholars and scribes, often found with their noses buried in dusty tomes, searching for lost runes that contain untapped powers.

Runic Knowledge

At 2nd level, you learn the basic principles of rune magic. You gain proficiency in the Arcana skill, or double your proficiency bonus if you are already proficient. You learn to inscribe two runes from the following list, with each inscription taking 1 minute of concentration. You etch the rune onto an object or surface within reach, but each can bear only one rune at a time. A rune activates automatically upon the completion of its inscription and remains active for 30 minutes, or until you choose to deactivate it using an action. Inscribe a new rune deactivates any rune previously active. Initially, you can maintain only one active rune at a time. This increases to two active runes at 10th level and three at 14th level.

Shielding Rune: Grants a +1 bonus to AC, increasing to +2 at 6th level and +3 at 14th level.

Swift Rune: Increases movement speed by 10 feet, increasing to 15 feet at 10th level.

Fire Rune: Adds 1d4 fire damage to weapon attacks, increasing to 1d6 at 6th level and 1d8 at 14th level.

Frost Rune: Adds 1d4 cold damage to weapon attacks, increasing to 1d6 at 6th level and 1d8 at 14th level.

Wind Rune: Grants advantage on Dexterity saving throws.

Arcane Rune: Spell attacks gain a +1 bonus, increasing to +2 at 6th level and +3 at 14th level.

Mind Rune: Grants advantage on Wisdom saving throws.

At 6th, 10th, and 14th levels, you learn one additional rune from this list.

Runic Spellcasting

At 6th level, gain runic charges equal to your Intelligence modifier (minimum of one), replenished after a long rest. When casting a wizard spell, expend a charge to:

Change Damage Type: Switch damage to fire, cold, or lightning.

Increase Range: Boost range by 50%, not applicable to "Touch" or "Self."

Knockback Effect: Push affected target 10 feet away on successful spell hit or failed save.

Arcane Sigils

At 10th level, you harness runic magic to inscribe Arcane Sigils, each usable once per long rest:

Warding Sigil: Inscribe in 1 minute. Creates a ward granting resistance to a chosen damage type within 15 feet for 1 hour.

Empowering Sigil: Inscribe in 1 minute, granting advantage on a type of ability check (specified during inscription) within a 15-foot radius for 1 hour.

Binding Sigil: Inscribe in 10 minute, forming a sigil in a 10-foot radius. Creatures entering must succeed on a Strength saving throw against your spell save DC or be restrained for 1 minute. Requires materials worth 20 gp.

Master of Runes

At 14th level, your mastery in runic magic reaches its zenith, granting you the ability to inscribe two powerful runes, each usable once per long rest.

Replication Rune: As a reaction when you cast a spell of 5th level or lower, inscribe this rune to replicate the spell's effect without expending a spell slot. The rune activates immediately and vanishes after use.

Fortitude Rune: As an action, inscribe this rune on an object or surface you are carrying to enhance one of your ability scores by 4, up to a maximum of 24, for 1 hour.



RUNEBLADE WARRIOR

FIGHTER SUBCLASS

Runeblade Warriors are fighters who have mastered the unique art of infusing their combat prowess with the ancient and mystical power of runes. Each rune carries specific arcane energies, allowing these warriors to imbue their weapons and armor with various magical abilities. This fusion of martial skill and rune magic turns the Runeblade Warrior into a versatile and formidable opponent on the battlefield, capable of adapting their tactics to a wide range of challenges. The runes not only enhance their physical capabilities but also offer strategic magical effects, making the Runeblade Warrior a bridge between the physical and arcane worlds.

Rune Mastery

At 3rd level, you master the foundational aspects of runecraft, enabling you to imbue your weapons and armor with arcane runes. You learn three runes from the provided list. To inscribe a rune, you must spend one hour in concentration, meticulously etching the rune onto the item during a short rest.

You can inscribe up to two different runes on a single piece of equipment. However, only one of these runes can be activated at any given moment. Activating a rune requires a bonus action, and the effect of the activated rune lasts for 1 minute. After this period, the rune remains on the item but becomes inactive, ready to be activated again following a short or long rest.

During a long rest, you can choose to change the runes inscribed on your equipment, provided the new rune is one you have previously learned.

At 7th, 10th, 15th and 18th levels, you learn one additional rune from the list, but cannot choose the same rune twice.

Arcane Expansion

At 7th level, your mastery of rune magic and arcane knowledge notably expands. Your academic understanding of magic deepens. You gain proficiency in the Arcana skill; if you are already proficient, you instead double your proficiency bonus for Arcana checks. This progression reflects your increasingly sophisticated grasp of magical theories and arcane symbols.

