

RELICS OF THE REALMS



VOLUME 4

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ALCHEMIST'S SYRINGE

Common Melee Weapon (Simple, Light, Finesse)

Damage. 1 Piercing

Filling the Syringe. You can use an action to fill the syringe with any type of liquid.

Into the Bloodstream. On a successful attack you may inject the contents of the syringe into the bloodstream of a creature. Alternatively, as an action you can inject the contents into the bloodstream of a willing creature without having to make an attack roll.

Intravenous Healing. When you administer a healing potion in this way you may reroll all the dice you rolled a 1 on.

Intravenous Poison. When you administer a poison in this way and it has a saving throw DC, it is increased by 2.

ARMOR OF THE TUNDRA RANGER

Rare Light Armor

Requires attunement

AC. 12 + Dexterity modifier

Ice Ward. When attuned to this armor you have resistance to Cold damage. You also have advantage on saving throws for spells that are cast on you which deal Cold damage. Additionally you are not negatively influenced by the effects of extremely cold climates.

Boreal Winds. As an action you can extend your arms forward to unleash freezing cold winds in a 15ft. cone. All creatures within the area have to make a Strength saving throw (DC 15). On a failed save they take 2d8 Cold damage and are pushed 5ft. backwards. On a successful save they take half damage and remain in their place. You can use this feature once per long rest.

ARTHANOX THE MALEVOLENT

Very Rare Wondrous Item (Sentient, Cursed)

Faith of the Finger puppet. This puppet comes to life when you put it on a finger. Arthanox is sentient and rolls initiative in combat. He has access to the Firebolt, Mending and Prestidigitation cantrips. His spell attack modifier is +7. While Arthanox is on your finger you are not impaired to use your hands in any way. However, his commentary is endless.

Personality. Arthanox used to be a cruel old wizard, it is unclear even to himself how he came to be a finger puppet but he is out for revenge and nothing will stop him in his path. His ultimate goal is to return back to normal (and possibly world domination). His alignment is Chaotic Evil.

Fingers Crossed (Curse). Once Arthanox is on your finger he will not let go. Trying to do so requires an Intelligence saving throw (DC 24). On a failed save you take 1d8 Psychic damage on a successful save you remove him.

Eternal Toy. The fabric Arthanox is made of can't be cut by normal means. However, if Arthanox is destroyed his soul possesses a different wizard puppet in a random toy box on the material plane within a year.

AVIALUORA - BLESSING OF THE DOVES

Legendary Longsword (Silvered)

Requires attunement

Damage. 1d8 (1d10) Slashing +3 Radiant

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

Silver Dove. As a bonus action you can grow silver wings. You gain a flying speed of 60ft. and your AC increases by 1. The wings last for 1 hour. You can use this feature once per long rest.

Symbol of Hope. You can use an action to raise the sword up and cause magical silver feathers to softly swirl around you. Until the start of your next turn all allies that can see you within 30ft. of you have advantage on their next attack roll and are immune to being frightened for 1 minute. You can use this feature once and can use it again after you finish a short or a long rest.

AVIALUORA
BLESSING OF THE DOVES

ARMOR OF THE
TUNDRA RANGER



ARTHANOX
THE MALEVOLENT



ALCHEMIST'S SYRINGE



BAND OF THE RUNEBINDER

Rare Wondrous Item

Requires attunement

Amplified Magic. When you make a melee or ranged spell attack you may choose to add an extra d6 to the spell attack roll. You can use this feature twice and regain all expended uses after you finish a long rest.

Arcane Restoration. Whenever you miss with a melee or ranged spell attack, roll a d20. On a 20, you regain the expended spell slot. You can regain a spell slot only once in this way and can do so again after you finish a short or a long rest.

Shielding Runes. When you are attuned to this ring you gain resistance to one type of damage. You may choose to have resistance against (non-magical) Bludgeoning, Piercing or Slashing damage. You can change the resistance during a short or long rest.

BIG GAME HUNTER'S ARROW

Uncommon Ammunition (Shortbow, Longbow)

Hunter's Favorite. Attacks you make with this arrow against Large or larger sized Beasts and Monstrosities receive a +3 to attack rolls and deal 2d4 extra Piercing damage.

BLADE OF THE DEEP ONE

Rare Longsword

Requires attunement

Damage. 1d8 (1d10) +2 Slashing

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

Mind Speaker. While holding this sword you can speak and understand the following languages. Deep Speech, Abyssal and the Tongue of the Great Old Ones. Additionally, while you are holding the sword you can communicate telepathically with a creature you can see within 100ft. of you.

Eldritch Slash. When you roll a critical hit on the attack roll for this sword, you deal an additional 1d6 Psychic damage on top of the usual critical damage.

BLOODBINDER'S WHIP

Very Rare Whip (Finesse, Reach)

Requires attunement

Damage. 1d4 Slashing

Sanguine Potential. You can fill the receptacle in the handle of this whip with blood of a creature. The whip gains a bonus to attack rolls equal to the Constitution modifier of the creature up to a maximum of +3.

The whip gains a bonus to Damage rolls equal to the Strength modifier of the creature up to +5. This extra damage is considered Necrotic damage.

Demand of Answers. When a creature you have damaged with this whip dies, you can cast Speak with Dead on them. You can use this feature once per day.

