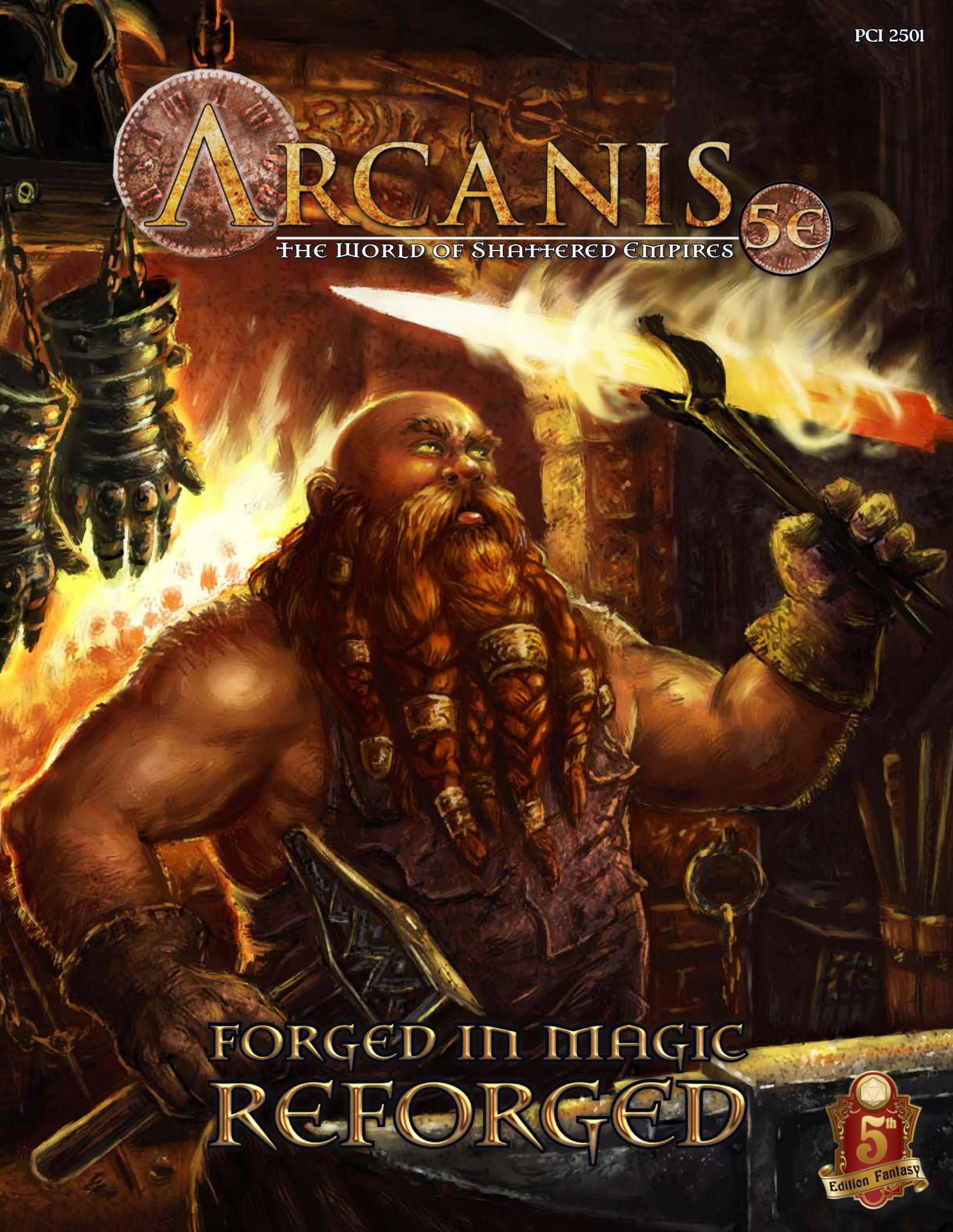


ARCANIS

THE WORLD OF SHATTERED EMPIRES



FORGED IN MAGIC
REFORGED





FORGED IN MAGIC REFORGED

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INTRODUCTION

Magic items have long been a staple of fantasy stories, whether oral, literary or those told through RPGs. Let's be honest, who doesn't get a bit excited when the GM says that your character finds an ancient chest? What's in it? The possibilities are endless.

And that's where *Forged in Magic: REFORGED* comes in.

Within this book, you'll find hundreds of new magic items, from strange elixirs and potions, to arcane rings, enchanted wands and staffs, armor and shields and everyone's favorite, magical weapons. Sprinkled throughout, there are also items that, while wondrous, may also be cursed.

The items in this book follow a basic template. They all have a name, a tag with category and rarity, a description, history and, finally, its abilities and effects. A quick glance will show that the history section for each entry places the item squarely in the Arcanis world setting.

We do realize that there are many other settings out there, from those published to the home-grown type. That's why the history is neatly separated from the rest of the material in the write-up, so that you can easily zero in on what you need and carry on. However, if the item's story intrigues you and you'd like to know more about the Arcanis setting, we offer the Arcanis 5E Primer PDF for free. You can download the PDF here: <http://tinyurl.com/Arcanis5EPrimer>

The other thing you'll notice is the flavor given to each item. By this I mean that rather than a +2 sword, there is the Sword of the Soldier Saints of Dagha or Heartseeker. Sometimes magic items are simple expressions of combat bonuses or engines that cast spells. A +5 greatsword will make a warrior very powerful, but where is the wonder in that? A sword that despises dwarves and growls when in their presence adds more to the character's value as a storytelling element.

Name Them Well

This is the ultimate issue. King Arthur did not wield "+4 holy keen vorpal longsword" and it is likely that an 8th century Celtic bard would have been stoned to death if he had. Heroes of legend wield weapons of great repute. Few heroic figures have boring names and even fewer items of power were explained away as "a mighty blade." Avoid awarding a "+ something hand axe" or "wand of some spell or another" and you have already increased the storyline value of that item. Also, players that find magic items should name them, especially something as vital and personal as a weapon.

A Special Thank You

Forged in Magic: REFORGED would not be in your hands if it weren't for the faith and generosity of the 797 backers who believed in the product and in our ability to produce it. I hope that the book exceeds your expectations.

From all of us at PCI, we thank you!

Now get going and start reading the book. Your players are about to do away with the Priest-King of Yar and you need to make sure they find something worthy of that mighty achievement.

Best,
Henry Lopez

CHAPTER ONE

ALCHEMICAL ITEMS, ELIXIRS, OILS, AND POTIONS

ALCHEMICAL ITEMS

Alchemical items are not products of magic, but of science. All these items have one thing in common; they may only be used once. Unlike magic items, alchemical items can be easily purchased.

ALCHEMICAL ITEMS	COST
Blood Paste	40gp
Combustible Sphere	50gp
Flash Sphere	50gp
Frost Sphere	50gp
Glow Dust	25gp
Gum Bag	50gp
Moon Ink	25gp
Refreshing Brew	40gp
Smelling Salts	40gp
Sweet Water	25gp

Blood Paste

Alchemical equipment

Description: Created from a mixture of several different herbs, blood paste is a sweet smelling red paste that heals all but the most grievous injury.

Abilities/Effects: During a short rest, you may apply this paste to heal 1d6 hit points. A creature may not benefit from another application of the paste until they complete a long rest.

Combustible Sphere

Alchemical equipment

Description: These small spheres are filled with a mixture of alcohol, flint chips and blast powder.

Abilities/Effects: As an action you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the combustible sphere as an improvised weapon. On a hit, the target takes 1d6 fire damage and 1d6 thunder damage. This explosion is quite loud and can be clearly heard hundreds of feet away.

Flash Sphere

Alchemical equipment

Description: This small sphere is filled with a gray powder that may be thrown, causing a splash attack, bursting in a flash of searing light.

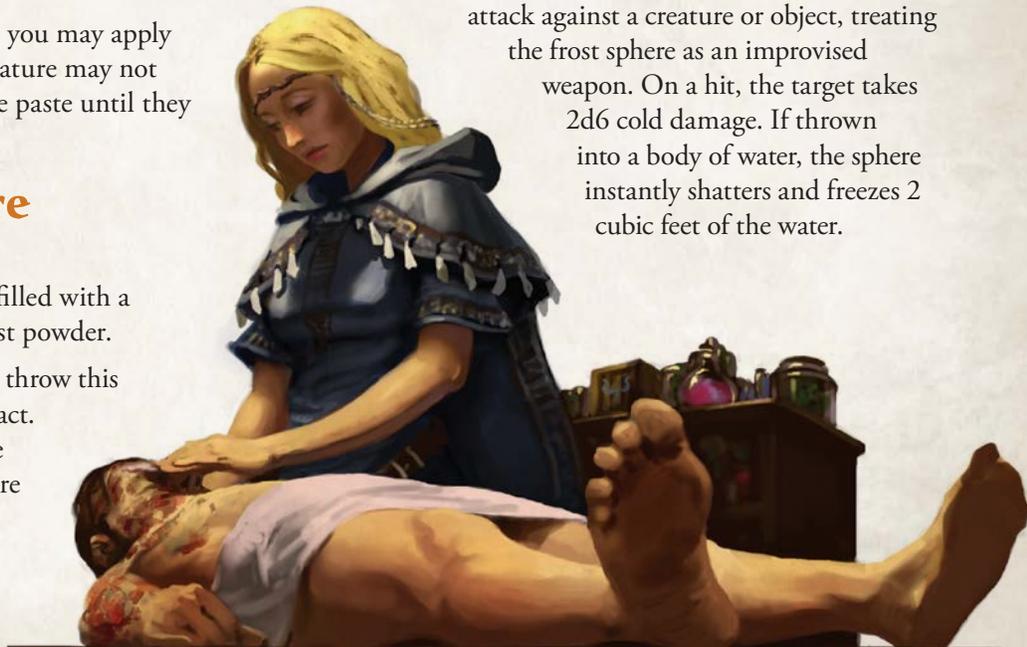
Abilities/Effects: As an action you can throw this flask at a creature, object, or empty space up to 20 feet away, shattering it on impact. Make a ranged attack against a creature or object, treating the flash sphere as an improvised weapon; no attack roll is needed if you target an empty space. All creatures within 5 feet of the point of impact must make a successful DC 10 Constitution saving throw or become blinded until the beginning of their next turn. A creature that cannot see gains advantage on their saving throw.

Frost Sphere

Alchemical equipment

Description: This small sphere is filled with two chemicals each a distinct shade of blue. When the chemicals are mixed they suddenly absorb all heat from the surrounding area, flash freezing water and chilling those unfortunate enough to be close to the point of impact.

Abilities/Effects: As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the frost sphere as an improvised weapon. On a hit, the target takes 2d6 cold damage. If thrown into a body of water, the sphere instantly shatters and freezes 2 cubic feet of the water.



Glow Dust

Alchemical equipment

Description: Essentially dried glowing moss, this powder retains the ability to glow after a good shake.

Abilities/Effects: As an action, you may empty the contents of this container to cover a 10-foot by 10-foot area which then glows with dim light. This illumination grants advantage on Wisdom (Survival) or Intelligence (Investigation) checks to find tracks or any other signs of passage. This effect lasts for 10 minutes, after which the glow fades.

Gum Bag

Alchemical equipment

Description: Created from tar and mixed with special oils, this mixture is held in small clay containers. When the concoction comes in contact with air, it creates a bond strong enough to hold a warhorse in place.

Abilities/Effects: As an action, you can throw this container up to 20 feet, where it shatters on contact and its contents mix and expand. Make a ranged attack against a creature or object, treating the gum bag as an improvised weapon. On a hit, the target must make a successful DC 15 Strength saving throw or have their walking speed reduced to 0. As an action, at the beginning of their turn, a creature affected by the contents of a gum bag may attempt a DC 15 Strength (Athletics) check to break free. The contents of the bag lose its adhesive properties after 1 minute.

Moon Ink

Alchemical equipment

Description: Commonly created from the nightbloom flowering plant, this ink is highly prized by any who wish to keep their communications secret.

Abilities/Effects: Once anything is written with this ink, the writer needs to warm the paper over an open fire to cause the ink to quickly disappear. Later, the owner of the document may lightly wet the paper and then hold it up against a light source (typically the light of the full moon, hence its name) to read the message. One vial of ink will last for two pages of paper.

Refreshing Brew

Alchemical equipment

Description: This delicious elixir has been around longer than recorded history, it is commonly referred to as 'morning draft'.

Abilities/Effects: If you consume a flask of this refreshing drink during a long rest, you regain 2 additional spent hit die. You may only benefit from one vial of refreshing brew per long rest.

Smelling Salts

Alchemical equipment

Description: The Ansharan temple created this strange and powerful concoction to help young neophytes quickly recover from the rigors of their training.

Abilities/Effects: : You may use smelling salts on an unconscious creature to force them back into consciousness. If the creature was knocked unconscious due to hit point loss, the creature is awakened and spends 1 hit die to recover hit points. Creatures which do not have any remaining hit die cannot be aroused though the use of smelling salts.

Sweet Water

Alchemical equipment

Description: Highly sought after by nobility, there are only a handful of alchemists capable of brewing a vial of this clear luminescent liquid.

Abilities/Effects: One vial of sweet water cleanses 2 gallons of liquid of any poisons or impurities. It has no effect on creatures entirely comprised of liquid, like water elementals.

ELIXIRS, OILS, AND POTIONS

Draught of the Saddle Born

Potion, rare

Description: This liquid has the thick consistency of syrup and is white in color.

History: Though shunned by their fellow tribesman, Ehtzara are still sought out from time to time by an ambitious chieftain or budding warrior for items of power. One common request is for a Jihuk-Za, or, roughly translated, a "draught of the saddle born". These potions are reputed to give the imbiber power over equines and grant a warrior uncanny control of their mount. Ehtzara brew these elixirs from mare's milk and the sap from certain cacti, the identity of which is kept a closely guarded secret.

Abilities/Effects: When you drink this potion you gain the ability to speak with all manner of equine animals for 4 hours and have advantage on all Wisdom (Animal Handling) checks dealing with equines.

Elixir of Longevity

Potion, legendary

Description: The liquid of this potion is clear with a slight yellowish tint.

History: This elixir was used exclusively by the ssanu nobles of Yahsremore during the years before the elorii slave revolt. Brewed from blending the tears of the immortal elorii, extracted through unspeakable tortures, along with the venom of a rare and deadly asp, this elixir grants its imbibers an unnaturally extended life.

Abilities/Effects: Once you drink this potion you must make a DC 25 Constitution saving throw. If you succeed your natural lifespan is doubled; if you fail, you die instantly. This potion may be used multiple times, but each dose requires a new Constitution saving throw. This potion has no effect if you are immortal.

Elixir of Red Fury

Potion, rare

Description: This blood red potion bubbles and swirls as if the very liquid were angered.

History: First created by the Temple of Hurrian, there is also a version of this potion available from the Temple of Nier.

Abilities/Effects: Drinking this potion causes you to fly into furious rage for 1 minute, granting a +2 bonus to melee damage as well as gaining advantage on Strength ability checks and Strength saving throws. During this red rage, you are unable to cast or concentrate on spells. You may not end the rage until the potion runs its course.

Elixir of Skins

Potion, rare

Description: Brewed from a combination of blood, broth, and marrow from an appropriate beast, this brownish mixture is then poured into a wooden flask carved in the creature's likeness.

History: This elixir was once the province of the Pengik tribes of the Pricklespur Forest, but years of trading with the neighboring Yhing hir has made this unique brew available to the shaman of the horsemen.

Abilities/Effects: Each *elixir of skins* is made with materials from a specific creature of CR 2 or less. For 4 hours after imbibing this elixir, you may, as a bonus action, Wild Shape into the creature the elixir was made from.

You may only use this ability once and you can remain transformed for up to one hour. If you are a druid, you gain all of the Wild Shape benefits imparted by your Circle (if any).

Elixir of the Oracle

Potion, very rare

Description: This elixir has a slightly rosy tint, though the faint specs suspended in the liquid reflect a gold and silvery shine.

History: This elixir is brewed only by the most talented of Larissan Oracles, and then only when they feel it is necessary to grant individuals visions of their own future. When imbibed, this elixir grants the user an answer to a question regarding the future of a person, place, or object.

Abilities/Effects: When drinking this potion, you instantly fall into a deep trance for 1 minute, during which you are overwhelmed by visions of the future. These take the form of a flood of pictures, sounds, and emotions. You may attempt a DC 15 Wisdom (Insight) check to determine a general emotion connected to the visions (fear, disgust, anguish, distrust, or pleasure, for example).

At the GM's discretion, you may attempt an Intelligence (Investigation) check to recall specific details of the vision at a later date. The exact nature of the vision is up to the GM, but this potion can be used as a vehicle to foreshadow important campaign events.

Elixir of the Valinor's Heart

Potion, very rare

Description: This ornate crystal vial contains a viscous red fluid.

History: Said to have been created by the val'Mehan family during the ancient Blood Wars, the formula for creating this potion was discovered by the Emerald Society during an expedition in the Blessed Lands. Since creating one draught of this elixir requires the complete exsanguination of a val, it was considered too dangerous for public consumption and so consigned to the Vaults of Forbidden Knowledge in New Althré'. Nevertheless, the formula made its way into grimoires of various black sorcerers, witches and unscrupulous Sarishans across the Known Lands.

Abilities/Effects: This elixir grants the drinker the bloodline abilities of a single val family, with the specific powers being dictated by which val was used to create the elixir. For 1 hour after imbibing this elixir, you gain one of the following benefits as appropriate:



ELIXIR OF
THE VALINOR'S
HEART

If you are a val of the same bloodline as the elixir, your Blood Rank is increased by 2 and you gain the corresponding benefits (attack bonus, save DC increase, additional powers, uses per day), though you gain no additional bloodline powers.

If you are a val of a different bloodline from the elixir, you suppress your own powers and replace them with powers chosen from the potion's bloodline. You may only access a number of bloodline powers equal to those you already have (for example, if you have 3 val bloodline powers presently, you may only access 3 bloodline powers of equivalent level of the val bloodline of the elixir).

If you are not a val you gain no benefits from this elixir, and instead suffer 4d10 poison damage and are poisoned for 1 hour.

Fury Elixir

Potion, uncommon

Description: This milky mixture is usually contained in a metal flask, which bubbles and sizzles when unstopped.

History: First gaining popularity in the gladiatorial arenas of Sicaris, Eppion, and Plexus, the elixir was a closely guarded secret as use of magical or alchemical enhancements are frowned upon. It remained so until the funerary games of the Emperor Calceustus val'Assanté. There, a second-rate gladiator butchered a very skilled and favorite fighter of the new emperor. After an investigation, the gladiator confessed to taking the concoction and soon thereafter use of the *fury elixir* has been prohibited. Even though the elixir blesses the user with greatly enhanced physical attributes and the ability to ignore pain, it later ravages the mind and body leaving many a gladiator an empty husk.

Abilities/Effects: Upon drinking this potion you gain resistance to bludgeoning, piercing, and slashing damage, as well as gaining a +1d4 bonus on melee damage rolls for 10 minutes. Afterwards, you gain 1 level of exhaustion.

Ghost Guard Potion

Potion, rare

Description: This clear viscous liquid seems to shimmer when held up to the light.

History: Brewed from specially prepared roots and herbs growing on the Corlathian Mountains, this potion has become very popular among the faithful of Beltine and those who actively hunt spirits.

Abilities/Effects: Once you drink this potion your spirit feels fortified. You gain resistance to necrotic damage for 1 hour. In addition, you have advantage on saving throws made to resist abilities and effects from creatures who possess the Incorporeal Movement special trait.

Ghoststep Draught

Potion, very rare

Description: Requiring a lengthy Beltinian prayer over a flask of ectoplasm residue from a forcefully dissipated spirit or shade, the *ghoststep draught* is one of the rarest and most difficult potions to produce.

History: Believed known only to the Beltinian high priests for use in their most sacred rituals travelers to the Hinterlands have witnessed the Ehtzara use a similar potion to achieve the same results. Scholars are unsure if this is merely a product of parallel development or if there is some heretofore unknown link between the Beltinians and these erratic shamans.

Abilities/Effects: Once you drink this potion your physical form begins to dissipate, taking on the qualities of an incorporeal creature, gaining the Incorporeal Movement and Ethereal Sight special traits of a ghost for 1 minute.

Holy Tiger Draught

Potion, rare

Description: This fiery tasting green potion is typically found within a decorative gourd painted or carved with stalking tigers and jungle motifs.

History: This exotic elixir originated among the cannibal Nung tribe located far to the west, on one of the many archipelagos of the Messalean Sea. The tribe's witch doctor prepares the draught from sacred peppers, a fresh kill and invocations to the spirit of the fearsome striped hunter that stalks the land. Though savage, the Nung do understand and appreciate the strange and exotic trinkets that come from trade. Far ranging Chauni and Dailish pirates have managed to acquire the recipe and have sold it to alchemists and scholars across the Known Lands.

Abilities/Effects: When you drink this magical potion your hands become muscular and paw-like with retractable claws. For the next hour, your unarmed strikes deal 1d6 slashing damage. In addition, when taking the Attack action, you may make an additional unarmed strike as a bonus action.

While under the effects of this potion your hands lack the ability to grasp objects, requiring you to make a DC 15 Dexterity check to pick up or hold any object. If you possess the Martial Arts class feature you may choose to deal bludgeoning, slashing or piercing damage with your unarmed strikes.

Mindfire

Potion, very rare

Description: This clear liquid tastes sweet and produces a pleasant tingling to the user's lips.

History: This potion is brewed from the crushed petals of the rare prince's flower and has become quite popular among scribes and sages throughout the Known Lands. Though its benefits are tangible, it takes a terrible toll upon the body. What some imbibers feel is even worse is that the prince's flower is only found upon the Isle of Tears, the home of the dreaded Sorcerer-King and his Harvesters. Originally created by the Ymandrake Wine Drinkers, they often demand payment in the form of information on the whereabouts of arcane spellcasters in exchange for another vial.

Abilities/Effects: When you drink this potion you add double your proficiency bonus on Intelligence and Wisdom ability checks for 1 hour. Afterwards, you suffer 1 level of exhaustion.

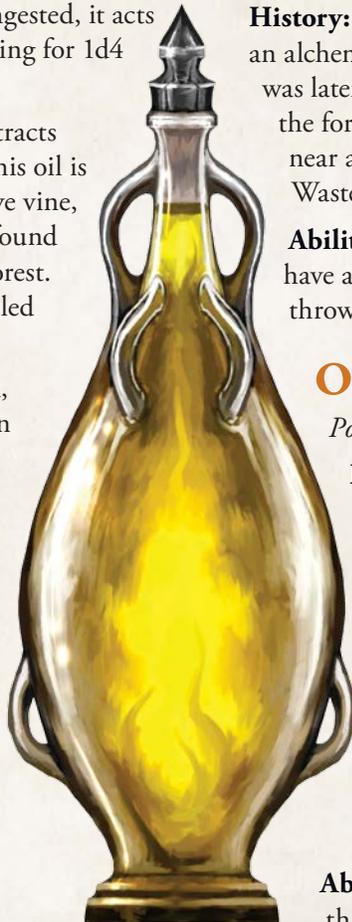
Oil of Beast Repulsion

Potion, rare

Description: This murky liquid has an unexpectedly floral scent, and is applied topically. If ingested, it acts as a mild poison, inducing violent vomiting for 1d4 hours.

History: Brewed by the Pengik from extracts gathered across their traditional lands, this oil is made from the squeezing of the rare iyaye vine, a dangerous crawling plant that is only found in the remote parts of the Pricklespur Forest. Bits of various animals must then be boiled into the potion.

Abilities/Effects: After applying this oil, for 1 minute any beasts that come within 30 feet of you must succeed on a DC 19 Wisdom saving throw or become frightened. Beasts that fail their save remain frightened as long as they can see you and must move to the nearest safe spot where they cannot see you. If they then come back within 30 feet of you, they may make a new saving throw. Once a beast succeeds on their saving throw, they are unaffected by the oil for its duration. Creatures that cannot smell automatically succeed on their saving throw.



OIL OF
PYROTECHNICS

Oil of Deflection

Potion, rare

Description: Stored in a hinged shell of a small turtle, this salve is created from a mixture of herbs and a pungent mold that grows deep within swamps and marshes. Rumors persist of additional, if less savory, ingredients but what these are is something that the ss'ressen priestesses are unwilling to share. After letting the concoction cool after boiling, it creates a smelly paste that is applied by smearing it over the user's body.

History: Crafted by specially trained ss'ressen priestesses, the salve is used to provide ss'ressen warriors with an equal footing against the heavier armored humans of Milandir and Coryan.

Abilities/Effects: Each shell holds 3 applications of *oil of deflection*. Each application covers a Medium or smaller creature. Applying this oil takes 1 minute, but once applied, you gain a +1 bonus to your AC for the next hour.

Oil of Puissance

Potion, rare

Description: This clear oil has a metallic smell and is brewed by priests of Nier or Hurrian.

History: This oil was first developed by Taliose val'Viridan, an alchemist in service to the Sword of the Heavens. He was later captured by rebel forces and 'persuaded' to reveal the formula before being buried up to his neck and left near a colony of tiger ants on the edge of the Haunted Wastes.

Abilities/Effects: You gain 10 temporary hit points and have advantage on Strength and Constitution saving throws for 1 minute.

Oil of Pyrotechnics

Potion, rare

Description: Appearing to look like common olive oil, these potions typically come in fragile ceramic or glass containers. The liquid is a highly reactive explosive, without the viscosity of alchemist's fire. When used as a grenade-like weapon, it explodes with devastating consequences.

History: These oils were first encountered by Coryani legions during their war with the Khitani, who were fond of using this explosive concoction to devastating effect.

Abilities/Effects: As an action, you can throw this vial up to 20 feet, where it shatters on impact and the liquid within explodes on contact. Make a ranged attack against a creature or an object,

treating the vial as an improvised weapon. Every creature in a 10-foot radius around where the vial breaks must make a DC 14 Dexterity saving throw. An affected creature takes 3d8 fire and 3d8 thunder damage, or half as much on a successful saving throw. This explosion is quite loud and can be clearly heard hundreds of feet away.

Oil of Scent Masking

Potion, uncommon

Description: This amber colored oil is odorless. When applied, this oil masks the scent of the wearer.

History: This oil was first discovered being used by poachers raiding the preserves of Balantica to avoid the hounds and other beasts used to safeguard the area. When questioned, the poachers couldn't identify who sold them the oil. The ruling val'Dellenov family believes that it must have been the neighboring val'Borda family, testing the oil's efficacy before issuing it to their spies. For their part, the scions of Cadic vehemently deny any such accusations.

Abilities/Effects: After spreading this oil upon your body, any creature who attempts to track or locate you though scent suffers disadvantage on their ability checks for the next three hours. Even if the creature normally has advantage while using scent, the power of this oil is so overpowering the creature still suffers disadvantage.

Potion of Bloodmastery

Potion, (lesser) rare; (greater) very rare

Description: This potion is dark red, almost the purple of a bruise, with a silver effervesce when unstopped.

History: Seeking a way to emulate the ability some mages wield Adkir, a member of the Ymandrake Order of Wine Drinkers, studied and experimented around the clock, much to the agony of his test subjects, until he unlocked the secret of the formulae. Through a laborious process, he was able to distill the very essence in a sorcerer's blood that allows him to manipulate arcane power. After hurriedly preparing his first vial of it, he presented it to Order. Needless to say, his superiors were most pleased and Adkir's worth to the Wine Drinkers soared.

Only accomplished Wine Drinkers are allowed access to the *lesser bloodmastery potion* and the secret of its creation, while only the highest-ranking Wine Drinkers have access to the *greater bloodmastery potion*. Adkir has recently perfected an even more powerful *bloodmastery potion* that emulates specific val family bloodline abilities, but gleefully waits to demonstrate its marvelous efficiency in a large-scale slaughter of some kind. His Order finds this amusing. The vals certainly won't.

Abilities/Effects: When casting a spell, you may drink this potion as an additional material component. Its

effects depend on the rarity of the potion. If you drink this potion and you are not a Wine Drinker, you suffer disadvantage on any saving throw against spells until the beginning of your next turn, in addition to its other effects.

Lesser bloodmastery: Your spell is cast as if you used a spell slot 1 level higher, even if you do not possess the appropriate spell slot.

Greater bloodmastery: Your spell is cast as if you used a spell slot one-level higher, even if you do not possess a higher level slot. In addition, if your target has blood or internal fluid of some kind, you have advantage on your spell attack roll and give disadvantage on your target's saving throw against the spells effects, if any.

Potion of Mist

Potion, rare

Description: This clear viscous liquid seems to shimmer when held up to the light.

History: Commissioned by a group of thieves, the dwarven Master Alchemist Rōdin, the Encali knew a great business opportunity when he saw one. He freely sold hundreds of vials of his creation to anyone who could meet his price. His monopoly was eventually broken when the formula was stolen, the robber vanishing without a trace, but for a thin trail of haze.

Abilities/Effects: You After drinking this potion, for 1 minute you may spend your reaction to surround yourself in silvery mist and teleport up to 30 feet to an unoccupied space that you can see.

Potion of Poison Spittle

Potion, rare

Description: Swirling green fluid fills this glass phial, usually marked with a spitting asp on the side.

History: A cache of vials filled with this potion was discovered in a cave near the Canyon of Zhu. While only forty bottles of the mixture were found, others have been found in and near the Abessian Dominion throughout the years. Possession of this item is illegal in most nations of the Known Lands.

Abilities/Effects: After drinking this potion, for 1 minute you may, as a bonus action you may spit poison at a target you can see. Make a ranged attack against a creature within 30 feet, treating your poison spittle as an improvised weapon. Any creature struck suffers 3d8 poison damage and must make a DC 13 Constitution saving throw or be poisoned for 1 hour.

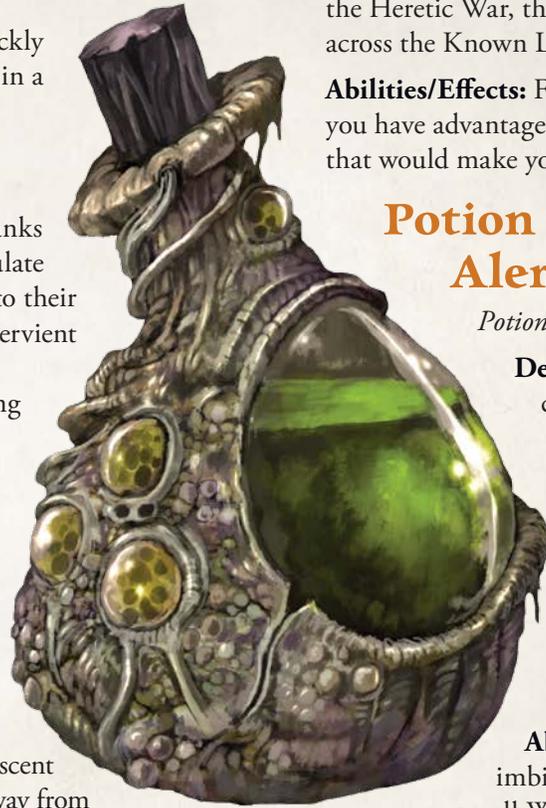
Potion of Putrescence

Potion, uncommon

Description: This vile liquid is sickly green in color and is usually held in a putrescent skin.

History: Fanatical Nerothians aspiring to one day receive the blessing of Neroth and join the ranks of undead, use this potion to emulate their betters. Once ingratiated into their court, they make themselves subservient to their undead lords, seeking guidance, tutelage, and performing tasks delegated by their masters, in the hopes of being granted life beyond life.

Abilities/Effects: Once you drink this disgusting potion, for 1 minute, any creature within 10 feet that possesses a sense of smell must make a DC 15 Constitution saving throw or become poisoned by your noxious scent until they are more than 10 feet away from you. For the next hour, you have advantage on all Charisma checks when attempting to feign death, appearing to all as a corpse.



POTION OF
PUTRESCENCE

Potion of Satiety

Potion, rare

Description: This potion appears golden brown and tastes like honey mead.

History: These potions can usually be acquired at shrines or temples to the goddess Anshar, especially those near the frontier, where finding fresh water and food is uncertain.

Abilities/Effects: You require neither food nor drink for 1d4 days + your Constitution modifier after drinking this potion. You suffer no ill effects of thirst or starvation during this time, even those that would be inflicted through supernatural means. You may eat and drink during this time without ill effect. Once the duration has ended, you must make a DC 14 Constitution saving throw or gain 2 levels of exhaustion.

If you drink this potion while you have levels of exhaustion, you immediately vomit up the potion and do not gain any of its effects.

Potion of Steely Nerves

Potion, uncommon

Description: This purple liquid is easily identified by its pungent odor and fiery taste.

History: First crafted by the Milandisian priests of Hurrian for those marching towards the horrors of Canceri during the Heretic War, this potion now enjoys widespread use across the Known Lands.

Abilities/Effects: For 1 hour after imbibing this potion, you have advantage on all saving throws against any effect that would make you frightened.

Potion of Uncanny Alertness

Potion, rare

Description: This potion at first appears colorless but when held in the sunlight it is revealed to have a faint blue tint.

History: Used by explorers of the Emerald Society when delving into ancient catacombs or in the pervasive lightless caverns of the Endless Dark, this potion has saved many lives by revealing chasms and dead drops that would have otherwise been invisible.

Abilities/Effects: For 1 hour after imbibing this potion, you have advantage on all Wisdom (Perception) checks and your passive Perception increases by +5. Unfortunately, your increased sensitivity of vision and hearing makes you vulnerable to bright lights and loud sounds, giving you disadvantage on saving throws against light or sound based attacks during the duration of the potion.

Sanctified Oil

Potion, uncommon

Description: These oils were once stored in glass upon which were inscribed prayers and benedictions of the various Gods. During the Fifth Crusade, common tin flasks were used and reused due to the King's orders to produce large quantities of the oil.

History: Once a rare commodity and given sparingly to only the most pious and worthy, sanctified oils were produced in large quantities by order of King Osric during the Fifth Crusade of Light. So commonplace were these sacred oils that the soldiers began to irreverently calling it, "the Gods' spit". With their stores of ingredients depleted, temple priests were unable to produce the quantities demanded of them twenty years later at the inception of the Sixth Crusade of Light, leading to a higher mortality rate among the rank and file in their battles against Infernals.

Abilities/Effects: As an action you may apply this oil on a non-magical weapon, shield or suit of armor. If applied to a weapon, the weapon becomes temporarily magical,

granting a +1 bonus to attack and damage rolls with that weapon. If applied to a shield or armor, it grants a +1 bonus to AC while wearing the armor or holding the shield. This effect lasts for 1 hour.

Voei Skin Salve

Potion, very rare

Description: This clay jar contains a brownish-green liquid with the viscosity of syrup. When applied to the bare skin, flesh takes on a thick and warty quality, darkening slightly, and giving off a cinnamon aroma.

History: The formula for this noxious salve was discovered by Calyce val'Dellenov during an expedition to the Fervidus Hills. Her party of explorers came across the deserted encampment of a tribe of savage Voei. While the rest of the expedition sifted for rare Voei artifacts, Calyce stumbled upon the dwelling of the tribe's witchdoctor. Among the many strange items in the hut, she came across a sample of a strange salve. When applied to the skin, the flesh becomes hard and warty, taking on a brown tinge and making it resistant to many types of harm.

After years of experimentation mostly on herself, Calyce was able to replicate the recipe and manufacture more of the paste. Unfortunately, Calyce also learned that the salve has an addictive quality to it, until eventually, the being that was Calyce val'Dellenov was cornered and incinerated, ending her homicidal rampage throughout the streets of Old Coryan.

Abilities/Effects: You cannot apply this paste if you have levels of exhaustion. Once applied, the paste remains active for 1 hour. While active, you heal 10 hit points of damage at the beginning of your turn. This healing is suppressed for 1 round if you suffer acid or fire damage.

If you are reduced to 0 hit points while under the effects of this potion, you automatically succeed on all death saving throws, and begin to regain hit points after your third death save. If you suffer acid or fire damage while below 0 hit points, you automatically fail your death saving throws as normal for suffering damage while unconscious.

After this paste wears off, you gain 1 level of exhaustion.

War Paints of the Skohir

Potion, very rare

Description: These body paints are fashioned by Skohir shamans from the paste made from red seaweed found in the shallows of islands known only to them. This paste is mixed during a complex ritual while with various herbs, roots and seeds to create pastes of different colors and textures, while appealing to various spirits to empower the mixture.

History: Used by the Skohir during raids or for rare standing battles against rival Yhing-hir tribes or Milandisians, it makes these formidable warriors even more deadly and fearsome.

Abilities/Effects: The war paint requires 1 hour to apply as the application must be precise and pleasing to the spirits. For 1 hour, these pigments protect you, granting an AC of 14 + your Dexterity modifier. In addition, the war paint grants different effects depending upon the type of pigment applied.

Red war paint gives advantage on Strength and Dexterity saving throws

Blue gives advantage on Intelligence and Wisdom saving throws

Violet affords a +1d4 bonus to all weapon damage rolls.

Black grants the ability to take the Hide action as a bonus action on your turn as well as the benefits of the *pass without trace* spell (self-only, no concentration required).

CURSED ITEMS

Elixir of the Deceiver

Potion, rare

Description: This potion is indistinguishable from the *elixir of the oracle*.

History: The twins Felice and Felisa val'Sheem took different paths in life. He joined the oracular sect of the Temple of Larissa, while she joined the dreaded Troupe of the Final Note in service to Cadic. The two remained close, and when Lauro Savono of the Fellowship of Savona began blackmailing Felice he turned to his sister. Lauro had political ambitions, and was forcing Felice to craft oracular elixirs that allowed him glimpses of the future to guide his strategy. Felisia helped her brother craft this cursed draught, which he gave to Lauro before a speech in the Savonan forum. The resulting babble destroyed Lauro's political reputation, and when he sought revenge Felisa was there. The assassination was ruled a suicide.

Abilities/Effects: When you drink this potion it grants you a vision as per the *vision of the oracle* spell of some future event.

Curse: This potion is cursed, a fact that is revealed only when an *identify* spell is cast on the potion. Whenever the drinker attempts to communicate, either verbally or written, the contents of this vision, his words sound clear to them but are twisted and contrary to all others. This curse may be removed by the *remove curse* spell. Once the curse is removed, the imbiber is unable to remember the vision granted by the potion.

See Chapter Nine for the *vision of the oracle* spell.

CHAPTER TWO

ARMORS & SHIELDS

ARMORS

Aegis of the Crusader

Armor (breastplate), rare (requires attunement)

Description: This armor set consists of a stylized breastplate, greaves, vambraces and a crested helm.

History: Designed by the dwarven armorers of Solanos Mor that accompanied the first Crusade of Light, each suit of aegis is dedicated to a specific god from the Pantheon of Man. The chosen god's iconography and selected passages from the Holy Canticle is emblazoned upon the breastplate of the aegis. Given the cost to construct these suits of armor, new ones are rarely commissioned from the dwarven smiths, though the Mother Church of Coryan has been known to do so when the occasion demanded.

Abilities/Effects: You may only become attuned to the *aegis of the crusader* if you worship the same deity to which the armor is dedicated. While wearing this armor, you gain a +1 bonus to AC, which increases to +2 if you are also capable of casting divine spells.

Divine Blessings: This magic armor has 3 charges. While wearing it, as an action you may expend 1 charge to cast the spell listed on the table below. Whenever this special ability of the aegis is activated, a brief momentary image of an angelic Valinor appears around the wearer. This armor regains 1 expended charge daily at dawn or 2 charges if the armor is directly exposed to the light of the rising sun.

DEITY	SPELL
Althares	<i>see invisibility</i>
Anshar	<i>misty step</i>
Beltine	<i>prayer of healing</i>
Cadic	<i>invisibility</i>
Hurrian	<i>aid</i>
Illir	<i>bless</i>
Larissa	<i>augury</i>
Neroth	<i>lesser restoration</i>
Nier	<i>false life (cast at 2nd level)</i>
Saluwe	<i>pass without trace</i>
Sarish	<i>protection from evil and good</i>
Yarris	<i>water breathing</i>

Armor of Illiir's Light

Armor (medium), rare

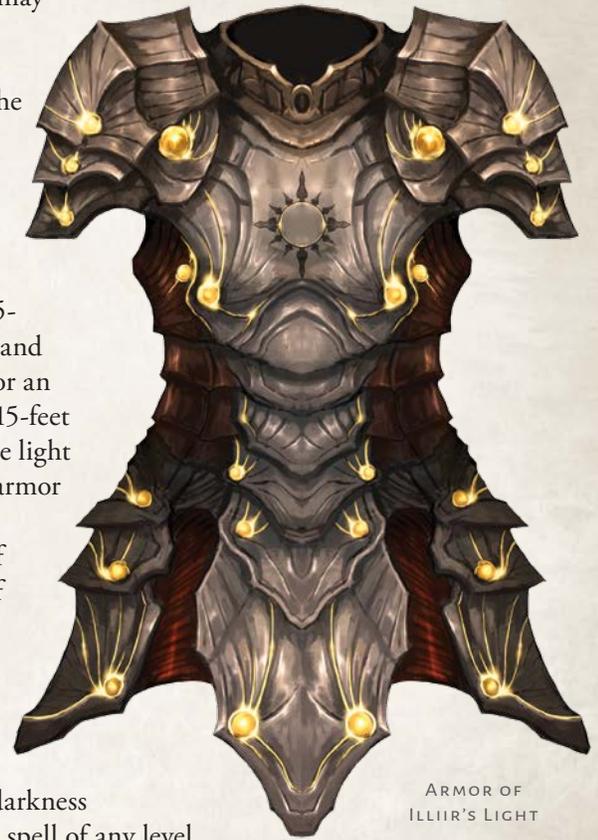
Description: This enchanted suit of medium armor is crafted from the finest quality forged steel with small ornamental plates adorned with orbs of light with lines radiating to the edge like the rays of the sun.

History: Once scores of these armors were crafted and gifted to the worthiest holy champions of Illiir, but after the fall of the Imperium of Man, the skill to do so was lost. Now, other than those suits found in moldering crypts or pried from the clutches of creatures undeserving of such a gift, all others have been lost, awaiting discovery by the daring and pious.

Abilities/Effects: This set of medium armor grants you +1 bonus to AC.

Illir's Light: As an

action you may cause your armor to shine like the sun for 1 minute. It issues forth bright light in a 15-foot radius and dim light for an additional 15-feet beyond. The light from your armor penetrates any form of darkness. If the light shed by your armor overlaps an area of darkness caused by a spell of any level, that spell is dispelled. Once this effect is used it may not be activated again until the next dawn.



ARMOR OF
ILLIIR'S LIGHT

Battledress of the Mercenary Captain

Armor (heavy), rare

Description: This exceptionally crafted heavy armor is covered with black enamel and inlaid with precious metals.

History: This armor is highly sought after by military leaders across the Known Lands, where the battledress is designed in the style of the commander's nation of allegiance: lorica squamata for the Coryani, Andrean plate for Milandisians, gothic plate for the Cancereze, and so on. Merchant princes who ply their trade across the continent are always interested on acquiring ancient versions of this armor as they fetch high prices from noble lords to mercenary captains alike.

Abilities/Effects: This set of armor grants you +1 bonus to AC. If you are wearing the version of the armor appropriate to your nation of allegiance or if you are proficient with all martial weapons, you also have advantage on all Charisma (Persuasion) checks made while in combat.

Brotherhood of the Scar Armor

Armor (leather), rare (requires attunement)

Description: This tight-fitting jerkin is made of tough, but pliable leather and dyed a dark color with engraved red accent decorations.

History: The people of Savona are usually stereotyped as hedonistic ne'er-do-wells, concerned with nothing more than enjoying life to its fullest. Though superficially true, they have a strong sense of honor where slights to their character, station or nobility must be given satisfaction. Due to this, a number of schools teach the art of dueling to supply the city with sufficient swordsmen for hire to bring satisfaction to the aggrieved.

The most infamous of these schools is the Brotherhood of the Scar, due to their practice of the sword master marking a graduating pupil with a cut across the cheek. Upon mastering the necessary skills, the



BROTHERHOOD OF
THE SCAR ARMOR

student is given the leather jerkin, marking them as one of the deadliest swordsmen in the Known Lands.

Abilities/Effects: This armor grants a +1 bonus to your Armor Class. While wearing this armor, you can gain the benefits of the Fighting Styles Duelist and Two-Weapon Fighting at the same time

Campaign Armor

Armor (any medium), uncommon

Description: These fine suits of medium armor seem common at first glance but are fashioned from the highest quality leather, hides, or steel, and are carefully articulated, proportioned until finally, they are enchanted to allow for maximum comfort and range of motion.

History: Designed originally by the Tir Betoqi dwarves for use by their commanders while out on campaign, an enterprising merchant invested in commissioning a dozen and sold them to human military leaders and nobles. Once word spread about the miraculous set of armor, the dwarf was inundated with orders, making him very rich indeed.

Abilities/Effects: You may sleep in this armor for as many nights as your Constitution bonus without incurring any penalties. This armor may be donned in 5 rounds and removed in just 1.

Corselet of the Duelist

Armor (studded leather), rare (requires attunement)

Description: This close-fitting doublet-styled jacket is reinforced with expertly arranged internal plates of hard leather, giving it superior protection while retaining remarkable flexibility.

History: Best suited to the nimble and flashy fighter, this armor is enhanced to aid balance and speed. It is believed that the first duelist jacket was fashioned for Mannulus val'Sheem, founder of the Red Sword Duelist School in Old Coryan. Detractors of the master swordsman point to the armor's ability as the reason for his prowess, rather than Mannulus' skill. This has led to many a bloody duel between the master duelist's students and those of rival schools.

Abilities/Effects: While worn, this armor grants a +1 bonus to your AC. When a creature that you can see attacks you with a melee weapon, you can use your reaction to gain an additional +1 bonus to your AC.

Cuirass of the Hussar

Armor (breast plate), rare

Description: This is an elaborately engraved cuirass of polished steel affixed on the back with two hook-rods fashioned to look like feathers that project as high as three feet above the shoulders.

History: With the skill to manufacture this armor lost to the ages, those pieces that do exist are family heirlooms, handed down through the generations. Those Milandisians possessing the cuirass are recruited into the cavalry, where their exceptional ability gives them an edge over raiding Yhing hir horsemen.

Abilities/Effects: While worn, this armor grants you a +1 bonus to your AC. This armor has 3 charges. When mounted, as a bonus action you may expend 1 charge to increase your mount's walking speed by 20 feet or grant your mount the ability to jump 3 times its normal distance. This armor regains 1d3 expended charges daily at dawn.

Garb of the Foresters of the Golden Boughs

Armor (studded leather), uncommon

Description: This armor is fashioned from hardened bone that reinforces a cured leather jerkin lined with furs. The exterior of the armor is typically covered by a woven 'tabard' of grasses and tree foliage.

History: The foresters of the Golden Boughs of Saluwé, make use of these armors to remain concealed from the terrible creatures and dangers that lurk within the serene glades of the Golden Boughs. The use of this armor has led to the legend told by poachers and hunters that enter the sacred forest in search rare game, that it is defended by plant demons. As long as it keeps such hunters out of the area, the foresters are more than happy to perpetuate this myth.

Abilities/Effects: While this armor is worn in a forest it grants a +5 bonus to Dexterity (Stealth) and Wisdom (Perception) checks.



GARB OF THE
FORESTERS OF THE
GOLDEN BOUGHS

Hide of the Beast

Armor (Hide), very rare (requires attunement)

Description: Crafted from the skin of a fierce predator, like a bear or wolf, this hide armor is fashioned to give the appearance of that creature.

History: Warriors of various barbaric tribes, such as the Yhing hir and Chauni, hunt a fearsome local predator and bring its carcass back to their shaman. Invoking the spirit of the predator and appeasing it through animal sacrifice, the shaman convinces it to merge again with the hide and granting the wearer its power.

Abilities/Effects: While worn, this armor grants a +1 bonus to your Armor Class. If you possess the Rage ability, you have advantage on all Charisma (Intimidation) checks. In addition, you can Wild Shape as a druid, using your character level as your druid level. Once you use this ability, you cannot do so again until the next dawn.

Horsehair Cuirass

Armor (breastplate), rare

Description: Armorers of the Yhing hir tribes create these exquisitely crafted fine suits of armor from the hides of buffalo, wildebeests and other thick-skinned dwellers of the Hinterlands. For chieftains, armor is crafted from the sacred hide of the Shovel Horned Rhinoceros.

History: Though feared and shunned by the Yhing hir, the mystic Ehtzara are sought out for their knowledge of how to forge a bond between a rider and their mount. When a rider is found worthy, usually due to acts of heroism rather than station, a cuirass is brought before an Ehtzara, along with a long braided cord made up of the rider's hair and strands from the horse's mane. The Ehtzara then calls upon the spirits to enchant the suit and creating a connection between the two.

Abilities/Effects: While worn, this armor grants you a +1 bonus to AC. Additionally, you may speak with your mount as if using the *Speak with animals* spell.

Ice Shard Armor

Armor (scale mail), rare (requires attunement)

Description: Brilliant blue ice shards, magically enchanted to remain frozen and for strength, form the body of this scale mail.

History: The method for crafting this enchanted suit of armor was first discovered by Ice Giants and subsequently taken when they were enslaved by Celestial Giants. Since Illiir's Curse, the former Celestial Giants, now dwarves, have continued to forge this exotic armor for those of a smaller stature.