Rune-Infused Strike

Additionally, at 7th level, you unlock the ability to imbue your strikes with the power of your runes. When you hit a target with a weapon that has a rune embedded in it, you can channel the rune's energy to amplify your attack. This infusion of power allows you to add an extra damage die to the attack, using the same type of die as the weapon. After you use this ability, you must complete a short or long rest before you can use it again.

Arcane Resonance

At 10th level, your connection with rune magic grants you a protective resonance against magical attacks. You gain resistance to a type of damage of your choice: fire, cold, lightning or acid. This choice reflects the specific arcane energies you've attuned to and can be changed after a long rest.

Furthermore, once per short rest, when you hit a target with your runic weapon, you can force them to make a Constitution saving throw (DC 15). If they fail, they have disadvantage on their next attack roll before the end of their next turn, showcasing your ability to weaken foes with runic energy.

Rune Fusion

At 15th level, your skill in runecraft evolves, allowing you to activate two runes embedded on an item simultaneously. This advanced technique greatly enhances your combat versatility, enabling you to combine different magical effects and adapt to any combat situation with unprecedented flexibility.

Absolute Rune Power

At 18th level, you attain the zenith of your rune-wielding capabilities. Once per long rest, you can enter a powerful state where all your inscribed runes operate at their maximum capacity for 1 minute. While in this state, you gain several significant benefits:

- The damage from your Runic Weapon increases by two damage dice for each attack.
- Your speed increases by 20 feet.
- You gain advantage on one ability check, attack roll, or saving throw of your choice.

This table summarizes the runes you know at each level.

Fighter Level	Runes Known
3	2
7	3
10	4
15	5
18	6

Runeblade Warrior Runes List

Each rune can be inscribed on either a weapon, shield or armor, with specific effects based on its placement.

◆ Flame Rune

Weapon: Adds 1d6 fire damage. At 10th level, this increases to 2d6. Additionally, once per activation, you can unleash a burst of flame as an action, dealing 2d6 fire damage to all creatures within 10 feet of you. At 15th level, this burst damage increases to 3d6.

Armor: Grants fire damage resistance. At 15th level, grants immunity to fire damage.

◆ Frost Rune

Weapon: Adds 1d6 cold damage. On a critical hit, reduces target's speed by 10 feet. At 10th level, speed reduction increases to 20 feet.

Armor: Grants cold damage resistance. At 15th level, grants immunity to cold damage.

◆ Storm Rune

Weapon: Adds 1d6 lightning damage. As an action, once per activation period of the rune, you can unleash a shockwave. All creatures within 5 feet must succeed on a Constitution saving throw (CD 15) or be stunned until the end of your next turn. At 15th level, the area increases to 10 feet.

Armor: Grants lightning damage resistance. At 15th level, grants immunity to cold damage.

◆ Wind Rune

Weapon: Attacks with this weapon push the target up to 5 feet away. At 10th level, the push distance increases to 10 feet.

Armor: Grants resistance to force damage. At 15th level, grants the ability to cast Gust of Wind once per activation.

◆ Acid Rune:

Weapon: Coats the weapon in a corrosive acid, adding 1d6 acid damage to attacks. At 10th level, the acid damage increases to 2d6, and hits reduce the target's AC by 1 until the end of your next turn.

Armor: Provides acid damage resistance. At 15th level, you can release an acidic aura as a reaction, once per activation, when hit by a melee attack, dealing 2d6 acid damage to the attacker.

◆ Stone Rune

Weapon: Adds +1 to attack rolls, increasing to +2 at 15th level.

Armor: Increases AC by 1. Once per activation, as a reaction, you can negate damage from one hit. At 10th level, additionally grants resistance to non-magical bludgeoning, piercing, and slashing damage.

◆ Light Rune

Weapon: Adds 1d6 radiant damage. At 10th level, this increases to 2d6.

The hits illuminate the target, causing them to shed bright light in a 10-foot radius and dim light for an additional 10 feet until the end of your next turn.

Armor: Wearing this rune grants resistance to radiant damage. At 15th level, you can invoke the power of pure light to cast Daylight once per activation.

◆ Shadow Rune

Weapon: Adds 1d6 psychic damage. At 10th level, this increases to 2d6. At 15th level, on a successful hit causes the target to become frightened until the end of your next turn.