BOND OF THE RED QUEEN

Very Rare Wondrous Item

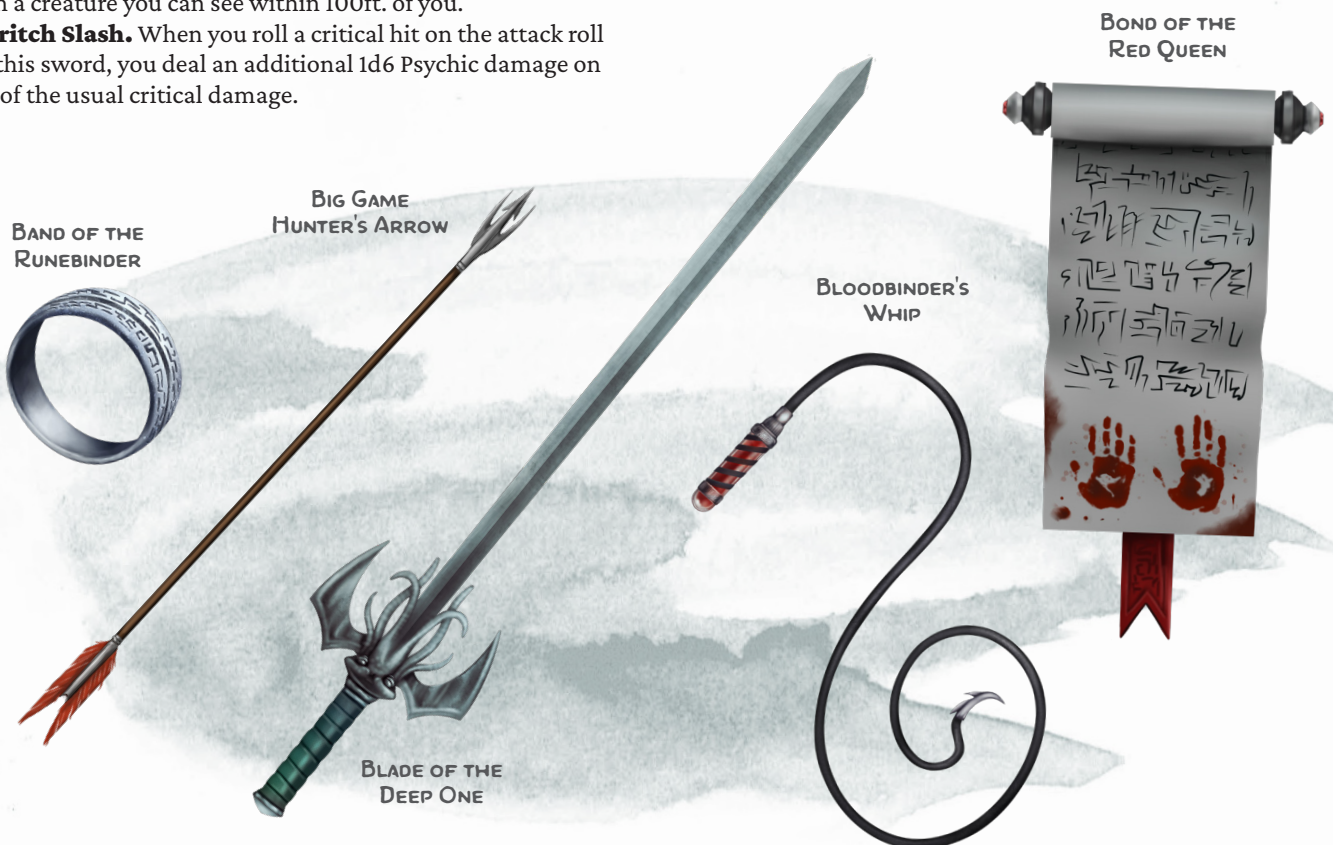
Infernal Legacy. The 2 creatures that sign this contract both gain proficiency in the Infernal language.

Bound Counterpart. Once signed if both creatures have to roll for Initiative and are within 100ft. of each other, they may choose to swap their initiatives. They can only do this directly after they rolled.

Signed in Blood. The contract binds 2 creatures to each other. When one creature has to roll a death save, the other rolls a death save as well.

If one or both of the rolls are successful the creature at 0 hit points gains one successful death save. However, when both creatures fail the death save roll, the unconscious creature gains one failed death save.

If one of the creature fails 3 death saves, or is killed outright. The other bound creature is killed instantly. Effectively they drop to zero hit points and instantly fail all death saves.



BRIGHTWOOD WANDERER'S STAFF

Rare Staff

Requires attunement

Wayfinder. This staff allows its wielder to guide themselves through almost any forest. As long as the staff is on your person, you cannot get lost in a forest by anything other than magical means. All Survival checks you make to navigate a forest are made with advantage.

Brightwood Magic. The staff can hold 4 charges and it regains 1d4+1 charges each day at dawn. While holding it, you can use an action to expend the necessary number of charges and cast one of the following spells.

BRIGHTWOOD MAGIC

Charges	Spell
1	Goodberry
2	Speak with Plants
3	Find the Path

BRIGHTWOOD WARDEN'S CLOAK

Rare Wondrous Item

Requires attunement

Photosynthetic Fiber. You have resistance against Radiant damage when wearing this cloak. Additionally when you take a short rest in the sun, you heal an extra 1d4 for each hit die you spend.

Forest's Awakening. As an action you can summon 3d6 Awakened Shrubs using this cloak. They obey your commands to their best capability.

The Awakened Shrubs expire and die after 8 hours. You can use this feature again 24 hours after you have used it.