Abilities/Effects: This armor grants the wearer resistance to cold damage and advantage on all Constitution saving throws made due to being in a cold environment.



ICE SHARD ARMOR

Khitani Rune Robe

Armor (Special), very rare (requires attunement by a spellcaster)

Description: This finely made robe is fashioned from painted paper, sewn to a layer of fine silks. Each paper strip is painted with arcane runes and sigils.

History: The Khitani portray themselves as a highly cultured people, preferring to use words rather than daggers in court. However, they are not blinded to the fact that assassinations are an expedient way of eliminating obstacles and so wear this "armor" while attending the various courts across the Khitani Empire or those across the Known Lands.

Abilities/Effects: While wearing this armor, you may expend a spell slot, directing its energy into the robe. You gain an Armor Class equal to 10 + the level of the spell slot expended + your Dexterity modifier. This effect lasts 24 hours during which you may not expend any more spell slots in this way.

Marine's Brigandine

Armor (leather), very rare

Description: This enchanted suit of leather armor is made of ironwood plates inserted into articulated overlapping strips of tanned and cured shark hide which are ruffled in texture to suggest the play of wind on water.

History: Crafted by Milandisian armorers and blessed by the priests of Yarris, these rare brigandines are expensive to manufacture, but are invaluable to Milandir's navy. With pirate infested waters to the north and the ever-present danger of the black ships of Ymandragore, as well as all sorts of dangerous sea creatures like the Devil Fish or the Lurkers Beneath, having a group of warriors able to battle on the ocean surface as if it were solid land is a tactical edge worth the expense.

Abilities/Effects: While wearing this armor, you gain a +1 bonus to AC. This armor has 3 charges. While wearing this armor, you may expend 1 charge to cast *water walk*. This armor regains 1d3 expended charges at dawn. If you expend the armor's last charge, roll a d20. On a roll of 1, the armor loses all magical properties until it is submerged in ocean water for an entire day, after which it regains 1 charge and all of its magical properties.

Minstrel's Mail

Armor (chain shirt), uncommon

Description: Finely woven links of chain are sandwiched between layers of fine cloth forming an entertainer's outfit.

History: Many believe that minstrels, bards and other entertainers lead a life of merriment and relative tranquility, but they fail to note that those following this profession travel long distances and across dangerous territory to acquire new stories, poems and songs. Bandits, marauders and criminals of all sorts may be found without warning upon the open road. This chain shirt is light enough to wear under traveling clothes, yet strong enough to turn a blade and save the wearer's life.

Abilities/Effects: While wearing this armor, if you possess the Bardic Inspiration ability you gain an additional bardic inspirations die.

Roofwalker's Hauberk

Armor (studded leather), rare

Description: This armor consists solely of a chest protector, held in place by four straps, and a set of arm guards.

History: Used by a notorious ring of thieves that plundered the great keeps of Milandir for over a decade, stealing a king's ransom of jewels and coins, these suits were credited with their ability to scale the high defensive walls with ease. The thieves were eventually caught and found to be a group of misshapen gnomes. They were condemned to hang for their crimes, but the suits were "misplaced", though rumors



SCALES OF YARRIS

of them being used by different criminals have surfaced over the years.

Abilities/Effects: While worn, this armor grants you a +1 bonus to AC and you gain advantage on all Strength (Athletics) checks while climbing. The arm guards contain a number of small pockets that can be used to store specialist's tools, small weapons and similar items. There are five pockets on each arm, and each pocket can hold 1 lb.

Scales of Yarris

Armor (Scale mail), uncommon (requires attunement)

Description: This exquisitely crafted enchanted suit of armor is made from the shells

of the giant scallops harvested from the Gulf of Yarris.

History: Bestowed upon those who served valiantly in the service of the crown, the suit is a clear display of the favor of the Milandisian Kings. These suits are highly prized by those knights that serve as officers in the Royal Navy, as the bulky armor needed for fierce boarding actions is a death sentence to those tossed overboard.

Abilities/Effects: While wearing this armor you can breathe underwater and gain a swim speed of 30 feet. If you are using the variant rule: encumbrance, this armor's weight does not count towards the weight you are carrying.

Shade Hunter

Armor (Splint), very rare (requires attunement)

Description: This is a dark-gray suit of splint mail decorated with images of skulls and spirits adorning its spiked surfaces.

History: Crafted by the skilled armorers of Enpebyn and enchanted by Beltinian priests, these rare suits of armor are given to champions sent to deal with dangerous

undead. Even with the powers granted by the *shade hunter* suit, many fail, their broken bodies left to rot within the enchanted armor only to be discovered years later.

Abilities/Effects: When worn, this armor grants a +2 bonus to AC as well as resistance to necrotic damage. As a bonus action, you may force all undead within 30 feet of you to make a DC 16 Charisma saving throw, suffering 4d6 radiant damage on a failed save and half as much on a successful one. Once this ability is used, it may not be called upon again until the next dawn.

Tourney Armor

Armor (heavy), uncommon

Description: Upon first seeing this elaborately inlaid gold and steel armor, most think it is intended for parade. However, it is fully functional battle armor. Some suits of this armor are further embellished with either colored lacquers or precious stones, or both for particularly opulent suits.

History: These suits of armor originated in Milandir during an extended period of peace. Knights across the kingdom were encouraged

to participate in jousts and other mock combat as a way of channeling the nobles' aggressive tendencies. Since then, many of these suits of armor have been bartered or sold to settle family debts, usually incurred in the armor's crafting. This has resulted in some of these suits being discovered in the strangest of places.

Abilities/Effects: While engaged in a dramatic performance -



SHADE HUNTER ARMOR



CASA
2010

such as jousting, trick riding, or mock combat - as bonus action you may force all creatures within 60 feet that can see or hear you to make a Wisdom saving throw or suffer disadvantage on Wisdom (Perception) checks made to notice any creature other than you until your performance ends. Creatures immune to being charmed automatically succeed on this saving throw. Once used, you may not call upon this power again until the next dawn.

Ymandrake Spellweaver Armor

Armor (studded leather), very rare (requires attunement by an arcane spellcaster)

Description: Finely tooled and imbued with powerful enchantments, this otherwise plain looking studded leather armor is coveted by arcane casters across the Known Lands.

History: First seen worn by Ymandrake Harvesters, the armor was quickly duplicated by the sorcerers of the Sanctorum of the Arcane, for their own use.

Abilities/Effects: While worn, this armor grants a +1 bonus to AC. Additionally, if you can cast spells you can cast cantrips as if you were 5 levels higher.

SHIELDS

Cradok Morket, "The Earthwall"

Armor (shield) (unique), legendary (requires attunement)

Description: Cradok Morket is a large-sized heavy shield fashioned from the carapace of one of the many giant arthropods inhabiting the Kraldjur Morass.

History: *Cradok Morket*, "Earthwall" in Altherian, was one of two items owned by the folk hero, Radjuborn, an Ibon and legendary commander of the Shining Patrol. A veritable giant, the yellow crested being is said to have found Cradok Morket in a ssanu tomb deep while conducting a punitive raid deep into the Ssethregoran Empire. After a string of amazing successes against the ssethrics, Radjuborn and his command were ambushed by overwhelming forces and he, his great club and mighty shield were lost. Every young Altherian dreams of being the one to recover the legendary shield, but after a fleeting glimpse in the hands of an Agamassi ss'ressen, Cradok Morket were never seen again.

Abilities/Effects: While holding *Cradok Morket* you gain a +1 bonus to AC. As long as this shield is held, you gain advantage on ability checks and saving throws to resist being shoved or physically moved against your will.

This armor has 3 charges. While holding this shield, you may use an action to expend a charge to cast *wall of stone* (save DC 17). This shield regains 1d3 expended charges daily at dawn.

Gillicar Shield

Armor (shield), uncommon

Description: A large, angular shield made of the pale and bony exoskeleton of the amphibian known as the Gillicar.

History: These shields are crafted from the tough exoskeleton of the gillicar, a large, ferocious amphibian predator that is native to the flood plains of the Blessed Lands. The creature's favorite hunting tactic is to pose as a piece of flotsam or driftwood, an easy task for a creature whose body is patterned to look like rotting wood. Chauni craftsmen value the creature as they long ago discovered how to turn the tough exoskeleton into a strong, durable shield.

Abilities/Effects: While wearing this shield, you gain advantage all ability checks related to swimming. Additionally, you can use the shield to take the Hide action while in the water, appearing as a chunk of flotsam or driftwood. You have advantage on your Dexterity (Stealth) check to remain hidden when using this ability.



GILLICAR SHIELD

Scale of the Fire Dragon

Armor (shield), rare (requires attunement)

Description: This red triangular shield has boldly embossed upon its face the symbol of the Fire Dragon.

History: When the Black Talon Ss'ressen were granted a homeland in the Sulphur Marsh of Milandir, they repaid this kindness with some of the finest rangers to defend the land. The first of these was Hussa, called Fireshield by the Milandisians, whose personal acts of heroism did much to gain acceptance for his people within their new homeland. He was a devout servant of the Fire Dragon, and created this shield with the blessing of the Matriarch herself. Many a tale is told of Milandisians under threat, saved by a precise throw of Hussa's shield. To this day some Milandisians, upon seeing the symbol of the Fire Dragon born by a Black Talon, mistakenly believe that it is the symbol of Fireshield, and that the bearers are followers in his footsteps.

Abilities/Effect: You gain a +1 bonus to your Armor Class against all attacks while you wield this shield. This shield possesses 3 charges. As a reaction when an ally within 30 feet of you is attacked, you may throw your shield to grant them a +4 bonus to their Armor Class until the beginning of their next turn, after which the shield immediately flies back to your hand.

This shield regains 1d3 expended charges daily at dawn.

SSETH PROTECTED BY
THE SCALE OF THE
FIRE DRAGON



Scutum of the Burnished Steel

Armor (shield), very rare (requires attunement)

Description: These scutums are tall, convex shields built from a wooden framework of thin oak, covered with a layer of Sarishan Steel, polished to a mirror-like shine.

History: Created during the Time of Terror, a period of time when Infernals ran rampant across Arcanis, by the priests of Illiir, those wielding these shields became the core of the Legion of Burnished Steel. Armed with these holy items, the Legion of Burnished Steel has trod dark paths where most other legions quail in despair. Armed with these shields, the legion presents an awe-inspiring spectacle as

they march
in ranks
across

the battlefield, the new rays of the morning sun glinting off their shields. With a word of command, a legionnaire can cause the scutum to blaze forth with the glory of Illiir, blinding whatever infidels dare oppose the will of the emperor and Illiir.

Sadly, most the legion was lost during the Battle of Hope's End when they were caught on the north side of the God's Wall when it erupted from the earth.

Though some of these shields remained in the hands of the remaining legionnaires, they were too few to equip every member, and so were relegated to its officers.



SCUTUM OF THE
BURNISHED STEEL

Abilities/Effects: You gain a +1 bonus to AC while you wield this shield. This bonus increases to +2 against attacks from infernals.

Blinding Light: While holding this shield, as an action you may force all creatures within 20 feet of you to succeed on a DC 15 Dexterity saving throw or become blind for 1d4 rounds. Once this ability is used it may not be used again until the next dawn. While attuned to this shield you are immune to the Blinding Light ability of other *scutum*s of the *burnished steel*.

Shield of the Defender

Armor (Shield), very rare (requires attunement by a worshipper of Hurrian)

Description: This shield bears the lightning bolt symbol of Hurrian's Storm Lord aspect, as well as an inscription in ancient.

History: As the land of Almeric fell to infighting, the Hurrianites that had traditionally lived in the area found their services called upon to help man fight man. It was Carlene val'Tensen who spoke out against this, and she founded the Faithful Defenders, an order of Hurrianic knights sworn to protect all humans of Almeric from non-human threats, but never to engage in the squabbles of the city-states. Though many denounced the order as cowards, hiding themselves and allowing more wicked nations to triumph by refusing to help the less wicked, Carlene and her order stood firm. As a symbol, she commissioned Humanity's Faith, bearing the Hurrianic sigil and the motto of her order.

Abilities/Effect: This magical shield has 6 charges. While holding this shield any time you are struck in combat by a non-human creature (note: half-human creatures such as dark-kin or Kio are considered human), as a reaction you may use 1 charge to force your attacker to make a DC 15

Fortitude saving throw suffering 3d6 lightning damage on a failed save, or half as much damage on a successful save.

This shield regains 1d4 + 1 expended charges daily at dawn or when left exposed to a natural thunderstorm for 1 hour.

Shield of the Ujch'ki

Armor (shield), very rare (requires attunement)

Description: This large shield is stylized to resemble the wing of a raptor. It is made of a light weight steel alloy and covered in feathers. These shields are commonly painted with characters or insignia significant to their owner. At the top a small crossbar extends upward and serves as a crossbar that a bird-of-prey might perch upon.

History: Prized by the Kio of the League of Princes, these shields are handed down through the generations and are rarely gifted outside of the family.

Abilities/Effects: You gain a +1 bonus to AC while you wield this shield. This shield possesses 3 charges. While holding this shield as an action you may expend 1 charge to cast either *control winds* or *wind wall* (save DC 14). Additionally, when a bird lands on your shield's cross guard you may expend 1 charge to heal that bird 3d10 hit points. This shield regains 1 expended charge daily at dawn.



ARION VAL TENSEN
CHARGES INTO BATTLE
WITH THE SHIELD
OF THE DEFENDER

Viperfang Shield

Armor (shield), legendary (requires attunement)

Description: These shields are relics from the ancient Yahssremoran Empire, and can be identified by its angular shape and embossed viper's head.

History: These shields are holy items created by the priests of Yig and once reflected the temporal prowess and piety of the ssanu wielding it. In the modern Ssethregoran Empire, the shields, while still valuable, are seen as provincial and relics of a bygone age. Worship of the Varn Gods now take precedence over the old deities, and owning one is considered unwise for those attending the court of the naga Emperor. A few of these deadly shields have been discovered hidden in the ruins of ancient ssethric outposts about the Known Lands.

Abilities/Effects: While you wield this shield, you gain a +1 bonus to AC and immunity to poison damage and the poisoned condition. As an action, you may command the viper on the shield to spew forth a swarm of smaller vipers, forcing all targets within a 15-foot cone to make a DC 15 Constitution saving throw. Creatures take 4d6 poison damage and suffer the poisoned condition for 1d4 turns on a failed save, or suffer half as much damage and the poisoned condition until the end of their next turn on a successful save. Once this ability is used it may not be used again until the next dawn.



VIPERFANG SHIELD

CURSED ITEMS

Bodice of the Sacred Harlot

Armor (Leather), very rare (requires attunement)

Description: This finely tailored bodice is made from the softest, most supple leather taken from yearling lambs. The bodice is lined with samite and trimmed with beaded lace.

History: Emeric Harud had always been troubled by the little things. The way the cantons in their small Milandisian village would treat his mother differently than his father. The way girls were praised for their wit and grace, but boys for their strength and courage. Emeric wanted to be praised for wit and grace as well, but attempts to explain these feelings to a strict Illiirite father led to ever harsher punishments. Emeric escaped by delving into magical artificing, which appeased his father for a time. Once Emeric had learned enough he secretly crafted this bodice and ran away. Emeric was not seen again. Emeline, a woman wearing a stunning bodice, soon arrived in Treslau, where she lived out her days surrounded by friends and loved ones, and was very much admired for her wit and grace.

Abilities/Effects: This bodice should be considered as leather armor to determine Armor Class and grants an additional +1 bonus to Armor Class. If the wearer is female this armor gives you advantage on all Charisma checks.

Curse: This armor is cursed, a fact that is revealed only when an *identify* spell is cast on the armor or you attune to it. If worn by a male character, there is a cumulative 25% chance each day that his sex spontaneously changes to female.

Lorica of the Black Sun

Armor (lorica segmentata), very rare (requires attunement)

Description: This jet black lorica segmentata is emblazoned on the chest and shoulders with a large blood-red sun enclosed within a lacquered black circle. That emblem marks this armor as belonging to the damned Legion of the Black Sun.

History: This lorica armor was once worn by the members of the Legion of the Black Sun during the age of the Imperium of Man. Not much is known of this legion other than the fact that they were dedicated to the gods Nier, the lord of flaming destruction and Neroth, whose domain was death. While a few scroll fragments speak of their heroism in certain military engagements, not much else is known and they eventually faded into obscurity.

Millennia later, in the year 769 I.C., a retired legionnaire discovered their lost legion standard and attempted to have the

legion reconstituted as part of the legions of the Coryani Empire. Unfortunately, this occurred during the rebellion of the Canceri province, home to most the adherents to Nier and Neroth. In a fit of rage, the emperor refused to reinstate the legion and had the man who found the standard burnt alive. It is said that the gods were angered

at this blatant disrespect and commanded the long dead legionnaires of the Black Sun to rise from their graves and take up arms once more; this time against the Coryani Empire.

Abilities/Effects: While wearing this is suit of armor you have resistance to fire damage and +1 bonus to your Armor Class.

Curse: This armor is cursed, a fact that is revealed only when an *identify* spell is cast on the armor or you attune to it. Anyone who wears this armor who does not worship Nier has their maximum hit points reduced by 10 for as long as the armor is worn.



LORICA OF THE BLACK SUN



CHAPTER THREE

ARTIFACTS

Amulet of Tatlakli

Wondrous item, artifact (requires attunement)

Description: This small amber idol of a man or woman suspended on a gold chain, is a bizarre, yet potent amulet known to exist since before the fall of the Imperium of Man.

History: The cult of Tatlakli, a powerful infernal, rose to power in the latter days of the Imperium by masquerading as a cult to the flesh-shaping aspect of Larissa, corrupting many of her priesthood. The cult ravaged villages in the hinterlands of the Imperium, ritually dismembering their victims and feasting upon their flesh. Tatlakli gave this amulet to his chosen priest, who severed his scarred and mutilated body parts to do his master's bidding. He sent himself far and wide, coordinating the isolated cells of Tatlakli's faithful. Each time he was slain the amulet would resurface around the neck of another chosen priest. Finally, after decades, the chosen priest was taken unawares and the amulet was safely recovered by the Imperium. Without the chosen priest coordinating them, the cells of infernal worship fell one by one.

Abilities/Effects: This amulet allows you to detach any appendage, limb or sensory organ from your body and enable it to act independently without harmful effect. As an action, you can choose as many portions of your body to disassociate from yourself as you wish. Each detached body part only has the senses that it normally has access to. For example, a hand can only feel, and an eye can only see. Your head is the seat of your intellect and still receives input from each and every detached body part, as if it were still connected. Thus, if you were to detach both eyes, you would receive visual input from each eye independently. However, you would be blind to your immediate surroundings unless one of your eyes is in the same room with you.

Body Parts: Detached body parts come in two sizes. Your torso, arms and legs are Small and have an Armor Class of 10 + your Dexterity modifier. Your head, hands, feet, eyes, ears or anything smaller are Tiny and have an Armor Class of 12 + your Dexterity modifier. Small body parts have hit points equal to your hit point maximum divided by 4 and Tiny body parts have hit points equal to your hit point maximum divided by 5.

Detached body parts have a fly speed of 30 feet and strength appropriate to their size. Your arm could only carry an amount of weight appropriate to a Small creature; it could not independently support the rest of your body.

Your body parts act on your turn and you can mentally command your detached body parts across any distance, as long as they are one the same plane. If you don't command a body part, it can take the Dash, Dodge, Disengage or Help actions.

If a detached body part is destroyed, your hit point maximum is reduced by the hit points of the body part. Your body part does not grow back but you can use the power of the amulet to regenerate lost body parts, as described below.

Duration: Each day, you have a pool of 50 turns in which you can have a detached body part. This is tracked cumulatively for every individual body part, which means that if you have an arm and a leg detached, you have spent two turns out of your daily allotment every round. Once you run out of your pool of turns, any detached body parts immediately reappear, attached to your body. If you have lost a body part, you may spend 10 turns from your pool to cast *regenerate* on yourself.

Every time you use the amulet to restore a lost limb, you must make a DC 15 Charisma saving throw. On a successful save, the limb is restored as normal. On a failed save, the restored limb is not totally under your control and when it is detached it does not obey your commands. It will act on its own whenever it is detached.

Destroying the Amulet of Tatlakli: The amulet can only be destroyed if it is cut into multiple pieces, and all the pieces are kept at least 100 yards away from each other for 24-hours, so that it cannot reform.

Brazen Heads (Advisor Idols)

Wondrous items, artifact

Description: These heads resemble beautiful human heads made of worked bronze, with moving eyes, mouths, and necks, and have complex clockwork brains of minute metal parts and gears. They are usually placed in sacred shrines or mounted on statues and adorned with crowns and precious stones. These ancient artifacts, when found, are tarnished and badly in need of repair.

History: Teptemnun, Priest-King of Abessios, never wished to rule more than a city. Yet when Myrantis sank, along with the entire ruling dynasty, Teptemnun suddenly found himself thrust into the role of Phaeron. To assist him he created the first *Brazen Head*, which he named Khetef, as a loyal advisor to the Myrantian Hegemony. As the years went by he delegated more and more tasks to his construct,



choosing to spend his own time in magical research. Khetef proved too skilled at governance, however, expertly playing off various Myrastian factions against each other. When the Phaeron's enemies realized this, they united together against him. The precise circumstances of Teptemnun's death are unknown, but what is known is that Khetef was sealed with him in his tomb.

Abilities/Effects: A *Brazen Head* is a construct with a vast reservoir of knowledge in one Intelligence-based skill. A *Brazen Head* is proficient in its specific skill and has advantage on all Intelligence ability checks.

Spellcasting: A *Brazen Head* can cast spells from its list of spells known and has the listed spells slots per level. It uses Intelligence as its spellcasting ability.

At will: *comprehend languages* (self only), *tongues* (self only)

Cantrips: *guidance*

1st level (4 slots): *identify*

2nd level (3 slots): *locate animals or plants, locate object*

3rd level (3 slots): *clairvoyance*

4th level (1 slot): *divination*

Sentience: A *Brazen Head* is a sentient item with an Intelligence of 20, a Wisdom of 16, a Charisma of 16, and a proficiency bonus of +5. It can speak and read Altharin, Ancient Myrastian, Auxunite, Eloran, High Coryani, Kion, Low Coryani, and Ssethric. It can also communicate telepathically with any creature within 120 feet. A *Brazen Head* has hearing and darkvision to a range of 120 feet.

Personality: A *Brazen Head* is extremely clever, cunning, and loyal to the long-dead Myrastian Hegemony. It is subtle and perceptive, and while it will not lie to those who question it, it may carefully omit certain portions of the truth to serve its own ends. It may occasionally stutter, but this is intended to deceive and mislead those around it, and is not a malfunction of the artifact itself.

A *Brazen Head* constantly seeks to restore the Myrastian Hegemony to preeminence and will always try manipulate its owner into furthering that goal. Continued refusals to take action that promotes the Hegemony or directly threatening the Hegemony will cause a conflict.

Destroying a Brazen Head: A *Brazen Head* is an intelligent item, but lacks the ability to defend itself. It has 200 hit points, and resistance to all damage. If reduced to 0 hit points and the resultant rubble melted, a *Brazen Head* is destroyed. It can be repaired in the same way as other constructs, so to destroy one permanently its physical form must be obliterated.

Crown of Shadows

Wondrous item, artifact (requires attunement)

Description: The simplicity of this black iron circlet belays its dark, sinister origins.

History: The *Crown of Shadows* has been a symbol of the office of Dark Apostate for so long that most Cancereuse believe it was forged for that purpose. They forget that when the undead Hegrish val'Mordane ascended to the office he already wore the crown atop his brow. Hegrish himself had created it during the Cancereuse rebellion, the same conflict that ended his mortal life. When Hegrish was believed destroyed the crown was lost, but during the Erdukeen conquest of Nishanpur, a group of adventurers in service to the Church of the Dark Triumvirate recovered the crown in the sewers of that city. When Hegrish reappeared, proving difficult to destroy, he resumed possession of the crown, and continues to wear it to this day.

Abilities/Effects: The powers of the *Crown of Shadows* are shrouded in mystery, but there are several reports of its ability to command and create undead, as well as to protect the wearer from radiant energy. It is also said that the crown shields the wearer from all scrying, a useful ability in the cutthroat politics of Canceri.

Control Undead: While wearing this crown, the number of undead you can create or reassert control over with the *create undead* spell is doubled. Undead created by spells cast from the crown do not count towards this limit, you always control them.

Undying Fortitude: While wearing this crown, you have advantage on all saving throws, a +3 bonus to your AC and resistance to radiant damage.

Unliving Mind: While wearing this crown you are always under the effects of a *mind blank* spell. You can suspend or resume this effect as a bonus action.

Spells: While wearing the *Crown of Shadows*, you can use an action to cast one of the following spells from it, using your spell save DC and spellcasting attack bonus: *detect magic*, *detect evil and good*, *magic circle*, *harm*, and *create undead*. Once you use the crown to cast a spell, you cannot use the crown to cast that spell again until the next midnight.

Crown of the Dead: If you are a living creature and wear this crown, your hit point maximum is reduced by 10 for every day the crown is worn. This reduction is permanent unless healed by a living cleric casting a *regenerate* spell. If you die while wearing the crown, you return to life the next midnight as a lich or a vampire.

Destroying the Crown of Shadows: The *Crown of Shadows* is nearly invulnerable to all forms of magical and mundane damage, and will even activate its *create undead* spell ability to protect itself if necessary. In order to destroy the *Crown of Shadows*, a living cleric must target it with Channel Divinity, expending all their uses, and a living paladin must strike it with Divine Smite, expending a 5th level spell slot.

Dagger of Yig

Weapon (special), artifact

Description: This dagger is shaped as a serpent whose tail and body form the blade, and the head wraps around the wrist, ending with its fangs touching the wielder's arm. Once it has attached itself to a wielder it does not relinquish its grasp. An undead creature cannot be a host for this item; it simply refuses to attach. The dagger has certain latent powers that slowly awaken as its host becomes more experienced.

History: There are many daggers of Yig concealed within the flesh of devout Yigites, particularly among those who support the Abessian Dominion. What is kept secret to all outside the cult, however, is that these daggers are merely lesser copies of the true artifact. When the Naga prohibited all worship of Yig, her followers despaired.

Then Fashaak, a Yissera and priestess of Yig, arose. She reorganized the worship of Yig into a hidden cult, and crafted the *Dagger of Yig* to unite her followers. Leadership of the rebellion was taken over by others after the Curse of Yig began to affect Fashaak, but some claim that she still dwells in the Kraldjur Morass, having been transformed into something new and terrible by the dagger.

Abilities/Effects: The *Dagger of Yig* is a magic weapon that sheathes itself within the flesh of its host, gaining power as its host gains greater experience. See the chart below for the effects of the dagger at the listed levels of its host. As its host, you may draw or sheath the dagger as a normal weapon and doing so does not cause you any damage.

Since the dagger is sheathed within your flesh, it is nearly impossible to detect when sheathed. A *detect magic* or *detect poison and disease* spell will reveal some information since the dagger gives you a magical aura and makes you appear to be a poisonous creature. But neither spell will directly reveal the dagger.

HOST CHARACTER LEVEL	ATTACK AND DAMAGE BONUS	EXTRA POISON DAMAGE	ABILITY SCORE LOSS
1-5	-	2d6	-1 CHA and -1 WIS
6-10	+1	3d6	-1 CHA, -1 INT, and -1 WIS
11-15	+2	4d6	-2 CHA, -1 INT and -1 WIS
16-20	+3	5d6	-2 CHA, -2 INT, and -1 WIS

Blessing of Yig: While you are the dagger's host, you have immunity to poison damage and the poisoned condition. In addition, your unarmed strikes benefit from the attack and damage bonus and extra poison damage of the dagger, as per your level.

Sentience: The *Dagger of Yig* is a sentient item with and Intelligence of 14, a Wisdom of 10 and a Charisma of 16. It can only communicate by transmitting emotions to its host. While bonded to a host, the dagger shares all of the host's senses. Without a host, the dagger has hearing and normal vision out to 30 feet.

The *Dagger of Yig* is dedicated to protecting and advancing the cause of the Ssethregoran Empire and ssethric creatures in general. Taking actions that harm ssethric creatures will cause a conflict.



DAGGER OF YIG

Curse of Yig: You do not need to attune to the *Dagger of Yig* to gain its benefits because when you first grasp it, it will take you on as a new host. Once attached, the dagger is extremely difficult to detach and doing so is incredibly painful. As the *Dagger of Yig* becomes more entwined with its host, it modifies your ability scores to make you easier to control, as shown in the table.

Destroying the Dagger of Yig: The *Dagger of Yig* is extremely difficult to extract from its host. If its host dies, the dagger will remove itself and seek out a new host. If the affected limb is severed, the dagger will remain in the limb until a new host presents itself. Additionally, this limb may never be regrown by any means.

The dagger may be removed surgically from its host, requiring a DC 30 Wisdom (Medicine) to extract it without killing the host. Doing this permanently reduces the host's Constitution by 2. Once removed from a host, the dagger may only be destroyed by severing its head before it has a chance to attach itself to a new host, a most difficult task when using melee weapons. The dagger has an AC of 25 and at least 10 points of magical slashing damage must be dealt in a single hit to sever its head. If the attack fails to hit or do the necessary damage, the dagger will launch itself at its attacker and turn it into its new host.

Glory

Wondrous item, artifact (requires attunement)

Description: *Glory* is a long red cape attached to an intricately embroidered upper left carsac, which depicts a man on horseback charging into battle. Behind the rider, the holy symbol of Illiir is formed from the sun's rays. The carsac is also decorated with golden rope and tassels. The cloak never seems to age nor does it seem to ever tear, stain, or rip.

History: *Glory* was found during an archaeological expedition in the Blessed Lands near the Citadel of Illiir. According to historical records, the plains near the citadel saw the largest massed battle between opposing forces in the Second Khitani-Coryani War. Over forty thousand soldiers from both sides fought and died in a single day. The expedition found various bits of armor, weapons and bone fragments when they stumbled upon a grave with a single figure swathed in a red cloak.

Carefully unwrapping it, they found the body of a single Coryani centurion, miraculously preserved despite having been interred for over two hundred years. More astonishing was the cloak used to cover the body; it retained the vibrant red color and seemed untouched by time, with neither

a tear or rip to mar it. The body was reburied, though the cloak was sent to the emperor. The fickle Emperor Calcestus, more concerned with womanizing and indulging in the latest vintage of Savonan wine, had the cloak sent as a gift to the newly elevated Defender of the Empire, General Menisis val'Tensen.

Abilities/Effects: While addressing a group preparing for battle, you may use your action to call upon this cloak's power. Everyone within 100 feet of you hear you clearly, as if you were standing next to them. After delivering a 1-minute speech, all friendly creatures that can hear you are filled with confidence and courage and gain the effects of a *bless* spell for 1 hour, no concentration needed. Once this ability is used it may not be called upon again until the next dawn.

Aura of Bravery: While worn, all creatures within 60 feet of you have advantage on all saving throws to resist the frightened condition.

Saving Throws: While worn, you have advantage to all saving throws.

Spells: This cloak has 7 charges and regains 1d4+3 expended



MENISIS VAL'TENSEN
WEARING GLORY

charges daily at dawn. You can use an action to flourish the cloak and expend 1 or more charges to cast one of the following spells (save DC 18): *daylight* (1 charge), *sunbeam* (4 charges) *holy aura* (6 charges)

Preservative: If a dead creature is wrapped in this cloak, the corpse is considered under the effect of the *gentle repose* spell for as long as it is wrapped in the cloak.

Destroying Glory: To destroy *Glory*, a cleric of at least 16th level of a god considered heretical to the Pantheon of Man must ritualistically desecrate the cloak in the name of their foul god in a temple completely devoid of sunlight.

Hand of Dark Splendor

Wondrous item, artifact (requires attunement)

Description: This item appears to be a half-clenched, mummified hand. This item gives off such a palpable sense of evil that even if it is hidden from view it causes living creatures around it to feel uncomfortable.

History: There are some acts of necromancy so vile that even Nerothians cannot stomach them, and for such acts Lilit Nirisar was sentenced to death in the fourth century. The Nerothians found evidence that Lilit had spent months enacting horrible rituals upon her own person, and they warned the Patriarch to kill her quickly and privately. But Lilit had committed public atrocities, and the Patriarch feared that if the people were not given a public execution they might riot. As the headsman raised his axe, Lilit managed to wrench her hand free from her bonds and into the path of the blade. As her wrist was severed a necromantic curse fell upon all those gathered, slaying them on the spot. As for her hand, it was transformed into the *Hand of Dark Splendor*, which has worked its cursed way across Onara throughout history.

Abilities/Effects: Your Charisma score is increased by 2, to a maximum of 24.

Bonus Ring Slots: While worn you gain the ability to attune up to two additional magical rings above the normal 3 magic items you may be attuned to.

Commune with Evil: The *Hand of Dark Splendor* attracts malicious and violent creatures to itself. Utilizing this power is always a risk, for such dark creatures have been known to destroy bearers who have the temerity to call upon them for frivolous matters or too frequently. While attuned to this item, you may draw on its power to cast *planar ally* without having to know a specific otherworldly being. Used in this way, the spell will always draw an evil creature to you, such as an infernal. In addition, when bargaining for the creature's services you need only pay half the cost for the task in question.

Once you use this ability, you cannot do so again until the next midnight.

Curse: Once you are attuned to this item, you cannot

willingly stop being attuned to it. Furthermore, you cannot bear to part with it. If the *Hand of Dark Splendor* is ever removed from your person, you will suffer 1d10 necrotic damage every hour until it is returned to you.

Destroying the Hand of Dark Splendor: To destroy the *Hand of Dark Splendor* it must be taken to the Temple of the Pantheon in Grand Coryan, placed on the altar in the shrine of Illiir, and be blessed by the current head of the Mother Church of Coryan.

Horn of Sohbuk

Wondrous item, artifact (requires attunement)

Description: The rusted iron frame of this horn is covered in the skin of an ancient hero who met his end storming the gates of dreaded Sohbuk. The horn is one of the mightiest instruments of war available to the val'Mordane in Canceri.

History: In the early days of the Imperium the legions of man met resistance from the Nerothians and Nierites settled in the region that would one day become Canceri. An alliance with the Sarishans gave the legions an initial advantage, but the Nerothians united with the Nierites and attacked the legions on the plains of Nishanpur. The battle raged for seven days, and all the while the Nerothians of Sohbuk were finishing their mightiest artifact, a magical horn. They brought it north along with a fresh wave of undead to break the Imperium. As they arrived, however, the Voiceless Ones poured from the northern mountains to take advantage of man's weakness. The humans united against them, and the horn first saw action against the deadly monsters. The horn was lost for thousands of years, but recently resurfaced during the Cancereese civil war against the Erdukeen.

Abilities/Effects: While holding this item your Constitution is increased to 19. If your Constitution is already 19 or higher, your attribute remains unchanged.

Horn of the Dead: As an action you may blow this horn, forcing all living creatures within 30 feet to make a DC 20 Constitution saving throw. On a failed saving throw the creature suffers 10d10 points of necrotic damage, or half as much damage on a successful one.

The Master's Touch Harms Me Not: While this horn is in your possession you have immunity to necrotic damage. In addition, any undead that attempts to attack you must make a DC 20 Wisdom saving throw. If the undead fails, it cannot attack you until the next midnight. If the undead succeeds on their saving throw it is immune to this ability until the next dawn.

Cry from Beyond the Grave: Any creature killed by this horn rises as a zombie under your control 2 rounds later. You may only control a number of zombies raised this way equal to 3 times your level, and these zombies remain under

your control for up to one year. Any excess zombies are not under your control and will randomly attack any living creature except for you.

Cries of the Rendered Spirit: If a creature is killed by the horn, all creatures within 100 feet must succeed at a DC 20 Wisdom saving throw or be frightened for 1d10 turns as they witness the victim's soul ripped from their body and torn asunder.

Destroying the Horn of Sobbuk: To destroy the *Horn of Sobbuk* it must be blown by a 16th level or higher cleric of Beltine just as the morning rays of the sun touch it

Kroneus' Hourglass

Wondrous item, artifact (requires attunement)

Description: This elegant hourglass is just over a foot tall, and a half-foot in diameter. It is crafted from heavy adamantine bases, linked by twin, curving bars engraved with images of flowing sand and fitted with glittering crystal reservoirs for the quicksilver that flows with it.

History: Kroneus of Tultipet was keenly aware of how little time he had in life. Determined to create the perfect item before he died, he and his apprentices obsessively shaped his hourglass. Still unsatisfied, he coerced more and more smiths and workers to assist as well. For a full year, other production ceased as the enclave focused their efforts on Kroneus' hourglass. The dwarves suffered, but Kroneus was confident in his ability. Finally, he held the hourglass in the light of the heartstone, and nothing happened. The reason, said the priests, was all too obvious. No perfect item could be so tainted by one dwarf's hubris. Kroneus was shamed, and his hourglass locked away in a vault. During the recent Battle of Tultipet the hourglass went missing. Its current whereabouts are unknown.

Abilities/Effects: This hourglass has control over time in a localized area. You may only have one of its abilities active at a time, and may not activate another ability if one is currently active or its duration is still counting down. If an ability is ended early, you cannot activate another ability until the full duration of the original ability has expired.

Temporis Fugit: You can use your action to speak a command word and invert the hourglass, accelerating time in the area surrounding it. You can cast the *haste* spell (no concentration required), affecting all creatures within 100 feet.

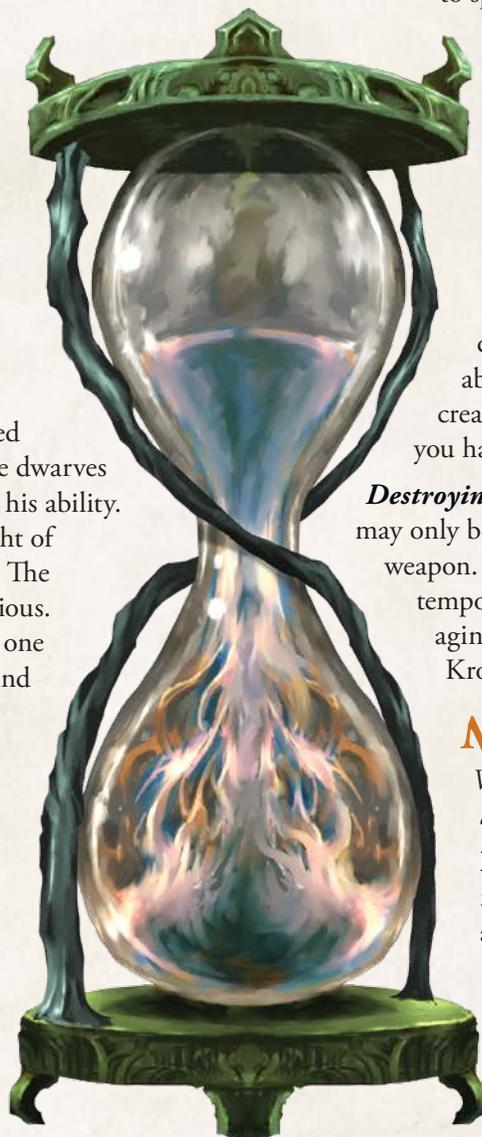
Temporis Tarda: You can use your action to speak a command word and invert the hourglass, slowing time in the area surrounding it. You can cast the *slow* spell (no concentration required), affecting all creatures within 100 feet.

Temporis Subsist: You can use your action to speak a command word and hold the hourglass horizontally, suspending the flow of time around it. You can cast the *time stop* spell and you always receive 5 turns to take during the suspended time.

Once this ability is used it cannot be used again until the next dawn.

Temporis Conservo: You can use your action to speak a command word and hold the hourglass horizontally, creating an area temporal stability around it. This creates a 100-foot diameter sphere centered on the hourglass where time may not be tampered with. This prevents spells such as *haste*, *slow*, *time stop* and similar other effects from functioning. The temporal stability field remains in effect for 1 day. During this time, you can use other abilities of the hourglass but you cannot create another temporal stability field while you have one active.

Destroying Kroneus' Hourglass: The hourglass may only be destroyed by a magical adamantine weapon. Doing so, however, releases the temporal magic locked within the hourglass, aging of all creatures within 100 feet of Kroneus' Hourglass 10d20 years.



KRONEUS' HOURGLASS

Moon Cauldron

Wondrous Item, artifact (requires attunement)

Description: The Moon Cauldron is made of a hammered iron and silver alloy, is two feet in diameter, and stands eighteen inches tall on three small prongs stylized to look like serpent's heads. The outer surface of the cauldron is decorated with panels depicting primitive pagan reliefs and mystic lunar symbols set between a ring of thirteen emeralds and black sapphires representing the lunar phases of Viridis.

History: The ancient Undir felt a deep kinship with the moons. In their legends they were serpents, wrapping the sea in their coils to pull the tides in and out. They praised the moons for this, for without the tides how could they be masters of the sea, and catch such bounties of fish? The Undir tribes that dwelled on the western shore of the Gulf of Coryan would meet periodically, and there the shamans would bring forth the Moon Cauldron. They would speak to the recently dead, commune with animals, and scry on distant places. Meanwhile, Undir craftsmen would create their finest works near the cauldron under the light of the moons. This ceremony is still followed by the Undir among the Shadow Towns, though the locations and times of the meetings are kept hidden from outsiders.

Abilities/Effects: All abilities of the cauldron are activated using a Charisma (Performance) check (chanting) by the creature attuned to the *Moon Cauldron*.

Bao'bao: As an action, you can touch the cauldron and make a DC 16 Charisma (Performance) check to cast *heroes' feast*. Once used successfully, this ability cannot be used again until the next dawn.

Kel: As an action, you can touch the cauldron and make a DC 13 Charisma (Performance) check to turn a draught of water inside the cauldron into a *potion of greater healing*. Once used successfully three times, this ability cannot be used again until the next dawn.

Kony'sho: As an action, you can touch the cauldron and make a DC 13 Charisma (Performance) check to cast *speak with dead* on a corpse placed inside the cauldron. Once used successfully, this ability cannot be used again until the next dawn.

Nya'kondo: As an action, you can touch the cauldron and make a DC 11 Charisma (Performance) check to cast *speak with animals*. Once used successfully three times, this ability cannot be used again until the next dawn.

Pao'hyun: As an action, you can touch the cauldron and make a DC 15 Charisma (Performance) check to cast *screaming*. Once used successfully, this ability cannot be used again until the next dawn.

Crafting Items: While forging a weapon, you may place the *Moon Cauldron* in moonlight and quench the item within the cauldron. The weapon becomes magic and gains a +1 bonus to attack and damage rolls.

Destroying the Moon Cauldron: The *Moon Cauldron* is immune to most forms of magical and mundane damage. It may only be destroyed by a *disintegrate* spell while under the fullness of the black moon, Aperio.

Orb of the Moon Tribe

Wondrous Item, artifact (requires attunement)

Description: This is a large, perfectly spherical, greenish-white moonstone about 6 inches in diameter. The orb glows and sparkles with an internal witchlight that glows dimly when the green moon Viridis is not visible in the sky above. During a dark night when Viridis is full, its light shines and refracts within the orb, creating the image of serpents twining about each other inside the sphere.

History: The Coryani proudly claim dominion over the provinces of Balantica and Nova Cormata. In reality, the reaches between these provinces are barely civilized, and settlers are frequently devoured by bestial attackers.

The plebeians whisper of werewolves, while others

speak of decadent val'Dellenov with a

taste for human flesh, but the

reality defies rumor. As

the Coryani expand,

the traditional lands

of the Gar Tiche grow

smaller. To resist this, a

sect calling themselves the

Moon Tribe revived the use

of this orb, forbidden by the

gar for countless generations.

Under the full light of Viridis

they transform into beasts

and prey upon the Coryani.

All members of the Moon

Tribe are sworn to secrecy,

for they know that rumors of

lycanthropes and val'Dellenov

debauchery are all that protect

them from swift retribution.



MOON CAULDRON

Abilities/Effects: This orb emits pale green light as per the *light* spell.

Call of the Beast: When in the light of Viridis, the orb summons all nearby predatory natural beasts within 10 miles to itself. These such beasts must obey this call, and are compelled to obey the wielder of the orb.

Form of the Beast: When placed within a cauldron of boiling water, the orb creates a cloud of steam that lasts for 1 minute. After breathing the steam, until the next dawn you can cast *polymorph* on yourself. The spell requires no concentration and you can only polymorph into a werewolf. The spell lasts until the next dawn and you cannot end the effect before then.

Destroying the Orb: The orb appears to be immune most forms of magical and mundane damage. This item can only be destroyed by mundane means by casting the *sunburst* spell while placed under the full light of Viridis. Once this spell has been cast, the Orb is vulnerable to damage, but if it is not completely destroyed, it will regenerate.

The Scepter of Man

Rod, artifact (requires attunement by either a human or val)

Description: This gilded and bejeweled scepter is adorned with the great head of a falcon, symbol of authority of the Emperor and sacred animal to the worshippers of Illiir.

History: The Emperors of the ancient Imperium of Man ruled an empire unmatched before or since. From the mighty Throne of Man, their word was law over the teeming throng of subjects across the continent of Onara. Many make the error believing that it was the Throne that held the key to their great power over the hearts and minds of humanity. In reality, it was the *Scepter of Man*, a gift from Illiir to his chosen people, that permitted the authority of the Gods to be heard through the words of the Emperor.

All that heard the commands of the emperor immediately saw him as their absolute sovereign and followed his words without question, never realizing that they were being compelled to obey. Those anointed by the scepter, such as ambassadors and emissaries, were given the

ability to speak with the same weight of authority, so long as they reiterated the emperor's words exactly. In this way, these servants of the court, sent to the far corners of the Imperium, would make sure that their sovereign's commands were carried out to the letter.

It is believed that the *Scepter of Man* still rests in the grip of the last Emperor, sitting impaled upon the Throne of Man, waiting for his resting place to be unsealed and the restoration of the grand imperium.

Abilities/Effects: Once attuned to the scepter, it gives you many abilities focused on leading and commanding others.

Voice of the King of the Gods: As an action you may cast *geas* (save DC 18) on a creature you can see. Humans or half-humans (dark-kin, vals, and gnomes) have disadvantage on their saving throw. Once this ability is used it cannot be used again until the next dawn.

Legendary Actions: While holding the scepter, you may make 3 legendary actions in addition to any other legendary actions you can normally perform, choosing from one of the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. You regain spent legendary actions at the start of your turn.

Divine Word (Costs 2 actions): You may cast the *divine word* (save DC 18) spell.

Prostration: You may give a creature disadvantage on all ability checks, saving throws and attack rolls until the end of their next turn.

Resist Command: If you are under the effects of a spell that allows you to make a saving throw each turn to end its effects, you may immediately make the saving throw with advantage.

Lingering Voice: You may imbue a number of people equal to your Charisma modifier with the power of your voice. Each affected creature may use the *Voice of the King of the Gods* ability once and must do so within a number of days equal to your Charisma modifier.

Once this ability is used it cannot be used again until the next dawn.

Destroying the Scepter of Man: As a gift from the gods themselves, there is no known way short of the intervention of a divine creature to destroy this artifact.



THE SCEPTER OF MAN



Ss'koreth's Staff of Dominion

Staff, artifact (requires attunement by a sorcerer or wizard)

Description: Carved from a single block of heartwood from a millennia old oak, this staff resembles a hooded serpent. The fingernails of ten thousand elorii children are fixed to its shaft to simulate its scales. Its hood is marked by whorled patterns and arcane sigils of might, while the most flawless emerald ever found rests in the serpent's open maw. Wrapped around the its neck, suspended on fine gold chains, are dozens of tiny faceted gems, which sway and tinkle with the slightest movement of the staff.

History: Few ssanu are as notorious as Ss'koreth, who created the elorii among many other things. He crafted this staff the very year he reached adulthood. Though it was not yet an artifact, it was powerful enough for Ss'koreth to distinguish himself and gain an exalted place in the Yahssremoran Empire. He continued improving the staff throughout his life, and found the final ingredient required with the creation of the elorii. As life entered the first ten thousand slaves, he savagely pulled out a fingernail from each one and bound them to his staff. With the elemental power of the elorii augmenting his own magnificent power, the *Staff of Dominion* became a true artifact. History records that Ss'koreth was killed by his own creations during the elorii rebellion. Since then his staff has been lost, though it has certainly not been destroyed. Many ssanu dream of recovering it, believing that whomever holds the staff is heir to Ss'koreth's legacy and power.

Abilities/Effects: *Ss'koreth's Staff of Dominion* can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls and has the reach property. The staff has 75 charges that can be used to cast spells. It regains 6d6+6 expended charges daily at dawn and will always regain charges, even if the last charge has been expended.

Spells: While holding this staff, you can use an action to expend 1 or more charges to cast one of the following spells, using your spell save DC and spell attack bonus: *charm person* (1 charge), *hideous laughter* (1 charge), *magic missile* (1 charge), *sleep* (1 charge), *hold person* (2 charges), *ray of enfeeblement* (2 charges),

shatter (2 charges), *dispel magic* (3 charges), *fireball* (3 charges), *protection from energy* (3 charges), *banishment* (4 charges), *confusion* (4 charges), or *conjure minor elementals* (4 charges).

If a spell has effects when cast at higher levels, you can spend more charges from the staff to cast the spell at a higher level at the rate of one charge per extra spell slot level. For example, casting *magic missile* as a 3rd level spell would cost 3 charges.