Armor: Provides resistance to psychic damage. At 15th level, you gain the ability to become invisible in shadows or darkness for up to 10 minutes once per activation, ending if you attack, cast a spell, or enter bright light



RUNEWEAVER DOMAIN

CLERIC SUBCLASS

Clerics of the Runeweaver Domain are divine practitioners who blend their devotion with the ancient art of rune magic. They serve deities associated with knowledge, magic, and secrets, and they believe that runes are manifestations of divine will and power. These clerics inscribe sacred runes to enhance their spells, protect the faithful, and unravel mysteries.

Runeweaver Domain Spells

Cleric Level	Spells
1st	Identify, Comprehend Languages
3rd	Augury, Magic Weapon
5th	Glyph of Warding, Nondetection
7th	Arcane Eye, Divination
9th	Legend Lore, Scrying

Arcana Specialist

At 1st level, you become proficient in the Arcana skill, enhancing your knowledge of magical practices and lore. Additionally, you gain proficiency with calligraphy tools, essential for the precise art of rune inscription.



Rune of Blessing

At 1st level, you gain the ability to inscribe a Rune of Blessing using calligrapher's tools, which takes 10 minutes. This rune can be placed on an object or surface. Upon completion of the inscription, the rune activates automatically, providing a +1 bonus to AC or saving throws (your choice) to a creature within 10 feet of it. The effect lasts for 8 hours or until you inscribe a new Rune of Blessing.

Channel Divinity: Sacred Inscription

At 2nd level, you gain the ability to use your Channel Divinity to inscribe a powerful rune, choosing one of the following effects. Inscribing a rune is an action and can be done on a surface or an object within touch range.

Rune of Warding: When you inscribe this rune, select a damage type (such as fire, cold, or lightning). Allies within 15 feet of the rune gain resistance to that damage type. The rune activates immediately upon inscription and its protective effect lasts for 10 minutes.

Rune of Empowerment: After inscribing this rune, the next spell you cast within 1 minute that deals damage or heals can be empowered. When you cast such a spell, it deals an additional 1d8 damage or provides an additional 1d8 healing. This effect applies to the first eligible spell you cast within the minute after the rune is inscribed.

Rune-Infused Smite

At 8th level, you harness the power of your runes to enhance your weapon attacks with divine energy. When you hit with a weapon attack, you can invoke a rune to augment the strike with one of the following effects. You can use this feature a number of times equal to your Wisdom modifier (minimum of once), and you regain all expended uses when you finish a long rest:

Bursting Rune: Deals an extra 1d8 radiant damage to the target and 1d4 to others within 5 feet. At 14th level, increases to 2d8 and 1d6, respectively.

Binding Rune: Target must make a Wisdom save or be restrained until your next turn's end. At 14th level, affects an additional creature within 5 feet.

Runic Ascendancy

At 17th level, your mastery in runic magic allows you to unlock a new effect for your Channel Divinity:

Rune of Clarity: For 10 minutes, allies within 15 feet gain advantage on Wisdom and Intelligence saving throws and checks. Additionally, during this time, an ally within range can choose to automatically succeed on a Wisdom or Intelligence saving throw.

You can now inscribe two different Runes of Blessing simultaneously.

SIGILSHADES

ROGUE SUBCLASS

Sigilshades are rogues who specialize in the ancient and esoteric art of sigil magic, seamlessly blending stealth and subtlety with arcane symbols to manipulate the battlefield. These masters of deception and cunning etch mystical sigils that can cloak their presence, disorient foes, or even manipulate the environment to their advantage. Intriguingly, each time a Sigilshade inscribes a sigil, a faint, corresponding mark etches itself upon their skin, a mystic tattoo of sorts that serves as a living testament to their powers. These marks are not just for show; when a Sigilshade activates a sigil, the corresponding mark on their skin briefly illuminates, casting an eerie glow. It serves as a stark reminder of the power that these rogues hold, and the mysterious, arcane forces they have harnessed.

Sigilcraft

At 3rd level, you unlock the ability to inscribe four specific sigils, each with its unique effect. You can etch a sigil onto any surface or object within your reach. An object can bear only one sigil at a time. The process of enrolling a sigil requires 1 minute to complete. Upon inscription, a corresponding mark appears on your skin, symbolizing a bond between you and the sigil. This sigil activates automatically upon being enrolled and remains active for 24 hours or until you decide to eliminate it. You can have as many active sigils as your proficiency bonus. You can use an additional action to erase the sigil's mark from your skin, which immediately deactivates the sigil. Alternatively, if you enroll a new sigil when already at your limit of active sigils, the oldest active sigil is automatically deactivated, and its mark disappears from your skin.