If you lose attunement to this cloak or if it is destroyed, you lose command over all summoned Awakened SHrubs.

BRIGHTWOOD WARRIOR'S BLADE

Rare Scimitar (Finesse, Light)

Requires attunement

Damage. 1d6+1 Slashing

Forest Forged. You gain a +1 bonus to attack rolls you make with this weapon.

Slice of Sunlight. As an action you can slash the scimitar in an arc in front of you. A wave of sunlight burst outward from you in a 20ft. cone. All creatures in the area have to make a Constitution saving throw (DC 10 + your proficiency modifier). A creature with Sunlight Sensitivity has disadvantage on this saving throw. On a failed save a creature takes 2d6+2 Radiant damage. If a creature critically fails their saving throw they are also blinded until the end of their next turn. On a successful save a creature takes half damage. You can use this feature once per long rest.

BRIGHTWOOD
WANDERER'S STAFF



BRIGHTWOOD
WARDEN'S CLOAK



BRIGHTWOOD
WARRIOR'S BLADE



DEFENDER'S MANTLE

Very Rare Wondrous Item

Requires attunement

Specialized Guard. When you first attune to this mantle and after you finish a short or a long rest you may choose one of the following damage types: Acid, Cold, Fire, Lightning or Poison. While wearing the mantle you have resistance against this damage type until you choose to change it to a different type from this list.

Protector's Aura. You can use your reaction to grant the resistance you gained from this mantle to 3 allies you can see within 15ft. of you. This resistance lasts until the end of your next turn. You can use this feature once per long rest.let is destroyed.

DISTILLED ACID ARROW

Rare Ammunition (Shortbow, Longbow)

Single use

Vile Concoction. This arrow deals a normal amount of Piercing damage depending on which bow it is shot from. On a successful hit the glass receptacle breaks, spilling acid on the target. The target takes 1d6 Acid damage.

Acidic Vapors. If this arrow is shot into a fire or open flame and the acid spills it evaporates in a 10ft. radius. All creatures in the radius have to make a Constitution saving throw (DC 12). On a failed save a creature takes 3d4 Acid damage. On a successful save they take half damage.

DRAGRØNNOR - LEGACY OF THE JARL

Legendary Greataxe (Heavy, Two-handed)

Requires attunement by a Barbarian

Damage. 1d12 Slashing +3 Force

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

Warrior's Health. When you are attuned to this Greataxe you have Resistance against Poison damage and are immune to being Poisoned.

Poisonous Wrath. As an action you can expend one use of your rage to channel a blast of energy through this axe. A poisonous cloud of gas blasts outward in a 60-foot cone from you. Each creature in that area must make a Constitution saving throw (DC 18). On a failed save a creature takes 15d6 Poison damage and is Poisoned until the end of their next turn. On a successful save they take half damage. You can use this feature once per long rest.

EDGE OF THE ONYX SANDS

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

Requires attunement

Damage. 1d4 Piercing +2 Necrotic

Range. 30/90

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

Dark Return. After throwing this dagger you may speak a command word. The dagger disperses into glittering black sand and reappears in your hand.

Onyx Transformation. When you are the target of an attack, spell or ability you can use your reaction to turn yourself into a being of glittering black sand. This state has 50 hit points. You remain in this state until the start of your next turn or when the hit points are reduced to 0. During this time you can not be healed. All damage surpassing this pool of hit points is carried over to your own hit points. You can use this feature once per long rest

EMBERBLAST

Rare Pistol (Loading)

Requires attunement

Damage. 1d10 Piercing +1 Fire

Range. 30/90

Fired Up. You gain a +1 bonus to attack rolls you make with this weapon.

Fiery Barrel. Emberblast spews forth a flurry of sparks and embers when fired. When you make a successful ranged attack with this pistol against a target within melee range of you, you deal an extra 2d4 Fire damage.

Stunning Blast. When you critically hit with this pistol the target and all creatures in a 10ft. radius from them have to make a Constitution saving throw (DC 11). On a failed save they are Stunned until the end of their next turn.

EDGE OF THE ONYX SANDS



EMBERBLAST



DRAGRØNNOR
LEGACY OF THE JARL



DEFENDER'S MANTLE



DISTILLED ACID ARROW



EYE OF THE DEEP ONE

Rare Wondrous Item

Requires attunement by a Warlock

Vision of the Abyss. While attuned to this ring you receive Dark Vision up to 100ft.

Strength of the Old One. You gain a +2 bonus to your Athletics roll whenever you try to grapple a creature. Additionally you have advantage on all Athletics or Acrobatics checks you have to make to resist any creature trying to grapple you.

Ancient Twisted Magic. After finishing a long rest, roll a d4. You receive one of the following effects until you finish another long rest.

DEEP ONE'S MAGIC

d4 Spell

- | | |
|---|---|
| 1 | +1 on spell save DC |
| 2 | +1 on spell attack modifier |
| 3 | +1 on AC |
| 4 | Eldritch blast deals an extra 2 Necrotic damage |

FLASK OF UNKNOWN HORRORS

Very Rare Wondrous Item

Unleashed Terror. As an action you can unstopper the flask. When you do so, roll a d4. One of the following things happens. After the effect happened the flask can be stoppered again, it can then be used again in 1d4 days.

1. Dark Concoction. The flask spews forth a thick black slime in a 20ft. line. A creature hit by the slime has to make a Constitution saving throw or take 2d6 Poison damage.