Destroying the Staff of Dominion: The *Staff of Dominion* may only be destroyed if all the original ten thousand elorii who had their fingernails removed in the crafting of the staff were to sacrifice themselves at the same time. As elorii are constantly reborn into this world, it is possible to find all ten thousand of the original elorii, but it would be a nigh impossible task.



SSANU HIGH WIZARD
SS'KORETH
WIELDING THE STAFF
OF DOMINION

CHAPTER FOUR

FETISHES

Whether called a talisman, charm or even juju, fetishes act as either wards against evil spirits or other supernatural dangers, or channel the power of benevolent spirits to grant some effect. Trained sorcerers and priests scoff at such items as foolish superstition or the work of charlatans, but those that believe know better and pay trusted shamans, witch-doctors and seers for these gifts.

ANIMAL FETISHES

The most common of fetishes created by shamans across Arcanis, these talismans are made by infusing the power of primal animal spirits into items. These fetishes must be worn openly on your person, not concealed in a pouch or pocket, in order to gain their benefits.

Horse Fetish

Wondrous item (fetish), common

Description: A braid made from the mane of a young mare and an aged stallion.

Abilities/Effects: While wearing this fetish your speed increases by 5 feet. As a bonus action, you can draw on the magic of this fetish to increase your speed by a total of 30 feet for 1 minute. The fetish then crumbles to dust.

Hyena Fetish

Wondrous item (fetish), common

Description: A yellowed and cracked tooth of a hyena, hanging from a leather thong.

Abilities/Effects: Wearing this fetish grants you a +2 bonus on Charisma (Intimidate) checks. As a bonus action, you can draw on the magic of this fetish to gain advantage on Charisma (Intimidate) checks instead of the bonus for 1 minute. The fetish then crumbles to dust.

Monkey Fetish

Wondrous item (fetish), common

Description: The withered and blackened paw of a small monkey, suspended from an iron chain.

Abilities/Effects: Wearing this fetish grants you a +2 bonus on Dexterity (Acrobatics) checks. As a bonus action, you can draw on the magic of this fetish to gain advantage on Dexterity (Acrobatics) checks instead of the bonus for 1 minute. The fetish then crumbles to dust.

Owl Fetish

Wondrous item (fetish), common

Description: A leather cord upon which are tied the feather of a great owl and the talon of a spotted owl.

Abilities/Effects: Wearing this fetish grants you a +2 bonus on Intelligence (Investigation) checks. As a bonus action, you can draw on the magic of this fetish to gain advantage on Intelligence (Investigation) checks instead of the bonus for 1 minute. The fetish then crumbles to dust.

Panther Fetish

Wondrous item (fetish), common

Description: A panther tooth and a bit of the animal's fur is affixed to a metal pendant.

Abilities/Effects: Wearing this fetish grants you a +2 bonus on Dexterity (Stealth) checks. As a bonus action, you can draw on the magic of this fetish to gain advantage on Dexterity (Stealth) checks instead of the bonus for 1 minute. The fetish then crumbles to dust.



TIGER FETISH

Rhino Fetish

Wondrous item (fetish), common

Description: A carved and crafted armband made from the horn from the shovel horn rhino of the Hinterlands.

Abilities/Effects: Wearing this fetish grants you a +2 bonus on Strength (Athletics) checks. As a bonus action, you can draw on the magic of this fetish to gain advantage on Strength (Athletics) checks instead of the bonus for 1 minute. The fetish then crumbles to dust.

Tiger Fetish

Wondrous item (fetish), uncommon

Description: Two tiger claws and a bit of the animal's fur is affixed to a metal pendant.

Abilities/Effects: While wearing this fetish, you may use your bonus action to draw on its magic and pounce like a tiger. If you move at least 20 feet straight toward a creature and take the Attack action to make a melee attack, you can shove the creature before resolving your attacks. The shove is in addition to any melee attacks you make with the Attack action. Once used in this way, the fetish crumbles to dust.

Wolf Fetish

Wondrous item (fetish), common

Description: A small gray leather pouch worn about the neck, held in place by rawhide straps and decorated with colored beads and feathers to suit the individual warrior. Inside the pouch is an assortment of dried herbs and flowers along with the canine tooth of a wolf.

Abilities/Effects: Wearing this fetish grants you a +2 bonus on Wisdom (Perception) checks. As a bonus action, you can draw on the magic of this fetish to gain advantage on Wisdom (Perception) checks instead of the bonus for 1 minute. The fetish then crumbles into dust.

MONSTER FETISHES

These fetishes are rarer than animal fetishes as the talisman requires some portion of the creature to draw forth its power. These fetishes must be worn openly on your person, not concealed in a pouch or pocket, in order to gain their benefits. You must wear a monster fetish for a full day before you receive its benefit.

Aboleth Fetish

Wondrous item (fetish), very rare

Description: This oval pendant is made from purple-flecked obsidian set with a clear crystal box containing an animated aboleth's eye suspended in greenish fluid.

Abilities/Effects: This fetish grants the ability to call upon the dark powers of the aboleth, transforming your arm into a tentacle. As an action or as a reaction when taking an opportunity attack you may draw on the fetish's magic to make a tentacle attack. Once this ability is used, regardless if it successfully strikes or not, it may not be called upon again until the next dawn.

Tentacle: *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. Hit: 12 (2d6 + 5) bludgeoning damage.

If the target is a creature, it must succeed on a DC 14 Constitution saving throw or become diseased. The disease has no effect for 1 minute and can be removed by any magic that cures disease. After 1 minute, the diseased creature's skin becomes translucent and slimy. The creature cannot regain hit points unless it is underwater and the disease can be removed only by *heal* or another disease-curing spell of 6th level or higher. When the creature is outside a body of water, it takes 6 (1d12) acid damage every 10 minutes unless moisture is applied to the skin before 10 minutes have passed.

Ankheg Fetish

Wondrous item (fetish), very rare

Description: This is a hexagonal silver pendant set with a polished onyx stone, suspended from a silver chain. Three ankheg claws dangle on either side of the pendant.

Abilities/Effects: As an action, you may call upon the spirit's favor to gain tremorsense with a 60 feet radius for 1 minute. Once used in this way, the fetish may not be used again until the next dawn.



ABOLETH FETISH

Basilisk Fetish

Wondrous item (fetish), very rare

Description: This octagonal plate of flesh-hued soapstone is set with eight basilisk teeth surrounding a hinged container of copper recessed in the stone. When activated, the cover falls off revealing the preserved eye of a basilisk.

Abilities/Effects: As an action you may call upon the spirit's favor to force a single creature within 30 feet to make a DC 12 Constitution saving throw. The creature must be able to see this fetish and if they fail the saving throw they are restrained as they begin to turn to stone. The creature must repeat the saving throw on the end of their next turn. On a success, this effect ends. On a failure, the creature is petrified until freed by *greater restoration* or other such magic. Once this fetish has been used it crumbles to dust.

Behir Fetish

Wondrous item (fetish), very rare

Description: This fetish is a belt fashioned from the cured hide and scales of a behir, set with a large piece of amber on the front.

Abilities/Effects: As an action, you may call upon the spirit's favor to use the behir's lightning breath. You exhale a line of lightning 20 feet long and 5 feet wide. Each creature in the line must make a DC 17 Dexterity saving throw, taking 32 (9d6) lightning damage on a failed save, or half as much on a successful one. Once, used this fetish crumbles to dust.

Blink Dog Fetish

Wondrous item (fetish), very rare

Description: This fetish consists of the tooth of a blink dog suspended from a raw-hide thong.

Abilities/Effects: As an action, you may make one melee attack and immediately teleport up to 40 feet to an unoccupied space that you can see. Once used, this ability cannot be activated again until the next dawn.

Bulette Fetish

Wondrous item (fetish), uncommon

Description: This fetish is crafted in the shape of a headpiece made from a bulette scale.

Abilities/Effects: While wearing this fetish, your long jump is up to 30 feet and your high jump is up to 15 feet, with or without a running start.

Cockatrice Fetish

Wondrous item (fetish), very rare

Description: This fetish is a platinum brooch surrounded by small cockatrice feathers.

Abilities/Effects: As long as this fetish is worn you are immune to the petrified condition.

Darkmantle Fetish

Wondrous item (fetish), rare

Description: This fetish is typically fashioned as a brooch made from a portion of the hard shell of a darkmantle.

Abilities/Effects: This fetish grants the ability to create darkness. It has 3 charges; as an action you may use 1 charge to cast *darkness*. If you expend the fetish's last charge, it crumbles to dust.

Ettercap Fetish

Wondrous item (fetish), rare

Description: This fetish is made from the fang of an ettercap strung on a spider silk cord, taken from the same ettercap as the fang.

Abilities/Effects: This fetish grants the ability to create webs. It has 3 charges; as an action you may use 1 charge to cast *web* (save DC 15). If you expend the fetish's last charge, it crumbles to dust.

Giant Spider Fetish

Wondrous item (fetish), rare

Description: This fetish is made from a giant spider's mandible suspended on a silk cord.

Abilities/Effects: While wearing this fetish, as an action you may cast *spider climb* on yourself. Once used, you may not call upon the fetish again until the next dawn.

Lamia Fetish

Wondrous item (fetish), uncommon

Description: This fetish consists of the fur of a lamia dipped, in its blood and then wrapped tightly around one of its fangs.

Abilities/Effects: While wearing this fetish, you may call upon the spirit of the lamia to share its gifts of deception. It has 3 charges; as an action you may use 1 charge to cast *disguise self*. If you expend the fetish's last charge, it crumbles to dust.

Mimic Fetish

Wondrous item (fetish), very rare

Description: This fetish is made from a portion of a mimic bound into a sphere by a lattice of copper wire and suspended from a chain as a pendant.

Abilities/Effects: This fetish grants the ability to use the mimic's adhesive abilities. When you are hit by a creature using unarmed strikes or some other form of natural attack, you may use your reaction to draw on the magic of this fetish and make a grapple check against the creature that struck you. If you succeed, the creature is grappled.

Once used, you may not call on this fetish again until the next dawn.

Remorhaz Fetish

Wondrous item (fetish), very rare

Description: This fetish is crafted from several scales of a remorhaz, bound to a bone shard with copper wire.

Abilities/Effects: This fetish has 3 charges. While wearing this fetish, when you are hit with a melee attack you may use your reaction to expend 1 charge to deal 3d6 fire damage to the creature that struck you. If you expend the fetish's last charge, it crumbles to dust.

Rust Monster Fetish

Wondrous item (fetish), very rare

Description: This fetish is crafted from the boiled feeler of a rust monster.

Abilities/Effects: While wearing this fetish, when you are attacked in melee you may spend your reaction to gain the Rust Metal special trait of rust monster until the beginning of your next turn. Once used, you may not call upon this fetish again until the next dawn.

Rust Metal: Any nonmagical weapon made of metal that hits you begins to corrode. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal is destroyed after dealing damage.



VENOMOUS SCALE

Venomous Scale Fetish

Wondrous item (fetish), very rare

Description: This fetish is made from the bones and hide of a Venomous Scale's sressen hatchling, shaped into a rattle.

Abilities/Effects: While wearing this fetish, you may use your action to force one creature you can see within 10 feet to make a DC 14 Constitution saving throw. On a failed save, the target takes (23) 5d8 poison damage, half as much damage with a successful save. Once used, this fetish may not be used again until the next dawn.

Winter Wolf Fetish

Wondrous item (fetish), very rare (requires attunement)

Description: This grisly fetish consists of the head of the winter wolf and is meant to be worn as a mask.

Abilities/Effects: While wearing this fetish you have resistance against cold damage. Additionally, you gain advantage on Wisdom (Perception) checks that rely on hearing or smell, as well as on Charisma (Intimidate) checks. However, you have disadvantage on Charisma (Persuasion) checks.

OTHER FETISHES

Not all fetishes require the invocation of animal or monstrous creature's spirit. Others use more unique or unusual spirits, often bound to the fetish against their will. Like other fetishes, they must be worn openly on your person, not concealed in a pouch or pocket, in order to gain their benefits.

Artisan's Fetish

Wondrous item (fetish), rare

Description: This fetish is made from the finger bone of a talented craftsman or expert who practiced a particular craft or trade.

Abilities/Effects: After wearing this fetish for a full day, you gain proficiency with a set of tools appropriate to the spirit bound to the fetish, such as a painter's supplies, a musical instrument or a disguise kit. In addition, you have advantage on all skill checks relating to the spirit's craft. For example, if you possess a fetish with the soul of an artist bound to it, you gain advantage on an Intelligence (History) check that deal with painting or statuary.

Bone Rattle

Wondrous item (fetish), rare

Description: This fetish can only be made from the skull of an intelligent creature. The brain pan is filled with bits of the creature's teeth and the skull is wrapped in leather tanned from the same creature's skin. This fetish is commonly hung on a staff.

Abilities/Effects: While wearing this fetish you gain the ability to cause fear. It has 3 charges; as an action you may use 1 charge to cast *fear* (save DC 15). If you expend the fetish's last charge, it crumbles to dust.

Hero's Heart

Wondrous item (fetish), legendary (requires attunement)

Description: These fetishes are quite rare; they are created from the dried heart of a being that died performing a heroic deed.

Abilities/Effects: To use this fetish you must place it in your mouth and use your action to concentrate on a personal memory of performing a selfless act, an act of kindness, or a heroic deed. You then attempt a DC 15 Wisdom saving throw. At the GM's discretion, if you narrate this memory you may gain advantage on your save.

If you succeed on the saving throw, you have appeased the hero's spirit and convinced it to grant you its strength in battle. For the next minute, you gain 2d6 temporary hit

points at the start of each of your turns, you are immune to fear, and you have advantage on the first attack roll, ability check, or saving throw that you make on each of your turns.

If you fail the saving throw, you suffer 2 levels of exhaustion, which may only be removed through resting.

Once called upon, the spirit within the heart may not be petitioned again for 7 days.

Shrunken Head

Wondrous item (fetish), rare

Description: These macabre fetishes are created by desiccating the remains of a humanoid creature's head, peeling it, curing the skull, and then shrinking it to the size of a human fist. These items are most commonly found amongst the possessions of powerful Ehtzara, notably those who are members of the Cult of the Jackal, and the terrifying shamans of the savage Voei tribes of the Fervidus Hills.

Abilities/Effects: Each of these fetishes contains the trapped soul of a humanoid. A *shrunken head* has 3 charges. It regains 1d3 expended charges each day at dawn.

As an action, you may expend 1 charge to cast *speak with dead* on the head, asking questions of the soul trapped inside. This spell does not fail when cast on the head, regardless of how many days have passed since the last time the head was the target of this spell.

Spirit Rattle

Wondrous item (fetish), rare

Description: This otherworldly fetish is crafted from the skull of a priest whose spirit has been bound to it.

Abilities/Effects: While wearing this fetish, you gain the ability to banish creatures. It has 3 charges; as an action you may use 1 charge to cast *banishment* (save DC 15). If you expend the fetish's last charge, it crumbles to dust.



SHRUNKEN HEAD

CHAPTER FIVE

RINGS

Adder's Rings

Ring, uncommon

Description: These are oblong copper rings decorated to resemble the scaled head of an adder, with tiny gems set in the eyes.

History: Despite their simple appearance, these rings are deadly weapons. When the wearer clenches their fist tightly the adder comes “alive”, opening its jaws revealing sharp fangs that inject poison into a target. Used by every human (and some non-human) noble courts, *adder's rings* are the preferred weapon of choice within “polite” society.

Abilities/Effects: These rings are permanently under the effects of an *arcenist's magic aura* spell that gives them a false aura, making them appear nonmagical. While wearing both these rings, your unarmed strikes deal magical damage, including an additional 1d4 points of piercing damage.

As a bonus action, you may coat these rings with a dose of serpent venom poison. Once you use this ability, you cannot do so again until the next dawn.

ADDER'S RING



Monk's Ring

Ring, very rare (requires attunement)

Description: This white jade ring, carved to depict tiger kittens at play, assists its wearer in focusing their ki.

History: These rings were first created by Khitani monks for use during the Serene War. During this tumultuous period, warrior monks defended the countryside against the rampaging hordes of the godless, while factions within the court of the Sleeping Emperor argued and maneuvered for power, leaving the military impotent and directionless.

Abilities/Effects: While this ring is worn you gain 1 ki point. If you are not a monk or possess powers which require ki points you may use this ki point to power one of three following abilities: Flurry of Blows, Patient Defense, or Step of the Wind. This ki point is recovered after completing short or long rest.

Ring of Awareness

Ring, rare (requires attunement)

Description: This ring consists of a band of gold set with an impressive tiger-eye.

History: The first ring of this type was worn by Vadinus val'Mehan, a powerful Nihang of Nishanpur who made many enemies during his rise to power. Ironically, the ring that was to protect him from assassins was stolen before Vadinus could take possession of it. On his way to his quarters where the ring awaited him, he was brutally murdered within the halls of the Nihang Council. Soon thereafter, copies of the ring began to appear throughout the Known Lands within a generation, where they became highly prized by the rich and paranoid alike.

Abilities/Effects: While you wear this ring, you gain advantage on all Wisdom (Perception) checks. Continued use of the ring (wearing the ring for more than 10 hours in a single day), however, results in a heightened sense of paranoia, causing you to have disadvantage on all Wisdom (Insight) checks as it becomes harder and harder for you to trust anyone, even your own allies.

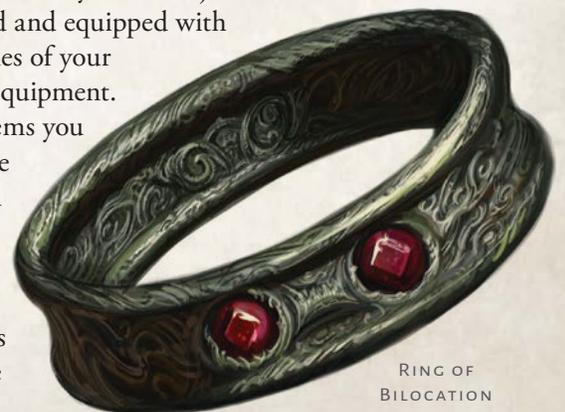
Ring of Bilocation

Ring, legendary (requires attunement)

Description: This ring consists of a band of polished gold set with two rubies of equal size and color.

History: This ring was first created by the Emerald Society explorer Zeriek during his excavations of the First City during the second century I.C. to help him cover more ground in the labyrinthine passages beneath the ancient capital. After his death, it was bequeathed to the Society, who were able to duplicate the enchantment.

Abilities/Effects: While worn, as an action you may create an illusory double of yourself adjacent to you, dressed and equipped with quasi-real copies of your clothing and equipment. All magical items you are wearing are reproduced on the double as non-magical replicas. The double appears to be the same



RING OF
BILOCATION

creature as you but it has half your hit point maximum. Otherwise, the double uses all of your statistics, with adjustments for any loss of benefits from magical items.

While the double is active, you may communicate with it telepathically up to a range of up to 1 mile and it cannot act except by your express command. The double lacks the ability to learn or become more powerful so it can never increase in level or gain expended spell slots.

If the double is damaged, you cannot repair it by any means. While you have an active double you cannot use this ring to create another one. After 6 hours, or if your attunement to the ring ends, the double dissipates into mist and you may not be use this ability again until the following dawn.

Ring of Communication

Ring, uncommon

Description: These rings are made from an alloy of meteoric iron and gold.

History: These rings first became popular among the senators of the Coryani Empire and quickly spread throughout the empire and the lands beyond. Many organizations and secret societies covet the rings as a way to keep their clandestine activities secret.

Abilities/Effects: While you wear this ring worn you can cast *message*.

Ring of Earth's Mettle

Ring, uncommon (requires attunement)

Description: These rings appear as simple metal rings, typically set with a polished stone.

History: This ring was first created by a sorcerer from the Sanctorum of the Arcane for his protector Sylithe, one of the Talons of the Hawk. Sylithe disdained weapons; she believed warriors were too reliant upon them and were helpless when disarmed. She trained in making her own hands into deadly weapons. After a near fatal run in with an Ymandragoran Thrall, the sorcerer created a ring that would make Sylithe even deadlier.

Abilities/Effects: While worn, this ring allows your unarmed strikes to bypass any resistance as if your fists were made of adamantine. This ring has one rune slot; any rune inscribed on the ring affects your unarmed strikes as if they were manufactured weapons. There are other versions of these rings which affect your unarmed strikes as if they were made of Sarishan steel, cold iron or silver.

Ring of Fractured Focus

Ring, very rare (requires attunement by a spellcaster)

Description: These dark iron bands are etched with runes of focus, allowing the wearer to split his attention amongst different spells.

History: The result of a failed attempt to replicate the effects of the *ring of perpetual magic* by the Sorcerer-Priests of Sarish, these rings have since become a staple among the higher echelons of the Sarishan church.

Abilities/Effects: While this ring is worn you find that you may maintain concentration on two spells simultaneously, as long as both spells are of 2nd level or lower. If you fail to maintain concentration on either spell, both of them end.

Ring of Grace

Ring, rare

Description: These quartz rings are carved to depict a flight of swallows.



RING OF GRACE

History: These magical rings were first created by the Osalikene elorii during the early period of the Eloran Empire as a children's toy. The ring acted as an instructional tool for young Osalikene to hone their natural abilities.

Abilities/Effects: While wearing this ring your speed increases by 10 feet. You also gain advantage on all Dexterity (Acrobatics) ability checks. If you are an Osalikene elorii, you also don't take damage from falling 20 feet or less if you aren't incapacitated.

Ring of Illusionary Life

Ring, very rare

(requires attunement from an intelligent undead)

Description: These rings are crafted from an alloy of adamantine and copper set with a black opal.

History: These rings are used by the Brotherhood of Bronze Catacombs, a group of Nerothians that received Neroth's Gift and became undead at the cost of their soul. While many so blessed prefer to remain away from the rest of society, certain members of this fraternity still have schemes and plans in motion. Some are nefarious, others benign, but they all require the undead to continue to interact with the living. These rings are used to facilitate their uninhibited movement among the populace without arousing alarm or suspicion.

Abilities/Effects: While you wear this ring you are cloaked in an illusion that makes you appear as a living version of your race in every physical sense. Anyone physically interacting directly with the illusion (touching or attacking you) may attempt a DC 16 Wisdom saving throw to see through the illusion. In the case of a failed save they cannot attempt to see through the illusion again for 24 hours. The *true seeing* spell reveals your true nature. Additionally, you are still subject to detection by spells and abilities that which specifically detect undead.

Any living creature which dons this ring suffers 2d8 necrotic damage at the beginning of each turn that they wear the ring.

Ring of Lucidity

Ring, rare (lesser) or very rare (greater) (requires attunement)

Description: This band of platinum is set with a flat plate of Sarishan steel.

History: Many decry the city of Sweet Savona to be a festering pit of debauchery and corruption, yet even so, hundreds of thousands travel to the bright and colorful city seeking out pleasures and entertainment with peer throughout the rest of the Known Lands. After a series of laws enacted by the Coryani Senate seem to benefit Savona at the expense of the rest of the empire, members of the Inquisition traveled to the City of Joy armed with only these rings. Posing as senators, they were approached by a group of sensuous Larissan priestesses that attempted to bend them to their will using their natural charms and ancient chants. Thanks to the rings, the enchantments were resisted and the group captured. The Temple of Larissa in Savona quickly disavowed any knowledge of this group and denounced as heretics.

Abilities/Effects: As long as this ring is worn you are immune to the charmed condition and have advantage on all saving throws against illusions and any effect that may attempt to influence (but not to detect or read) your thoughts. In addition to the immunity to being charmed, the greater version of this ring also makes you immune to the stunned condition.

Ring of Master Thievery

Ring, legendary (requires attunement)

Description: A ring of master thievery appears to be a plain brass ring of minimum value. Designed to draw as

little attention as possible, the ring's only adornment is a tiny relief carving of a lightning blasted tree stump and the words "Even the mighty are destined to fall" engraved upon the ring's surface.

History: Nakas Pi'neo, the legendary thief of Panari, is attributed with designing the first Ring of Master Thievery. Nakas was an incredibly successful thief operating in the great capital of Balantica. His young childhood years had been spent living in the streets until he was adopted by a group of cutthroats and burglars. Nakas blossomed under their tutelage and, over the years, his skills were honed to near legendary levels. Operating out of the Waving Leaf tavern in the noble district of the city, Nakas formed his own band, with the goal of redistributing the wealth of their rich neighbors to a worthier group, namely themselves.

Calling themselves the Band of Splintered Oak, Nakas managed to attract the finest underworld talents from across the city into his fold. Now the head of an extremely successful band of thieves, Nakas begun to expand his reach beyond the city of Panari. Never one for unnecessary violence, Nakas preferred to sneak in, accomplish the task, and get out without anyone ever knowing. To Nakas, burglary is nothing more than a test of his skills. Nakas commissioned the ultimate boon to his trade, the *ring of master thievery*. With it, nothing will be out of his reach.

Abilities/Effects: While this ring is worn you can see in dim light within 20 feet as if you were in bright light, and in darkness as if it were dim light, though not in color. Additionally, this ring has 6 charges that you can use for the following properties. This ring regains 1d4+1 of its expended charges daily at midnight. If you ever use the final charge from ring roll a d20. On a roll of 1 this ring loses all magical properties.

Light Fingers: As a bonus action you can expend 1 charge to gain advantage on Dexterity checks for 1 minute.

Smoke and Mirrors: As an action you can expend 2 charges to cast *invisibility* on yourself.

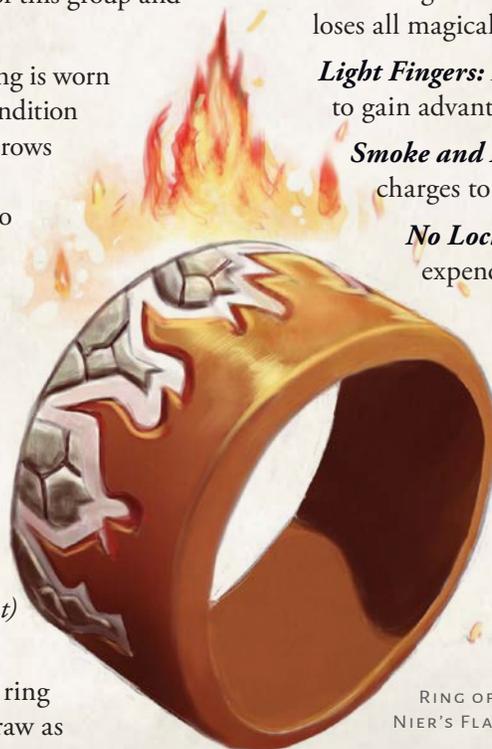
No Lock Shall Stop Me: As an action you can expend 2 charges to cast *knock*.

Ring of Nier's Flame

Ring, rare (requires attunement)

Description: These rings are made of steel that have been heat-colored to portray flames along the length of the ring.

History: These rings are consecrated to Nier, the Destroyer, and are extremely popular among Nierites that prefer melee combat but are wary of archers and crossbowman.



RING OF
NIER'S FLAME

Abilities/Effects: This ring has 3 charges. While worn, you may expend 1 charge as a reaction in response to a ranged attack against you, wrapping yourself with magical flames that instantly incinerate any non-magical wooden projectile (such as crossbow bolts, arrows, javelins, and even spears) that would normally hit you. These flames last until the start of your next turn. This ring regains 1 of its expended charges daily at dawn. If you ever use the final charge from ring roll a d20. On a roll of 1 this ring loses all magical properties.

Ring of Perpetual Magic

Ring, legendary (requires attunement by a spellcaster)

Description: A silver band with an inlaid deep blue sapphire, surrounded by small engraved runes. Often mistaken for its cousin, the *ring of spell storing*, this ring extends the effects of certain spells.

History: The first record of this ring comes from the annals of the val'Mordane family. During their time as provincial governors of Toranesta, in the modern day Abessian Dominion, an uprising of the native Myrantians was in the offing, due to the alleged ritual killing of a number of children. Blame was being placed squarely on the foreign occupiers and only by meeting the price of the local leader, a Myrantian priest known as Thehut "the Six-fingered," was the looming revolt averted. The price, of course, was the *ring of perpetual magic*.

Abilities/Effects: While you wear this ring, whenever you cast certain spells you can call on its magic to double the spell's duration, up to a maximum of 24 hours. The spells that the ring can extend are: *comprehend languages*, *darkvision*, *detect magic*, *mage armor*, *see invisibility*, or *tongues*.

The ring can only be used to extend the duration of one spell at a time. Once you have used the ring to extend a spell, you cannot use it again until that spell is either dismissed by you, dispelled, or its duration runs out.

Ring of Puissance at Arms

Ring, very rare (+1), legendary (+2) (requires attunement)

Description: These rings appear as plain steel bands.

History: These rings are a secret shame of some of the less scrupulous duelists of Savona. First crafted by Flavius the Quick, a mage that secretly used enchantments to gain an advantage over the other duelists of Savona, these rings have been passed on to his students after his maiming. The duels in Sweet Savona are sacrosanct to its citizens and the use of any magical enhancements is strictly forbidden, the duel is a contest of skill alone. But Flavius wanted the glory, not to mention the adoration of women, that victory would provide. His students are cast from the same mold and will use these

rings to gain an unfair advantage over their opponents.

Abilities/Effects: This ring is permanently under the effects of an *arcanist's magic aura* spell that gives them a false aura, making it appear nonmagical. This ring has a magical bonus, dependent on rarity. As a bonus action, you can apply the ring's bonus either offensively, as a bonus to all your damage rolls, or defensively, as a bonus to your AC, until the start of your next turn.

Ring of Reptilian Regeneration

Ring, uncommon

Description: This small gold ring is made to resemble a tiny viper with emerald eyes that coils around your finger.

History: Created as warrior-slaves for the ssethric's perpetual Wars of Extinction, the elorii were considered expendable, given that their birth to maturity cycle was less than a decade. Some however, proved so skilled or savagely efficient that their scaled masters saw their premature deaths as a waste of resources. For these exceptional individuals were crafted a ring that would keep them alive and 'operational' for the length of any engagement.

Abilities/Effects: This ring has 6 charges. While you are wearing this ring, you can use an action to expend 1 charge and goad the viper on the ring into biting your finger, injecting its regenerative venom into your body. This lets you regain 4d4 + 4 hit points. If you expend the last charge, the ring loses all magical properties.

This ring regains 1d3 charges daily at dawn.

Ring of Resilience

Ring, uncommon

Description: These rings consist of three intertwined rings of copper, silver, and iron.

History: This ring is rumored to have been first developed by Nurion val'Assanté, the founder of the Sanctorum of the Arcane, as a way to protect the agents of his organization from the predations of the Harvesters of Ymandragore.

Abilities/Effects: While you are wearing this ring and are the target of a spell which grants a saving throw, you may, as a reaction, gain advantage on that saving throw. Once this ability is used it may not be called upon again until the next dawn.

Ring of Respite

Ring, very rare (requires attunement)

Description: Highly prized and very rare, these rings usually appear to be simple charm rings made from bone, carved to resemble a lizard set with hematite eyes biting its own tail.

History: Centuries before the arrival of humanity and their gods to Onara, these rings were used by the elorii in their rebellion against the Scaled Empire. After the defeat of ssethrics, the rings were taken by the elorii and passed on to those who would make best use of this powerful item. After the Great Betrayal, when many elorii heroes died protecting the migration of their people from the human armies, these rings, along with many other artifacts, were taken as spoils of war.



RING OF THE SHOCKING PALM

Abilities/Effects: If you are reduced to 0 hit points or are subject to an effect causing instant death while wearing this ring, you are instantly returned to consciousness with 1 hit point and teleported to a safe place within 100 feet. If there is no safe place within range, this effect fails. This ability cannot be used again until after 7 days have passed.

Ring of the Scaly Hide

Ring, rare (requires attunement)

Description: These rings appear to be made of ivory, but actually have a fleshy texture. It is also warm to the touch and slowly pulses as if it possesses a heartbeat.

History: Usually crafted by the technomancers of the Ssethregoran Empire, these rings meld the art of biomancy with the blackest of elder sorcery.

Abilities/Effects: After wearing this ring for a day, your skin starts to become scaly and take on a green sheen. While not wearing armor, your AC equals 13 + your Dexterity modifier. Once this transformation has taken place, you suffer disadvantage on all Charisma ability checks, with the exception of Charisma (Intimidation), except when dealing with ssethric or reptilian races. If your attunement to the ring is broken, you immediately lose all bonuses to AC. However, the changes to your body require one month to fade.



RING OF SPIRIT'S WARNING

Ring of the Shocking Palm

Ring, rare

Description: These rings are always crafted from iron and etched with silver runes. When one of these rings is first donned, the hand on which the ring is placed tingles, as if being lightly shocked.

History: Another product of the Khitani culture of unarmed warrior monks, these rings allow the wearer the ability to increase the damage potential of their unarmed strikes.

Abilities/Effects: While worn, you may, as a bonus action, surround the hand wearing the ring with crackling lighting. Your next successful attack deals 1d6 lightning damage in addition to your normal damage. An unarmed strike deals an additional 2d4 lightning damage. Any creature struck by the energy from this ring is unable to take a reaction until the start of their next turn.

Ring of Silence

Ring, rare

Description: This ring always consists of two entwined iron bands.

History: Highly sought after by killers and ne'er-do-wells of all types, the first of these rings were crafted by the infamous assassin-king Heliguor of Magra.

Abilities/Effects: The ring has 3 charges. While the ring is worn, as an action you may expend a charge to cast *silence* (no concentration required) on yourself.

Ring of Spirit's Warning

Ring, rare (requires attunement)

Description: This bone ring depicts moaning spectral figures wrapped around the wearer's finger culminating in an onyx shaped like an eye.

History: The ring was commissioned by the very paranoid Coryani Emperor, Quoron val'Dellenov, who during the Second Khitani-Coryani War, feared assassins sent by the Sleeping Emperor. Sadly, it was his own elite legionnaires that sent him to the Cauldron. Salacious

rumors, of course. Anyone trying to hide from, ambush or otherwise sneak up on the wearer gets the uncomfortable feeling of being watched.

Abilities/Effects: As long as this ring is worn you gain a +5 bonus your passive Wisdom (Perception).

Ring of Subtlety

Ring, very rare (requires attunement)

Description: This plain silver band has many uses for those who follow the path of shadow.

History: Detractors of Sarishan Emissaries constantly accuse them of using this ring, but in actuality, more copies of this ring are found in the possession of the val'Abebi than any other group or family. Members of the Emerald Society have examined a number of these rings and have found their origin to be eloran.

Abilities/Effects: While this ring is worn you may attempt to convince someone of your point of view. After speaking with an intelligent creature for at least five minutes, you may cast *dominate person* (save DC 20) on them. Once the duration of the spell ends, the creature loses all memory of the time they were dominated. If the creature succeeds on their saving throw, they resist the effect but remain unaware of the attempted manipulation. Once used this ability cannot be called upon again until the next dawn.

Sarishan Ring of Infernal Protection

Ring, very rare (requires attunement)

Description: A plain broad band manufactured from Sarishan steel and etched with mystical runes.

History: This set of six rings were created by a cabal of Sarishan Sorcerer-Priests as a form of protection should their summoning of an Infernal go awry. During the Time of Terror, many Sarishans fought bravely protecting the populace. The current owners of the rings used it as an opportunity to bind many infernals, safe in the knowledge that the creatures would be repulsed by the power of the ring. As the infernals preyed on the helpless, they dispassionately grew in power. After the predations of the infernals were repelled, the Sorcerer-Priests hunted

down these six and made them suffer for their wanton cruelty. The six rings were scattered after their execution and their present location remains unknown.

Abilities/Effects: While this ring is worn, any infernal or creature with tainted blood (such as a dark-kin) who targets you with an attack or a harmful spell must first make a DC 14 Charisma saving throw. On a failed save, the creature must choose a new target for the attack or spell or choose a different action. Any such creature you attack becomes immune to this ring's effect for 24 hours.

Ymandrake Dueling Ring

Ring, very rare (requires attunement)

Description: This ring is manufactured from gold and set with a black sapphire.

History: Crafted by the magewrights of Ymandragore specifically for Harvester hunter squads attacking a Sanctorem of the Arcane, these rings allow the Ymandrakes to conserve their arcane might by making sure that any spells miscast are never wasted.

Abilities/Effects: While wearing this ring, if you lose concentration on a spell or lose a spell due to *counterspell*, the spell is not lost but stored in the ring for 1 hour. During that time, you can cast the spell again as normal. The ring can only store a spell of up to 5th level and it can only store one spell at a time.

Zephyr Ring of the Sky Knights

Ring, rare

Description: This ring is crafted to resemble a falcon, head cocked to the side and wings outstretched around the finger. The eye is set with a blue diamond.

History: This ring was made famous by the Kio heroine Talkyh Ni'echki, who used it to repel an invading horde of gar from Uggur.

Abilities / Effects: While this ring is worn, any time you fall more than 10 feet you do not suffer any falling damage as long as you are not incapacitated. Additionally, while on a flying mount you gain advantage on any skill check to remain in the saddle and all Wisdom (Animal Handling) checks to control your mount.



CURSED ITEMS

Ring of Nightmares

Ring, rare (requires attunement)

Description: This ring appears as a plain steel band with a small amethyst.

History: Muireann the Undir saw her village plundered and destroyed by Nicator val'Baucisz, in a fit of petty cruelty. Muireann nursed her hatred of the val'Baucisz, and let it drive her into the study of the mystic arts. She disguised herself as an oracle, and through cunning she came to the attention of the superstitious Nicator. She prophesied assassination, and offered to sell him a ring that would protect him from harm. He scoffed and took the ring without payment, as she knew he would. By the time he realized the ring was to blame for his nightmares it was too late. Nicator's last nightmare before he died was of Muireann's gloating face.

Curse: This ring is cursed, a fact that is revealed only when an *identify* spell is cast on the ring or you attune to it. Once donned, the ring cannot be removed except through the casting of *remove curse* which destroys the ring. Each night, the wearer suffers horrible nightmares as the *dream* spell (DC 18). Even if the ring is destroyed, its magic remains for 1 week. A second *remove curse* spell is required to end this effect early.

Ring of the Stolen Mind

Ring, very rare (requires attunement)

Description: This ring is made of woven bands of silver with a milky white opal affixed to it.

History: Originally created by the Black Rose of Canceri, Mensarena val'Mordane, to aid in her escape from Ventaka, this vile ring contains the essence of another living being's mind, ripped from that being's corpse shortly after death. There is a tradition in Canceri to bury the bride of the deceased within the same coffin. When Mensarena's elderly husband suddenly died while in the throes of passion, she knew she must act quickly before she was entombed with him. Using the ring's ability, she was able to trick the guards to allow her to leave the manse and cross the border into Milandir. Sadly, Mensarena was driven mad by the ring, making her believe that she was her late husband, an arrogant Nihang of Canceri who despised the Milandisians with a passion. She was slain by the Knight Commander of Ashvan as she attacked him in a rage, just moments after begging him for sanctuary. The bewildered knight had the body burned believing it was infected with some sort of disease. What became of the ring after the cremation is unknown.

Abilities/Effects: While you wear this ring and you

are within 10 feet of a dying creature, as a reaction you may steal the creature's intellect as expire. Once you do so, the ring's enchantment will make the wearer appear and sound like the person whose intellect it has trapped. You have advantage on all Charisma (Deception) checks made to convince someone that the you are actually the person whose intellect is stored in the ring. This effect can even fool the *detect thoughts* spell and similar effects. This magic decays slowly over time, with the trapped intellect disappearing in 1d4 weeks.

Curse: This ring is cursed, a fact that is revealed only when an *identify* spell is cast on the ring or you attune to it. When a new intellect is taken into the ring, the wearer must succeed on a DC 12 Wisdom saving throw or develop short-term madness. While in this state you cannot remove the ring until the madness has passed. After wearing this ring for 1 week after failing their initial saving throw, you must succeed on a DC 15 Wisdom saving throw or have your own personality subsumed by the intellect in the ring.

Uhxbractit's Ring of Warding

Ring, legendary (requires attunement)

Description: Made from the rare red-gold found in the region and adorned with near flawless gems, the ring is inscribed with intricate and interlocking sigils.

History: Uhxbractit, one of the mightiest of the Infernal Lords in the recently renamed Fiendish Expanse, had this ring forged for him soon after the Godswall first rose. Sealed in with thousands of other Infernals, including over a score of rival Devil Kings, Uhxbractit quickly consolidated power and created his own demesne, the Lordship of Iron. After a clash with the Legion of Unyielding Courage, who had the misfortune of being trapped in the Sealed Lands as well, he ordered the captured dwarves and human smiths to craft the ring. To ensure that none would wear the ring and use it against him, he laid a curse upon the ring, so that none but Infernals could wield its power. That proved to be his undoing, as a traitorous succubus stole it and used it to curry favor with another, more generous Devil King.

Abilities/Effects: You gain resistance to non-magical bludgeoning, piercing, and slashing damage. Any resistances that you currently have become immunities. If a fiend wears this ring, they have advantage on all saving throws when targeted with spells and abilities by non-fiends.

Curse: This ring is cursed, a fact that is revealed only when an *identify* spell is cast on the ring or you attune to it. If you do not possess infernal blood (such as a dark-kin or half-fiend) or are not a warlock with a fiendish Otherworldly Patron you instantly suffer 5d10 fire damage, and an additional 5d10 fire damage at the beginning of your turn so long as you continue to wear this ring.



CHAPTER SIX

RODS, STAVES & WANDS

RODS

Archaeologist's Rod

Rod, very rare (optional attunement)

Description: This silvery, foot long rod is unadorned but for series of runes etched in a spiral pattern down its length. It is topped by a triangular head, leading some to believe it was created by Sarishans.

History: This rod was created by an Altherian secret society, the Seekers of Forbidden Lore, to expedite their exploration of the ancient, forbidden ruins of the Tenecian civilization. The Council of Wisdom, which governs the Republic of Altheria, has declared exploration of that ruined capital city prohibited unless sanctioned and accompanied by an authorized scholar. This led to a scarcity of historians with knowledge of that era. Though never proven, many attribute the disappearance of historians and other scholars throughout the Known Lands to the Seekers of Forbidden Lore, who somehow drained their accumulated knowledge and placed it into these rods.

Abilities/Effects: This rod may be used either attuned or unattuned. If not attuned, while held you gain advantage on all Intelligence (History) checks related to architecture, stonework, and masonry. You also instinctively know which direction is north. If attuned to this item, in addition to the previous benefits you are considered to be proficient in the History skill as long as this rod is on your person.

Imperial Rod of Judgment

Rod, very rare (requires attunement)

Description: This beautiful rod is forged from solid steel and inlaid with gold and platinum and shaped like a Warhammer.

History: Crafted by the dwarves of Solanos Mor and Encali as a gift to Emperor Cunius

val'Assanté upon his coronation, this rod is modeled after the Rod of Judgements wielded by the leaders of the Celestial Giants before the Curse. They were then duplicated and given to Imperial Magistrates, as well as certain High Inquisitors, as instruments of office.

Abilities/Effects: This rod's construction and weight allows it to be used as a magical warhammer in combat. Additionally, while holding this rod you can use your action to cast the following spells: *detect evil and good*, *detect thoughts*

Rod of the Reaper

Rod, legendary

(requires attunement by a spellcaster)

Description: This elaborately carved, two-and-a-half-foot long rod of mahogany, bound with black iron bands topped with a mummified hand.

History: It is perhaps not surprising that this rod was created in Ventaka, but despite what many might think it was not designed to be a necrotic weapon. Bala val'Mordane intended to enchant the mummified hand with the ability to make another invisible. Bala, however, was cruel to her apprentice Chetana, and in retaliation the apprentice sabotaged the master's artifact. To Bala's horror, the demonstration of the rod slew the val'Mordane noble she had intended to vanish. Her neck was saved, however, when the noble arose as a zombie. The undead patriarchs of the val'Mordane family were intrigued by the possibilities of such a weapon, and gave Bala high honor and an order for a dozen more.

Abilities/Effects: You may wield this rod as a magic mace which deals 2d8 necrotic damage upon a successful hit against a living creature, in addition to its normal damage. Additionally, upon a successful hit you may use a reaction to send a surge of necrotic energy through the target's body, forcing them to make a DC 16 Constitution saving throw or suffer an additional 7d8+30 points of necrotic damage, or half as much on a successful saving throw. Once this ability is used it may not be called upon again until after



IMPERIAL ROD OF JUDGEMENT



ROD OF THE REAPER

the next midnight. Lastly, if you successfully kill a living humanoid with this ability, they rise on the following turn as a zombie under your control for as long as you are attuned to the rod. You may only possess a single zombie at a time, and creating a new zombie destroys your previous zombie.

Rod of the Sky Kings

Rod, very rare (requires attunement)

Description: These rods are made of an unusual silver and adamantium alloy, 2 feet long with numerous jeweled studs along its length and capped by stylized bird wings.

History: On the cliffs of Ulfila there dwells a sect of Saluwean druids. Little greenery grows among the rocks, but these men honor and emulate the fauna of the cliffs, particularly the great birds. Tomas Ramunas, archdruid of the sect in the eighth century, lived without food or water for three days on the rock face of the largest cliff, exposed to the elements, seeking guidance from Saluwé. After he had recovered, he threw himself into the creation of this rod. It has been handed down by the druids ever since, and is used to initiate new members by having them live among the birds for three days, in honor of Tomas.

Abilities/Effects: While holding this rod, you may communicate verbally with any flying creature, gaining advantage on all Wisdom (Animal Handling) rolls made regarding such creatures. Additionally, as a bonus action, you may will the rod to extend itself into a magic spear that grants you a +1 bonus to hit and damage. Finally, this rod may cast one of the following spells: *fly* or *wind wall*. Once used, this ability cannot be used again until dawn the next day.

STAFFS

Ansharan Pilgrim's Staff

Staff, very rare

(requires attunement by a divine spellcaster of Anshar)

Description: This humble pilgrim's staff of gnarled oak with a crook, and shod with bronze, bears the holy symbol of Anshar carved upon its surface.

History: Crafted by the wandering Ansharan mystic, Tholusus val'Inares, as he searched for the fabled Vault of Stars. Since Ansharan Gates must be travelled through once so that it may be accessed again, the Ansharans methodically search the continent for lost Portals. Tholusus believed that the Vault of Stars not only contained a map of every active Ansharan Gate, but could be used to travel to anyone of them at will, without previously attuning oneself to them. Sadly, though he discovered over a dozen

of previously unknown Portals, Tholusus died before completing his self-appointed quest. As his health was failing, he instructed his small cadre of ascetic priests to craft staves like his, so that they might complete his quest. To date, the existence and location of the Vault of Stars remains a mystery.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls. While held, your walking speed is increased by 5 feet, and when brought within 100 feet of a Portal of Anshar it begins to hum, growing louder as you approach the portal. This effect may be silenced with a simple act of will.

This staff possesses 10 charges and regains 1d6+ 4 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its +1 bonus to attack and damage rolls but loses all other properties until it is carried through an activated Portal of Anshar, after which it regains 1d4 charges.

Spells: While holding the staff, you may use an action to expend its charges to cast the following spells, using your spell save DC and spell attack bonus: *light* (0 charges), *long strider* (1 charge), *create food and water* (3 charges), and *freedom of movement* (4 charges).

Beröe's Staff of the Deep

Staff, very rare

(requires attunement by Berokene elorii or divine caster of Yarris)

Description: These staves are typically carved from the flotsam of wrecked vessels with frolicking marine animals along its length and set with numerous shells and pieces of colorful coral.

History: Among the elorii there are none so attuned to water as the Berokene, and among the Berokene there are no mariners so skilled as the Berotar of Entaris. It was soon after the founding of this order that the Berotar were sorely tested, by the sahuagin and their Ssethregoran allies. Despite their skill, the Berotar suffered greatly in the first assault. Then Issalas, captain of the *Lanthras*, took the wreckage of her once mighty vessel and crafted the first staff of the deep. Raising it aloft and summoning water elementals to her side, Issalas led a renewed attack against the vile creatures. The Berotar found victory that day, and the staff of the deep was handed down from captain to captain ever since.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls. This staff possesses 10 charges and regains 1d8+2 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its +1 bonus to attack and damage rolls but loses all other properties until it is submerged in the ocean for 24 hours, at which point it regains 1d4 charges.

Spells: While holding the staff, you may use an action to expend its charges to cast the following spells, using your spell save DC and spell attack bonus: *fog cloud* (1 charge), *water breathing* (2 charges), *control water* (4 charges), and *conjure minor elemental* (water only) (6 charges).

Cadic's Staff of Night

Staff, very rare (requires attunement)

Description: At first glance, this staff appears to be made of ebony wood, but upon closer inspection, the staff is constantly shifting with swirls and eddies, as if a sea of blackness is contained within the staff.

History: None now speak of Priska the Shadowed, Twilight Warrior of the Imperium. Her name has been struck from the ranks of that order, and her theories on the Realm of Shadow are reviled as heresy. Yet her experiments produced results, including these staves, her greatest creation. It is said that in the end all color had drained from Priska. She was slain by her fellow Twilight Warriors after she joined with the creatures of shadow, and sought to lead them in vengeance against her brethren. The staves were locked up, part of her forbidden research, until the fall of the Imperium. Then they were lost, only to be rediscovered in the third century. Few suspect that the rediscovered staves are Priska's heretical creations.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls. Additionally, this staff possesses 10 charges for the following properties:

As Formless as Shadow: As an action you may use 1 charge to cause the staff to dissipate into strands of shadow, reforming into a set of thieves' tools or a string

instrument of dark rosewood. The staff may remain in this form indefinitely until you will it back into a staff as a bonus action or reaction.