Cloaking Sigil: It grants advantage on Stealth checks for hiding or imposes disadvantage on Perception checks to find the cloaked item. The sigil affects an area or object within a 5-foot radius.

Disorienting Sigil: Forces creatures within a 10-foot radius to make a Wisdom saving throw or be stunned until the end of their next turn.

Alarming Sigil: Sends an alert when any creature enters its 20-foot radius. This alert can be either auditory or mental, chosen at the time of the sigil's inscription.

Binding Sigil: Cuts in half the movement speed of all creatures within a 10-foot radius.

Shadowstep

At 9th level, Shadowstep lets you teleport between two points by instantly creating linked sigils: one under you and another within 60 feet that you can see. Activating this teleportation requires a bonus action and does not provoke opportunity attacks. Once these sigils are used they automatically disappear.

Sigil of Misdirection

At 13th level, you gain the ability to inscribe the Sigil of Misdirection using an action. When you or an ally within 5 feet of the sigil is attacked, you can use your reaction to force the attacker to reroll the attack. The sigil disappears after its effect is used.

Master Sigilist

At 17th level, you become a Master Sigilist, enhancing your sigils. These enhancements apply the principles learned through Sigilcraft, requiring the same inscription process.

Enhanced Cloaking Sigil: This sigil grants invisibility to a creature or object within a 5-foot radius.

Enhanced Disorienting Sigil: Forces creatures within a 15-foot radius to make a Wisdom saving throw or be paralyzed until the end of their next turn.

Enhanced Alarming Sigil: Features a detection range of 60 feet and can differentiate types of creatures within a 30-foot radius.

Enhanced Binding Sigil:

This sigil reduces the movement speed of creatures you choose within a 20-foot radius by half.



WAY OF THE RUNE SCRIBE

MONK SUBCLASS

Monks who follow the **Way of the Rune Scribe** have discovered ancient techniques that blend martial prowess with the mystical art of rune magic. These monks view runes as a form of deeper spiritual expression, aligning their physical discipline with the esoteric power of these ancient symbols.

Runic Initiation

At 3rd level, your deepening understanding of rune magic grants you proficiency in the Arcana skill. If you're already proficient in Arcana, you may add double your proficiency bonus to Arcana checks instead.

Along with this knowledge, you learn two basic combat runes, each activatable using Ki points:

Agility Rune: Spend 1 Ki point to activate this rune, increasing your movement speed by 10 feet and granting advantage on Acrobatics checks for 1 minute.

Strength Rune: Spend 1 Ki point to activate this rune, adding a bonus to your unarmed strike damage equal to your Wisdom modifier for 1 minute.

Runic Inscription

At 6th level, you master the art of inscribing mystical runes onto your skin or clothing. Each rune requires 2 ki points to activate, and you can activate only one rune at a time. The effect of each activated rune lasts for 1 minute. You can inscribe and activate a rune as part of the same action. You learn the following runes:

Protective Rune: As a reaction when you are hit by an attack, you can add your Wisdom modifier to your AC against that attack.

Power Rune: When inscribing this rune, choose an elemental damage type (fire, cold, lightning, etc.). You gain resistance to the chosen damage type. You must decide the type of damage each time you inscribe the rune.

Insight Rune: Gives you advantage on Wisdom (Insight) checks.

Rune of Buoyancy: Increases your jump distance by an amount equal to 5 times your Wisdom modifier.

Ki-Infused Runes

At 11th level, your mastery of runic magic deepens, enhancing your combat runes and granting you access to two new, more potent runes:

Enhanced Agility Rune: In addition to its original effect, you can now take the Disengage or Dash action as a bonus action.

Enhanced Strength Rune: Along with its initial benefit, your unarmed strikes can now push an opponent up to 10 feet away on a hit.

Additionally, learn these new powerful runes:

Vitality Rune: Spend 2 Ki points to activate. For 1 minute, you gain temporary hit points equal to your monk level at the start of each of your turns.

Mind Rune: Spend 2 Ki points to activate. For 1 minute, you gain advantage on all Wisdom saving throws and can use your reaction to give an attacker disadvantage on an attack roll against you.

Mystic Rune Adept

At 17th level, you reach the zenith of your runic and mystical training, unlocking a potent master rune:

Harmony Rune: This rune bestows an additional attack as part of your Attack action and temporarily increases your maximum Ki points by 2 for 1 minute. Activating the Harmony Rune costs 3 Ki points.



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