2. Fumes of Madness. A thin whisp of smoke flows out of the flask. The creature which unstopped the flask has to make a Wisdom saving throw (DC 15). On a failed save they attack a random creature on their next turn.

3. Mind Blast. A wave of psychic energy blasts outward from the flask in a 20ft. sphere.

All creatures in the area have to make a Wisdom saving throw (DC 14). On a failed save they take 2d8 Psychic damage. On a succesful save they take half damage.

4. Old One's Blessing. The creature that opened the flask regains an amount of hit points equal to 2d6+ their Wisdom modifier.

GOBLET OF THE CRIMSON LADY

Very Rare Wondrous Item (Cursed)

Requires attunement

Lifeblood. When filled with 10 fluid ounces (300ml) of blood the contents gain the effects of a Greater healing potion, healing 4d4+4 when consumed.

The contents are still considered blood and retain all (harmful) effects that drinking it might have. It takes a creature 1 minute to drink the contents of the cup. A creature which is used to consuming blood (like a vampire) can drink the contents of the cup in a single action.

When the cup is emptied by drinking the blood, it tarnishes and darkens. Roll a d20, on a 1 the cup rusts and crumbles to dust. If attempted to fill with blood again within 48 hours after using, it will instantly be destroyed in the same way. When these 48 hours have elapsed the cup clears of any tarnish and darkness and can be used again.

Vampiric Tendencies (Curse). When a person has drunk from the cup they have disadvantage on Perception and attack rolls in direct sunlight for 1d12 days. This effect can be healed by a Remove Curse spell.

GREATER CONJURATION CLAY

Very Rare Wondrous Item

Terracotta Soldier. As an action you can take out the clay from the pot and speak a command word. The clay grows and shapes into a living terracotta soldier with a shield and longsword. When the soldier takes the Attack action they can make a multi-attack to make two melee weapon attacks with their longsword.

The soldier has your Strength, Dexterity and Constitution score. Their Charisma, Intelligence and Wisdom are 6. They have 40 hit points and an AC of 16.

The soldier listens to your commands but can not speak. In combat the soldier rolls their own initiative. The soldier is considered a Construct and lasts for 1 hour or until they are destroyed.

Greater Enchantment. After using the clay you can refill the pot with 5 parts sand and 1 part water and close it. After 3d6 days the ingredients have turned into clay which can be used again.



GROVEKEEPER'S SICKLE

Vere Rare Sickle (Light)

Requires attunement by a Spellcaster

Damage. 1d4+2 Slashing

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

Culler of Plants. When you are attuned to this sickle you gain an extra +2 bonus to attack rolls on all weapon and spell attacks you make against Plant creatures.

Grovekeeper's Focus. The sickle can be used as a spellcasting focus and holds one charge of the spell Transport via Plants. When you cast this spell using this sickle, all creatures passing through the portal regain 3d6 hit points and lose 1 point of exhaustion. The sickle regains the charge after 24 hours.

HEARTBREAKER

Very Rare Maul (Heavy, Two-handed)

Requires attunement

Damage. 2d6+1 Bludgeoning

Forged with Love. You gain a +1 bonus to attack rolls you make with this weapon

Aura of the Heart. When attuned to this hammer the heart-shaped gem pulses with a soft light. All creatures within 20ft. of the gem gain a +3 bonus to Charisma and Constitution saving throws. When it shatters the aura fades.

Shattered Heart. When you critically hit a creature with this maul the gem on top of it shatters in a flash of light. All allies within 45ft. that can see you regain an amount of hit points equal to the damage you dealt with the triggering attack +2d6. They also receive the benefits of Aura of the Heart for 24 hours. After the gem has been shattered it magically reforms over the course of 24 hours after which it can be used again.

KHOPESH OF AFELDIUS

Very Rare Scimitar (Finesse, Light)

Requires attunement

Damage. 1d6 Slashing +2 Fire

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

Fire's Friend. When you are holding this scimitar you have resistance against Fire damage. Additionally, when you take more than 5 Fire damage within one round, your next attack with this scimitar within the next minute deals an extra 1d10 Fire damage.

Elemental Outburst. As an action you can cause flames to burst outward from you in a 10ft. radius. All creatures in the area have to make a Dexterity saving throw (DC 14). On a failed save they take 4d6 Fire damage. On a successful save they take half damage. You can use this feature once per long rest.

KHOPESH OF AFELDIUS



KINDLESPARK WAND

Uncommon Wand

Adventurer's Campfire Starter. As an action you can create a magical campfire in a spot on the ground that you can see within a 30ft. range. The campfire fills a 5ft. cube and ignites flammable objects in its area that aren't being worn or carried.

The fire lasts for 8 hours or until dismissed with the wand. Only one magical campfire can be active at a time and you can create a campfire in this way 3 times per day.

Any creature that is in the space of the campfire when it is created must succeed on a Dexterity saving throw (DC 10) Or take 1d6 Fire damage. A creature must also make the saving throw when it moves into the campfire's space for the first time on a turn or ends its turn there.

LEATHERS OF THE BLOODBINDER

Very Rare Light Armor

Requires attunement

AC. 12 + Dexterity modifier

Blood Queen's Blessing. While attuned to this armor you have resistance against Necrotic damage.

Sacrificial Creed. This armor holds a maximum of 2 charges. For every charge it holds your maximum hit points increases by 6 hit points. Expending a charge lowers your maximum hit points by 6.