Haunting Melody: As an action you may use 2 charges to spin this staff around you, causing it to emit a haunting melody. All creatures within 30 feet of you to make a DC 16 Wisdom saving throw or become frightened until the end of their next turn.

Spells: While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells, using your spell save DC and spell attack bonus: *darkness* (2 charges), *shadow step* (2 charges), and *silence* (2 charges).

This staff regains 1d4+1 expended charge daily at midnight. If you ever expend the last charge, roll a d20. On a 1, the staff retains its +1 bonus to attack and damage rolls but loses all other properties until it has sat under the light of *Aperio* for a full month, at which point it regains 1d4 charges.

Hurrianic Stormlord's Staff

Staff, very rare (requires attunement)

Description: This finely balanced staff is crafted from the blackened branches of a yew tree that was struck by lightning. The staff is carved with etchings made to resemble thunderheads and wrapped in silver cleverly molded to appear as lightning bolts, with its base shod with a silver spike and capped by a quartz crystal.

History: The ranger Mikios Sana of Balantica was on a pilgrimage of Hurrianic shrines in Ulfila when he found himself faced with an incursion of Singarthan Trolls from the Corlathian Mountains. He fought fiercely, but was about to be overcome when a bolt of lightning struck a yew tree, signaling a mighty storm that brought an end to the battle.

Convinced that the storm was a divine blessing from Hurrian, Mikios carved the branches of the tree into the first of these staves. Armed with its magical power, Mikios was able to pursue the trolls and drive them back to the Corlathians.

Abilities/Effects: This staff can be

CEDRICK VAL'BORDA
OPENS A RIFT IN THE
REALM OF SHADOW
WITH CADIC'S
STAFF OF NIGHT



wielded as a magic quarterstaff. A divine caster of Hurrian may, as an action, transform the staff into (or from) a magical silvered longsword. In either form, the staff grants a +1 bonus to both attack and damage rolls.

This staff possesses 6 charges for the following properties.

His Blessings Protect Me: While this staff is held and you are the target of an attack, you may use 1 charge as a reaction to gain resistance to lightning and thunder damage against that attack.

Thunder's Voice: While holding this staff, you may use 1 charge as an action to speak a prayer to Hurrian. All creatures within 10 feet of you must make a successful DC 14 Wisdom saving throw or become frightened until the end of their next turn.

His Might is My Own: While holding this staff, you may use 1 charge as an action to gain advantage on all Strength ability rolls for 1 minute. You must continue to hold this staff to gain this benefit.

His Blood is Within Me: While you hold this staff, you may use 1 charge as a bonus action to increase your Blood Rank by 1 for 1 minute. This increase blood rank does not grant new bloodline powers but may affect existing bloodline powers. This power has no effect upon you if you are not a val.

This staff regains 1 expended charge daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its +1 bonus to attack and damage rolls but loses all other properties until it is struck by a naturally occurring lightning bolt, at which point it regains 1 charge.

Mhyr's Sentinel Staff

Staff, very rare (requires attunement by a primal caster or divine caster of Saluwé)

Description: This oaken staff is beautifully carved with totem animals and natural beasts.

History: Outside the city of Mhyr stands the sacred Ellifyr grove, first gifted to the Mhyrcians by the elorii of Entaris during the Shadowed Age. In gratitude, and as a sign of friendship between elorii, human, Undir, and Kio, the Grove Tenders were created as a sacred order dedicated to Saluwé. To their leader, the Ujch'ki, the sentinel staff was given. Over the years the worship of Saluwé has diminished, as the Shadow Towns have been swayed by the elemental worship of nearby Entaris. The current Ujch'ki of the Grove Tenders does not worship Saluwé, and thus cannot use the powers of the staff. Still she keeps it as a symbol of her office.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +2 bonus to both attack and damage rolls.

This staff possesses 10 charges for the following properties:

Sentinel of the Green: While within a forest, you may expend 10 charges and use this staff to perform a day long ritual to attune yourself to the land and creatures within it. Once completed, you create a ward, as the *alarm* spell, centered upon the spot where you performed the ritual and extending out a number of miles equal to your character level. For the next week, you will become aware when a creature not native to the warded area enters or leaves it. You know the general area, within 20 feet, in which the non-native creature entered or left the warded area, as well as the number of creatures doing so. This effect only functions if you remain within 1 mile of the warded area and the staff is on your person.

Spells: While holding the staff, you can use an action to expend 1 or more charges to cast one of the following spells, using your spell save DC and spell attack bonus: *animal messenger* (1 charge), *conjure animals* (3 charges), and *commune with nature* (5 charges).

This staff regains 2d6+3 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties until this staff is buried near the roots of an ancient tree for 24 hours, at which point it regains 1 charge.

Myrantian Necromancer Lord's Staff

Staff, legendary (requires attunement by a cleric of a god of death or an undead creature)

Description: Five gnarled bands of dark wood twist around each other to form the shaft of this staff. At the top they separate into a star-shaped claw, within which is set a black onyx emblazoned with a golden scarab in the symbol of Mahememnûn.

History: The first of these staves was created by no less a man than Mahememnûn, Necromancer Lord and Phaeron of the Myrantian Hegemony, who is worshiped as a god. As he and his men assaulted the elorii nation of Arkoshia, Mahememnûn twisted five branches of an Arkoshian oak with his necrotic energies, and set his own sigil of onyx and gold at their head. With this fell creation he transformed his men into undead as the elorii slaughtered them. After his ascent to godhood his successor entombed him with his staff, and crafted another for himself. Until the fall of the Hegemony each Phaeron crafted such a staff, and were buried with it upon their death. A few of these staves have been looted by tomb robbers, and at least one is known to be held in the city of Ventaka.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +2 bonus to both attack and damage rolls.

This staff possesses 10 charges for the following properties:

Control Undead: While holding this staff, as an action, you may expend 7 charges to force all undead you can see with a CR equal to your proficiency bonus or lower to make a DC 15 Wisdom saving throw or fall under your control as if they were created by the *create undead* spell. At any one time, you may only control a number of undead creatures whose CR is equal to your proficiency bonus. If you attempt to control more undead, undead previously controlled are no longer subject to this effect. The newly freed undead may attack you or others.

Rise and Be Mine: Any time you reduce a creature to 0 hit points with this staff you may use 3 charges to force that creature to make a DC 15 Constitution saving throw or be instantly slain, raising upon the next midnight as a zombie under your control. This undead counts against the total number of undead you can control under the *Control Undead* property above.

Spells: While holding the staff, you can use an action to expend 1 or more charges to cast one of the following spells, using your spell save DC and spell attack bonus: *animate undead* (3 charges), *create undead* (6 charges), and *dominate monster (undead only)* (7 charges). Any undead created through spells from the staff do not count against the total number of undead you control under the *Control Undead* property above.

This staff regains 1d4+6 expended charges daily at midnight. If you ever expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties until this staff is buried in an old grave next to a corpse for 24 hours, at which point it regains 1d4 charges.

Staff of Cats

*Staff, very rare
(requires attunement by a worshipper of Sarish)*

Description: The staff of cats is a quarterstaff made of wood with subtle carvings depicting felines in various poses. The staff has at the base, five small spikes embedded into the wood which is carved to resemble cat claws. The two handgrips, positioned as for a quarterstaff, are silver.

History: It is said that the first staff of cats was created by Sherfiruz Mizra, a Cancerese sorcerer-priest, who led a small group living in the woods north of Nishanpur during the Shadowed Age. Rumors told by woodsmen and rangers told of the group summoning and cavorting with Infernals.

Priests of Sarish led an “investigation” that assaulted and demolished the village. Mizra was captured and the other members were made to denounce her before being executed. The priests confiscated all their records to prevent the resurrection of the cult. To this day, contradictory rumors say that Mizra and his followers were either worshipping a fallen Valinor or paying legitimate respect to Sarish with an emphasis upon His feline followers. The only surviving notes from Mizra’s studies are the instructions for creating the staff of cats, which can still be found in the records of the Temple of Sarish in Nishanpur.

Abilities/Effects: This staff can be wielded as a magic quarterstaff and possesses a permanently scribed *rune of grace*, allowing this quarterstaff to be used as a finesse weapon.

This staff possesses 3 charges which can be expended to augment spells. When casting a spell, you may expend 1 charge to gain one of the following benefits: increase the save DC of the spell by 2, increase the spell slot level by 1, or give yourself advantage on the spell attack roll.

This staff regains 1 expended charge daily at dawn.

Staff of Clouds

*Staff, legendary
(requires attunement by an arcane spellcaster)*

Description: This staff is made of twisting willow wood, shod with silver and capped with a crystal of azurite held in place by a lattice of silver wire.

History: When Altheria briefly became a protectorate of Entaris, the Osalikene mage Parias was overjoyed. A firm believer in the prophecy of Ardelia, and a proponent of alliance with human nations for hundreds of years, she crafted this staff to commemorate the occasion. The Altherians promised her gift would see good use in the Shining Patrol. When Altheria broke from Entaris, Parias took it as a personal affront and demanded the return of her gift. Before it could be returned, however, the warrior who held it was ambushed by Ssethregorans, and the staff was lost. In a rage Parias abandoned devotion to Ardelia, and swore to oppose humanity always, distributing the additional staves she had created among the elorii.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls. This bonus is increased to a +3 when targeting ssethric creatures, such as ss’ressen, ssanu, and naga.

Spells: This staff has 10 charges. While



STAFF OF CATS

holding it, you can use an action to expend 1 or more to cast one of the following spells, using your spell save DC and spell attack bonus: *feather fall* (1 charge), *fog cloud* (1 charge), *levitate* (2 charges), *lightning bolt* (3 charges), *stinking cloud* (3 charges), and *cloudkill* (5 charges).

This staff regains 1d6+4 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its bonus to attack and damage rolls but loses all other properties until this staff is taken above the clouds at sunrise, at which point it regains 1 charge.

Staff of Deadly Wards

Staff, very rare (requires attunement by a spellcaster)

Description: Crafted from bamboo imported from the distant Khitani Empire, this staff appears segmented, with sigils carved into the space between the natural ridges of the wood.

History: Li Meirong of the Khitani Empire began her pilgrimage to the Blessed Lands some years after the second Coryani-Khitani war. A sorceress of no small skill, when the Soldier Saints of Dagma offered her protection she scoffed at them, for they had no Khitani in their company. She showed them this staff, which she had crafted herself in her homeland, and declared that this alone would be sufficient to protect her. It is true that the staff helped her escape many deadly predicaments, but the dangers of the Blessed Lands eventually led to her end. The Soldier Saints recovered the staff and gifted it to the Khitani of the First City, and since that time they have ensured their ranks include Khitani as well as Coryani peoples.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls.

Spells: This staff has 20 charges. While holding it, you can use an action to expend 1 or more charges to cast one of the following spells, using your spell save DC and spell attack bonus: *alarm* (1 charges), *glyph of warding* (3 charges), *non-detection* (3 charges), *faithful hound* (4 charges), and *guards and wards* (6 charges).

This staff regains 1d6+4 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its bonus to attack and damage rolls but loses all other properties until this staff is the target of 20 spell level slots worth of abjuration spells, at which point it regains 1 charge.

Staff of Dreams

Staff, very rare (requires attunement by a primal spellcaster)

Description: The Staff of Dreams is made of several segments of horn connected by bands of gleaming white ivory. There are no engravings in the ivory, but anyone

staring into the gleaming ivory will see movement of tiny figures just beneath the surface.

History: These staves befuddle scholars with contradictions. They were certainly the work of Horatiu Dragosi, who crafted the first such staff in the tenth century. However, they are mentioned in tremendous detail in the play “Dreams of Kila Myrtha,” which was written two hundred years prior for the Theater of the Umbral Mask in Censure. These staves travel freely into Dreamtime, yet shamans who have studied them conclude that they have no connection with that realm. Those who stare at the staff see figures beneath the surface, yet it is clearly solid horn and ivory. House Dragosi not only refuses to divulge the secrets of the staves, but refuses to acknowledge there are secrets, insisting that those who point out the contradictions are merely suffering from a lack of sleep.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that ignores the resistances of ethereal creatures. Also, as long as this staff is on your person, you gain advantage on saving throws against the *dream* spell and if you ever enter Dreamtime, also known as the Spirit Realm, the staff manifests with you.

Spells: This staff has 10 charges. While holding it, you can use an action to expend 1 or more charges to cast one of the following spells, using your spell save DC and spell attack bonus: *protection from good and evil* (1 charge), *see invisibility* (2 charges), *magic circle* (3 charges), and *dream* (5 charges).

This staff regains 1d6+4 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its bonus to attack and damage rolls but loses all other properties until this staff is taken and left in Dreamtime for 24 hours, at which point it regains 1 charge.

Staff of the Oceanwalker

Staff (unique), legendary (requires attunement)

Description: This staff appears a hue of shimmering blue, a side effect of the enchantment upon the driftwood used to create this magical item.

History: In the Pirate Isles, there is an old myth of a man from the sea. He was given the nickname Oceanwalker by a fishing captain who was lost at sea during a particularly violent storm and claimed to have seen a shimmering light through nearly impenetrable downpour. As the ship was pummeled by the waves, he slowly steered his ship closer to the strange light. Wiping the water from his eyes, he rushed to the rail and doubted his rheumy eyes – there, barely twenty yards from his ship, walked a man carrying the light that had drawn the old sea captain; a light that slowly resolved itself into a shimmering blue staff. The man, not twenty yards away, walked calmly on the water like the storm wasn’t even there!

Fearing that they had been lured to the deaths by some sort of vengeful water spirit, the captain was about to steer his ship away when the man with the staff stopped, looked back over his shoulder and pointed in the opposite direction. He then proceeded to continue walking and disappeared into the storm. Though the ship almost floundered numerous times through the night, the ship weathered the storm and reached port, having headed the direction given to them by man with the staff.

Now and again some old sea dog will wander into a tavern telling of a man who walked on the water. Some say he swims like a fish, or rode upon an elemental manifestation of the sea itself, but all the stories agree on one detail, he is always carrying a shimmering blue staff, the *Staff of the Oceanwalker*.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +2 bonus to both attack and damage rolls. While holding this staff, you unerringly know the direction of the closest natural body of water larger than a small pond.

Spells: This staff has 20 charges. While holding it, you can use an action to expend 1 or more chargers to cast one of the following spells, using your spell save DC and spell attack bonus: *create or destroy water* (1 charge), *speak with animals* (aquatic only) (1 charge), *water breathing* (3 charges), *water walk* (3 charges), *conjure minor elementals* (water only) (4 charges), and *conjure elementals* (water only) (5 charges).

This staff regains 2d8 + 4 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its bonus to attack and damage rolls but loses all other properties until this staff is submerged in the sea by a priest of either Yarris or by an Osalikene elorii priest, at which point it regains 1d8+2 charges.

Staff of Wizardry

*Staff, legendary
(requires attunement by an arcane caster)*

Description: These staffs are all crafted from twisted, knotted darkwood, polished to a smooth finish. The top of the staff is capped with a precious gemstone.

History: All the great practitioners of the arcane throughout all the civilizations that have flourished and fallen throughout the Known Lands, have crafted their own Staff of Wizardry as a symbol of their mastery. From the great magi of ages past like the ssanu sorcerer Ss'koreth, the elorii Grand

Elementalist Rasmirinas, the Arch Magi of the Imperium of Man, Orris val'Mordane to the modern age arcane master, Nurion val'Assanté, all wielded Staffs of Wizardry, albeit differing in appearance.

Though it requires one supremely skilled to craft these staffs, they are quite durable, allowing those not as gifted to find ancient copies in the many crypts and ruins that dot Arcanis. Recently, an excavation in the Undercity below the First City uncovered a large, moldering crate containing six of these staffs. Some believe that the area must have acted as underground storage for some sort of academy of sorcery, whose existence was lost to the ages.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +3 bonus to both attack and damage rolls.

Spells: This staff possesses 50 charges for the following properties:

Saving Throws: When attuned to this staff and wielding it, you gain advantage on all saving throws.

Spellcasting Modifier: While wielding this staff, your Ability Score used for spellcasting is considered to be 25. If your Ability Score is already equal to or greater than the score granted by the staff, this ability has no effect on you.

Spell Levels: When casting a spell, the wielder of this staff may, as a reaction, expend any number of charges to empower that spell, casting it as a higher spell slot than it normally would be.

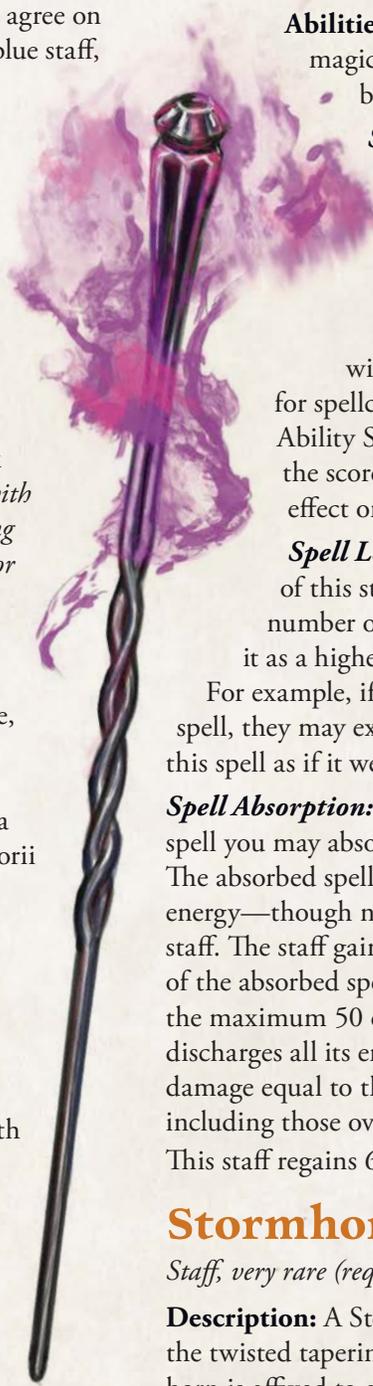
For example, if the caster casts *cure wounds* as a 1st level spell, they may expend eight charges of this staff to cast this spell as if it were cast as a 9th level spell.

Spell Absorption: As a reaction, when targeted by a hostile spell you may absorb that spell into the *staff of wizardry*. The absorbed spell's effect is cancelled and the spell's energy—though not the spell itself—is stored within the staff. The staff gains a number of charges equal to the level of the absorbed spell. Should the staff absorb more than the maximum 50 charges through this method, the staff discharges all its energy into the wielder, dealing hit point damage equal to the total number of charges in the staff, including those over and above the maximum 50 charges. This staff regains 6d6+6 expended charges daily at dawn.

Stormhorn

Staff, very rare (requires attunement)

Description: A Stormhorn is a magical staff crafted from the twisted tapering horns of a behir. A single light blue horn is affixed to a handle carved from the heartwood of an oak tree struck by lightning, and enchanted during a lightning storm.



STAFF OF
WIZARDRY

History: Along the edge of the Amaryllis River, and along the coastline of Bhiharn, lies a dense tangle of mangrove swamps and murky salt marshes known as the Sword Fens. This fetid Swampland is home to the Undir, and serves mainly as a refuge for highwaymen and pirates. This region is best known for the horrid monsters that lurk in its mosquito-infested depths; trolls, hags and worse can be found within its lush green canopy. It is here that the Kio travel to gather the components necessary for Stormhorns. Though it is rumored that these fell beasts still roam the primeval swamps of the Kraldjur Morass, it is only in the Sword Fens that they can be encountered with any regularity. Finding and killing one of these huge beasts is no easy task, but once accomplished, the Kio collect their prize: a pair of long tapering horns that jut from the behir's head.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls.

This staff possesses 10 charges for the following properties.

Behir's Gift: While holding this staff, as an action, you may expend 5 charges to call forth a wave of lighting 20 feet long by 5 feet wide. Every creature within this area must make a DC 16 Dexterity saving throw or suffer 6d10 lighting damage, or half on a successful saving throw.

Thunderous Smite: After successfully striking a foe in melee with this staff, as a bonus action you may expend 1 charge to deal an additional 2d12 thunder damage.

This staff regains 2d4+2 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its bonus to attack and damage rolls but loses all other properties until this staff is struck by a natural bolt of lightning, at which point it regains 1 charge. On a 20, the staff regains 1 charge.

Sylab's Staff

Staff, legendary (requires attunement by an arcane spell caster)

Description: The staff has numerous functions, all of which are triggered by changing the settings of the small gears set into the staff's metal shaft. The staff itself is just about a man's height and made from a dull grey steel. Set into its base is a scratched and pitted metal sphere, and capped with the carved head of a nightfox.

History: Sylab was not always Arena Master of Sicaris. He once was a lowly gladiator, skilled in battle, but condemned by his lack of showmanship. That changed when he caught the eye of Gioia val'Haupt, who was seeking a gladiator to invest in. She saw that Sylab not only fought with unparalleled skill, but he understood

the business of the arena. As for his showmanship, that was easily supplemented. If he lacked personality, he would simply need a gimmick. Thus, she crafted this staff. With it, Sylab quickly became famous, dazzling audiences who breathlessly waited to see how he would configure his staff for the killing blow. His winnings made Gioia very rich, and earned Sylab the respect he needed to become Arena Master.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls.

By adjusting the clockwork mechanisms in the staff, the wielder may launch the carved head of the nightfox forth as a grappling hook connected to the staff by a 50-foot steel chain. Additional adjustments can alter the staff to function as a great club, a mancatcher staff or a spiked chain. The wielder of this staff is considered to have proficiency in all weapon forms of this staff.

Spells: This staff has 20 charges. While holding it, you can use an action to expend 1 or more chargers to cast one of the following spells, using your spell save DC and spell attack bonus: *command* (1 charge), *hold person* (2 charge), *invisibility* (2 charges), *web* (3 charges), and *hold monster* (5 charges).

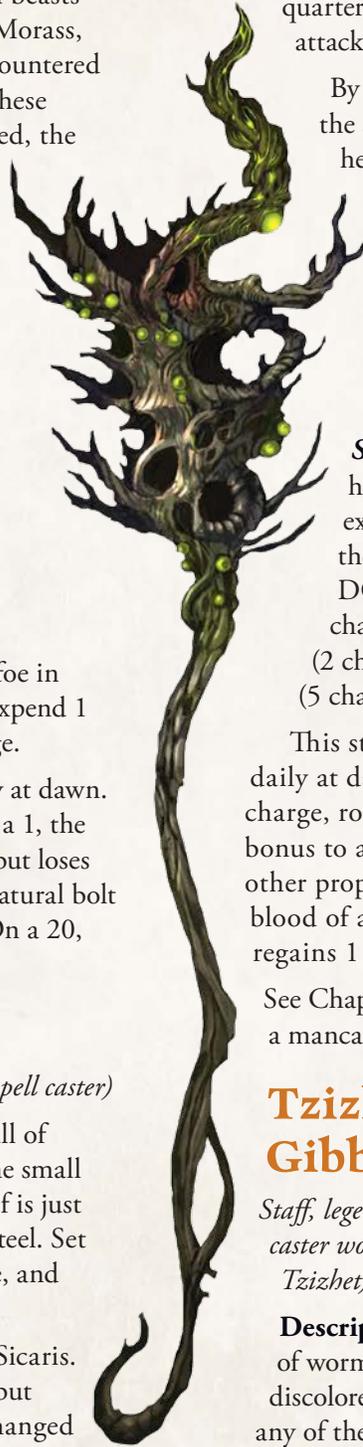
This staff regains 2d8+4 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its bonus to attack and damage rolls but loses all other properties until this staff is bathed in the blood of a fallen gladiator, at which point it regains 1 charge.

See Chapter Nine for the rules and properties of a mancatcher and spiked chain.

Tzizhet's Gibbering Staff

Staff, legendary (requires attunement by an arcane caster worshipper of Tzizhet or divine caster of Tzizhet)

Description: This is a gnarled staff made of worm-eaten pale wood with many sickly discolored knots and small protrusions. When any of the powers are activated, the staff becomes fleshy and pulsates like a living thing, with the knots on the wand opening, revealing multicolored eyes and gnashing teeth.



TZIZHET'S
GIBBERING
STAFF

History: Merishayeet sought one thing and one thing only, and that was to drive the Coryani from Abessios. In the fourth century, he received a vision, dark and blasphemous, which led him deep into the wilderness, and to the ruins of sunken Myrantis itself. He entered the ruins sane, if obsessed. After two weeks, he left it raving mad, missing an arm and an eye, and wielding the staff that he had carved and enchanted using secrets whispered to him within the ruins. Merishayeet sowed chaos among the Coryani before he was slain, but the staff was never recovered. Throughout the ages the staff has reappeared, always in the hands of a mad Myrastian prophet and rebel. Always it has been lost again upon the madman's death.

Abilities/Effects: This staff can be wielded as a magic quarterstaff that grants a +1 bonus to both attack and damage rolls.

This staff possesses 20 charges for the following properties:

Confusing Smite: Any time you successfully strike someone in melee with this staff you may expend 1 charge as a bonus action to deal an additional 1d6 psychic damage as well as forcing the target to make a DC 14 Wisdom saving throw or suffer the effects of the *confusion* spell until the end of their next turn.

Transmogrification of Madness: While holding this staff, you may, as an action, expend 10 charges to transform your staff into a gibbering moulder. It appears adjacent to you, is friendly to you and your companions, and acts on its own initiative. You possess a mental link with the creature through which you may issue commands (no action required by you). If you don't issue any commands to the gibbering moulder, it simply attacks the nearest creature. The gibbering moulder remains for 1 hour unless destroyed or dismissed by you as an action. Once dismissed or destroyed, the gibbering moulder disappears with a foul-smelling mist equal to a *stinking cloud* (Save DC 14) as and the staff reappears in your hand as long both you and the gibbering moulder were on the same plane of existence.

Spells: This staff has 20 charges. While holding it, you can use an action to expend 1 or more to cast one of the following spells, using your spell save DC and spellcasting ability modifier: *magic mouth* (2 charge), *arcane eye* (4 charges), *confusion* (4 charges), and *see invisibility* (2 charges).

This staff regains 2d8+4 expended charges daily at dawn. If you ever expend the last charge, roll a d20. On a 1, the staff retains its bonus to attack and damage rolls but loses all other properties until this staff is bathed in the blood of three sacrificial victims on three consecutive nights, at which point it regains 1 charge.

WANDS

Wand of Anshar's Blessing

Wand, very rare

(requires attunement by a worshipper of Anshar)

Description: This wand resembles a warped piece of wood with sharp red thorns.

History: Most worshippers of the goddess Anshar pray to Her as the patron of travelers and guardian of outcasts, but Her domains encompass pain and suffering, as well. A heretical cult worshipping Her aspect as the *Agonized Martyr* crafted this wand to share Her blessings with the world. They believe that only through extreme pain can one find enlightenment. They sought to share the gift of agony with others, and quickly ran afoul of the Coryani Inquisition. Though most cells were quickly expunged, a few escaped, still spreading their heretical teachings, gifting their wands to both the depraved and the unsuspecting.

Abilities/Effects: This wand has 7 charges. While holding this wand, as an action you can point it at a creature you can see within 60 feet and expend 1 charge to make barbed vines erupt from the creature's arms, legs and torso, anchoring it to the ground. The creature takes 3d6 magical piercing damage, and unless it succeeds on a DC 16 Constitution save it is paralyzed for 1 minute. As an action on the creature's turn, it can make another saving throw to free itself and end the effect early.

The wand regains 1d6 +1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a roll of 1, you gain 1 level of exhaustion as the wand wraps a vine around you, draining some of your life force to regain 1 charge.

Wand of Dancing Spirits

Wand, uncommon (requires attunement by a primal spellcaster)

Description: This wand is silver plated, runes stamped laterally from handle to tip.

History: During the reign of Osric II the first serious effort was made to explore and catalogue the Faerwalden. During these efforts Senta val'Abebi, one of the chief researchers, had a strange encounter in the woods that convinced her a species dwelled within who could turn themselves invisible at will. The explorations were abandoned long before completion due to the costs of King Osric's wars, but Senta's obsession with these creatures only grew. She created the *wand of dancing spirits* to help her craft illusions as bait for these creatures, and illuminate their invisible forms in faerie fire. She never produced

results, and when the explorations were abandoned she stubbornly entered the Faerdwalden, vowing not to return until she had proof. She was never seen again.

Abilities/Effects: This wand has 7 charges. While holding it, you can use an action to expend one charge to cast *faerie fire* (save DC 14) from it. In addition, while holding this wand the range at which you can cast *minor illusion* is doubled.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts and dissolves into nothingness.

Wand of Distraction

Wand, uncommon
(requires attunement by a primal spellcaster)

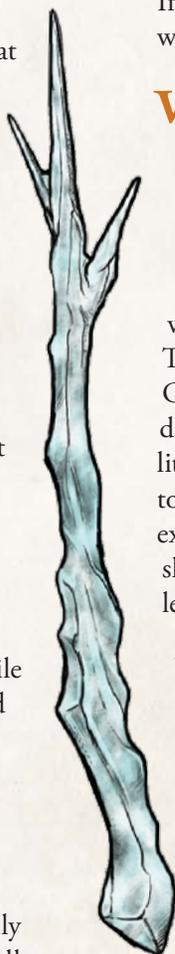
Description: This wand is slim and metallic in its construction. A poorly etched rune of lightning is inscribed upon it.

History: Darius val'Holryn was jealous of his cousin, Leticia, whose bloodline ability mimicked the val'Tensen. This allowed her to call down lightning from the sky, while he benefited from the val'Abebi bloodline powers, which gave him a superb memory and a penchant for knowledge. As they grew older, Darius would fume as Leticia would strike down the enemies of the family with coruscating bolts of energy, while he was told that he would serve best from a desk and surrounded by musty books.

After reading treatise written by the Archmage Nurion, it occurred to him that he could immediately and perhaps exceed his cousin's powers by fashioning a wand of lightning. Working with the family artificer, he quickly inscribed the lightning rune and joined his family in a quick sojourn to Ashvan, near the border with Canceri. On the road, they were attacked and Darius arrogantly stepped in front of his father, a warrior of renown, and fired his wand. To his utter humiliation, a shower of sparks and swirling fireworks, distracting the attacker long enough for his father to dispatch him.

Abilities/Effects: This wand has 7 charges. While holding it, you can use your reaction and expend one charge to cause a creature within 30 feet to make a Dexterity saving throw, DC 16. If the creature fails, until the end of its next turn it suffers disadvantage on all attack rolls, ability checks and saving throws.

The wand regains 1d4+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand will no longer function and becomes non-magical.



WAND
OF ICE

Wand of Grasping Earth

Wand, uncommon (requires attunement by a spellcaster)

Description: This wand is grey ash in color, with a tip that corkscrews slightly.

History: Despite the power they wield, the greatest threat to mages are the superstitious and fearful country folk. Many mages, usually ones that have recently discovered their *gift*, have fallen victim to angry mobs and beaten or killed.

The masters of the Sanctorum of the Arcane understand that these attacks are fueled by ignorance rather than malicious intent and created a wand that deals with these mobs in a non-lethal manner. The *wand of grasping earth* is given to members that search for untrained mages, taking them where they can safely train. The wand causes the very ground to reach up, tripping and entangling foes, giving them time to escape without causing permanent harm to their pursuers.

Abilities/Effects: This wand has 7 charges. While holding this wand, as an action you can expend 1 charge to cast *entangle* (save DC 15).

The wand regains 1d6 +1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a roll of 1, the wand withers and crumbles into dust.

Wand of Ice

Wand, uncommon (requires attunement by a spellcaster)

Description: This wand appears as a branched icicle and very cold to the touch.

History: Strange as it may seem, the first *wand of ice* was created in the deserts of the Coryani province of Toranesta, in what is now the Abessian Dominion. Tatiana Gracci, a distant scion of the Coryani Gracci family, despised the heat of the desert. Although a legionnaire with little magical talent, she was determined to develop a way to keep herself cool. After spending all her spare time in experimentation, she ultimately failed. But in her failure, she created something far more useful, which served her legion well on the battlefield.

Abilities/Effects: This wand has 7 charges. While holding it, you can use an action to expend one charge to cast *black ice* (save DC 14) from it. When you use the wand this way, the spell creates a patch of black ice instead of an oil slick.

The wand regains 1d6+1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts and dissolves into nothingness.

See Chapter Nine for the *black ice* spell



CHAPTER SEVEN

WEAPONS

AMMUNITION

Burrowing Arrow

Weapon (ammunition, arrow or bolt), uncommon

Description: These arrows appear as any others except that upon closer inspection, one may notice that the arrowhead is shaped in the form of a stinging insect of some kind. Magical in nature it is when these arrows taste blood that they seemingly come alive going into frenzy; shaking violently as they burrow into the victim's flesh like some rabid animal.

History: Less than sixty years after the First Crusade came a second, this time against the Myrantians. The Coryani soon discovered that, while their foes were not as monstrous as the Infernals, they were formidable in many other ways. The Myrantians developed many magic items to combat the Coryani, including the first *burrowing arrows*, crafted in the form of desert wasps. The arrows were revealed in the first battle of Tigaré, where the blood and devastation they caused, coupled with the fear-inducing spells of the Myrantian heretics, routed and destroyed the Legion of Bright Dawn. Many of these arrows were recovered by Coryani during the Crusade, and then spread across the Known Lands.

Abilities/Effects: These pieces of magic ammunitions are typically found in batches of 5. Any living creature successfully struck with one of these pieces of ammunition must make a DC 15 Constitution saving throw as the ammunition's barbs rip at their flesh. A failed saving throw means that the ammunition has burrowed into the target's flesh and has started to inflict extra damage on their internal organs. At the beginning of their next turn, the target suffers an additional 1d10 piercing damage. At the start of the victim's third turn, the ammunition loses its magic and is ejected from their body.



BURROWING
ARROW

Humming Shot (Bullet)

Weapon (ammunition, bullet), uncommon

Description: Once fired, *humming shots* vibrate intensely as they speed towards their targets, making a strange yet melodic humming sound. Upon impact, the shot releases the stored sonic energy, causing devastating damage to the target struck.

History: “They sound like the soft serenade of a loving mother humming their baby to sleep, but strike with the destructive force of a razor-sharp gladius through your heart.” – The Old Centurion

Perfected by the Altherians to enhance their flintlock's ability to penetrate the thick scales of the *ss'ressen*, their artificers created this ammunition by accident, much to the relief of the members of the Shining Patrol.

Abilities/Effects: You have a +1 bonus to attack and damage rolls made with this magic ammunition, dealing an additional 2d6 thunder damage on a successful hit.

Maggot Arrows

Weapon (ammunition, arrow or bolt), uncommon

Description: Each arrowhead is inscribed with the name of the specific disease which it delivers, the most common being the blinding sickness.

History: These dull black arrows or bolts are forged from tainted metal recovered from the Blighted Mire and other fetid areas such as the ruined cities in the Kraldjur Morass. Typically used by Cancerese assassins, these arrowheads were brought to devastating effect against the invading Milandisian armies during the Heretic War. Most credit the number of ill and wounded soldiers for having stalled the offensive and blunted the initial spear-like thrusts made into Canceri.

Abilities/Effects: When you successfully strike a living creature with this magic ammunition, they must make a DC 15 Constitution saving throw or be infected with sight rot. Other version of this ammunition exist that infect their targets with different diseases.

Siege Ammunition

Ammunition, various

Description: Innovation is the heart of warfare, and ever since the first catapult was created, people have sought to improve them.

History: Magical shot was developed during the siege of Panari, during one of the many times the walled city rebelled against Coryani rule.

Abilities/Effects: When these magic shots strike their target, they trigger different effects, depending on their color. Once this shot hits a target, the magic in the shot is spent and the remainder is no longer magical.

There are several different types of shot that are commonly found among the armies of the Known Lands. These magical items are only triggered by being fired from a catapult, and do not deal direct physical damage, instead producing only the listed spell effect(s).

COLOR	EFFECT	SPELL LEVEL	SAVE DC	RARITY
Dark Green	Entangle	1	13	Common
White	Fog Cloud	1	n/a	Common
Pale Blue	Web	2	14	Uncommon
Black	Darkness	2	n/a	Uncommon
Orange	Silence	2	n/a	Uncommon
Pale Green	Stinking Cloud	3	15	Rare
Pale Red	Fireball	3	15	Rare
Crimson	Fireball	6	16	Very Rare
Yellow	Insect Plague	6	16	Very Rare
Black & Crimson	Darkness & Fireball	2 & 6	17	Legendary

MARTIAL MELEE WEAPONS

Battle-Harness of the Manticore

Weapon (tail bracer), rare (requires attunement)

Description: This tail bracer is designed to be used by a creature with a long, thick tail such as a ss'ressen. It is fashioned after the spiked tail of a manticore and consists of a sheath around the tail, and a bundle of six spikes.

History: This spiked tail bracer was not developed until after the Black Talon egg clutch settled in Milandir. Among the clutch's finest rangers was Tothiss, whose tail was strong and aim was true. When nearby Milandisian villages were attacked by a manticore, she rushed to give aid. For three days and nights she tracked the beast, and finally fought the

manticore in its own den. The battle was fierce, and though the manticore perished, Tothiss was crippled and withered by the beast's poison. No longer able to protect her Clutch, Tothiss turned to crafting, and in memory of the awesome tail of the manticore she created the first battle-harness so that her brethren might wield its deadly sting.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. Due to the presence of spikes, you may choose to deal either bludgeoning or piercing damage when you use this weapon in melee. Furthermore, as a ranged attack you may launch one of the spikes at targets within 60 feet, dealing 1d10 points of piercing damage. The bracers have 6 spikes; if you fire all six spikes the bracer only deals bludgeoning damage until all of the spikes are regrown. The weapon regenerates 1d4 spikes daily at dawn.

The Blade of Natüs

Weapon (shortsword), legendary (requires attunement)

Description: A black iron shortsword, is pitted and corroded, exuding a sense of fear and repulsiveness when looked upon.

History: Far to the west is the city-state of Natüs, or as it's more commonly known, the Tyrant City of the Dead. Here, the Tyrant Natüs rules a virtual necropolis, populated solely by his deadly sect of holy assassins known as the Breath of Natüs. While the lower echelons of the cult are made up of the living, the true terrors of this group are the undead leaders, those who have honed their skill of bestowing the Sacred Death for centuries. These few hallowed slayers wield a *blade of Natüs*, offering up each and every life they take as a sacrifice for Neroth, the God of the Dead.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls made with this magic sword. Additionally, if you roll a 20 on your attack roll or deal sneak attack damage with this sword, you may force your target to make a DC 16 Constitution saving throw or suffer an additional 2d10 necrotic damage while you gain an equal amount of temporary hit points. If you reduce a creature to 0 hit points with any attack by this weapon the target is instantly slain and you gain 20 temporary hit points. Temporary hit points granted by this weapon remain for 1 hour, during which time this weapon glows with an unholy red light. Additionally, anyone slain by the blade is reanimated as a zombie on their following turn, under the command of the wielder of the blade. Only one such zombie can be reanimated at a time, although it is said that Natüs wields a blade that can raise and command an army of undead. If a new zombie is created while one previously created by the blade still exists, the older zombie disintegrates into dust.

Lastly, if this sword is held by anyone who is not a member of the Nerothian assassin cult, the Breath of Natüs, they suffer 3d10 rounds of necrotic damage every turn while holding it.

Canceri Champion's Blade

Weapon (greatsword), rare
(requires attunement with an oath, see below)

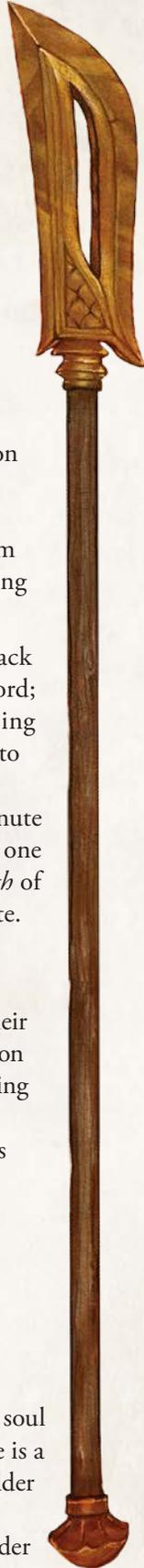
Description: These long, graceful swords are black in color, a property of the ore used to make the steel of the blade, and inscribed with benedictions to the three grim gods worshipped by the Cancerese.

History: These are blades granted to the most respected champions of Canceri in a ceremony officiated by the Dark Apostate. Here, with the entire ruling Nihang Council in attendance, the litany of the champion's accomplishments is read aloud to great acclaim. Finally, after an oath of loyalty is made, the blade is bestowed and the champion is given a holy quest to fulfil. Should the champion ultimately fail in completing their quest, their life is forfeit as the blade fills them with necrotic energy, killing them and trapping their soul with the sword itself.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magical sword; all damage dealt by this weapon is both slashing and necrotic. Every time you reduce a target to 0 hit points with this weapon you gain 1d10 temporary hit points, which remain for 1 minute before they fade away. To become attuned to one of these blades you must swear a *Sarishan oath* of loyalty to the Church of the Dark Triumvirate.

The attunement process for this weapon also includes a holy quest that the wielder must accomplish. Should the wielder either violate their oath or fail in completing their quest, the weapon will flood their body with necrotic energy, dealing necrotic damage equal to twice their hit point maximum. This damage bypasses all resistances and immunities. If this effect kills the wielder, their soul is trapped within the weapon.

A soul trapped in this fashion is unable to pass on to the afterlife but can telepathically communicate with whoever becomes attuned to the weapon next. If the trapped soul can convince a wielder of the weapon to complete their failed quest. If this happens, the trapped soul is immediately released to the afterlife. If there is a soul trapped in the weapon when another wielder fails in their quest, the trapped soul is utterly destroyed and the soul of the most recent wielder becomes trapped in the weapon.



CAPHARRAN
WAR GLAIVE

Capharran War Glaive

Weapon (glaive), rare (requires attunement)

Description: The haft of this weapon is solid oak, polished to a golden sheen. The blade is forged from magically hardened silver etched with fine silver tracery.

History: These war glaives are crafted for the honor guard of Capharran nobility, and are retained by these guards after their retirement. After generations, some have found their way through inheritance, gift, or seizure, throughout the League of Princes. Each is individually named, and the history of these glaives is highly honored by their bearers. Many claim the most ancient glaives were crafted in the Sky Kingdoms, but others doubt this, pointing out that the first recorded glaive was crafted by Naphthala val'Sungha, personal bodyguard to the Prince of Capharra in the third century. The consensus of most scholars is that Naphthala created the first of these items, though the Kio vehemently disagree.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, while wielding this glaive, you may spend your reaction when attacked in melee to grant yourself or an adjacent ally a +2 bonus to AC against the triggering attack. You must be aware of the incoming attack to use this ability.

Culdari, "Final Repose"

Weapon (war scythe), legendary (requires attunement by a follower of Neroth)

Description: Culdari, called "Final Repose", is the holy scythe said to have been once employed by the Valinor, the Hand of Neroth. This legendary weapon appears to be a jet-black scythe, made of a wood never seen upon the surface of Arcanis. The entire haft is etched in hymns to Neroth, the symbols making serpentine patterns along its length. Pure silver was used to fill each symbol, creating a stark contrast to the dark handle. The top of the haft is mounted with a large skull and from its open mouth projects the silvery-steel scythe blade.

History: With the fall of the Imperium of Man, the god Illiir feared for the His children. He looked about and found the Celestial Giants waging a losing battle against the True Dragons and their wyrms. Illiir struck a deal with these giants saying, "Watch over my people, be unto them as protectors and guardians, and I shall save your people."

Desperate, the giants agreed and with the bargain struck and the Valinor, the servants of the Gods, took to the skies once more. Titanic battles raged across the continent, with the less powerful wyrms falling quickly to the valinoric host. But the wyrms had numbers on their side, as well as the devastating power of the True Dragons of Arcanis. In

the end, the Valinor had to combine their powers, slaying a few of these forces of nature while only able to bind the most powerful of these Dragons into a dreamless slumber. Their own hosts decimated, the Valinor looked across the continent and saw that one last True Dragon remained; its name was Luqun'qun'ovn, and it fell to the Hand of Neroth to face the beast alone.

The titanic battle leveled mountains and changed the course of mighty rivers, with neither gaining the advantage. Finally, suffering horrific wounds from *Culdari's* long blade, Luqun'qun'ovn fell from the sky. The Hand of Neroth was so in awe of the Dragon, that decided to grant the beast the God of the Dead's blessing and make the undead Dragon its steed. Unfortunately for the Valinor, it made the mistake of thinking the creature cowed by its defeat. Upon its resurrection, the Dragon swallowed the Valinor whole, entrapping it within its belly before taking flight upon tattered wings.

The surviving Valinor arrived in time to see their brother, the Hand of Neroth, reaching for them through the Dragon's ribcage that now served as his prison, pleading for help. But the Host was too battered and weakened to pursue and battle the now Undead Dragon. Shaken by the loss, the winged angels took flight, leaving the scythe, *Culdari* forgotten and unclaimed on the battlefield.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls made with this magic scythe. It has the following additional properties.

Dragon Slayer: When you hit a dragon or ssethric creature with this weapon, the creature takes an additional 3d6 damage.

Bow to the Lord of Tombs: As an action, you can gain control of any undead creature you can see for 24 hours. Undead you control follow your commands as if you had created them with the *create undead* spell, but the maximum total CR of undead you can control is equal to twice your proficiency bonus.

Sentience: *Culdari* is a sentient weapon with an Intelligence of 13, a Wisdom of 17 and a Charisma of 14. It has hearing and darkvision out to 120 feet. The item can communicate telepathically with and knows all the languages of whomever is attuned to it.

Personality: *Culdari* was once wielded by the Hand of Neroth; it does not suffer fools

lightly. It is imperious and demanding but also dedicated to its purpose – protecting humanity. It is convinced that the best way to do this is to destroy ever dragon, including such draconic entities as Jeggal Sag and The Fire Dragon. *Culdari* tends to forget that most mortals cannot withstand such challenges. It is a stern taskmaster but it does have the best interests of humanity at heart

A conflict will occur if a dwarf, giant, ssethric, or ss'ressen attempts to attune with *Culdari*. Also, taking actions that would jeopardize humanity as a whole will prompt a conflict between the weapon and its wielder.

See Chapter Nine for the rules and properties of a war scythe.

Cutlass of the Buccaneer

Weapon (cutlass), uncommon

Description: This cutlass is a short, heavy blade, slightly curved, made for slashing through rigging and chopping into foes. The polished blade is unadorned but the hilt is heavily gilded in gold and adorned with seed pearls. The cutlass' thick, basket hilt is carved in relief with images of dolphins, fishes and other sea life. The sharkskin hilt provides unsurpassed grip and the leaden pommel is stamped with the holy symbol of Yarris, the Lord of the Seas.

History: The high seas are home to merchant and miscreant alike; a place where fortunes are won and lost by fire and by sword.

No other region of the Known Lands is more famous for the depredations of seafaring travelers than the Pirate Isles. Many infamous corsairs have swept out

of this region on fast sails to harry the coastlines of more civilized nations.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, the wielder may place the cutlass on a flat surface and utter the command word. The cutlass will then rotate until the point faces true north, a boon to all sailors who ply fog-shrouded coasts.

See Chapter Nine for the rules and properties of a cutlass.

Despair

Weapon (war scythe), very rare (requires attunement by an undead creature or worshiper of Neroth)

Description: This profane weapon was crafted by the Lich-Lord Hegrish val'Mordane of Sohbuk from the bones of priests from the Mother Church of Coryan.

History: Few creatures have shaped the history of Canceri like Hegrish val'Mordane, the longest serving Dark Apostate in Cancerese history thanks to his



DESPAIR

undead nature. During the Heretic Wars, some murmured that a Dark Apostate who sat on his throne while others fought for him was a weakling, speaking with fondness of Arthmoor val'Viridan's famous death on the front lines. In response Hegrish unveiled Despair, crafted through his own knowledge of arcane arts and calculated to make him appear as Neroth himself on the battlefield, where he reaped the lives of many Milandisians. The scythe was lost after Hegrish's assassination, and has not been seen since his return.

Abilities/Effects: You gain a +2 bonus to attack and damage when attacking with this magic scythe. When you roll a 20 on an attack roll with this weapon, the target of your attack has their hit point maximum reduced by 2d10. See Chapter Nine for the rules and properties of a war scythe.

Devil King's Lash

Weapon (whip), legendary (requires attunement)

Description: This is a long black whip that at first glance appears to be made from tightly braided strips of black leather. Closer inspection reveals the leather to be roughly textured, even scaled, which seems to writhe and recoil under the touch of mortals. Woven into the braided strips are hooks and barbs, fashioned from human bone fragments and designed to flay the flesh from the living with each stroke. At the base of the whip's blood-stained handle is a human skull. While anyone can wield this weapon, its true powers are only evident to its real masters, those whose blood courses with the taint of Infernal blood.

History: During the Time of Terror the mankind was pitted against foul hordes from the Abyss. Hundreds of thousands died during that time as the bloody conflict raged across the Known Lands. The blood of the innocent paid for the eventual decimation of the endless invading forces of Infernals and their generals, each armed with terrible artifacts from their blasted Realm.

One such item is the horrid fiery whips used by the Devil Kings to drive forward the Abyssal ranks. Some were taken as trophies of war, while most were confiscated and destroyed by the priests that accompanied the mortal host, assuring that such relics would not corrupt future generations. Sadly, not all were accounted for and these lashes keep turning up in the hands of madmen and butchers.



Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. Additionally, if you are tainted with infernal blood, the bonus to attack and damage rolls increases to +2 and this weapon exhibits the following additional abilities:

Wicked Strikes: The whip deals an additional 2d6 fire damage.

Scorching Haze: As an action, you may project an aura of fear around you for 1 minute. All creatures within 30 feet of you have disadvantage on attack rolls. Creatures with resistance or immunity to fire damage are immune to this effect. Once this ability is used you may not use it again until midnight, or until you roll a 20 on an attack roll with this weapon, whichever comes first.

Duelists' Surprise

Weapon (Any melee weapon), uncommon (no bonus), rare (+1)

Description: A favorite among hot-headed young nobles, and other miscreants of a more dubious nature, this miniature blade, complete with kidskin leather grip, is a mere two inches long, but with a flick of the wrist becomes a full-size sword.

History: The first of these weapons was created not by a duelist, but by an assassin during the Shadowed Age. Fin Raghnaid might be no more than a legend, but it is said that he visited the fractured courts of warlords and petty despots, entangling himself in their intrigues and, when necessary, producing a sword from what appeared to be thin air to slay a rival. A limited number of these swords were crafted through the ages, but it was not until the great dueling schools of Savona were founded that they became popular. No longer a weapon of assassins, those dueling schools with a reputation for deadliness over honor popularized these items, and now they can be found in wide variety.

Abilities/Effects: All duelists' surprise weapons are magic weapons, but only the rare variety grants a +1 bonus to attack and damage rolls. Both versions of the weapon can be changed from their miniature version to full-sized and back again as a bonus action. While miniature, these weapons are quite simple to conceal and grant advantage on your ability rolls to hide them. Even if found the miniature blades are taken to be simple trinkets. It is possible to find examples of these weapons made of materials other than standard materials, such as adamantite, Sarishan steel and silver.

Earthbreaker

Weapon (Talian hammer), legendary (requires attunement)

Description: The head of this enchanted Talian hammer was chiseled out of a single block of black basalt, wrapped in bands of gold, while its long haft is made of ironwood.

History: Adelinda val'Tensen was short of stature, but large in spirit. When she joined the cantons, she could barely lift a halberd, and her chain shirt fell to her knees. Taller Milandisians snickered, but she dedicated herself to training every muscle in her body to perfection. Soon she could best any canton in physical combat, and with their support she sought entry into the Talian Knights. She was rejected due to her height alone. Undaunted, she asked that they grant her combat to prove herself. They set her against their mightiest knight to teach her a lesson. She brought him to the ground with a single blow. To celebrate her knighthood, she commissioned Earthbreaker as her personal weapon. The tales of Adelinda effortlessly wielding a Talian hammer far taller than she only added to her legend.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls made with this magical adamantine weapon. This hammer has 3 charges. As an action, you may use 1 charge to slam the hammer's head onto the ground to create shockwave before you. All creatures in a 30-

foot cone originating from you must succeed in a DC 16 Dexterity saving throw or fall prone and be stunned until the end of your next turn. As an action, you may use 2 charges and slam the hammer's shaft against the ground summon an earth elemental. This elemental appears and fights by your side, moving to attack anyone who attacks you in melee or with a range weapon if they are within 30 feet. If your attackers are more than 30 feet away from you, your elemental will instead grant you half-cover as it interposes its body between you and your would-be attackers.

This hammer regains 1d3 expended charges daily at dawn.

Emerald Scale Tail Bracer

Weapon (tail bracer), uncommon (requires attunement)

Description: This leather bracer is designed to strap onto the tail of a s'sressen. It is covered with spikes attached at different angles. Iron plates are sewn in to give it extra weight.

History: The Emerald Scale egg clutch, are under constant threat of extermination by their naga rulers due to their forbidden worship of Kassegore. To stave off disaster without compromising their faith, the Emerald Scales crafted new magical items for their egg clutch, including the first tail bracers. When next they entered battle, these new items allowed them to dominate the enemies of Ssethregore, and made the nagas take notice. Already leery of exterminating the Emerald Scales, the nagas also wanted tail bracers for their other s'sressen warriors. As more clutches devoted themselves to the Varn, the naga allowed them access to the new weapons as well. When the Black Talons left the Ssethregoran Empire they took several tail bracers with them, making them now common in both the Kraldjur Morass and the Sulfur Marsh.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. Due to its construction, it deals an additional 1d4 piercing damage

EARTHBREAKER

EMERALD SCALE
TAIL BRACER

upon a successful hit. If used to perform a shove attack you gain advantage on your Strength (Athletics) skill check.

See Chapter Nine for the rules and properties of a tail bracer.

Firecrux Flamberge

Weapon (greatsword), very rare (requires attunement)

Description: This flamberge has a blade that is molten gold color.

History: These fiery greatswords were created in the volcanic forges of the Erdukeen Nierites centuries ago and bestowed upon a long succession of holy champions.

An elite contingent of Nierite warriors, known as the Warriors of the Eternal Flame, spearheaded the invasion of the recently freed Sword of the Heavens into neighboring Milandir with the aim of retaking the First City. Most were killed or missing during the Night of Silence, when the entire army was attacked and decimated by an unknown force.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic greatsword. As a bonus action, you may speak the command word to cause flames to erupt and engulf the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Blessings from the Lord of Flame: If you are a divine spellcaster dedicated to Nier, the weapon deals 2d8 fire damage while it is ablaze, instead of 2d6. In addition, if you roll a 20 while attacking a water elemental or some other creature with a connection to the elemental plane of water, that creature must succeed on a DC 15 Constitution saving throw or be instantly destroyed.

Flail of Kihuk-Mak

Weapon (unique), rare (requires attunement)

Description: This intimidating heavy flail has three spiked balls tethered to a haft of ironwood by barbed chains. In darkness, the flail glows with a malevolent aura illuminating everything within 20-feet in a halo of diseased green light.

History: Kihuk-Mak was a dark-kin of black reputation beyond the Godswall, where he served as an agent of Uhxbractit's

dictatorship. Enemies of the state were slaughtered by his flail, crafted for him by Uhxbractit's own forge master. The weapon drank deeply from the blood of the innocent, until one rebel from Bastion unleashed the Word of Xabal in his dying moments. Kihuk-Mak's compatriots were destroyed, and Kihuk-Mak fell near death. When he recovered, the purity he had felt shook him to his core. In that instant, he realized his taint and the evils he had been party to. A thousand pricks of conscience over the years coalesced into determination. He founded a resistance against his former masters, and his vile flail became a symbol of rebellion against the Infernals.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic reach weapon. This weapon deals an additional 2d8 necrotic damage to infernals or creatures with the infernal taint, such as dark-kin.

Forestbane

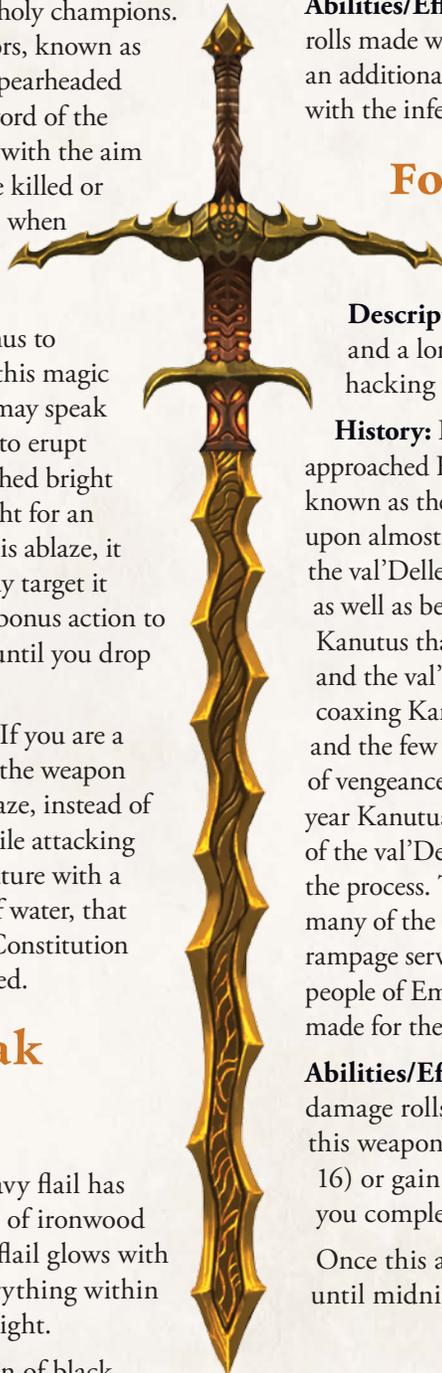
Weapon (battleaxe), legendary (requires attunement)

Description: This axe consists of double axe heads and a long handle of seasoned ironwood oak, ideal for hacking with two hands.

History: In 1025 I.C. Myrantian cultists of Mahememnûn approached Kanutus Lupus, a member of the heretical group known as the Black Druids of Jannyal. This group was warred upon almost to extinction by the priestesses of Saluwé and the val'Dellenov family. The death of so many of his order, as well as being prohibited to practice their faith so enraged Kanutus that he vowed vengeance on the Mother Church and the val'Dellenovs. The Myrantians played on his hatred, coaxing Kanutus to craft forestbane, making copies for him and the few remaining druids and embark on a personal war of vengeance against the pristine glades of the empire. For a year Kanutus and his band ravaged the land, evading agents of the val'Dellenovs, and destroying many sacred groves in the process. Though he was eventually arrested and executed, many of the forestbane blades were never recovered. His brief rampage served the Myrantians' purpose, distracting the people of Empire so they did not notice the preparations being made for the Abessian rebellion.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls while using this magic weapon. While holding this weapon, you may use an action to cast *blight* (save DC 16) or gain 2d10 temporary hit points which remain until you complete a long rest.

Once this ability is used it may not be called upon again until midnight.



FIRECRUX
FLAMBERGE

Gauilfur

Weapon (Warhammer), rare (requires attunement)

Description: This two-handed warhammer is beautifully gilded with gold script about its head and throughout the long handle.

History: The dwarven warhammer was a weapon of legend, featured prominently in the songs and stories of the enclaves. For centuries, however, no truly great warhammers had been made, beyond the standard magical enchantments any human smith could duplicate. That changed with the return of the Sword of the Heavens and the rise of master smith Berenike of Nol Dappa. As the Erdukeens were experiencing a renewed passion for their history, so Berenike experienced a renewed passion for hers. Already a talented master smith, she was determined to create a warhammer to equal the legendary weapons of old. After a year of work, she created Gauilfur, which first saw use at the Battle of Sicaris. Since that time young dwarves from many enclaves have sought to apprentice with Berenike, hoping to rediscover the art of the dwarven warhammer.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic warhammer. While you hold this weapon, you possess resistance to fire damage.

Geraccio's Wondrous Hammer

Weapon (warhammer), rare (requires attunement)

Description: This simple hammer is unadorned, but for a single, complex rune stamped on either side of the head.

History: A Coryani smith named Geraccio, owned this magical tool renowned for its ability to perfectly temper metal, until it was stolen from him by a band of thieves. It is possible that Geraccio made this item, but various dwarven master smiths claim they were the original creator. After the hammer was stolen, it resurfaced in Tir Betoq for a period of time before being disappearing. Its current whereabouts are unknown, but it can be identified by the single rune stamped onto either side of the head of this otherwise plain hammer.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magical hammer. The hammer can be used as smith's tools. Upon command, the hammer can be used like a forge, heating the metal it is working to the perfect tempering temperature of that material. This allows for the creation of simple metal items, such as horseshoes, nails, or buckles, in one-quarter the normal time, or complex metal items, such as blades, armor, and locks, in one-half the normal time.

Additionally, the hammer grants the wielder advantage on all ability checks made to create items out of metals. This property of the hammer does not have any effect on the damage it deals in combat. The hammer magically heats the metal it works; it does not generate heat itself.

Gladius of Glory

Weapon (unique), legendary (requires attunement)

Description: The blade of this gladius is a beam of brilliant white light. The hilt is etched with undecipherable runes that glow with a faint golden light.

History: The history of this blade is lost to time, however in the recent years, rumors have swirled that this blade is what the *gladius of light* was based on, or that it was an attempt to duplicate them. It is rumored that every time the weapon vanishes, it reappears wherever it is needed most.

Abilities/Effects: This gladius is a magical weapon, but deals no damage when drawn against creatures which are not entropic, infernal, or undead. When used against these creatures, you gain a +3 bonus to attack and damage rolls and the weapon deal an additional 1d8 radiant damage.

This weapon has 3 charges. As an action, you may expend a charge to cast *holy aura*. The weapon regains 1d3 expended charges daily at dawn. If you ever expend the last charge, the weapon vanishes in a burst of holy light.

Gladius of Light

Weapon (gladius), very rare (requires attunement)

Description: This strange blade seems to be made of pure semi-solid light. A golden hilt is shaped into the form of a Valinor, with its spread wings acting as a cross guard.

History: The only known copies of these blades were discovered in the fortress of Urumeh, the Fallen Valinor once known as the Honor of Cadic. The fortress was located upon a distant Mortal Realm, or Plane, and was under siege by the forces of Oblivion. It is unknown whether the Realm succumbed to the attack and was obliterated or if the Urumeh and the native Fihali were able to escape.

Abilities/Effects: When drawn, this weapon sheds a bright light in a 15-foot radius and dim light for an additional 15 feet beyond. It causes no damage or negative effect to living creatures or constructs. When wielded against undead, infernals or entropic creatures, this magic weapon grants you a +2 bonus to attack and damage rolls. In addition, the weapon deals an extra 1d10 radiant damage to undead, 2d10 radiant damage to infernals and 3d10 radiant damage to entropic creatures.



Gladius of the Indomitable Gladiator

Weapon (*gladius*), *uncommon*

Description: A short sword, known as a *gladius* in the Coryani Empire, made of wood.

History: These wooden blades are given to gladiators who win their freedom in the arena. These rare weapons are fashioned from wood and are shaped like a gladius. Most of these swords are plainly decorated, for anyone who bears one has survived the arena and needs no decoration to speak of his skill.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic sword. Unlike a normal steel gladius, this wooden weapon deals bludgeoning damage. When dealing with ex-gladiators, gladiators, or anyone who is a fan of gladiatorial combat you gain advantage on Charisma (Persuasion) or Charisma (Intimidation) checks.

See Chapter Nine for the rules and properties of a gladius.

Grand Gladius of Coryan

Weapon (*gladius*), *rare*

Description: Crafted from the finest steel and gilded with gold, these gladii are the epitome of Coryani craftsmanship. Etched into the blade in High Coryani are the words *For Duty and Honor*, the motto of the legions.

History: As fourth emperor Eladru val'Assanté was finalizing the construction of Grand Coryan, two Coryani artificers united to commemorate the occasion. Elpida Annonicas, of Plexus, and Juhana val'Ishi, of Enpebyn, crafted the first twenty grand gladii of Coryan, perfectly forged and balanced in Valentia, then enchanted with precision in Annonica. They gifted these gladii to the Emperor, who in turn gifted them to others in a grand ceremony at the dedication of the new capitol. Since that time other grand gladii have been made, always by personal command of the Emperor to honor the worthiest for their valor and sacrifice.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this enchanted gladius. While held, you have advantage on all saving throws against effects that impose the charmed condition.

You can use an action to present the weapon and unveil its majesty. Every creature of your choice that you can see within 60 feet of you must make a DC 15 Wisdom saving throw or be incapacitated for 1 minute. You must continue to present the weapon for this duration, using your action to do so, but you can take bonus actions and reactions as long as they don't cause you to drop the weapon. Once you use this ability, you cannot do so again until the next dawn.

See Chapter Nine for the rules and properties of a gladius.

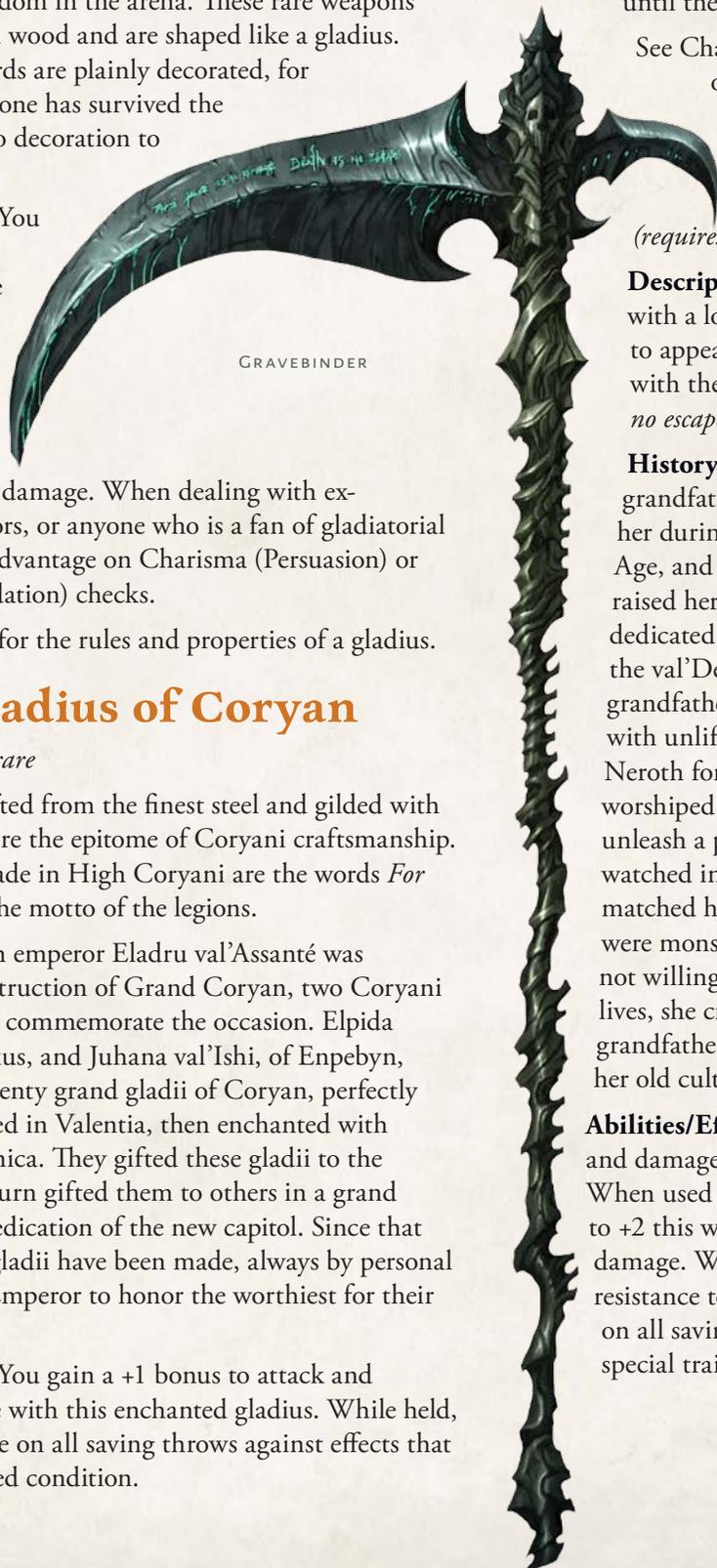
Gravebinder

Weapon (*war scythe*), *rare*
(requires attunement)

Description: Gravebinder is a large scythe with a long, polearm-sized iron rod, crafted to appear as a spine, with a large curved blade with the words, *The grave is no refuge; death is no escape* in a glowing script.

History: Calliste Obcasus loved her grandfather, who doted on her, protected her during the uncertainty of the Shadowed Age, and taught her many secrets. He raised her in the worship of Neroth, and she dedicated herself to the god of death. Then the val'Dellenov lords came and destroyed her grandfather, for he was blessed by Lord Neroth with unlife. Calliste blamed the local priests of Neroth for betraying him, and joined a sect that worshiped Neroth's undead aspect. She helped unleash a plague of undeath on Balantica, then watched in horror as she learned that few undead matched her memories of her grandfather. They were monsters. Still hating the val'Dellenovs, yet not willing to let her cult continue destroying lives, she crafted *gravebinder* from the iron of her grandfather's abandoned crypt, and hunted down her old cult and its undead creations.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. When used to attack undead, this bonus increases to +2 this weapon deals an additional 1d4 radiant damage. While holding this weapon you have resistance to necrotic damage as well as advantage on all saving throws to resist any undead's special traits.



Greendearth

Weapon (longsword), rare (requires attunement)

Description: Fashioned from an odd green crystalline material, its guard is made from iron and resembles a mass of tentacles that slowly move and writhe about attempting to latch onto foes that are attacked by the weapon. The hilt of this weapon is wrapped in a dull-grey hide of an unknown beast.

History: Ko Jajani is an influential merchant operating out of the trade city of Mil Takara, one of the larger and wealthier settlements in the southern Hinterlands. He has a reputation for being a collector of rare treasures and unusual antiquities plucked from the ruins littering the countryside. His most recent acquisition was *greendearth*, a magical blade of unknown origin discovered a few years back in the northern reaches of his homeland. The merchant procured the blade from an unscrupulous treasure hunter named the Silt Fox, a Khur Gi woman, one of the Yhing hir tribes. While she refused to disclose where she found the unsettling blade, her frequent excursions in the haunted Canyons of Zhu point to that as *greendearth's* point of origin.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. When used in combat, the sword's tentacles ooze a greenish yellow fluid. Any time you roll a 20 on an attack made with this weapon, the target struck suffers 2d10 poison damage and must make a DC 17 Constitution saving throw or be poisoned for 1 minute.



GREENDearth

Harmony

Weapon (longsword, unique), very rare (requires attunement)

Description: This fine weapon is forged from Altherian steel, with a large green sapphire engraved with the image of a harp sitting upon the edge of a sword on its pommel. Its twisted swept hilt and cage has been forged to look like twisted thorn filled vines. The blade itself has been polished to a mirror finish, across which is the word *Harmony* in Ancient Altharin.

History: Nia Samanya, finest bard of the ancient Tenecian Empire, performed at the dedication of the floating city of Khafré. So fine was her performance that the Council of Wisdom offered her a boon. She asked for a sword,

warning that in the shadow of Khafré all would soon require swords. The Council did not like this answer, but unwilling to lose face they had their finest artificers create Harmony. Nia's request proved prophetic, and she often used her blade in defense of fallen Althré. After her death, the Council of Wisdom retained the blade, until it was taken by the Coryani after their conquest. It came into the hands of Savano Lazarath, the warrior-bard of Coryan. He disappeared with Harmony in the tenth century while eluding Harvesters.

Abilities/Effects: You gain a +1 bonus to attack and damage when attacking with this magic weapon. If you have the Bardic Inspiration ability, all of your Bardic Inspiration dice gain a +1 bonus (a d6 becoming a d6+1).

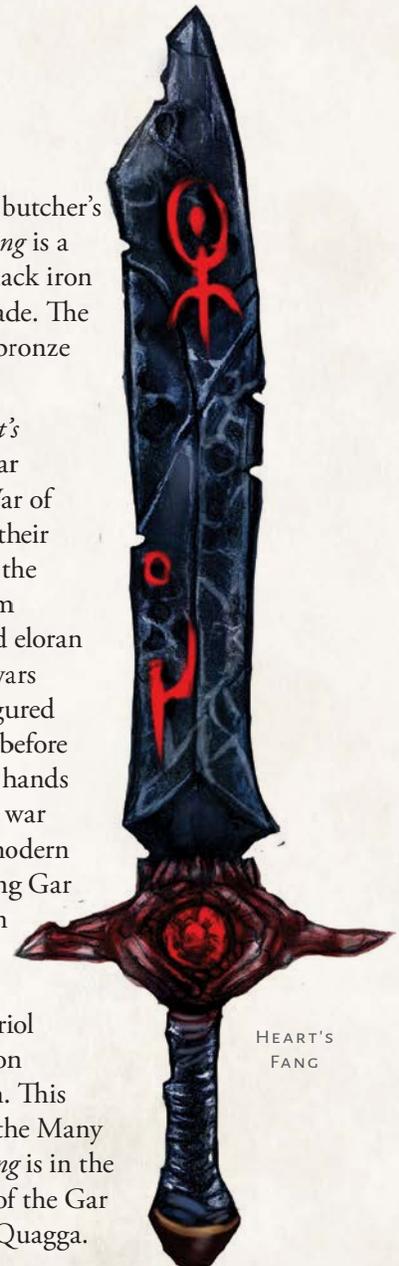
In addition, while wielding this weapon you may spend your action to cast the *thunderwave* spell (save DC 17). Once this ability is used it cannot be called upon again until the next dawn.

Heart's Fang

Weapon (longsword), rare (requires attunement)

Description: Looking more like a butcher's cleaver than a longsword, *heart's fang* is a crude looking weapon, made of black iron with red sigils etched along its blade. The hilt is of simple bronze, while the bronze pommel is set with a large ruby.

History: According to legend, *heart's fang* was the weapon used by the Gar Ormal chieftain during the First War of Extinction against the Issori. After their betrayal at the hands of their allies, the ssethrics, the blade disappeared from history, until it a recently discovered eloran scroll made mention of numerous wars against the gar, where this sword figured prominently. Centuries would pass before it was once again seen, again in the hands of a gar, as these bestial men waged war against the Imperium of Man. In modern times, the chieftain of the marauding Gar Tiche, whose wanderings have them raiding towns and caravans from the western edge of the Corlathian Mountains to the shores of the Lauriol Sea, has been seen wielding a weapon matching Heart's Fang's description. This tale contradicts the infamous Ig of the Many Tongues, who claims that *heart's fang* is in the hands of a very dangerous warlord of the Gar Dahl, the People of Iron, in far off Quagga.



HEART'S FANG

The blade is said to remember every betrayal and sworn enemy of the gar tribes and the spirit within vows to take vengeance upon every member of that race, until they are no more. The spirit demands that blade be heated white hot and then quenched, over and over again, in the hearts of a score of the race it has sworn to destroy.

This, along with the stories of others possessing Heart's Fang, lead scholars to conclude that there must be more than one copy of the blade. Ig of the Many Tongues agrees. He believes that while each gar tribe may have made copies of their own, the original Heart's Fang, the one wielded by the extinct Gar Ormal chieftain, is the one held by the Gar Dahl warlord, for it is covered in sigils and said to hunger for the blood of all that have hunted the gar over the ages.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a val or other creature with celestial blood, the creature takes an extra 3d6 slashing damage. Furthermore, this weapon glows a dull red when any val or creature with celestial blood approaches within 60 ft. of the wielder.

Infernal Harvest

Weapon (longsword), very rare

Description: This longsword is made of Sarishan steel with the blade being 36 inches long and 2.5 inches wide. The blade bears sigils and pictograms of benediction to Illiir.

History: When the Legion of Unyielding Courage was trapped behind the Godswall, they had no artificers. The only magic items they possessed were made by others. For centuries, this remained the case, with these magical items carefully preserved and studied. It was Batildis, the gnome, who first rediscovered the art, building on the scholarly work done by previous generations and applying her own significant intelligence. It is no surprise that the first item created was Infernal Harvest, shaped from Sarishan Steel gained at great expense from Haina. With the fall of the Godswall these weapons have slowly found their way into Onara, but most remain in the possession of the Legion.

Abilities/Effects: You gain a +1 bonus to attack and damage when attacking with this magical Sarishan steel weapon. As a bonus action, you may move 15 feet as long as that movement brings you closer to an infernal. This movement does not provoke opportunity attacks.

KELISAR,
"SERPENT EATER"



Kelisar, "Serpent Eater"

*Weapon (longsword), legendary
(requires attunement by an elorii)*

Description: *Kelisar* is an elegant single-edged longsword. The blade has a series of runes etched upon it. The golden hilt wraps elegantly around the wielder's hand forming an intricate basket portraying a mongoose attacking a serpent. *Kelisar's* pommel is adorned with a flawless emerald of the deepest green, its perfect balance is apparent to anyone lucky enough to hold this magnificent sword in their hands.

History: *Kelisar* or *serpent eater* in the Eloran language, is an ancient elorii blade forged by Auros, the legendary elorii warrior that slew the ssanu archmage Ss'koreth. After the elorii overthrew their scaled overlords, the elorii craftsman Ferelas, affixed its distinctive hilt to the blade. *Kelisar* hung in a place of honor in Belestor, removed only in times of great need, such as the various Ssethric incursions occurring every few centuries. *Kelisar* was last used in battle against humans during the Great Betrayal, where the reborn hero Auros used it to wound a Valinor. It is not known if the famed blade was taken with retreating elorii forces or if it fell into the hands of their human foes.

Abilities/Effects: You gain a +3 bonus to attack and damage when attacking with this magical weapon. When you attack a ssethric creature with it and score a critical hit, the creature takes an extra 2d8 damage and must make a DC 15 Constitution saving throw or be instantly slain.

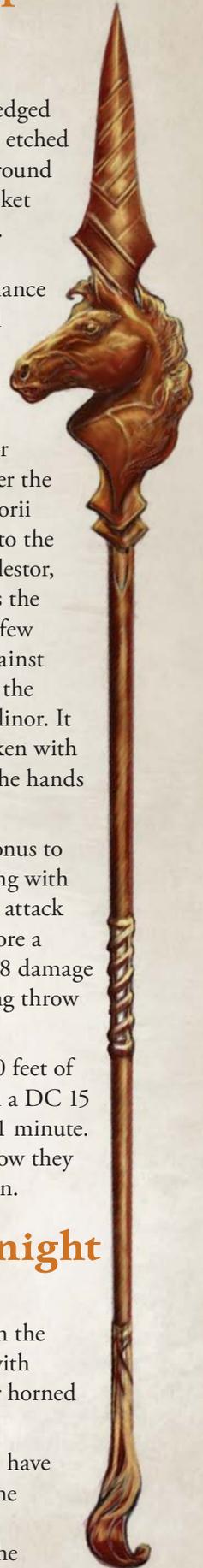
All ssethric creatures that come within 30 feet of the wielder of this weapon must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. Once a creature succeeds on this saving throw they are immune to this effect until the next dawn.

Lance of the Errant Knight

Weapon (lance), rare

Description: Crafted from wood gathered in the Faerdwalden, these lances are often carved with mythical creatures, such as unicorn, or other horned animals, such as the narwhal.

History: The woodsmen of the Faerdwalden have made intricately carved lances since before the founding of the Milandisian League, but it was during the reign of Oswald val'Inares, the Usurper, that these works of art became all the



LANCE OF THE
ERRANT KNIGHT

rage in the court of Naeraanth. Oswald II granted an enchanted lance carved with a unicorn to Ermingild Traudottir, a knight sworn to his service whom he favored. Ermingild secretly loathed the line of the Usurper, but was bound by her duty to the king. She served Oswald II until the end, then exiled herself in penance and wandered the land as a knight errant. As the Faerdwalden lances, seen as symbols of the Usurper's reign, fell out of style at court, her noble actions brought them a different reputation, and many knights errant now seek out similarly enchanted lances to follow in her footsteps.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magical lance; this bonus increases to +2 when you are directly protecting the defenseless. Additionally, any time you are engaged in mounted combat this weapon grants you and your mount a +1 bonus to AC.

Lantas Dalo: Cleaver of Trolls

LANTAS DALO

Weapon (longsword, unique), very rare (requires attunement)

Description: Lantas Dalo appears to be the perfect longsword with a heavy, over weighted tip to smash through the rocky carapace of Singarthan Trolls. The handle is carved from straight-grained ironwood and the pommel capped with a replica of a gauntleted fist. Dwarven runes cover the blade; retelling the tale of the troll invasion of Solanos Mor, while a multitude of small diamonds encrust the hilt causing the hilt to sparkle in the light.

History: Lantas Dalo was forged a century ago by Master Smith Elebac of Solanos Mor. At the time of its forging, the city fell under siege by a horde of Singarthan Trolls that swept down out of the Corlathian Mountains and into the numerous tunnels that riddle that mountain range. The siege lasted for one hundred days until the valiant defenders of the City of Shameful Penance finally drove off or destroyed the troll host, but not before suffering heavy casualties. Master Elebac soon learned that his eldest son had fallen in the battle. Heartbroken, Elebac swore vengeance and returned to the unfinished sword in his forge with unbridled determination and fury.

When the blade neared completion, Elebac had the city guard bring a live troll before him. This Singarthan Troll was the warlord Thrigris, captured on the field of battle and imprisoned before his broken body could recover. As

the last hammer blow rang upon the blade, Thrigris was set free and Elebac turned to face the unfettered Troll lord. "My vengeance begins at the source!" shouted Elebac as he waded into battle, the sword's blade still glowing red-hot. Thrigris never stood a chance.

Afterwards, Elebac pulled the now cool sword from the ruined body of the troll and looked upon the finished blade. He raised the sword above his head and, in a soft voice, christened the new blade Lantas Dalo, the Cleaver of Trolls. Elebac then strode across the cavern to his eldest daughter, Betra, and presented the sword to her hilt first. "Duty binds me here to continue my craft, but take up this sword my daughter, and avenge your brother and all the others who fell to these beasts," said Elebac. And with that, Elebac strode back to his forge to continue perfecting his craft, while Betra girded for war and left Solanos Mor on her own crusade.

Abilities/Effects: You gain a +1 bonus to attack and damage when attacking with this magic weapon. All hit point damage dealt by this weapon may only be regained through a short or long rest, rather than by regeneration, magic, or other means. When used against trolls, this weapon heats itself white hot and deals an extra 2d6 fire damage. This sword glows blue when within 60 feet of any type of troll.

Lion of Winter

Weapon (longsword, unique), legendary (requires attunement by the head of the val'Tensen family)

Description: This longsword's blade is ice blue, as if made of solidified cold, with an elegant pattern etched along the flat side. The elaborate cross guard is fashioned to resemble a lion's head, complete with fur to simulate its mane.

History: This longsword has been in the hands of the val'Tensen family since the days of the Imperium of Man. But since the sundering of the val'Tensen line after the secession of Milandir from the Coryani Empire, the sword has made its displeasure known by killing anyone attempting to take the blade from its scabbard who was not the rightful leader of that family.

The governor of the Coryani province of Ulfila, Augustos Titus val'Tensen, determined to humiliate his separatist cousins by wielding the blade and thus proving that they were no longer a part of the family had his blood freeze in his veins upon taking the sword from its sheath. Emboldened, the newly crowned Duke



LION OF WINTER

of Moratavia took possession of the sword and suffered the same fate when he attempted to wield the sword. Fearful that none were now worthy of claiming the sword, it was given to the monastic Order of the Blade, where it will remain until the true head of the family comes forth to claim it.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls with this magic weapon. When you hit a creature with this sword, the target takes an extra 2d8 cold damage. This weapon ignores all resistance to slashing and cold damage. In addition, as an action while holding this weapon, you can cast *wall of ice* (save DC 17). Once you use this ability, you cannot use it again until the next dawn.

Curse: If this blade is wielded by any other than the rightful head of the val'Tensen family, the wielder dies instantly. No save is allowed. This curse may not be removed through any known method.

Mastbreaker

MASTBREAKER

Weapon (bardiche), rare (requires attunement)

Description: This gruesome bardiche has been pieced together using the masts and metalwork from the first ship the pirate captain Yacobin Bilte plundered.

History: Most pirates from the Pirate Isles refrain from preying on each other, but not so Yacobin Bilte. He was a boy when his crew was betrayed to the Coryani by fellow pirates. Yacobin escaped execution and swore all the world would be his target, particularly fellow pirates. He stole his first ship, then stole a better one. The first time he plundered a fellow pirate he ripped apart the mast and metalwork of her ship, and reforged them into a bardiche. Now he is a legend to be feared. His swift ship draws near under cover of darkness or fog, and then Yacobin himself swims silently aboard. With *mastbreaker* he cripples the ship, leaving it vulnerable as his first mate pilots Yacobin's vessel to attack. He takes no prisoners, sinking ships with all hands after he has plundered the cargo.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you use this weapon to destroy an object, break through a door, barricade, or other barrier, *mastbreaker's* bonus increases to +3 and deals an additional 2d8 force damage. You gain a +10 bonus to any Strength checks made to break through doors, barricades, and other barriers.

Moon Blade

Weapon (longsword), very rare (requires attunement by a val'Dellenov)

Description: This curved blade, meant to represent the crescent moon, shimmers and glows like a moonbeam.

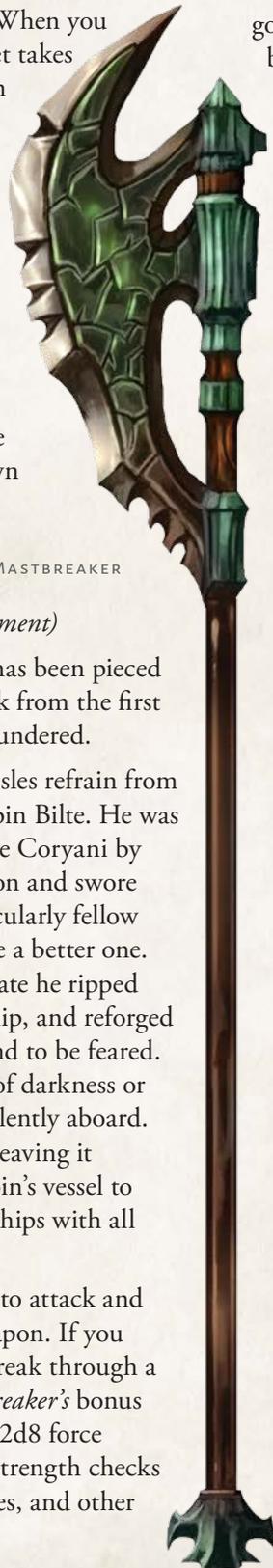
History: The val'Dellenov family, being scions of the goddess Saluwé, feel a deep connection to nature and the beasts that roam the land. Many can tap into the power of their heritage, calling forth many aspects of animals to aid them. When learning to use their abilities, they are taught to always retain control, but a few are unable to resist the dark lure of giving into the more savage side of nature and revel unabashedly in it.

One of the most infamous killers in the empire was Luciana Titus val'Dellenov, a woman who allowed the primal urges of the wild to overwhelm her, hunting down her fellow man as a wolf hunts prey. She was eventually captured and tried by the Mother Church for heresy, after which she was promptly burnt alive. Various random acts of murder and mayhem soon followed, which were blamed on rampaging humanoid wolves that turned back into normal humans at first light. Many point to Luciana's death curse as the root of this lycanthropic scourge. Altherian scholars scoff at the idea that lycanthropy is a curse that can be spread through bites from the infected, and believe instead this is a blood curse aimed at those who witnessed Luciana's death, which was passed down to their descendants. If they are correct, then there may be many thousands of potential victims, as the execution was conducted just outside the walls of Grand Coryan, with many thousands in attendance.

Others believe that the blood curse is perpetuated by a secretive group known as the Conclave of the Claw that believes that unleashing the beast within all of us is the true representation of Saluwé's will.

Seeing this as a stain upon their family honor, the val'Dellenov train members of the family to be hunt down those afflicted by this curse, just as they pursue other shapechangers, such as the wererats that infest cities.

Due to the inherent dangers involved in the slaying a shapechanger, these hunters are issued a *moon blade*. Within the Golden Boughs of Saluwé is a shrine to a little known aspect of Saluwé, the Lady of Moonlight. Here, Saluwean priestesses enact a ritual consecrating a blade on the first night that Viridis, the green moon, is full. The owner of the blade stands vigil throughout the night, which culminates when the blade is immersed in a hallowed reflecting pool as it catches the last of the moon's glow. Retrieving it from the cool waters, the blade shimmers with the glow of a moonbeam, feeling almost weightless in the owner's grasp.



Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon, which increases to +2 when fighting shapechangers. Furthermore, the blade shimmers a pale green whenever any shapechanger, regardless of form, approaches within 60 feet.

Any shapechanger that is successfully struck with this weapon must succeed on a DC 12 Constitution saving throw or be forced to revert to their original form and be unable to shift form until the next dawn.

Finally, the blade can cause the tracks of shapechangers to shimmer with a pale moon-lit glow. This grants you advantage on Wisdom (Survival) checks made to track shapechangers.

Screaming Sword

Weapon (longsword), legendary (requires attunement)

Description: The actual appearance of a *screaming sword* varies greatly; however, all incorporate a jagged piece of crystal. The type and color of the crystal depends on where the *wailing stone* was discovered. For example, green and blue crystals are common throughout the Corlathian Mountains, but *Thandras*, Givahi val'Ishi's personal blade, was fashioned from a blood-red crystal. Regardless of the crystal used, these blades are magically hardened and sharpened to preserve their cutting edge. The design of the hilt is chosen by the creator, although most incorporate some type of geometric design that follows the shape of the bound crystal.

History: In the days immediately following the curse that turned Celestial Giants to the dwarves, they found that most souls passed on to oblivion when they died, though a few became trapped in crystal deposits near the enclaves where the dwarves gathered.

Val psions later discovered that these stones, charged with the energy of dwarven souls, could be tapped to power psionic items, though doing so released the soul within. Givahi val'Ishi of Enpebyn, a brilliant val artificer found a way of permanently sealing the energy within the stones. Givahi further refined this sealing technique to allow him to infuse his own power within the crystal alongside the soul energy, creating the first *screaming sword* in 123 I.C.

The techniques developed by Givahi val'Ishi spread quickly among the val, to the point where the dwarves demanded that all such stones be turned over

to them, so that they could be given a place of rest within the Chamber of Final Repose, leading to one of the few modern conflicts between the Solani dwarves and the Coryani Empire. All dwarves bear a great hatred towards anyone seen wielding one of these blades.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you attack psionically awakened creatures or creatures whose natural attacks deal psionic damage, this bonus increases to +3. Also, whenever you make an attack using this weapon, all sentient creatures within 20 feet can telepathically "hear" the weapon moaning, muttering, and screaming in their minds; these noises do not cause any benefits or penalties, but most creatures find them unsettling and disturbing.

Psiscream: A *screaming sword* has 3 charges. While holding the weapon, as a bonus action you may expend 1 charge to force each creature in a 15-foot radius to make a DC 14 Wisdom saving throw. On a failed save, a creature takes 2d8 psychic damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and is not pushed.

This sword regains 1 charge daily at dawn.

Sea Rover

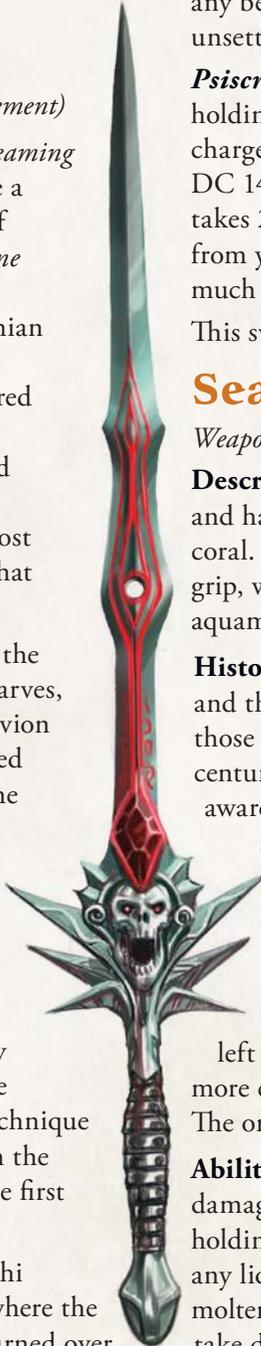
Weapon (scimitar), rare (requires attunement)

Description: This scimitar is crafted of Milandisian steel and has a crescent guard inlaid with mother-of-pearl and coral. Its hilt is wrapped in sharkskin to give it a strong grip, while the end of the pommel is set with a pure aquamarine gemstone.

History: Though many who craft this weapon in Savona and the League of Princes do not know its history, those in Naeraanth tell of Merireiks val'Ossan, the wild centurion who had as many disciplinary actions as he had awards of honor, who once wrestled a shark bare-handed, and who crafted *Sea Rover* with a Savonan artificer on a drunken dare. He was sent with the legions to quell the Eppion rebellion, and while stationed in Metra he fell in love with an Undir who shared his interest in artificing and the sea, and who learned the falchion's secret. When the legion

left Metra she declined to go with him, and after many more campaigns, Merireiks finally retired to Naeraanth. The original *Sea Rover* is still used by the Dolphin Guard.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding this falchion, you may stand on and move across any liquid surface as if it were solid ground (when crossing molten lava or some other dangerous surface, you can still take damage from heat or fumes).



SCREAMING
SWORD

Shadow Mother

Weapon (longsword), legendary (requires attunement)

Description: This black longsword is unique in the fact that its matte black finish seems to drink up all light around it. The material does not rust or tarnish, and always appears to be the deepest possible black. The blade itself is forged with deep fullers carved into the blade to drain the blood of its victims.

History: Osvaldus Ephrem had one goal in life: Power. He falsely joined the temple of Cadic to gain access to the Shadowstone, rumored to be a crystalized Valinor of the dark god. He stole the Shadowstone and crafted a sword to steal the essence of the Valinor and bind it to his own soul. But the Shadowstone was not a Valinor of Cadic. It was not a Valinor at all. It was an artifact of death beyond Osvaldus's ability to control. That was when the Cadician assassins struck, putting down Osvaldus's heresy, but not before he had finished his creation. They took Shadow Mother for further study, but the cursed blade overwhelmed the wielder, who slew several of his brethren before escaping.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this weapon the target takes an additional 1d10 necrotic damage with the wielder of the weapon suffering half of the necrotic damage dealt to the target.

Curse: This weapon is cursed, a fact that is revealed only when an *identify* spell is cast on the sword or you attune to it. Once attuned up, you feel a constant desire to use this weapon to kill others and must succeed at a DC 10+1 per character level Charisma saving throw to use any other weapon while you are bearing this weapon. To drop or stop being attuned to this weapon requires a DC 20 Charisma saving throw, with a failed save preventing the wielder from dropping the weapon and triggering a Rage per the Barbarian class ability.

Should the wielder of this weapon ever be reduced to 0 hit points or lower, their soul is pulled from their body into the blade. While in this form, the soul is still in control of the body—which is not considered to be an undead—but separate from it. Without the soul present in the body, it is now has resistance to healing effects, only being healed for half the amount rolled. While in this form, the body does not require food or drink, as the energy of the sword keeps it sustained.

While in this form, whenever *shadow mother* deals necrotic damage to a target, the wielder's body is healed the full amount of the necrotic damage dealt. If the wielder of this blade does not kill another creature before midnight every day, the body of the wielder has its hit point maximum reduced by 5 as the magical connection to their body withers away. For each 5 hit points drained from the body, it begins to look increasingly skeletal until it looks little more than a desiccated mummy. At this point, should the body ever be reduced to 0 hit points by any means, the wielder is permanently killed and the soul is forever trapped in the sword.

Sickle Sword of the Myrastian Lord

Weapon (khopesh), legendary (requires attunement)

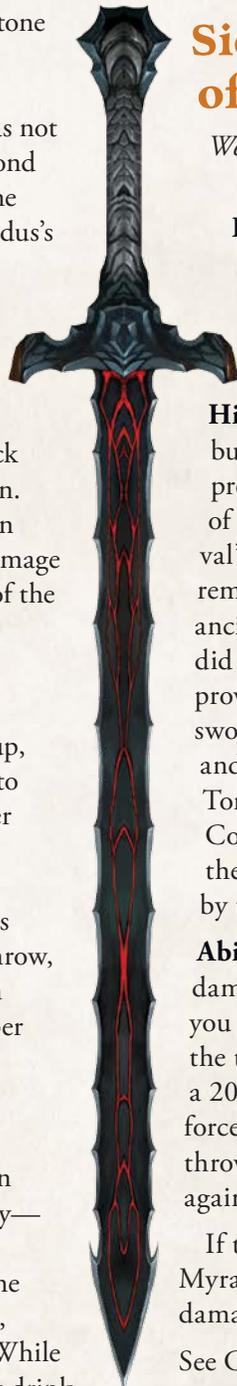
Description: The lapis-lazuli inlaid into the ivory hilt of this sickle is stained by the blood of the countless creatures slain by this hungry blade. Slightly tarnished and notched, the iron blade of this khopesh is still sharp.

History: This sword was created not by a Myrastian, but by Blasius Toranestus, Coryani governor of the province of Toranesta. He styled himself as one of the Phaerons of old, and commissioned Caecus val'Abebi, a Coryani artificer, to fashion him a weapon reminiscent of the royal khopesh held by the ruler of ancient Myrantis. Blasius's love of all things Myrastian did not extend to its people, and his oppressed provincials eventually slew him with his own sickle sword. The sword was later stolen from Coryani custody and delivered anonymously to the new governor of Toranesta, still stained with Blasius's blood. Each future Coryani governor found a similar khopesh delivered to them, as a warning, and a similar weapon is now held by the Phaeron of the Abessian Dominion.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls made with this magic weapon. Any time you reduce a creature to 0 hit points with this weapon, the target is instantly killed. Additionally, when you roll a 20 on an attack roll made with this weapon, you may force the target to make a DC 17 Constitution saving throw or fall dead. Once used, this ability cannot be used again until the next dawn.

If this weapon is held by anyone who is not of Myrastian ethnicity, they suffer 3d10 points of necrotic damage every turn while this weapon is held.

See Chapter Nine for the rules and properties of a khopesh.



SHADOW
MOTHER

Spear of Wind and Wave

Weapon (spear), rare (requires attunement)

Description: This spear consists of a palm-wood haft set with a broad edged tip fashioned from magically hardened coral.