As a bonus action you can expend a charge to heal a creature you can see within 60ft. for 2d6 + your Constitution modifier. The armor regains all expended charges after a long rest.

GROVEKEEPERS SICKLE



LEATHERS OF THE BLOODBINDER



KINDLESPARK WAND



HEARTBREAKER



LESSER CONJURATION CLAY

Rare Wondrous Item

Weapon of Clay. As an action you can take out the clay from the pot and speak a command word. The clay grows and shapes into any melee weapon of your choice. Attack and damage rolls you make with this weapon receive a +1 bonus. The weapon lasts for 1d4 hours, after which it crumbles.

Brittle. When you critically fail with the weapon, roll a d20. On a 10 or lower the weapon breaks.

Lesser Enchantment. After using the clay you can refill the pot with 5 parts sand and 1 part water and close it. After 2d6 hours the ingredients have turned into clay which can be used again.

LIGHTFORGED CHAKRAM

Rare Chakram (Ranged, Martial, Light, Thrown)

Requires attunement

Damage. 1d6 Slashing +1 Radiant damage

Range. 30/120

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

Ricocheting Light. When you successfully hit a creature with this weapon it ricochets onto any target of your choice within 5ft. of your initial target. If your initial attack roll beats the second target's AC they also receive 1d6 Slashing +1 Radiant damage. If it does not hit the second target it does not ricochet further. The chakram can ricochet onto a new target in this way up to 2 times per attack, hitting a maximum of 3 creatures.

Flash Return. As a free action you may call the chakram back to you at the end of your turn. In a flash of light it returns back to a free hand. It can return from a maximum range of 200ft.

LIGHTNING BOWSTRING

Rare Wondrous Item

String of Storms. It takes 30 seconds to replace the bowstring on a regular longbow or shortbow with this enchanted bowstring.

Lightning Shots. This bowstring has 2 charges which recharge at dawn. Whenever you take the attack action with the bow this string is on, you can expend a charge to shoot an arrow that crackles with lightning.

You make a ranged attack roll, on a hit the target takes an extra 1d8 Lightning damage. The target has to make a Constitution saving throw (DC 15). On a failed save they become Paralyzed. The creature can repeat the saving throw at the end of its turn. If you miss your attack the charge is also expended.

MANTICORE'S WRATH

Very Rare Greataxe (Heavy, Two-handed, Ranged)

Requires attunement

Damage. 1d12+2 Slashing

Hunter's Trophy. You gain a +2 bonus to attack rolls you make with this weapon.

Manticore's Lash. You can make a ranged attack with this axe using your Strength modifier. You swing the axe to release and hurl a spike from it. The range for this attack is 80/120. On a successful attack the spike deals 1d8+2 Piercing damage. The axe can hold up to 24 spikes and regrows 1d8 spikes every day. When you release the last spike from this axe, roll a d20. On a 1 it takes d100 days before the first spikes regrow.

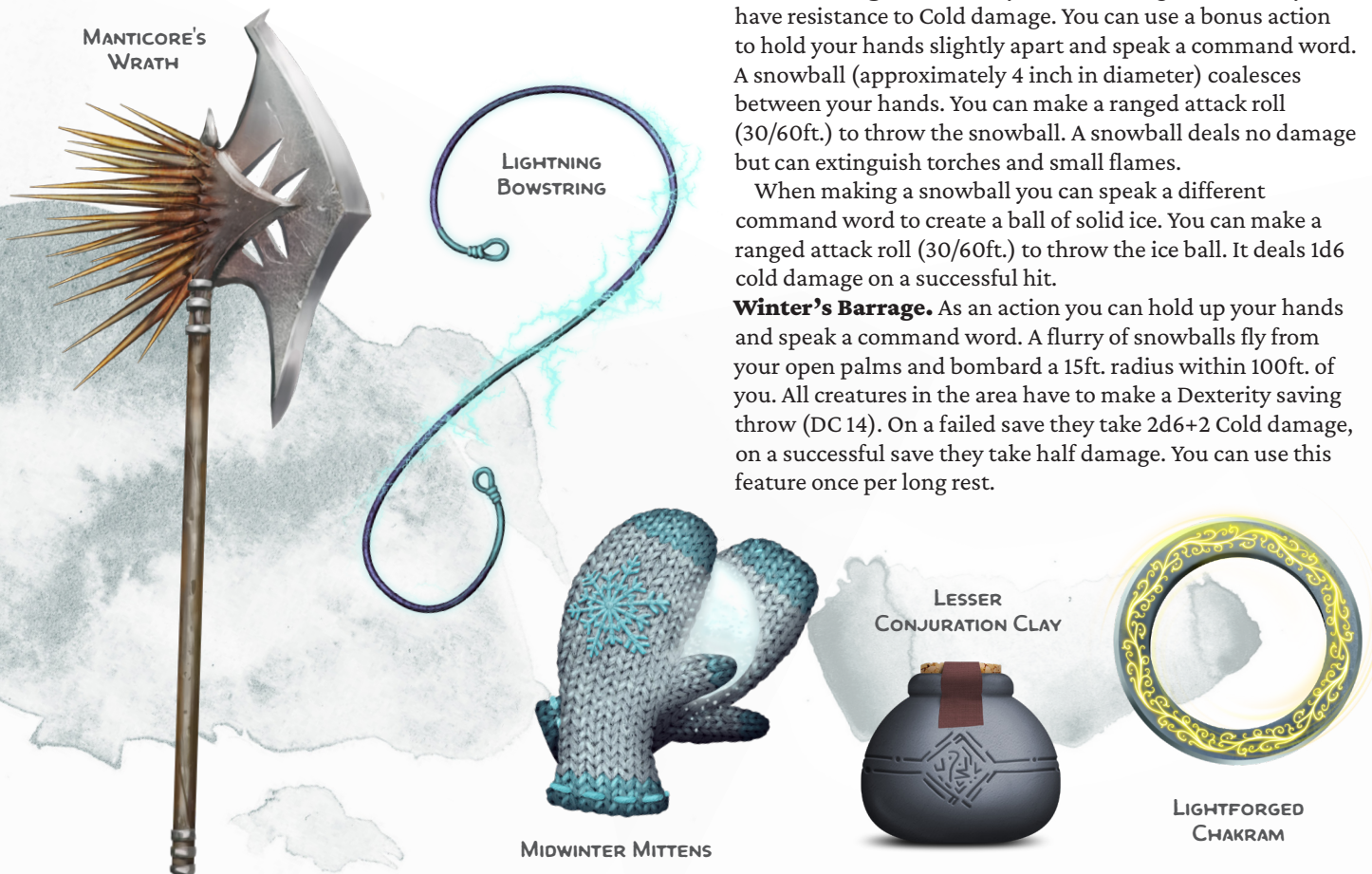
MIDWINTER MITTENS

Rare Wondrous Item

Snowball Fighter. When you are wearing the mittens you have resistance to Cold damage. You can use a bonus action to hold your hands slightly apart and speak a command word. A snowball (approximately 4 inch in diameter) coalesces between your hands. You can make a ranged attack roll (30/60ft.) to throw the snowball. A snowball deals no damage but can extinguish torches and small flames.

When making a snowball you can speak a different command word to create a ball of solid ice. You can make a ranged attack roll (30/60ft.) to throw the ice ball. It deals 1d6 cold damage on a successful hit.

Winter's Barrage. As an action you can hold up your hands and speak a command word. A flurry of snowballs fly from your open palms and bombard a 15ft. radius within 100ft. of you. All creatures in the area have to make a Dexterity saving throw (DC 14). On a failed save they take 2d6+2 Cold damage, on a successful save they take half damage. You can use this feature once per long rest.



PALE GUISE OF THE FORSAKEN

Very Rare Wondrous Item

Requires attunement by a Spellcaster

Dark Rite. When you are attuned to this mask you can cast the cantrip Chill Touch cantrip at will.

Force of Life. When you are reduced to 0 hit points while attuned to this mask you may expend your highest available spell slot to regain an amount of hit points equal to $2d10 +$ the level of the spell slot you expended. You may use this feature once per long rest.

Gaze from Beyond. As an action you can force a creature that can see you within 60ft. of you to make a Wisdom saving throw against your spell save DC. On a failed save they take 2d6 Necrotic and 2d6 Psychic damage and are Stunned until the end of their next turn. On a successful save both you and the creature you targeted take half damage. You can use this feature twice per long rest.

PENDANT OF THE DREAMER

Rare Wondrous Item

Requires attunement by a Warlock

Might of the Old One. This pendant holds 6 charges. At midnight it regains 1d6 charges. You can expend charges to use one of the following features.

Blessing of the Deep. As an action you can expend 2 charges to cast the spell Water Breathing.

Features of the Ancient. As an action you can expend 3 charges to sprout gills and grow webbing between your fingers. You can breathe underwater and gain a swimming speed equal to your walking speed. These features last for up to 8 hours or until you dismiss them as a free action.

Force of Mhgh'Raine. As an action you can expend 4 charges to reach into the mind of one creature you can see within 90ft. The creature must make a Wisdom saving throw (DC 18). The targeted creature takes $3d6+2$ Psychic damage on a failed save or half as much damage on a successful save.

PURIFYING WATERSKIN

Uncommon Wondrous Item

Cleansing Enchantment. This waterskin can hold up to 3 liters (100 fl oz.) of liquid. All nonmagical drink that has been within this waterskin for at least 10 minutes is purified and rendered free of poison and disease.

PYRALITE AEGIS

Very Rare Shield

Requires attunement

AC. +2

Flameward. While holding this shield you have resistance against Fire damage.

Blazeward. While holding this shield you can use your reaction to gain immunity to Fire damage. This immunity lasts until the start of your next turn. You can use this feature once per long rest.

Crystalized Fire. Whenever a creature within 5ft. of you hits you with a melee attack, the shield erupts with flames. The attacker takes 1d6 Fire damage. If this happens while Blazeward is active the attacker takes 2d6 Fire damage.

PALE GUISE
OF THE FORSAKEN



PENDANT
OF THE
DREAMER



PURIFYING
WATERSKIN



PYRALITE AEGIS



QUICKFIRE QUIVER

Very Rare Wondrous Item

Barrage. As an action you can swing this quiver over your shoulder, aim the opening, and yell a command word. All remaining arrows in the quiver are consumed and a barrage of magical arrows fires out of the quiver. All creatures in a 45ft. cone have to make a Dexterity saving throw (DC 14). On a failed save a creature takes 1d4 Piercing damage for each arrow that was left in the quiver. On a successful save a creature takes half damage. Any arrows with special abilities or features fire as a normal arrow. The quiver can hold a maximum of 20 arrows and can in no way be enchanted to hold more arrows without breaking the barrage enchantment. You can use this feature once per day.