History: Two elorii Laerestri were spying on several Ymandrake agents when they were captured and forced onto one of the Black Ships bound for the Isle of Tears. Fortunately, a Milandisian naval captain, Nevis val'Ossan, rescued them while leading an attack that resulted in sending the Ymandrakes into Yarris's cold grasp, one of the few victories the Milandisians scored against the Black Fleet. It is said that the grateful elorii fashioned an additional copy of this weapon for the captain as a token of their gratitude.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while held you gain a swim speed of 30 feet and the ability to breathe underwater.

Spell Spinner

Weapon (longsword, unique), legendary (requires attunement)

Description: This blade is a long, slightly curved, double edged longsword. The cross guard, a classic double ring, and pommel are solid gold. The haft of the blade is carved ironwood depicting cats at play.

History: *Spell spinner* was discovered in the ruins under the First City by the Warrior Sage Vinas val'Mehan of the Emerald Society. Vinas was able to successfully date the blade's design back to the beginning of Imperium of Man, but the weapon's powers remained largely a mystery to him until the expedition crossed paths with an ancient undead horror while returning to the surface. During the battle, the creature unleashed a series of destructive spells, one fired directly at Vinas' chest. Reflexively, he raised the blade to block the blow, and, to everyone's amazement, deflected the eldritch bolt back, destroying the creature. From that point forth, the blade became a fixture at his side, but upon his death, Vinas ordered the blade be given to the Emperor of Coryan as a gift. The messenger and the blade never made it to Grand Coryan however, and *Spell Spinner* has been lost ever since.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you are

targeted by a spell, you may spend your reaction to attempt a DC 15 Dexterity check to interpose the blade between you and the spell. If successful, you have advantage on all saving throws made against that spell. If you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead is reflected upon the caster.

If the blade is ever within 60 feet of an arcane spellcaster, it glows with a faint purple light.

Stalwart

Weapon (longsword), legendary (requires attunement by a val'Tensen or human worshiper of Hurrian)

Description: This silvered longsword, etched with arcing lightning, dances with lightning while drawn.

History: It is said that before the Godswar, the human followers of Hurrian and the Osalikene elorii found an odd kinship with each other. When the Other kidnapped Belisarda, and the followers of Hurrian prepared to make war on Its followers, the Osalikene helped one of the greatest human smiths trap a servant of Osalian, a spirit of storms, within a longsword. Granting this sword to their greatest warrior, the Hurrianites made war upon the Other. After the betrayal of Osalian, however, the spirit within the sword went wild, and sought to slay all humans surrounding it. Only the followers of Hurrian, drawing on his new mastery over the storm, were able to calm the spirit within the blade. The blade was lost during the Shadowed Age.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls made with this magic sword. This weapon deals an additional 2d8 lightning damage and 2d8 thunder damage to any target it hits.

Curse: If this blade is wielded by a creature of a race other than human or a val'Tensen, they suffer 6d10 lightning damage every round until the blade is dropped. This curse may not be removed through any known method.

Sword of the Soldier Saints of Dagma

Weapon (longsword), legendary (requires attunement)

Description: These blades have their hilts wrapped in the finest leather, bleached white to match the white-gold trim and the topaz set into the pommel.

History: Before he became St. Karyo the Just, Karyo of Enpebyn was a dissolute former blacksmith contemplating suicide. At this low point he received a vision of a Valinor, and following it he made a pilgrimage into the Blessed Lands. When members of the Soldier Saints of Dagma



STALWART

rescued him from bandits, he recognized the path of destiny and joined them. He first became their smith, then a warrior, and finally their leader. He forged these swords for the order, and tempered his own in the blood of ice giants while defending the Patriarch, a battle which cost him his life. These blades are highly prized among the Soldier Saints, and should one be lost the order will attempt to recover it.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls made with this magic weapon.

This weapon also has 3 charges, which you may expend to activate one of the following abilities. The weapon recovers 1d3 expended charges daily at dawn.

Aid of my Forbearers: While holding this blade you may call upon the spirits of those Soldier Saints who have died in service to the order to aid you. As an action, you may expend 1 charge to cast *spirit guardians* as a 3rd level spell, with the spirits of deceased Soldier Saint appearing beside you.

Serendipitous Blessings: While holding this blade if you are the target of a spell or an effect which grants you a saving throw, you may use your reaction and expend 1 charge to gain advantage on that saving throw. You must be aware of the spell or effect to use this ability.

Sword of Wonder

Weapon (any sword), uncommon or rare

Description: This unusual weapon is rumored to have been fashioned from the raw stuff of dreams. It shifts form at the whim of its wielder, but regardless of its shape, the blade is always fashioned from continuously swirling mercurial steel.

History: Corinalous val'Abebi was fascinated by the strange realm known as Dreamtime. He studied shamanic traditions across the Known Lands, and even attempted to study with the Ehtzara, which almost cost his life. Among the Pengik he found magical trinkets infused with the essence of Dreamtime, and armed with this knowledge he created his greatest work, an ever-shifting sword infused with the morphic stuff of dreams. Corinalous spent his latter days tormented by horrible nightmares, which some claim was the result of an Ehtzara curse. Others, however, believe that it was his frequent excursions into Dreamtime and his meddling with dream artificing that eventually drove him mad.

Abilities/Effects: You gain +1 to attack and damage rolls with this magic weapon. As a bonus

action, you may transform this weapon from its current form into that of any other sword.

Should you ever enter Dreamtime (also known as the Spirit Realm), unlike other physical items, this weapon retains its properties when in that Realm.

The rare version of this item grants a +2 bonus to attack and damage rolls.

Warhammer of Clarity

Weapon (warhammer), very rare, (requires attunement by a val'Abebi or a worshiper of Althares)

Description: The weapon bears faint glyphs across its surface that shift and slide about.

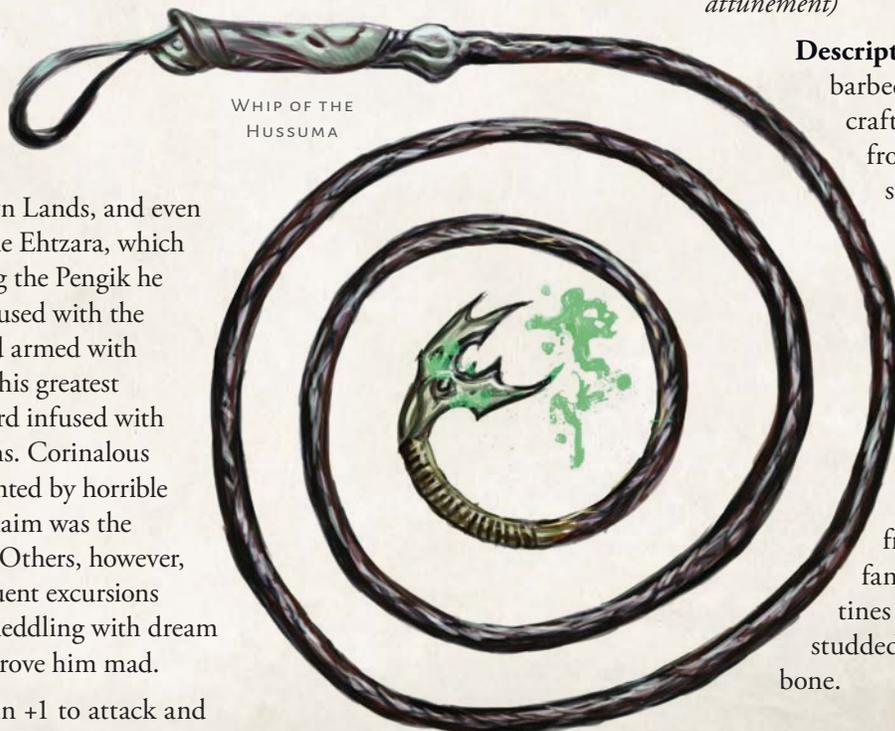
History: The favored weapon of the Philosophic Warriors of Altheria, these rare weapons are sought in the Undercity ruins beneath the First City or in the lands once conquered by the Tenecian Empire, as the method to create them has been lost. The holy champions of the God of Knowledge covet the weapon as they claim that meditating upon it clears their mind and opens it to greater insights.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls with this light magical weapon. On a successful hit, the target takes an extra 2d8 radiant damage. In addition, while you are attuned to this weapon you can add half your proficiency bonus, rounded down, to any ability check you make that doesn't already include your proficiency bonus.

Whip of the Hussuma

Weapon (whip), very rare (requires attunement)

Description: These barbed whips are crafted by the ssanu from the hides of slain daughter of Yig, gigantic serpents held in reverence by the serpent men. The poisonous stinger at the end of the lash is fashioned from the snake's fangs, while the tines of the whip are studded with shards of bone.



WHIP OF THE
HUSSUMA

History: The Hussuma were the taskmasters of ancient Yahssremore, generals who commanded vast elorii slave armies during the Wars of Extinction. These whips were given to them by their ssanu masters and used to deliver punishment to those elorii who failed to obey orders. It has been millennia since the days of the ancient Serpent Empire, but the elorii still remember the sting of that lash and are very vocal in their disdain for those who would wield this symbol of oppression.

Abilities/Effects: You gain a +1 bonus on attack and damage rolls made with this magic reach weapon. Creatures hit by this weapon take an extra 2d6 poison damage.

Entanglement: As an action, you can speak a command word to transform this weapon into a *rope of entanglement*. This effect lasts for 10 minutes or until you use an action to end the effect early. If it is reduced to 0 hit points while in rope form, the weapon is destroyed.

As long as it has at least 1 hit point when the effect ends, the whip regains all its hit points upon resuming its normal form. Once used, this ability cannot be used again until the next dawn.

Wrath

Weapon (greatsword, unique), legendary (requires attunement from a val of Nier, such as val'Viridan, val'Emman)

Description: Forged from copper that is magically hardened and then flame-seared by placing the blade within one of the five holy Pillars of Nier; this greatsword is the hallmark of the val'Viridan family.

History: Once the val'Emman and val'Viridan families were allies, albeit with a strong rivalry. Danai val'Emman and Vasilios val'Viridan, friends and craftsmen, together forged a mighty greatsword, they named *Triumph*. Every decade or so, as wars allowed, the val'Viridan and val'Emman held a tournament, and the greatest warrior won the right to wield *Triumph* until the next contest. The contests continued even after Manetas elevated the val'Viridan, though ensured their victory over the val'Emman. Then, when the val'Viridan were made slaves, the val'Emman seized the blade and ended the contests. When the val'Viridan began to exterminate their cousins during the Theocracy of the Cleansing Flame, they retook this blade as a prize, and renamed it *Wrath*. It is only recently, with the reemergence of the val'Emman, that the true history of this blade has been discovered.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls made with this magic greatsword. Upon a successful attack, this greatsword deals an extra 2d8 fire damage.

Once attuned, you cannot accidentally drop this blade, nor may you be disarmed. Furthermore, *Wrath* will not harm an unarmed opponent (individuals who possess the Martial Arts class feature or something similar are considered to be armed for these purposes); it merely passes through such individuals without leaving a mark.

If you are val'Emman, you may use an action to speed your attacks allowing you to can make one attack with this weapon as a bonus action on each of your turns for 1 minute. Once this ability is used it cannot be called upon again until you complete a long rest.

If you are a val'Viridan, you may use your reaction to gain immunity to fire damage for 1 minute. Once this ability is used it cannot be called upon again until you complete a long rest.

MARTIAL RANGED WEAPONS

Addertongue

Weapon (blowgun), very rare

Description: Fashioned from the hollowed stem of a rare desert plant, the blowgun is about 4 feet in length and carved to resemble a serpent.

History: The Pengik have used their signature long blowguns from time immemorial. Even before other humans came to Onara, Ichna'gi shamans would use the blowguns as instruments to emit strange droning sounds that carried messages for miles across the Hinterlands. But while many Pengik used darts tipped with

ADDERTONGUE

deadly poisons in their blowguns, it was only during the Time of Terror that the first *addertongue* was created. The Ichna'gi shamans were reluctant to alter their traditional weapons, but they finally relented in order to counter the greater threats of the infernal-ruled world. Today *addertongues* are primarily found among shamans, though some warriors carry them as well, while others have been traded to outsiders.

Abilities/Effects: This magic weapon may be used as blowgun, mace or musical instrument. As either a mace or a blowgun, you gain a +1 bonus to attack and damage rolls. When used as a blowgun, you may use a bonus action to whisper into the mouth piece to imbue a loaded needle with a deadly poison. Any creature hit with an imbued dart suffers an additional 2d8 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned for 1 minute. Once used, this ability cannot be used again until midnight.

If this blowgun is played as an instrument, like a digeridoo, you gain advantage on all Charisma (Performance) checks made with it.

See Chapter Nine for the rules and properties of a blowgun.

Althares' Gift

Weapon (flintlock pistol), very rare

Description: This flintlock pistol is engraved with benedictions to Althares, the God of Wisdom and Knowledge.

History: Altherians are never satisfied. Having learned the secrets of blastpowder, it was only a matter of time before they sought to maximize this gift. Pallas val'Abebi, a young artificer, stumbled upon the secret of this flintlock early in his career, and with the abandon of youth he developed it. While the Council of Wisdom acknowledged his craftsmanship, they felt that the weapon took Althares' precious gift for granted, and would incur his wrath.

After the Battle of



ALTHARES' GIFT

Semar however, necessity forced the Altherians to reconsider Pallas's creation. They have begun manufacturing *Althares' gifts* for the Shining Patrol and certain favored

others. It remains to be seen if Altheria will once again pay a price for such hubris.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. You may use your action to load this weapon and say a prayer to Althares. This causes the weapon to lose its loading property and allow it to be fired 1d4+1 times before needing to be reloaded. It only consumes one piece of ammunition and magically duplicates it for each shot. The GM should roll for the exact number of shots but only inform the wielder when they have run out. Once the weapon is out of shots, you may either fire it as a normal flintlock or use another action to invoke Althares' blessing.

Bow of the Five Peoples

Weapon (longbow), very rare (requires attunement)

Description: Tassels of preserved leaves and fine runes decorate the ends of this birch bow.

History: The first of these bows were created by Arfeas, the renowned artificer of Malfea. These bows are given as high honors to elorii who prove themselves worthy, normally by slaying humans during the never-ending Malfelen War of Vengeance. Almost immediately the bows began appearing in Elonbé and Entaris as well. No elorii has officially admitted the obvious, that these warriors earned the bows by joining the Malfelens on their fell quest, and effort has been made to cover up the dark origins of these useful weapons.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you are an elorii, this bow also possesses additional abilities depending on your bloodline.

Blessings to the Bloodline of Life (Ardakene): Arrows fired from this bow deal an extra 1d6 radiant damage. As an action, you may transform a nocked arrow into radiant energy and fire it at a point within range, casting *magic circle* (affecting undead) centered on that point. Once this ability is used it cannot be called upon again until the next dawn.

Blessings to the Bloodline of

Water (Berokene):

Arrows fired by this bow deal an extra 1d6 cold damage.

As an action, you may transform a nocked arrow into frigid water and fire it

at a point within range, casting *sleet storm* (save DC 16) centered on that point. Once this ability is used it cannot be called upon again until the next dawn.

Blessings to the Bloodline of Fire (Kelekene):

Arrows fired by this bow deal an extra 1d6 fire damage. As an action, you may transform a nocked arrow into arcane



SILVERBOW

flames and fire it a point within range, casting *fireball* (save DC 16) centered on that point. Once this ability is used it cannot be used again until the next dawn.

Blessings to the Bloodline of Earth (Mârokene): Arrows fired by this bow deal an extra 1d6 acid damage. As an action, you may transform a nocked arrow into enduring stone and fire it, casting *wall of stone* along the arrow's path. Once this ability is used it cannot be called upon again until the next dawn.

Blessings to the Bloodline of Air (Osalikene): Arrows fired by this bow deal an extra 1d6 lightning damage. As an action, you may transform a nocked arrow into rushing air and fire it, casting *wind wall* along the arrow's path. Once this ability is used it cannot be called upon again until the next dawn.

Silverbow

Weapon (longbow), very rare (requires attunement)

Description: This eloran longbow is exquisitely crafted to resemble winged dragons and made of enchanted silver, giving it the flexibility of a normal wooden bow.

History: Among the elorii who fought on behalf of Yahsremore few were as feared as the Wyrms Riders, who rode their namesakes into battle and traveled in the company of the great wyrms. For this elite unit, the first *silverbows* were created by ssethric artificers, forged from the silver ore of the mountains where the drakes dwelled. The elorii no longer capture or ride drakes, nor have they allied with wyrms since their rebellion. Like most of their history as slaves, the elorii are not proud of the actions of the Wyrms Riders. The *silverbows* themselves, however, were too valuable to abandon, and their sculpted dragons remain as a reminder of the ancient past.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack with this weapon, it deals an additional 1d6 cold damage. Any creature you attack with this bow with vulnerability to cold damage must make a DC 12 Constitution saving throw or gain the paralyzed condition until the end of their next turn.

Thunderbow

Weapon (longbow), rare (requires attunement)

Description: This longbow is constructed from hollow tubing and has a strange aquamarine hue, with accents molded into it that are reminiscent of avian wings. Each time a *thunderbow* is fired, its hollow construction creates a deep resonant booming that sounds like distant thunder.

History: In the aftermath of the rebellion of Eppion, the Coryani took a renewed interest in the League of Princes, and a brief period ensued where imitation Kio styles were all the rage in the city of Savona. Enthralled by this style, Xaviera val'Sheem, who despite her family was an adherent of Hurrian, crafted the beautiful thunderbow as a signature weapon for her swashbuckling adventures. The adventuring life hardened her, and within a decade she was no longer so concerned with frivolous beauty and elegance. She eventually sold the bow to an artificer from Ulfila.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic bow. As a bonus action, you may charge a nocked arrow with the power of the storm and fire it at a target within range. If the attack hits, it deals an additional 2d6 thunder damage and if the target is a creature it must succeed on a DC 16 Strength saving throw or be pushed 10 feet and knocked prone. Regardless of whether the attack hits or misses, this property cannot be used again until the next dawn.



THUNDERBOW

SIMPLE MELEE WEAPONS

Athame of High Magic

Weapon (dagger), very rare (requires attunement)

Description: This curving dagger is etched with sigils of power and draws energy that can empower spells.

History: In the Far West, the Mad Magi of Lakhriion are a scourge upon the people of that region. To defend themselves, the various city-states that dot the area scavenge through ruins, crypts and barrows for these daggers to curry the favor of the Coven of the Wailing Sisters, a group of women who have suffered at the hands of the Mad Magi. These sorceresses, while able to wield arcane might, are not as skillful as their sworn enemy and find that the daggers boost their abilities. Like a pack of wolves, they harry their nemeses *en masse* as the Sisters know that even with the daggers, they are no match for more than one or two of the Magi.

Abilities/Effects: This is a magic weapon which may be used as an arcane focus. This dagger possesses 3 charges. When casting a spell while using this weapon as an arcane focus, you may spend a bonus action and 1 charge to increase the effect of that spell as if you cast using a spell slot one level higher. This dagger regains 1d3 of its spent charges daily at dawn.

BELTINE'S KISS



Bandoleer of Foe Daggers

Weapon (daggers), uncommon (requires attunement)

Description: These broad belts of Canceri design, are meant to be worn over the shoulder and across the breast. Crafted from finely tooled leather that is inlaid and decorated to make them appear as if the wearer is being consumed by a demon; with the creature's teeth replaced by eight daggers.

History: Despite its appearance this bandoleer was not crafted by the Sarishans, but rather by the Nierites of northern Canceri. Borbala Soroka created the first belt during the First Crusade, containing a single knife deadly to fiends. Over centuries other Nierites crafted variations of the item, improving on Borbala's original enchantments. By the time of the Cancerese insurrection there were dozens of variations being made. With the Nierites forming the backbone of the new Cancerese military, however, artificers were encouraged to work together to create new items for the brave warriors. During such a council, the best features of many bandoleer designs were combined into the modern one, with eight daggers.

Abilities/Effects: This bandoleer contains 8 magical daggers, each one imbued to do additional damage to a specific creature type. Each dagger deal an additional 1d6 piercing damage to its respective creature type. The creature types the daggers are imbued against are: aberrations, beasts, constructs, goblinoids, giants, infernals, monstrosities and ssethrics. Additionally, when performing a ranged attack using any of these daggers, the dagger returns to your hand immediately after the attack. This allows you to perform multiple attacks with the dagger using the same action, as long as you have a feature or ability that grants multiple attacks.

Beltine's Kiss

Weapon (mace), very rare (requires attunement by a follower of Beltine)

Description: This mace is made of strips of the highest-grade steel, painstakingly folded hundreds of times and wrapped to create the head of the mace. It has a long handle to counterbalance the heavy head, allowing it to be both a one-handed and two-handed weapon.

History: Deimas val'Ishi was a Beltinian Hospitaler whose skill in battle and devotion to Beltine were legendary, and matched only by her arrogance. In her hubris, she declared that she would reclaim the Twin Citadels of Beltine and Neroth in the Blessed Lands, and reopen these holy shrines to the pilgrims. Against the wishes of her order she marched with fifty soldiers into the Blessed Lands. Only she emerged, bearing Beltine's Kiss. Attempts to question her were fruitless. Deimas val'Ishi

had become quite mad. Scholars note that the mace does not appear to be ancient, however, indicating that either she had crafted it, or it had been crafted recently by someone, or something, else.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic mace. When you hit an undead creature with this weapon, it takes an extra 2d6 radiant damage. Should that undead have 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed.

Clubs of Deuce

Weapon (pair of clubs), very rare (requires attunement)

Description: These twin belying pins are elaborately carved from ironwood and with highlights lacquered in either red or blue to symbolize fire and ice.

History: Many Solani dwarves reject the path of the perfect item, and instead follow the path of penitence. Among these was Baraut, who dedicated his life to the defense of humanity. His adventures took him to Coryan, where he found the poorest plebeians lived lives of fear in the slums. Baraut became their protector, never giving his name or asking for reward. The narrow alleys of the city made his traditional warhammer unwieldy, so he crafted these clubs. Many criminals preying on the poor learned to fear the flash of fire and ice as Baraut's clubs ricocheted off close-set walls to find their target.

Abilities/Effects: These clubs are considered to be a single weapon for attunement. While wielding both clubs in combat you gain a +2 bonus to attack and damage when attacking and possess the ability to deal bludgeoning or piercing damage with these magic weapons. Unlike common clubs, the *clubs of deuce* possess the thrown property with a normal range of 20 feet and a long range of 40 feet. When you hit with a ranged attack utilizing either of these clubs it deals an additional 1d8 fire or cold damage, depending on which one of the two clubs were thrown. Immediately after the attack, the club flies back to your hand.



CLUBS OF DEUCE

Cradok Durass “Earthshaker”

Weapon (great club), very rare (requires attunement)

Description: The heavy steel head is carved to resemble a bull, the flat of the maul crafted as the bull's forehead. From the stomach of the bull extends a long, dark haft of ironwood, carved with runes of power. The pommel is a simple steel ring from which a lanyard hangs.

History: On a rainy evening, a huge figure lumbered out of the night and approached a Shining Patrol station in the no man's land between the Ssethregoran Empire and the Altherian Republic. As the figure entered the dim illumination from the firelight, it was revealed to be an Ibon, an eight-foot-tall, yellow crested humanoid, dressed and girded for war. The Altherian soldiers, dumbfounded, reached for their weapons in preparation for a fight. The Ibon, looking unconcerned sat down at the fire, and began to prepare a meal. Perplexed, the men questioned the hungry giant as to its intentions. In perfect Low Coryani, responded, “You need all the help you can get against these snakes and I'm very good at killing things... for a price.”

This was the beginning of one of the oddest arrangements in the history of the Shining Patrol. It seems that the Ibon, named Radjuborn, used to be an indentured slave/body guard for a Ymandrake “merchant”. His master was killed while traveling through the southern provinces of the Coryani Empire and Radjuborn decided to seek employment elsewhere. He had heard of the Shining Patrol and how they accepted anyone regardless of nationality, race or background and decided to join where he could be guaranteed constant food and shelter. It took some time and many solo forays by Radjuborn across the border to prove himself, but eventually he was accepted into the Patrol.

Radjuborn swung Cradok Durass with bone shattering force, and the last sight of many Ssethregorans was the great club shattering their shield before smashing into them. Many of his fellow patrolmen asked about the incredible weapon, but all he would say was that it was given to him by his previous employer, a sorcerer of some repute.

After two decades of battling the ssethrics, he rose to be an officer, before finally being dragged down during an ambush. It took over a dozen Agamassi s'sressen to finally overwhelm

him, but it was there that Radjuborn's legend was writ, as he made a last stand to allow those under his command to escape. He was last seen beneath a veritable hill of the large lizard men, his famed shield, *Cradok Morket* torn from his grasp, while still swinging his great club.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magical great club. When you roll a 20 on an attack roll with this weapon, the target takes an extra 2d8 bludgeoning damage. In addition, when targeting a creature with a shield you may make an attack roll with disadvantage to strike the shield instead of the creature. If the attack hits, the creature takes no damage but their shield is destroyed. If the creature is using a magical shield, the creature must drop it but it remains intact.

Dagger of One Thousand Cuts

Weapon (dagger), very rare (requires attunement)

Description: This finely crafted dagger appears for all appearances like a simple dagger. However, whenever it is thrown, or swung about, a swarm of partially real daggers seems to flow after it.

History: This finely crafted dagger was crafted and given as a gift by the mage Telven, to a rogue comrade of his who lost an arm while protecting him. This rogue was a master at wielding twin daggers in combat, but the loss of his left arm left him at quite the disadvantage. Feeling somewhat responsible for his friend's predicament, Telven fashioned a new, and quite special dagger for his friend.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you use this weapon to make a ranged attack and your attack hits, add 1d4+1 dice to your damage roll. If you score a critical hit, these additional dice are doubled as normal. Additionally, when you use this weapon to make a ranged attack, the weapon flies back to your hand immediately after the attack.



DAGGER OF
ONE THOUSAND
CUTS

Demonsbane

Weapon (dagger), very rare (requires attunement)

Description: This is a curved dagger, its steel stained sickly red by infernal blood. The edge appears ragged and corroded, yet it neither crumbles away nor grows dull. The hilt is wrapped with thin strips of white cloth, each printed with fine invocations and sigils of protection against Infernals.

History: While this dagger is normally found among Sarishans and those who hunt Infernals, it was first created by the blasphemous Seekers of the Hidden Master. Though these heretics consort with demons, they are not stupid, and crafted the first such daggers in case their Infernal patrons preferred slaughter to bargains. The dagger must be crafted precisely, according to arcane geometry and wrapped in sigils of protection. The Seekers use blasphemous infernal litanies for this, though others tend to use chants of binding from the temple of Sarish. Finally, the dagger must be tempered in the blood of an unbound infernal. This last requirement accounts for the rarity of the dagger, even after the unsealing of the north.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon. This bonus increases to +3 when you use this dagger to attack an infernal. Furthermore, while holding this weapon you gain advantage on saving throws made against spells cast by infernals or those with tainted blood, such as a dark-kin.

Doomherald

Weapon (hand axe), very rare (requires attunement)

Description: This magnificent hand axe represents the pinnacle of forging technology known to the dwarves of Tultipet. Like many superior magical weapons of dwarven manufacture, the blade is made from ingots of green-iron and black-iron steel, superheated then compressed, folded and magically cooled hundreds of times, ensuring a durable and razor sharp edge. The center of its blade is carved out, leaving a hollow space behind the edge, with a haft of ribbed ironwood and a chain to secure the weapon against a possible slip.

History: Duleng Firand of Tultipet crafted this axe under the inspiration of an oracular dream. He did not know why he was so compelled, but he felt a great dread from the vision, naming the axe Doomherald. Both he and his apprentices used the axe as a template for other creations, but the original always stayed in his forge, waiting for its time. That time finally came when the great dragon, Villa'tavorentes, exacted his revenge and destroyed the enclave of Tultipet. Finally, Duleng knew the purpose of his vision. He has abandoned the forge to wander the land,

his axe does heralding the doom of not the True Dragon that devastated his home and people, but the humans and their descendants that released it.

Abilities/Effects: You gain a +1 bonus to attack and damage when attacking with this magic weapon. While this weapon is held, you may use an action to see through up to 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt for up to 10 minutes.

This axe has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon it deals an extra 1d8 thunder damage or, if the target is a giant, 2d8 thunder damage. When used to make a ranged attack, this axe immediately returns to your hand once the attack is finished.

Fangs of Vapriiss

Weapon (javelin), rare

Description: These weapons are built from the bones of serpents and have been enchanted so as to transform into serpents when thrown in combat.

History: These javelins were created during the elorii uprising and used with great efficacy by the ruthless ssanu general, Vapriiss, the Venom of Yig. This holy champion of the Ssethric deity delighted in taking elorii skulls as trophies, which she would hang on a specially crafted net that covered her long, sinuous body. She commanded the artificers of Yahsremore to create javelins that changed shape into a likeness of her blessed goddess. She particularly terrified the elorii for she dedicated every elorii killed as a tribute to the goddess Yig. To this day, none of the elorii souls killed by Vapriiss has been resurrected through the Orumar.

Abilities/Effects: This javelin is a magical weapon. When you hurl it and speak the command word, it transforms into a large viper and attacks your intended target at the beginning of your turn for 8 turns, or until your intended target is dead. When either of these conditions occurs, the viper dissolves into green mist, reappearing as a javelin in your hand. Once this ability is used it cannot be called upon again until the next dawn, though the javelin continues to function as a magical weapon.

For stats on the giant viper, use the snake (poisonous, giant) stats from the Core rules.

Forger of Chains

Weapon (dagger), rare (requires attunement)

Description: This dagger has a cross guard shaped like the gaping mouth of a fiend, with the blade sticking out of its mouth as if it were its tongue. This cross guard is connected to a bracelet worn by the wearer, while the blade is inscribed with Sarishan sigils.

History: During the Time of Terror, when the infernal hordes marched south, there was a great need to study unbound infernals to develop tactics against them. Ceren val'Mehan saw an opportunity to gain a profit while also increasing humanity's knowledge of these fiends. She crafted the first of these weapons, and became renowned as an infernal bounty hunter. For a princely sum, she and her mercenary band would hunt down an unbound infernal of the type desired, paralyze it with *forger of chains*, and drag it back to civilization to be studied, enslaved, or dissected as their patrons wished. It was not long before the infernals learned of this and began hunting her down, at which point she decided she had earned enough wealth and retired, leaving the weapon to her protégé.

Abilities/Effects: This Sarishan steel bladed bracer is a magic weapon. This weapon is considered to be a dagger, but instead of the thrown quality this item has the worn quality. Any time a celestial, elemental, spirit, infernal, or undead is struck with this weapon, they

SESTIUS OVIDIUS
VAL'MEHAN
WIELDING THE
FORGER OF CHAINS



FANGS OF
VAPRIISS

must make DC 12 Charisma saving throw or be magically bound within a cocoon of energy, gaining the paralyzed condition but being protected from all outside forces. The bound creature remains cocooned for 7 days; this duration is reduced by 1 day for every CR of the creature, with creatures with a CR greater than 6 breaking free from the blade's binding power at the end of their next turn.

While you may only bind one creature at a time, as a reaction you may choose to shed your own blood with the weapon, utilizing your blood to empower the binding. For every 10 hit points of damage you sacrifice, you increase the duration of the creature's entrapment 1 day. This damage may not be healed while the creature is bound by this weapon.

For the worn weapon quality see Chapter Nine under new weapons.

Kur's Tooth

Weapon (spear), very rare (optional attunement)

Description: This magical spear appears to be crudely made, its point made of unnaturally hard, carved and scrimshawed horn.

History: About the ancient Yahssremoran city of Tasmek ranged the nomadic Gar known as the Gar Kur. These Gar were constantly harried by undead created by the ssethric necromancer-priests of Wantir, the God of the Death. Within Tasmek, these reptilian necromancers created undead servants, some of which rose again as intelligent undead, unsuitable to their needs and cast them out into the wilderness.

With so many Gar falling prey to these undead, the shamans of the tribe gathered to create a weapon to protect their people. In a dark ritual, they invoked the spirits and consecrated the spear by using it to sacrifice their chieftain. The blood-soaked spear was given to the chieftain's eldest, to hunt down and destroy the undead. But a weapon created by black magic cannot be used for long without tainting the wielder. The spear awakened and whispered its secrets to the tribe's new leader. It tempted him with more power, enough to challenge the might of priests of Wantir.

Eventually, the Gar chieftain led a raid with many of his own raised from the dead and began slaughtering the ssethrics of Tasmek. The High Priest of Wantir, Prasshk, was forced to call for assistance to fend off the attack and as well as take back control of the city, as the dead now outnumbered the living. In the end the empire had to raze the entire city to the ground. The Gar Kur were exterminated, though the spear was never found.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon.

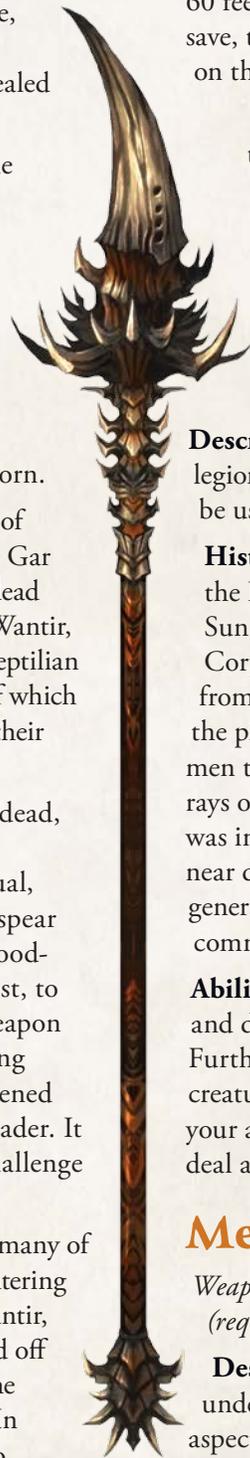
Optional Attunement: If you choose to become attuned to this spear and are not attuned to any other weapons, *Kur's Tooth* begins to whisper to you, revealing its greater power.

Eventually, as an action the spear grants you the ability to call forth a wave of necrotic energy that you may focus on one of two effects:

You may force all undead with a CR of 2 or lower within 60 feet to make a DC 15 Wisdom saving throw. On a failed save, the undead is utterly destroyed. Undead who succeed on this save or have a CR greater than 2 are unaffected.

You may use this energy to cast *animate dead*, creating three skeletons who follow your commands until the next dawn.

Once either of these abilities is used, neither may be used again until the next midnight.



KUR'S
TOOTH

Legionspear

Weapon (spear), rare

Description: The *legionspear*, called a pilum by the legionnaires, is a primarily a throwing spear, though it can be used in melee, if necessary.

History: When Aneas val'Assanté was made general of the Legion of the Triumphant Rays of the Invincible Sun, the legion had been nearly destroyed in the recent Coryani-Ymandrake war. Aneas reorganized the legion from the ground up, developing new tactics focusing on the pilum. Playing on the legion's name, he trained his men to throw the pilum in tandem, like the triumphant rays of the sun flashing out at the darkness. The Emperor was impressed that Aneas had salvaged a legion so near destruction, and granted him resources that the general used to make the first legionspears for his best commanders.

Abilities/Effects: You gain a +1 bonus to ranged attack and damage rolls made with this magical weapon. Furthermore, while throwing this spear, if you hit a creature with this weapon in the same round that one of your allies hit the same creature with a ranged attack, you deal an additional 1d6 piercing damage.

Mercy

Weapon (quarterstaff, unique), legendary (requires attunement by a val'Ishi)

Description: Smoothed by centuries of use, this stout, undecorated, oaken staff is a blessed weapon of the Healer aspect of Beltine.

History: The origins of the necrotic plague that swept the southern reaches of the Imperium of Man

are unknown. Some blamed Ssethregoran bio-engineering, or an infernal curse, while others saw judgment of the Gods. Those it did not kill swiftly suffered a far worse fate, a wasting illness that ended with transformation into a hideous undead horror. Thais val'Ishi, priestess of Beltine, insisted on traveling to the afflicted land to study the plague. There she dwelled, healing whom she could. Those that she could not heal she slew, for the destruction of the undead was a mercy. It was during these years that she crafted this staff, to aid her both in healing, and in destruction. Thais and her followers were able to stem the tide of the disease, but not before it claimed her life. Her apprentice took up the staff, and showed Thais its final mercy by destroying the creature she became.

Abilities/Effects: This magic weapon functions as a *staff of healing* with the additional ability to cast *regeneration* (10 charges). Unlike a normal *staff of healing*, this magic weapon has no risk of being lost forever, nor can it be used to attack a living creature. When attacking undead, you gain a +2 to attack and damage rolls with this magic weapon. When you hit a corporeal undead (such as a zombie) it takes an extra 3d10 radiant damage.

Nerothian Assassin's Blade

Weapon (dagger), uncommon

Description: Pitted and badly rusted, this unassuming blade is nonetheless a dangerous and powerful tool.

History: After their initial defeats in the Heretic Wars many Milandisians began to talk of surrender. At that moment, however, death struck Ashvan. Children, innocent townsfolk, and even priests of the church were slain by a contagion which healers soon declared to be magical and deliberately inflicted. Passions against the Nerothian disease-bearers raged, and the people of Milandir rallied to battle once again. But it was not Nerothians who had committed the deed. A Priest of Hurrian, seeking to motivate the people, had crafted this dagger to cast blame on the Cancereuse. When this was discovered investigators were horrified. The priest was given a swift traitor's death, and the entire incident was silenced by order of King Andreas II. The dagger itself was stolen by thieves, and the copies eventually created can be purchased on the black market.

Abilities/Effects: If you score a critical hit against a creature or deal sneak attack damage to a creature, you may cast *contagion* (save DC 14, disease option slimy doom) targeting that creature. Once this ability is used it may not be used again until midnight.

Nightfire

Weapon (mace), legendary (requires attunement)

Description: This fluted silver rod is capped at one end with white-silver quartz. The other end of the rod opens out into a concave space with a decorated rim around it.

History: Gusta Gloriana's signature weapon reflects her many adventures in the eighth century. She acquired it as a gift from the Kio after fending off a barbarian horde from Uggur. From there she traveled to the Lhauzyr Mountains and befriended the Tir Betoqi dwarves, who laid the first enchantments upon it. With her allies, she took the long trek through Canceri and in Nishanpur she endeared herself to the Illiirites known as the Confraternity of the Just Death, who further enchanted the mace. Gusta was slain defending pilgrims during the second Coryani-Khitani war, but Nightfire was recovered and remains a weapon of great interest, though Gusta's own tale is seldom remembered.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you wield this weapon, the concave end fills with a ball of radiant energy that sheds bright light in a 30-foot radius and dim light for an additional 30 feet. While this light is active, your attacks with this weapon deal radiant damage instead of bludgeoning. Additionally, if you roll a 20 while attacking with this weapon your target must succeed on a DC 15 Constitution saving throw or be stunned until the end of their next turn.

Lastly, as an action you may slam this weapon to the ground, creating a wave of radiant energy that causes all creatures in a 30-foot cone to succeed on a DC 15

Dexterity saving throw or suffer 6d8 radiant damage, suffering half damage on a successful save. Once used, this ability cannot be used again until the next dawn.



NIGHTFIRE

Oathmaker

*Weapon (dagger), rare
(requires attunement by a worshiper of Sarish)*

Description: The hilt of this blade is made from the bleached bone of a fiend, and covered with the metallic scales of an infernal lord. A devil's tooth caps the end of the hilt, painted with Sarishan sigils in ichor. The blade itself is Sarishan steel, thin and double-edged. One edge is serrated near the hilt, to cause extra pain.

History: An outbreak of unbound infernals unleashed by the Seekers of the Hidden Master took everything from Jamshi Feroze, and merely killing the fiends was not vengeance enough. They needed to suffer. He became a Sarishan who specialized in binding, and once bound he would subject the infernals to cruel tortures with the help of *oathmaker*. He crafted the blade himself from the body parts of his victims around a blade of Sarishan steel. Jamshi is now an old and frail man, but that has not stopped him from filling his dungeon with the screams of bound infernals.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magical weapon. As a bonus action, the wielder of this weapon can sense the presence of any infernals or tainted creatures within 30 feet. This effect is blocked by anything that can block the *detect evil and good* spell.

In addition, as an action the wielder can invoke the weapon's magic to grant themselves protection from infernals. For 1 minute, any infernal or tainted creatures attacking the wielder suffers disadvantage on their attack rolls and the wielder cannot be charmed, frightened or possessed by such creatures. Once used, this ability cannot be used again until the next dawn.

Pathfinder

Weapon (spear, unique), legendary (requires attunement)

Description: The weapon is engraved on the side in Ancient Altharin with the words "So you may always know your path."

History: After the founding of the Imperium, a number of val'Dellenov struck out into the wilderness to the east. One of these was Zephyra val'Dellenov, daughter of the first val'Dellenov. Legend has it that she changed the course of the Nardau River, drove a great evil out of the Faerdwalden, and first peopled Sylvania with her children. Always in these tales her magical spear *Pathfinder* is at her side. Zephyra had only to name a thing, and *Pathfinder* would unerringly point the way. *Pathfinder* has reappeared many times over the ages, most recently in the hands of Ishild val'Dellenov of Lustia, who was slain in the Heretic Wars.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls made with this magic weapon. You also gain advantage on all Wisdom (Survival) and Wisdom (Insight) rolls made to find your way in the wilderness or to track a specific quarry. You also gain advantage on Constitution checks against the effects of extreme weather.

While holding this weapon, as an action, you may cast *find the path*. Once you use this ability, you cannot do so again until the next dawn.

Petrus Kafan: "Hope's Dart"

Weapon (spear), very rare (requires attunement)

Description: This simple ash hafted spear has a remarkably adorned cold iron spearhead, depicting the eternal struggle between the Infernal Lord and the First Emperor.

History: At the battle of Hope's End, the Infernal Horde finally turned and faced the assembled forces of the armies of the First Emperor of Coryan. There, a legendary duel was fought between the forces of the Devil King Uhxbractit and the First Emperor. According to legend, the battle raged for eight days until the First Emperor was struck with a poisoned dart. The base attack was witnessed by young Yolim val'Tensen and vowed that the cowardly attack would not go unanswered. As the mass of humanity rushed down on their Infernal foes in vengeance, Yolim took up his shortspear, called upon the strength of the god Hurrian and let fly.

It is said that Hurrian and Sarish looked down upon the young warrior and the treachery that befell Illiir's chosen and sent Their blessings, with Hurrian strengthening his arm and Sarish blessing the dart. The spear flew over the charging legionnaires and struck true, burying itself in the breast of the foul, fiend that had poisoned the Emperor. There was a blinding flash of light and a howl of pure terror from the creature. As the light cleared, the Infernal was no more; vengeance had been served.

Since that time, priests of Hurrian and Sarish worked together to recreate Petrus Kafan, literally "Hope's Dart" in ancient Altharin. Their efforts produced shortspears of amazing powers, which are given to those legions venturing into Canceri or any place where Infernals may be found.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic spear. When you hit an infernal with this weapon, it takes an extra 2d8 lightning damage. This weapon has 5 charges. You may use your action and expend a charge to force one infernal you can see to make a DC 17 Charisma saving throw. If it fails, the infernal is banished back to its home plane and cannot return to the material plane for a year and a day. Once all 5 charges are spent, this weapon is destroyed.

Shadowsong

Weapon (dagger), very rare (requires attunement)

Description: This dagger looks to be made of iron with small reddish imperfections that can be seen only in candlelight.

History: Ivor Kilmek was a Milandisian bard of noble birth who came to Savona to add wine and women to his life of song, but instead found himself caught up in the Savonan dueling culture. Here was a thrill he did not know he had needed, and he threw himself into the dashing world of the swashbuckler, favoring the shortsword and dagger. He raided his family treasury, discovering vials of infernal ichor handed down from an adventuring ancestor. Using the blood, he crafted *shadowson*, and with it he won many duels. It is whispered that when a rival finally slew him his soul passed into the dagger, damned by his use of the tainted fluid.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic dagger. This increases to +2 when you wield it against infernals. When you use a bonus action to attack with this weapon, it deals an additional 3d6 piercing damage. Any time this dagger is thrown as a ranged attack, it immediately flies back to your hand after the attack.

Sickle of the Mighty Oak

Weapon (sickle), rare (requires attunement)



SICKLE OF THE MIGHTY OAK

Description:

This sickle is comprised of a silver blade ornamented with oak leaves and acorns with a shaft made from the finest oak.

History:

The legends of the Legion of the Mighty Oak are too numerous to count, but outsiders rarely hear of the cadre of Saluwean druids who forego their sacred groves to join the legion as a support unit. Dressed in hide and leather instead of lorica, and performing sacred rituals to heal the wounded and cleanse the land after every battle, the powers of these druids have contributed greatly to the success

of the legion. In the fourth century Lebuin val'Dellenov, archdruid of the Golden Boughs of Saluwé, acknowledged their sacrifice by commissioning new weapons for the druids who were averse to the traditional gladii. For their leader Lebuin created the sickle of the mighty oak personally, to thank him for his service. The original sickle is still held by the leader of the cadre today.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While this weapon held any spell you cast of 1st level or higher to restore hit points to a creature heals an additional number of hit points equal to your proficiency bonus. Additionally, you may use the sickle to draw a single poison from a willing creature as if you had cast the *protection from poison* spell.

Once used, this second ability cannot be used again until the next dawn.

Torment

Weapon (dagger, unique), legendary (requires attunement by a val'Inares or worshiper of Anshar)

Description: Torment is an ancient basalt dagger that brings agonizing pain to all that it strikes. Vicious serrations along the blade's length cause brutal wounds that have difficulty closing. The handle of this blade is wrapped in blood-stained leather; blood drawn by the thorns that pierce the leather and the hand of the wielder.

History: Agrippas val'Inares is said to have created this blade during the Shadowed Age. He did not. As he grew older Agrippas felt the calling to enter a portal for an unknown destination, like all val'Inares. He was met on the other side by Ssanu of the Ssethregoran Empire, eager to sacrifice him. One of them wielded Torment, and Agrippas ripped the dagger from the creature's grip. Immediately he felt a kinship with the blade, and could wield it expertly and escape. The experience addled his mind deeply, and little of what he was able to express to the val'Inares family made sense, but his rantings were written down in scrolls kept secret by the family, and *Torment* itself became a holy relic of Anshar. Agrippas re-entered a portal three years later, and never returned.

Abilities/Effects: You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you hit a living creature with this weapon, their hit point maximum is reduced by 1d4. All monks and divine spellcasters who venerate Anshar automatically have proficiency with this weapon, and this weapon is considered a monk weapon for worshipers of Anshar.

Wind Staff

Weapon (quarterstaff), very rare (requires attunement)

Description: A quarterstaff made from the wood of a white ash tree, decorated with carvings depicting swirling air and a pair of horns on top.

History: During the First Crusade of Light, the leader who forged the Coryani Empire found himself pinned with the Corlathian Mountains at his back and besieged on all sides by hordes of infernals.

Undaunted, the First Emperor climbed to the summit of Mt. Olmacha, found a white ash tree that grew there, and broke off a branch. Within moments, he had fashioned a staff whose top was curved like ram's horns.

As he crafted the staff, he was observed by a val'Tensen shepherd who hid behind an outcropping of rocks and stared in wonder at the Emperor's calm demeanor, knowing that an army of infernals stood ready to smash his fledgling legions at nightfall. The shepherd's reverie was broken by his commanding voice, calling him from his hiding place. "Come to my side, Lenes val'Tensen, and see what I have wrought." Shaken, the young shepherd approached.

The First Emperor held the staff aloft and suddenly the faint winds began to swirl and gather strength, until they roared like a wounded beast. A small whirlwind appeared, unfolding like a fresh bloom. Nestled within, a great air elemental lord appeared and bowed its head. "What is thy bidding, cousin?" With but a few words, the Emperor made clear his desires. That evening, the infernals were routed by not just the forces of the Coryani legions, but by the might of the Lord of the Howling Winds and his hosts. After the battle, the Emperor called for the val'Tensen shepherd and gave him the staff. He spoke of the deadly evil that roamed the lands on the other side of the mountain range and his desire that his people be guarded against these perils. The Emperor tasked the young man with forming a cadre of rangers to patrol the mountains, and whispered in his ear the secret of crafting such a staff so that they could be armed with the power of the winds.

Years passed and the infernal hordes became trapped behind the Wall of the Gods. The First Emperor passed on and the fledgling alliance of territories grew into the vast Coryani Empire. True to his vow, Lenes val'Tensen gathered men about him and taught them to survive and

thrive in the rugged mountainous terrain. When the training of his first group was complete, he called upon the power of the staff to contact the Lord of the Howling Winds and was surprised to see that a lone small elemental of air appeared instead. "You are not the Lord of the Howling Winds," Lenes gaped in surprise. "You are not the Emperor," the elemental replied matter-of-factly.

The *wind staff* is the symbol of the val'Tensen rangers who protect those who travel throughout the Corlathian mountain range. The secret of its creation has been handed down exactly as the First Emperor instructed. An apprentice ranger must craft his own staff, empower it, and attune an air elemental to heed its call.

Abilities/Effects: You gain a +1 bonus on attack and damage rolls made with this magic weapon. While you are attuned to this item, you gain a fly speed of 30 feet.