REMEDIAL BUCKET OF FROST

Rare Wondrous Item

Cold Shower. Any water you put in this bucket is instantly cooled to an icy cold temperature. When the bucket is filled with water you can tip it over your own head or that of another creature as an action. When drenched with the water it heals all diseases and removes the following conditions. Paralyzed Petrified and Stunned.

RING OF THE ELDER ROOTS

Legendary Wondrous Item

Requires attunement by a Druid

Guardian of the Forest. While attuned to this ring you can use 2 uses of your Wild Shape ability to turn into a Treant. In this form you are able to cast spells from your spell list.

Force of Nature. This ring holds 4 charges. You can expend a number of charges to cast a spell. When you cast one of these spells while Wild Shaped as a Treant you regain 1d8 Hit Points for each charge you expend. The ring regains 1d4 charges at dawn.

FORCE OF NATURE SPELLS

Charges	Spell
1	Entangle
3	Plant Growth
4	Wall of Thorns

RITUAL DAGGER OF THE MOON

Rare Dagger (Finesse, Light, Range, Thrown)

Requires attunement

Damage. 1d4+1 Piercing

Range. 20/60

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

Moontouched. In darkness, the unsheathed blade of this dagger sheds moonlight, creating bright light in a 15-foot radius and dim light for an additional 15ft.

Lunar Infused Rituals. While attuned to this dagger, the total time you need to cast a spell as a ritual is halved.



RITUAL DAGGER OF THE MOON

ROD OF THE ARBOR ABODE

Rare Staff

House in the Treetops. As an action you can plant this staff firmly in the ground and speak a command word. Over the course of 1 minute the staff grows into a large tree with a tree house in it. When the tree is fully grown a rope ladder drops from the tree house. The tree house is 40ft. from the ground. The outer dimensions of the tree house are 10ft. by 10ft. However, the single room on the inside is 30ft. by 30ft. The tree and its house last indefinitely or until you spend another action to speak the command word again. The tree only reverts back to a staff (over the course of one minute) if no creatures are inside the tree house. If the tree is destroyed the staff is destroyed as well.



QUICKFIRE QUIVER

ROD OF THE ARBOR ABODE

RING OF THE ELDER ROOTS



REMEDIAL BUCKET OF FROST



RUBY BLADE

Rare Greatsword (Heavy, Two-handed)

Requires attunement

Damage. 2d6 +1 Slashing

Crystal Blade. You gain a +1 bonus to attack rolls you make with this weapon.

Blessed Edge. When you make an Attack with this sword you can roll a d100 to add an effect. The bonus to attack rolls and damage only applies to one attack. The damage only applies if the attack hits. When you have used this feature you can not use it again until you finish a short or a long rest.

RUBY BLADE EFFECTS

Charges	Spell
1	Blade shatters, Damaged beyond repair
2-25	+1 on attack roll
26-70	+2 on attack Roll
71-90	+2d6 damage
91-100	+3d6 damage

RUNEBINDER'S PROTECTION

Very Rare Medium Armor

Requires attunement

AC. 15 + Dexterity modifier (maximum 2)

Protector's Runes. When an ally you can see within 30ft. is the target of a melee or ranged weapon attack, you can use your reaction to protect them by invoking the magical runes on this breastplate. Their AC score becomes the same as yours and they gain the same damage resistances and immunities as you do on top of their own. These effects last until the start of their next turn. You can use this feature twice and regain all uses after a long rest.

Runic Displacement. As a bonus action you can switch places with a willing creature you can see within 60ft. of you. This movement does not provoke attacks of opportunity. You can use this feature twice and regain all uses after a long rest. Starting at 12th level you can use this feature three times per long rest.

RUNEBOUND STAR

Very Rare Morningstar

Requires attunement by a Spellcaster

Damage. 1d8 Piercing +2 Force

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

Starburst. Strikes with this weapon give off a bright burst of blinding light. Once per round, on your first attack, a creature hit by this weapon must make a Constitution saving throw (DC 12). On a failed save the creature is blinded until the end of its next turn.

Rune Ward. You may use your reaction to cast Counterspell (5th level) using this morningstar. This counterspell only acts against spells that would affect you. Spells which affect multiple targets are countered for you but still affect other targets. You can use this feature twice and regain all uses after finishing a long rest.

SCALPEL OF THE BLOODDRAINER

Rare Dagger (Finesse, Light, Range, Thrown)

Damage. 1d4 +1 Piercing

Range. 20/60

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

Anatomical Insight. If you are proficient in Nature you may add your Intelligence modifier to the attack roll for this weapon. If you are proficient in Medicine you may add your Wisdom modifier to the attack roll for this weapon. If you are proficient in both Nature and Medicine, choose one modifier (either Intelligence or Wisdom) to add to the attack roll.

Medical Professional. You make all Ability checks with advantage when you perform any kind of surgery or medical procedure which requires the use of this scalpel.