Summon Air Elemental: As an action you may summon an air elemental of a CR equal to double your proficiency bonus. The elemental appears in an unoccupied space you choose within 120 feet of you. It remains for a maximum of 1 hour, until you use another action to dismiss it, or until it drops to 0 hit points, after which it returns to its elemental plane. While summoned, the elemental is friendly to you and to your companions. It obeys any commands you give it, no matter what language you use. If you fall unconscious or fail to command it, the elemental defends itself and you against attackers but takes no other actions. After the elemental departs, this property cannot be used again until 7 days have passed.

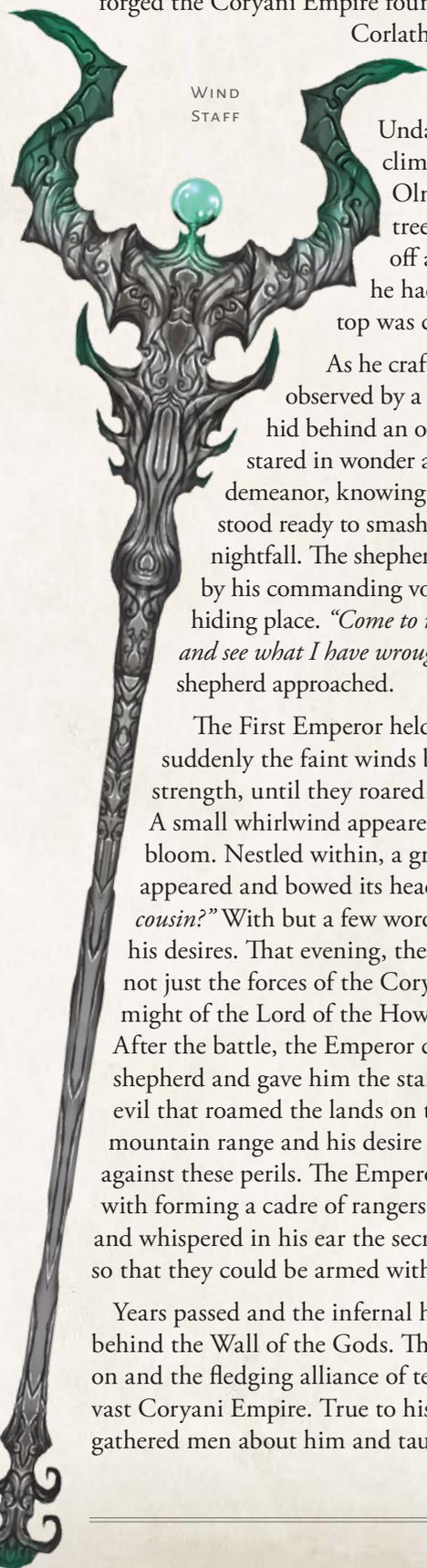
SIMPLE RANGED WEAPONS

Seeking Sling

Weapon (sling), very rare

Description: This plain and unremarkable strip of leather is popular with thieves, and other ne'er-do-wells. These weapons are ideal for use in the confined, crowded spaces such as the busy street markets of Grand Coryan or other large cities.

History: Young Bianca Desiderio, unlike many of her peers on the streets of Old Coryan, was determined to make something of herself. She spent what coins she could beg or pickpocket on lessons, studied magical crafting, and eventually became apprenticed to an artificer, but she never



WIND
STAFF

forgot where she came from. When Big Dario was killed in a turf war, she made the first seeking sling so her old gang could avenge him. Using her creation her friends were able to make names for themselves in the Fellowship of Little Savona, and soon Bianca's skills were in high demand from Old Coryan's criminals.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic sling. Also, while holding this weapon, as a bonus action, you may whisper a name of a creature to the weapon. The creature named does not benefit from cover or being in an obscured area if attacked with this weapon. The precise name is not necessary for this effect, only the creature's common name (–“a criminal named ‘Lefty’”).

Silent Death

Weapon (short bow, unique), legendary (requires attunement by a val'Borda)

Description: Silent Death is an ancient composite short bow crafted from the finest polished ebony wood.

History: Idesta val'Borda was only fifteen when she fought at the Battle of Hope's End. When the Second Crusade began, she was an old woman, but her intelligence had not diminished. She saw that Abessios itself was impenetrable, for the Vizier of the Phaeron Kefrin had mastery of the magical spells warding that city. She could no longer enter battle herself, but she strained her powers to the breaking point crafting her finest weapon, Silent Death. When the bow was completed she died, her spirit spent in the summoning of such power. Taking up the bow the



SILENT
DEATH

val'Borda marched on Abessios. As the Vizier opened his mouth to command his arcane powers the bow was fired, and silence fell upon him. Before he could recover, Twilight Warriors had jumped through shadow and buried their blades in him. The way to Abessios was opened.

Abilities/Effects: You gain a +3 bonus to attack and damage rolls made with this magic bow. All arrows fired from this bow create no sound as they pass through the air, and this weapon's normal range is extended out to its long range of 320 feet. When the arrow strikes a target, a 30-foot bubble of silence surrounds the target for 1 minute. No sound can pass through the bubble and any creature inside the bubble is deafened and immune to thunder damage. Any spell that requires a verbal component cannot be cast inside the bubble.

CURSED ITEMS

Fleshripper

Weapon (longsword), very rare

Description: This blade is fashioned to appear as a severed head held by its hair. The blade is a serrated and is fashioned to look like a long, blood-red tongue spilling out from the cross guard.

History: In 378 I.C. the dwarven Reavers of Bealak Gempor attacked Nol Dappa, slaying the

family of the smith Nubuto. In his rage, he destroyed the soul shards of his family, using them to enchant a sword and embarking on a quest of vengeance.

This blasphemy caused the sword to absorb the souls of all it slew, dragging them into a portion of Dreamtime. With each Reaver slain another soul was pulled into the sword's pocket dimension, awakening a malevolent intelligence within. In the end Nubuto, plagued by nightmares, withered and died, his soul absorbed into his own blade. His human ally Ophelia val'Tensen sought to continue his quest, but the sword's evil had grown too great, and it consumed her.



FLESHRIPPER

The curse of the sword, now called Fleshripper, has strengthened and ebbed over the centuries, affected by the virtues and failings of the souls pulled within, which battle eternally within Dreamtime.

Abilities/Effects: You gain a +2 bonus to damage rolls with this magic weapon and a +2 bonus to all Charisma (Intimidation) checks made while holding this weapon.

Any living target damaged by Fleshripper must succeed on a DC 12 Constitution saving throw or have its hit point maximum reduced by an amount equal to the damage taken. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

You gain 1 use of the Rage Barbarian class ability. If you already have the Rage ability, you gain an additional use of this ability.

Curse: This weapon is cursed, a fact that is revealed only when an *identify* spell is cast on the weapon or you attune to it. Once you have grasped this item, you are considered to be attuned to it. Once attuned, whenever Fleshripper is not touching your person, such as in a scabbard you are wearing or in your hand, your maximum Hit Point score is permanently reduced by 10 for each day that they are separated from *Fleshripper*. There is no known way to break this curse or to un-attune from this item.



Soulshrieker

Weapon (longbow), legendary (requires attunement)

Description: This strong, but flexible bow is crafted by the magically bent bones of the dead. The center of this bow is the skull, open slightly as if screaming in endless torment. The bow is strung with the magically treated tendons and muscles of the corpse.

History: This vile weapon was crafted by a mad necromancer, Jocab val'Mordane after his face was disfigured by a Milandisian ranger. The val'Mordane vowed revenge on the unnamed warrior, hunted him down and slaughtered him. He then flayed the poor man's flesh from his bones, preserving the muscles and tendons for later use. Using various alchemical concoctions, he warped and bent the bones to fashion a bow. Not content with slaying his foe, the necromancer trapped the man's spirit in the skull, forcing him to feel every agonizing pull on his bones and sinews. Jocab val'Mordane taught this horrific process to others, causing such fear in the Milandisian soldiers, that they vowed to never leave one of their own behind, dead or alive.

Abilities/Effects: You gain a +1 bonus to attack and damage rolls made with this magic weapon, which increases to +2 when wielded against Milandisians. This bow deals an additional 1d8 necrotic damages to any target that it hits.

This bow also has 3 charges which may be used to power the following abilities:

Baneful Shriek: As a bonus action when attacking with this bow you can use 1 charge to cause the bow's skull to unleash a shriek of indescribable pain. You cast *bane* (DC 15) affecting up to 7 creatures within 60 feet that you can see.

Bane of the Milandir: As a bonus action when attacking with this bow you can use 1 charge to empower your nocked arrow deal an extra 2d6 necrotic damage in place of the normal 1d8. If the target is a Milandisian, on a successful hit they must succeed on a DC 15 Constitution saving throw or suffer 6d10 necrotic damage instead.

This bow recovers 1d3 of its expended charges daily at midnight.

Curse: This weapon is cursed, a fact that is revealed only when an *identify* spell is cast on the weapon or you attune to it. If a Milandisian ever willingly touches this bow they must make a DC 14 Wisdom saving throw or find they cannot let go of the bow. The Milandisian must make another saving throw every turn or suffer 2d8 necrotic damage. This effect continues until a non-Milandisian pulls the weapon away or the Milandisian makes their saving throw.



CHAPTER EIGHT

WONDROUS ITEMS

Amulet of Belisarda's Fury

Wondrous item, very rare
(requires attunement by an elorii)

Description: These amulets appear as simple wooden holy symbols bearing the symbol of Belisarda.

History: After the Godswar, the priesthood of Belisarda knew that while their vengeance might be postponed, the elorii homelands must remain defended. These amulets were first forged in Elonbé for that purpose and enhanced the reputation of the Vastwood as being impenetrable to humans. After the Malfelan elorii began using these amulets on their assaults on mankind, the Life Wardens altered these items, requiring an oath, dedicated to Belisarda, to defend the elorii homelands in order to activate the amulet. While this might seem a simple thing, it has nonetheless been effective at dissuading the abuse of these items by elorii who might ignore Ardelia's prophecy.

Abilities/Effects: This amulet has 3 charges and regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a roll of 1 the amulet cannot regain charges until submerged in an Orumar for 1 day.

While you wear this amulet, you can use an action and expend 1 charge to send yourself into a divinely inspired frenzy. For 1 minute, all your melee weapon attacks and unarmed strikes deal an additional 1d4 damage of their usual type and you gain advantage on all Strength checks. While this effect is active you can only use lethal force. You may not use this ability if you have levels of exhaustion

Once the duration of the effect has ended, or if you fall unconscious, or if all enemies within 30 feet of you have been killed, you suffer 1 level of exhaustion.

Amulet of Illiir's Perfect Brilliance

Wondrous item, rare (requires attunement by a divine spellcaster of Illiir)

Description: This amulet that is fashioned from hand-carved alder branches and shaped into a sunburst after weeks of pain-staking work. It is then blessed and consecrated to Illiir.

History: When humans arrived on the shores of Onara they faced a dilemma. The *amulet of*

Illiir's perfect brilliance, worn by the most faithful of the King of the Gods, must be crafted from freshly cut, hale branches of the alder tree. Seeds of the alder tree had been brought to the continent, but the trees that grew from them were subtly changed by the new soil and climate, and were no longer perfect in Illiir's sight. For a full one thousand years, holy orders of Saluwé tended to sacred groves across the Imperium in the grandest husbandry project known to human history. Finally, with much rejoicing and great celebration, the Priesthood of Illiir pronounced one of their alder trees to be sufficiently perfect to once again craft the amulet. This "perfect" strain of trees has been carefully guarded and cultivated ever since, and only a few branches are allowed to be cut each year by properly consecrated artificers.

Abilities/Effects: This amulet may be used as a divine focus. While this amulet is worn, it will emit a faint light equivalent to a candle, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can activate or suppress this ability at will.

This amulet has 3 charges and regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a roll of 1 the amulet cannot regain charges until you place it in the light of the sun for a total of 24 hours.

While wearing this amulet, you may use an action and expend a charge to cast *daylight*.

Amulet of the Faithful

Wondrous item, rare (requires attunement by worshiper of the deity of the amulet)

Description: These amulets are simple platinum discs etched with a deity's holy symbol on the front and a prayer to the deity on the obverse.

History: The first records of these amulets stretch back to the early days of the Imperium of Man. According to records, the priesthood and those mages among the faithful worked together to mass produce these amulets as tokens for the clerisy. Alas, since the fall of the Imperium such production is impossible, and these amulets have become both rarer and more valuable. Some examples have been found among the elorii, which are officially explained as the elorii corrupting human symbols of devotion. However, a few obscure



AMULET OF
ILLIIR'S
PERFECT
BRILLIANCE

reports from the Emerald Society claim to have found similar items written in Ssethric, stretching back to the Empire of Yahssremore, suggesting that perhaps it was the humans who learned the art of these amulets from the elorii instead. These reports are controversial and are dismissed by most scholars.

Abilities/Effects: These amulets are inscribed with the holy symbol of a single specific deity. If you worship the god whose symbol is on the amulet, you may use the amulet as a divine focus. Also, any time you use the Channel Divinity feature you gain 1d10 temporary hit points for 1 hour.

Amulet of Vigilance

Wondrous item, uncommon (requires attunement)

Description: Crafted from jade and carved to appear as a holy symbol of Kassegore (a serpent devouring its own tail), this armband will increase or decrease in size to fit any wearer's bicep.

History: At the height of the Ssethregoran Empire these armbands were crafted by the Priesthood of Kassegore to protect their troops from the many enslaved and oppressed beings who sought to revolt against their reptilian masters. These items have become increasingly rare in modern times, mainly because elorii will destroy them wherever they find them, and wearing the symbol of Kassegore in the Ssethregoran Empire is considered blasphemy since the coming of the Varn. All attempts to alter the appearance of these armbands by the Ssethregorans have failed, which some see as a sign that the items are inherently blasphemous.

Abilities/Effects: While wearing this amulet you have a +5 bonus to your passive Perception and advantage on Wisdom (Perception) checks. If you are surprised while wearing this amulet, you can call upon its power to act normally during your first turn. Once used, this ability cannot be used again until the next dawn.

Anklet of the Harlot

Wondrous item, very rare (requires attunement)

Description: This beautiful, finely wrought, golden chain is studded with blood-red rubies and sparkling diamonds. Designed to be worn about the ankle, it is often seen in the possession of wealthy women across the Known Lands.

History: This item was created by a besotted mage for his Larissan priestess and the sisters of her "temple". What followed was a series of robberies



and bloody murders in every major city of the Coryani Empire and into the Kingdom of Milandir. The crime spree ended abruptly in the city of Tralia, when the entire coterie was found strangled in a local brothel. Though the assassins were never identified, many believe it was the Troupe of the Final Note, posing as the entertainment in the brothel.

Abilities/Effects: While this anklet is worn you are immune to the poisoned condition. Additionally, as an action you may cast *sleep* (save DC 12). Once used, this ability cannot be used again until the next dawn.

Apron of the Artificer

Wondrous item, rare

Description: This blackened and fire-scarred leather apron contains numerous tiny pockets.

When worn by an artificer, this apron grants access to a number of different tool-kits, all readily available at hand.

History: The dwarven master-smith Tergaunt of Solanos Mor is remembered both for his skill and as a cautionary tale. Like many of his brethren, he was dedicated to crafting the perfect item in order to free his enclave, yet he found the inefficiency of the crafting process intolerable. He turned his prodigious skill toward time-saving devices. One of his greatest successes was the creation of the *apron of the artificer*, thus saving precious minutes by avoiding having to search for the right tool in a cluttered smithy. Ironically, Tergaunt's obsession with creating time-saving magic items consumed him, and he died without ever attempting to craft the perfect item.

Abilities/Effects: While this apron is worn you may take an action to reach into any of the apron's many pockets and produce a tiny set of mundane tools, which grow to full size once placed upon the ground. You may only produce one set of tools at a time, any previously drawn tools vanish into mist. Tools drawn from the *apron of the artificer* remain in existence until the next dawn.

Armbands of Blade Turning

Wondrous item, rare

Description: Worn high on the arms, these bracers temporarily protect their wearer from blows. Made from board hide, they are lined with linen or silk and are edged with iron bands, sewn on with catgut.

History: These armbands are a recent creation, dating from the withdrawal of the Coryani empire from the Hinterlands. The Yhing hir realized they needed better tools to expand

and thrive in a region suddenly empty of the legions, and their Nawals overcame their suspicion and rivalry to command their greatest crafters to work together to create such tools. Several magical items were created, but one of the most renowned and most sought-after by the horsemen of the Yhing hir were *armbands of blade turning*, which best suited the lightly-armored and highly-mobile horsemen.

Abilities/Effects: These armbands possess 3 charges. While worn, as a reaction to being struck by a melee attack, you can expend 1 charge to gain resistance to slashing damage, including damage from the triggering attack, until the end of your next turn. These armbands recover 1d3 expended charges daily at dawn.

Armguard of Talisos

Wondrous item, very rare

Description: This eloran item is designed to wrap around the forearm, and consists of a triple layer of leather with cords on one end and button attachments at the other.

History: The height of the eloran empire was a time of peace, protected by swift arrows and shining blades. Thus, the great Osalikene mage Talisos crafted weapons of war to preserve the peace. The *armguards of Talisos* are among his most treasured creations. For years he toiled, crafting precisely one thousand of the armguards, of which an unknown number have survived to the present day. While rare and jealously guarded, the armguards are not considered sacred and so have, rarely, been given to outsiders that perform acts of great courage and self-sacrifice to help the elorii nations.

Abilities/Effects: While wearing this armguard you ignore half and three-quarters cover when attacking with a longbow or shortbow.

Winds of Osalian: You must be an elorii to attune to this item. As a bonus action, you can gain advantage on a ranged attack with a bow. Once used, this ability cannot be used again until you have completed a short rest.



ARMGUARD OF TALISOS

Armillus of the Laurel of Vigilance

Wondrous item, rare

Description: This golden armband is ribbed and stamped with the seal of the Coryani Empire, a falcon with its wings outspread.

History: One of the highest honors that can be given by the Coryani Empire, the *armillus of the Laurel of Vigilance* is awarded for acts of extreme heroism in the service of the Empire. Non-citizens who are given the *armillus of the Laurel of Vigilance* are considered citizens of the Empire and granted all the rights and privileges thereof. Coryani citizens awarded the armillus are held in the highest esteem by all imperial citizens and accorded places of honor when and where appropriate.

Abilities/Effects: The armillus grants advantage in Charisma (Persuasion) checks when dealing with citizens of the Coryani Empire.

Protection of the Empire (Requires Attunement): You gain a +1 bonus to AC and saving throws while wearing the armillus.

Aros' Unforgettable Mark

Wondrous item, uncommon

Description: These small rectangular bookmarks are crafted from the tanned wings of a bat and embossed in gold-leaf with an arcane glyph.

History: Originally created for the absent-minded eloran scholar Aros to help him recall bits of obscure lore, the enchantment was copied by the magi of the Imperium after the bookmark was discovered in a burning ruin during the razing of Belestor.

Abilities/Effects: When you place this bookmark within a book, you can easily recall information from its pages. You have advantage on Intelligence checks relating to the subject matter of the tome in which the bookmark is placed. This bonus is granted so long as you and the book and are on the same plane. You can only benefit from one *Aros' unforgettable mark* at a time; you are always connected to the most recent bookmark you placed in a book.

Badua's Eerie Warder

Wondrous item, uncommon (requires attunement)

Description: Warders appear to be weird puppet-like dolls commonly made in the image of gar, infernals or other grim creatures. They are sewn or pinned onto backpacks, pouches, hats or other equipment. Warders are fashioned from any material used to fashion dolls, but jade or a precious metal is sometimes used.

History: These decorative objects were originally created by the paranoid and eccentric Moratavian wizard Badua the Strange, who made them to foil assassinations, ward belongings from thieves, and guard her while she slept. They remain constantly active, scaring off would-be assailants and ruining surprise attacks by emitting unearthly howls and haunting sounds as a warning to their wearer.

Abilities/Effects: During a long rest, you can place a warder anywhere within 20 feet of you, as long as it remains in your sight. When you place the warder, you can designate creatures that will not trigger its scream.

While you rest the warder watches over you; if any Tiny or larger creature comes within 20 feet of you it will emit a high pitched scream, loud enough to wake up any creature within 50 feet. As a reaction, you may trigger your warder to shed bright light 20 feet and dim light for an additional 20 feet beyond that.

Warders have an AC of 15 and 30 hit points.

Barding of Grace

Armor, rare

Description: This suit of finely crafted chainmail barding has patterns of colored links, fine threads woven through the mail and brightly colored tassels hanging from its lower edge.

History: This enchanted barding is sought after by the richest of knights in the Milandisian territory of Eastmarch as a way of counteracting Yhing hir raiders' speed with greater protection.

Abilities/Effects: This suit of chainmail barding grants a +1 bonus to your mount's AC and advantage on Dexterity saving throws.

Barding of Power

Armor, very rare

Description: Tightly packed steel plates, designed to cover the entire horse, provide the basis for this full-plate barding. The plates are engraved and inlaid with the crest and colors of Milandir, while ritual symbols for strength and courage are engraved in black iron into the sides.

History: It is said that few things are as terrifying as standing one's ground against a charge of Milandisian mounted knights. Tales of horsemen tearing through lines, leaving nothing but a bloody smear in their wake are particularly true of those mounts equipped with this enchanted armor. The tactic known as the 'steel storm', so called because of the thunder of the horses' hooves and the clouds of dust raised, was originally developed by the val'Tensen using mounts wearing this armor strategically placed throughout the line. It proved so effective that other armies using cavalry have their own variation of this tactic.

Abilities/Effects: This suit of plate barding grants a +1 bonus to your mount's AC, and increases the Strength score of the mount to 21, to a maximum of 21.

Barding of Stamina

Armor, uncommon

Description: Strong steel plates form the basis for this breastplate barding. Symbols of stamina and courage are etched in platinum into the barding's sides.

History: These enchanted suits of barding were crafted by the lords of Haina so that their cavalry could contend with the unnatural endurance of the hell-horses used by the Himmatah Riders of the Fiendish Expanse. With the fall of the Godswall and the increased trade between the formally isolated Haina Empire and the people of the Known Lands, this enchanted piece of barding is seeing use beyond the Unsealed Lands.

Abilities/Effects: This suit of breastplate barding grants your mount advantage on Constitution saving throws.

Beltine's Blessed Relief

Wondrous item, uncommon (requires attunement by a worshiper of Beltine)

Description: These pins are forged in the shape of a censer, the holy symbol of the Goddess Beltine.

History: During the Imperium of Man a great theological debate raged between Beltinians and Nerothians over the virtues of Neroth's gift. The Beltinians believed the gift should only be tolerated when spontaneously granted by Neroth, if at all. The Nerothians, on the other hand, believed the gift should be deliberately spread to the worthy. While the debate raged the Beltinian priesthood took matters into their own hands, crafting these pins to protect themselves from rogue Nerothian necromancers, whom they warned preyed upon the newly deceased faithful and destroyed their soul. A panic began, and those wealthy enough gladly donated to the Beltinian temple to receive a pin and protect themselves from the Nerothians. On a wave of public paranoia, the Beltinians won the debate, and the temple continues to create the pins to this day.

Abilities/Effects: While this pin is worn you have advantage on all death saving throws. If worn at the time of death, the magic of the pin dissipates but prevents your body from ever being raised as undead.

Belt of the Shield

*Wondrous item, very rare
(requires attunement by an arcane spellcaster)*

Description: The belt is non-descript, appearing like a mundane utility tool belt.

History: In the early years of the Sanctorum of the Arcane the members of the Shield, that faction which most cared for the protection and preservation of fellow mages, suffered a large number of newly awakened mages being harvested before they could be extracted safely to a Sanctorum. To combat this the mage Firaste the Guardian crafted magical belts that could be given to a fledgling mage upon their discovery, keeping them safe from Harvesters until they could reach the nearest Sanctorum.

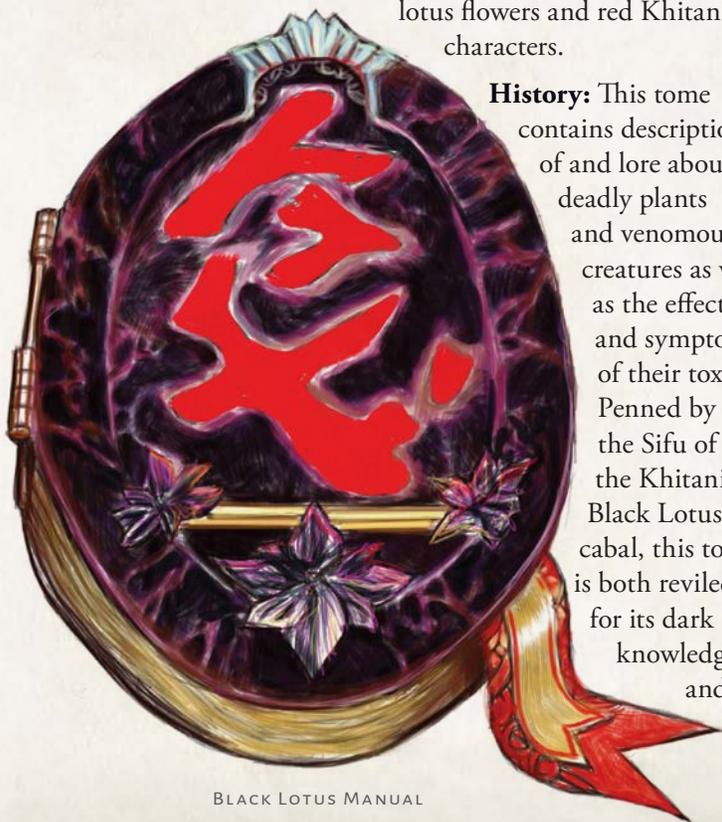
Abilities/Effects: This belt has 3 charges. While wearing this belt, as an action, you may expend 1 charge to cast the following spells: *invisibility* (no concentration required), *nondetection*. The belt regains 1d3 expended charges daily at dawn.

Black Lotus Manual

Wondrous item, very rare (requires attunement)

Description: This is an oblong tome covered in tan hide. Burnt into the cover are black lotus flowers and red Khitani characters.

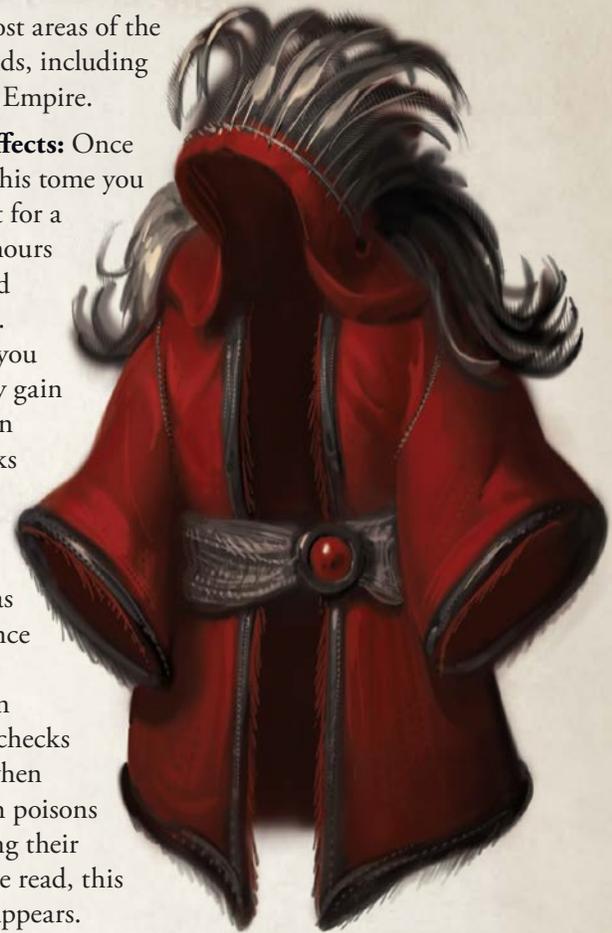
History: This tome contains descriptions of and lore about deadly plants and venomous creatures as well as the effects and symptoms of their toxins. Penned by the Sifu of the Khitani Black Lotus cabal, this tome is both reviled for its dark knowledge and



BLACK LOTUS MANUAL

illegal in most areas of the Known Lands, including the Khitani Empire.

Abilities/Effects: Once attuned to this tome you may study it for a total of 48 hours over a period of one week. Once read, you permanently gain advantage on ability checks you make using a poisoner's kit, as well as all Intelligence (Nature) and Wisdom (Medicine) checks you make when dealing with poisons or diagnosing their effects. Once read, this manual disappears.



BLOOD ROBE

Blood Robe

Wondrous item, very rare (requires attunement)

Description: This robe is trimmed with black thread, decorated with rooster feathers and tied with a belt of sharkskin.

History: In the early days of the Coryani Empire, the priesthood of Anshar became aware of a fanatical sect of Ansharan monks who had crossed the line into heresy. While Ansharans of all kind endure pain as a holy devotion, this sect devoted themselves to an aspect of Anshar wholly devoted to experiencing and causing all forms of pain, purely for its own sake. Seeking to deal with this threat internally before the Inquisition became involved, the Ansharans dispatched their holy champions, the Bearers of Woe.

What the Bearers of Woe found in the sect's monastery has never been revealed, but the sect ceased to exist, and the Bearers of Woe emerged with the first *blood robes*. Since that time, they have learned to craft more of these items, though they remain rare outside the ranks of Ansharan champions.

Abilities/Effects: While you wear this robe, your hit point maximum is reduced by 10 and you gain a +2 bonus to your AC and saving throws. You can only benefit from the robe if you are not wearing armor and not using a shield.

Bonding Bridle

Wondrous item, rare

Description: This bridle is intricately decorated and glows faintly in the moonlight.

History: Poor Alwan was a good boy; bright, respectful of his elders, and brave. Unfortunately, he had no talent when it came to riding a horse and in the Yhing hir culture, that is tantamount to being less than nothing. The Yhing hir prize their mounts above all things and believe firmly that a man without a horse is no man. Fearing that his inability to ride competently would doom him to a life of servitude, his mother begged an Ehtzara to help her boy. The night before his rite of passage, the mystic gave his mother a magical bridle and by mid-afternoon, Alwan was inducted into the tribe as an adult. Sadly, his mother could not celebrate with the young man, as the Ehtzara came to collect his due, claiming her as his new apprentice, just as they'd bargained.

Abilities/Effects: While you are controlling a mount wearing this bridle, your mount can take the Help action in addition to its normal options. Your mount can assist you or another friendly creature provided the task your mount is helping with is something it can reasonably do. Most mounts cannot pick locks or bluff a guard. If your mount is independent and wearing this bridle, you can use your bonus action to Help your mount instead.

Bones of Divination

Wondrous item, uncommon

Description: This simple pair of six-sided dice are fashioned from the bones of some creature, usually one that the soldier commissioning the item personally killed. However, rather than having pips, these dice have a set of runes etched onto each face.

History: Dicing is a common pastime amongst the legionnaires of Coryan, as speculating on the outcome of an upcoming battle. This item is expensive to commission, so it is usually the officers or the scions of the rich so own a pair.

Abilities/Effects: As an action you can throw these dice and cast *augury*. Once used, this ability cannot be used again until the next dawn.

Boots of Balance

Wondrous item, uncommon

Description: These boots are made from glossy-black whale skin and are prized by duelists.

History: The dueling schools of Savona have long been

famed for their acrobatic and theatrical fighting styles, and thus an enterprising young crafter by the name of Ciro val'Sheem felt it would be the perfect place to market his *boots of balance*. He found that the most respected duelists disparaged him; no one would rely on such a crutch rather than skill alone. Still, his boots were very popular among those who cared more about results than etiquette, and Ciro val'Sheem died a wealthy man, even if he never had the respect he desired.

Abilities/Effects: While you wear these boots you gain advantage on Dexterity (Acrobatics) checks.

Graceful Steps (Requires Attunement): While wearing these boots, as an action you can click your heels together to cast *enhance ability* (cat's grace effect only, no concentration required) on yourself. Once used, this ability cannot be used again until the next dawn.

Boots of Knocking

Wondrous item, rare

Description: These mid-calf high boots are crafted from fine leathers and polished to a mirror shine.

History: The first of these boots were made famous during the early years of the Coryani Empire, when the famed warrior, Deveros val'Assante, single-handedly quelled a revolt at the ancient walled city of Sulpecci. Reports vary in some details, but all agree that Deveros is said to have kicked in the sealed, barred and bolted gates to the city before cowing the leaders of the insurgency. When Deveros perished in a Voei ambush, his boots were lost with him. Since then, the boots have surfaced occasionally, before finally falling into the hands of Vespoltoc, a Tultipetan craftsman.

Vespoltoc managed to determine that these boots were created in the lost dwarven enclave of Corett Palas, famed for creating exquisite and unique magical garments. Overjoyed at having discovered this, he dedicated the next few decades of his life to duplicating this rare and powerful item. Finally succeeding he made his copies available to those outside of Tultipet.

Abilities/Effects: These boots have 3 charges and regain 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a roll of 1 the boots cannot regain charges until left undisturbed in a small box or cupboard for 1 day.

When wearing these boots, as an action you may kick any door, gate, or similar portal and expend 1 charge to cast the *knock* spell on it. Once this ability is used, you have advantage on all Charisma (Intimidation) checks made against individuals who were on the far side of the obstruction for 10 minutes.

Boots of the Relentless Hunter

Wondrous item, uncommon

Description: These boots appear to be crafted from some sort of gray leather.

History: The first boots of the relentless hunter were crafted by ssanu, not for themselves but for their elorii slaves during the Wars of Extermination. Anyone chased by elorii warriors wearing these boots knew they could not escape. The elorii continued using the boots after their victory over their reptilian masters, only adding to their legend as implacable hunters. Humans first gained these items during the Godswar, when they took them from the corpses of their elorii foes

Abilities/Effects: While these boots are worn you require less rest than normal. You have advantage on any Constitution saving throw made due to travelling more than 8 hours in a day. Additionally, if these boots are worn while you are following the tracks of a creature you gain advantage on all Wisdom (Survival) ability checks.

Box of the Mundane

Wondrous item, legendary

Description: This unadorned heavy metal box is two-feet wide, five-feet long and two-feet deep, sometimes marked with the glyph of the mage who created it.

History: During the Imperium of Man, the secrets of these boxes were tightly held by the Pantheonistic Church, which used them to disenchant items that they considered cursed, heretical, or just too dangerous to be allowed to exist. With the fall of the First Imperium, however, these boxes and the secrets of their manufacture spread to become the bane of mages everywhere. While these items are not illegal to own, their use is widely despised by magical craftsmen across Onara. The Sorcerer King sees the very existence of these boxes as an affront to his magical power. He has instructed his minions to harvest anyone they discover with such a box, regardless of their magical ability.

Abilities/Effects: Any non-artifact magical item placed within this box is rendered non-magical after one hour. Sentient items placed within the box receive no save to resist this effect. The box can be used this way up to 3 times.

If an artifact is placed in the box, there is only a 5% chance that the artifact will be affected. If the artifact is made non-magical, the creature that placed it in the box must succeed on a DC 25 Wisdom saving throw or suffer 10d10 force damage and permanently lose the spellcasting feature, which they can never regain. Once used to successfully disenchant an artifact, the box is destroyed.

Bracers of Arrow Deflection

Wondrous item, rare (requires attunement)

Description: These bracers are fashioned from silver inlaid steel and taper towards the elbow. They are decorated with engraved tendrils and inlaid spirals of polished serpentine.

History: The Emerald Society believes *bracers of arrow deflection* to be one of the oldest magic items known. They were certainly already prolific from the earliest days of Yahsremore, and it is believed that they were adapted from earlier items found among the Cyclopes and Issori, though no physical examples have yet been found of such precursors. A few scholars have claimed to have determined the origin of these items, but such claims are swiftly cast into doubt due to lack of evidence.

Abilities/Effects: While these bracers are worn you have resistance to piercing damage from non-magical ranged weapons.

Bracers of Obfuscation

Wondrous item, very rare (requires attunement)

Description: These wrist bracers are made of black leather with inlaid silver filigree.

History: These bracers are favored by Nerothian Reapers, shielding the wearer from view and inadvertent magical prying.

Abilities/Effects: As long as these bracers are worn you have advantage on all Dexterity (Stealth) checks made while hiding. In addition, while you are attuned to these bracers you are always under the effects of a *nondetection* spell.

Bracers of Reverberation

Wondrous item, very rare

Description: These bracers are inlaid with grey-green crystals and are carved with lion or tiger heads.

History: Discovered buried in a cache in the Citadel of Saluwé by members of the Azure Way, these bracers have since been reproduced by the dwarves of Solanos Mor. They are also crafted by members of the Hurrianic temples, who fashion the feline heads to resemble shadow lions.

Abilities/Effects: If you are struck by a melee attack while these bracers are worn you may use a reaction to gain resistance against any damage dealt by that attack. The damage you resisted is channeled into the bracers, making them hum and vibrate violently for 1 minute. While the bracers are vibrating, using another reaction to gain resistance to an attack resets the duration of the reverberation.

While the bracers are reverberating, you may use your action to cast *shatter* (save DC 15). Once you have used this ability, you cannot use the bracers to gain resistance until you complete a short rest.

Bracers of Shattering Silence

Wondrous item, very rare (requires attunement)

Description: These are nondescript, plain leather bracers.

History: These black bracers were created by the temple of Cadic for the Troupe of the Final Note. Recently however, they have been found in the possession of the Brotherhood of Man as well as other less reputable groups that venerate the Lord of Murder.

Abilities/Effects: When wearing these bracers, you gain a +2 bonus to AC if you are not wearing armor and not using a shield. This bonus increases to +3 if you possess the Sneak Attack feature or are a divine spellcaster dedicated to Cadic.

As a bonus action, you may utter a prayer to Cadic and cast *thunderwave* (save DC 15). Strangely, when this ability is used, the thundering boom produced by the thunderwave cannot be heard outside the spell's area of the effect. Once used, this ability cannot be used again until the next midnight.

Bracers of Spell Deflection

Wondrous item, very rare (requires attunement)

Description: These are ornate bracers made from eel skin leather and covered in hundreds of small polished plates of obsidian.

History: Geodel Odun, captain of the Widow's Tears is renowned for his friendship with the chieftain of the savages that inhabit the island of Naori. He recently returned from a trading expedition to that island bearing a chest full of wondrous gifts. Amongst them were a dozen pair of bracers with a unique property. The Naori chieftain claimed that their god, a being that lives in the active volcano in the center of the island, empowered the bracers to protect the natives from the raiders that came from the "black ships made of stone". While the Naori consider the bracers to be a gift from their god, these mysterious raiders had not landed on their shores since before the chieftain's grandfather's time. The pirate captain's offer of a dozen blonde-haired sacrifices for their volcanic deity was seen as a fair trade by the Naori.

Abilities/Effects: These bracers have 3 charges and regain 1d3 expended charges daily at dawn. If you expend the bracers' last charge, roll a d20. On a roll of 1, these bracers lose all magical properties and crumble to dust.

If you are hit by a spell that requires a ranged spell attack roll, you may expend 1 charge and use your reaction to reduce the damage you take by 1d10 + your Dexterity modifier. If you have the Deflect Missile class ability, you instead reduce the damage you take by 1d10 + your Dexterity modifier + your proficiency bonus.

If you reduce the spell's damage to 0, you may redirect the spell to another target within 30 feet, using the slot level, attack bonus and spellcasting ability of the caster.

Bracers of the Thunderer

Wondrous item, very rare (requires attunement)

Description: These are a set of golden bracers inscribed with the glyphs of the Storm Lord, Hurrian.

History: During the Shadow Age, the lands that now comprise the war-torn lands of Almeric were crushed beneath the tyrannical heel of the Auxunite warlords. Resistance towards these oppressive tyrants created strange bedfellows. On such instance was the dear friendship struck between the Solani dwarf Entalwen and a monk by the name of Aidic val'Tensen. Aidic belonged to a pacifistic order that refused to involve themselves in the rebellion, but the young monk could not stand idly by while his fellow man suffered.

Entalwen crafted a magnificent set of golden bracers inscribed with the glyphs and symbols of the Storm Lord, Hurrian to aid him in his battles. Unfortunately, the *bracers of the thunderer* were not enough to save Aidic from the wrath of the mighty Warlord Khidath, who left the monk's broken body draped over the central gates of Nevanne as a warning to those contemplating further insurrection. In the dead of night, Entalwen snuck into the city and retrieved his friend's shattered corpse.

Recovering the bracers,



BRACERS OF THE
THUNDERER

he worked feverishly to recreate them and months later delivered twenty sets to Aidic's brethren in the Monastery of the Iron Wind.

Eventually, a coalition of dwarves from Solanos Mor, the val'Tensen family and the human populace of the region overthrew the occupying forces of the Auxunite Empire. Aidic's death galvanized the monks of the Iron Wind to action; they lead the rebellion against their oppressors at the cost of their lives. With their death, the Monastery of the Iron Wind faded from memory and with them vanished the *bracers of the thunderer*. Emerald Society scholars believe that the bracers are hidden away in some as yet undiscovered Auxunite treasure trove or within the lost monastery of the Iron Wind.

Abilities/Effects: While these bracers are worn you have resistance to thunder and lightning damage. If you are hit by a spell or effect that deals thunder or lightning damage, you may use your reaction to envelop the bracers in a sheathe of lightning and booming energy for 1 minute. While sheathed in lightning, using another reaction to charge the bracers resets the duration.

While these bracers are charged, you may use an action to invoke a wave of thunder, forcing all creatures within a 25-foot cone to make a successful DC 16 Constitution saving throw or suffer 5d10 thunder damage and be pushed back 1d4 x 5 feet. On a successful save the creature suffers half as much damage and is not pushed back. Once this ability is used, you may not use it again until the next dawn.

Bracers of Yeomanry

Wondrous item, uncommon

Description: Fashioned from stitched brown-leather, these bracers are plain and functional.

History: These plain wrist bracers are a favorite amongst the cantons of Milandir. These items were widely created in Milandir to equip the peasant levies with a weapon against the undead hordes during the Heretic Wars.

Abilities/Effects: While wearing these bracers, you have proficiency with the longbow and shortbow. All non-magical arrows fired while wearing these bracers deal magical piercing damage.



BRIDLE OF
HORSEMANSHIP

Bridle of Horsemanship

Wondrous item, uncommon (lesser), rare (greater)

Description: Woven from tanned deer hide, this bit and bridle set is finely crafted.

History: While Most commonly found amongst the Yhing hir, this tack can also be found amongst Milandisian nobility and Coryani elite. The greater version is presented as a symbol of honor and respect to a single Yhing hir tribal chieftain, a Nawal, at the annual moot of the horsemen.

Abilities/Effects: While your mount wears this bridle, you gain advantage on any Wisdom (Animal Handling) checks to control your mount and on Dexterity saving throws made to stay in the saddle.

The greater version of this bridle allows you to add double your proficiency bonus to Wisdom (Animal Handling) checks and Dexterity saving throws related to your mount, as well as granting advantage.

Brigade Bucket

Wondrous item, common

Description: A wooden bucket engraved with glyphs holy to Althares, the God of Knowledge.

History: This normal-seeming two-gallon wooden bucket is used to fight fires in most major cities. Rumored to have been first crafted by the clergy of Althares to protect their great libraries, these handy buckets have made their way into all major cities.

Abilities/Effects: As an action, you can command this bucket to fill with 1 gallon of pure, clean water.

Brooch of the Golden Boughs of Saluwé,

Wondrous item, rare

Description: A oval brooch crafted from gold with a central gemstone, stylized with filigree shaped like leaves and branches.

History: The Golden Boughs of Saluwé, located near the provincial capital of Panari, are revered as a holy place to the Earth Goddess. Much of the forest is tended by the Sisterhood of the Golden Boughs, an order of Saluwean priestesses dedicated to its maintenance. However, at its heart is a cursed and haunted city known as Dim Arkoshia. The effect of an ancient elorii curse still haunts that area of the forest, corrupting everything surrounding the creature infested ruins. The Sisterhood created this item to protect their own who must occasionally venture deeper into the forest than it is wise to do.

Abilities/Effects: While this brooch is worn you have a +5 bonus to your passive Perception while in a natural forest.

This brooch has 3 charges and regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a roll of 1 the brooch cannot regain charges until left in the branches of a tree for 1 day.

As an action, you may expend 1 charge to cast *bane* (save DC 16, no concentration required) upon an undead, aberration, or infernal.

Candle of Revealing

Wondrous item, very rare

Description: This fine paraffin candle is inlayed with a gold-leaf sunburst.

History: Consecrated to Illiir, these candles are typically found in major cathedrals. It is common knowledge that Felician val'Mehan, the former patriarch of the Mother Church of Coryan, kept one of these candles on hand in his private quarters.

Abilities/Effects: While lit this candle emits bright light in a 30-foot radius and dim light for an additional 30 feet. Within the light of the candle, all creatures that are either invisible, hidden, in an alternate form, or otherwise concealed must make a DC 16 Charisma saving throw. On a success, the creature can remain concealed but must make a new saving throw each minute they remain in the candle's light. On a failure, a hidden or invisible creature becomes visible and a creature that is in an alternate form is forced into their true form. This effect lasts until the creature leaves the area of the candle's light. Hidden, unattended objects and secret doors are automatically revealed, and freestanding illusions are dispelled.

The candle may remain lit for 10 minutes and can be use in 1 minute increments. Once used for 10 minutes, the candle is destroyed.



CANDLE OF REVEALING

Cape of Feline Form

*Wondrous item, very rare
(requires attunement)*

Description: This cape is a mid-length cape that is fashioned from matted fur and has the texture of felt. Its color varies, but black is the most common choice. The cape does not have a hood, but it is sometimes used in conjunction with a *hood of the cat's meow*. Animals that are normally preyed on by felines are noticeably nervous around the wearer of this cloak.

History: These cloaks originated with Fenila Mehus, who reigned as the Queen of Paladris, during the Shadowed Age. As paranoid as they come, she used the cloak to spy on her opponents and once exposed a rebellion to her rule. History remembers her as the Cat Queen.

Abilities/Effects: While wearing this cape you have advantage on all Dexterity (Acrobatics) and Dexterity (Stealth) ability checks. Also, you can speak with all types of felines as if you were under the effects of a *speak with animals* spell.

In addition, as an action you may use the cloak to cast *polymorph* upon yourself, but the only form you take on is a domestic cat. You do not need to concentrate on the spell but its duration is only 10 minutes. Once this ability has been used, it may not be used again until you complete a long rest.

Cape of Glory

Wondrous item, very rare (requires attunement)

Description: The cape is attached to an intricately embroidered carsac with a golden rope and tassels. A single golden cloak pin, shaped as a holy symbol of Illiir, is affixed to the right side of the cloak.

History: These long red capes are lesser imitations of the cloak *Glory* once worn by General Menesis val'Tensen, Defender of the Empire. They are provided to legion generals by the Empire, who use them to inspire their troops before a particularly difficult military engagement.

Abilities/Effects: While you wear this cape you gain a +1 bonus to ability checks and saving throws and advantage on saving throws to resist becoming frightened.

When addressing a group preparing for battle, you may call upon this cape's power to amplify your voice, allowing everyone within 100 feet to hear you clearly. After speaking for 1 minute, all friendly creature who heard you speak are filled with confidence and courage. For the next hour, they enjoy the following benefits:

- advantage on all saves to resist becoming frightened
- +1 to all damage rolls
- 1d4 temporary hit points

Once this ability is used, it may not be used again until the next dawn.

Cauldron of Combining

Wondrous item, rare

Description: This small black iron cauldron is crafted to resemble a squatting toad with its head reclined and mouth wide open.

History: The first record of these cauldrons comes from

the swamps of the Kraldjur Morass, or rather from the canopy above where the frog-like hylis dwell. When the Yahsremoran Empire first encountered the Hylis after their war with the il'Huan, they discovered that the Hylis druids of Yig could craft these cauldrons, though they never learned if the Hylis had invented the technique or learned the art from an older race. These items are still rare outside the Ssethregoran Empire, and no attempt to craft them without their toad like visage has succeeded.

Abilities/Effects: As an action you may pour two different potions into this cauldron, combining them into a single potion with both of their effects. You cannot combine a potion with an oil or something that you do not drink for its effect.

You may attempt to combine three or more potions, but for each potion after the second roll a d4. On a 1 the entire batch spoils and loses all of its abilities.

The cauldron can be used 7 times before crumbling to dust.

Censer of the Raven

Wondrous item, rare

Description: This platinum censer is intricately carved in the form of a raven's head.

History: After the secession of Canceri, the clergy of Neroth found themselves despised in the Coryani Empire, and in danger of being accused of necromancy and heresy. In desperation, the Nerothians of the Coryani Empire went to Enpebyn in Valentia to consult with their Beltinian brethren. The two priesthoods created the *censer of the raven* to assist in the battle against the undead, and prove the good will of the Nerothians. This did not stop the Nerothian clergy from falling into further disfavor, but the censers are highly sought after by Milandisian Hurrianites who must defend the border with Canceri.

Abilities/Effects: You must be fill this censer with 10 gp worth of incense commonly used in the worship of Beltine or Neroth before it can be used. As an action, you may swing this censer over your head to create a 30-foot sphere of radiant energy, centered on you. All CR 1 or lower undead within the sphere must make a successful DC 15 Wisdom saving throw or be destroyed. Undead who succeed on this saving throw or possess a CR greater than 1 are unaffected. Once used this ability cannot be used again until the next dawn.