SHIELD OF THE DEEP ONE

Very Rare Shield

Requires attunement

AC. +2

Grasp of the Dreamer. As an action, you can cause dark eldritch tentacles to sprout from the shield and attack a large or smaller creature within 10ft. of you. The target must make a Dexterity saving throw (DC 12 + your Strength modifier). The target takes 1d6 Bludgeoning damage on a successful save. On a failed save, the target takes 3d6 Bludgeoning damage and is Restrained. If the target starts their turn restrained due to this effect, they take an additional 1d6 Bludgeoning damage. The target can use its action to make a Strength or Dexterity check against the shield's DC. On a success, it is no longer restrained. If the target is reduced to 0 hit points while Restrained due to the effect, they are enveloped by the tentacles and their body disappears to an unknown plane of existence or location. The tentacles last for 1 minute and release if you move further than 15ft. away from the target. You can also release them as a free action. You can use this feature 3 times per day.

SKIRT OF THE MERCHANT PRINCESS

Rare Wondrous Item

It Has Pockets. Both satchels on this skirt have an extra dimensional space inside which can be used to store specific items. The left can store up to 10 000 coins. The right can store up to 50 scrolls, 5 quills and 5 bottles of ink.

Opening up Shop. As an action you can speak a command word to open an extradimensional doorway in a 5ft. space in front of you. This doorway is an open arch without a door. It lasts until you speak the command word again. The interior of the extradimensional space is 90 ft deep, 30ft. wide and 20ft. high. Any modifications or items you leave in the space remain there when the doorway is closed. When the doorway is closed all creatures inside of the space instantly appear within 5ft. of where the doorway was or in the nearest unoccupied space .

SOCKS OF FINDING

Uncommon Wondrous Item

Lost and Found. This pair of socks is enchanted with Divination magic. When you are wearing one of these socks you always know exactly where the other is if it is within 10 miles of you. The enchantment can be blocked by Antimagic fields. When the socks are more than 10 miles apart or are on different planes, one automatically teleports to within 5ft. of the other. Flip a coin to determine which sock teleports.

Sock-mail. When a sock teleports it also teleports objects that are inside of it. Creatures or parts of creatures do not get teleported but instead remain in their original place as the sock disappears.

SPIKES OF ALARM

Uncommon Wondrous Item

Alarm. These spikes can easily be placed in soft ground without any tools. Placing a spike in rock or wood requires a tool like a hammer or bludgeoning weapon. When you place a spike you may choose whether the alarm is mental or audible. A mental alarm alerts you with a ping in your mind if you are within 1 mile of the warded area. This ping awakens you if you are sleeping. An audible alarm produces the sound of a hand bell for 10 seconds within 60ft.

Single Spike. As an action you can place a single spike and speak a command word to activate it. If any creature comes within 10ft. of the spike the alarm is triggered.

Boundary of Spikes. You can place multiple spikes in a 200ft. radius, meaning each spike has to be within a 200ft. range of all the other spikes. You can speak a command word to link them together. Whenever a creature crosses the perimeter line between two spikes the alarm is triggered.

SHIELD OF THE DEEP ONE



SOCKS OF FINDING



SPIKES OF ALARM



SKIRT OF THE MERCHANT PRINCESS



SUPERIOR CONJURATION CLAY

Legendary Wondrous Item

Earthen Duplicate. As an action you can take out the clay from the pot and speak a command word. The clay grows and shapes into a clay duplicate of yourself.

The duplicate has 80 hit points and an AC of 14. It has exactly the same ability scores, skills, and features as you. It can cast the same spells as you but doing so expends your own spell slots. Any bonuses you gain from magic items or blessings do not carry over to the duplicate.

The duplicate is a Construct and clearly made of clay. It listens to your commands but can not speak. In combat the duplicate rolls their own initiative. The duplicate lasts for 1 hour or until it is destroyed.

Superior Enchantment. After using the clay you can refill the pot with 5 parts sand and 1 part water and close it. After 3d6 weeks the ingredients have turned into clay which can be used again.

THORNS OF GREED

Rare Morningstar

Requires attunement

Damage. 1d8+1 Piercing

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

Pulse of Greed. When you make a successful attack you may roll a separate damage die for an additional 1d8 Force damage. If this roll is equal or higher than your first roll, you may add it to the total damage. You may do this up to 5 times, so long as the new roll is higher than the previous roll. If a new roll deals less damage than the previous roll, the attack misses completely and you receive half of the damage you would have dealt to the target.

TRIDENT OF THE COBALT DIVIDE

Very Rare Trident (Thrown, Versatile)

Requires attunement

Damage. 1d6 (1d8) +2 Piercing

Range. 20/60

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

Might of the Blue. The range of this trident is doubled when thrown over a body of water that is at least 20ft. wide. The range is also doubled when you and your target are both completely under water.

Ebb and Flow. When you make a successful range attack roll with this weapon you can call it back to a free hand as part of your attack action.

Lightning Conductor. A creature that is critically hit by the trident becomes vulnerable to Lightning damage until the end of its next turn. If a creature is immune it becomes resistant, if it is resistant it loses the resistance.

TWISTBREEZE LONGBOW

Rare Wondrous Item

Requires attunement

Damage. 1d8+2 Piercing

Range. 150/600

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

Winds of the World. The longbow holds 10 charges. You can expend a number of charges before you make an attack and use one of the features below. You can only use one of the features per attack. The bow recharges 1d8+2 charges at dawn.

Carried by the Breeze (2 charges). The range of the longbow increases to 250/700 as favorable winds carry your arrow further.

Gust (3 charges). The arrow is surrounded by a powerful gust of air. On a successful attack the target has to make a Strength saving throw (DC 15) or be pushed 10ft. away from you.

Freezing Winds (5 charges). The arrow is surrounded by freezing air, on a successful attack the target takes an additional 2d4 Cold damage.