CAPE OF GLORY

Centurion's Pin

Wondrous item, rare (requires attunement)

Description: This pin is shaped like a falcon in flight on a field of gold.

History: This pin is granted to centurions who go above and beyond the call of duty, risking or sacrificing their lives for their fellow legionnaire or in the greater service of the Coryani Empire.

Abilities/Effects: While this pin is worn you are immune to the both the charmed and frightened conditions. Also, you gain the ability to cast the *message* cantrip to communicate with anyone who is also wearing a *legionnaire's pin*, *legionnaire's crest*, *centurion's pin*, or a *laurel of glory*.

Additionally, while actively defending a Coryani senator or emperor within 30 feet, you gain advantage on all attack rolls. For non-Arcanis settings, exchange senator or emperor for any other suitable nobility, such as duchess, king or chieftain.

Curse: Once attuned to this item, you may only end your attunement with a *remove curse* spell. While attuned to this pin, should you attack a Coryani senator or emperor, even if compelled to do so, you immediately suffer 10d6 psychic damage. This also causes the pin to crumble into dust.

Circlet of Sagacity

Wondrous item, very rare (requires attunement)

Description: This is a plain and simple quartz circlet.

History: This circlet was first fashioned by the mage-artificers of the Sanctorum of the Arcane to protect their own against the depredations of Ymandragore. The silent war between these two factions continues unabated to this day. However, as the number of casualties of their war rises, so too do the number of these items that fall into the hands of others.

Abilities/Effects: While this circlet is worn you gain a +5 bonus to your passive Perception score. In addition, you cannot be the target of any divination spells or be seen by magical scrying sensors.

Cloak of the Grunwilde

Wondrous item, rare (requires attunement)

Description: This is a large, green, shaggy cloak.

History: Hidden in the dark glens and towering pines of the Pricklespur Forest are creatures known to the Pengik folk, as grunwildes. These creatures tend to shy away from people, but backed into a corner, they will fight with a terrible ferocity, even calling for others of their pack to assist them. One or more of these normally timid creatures will swarm onto a foe, grappling and clawing it to death, all in a bubble of absolute silence.

Abilities/Effects: While wearing this cloak you have advantage on all Strength (Athletics) or Dexterity (Acrobatics) checks made while establishing or in a grapple. You deal an additional 1d4 damage when attacking a creature you have grappled. When you establish a grapple, you may use your bonus action to cast *silence* (no concentration required) centered on yourself.

Clock of Infernal Confinement

Wondrous item, legendary (requires attunement to a location [room])

Description: Standing six feet tall, this tall Altherian clock is elaborately carved. Its dial, rimmed with glyphs, has four hour hands and four minute hands. The body of the clock is carved with images of alien environments and unusual otherworldly creatures.

History: This clock was created during the Time of Terror to protect against the invading infernal horde. It has since been moved to the Cathedral of Knowledge, the largest temple of Althares, located in the city of Althré'. In the modern age, copies were given to many of the nations across the Known Lands as gifts from the Altherian Republic.

Abilities/Effects: This large clock can be attuned to a room no larger than 60 square feet. It emits a continuous 30-foot *magic circle*, targeting infernals, with its magic turned inwards to trap affected creatures. If the circle is ever broken, the clock reestablishes it after 1 day. Once attuned, you can touch the clock as an action and cause it to cast *antipathy/sympathy* (save DC 23), specifying the sympathy effect for infernals. The clock has an AC of 14 and 50 hit points. Any infernal that attacks the clock does so with disadvantage.

Cloud Cape

Wondrous item, very rare

Description: This full-length, hooded cloak of light blue linen is woven with intricate patterns of silver thread. Under direct light these patterns appear to be flowing clouds.

History: When Filharra val'Sungha joined the Sky Knights her family, one of the wealthiest and most politically connected in Capharra, pulled all the strings they could to push her quickly through the ranks. They also hired Maeghe Alfhansé, one of the greatest Kio artificers of that day, to craft a unique magical cape to enhance her prowess in the air. Filharra was mortified by her family's meddling, refused any commission until she had earned it, and turned the cape over to the Sky Knights. In this way she became a legend, and the *cloud cape* has proliferated in the order and become a signature item of many of its officers.

LOCATION ATTUNEMENT

Some items must be linked to a location to properly function, requiring attunement to an area instead of a creature. Each item with this requirement will specify the size of the location it can be attuned to.

To attune an item to a location you must place the item prominently in the location and perform a ritual lasting 1 day. An item's attunement to a location can be broken by removing the item from the location for a full day or destroying the item. Theoretically the attunement can also be broken by destroying the location but that is difficult to do if the location in question is 1 square mile of land.

Most locations only have 1 attunement slot and attuning an item to a location takes up that slot for every smaller location within the area. For example, attuning an item to a building uses up the attunement slots for every room within the building.

Items that require attunement to a location are often meant to drive an adventure forward or help to make a location unique and memorable. As a GM, you can give a location more attunement slots, let a location attune to more than one copy of an item at a time, or let an item attune to more than one location at a time. The demands of the story should be the overriding factor in this determination.

Abilities/Effects: While worn you have advantage on all Dexterity (Stealth) checks while flying. If mounted on a flying mount, your mount also has advantage on Dexterity (Stealth) checks. Additionally, you may cast *feather fall* and *levitate* at will, affecting yourself only.

Collar and Key of Submission

Wondrous item, very rare

Description: This large collar is made of dull iron, engraved with a number of symbols, and the matching key bears the same symbols.

History: This heavy iron collar is not intended for comfort or convenience. Rather, its sole purpose is to force whoever wears it to submit to the will of the slaver. Beyond the simply psychological effect of being enslaved, the wearer of this collar has their mind clouded and is rendered docile.

This collar is commonly used by Chauni slavers, who happily sell copies to anyone willing to pay their price, such as the Crimson Slavers of the Pirate Isles or the dreaded Harvesters of Ymandragore.

Abilities/Effects: These collars and keys come in matched sets. When placed on a humanoid creature they must make a DC 17 Wisdom saving throw or have disadvantage on all saving throws against the powers of the matching key. The collar may only be removed by its companion key or by the *remove curse* spell.

Kneel Before Me (Requires Attunement): You can attune to the key for a collar of submission, allowing you to cast certain spells on the collar matching the key. The possessor of a collar's key may use an action to cast *command* and *suggestion* on the wearer of the matching collar at will. Additionally, the possessor of the key may use an action to cast *dominate person* (save DC 18) on the wearer of the matching collar, regaining the ability to do so at the next midnight.

Collar of Kinship

Wondrous item, uncommon

Description: This finely tooled collar is made of leather, engraved with images of animal spirits.

History: During the Imperium of Man, a radical sect of the val'Dellenov family took their matriarchal ideas to the extreme, and taught that men should be treated as no more than dogs. To this end, they crafted collars that allowed their male slaves to bond more closely to their "pack". While this sect was never large and was swiftly suppressed by the appalled val'Dellenov matriarchy, the collars themselves were recognized as useful. They are often used by those who work and live with animals, particularly among those who dwell in the Golden Boughs of Saluwe.

Abilities/Effects: While wearing this collar you have advantage on all Wisdom (Animal Handling) checks. Also, you may use your action to cast *animal friendship* (save DC 14). Once used, this ability may not be used again until the next dawn.



COLLAR OF
SUBMISSION

Collar of Protection

Wondrous item, rare

Description: This heavy leather collar is designed to fit about the neck of an animal or familiar. These are typically undecorated, although some nobles are known to have gem-encrusted versions made for their personal mounts.

History: When ordered by the Mad Emperor Quron val'Dellenov to outfit her animals so that they would be more of a challenge in the arena, her beastmasters commissioned these collars and had every animal in her menagerie equipped with one. History records that the very next gladiatorial games were the bloodiest ever seen, to the Emperor's delight.

Abilities/Effects: While worn by a beast or familiar, this collar grants them a +1 bonus to their AC and saving throws.

Collar of Resistance

Wondrous item, rare

Description: These collars appear to be ordinary leather collars with a small gem embedded in the buckle.

History: Whether worn by the mastiffs of the Order of the Phoenix to resist the necrotic touch of many of the creatures of Canceri or by the dangerous beasts commanded by the Khitani Tigermen, these collars are highly prized by those with unique mounts or bonded animal companions.

Abilities/Effects: While worn by beast or familiar, this collar grants them resistance to one damage type, indicated by the gem in the collar's buckle. The GM can choose the collar's resistance or determine it randomly from the chart below.

DIO	DAMAGE TYPE	GEM
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

Corsair's Cloak

Wondrous item, uncommon

Description: This light cloak, woven from aquamarine dyed silk, is trimmed with blue satin. It is clasped with a silver and mother-of-pearl frog. The high collar is

embroidered to show vessels under full sail; usually these are specific and well-known privateer vessels.

History: The corsairs of the Pirate Isles have wreaked havoc on the coastlines of Onara for centuries. This cloak was first made famous by Ilitchen, King of Magra two centuries ago. Numerous corsairs and other pirates have made use of this cloak and others like it ever since.

Abilities/Effects: While this cloak is worn you have advantage on all Charisma (Intimidate) and Charisma (Persuasion) checks when commanding a ship's crew. In addition, while at sea you gain advantage to all Strength (Athletics) and Dexterity (Acrobatics) checks.

Cosmetics of Comeliness

Wondrous item, uncommon

Description: These fine pigments, dyes and colored powders are stored in a small compartmentalized enameled box. The hinged lid has a mirror on the underside, and the exterior of the box is decorated with images depicting a harem of dancing girls.

History: When the priesthood of Larissa first changed to embrace Her aspect of forbidden pleasure, there was much debate among the clergy. Even among those who embraced aspect, some thought it should be curtailed or tempered with her oracular aspect. Many of the younger followers of Larissa saw this as the doddering conservatism of old age, and they first created *cosmetics of comeliness* as a symbol of rebellion against the oracular establishment, as well as their embrace of Larissa's debauchery without reservation. As time went on this symbolic meaning of the cosmetics faded, and now these magical items are even carried by priestesses of the oracular school, albeit not frequently.

Abilities/Effects: Each box of these cosmetics possesses 3 applications. Using an application takes 1 minute and allows you to cast *disguise self* (save DC 15). While under this effect, you also gain advantage on all Charisma (Deception) checks made to convince others of your disguise.

Cramor's Catalogue of Creatures

Wondrous item, legendary (requires attunement)

Description: This large tome is bound with thick leather. Its spine is plated in lead and reinforced with bronze, sculpted to appear as beasts are gnawing upon the tome.

History: The first of these bizarre tomes was developed by the Ymandrake mage Cramor the Collector who presented it as a gift to his sovereign, the Sorcerer King of Ymandragore.

Abilities/Effects: This book has 50 pages. While holding

this tome, as an action you may open the book to a blank page and point at a single creature within 60 feet of you. That creature must succeed at a DC 23 Wisdom saving throw or be absorbed into the book, filling a number of pages equal to its CR (minimum 1). If there are not enough remaining pages, the creature is unaffected.

Once captured, a detailed illustration of the creature is displayed within the book as well as information about the creature's powers, weaknesses and equipment. A captured creature is kept in stasis indefinitely; they do not age or suffer from hunger, nor are they otherwise affected by the passage of time. The creature remains unaware of its surroundings, or anything that is happening to the tome.

As an action, you can free a captured creature by opening the tome to the first page of their section and speaking the command phrase. The creature appears wherever you desire within 60 feet of the tome. The creature is not under your control and is free to act as it desires. The pages that contained the creature crumble to dust. Casting *freedom of movement* or a *remove curse* spell upon the pages that contain a creature will also free it.

Destroying the pages that contain a creature does not necessarily destroy the creature, as there are stories of creatures appearing miles away or upon other planes. Once the tome has had all 50 pages filled and subsequently destroyed by freeing the creatures within, the book is rendered non-magical and crumbles to dust within 1 week.

Crotalus Gauntlet

Wondrous item, very rare (requires attunement by an arcane spellcaster)

Description: The gauntlet is a black iron bracer that covers the wearer's forearm from elbow to wrist. The bracer is decorated with imagery of serpents, reptiles and all forms of lizards in detailed relief. Two silver fine chains run from the end of the bracer over the top of the wearer's hand and end in two rings. These rings are made from the same black iron as the bracers, and are fashioned as small serpents wrapped around the wearer's finger that are biting their own tail. Miniscule red rubies sparkle from the eyes of the two small serpents. The *Crotalus gauntlet* is both a blessing and a curse to spellcasters; it magnifies their powers, but at the cost of their vitality.

History: During the days of the Yahsremoran Empire, Pit Crotalus was a vibrant source of magical innovation. This

gauntlet was created by the sorcerer Syketh who crafted it for the most powerful mages of the Pit. During the elorii revolt, the gauntlets were used to devastating effect, obliterating scores of their former servants. But it was not enough to overcome the overwhelming number of rebels. Dozens of these gauntlets are thought to still exist, but except for the few used by the ssanu, their whereabouts are unknown.

Abilities/Effects: While worn, this gauntlet can be used as an arcane focus. This gauntlet possesses 3 charges, recovering 1d3 charges daily at midnight. If you expend the gauntlet's last charge, roll a d20. On a roll of 1, the gauntlet regains 1 charge by drawing upon your life force, imposing 1 level of exhaustion.

While casting a spell, you may expend 1 charge and sacrifice 10 hit points to apply one of the following effects:

You gain advantage on your spell attack roll.

You impose disadvantage on creature rolling a saving throw to resist your spell's effect.

You can reroll a number of damage dice equal to your Intelligence modifier once.

You can treat the spell as if it were cast using a spell slot one level higher than you expended.

Crown of Darkness

Wondrous item, very rare (requires attunement)

Description: Twisted obsidian strands, set with black onyx gemstones and a single black pearl, form this dark and foreboding crown.

History: During the Shadowed Age, an ambitious val'Mordane realized that it was difficult to gain power when it is firmly in the hands of your undead ancestors. Thus, he vowed to gain Neroth's gift and join the ranks of the val'Mordane family's undead patriarchs. He devoted himself to the study of necromancy, and as his crowning achievement he forged the first *crown of darkness*, sharing the secret with the Nerothian priesthood in exchange for their



CROTALUS GAUNTLET

intercession on his behalf with the Lord of Death. He gained his wish, rising from death and entering the family catacombs in Ventaka, only to discover that the undead have a hierarchy as well. His name long-forgotten, his creative spark dulled by undeath, he toils for eternity as a mere minion of the ancient val'Mordane.

Abilities/Effects: This crown has 3 charges and regains 1d3 charges daily at midnight. If you expend the crown's last charge, roll a d20. On a roll of 1, you suffer 1 level of exhaustion as the crown regains 1 charge, pulling upon your life force to retain its magical properties. While wearing the crown, you can expend 1 or more of its charges to activate one of the following effects:

Chill of the Grave: When you are hit by a melee attack, you may use your reaction and expend 1 charge to force your attacker to make a DC 14 Charisma saving throw. If successful, your attacker has disadvantage on all attack rolls until the end of their next turn. On a failed save, your attacker also suffers 3d8 cold damage.

Darkness is my Ally: As an action, you can expend 1 charge to cast *darkness*.

Feed upon the Soul: As an action you can expend 2 charges to cast *vampiric touch*, using Intelligence as your spellcasting ability.

Embrace of Shadow: As an action you can expend 2 charges to cast *black tentacles* (save DC 15).

Decanter of Copious Libations

Wondrous item, rare

Description: This elegant crystal decanter is crafted to resemble a swan in flight with a stopper in the shape of the beak of the swan. It is stored nestled in a silver case.

History: The Temple of Larissa commissioned these items from a Tir Betoqi craftsman to help cope with the insatiable desire for intoxicants during the many Larissan holy festivals.

Abilities/Effects: When the stopper is removed a steady stream of alcohol pours forth. The decanter delivers 1 pint of high quality spirits per minute. Any type of (non-magical) alcoholic beverage can be produced, although the decanter cannot reproduce a specific brand or batch. The decanter can produce up to 20 pints of spirits. Once the decanter has reached this maximum, it cannot produce any more alcohol until the next dawn.

Deck of Crazemu

Wondrous item, rare

Description: Most of the cards in this well-worn deck are stained with wine.

History:

During the Shadowed Age, Licinius Dovitoni led a group of bandits that terrorized the eastern coast of what is now the

province of Cafela. Though the merchants and government officials offered hefty rewards for his capture, he became a folk hero to the people of Sulpecci, as he shared his ill-gotten wealth with the impoverished and oppressed. He was particularly popular with the itinerant priestesses of Larissa in the town, his good looks and charm making him welcome in Sulpecci's many brothels.

During one of his robberies, Licinius attacked a procession of travelers and inadvertently killed one of the passengers. The victim was the High Priestess of Larissa, traveling from Savona to the outlying towns and settlements in the region. With her last breath, she cursed Licinius, forever depriving him of the Goddess of Luck and Beauty's favor. Instantly, the handsome young raider's body became twisted, with boils and seeping ulcers covering him. He fled wailing, knowing that his life enjoying the pleasures of the world were now denied to him.

The years of living the life of a hermit slowly drove Licinius mad. In his lunacy, he wrote prayers in supplication to the Divine Harlot, pleading for Her forgiveness on small placards with strange figures on their reverse. His desiccated body was eventually found by a group of explorers, clutching one of the decks of cards he created. Others were found scattered across the cave and they were quickly collected and divided among the group.

Abilities/Effects: While holding this deck, you enjoy a +2 bonus to all Charisma (Persuasion) and Charisma (Deception) ability checks while interacting in a city environment. The *deck of Crazemu* has 3 charges and deck regains 1d3 charges daily at midnight. If the cards are ever purposely split up and moved more than 5 feet away from each other, the deck loses all magical properties until all the cards are reunited.

By spending a bonus action, you may draw a card from the deck and expend 1 charge to gain advantage on your



DECK OF CRAZEMU

next Charisma (Persuasion) or Charisma (Deception) ability check. If you roll 1 on either die, the creature you are persuading or deceiving becomes hostile and refuses to interact with you.

Demonhide Cloak

Wondrous item, legendary (requires attunement)

Description: This crude cloak, repulsive to most people, is created from the uncured hide of an infernal. These cloaks vary as much in appearance as the creatures they are crafted from, but the one thing that remains constant is the general aura of malaise that surrounds them.

History: The first *demon hide cloak* was created during the First Crusade of Light as trophies. The priesthood looked askance at wearing the skins of such abominable creatures, but it was not until over a century later, when the Inquisition found themselves with more power, that the Mother Church declared these items blasphemous and ordered them destroyed on sight. What was a symbol of opposition against infernals became a symbol of devotion, and the Seekers of the Hidden Master sought to save as many *demonhide cloaks* as they could from the Inquisition's cleansing flames. With the opening of the Sealed Lands, some infernal hunters have taken to crafting these items as trophies once again, as priests are reluctant to criticize the brave defenders at the Wall of the Gods.

Abilities/Effects: While this cloak is worn you gain a +1 bonus to your AC and resistance against acid, cold, and fire damage.

Additionally, you can use an action to cast *fear* (save DC 16). Once used, this ability cannot be used again until the next dawn.

Devilskin Knot

Wondrous item, legendary (requires attunement)

Description: A *devilskin knot* appears to be a fist sized knot of tightly wrapped strips of black leather. Upon closer examination, the strips of leather are rough and pebbly, and seem to constantly strain against their current

configuration. In actuality, the knot is created by flaying strips of skin from a captive barbed devil. As the final step of creating the knot, the barbed devil is imprisoned inside the item. The knot constantly writhes and struggles to undo itself as the infernal inside it seeks release.

History: Not all the clergy of Sarish wish to drive the infernals from Arcanis. There are numerous practitioners of magic, including many of Sarish's worshippers, who take unholy glee from binding infernals to their will. The worst of these individuals, known as the Seekers of the Hidden Master, are located in the dark bowels of Canceri, where their twisted pacts with the infernals are smiled upon and encouraged. This secret society wishes to defy the will of the gods, and bring back the Devil-Kings of old, reinstating their rule over mankind as it was during the Time of Terror.

Abilities/Effects: When this item is hurled at a creature the knot explodes into a flurry of tentacles, restraining the creature and sapping its life force. As an action, you can throw the knot at a creature within 30 feet of you. That target must succeed on a DC 15 Dexterity saving throw or become restrained as the knot wraps securely around it. As an action on its turn, a restrained creature may attempt to escape the knot by making a DC 15 Strength or Dexterity saving throw (affected creature's choice). On a successful saving throw, they escape the knot. If the target succeeds on their initial

saving throw or later escapes the knot, it returns to you immediately, dropping next to you if you cannot grasp it.

Once the knot is restraining a creature, as an action you can force the restrained creature to succeed on a DC 15 Constitution saving throw or suffer 2d10 points of necrotic damage. The restrained creature suffers 1 level of exhaustion for every 20 points of damage inflicted by the knot. If the restrained creature dies while affected by the knot, the knot immediately returns to your side.

Whenever the knot deals damage to a creature, roll a d20. On a roll of 1 the barbed devil trapped within breaks free, destroying the knot. This barbed devil is an unbound infernal and is not under your control; it will attack you if it can.



DEMONHIDE
CLOAK

The knot has an AC of 20 and 20 hit points. It regenerates 1 hit point every 5 minutes if it has at least 1 hit point. If the knot is ever reduced to 0 hit points, it is destroyed. Roll a d8. On a roll of 1 the barbed devil is released as above.

Diadem of Mental Clarity

Wondrous item, very rare (requires attunement)

Description: These golden diadems are always set with one or more star sapphires.

History: Karaz val'Abebi was one of the greatest Altherian artisans ever known, and a member of the very Council of Wisdom that petitioned Althares for his First Gift. While his most famous works included the magnificent floating city of Khafré, he was a tireless craftsman who created many of what he called "baubles", which to any other artisan would be masterworks. One of these was the *diadem of mental clarity*. While the diadem was not as great a creation as Khafré, it was perhaps more significant. Several diadems were sold to others, and it was those wearing these diadems that saw through the network of illusions protecting Khafré during its construction and hastened its end.

Abilities/Effects: This diadem has 3 charge and regains 1d3 charges daily at dawn. If you expend the diadem's last charge, roll a d20. On a roll of 1, diadem crumbles to dust.

. While worn if you are affected by an enchantment or illusion spell, you can use your reaction and expend 1 charge to gain advantage on any saving throw to resist the trigger spell's effects.

Dimitri's Dimensional Doorknob

Wondrous item, legendary

Description: This plain doorknob, fashioned from brass, looks like any doorknob that you might find in any villa or manor home across the Known Lands.

History: These doorknobs were first created by Dimitri Fealgren, a gnomish devotee of Cadic. Dimitri used the doorknob for several years to both steal money and food from the rich. Eventually, he perished when he carried a stolen *bag of holding* through the passage he created and was scattered across the Astral Plane.

Abilities/Effects: As an action, you can place this doorknob on any non-magical wall. Once affixed, a standard sized door appears in the wall and can be opened as if it was a normal door. Once you walk through it, the door can be closed and the doorknob removed the other side, causing the door to disappear.

If the wall is greater than 10 feet thick, opening the door reveals a 5 foot by 10-foot alcove or closet. Once you enter the alcove, the doorknob can be removed as normal, but the space created remains and can be hidden in. The alcove holds enough air for one Medium creature to survive for 1 hour.

If an item containing an extra-dimensional space is brought through a passage created by the doorknob, a rift to the Astral Plane is created and the offending item, its contents and the contents of the passageway are scattered onto that plane. If the doorknob itself is placed into an extra-dimensional space, a rift to the Shadow Plane is created and the space, its contents, the doorknob and everything within 10 feet of the doorknob are sucked through into the Shadow Plane.

Dolphin Tabard

Wondrous item, rare



DOLPHIN TABARD

Description: These tabards are embroidered with images of dolphins and decorated with gold trim.

History: In the first centuries of the Coryani Empire many magical items were created for the Coryani legions, but General Maeda val'Ossan found that few of these items served the marine tactics of her Legion of Naeraanth. With the outbreak of the Children's Crusade she was finally able to convince Empress Shar val'Assante that new magical items were needed for her legionnaires. To assist the Legion of Naeraanth in its sea battles against the Black Fleet, the first Dolphin Tabards were created, bearing the symbol of the legion's dolphin standard. To this day, the Dolphin Tabard is a high honor granted only by the Dolphin Guard, the Milandisian successor to the Legion of Naeraanth.

Abilities/Effects: While this tabard is worn you can breathe underwater and have a swim speed of 60 feet. Additionally, while openly worn you gain advantage on Charisma (Persuasion) checks made when dealing with citizens of the Kingdom of Milandir.

Doom Bell of Canceri

*Wondrous item, legendary
(requires attunement to a location [building])*

Description: These are large funerary bells crafted from a glittering blue-black meteoric ore. Each bell weighs over 500 lbs. and must be properly balanced and mounted on its wooden stand.

History: As the Canceri insurrection against the Coryani Empire spread south, Milandisian legions stood against them in the Blighted Mire. In what the Dark Triumvirate regards as a miracle, a Nerothian priestess named Mohana val'Mordane and her outnumbered Cancerese rebels stumbled upon a vein of meteoric ore in that swamp. Struck by a vision from Neroth, the priestess commanded her fellows to mine the ore, from which she crafted the first crude *doom bell*, which slew many of the Milandisians and forced the rest into retreat. To this day *doom bells* protect many Dark Triumvirate churches, and all are crafted from the ore found only in the Blighted Mire. It is illegal in Canceri for anyone outside the Church of the Dark Triumvirate to possess any of this precious ore.

Abilities/Effects: This bell and its stand are a Large object and in order to attune the bell to a building you must place it on the roof of the building or in a bell-tower.

Once attuned, you can use an action to ring the bell while reciting a prayer to the gods of the Dark Triumvirate. When the bell is rung, any living creature within 60 feet must succeed on a DC 17 Wisdom saving throw or suffer 10d8 necrotic damage. After taking this damage, if a creature has 20 hit points or less they are instantly killed. Once used, this ability cannot be used again until the next midnight.

See Location Attunement Sidebar, pg. 103.

Dust of Ephemeral Allies

Wondrous item, uncommon

Description: Contained within a bottle, this dust summons forth a spirit when poured upon the ground.

History: The Forsaken Wastes is a bleak and forbidding place, appearing at first glance to be completely devoid of life. Yet, within its scorched confines there are some

nomads, ascetics, and wild wanderers who manage to eke out a meager and difficult life. They developed these bottles to defend themselves from the dangerous creatures that also pass through the Forsaken Wastes at times.

Abilities/Effects: Each bottle of *dust of ephemeral allies* contains enough dust for 3 uses. As an action, you may pour some dust on the ground to create a beast or beasts as if you had cast *conjure animals*. After you have used the last of the dust, the bottle loses all magical properties.

Dust of Mirages

Wondrous item, very rare

Description: A golden-cream colored glass bottle, shaped as a cat, holds this dust. When the stopper, which is the cat's head, is removed, a handful of dust streams into the air, creating mirages to confound the user's foes.

History: Despite its modern origins, scholars debate who created the *dust of mirages*. Some claim the cat shape of the phylactery that holds the dust points to a Sarishan origin, while some suggest the Troupe of the Final Note or even the elorii. One thing they are quite certain of is that the gnomish mage Reatho Gromajj could not be the creator as he claims. Granted, he does always seem to have a ready supply of the stuff, and no one can remember the dust being available before Reatho began selling it, but most val and humans simply refuse to accept that a gnome could have created something so useful.

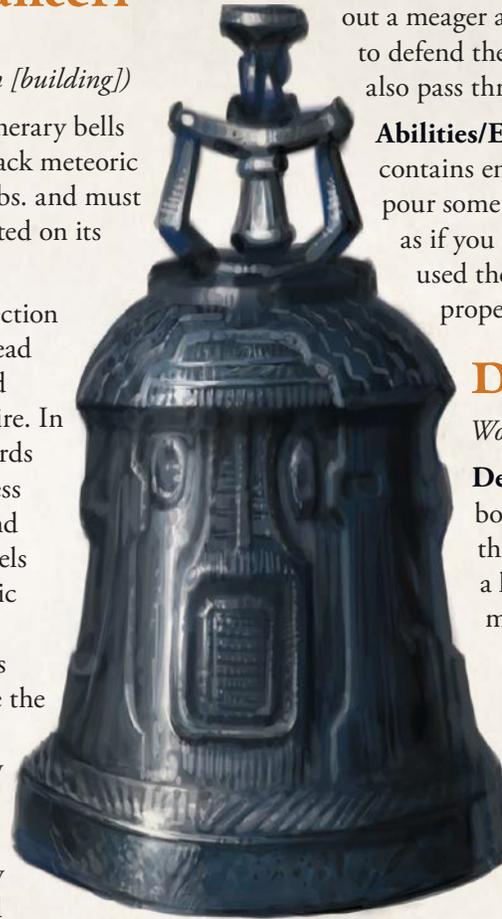
Abilities/Effects: Each bottle of *dust of mirages* contains enough dust for 5 uses. As an action, you, can scatter a use of dust into the air to cast *mirage arcane*. After you have used the last of the dust, the bottle loses all magical properties.

Dust of Size Alteration

Wondrous item, rare

Description: A plain leather pouch contains this dust. At first glance, this dust appears to be a dull grey, but upon closer inspection each grain of the dust randomly shifts in color between white and black.

History: Tradition attributes the creation of this useful magical dust to Cadic himself. According to legend, while Cadic was attempting to woo Larissa he feared that her distaste for him would lead to rejection regardless of his music. Thus, he hid himself and began to play his enchanting song, but when she searched for the musician he used the *dust of shrinking and enlargement* to become small and sneaked away. After three nights of this Larissa



DOOM BELL OF CANCERI

was so entranced by his music, and so longed to meet the musician, that Cadic revealed himself and his wooing of Her began in earnest.

Abilities/Effects: Each pouch of this dust contains enough for 5 uses. As an action, you can sprinkle a use on a creature to cast *enlarge/reduce* (save DC 13) on it. After you have used the last of the dust, the pouch loses all magical properties.

Dust of Warding

Wondrous item, very rare

Description: This slender ebony tube, carved to appear as a stretching demon, holds a single dose of this rare and powerful dust.

History: This dust is rumored to have been created by the Order of the Emerald Flame under the personal direction of the Sorcerer King during the Time of Terror. Use of this dust provided wards against the infernals that conquered the mainland, leaving Ymandragore free of the fell creatures that the Sorcerer-King's own actions had unleashed. Regardless of the truth to that rumor, this dust is most commonly found in the employ of Ymandrakes. Recently, members of the Sanctorum of the Arcane managed to steal the secrets of *dust of warding* from Ymandrakes operating on the Pirate Isles. Since that time the Sanctorum of the Arcane has been able to create a small amount of this rare powder.

Abilities/Effects: Each pouch of this dust contains enough for 1 use. As an action, you can pour this dust on an area or object and cast the *antipathy* spell (save DC 23) on it. This action takes 1 hour. After you have used the last of the dust, the pouch loses all magical properties.

Earring of Awareness

Wondrous item, rare

Description: This item is a small silver earring shaped as a whorled seashell, such as a conch or whelk. When worn, the shell augments your hearing, allowing you to hear one specific conversation in a crowded inn, or even eavesdrop on private discussions occurring in the corner.

History: Many are the people that visit Sweet Savona every day, and deep is the intrigue that lies beneath the city's carefree veneer. Sweet Savona, so called for the ever-present scent of incense, is renowned for its festivals and dedications to Larissa, Goddess of Passion. Indeed,

merchants, nobles, and peasants alike flock to the City of Joy to partake of its delights, pleasures and sins.

Like all cities, Savona does have a business side. With so many visitors from across the Known Lands passing through its gates every day, it's naïve to think the city is all pleasure and no work. Business deals are transacted in darkened warehouses or across tables in smoky tavernas.

Because there is such high merchant traffic through the city, a few enterprising artificers began crafting small baubles to aid in these dealings.

Abilities/Effects: While this earring is worn you gain advantage on all Wisdom (Perception) checks dependent upon hearing.

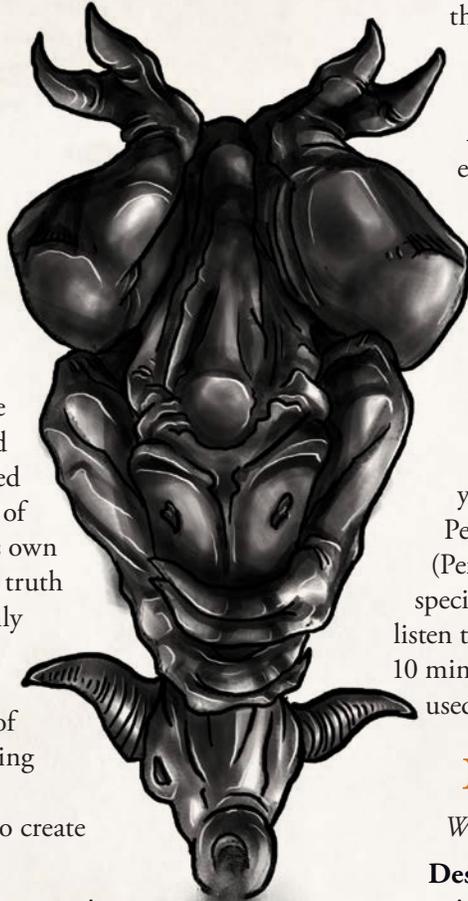
As an action, you may focus your hearing on a particular spot you can clearly see within 30 feet. You can hear anything that would be audible from that spot as if you were physically there. While focusing on this spot, you suffer a -5 penalty to your passive Perception and disadvantage to all Wisdom (Perception) checks on anything that is not specific to the area you are attempting to listen to. You can focus your hearing for up to 10 minutes. Once used, this ability may not be used again until the next dawn.

Eelskin Cloak

Wondrous item, rare (requires attunement)

Description: Each cloak is fashioned from vertical strips of eel hide and lined with oiled sheep-skin for a modicum of comfort. Unfortunately, there is no way to disguise the rancid fish smell that lingers around the cloak. It is easy to spot someone wearing one of these cloaks, due to the conspicuous open space that surrounds them in crowds, rather than because of the cloak's unusual silver color.

History: The precise origins of these cloaks are shrouded in mystery. They almost certainly originated with the Undir of the Western Lands, though where they got them none can say. Some scholars believe they were given these items as a gift by the elorii of Entaris, while others point to their legendary undine ancestors. Regardless, despite their smell, these cloaks are highly prized among Undir fishermen. Indeed, some Undir fishermen wear non-magical eelskin cloaks as a sign of their dedication to their craft. Such an act shows devotion to the sea above social niceties.



DUST OF WARDING

Abilities/Effects: While this cloak is worn you have resistance against lighting damage and advantage on Dexterity (Stealth) checks while under water. While wearing this cloak out of the water you suffer disadvantage on Charisma (Persuasion) checks and give advantage to anyone attempting to locate you through scent.

Additionally, while wearing this cloak you gain the ability to cast the *shocking grasp* cantrip, using Dexterity as your spellcasting ability.

Eloisa's Dancing Shoes

Wondrous item, very rare

Description: These black veldt shoes have a pair of green silk straps that tie up to the knee.

History: Prince Rogan of Milandir, great-uncle to King Osric II, was known as a womanizer and a scoundrel. Despite his reputation, Rogan was at least careful to keep his trysts and sordid affairs out of the court, so as to not embarrass the other members of the Royal Family. However, one of these affairs became rather conspicuous.

A young courtesan from Savona, Eloisa Gevane, caught Rogan's eye. The two began to meet secretly late at night as a playful tryst, but eventually fell in love. Unwilling to keep their romance a secret any longer, Rogan invited Eloisa to a ball as his partner and gave her a pair of wonderful dancing shoes made of the finest veldt and green silk. The reaction of the court was swift and unmerciful. Amidst shouts of outrage and derision, he and Eloisa were forced to leave the ball, shamed and humiliated.

Abilities/Effects: While wearing these shoes you have a +1 bonus to you AC, advantage on all Dexterity (Acrobatics) checks, and advantage on Charisma (Performance) checks made while dancing.

Everburning Coal

Wondrous item, uncommon

Description: This lump of coal glows red-hot without ever extinguishing or being consumed and is usually found in a tin censer.

History: The first *everburning coals* were created by the Nierites during the Theocracy of the Cleansing Flame. To possess and carry one of these coals showed devotion to Nier and to the Theocracy. Conversely, those not possessing the coals were viewed with suspicion. After the fall of the Sword of the Heavens these items were treated with disgust, but soon enough their general usefulness won out. While some Nierites still carry these coals as signs of devotion, for the most part

they are prized for purely utilitarian reasons, particularly among those who travel in the wilderness. It is rare to find a legion without at least a half-dozen of these items on hand to assist in rapid preparation of meals while on the move.

Abilities/Effects: The lump of coal is carried in a small tin censer, and comes with a pair of small tongs sized to handle the lump. If the coal is handled with bare hands it deals 1d6 fire damage. The coal sheds bright light in a 10-foot radius and dim light for an additional 10 feet and can be used to start fires.

Eyepatch of the Corsair

Wondrous item, uncommon

Description: This eyepatch is an oval piece of black leather secured to the wearer's face by long black thong. In the center of the patch are red glyphs that glow menacingly.

History: The infamous Armind One-Eye sailed the Pale Sea in his ship the *Corruptor* for over two decades.

Launching out of the city of Freeport, Armind plied his trade, cutting a bloody swath through merchant fleets and dragging the wretched prisoners to Garundi to sell for slaves. Armind's fierce countenance, scars crisscrossing his face and a ruined left eye, struck fear in the

hearts of his enemies. In return for services rendered, Ymandrake artificers crafted an eyepatch to compensate for his loss. This patch and his bloodthirsty reputation as scourge of the seaways earned Armind his nickname "One-Eye".

Abilities/Effects: You must wear this eye patch over an empty eye-socket to gain any of its benefits or use any of its effects. While this eyepatch is worn, you gain advantage to Dexterity (Acrobatics) and Wisdom (Survival) checks while sailing.

As an action, you may cast *fear* (save DC 16). Once you use this ability, it cannot be used again until the next midnight.

Eyes of Arcane Sight

Wondrous item, very rare

Description: These dark tinted lenses, set in an ivory frame, are said to have been created by Nurion val'Assanté.



EYEPATCH OF
THE CORSAIR

History: The legendary Nurion val'Assanté created these lenses sometime after he had established the Sanctorum of the Arcane. Sanctums were often marked with arcane sigils only visible to those with the magical gift, as a precaution against the Harvesters. Unfortunately, this made it very difficult on Nurion's non-mage allies in the Coryani Senate, whose funding and support were desperately needed. To solve this problem, Nurion created these lenses. Nurion hoped his creation would bring about a closer understanding and kinship between mages and non-mages. In actuality, these items are most sought after by senators and other rich citizens to give to their bodyguards, to protect them from magical attack. Thus, they are often another sign of fear and suspicion against mages.

Abilities/Effects: These lenses have 3 charges. While worn over the eyes, as an action you can expend 1 charge to cast one of the following spells, using your spell save DC *detect magic*, see *invisibility*, *arcane sight*. These lenses regain 1d3 charges daily at dawn.

See Chapter Nine for the new spell, *arcane sight*.

Fan of the Courtesan

Wondrous item, very rare (requires attunement)

Description: Painted silk and stretched over a silver frame, this lustrous fan is in great demand in Sweet Savona.

History: Originally crafted by the 5th century Imperial Arcanist Ipcion, this fan was a gift to the legendary Savonan courtesan Sashastra. The truth of Sashastra's life is hidden behind a maze of rumors, half-truths and outright lies, but the greatest mystery remains her death. Any of her many lovers could have murdered the alluring courtesan, but many believe she was murdered by either His Holy Patriarch Cartalla or Emperor Lucian val'Assanté with the very fan that made her famous.

Abilities/Effects: While this fan is held open before your face, you have advantage on Wisdom (Insight) and Charisma (Deception) checks. This fan has 3 charges and regains 1d3 expended charges daily at dawn. If you expend the fan's last charge, roll a d20. On a roll of 1, the fan loses all magical properties and crumbles to dust.

You may use your action to expend 1 charge to cast one of the following spells, using your spell save DC: *charm person*, *disguise self*, or *suggestion*.

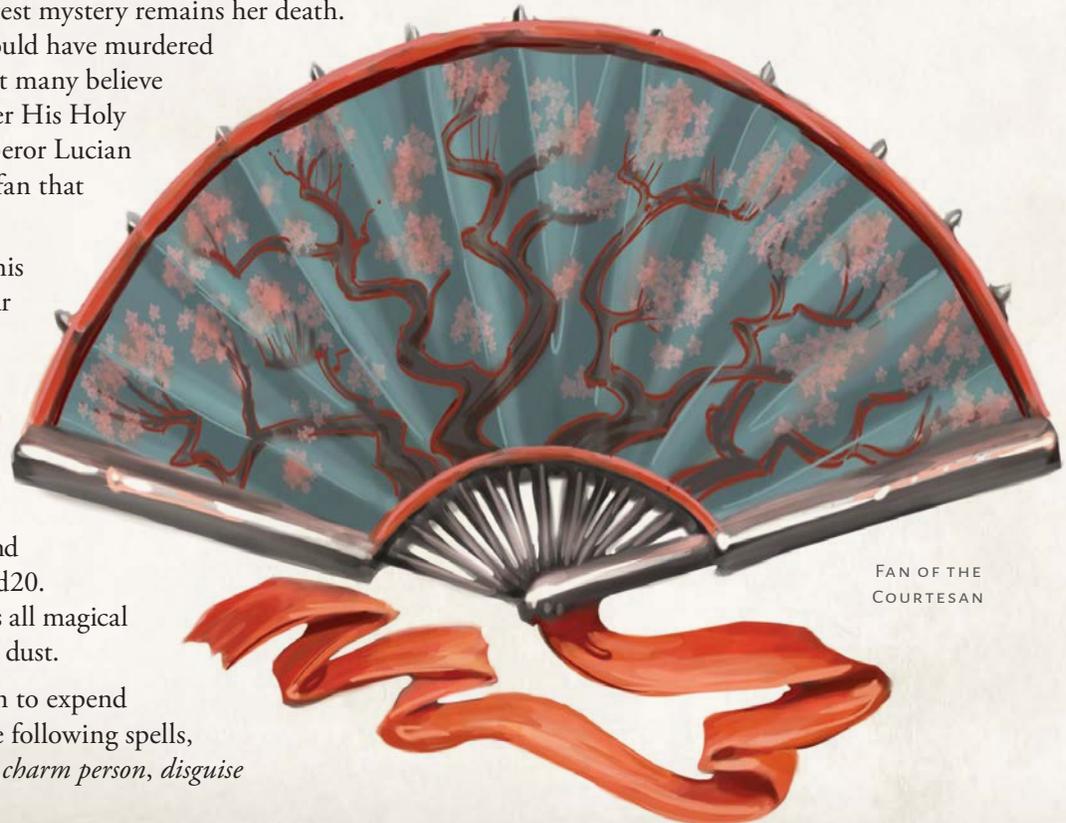
Fan of Voice Throwing

Wondrous item, uncommon

Description: These paper and wooden fans, usually undecorated, are a commonly employed by many traveling performers.

History: In the back-country of Onara, troupes of gnomish nomads often put on traveling shows for needed coin. They cannot perform in the big cities, where they are generally driven out of everywhere but the worst slums, but in the country they can sometimes find a sympathetic audience. Even here, though, it is not uncommon for a group of humans to turn hostile. In such situations, the gnomes will turn to trickery, and one of the tricks in their arsenal is the *fan of voice throwing*. Many gnomish troupe leaders carry such a fan, and are adept at throwing the right phrase to the right place in order to distract an angry mob long enough to pack up the wagons and escape. Tales of how these fans were first created are as varied and colorful as the gnomish performers themselves.

Abilities/Effects: This fan has 6 charges and regains 1d4+1 expended charges daily at dawn. If you expend the fan's last charge, roll a d20. On a roll of 1 this fan loses all magical properties and crumbles to dust. When this fan is held open in front of your lips, as a bonus action you may expend 1 charge to throw your voice to a location within 30 feet of you that you can see. Anyone who can hear your voice may attempt a Wisdom saving throw (DC 18) to recognize that the voice originates from you and not from where you threw it to.



FAN OF THE
COURTESAN

Figurines of Wondrous Power

Wondrous item, rarity by figurine

Description: Each of these figurines is a statuette of a creature, small enough to fit in a pocket.

Abilities/Effects: If you use an action to speak the command word and throw a figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It also reverts to its figurine form if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its ability to become a creature can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Adamantine Ants (rare): These ants come in a small steel case which holds twelve half-inch long figurines. They can become giant ants that are each able to lift 35 pounds for 4 hours. You must activate all the ants of the set at once. Once used, these figurines cannot be used again until 2 days have passed.

Adamantine Spider (very rare): Originally the work of the Vyhrnil family of Capharra, this tiny figurine is in the

shape of a spider with eight sapphires for eyes. It can turn into a giant spider for 4 hours. In addition to its other stats, this spider can make a single 10-foot by 10-foot waterproof shelter per day out of spider silk. Making this shelter takes 1 hour. Once activated this figurine may not be called upon again until 7 days have passed.

Bone Leviathan (very rare): This item is carved from the baleen of a whale. When placed in a body of salt water at least 1 mile across, it can be activated to become a baleen whale for 24 hours. This whale can carry up to 6 medium sized creatures across the water. You cannot control this whale, and it will not necessarily take the most direct route across the water but will not dive if it has creatures on its back. Once it has been used, it cannot be used again until 2 days have passed.

Whale

Huge beast, unaligned

Armor Class 12 (natural armor)

Hit Points 76 (8d12 + 24)

Speed 40 swim

STR	DEX	CON	INT	WIS	CHA
22 (+6)	12 (+1)	16 (+3)	2 (-4)	11 (+0)	6 (-2)

Senses passive Perception 10

Languages —

Challenge 4 (1,100 XP)

ACTIONS

Bite: Melee Weapon Attack: +8 to hit, reach 5 ft., Hit: 22 (3d10 + 6) bludgeoning damage.

MAKING FIGURINES INTERESTING

Items benefit from backstories, adding depth and creating possible role-playing and adventure hooks. Below is an example, featuring a backstory for the *brass monkey figurine*:

Discovered by an intrepid pair of brothers, Licinius and Gaius Severin of Paldaris, these two renowned explorers made a name for themselves as unstoppable warriors during their years of service with the Shining Patrol. After finishing their terms of service, the two brothers left to explore the many legends and rumors they heard from their fellow Patrolmen.

One such rumor, a mere whisper of a clue, sent them high into the Corlathian Mountains in search of the Lost City of Mattawab and the Temple of the Monkey God. Funding their expedition through rich merchants as a supposed venture to find new passes through the mountains, the two brothers eventually stumbled upon an ancient trail leading down into a secluded valley.

Following the trail, the two brothers found an ancient, overgrown temple that was surrounded by hordes of monkeys and apes. The simians seemed friendly and made no hostile actions toward the explorers. While examining the ancient writing upon the walls of the temple, Gaius happened upon a small brass figure of a monkey resting inside a niche of the wall. Picking up the figure, he wiped away the green verdigris covering the little figure, and immediately everything changed. The once friendly simians now rose in anger and charged the two brothers. Fleeing for their lives back down the trail, the two were pursued until they left the small valley in which the temple resided.

After returning to civilization for supplies and additional men, the Severin brothers ventured back into the mountains determined to probe the secrets of the ancient temple. Unfortunately, after months of searching they failed to find the trail to the temple again. Only the small *brass monkey figurine* proved that they ever found such a place.

Gaius named the figurine M'wag, and it is quite friendly, but becomes hostile and unresponsive if asked about the valley or temple. Indeed, the creature will not speak freely about the temple or its whereabouts to anyone.

Brass Monkey (very rare): This figurine is a one-inch tall statuette of an ape, sitting on its haunches with its hands resting upon its knees. Carved entirely from brass, the figure is remarkably detailed although a veneer of corrosion mars its otherwise perfect surface. When activated, the figurine becomes an ape that can understand any language known by the owner as if it had an Intelligence score of 10 for up to 4 hours. Once activated this figurine may not be called upon again until 7 days have passed.

Emerald Hedgehog (uncommon): First created by the pilgrim Virega val'Abebi during his travels in the Blessed Lands, this small item is carved from an emerald the size of a normal hedgehog. Each spine is individually carved and small black pearls are inlaid as its eyes. The figurine can become a hedgehog for up to 4 hours. You can command the hedgehog mentally and it has 3 charges. As an action, the hedgehog can expend 1 charge to release its quills in a 5-foot square. This 5-foot square is now considered to be filled with caltrops. Once activated this figurine may not be called upon again until 1 day has passed, and recovers all used charges daily at dawn.

Hedgehog

Tiny beast, unaligned

Armor Class 11

Hit Points 2 (1d4)

Speed 30 swim

STR	DEX	CON	INT	WIS	CHA
3 (-4)	14 (+2)	12 (+1)	4 (-3)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses passive Perception 13

Languages —

Challenge 0 (10 XP)

SPECIAL TRAITS

Spined Defense: Any creature that attacks the hedgehog with an unarmed attack or natural attack (such as a bite) or grapples the hedgehog suffers 1d4 piercing damage.

ACTIONS

Bite: Melee Weapon Attack: +4 to hit, reach 5 ft., *Hit:* 2 (1d4) piercing damage.

Jade Scorpion (rare): This jade figure is carved as a scorpion with stinger and claws raised. It can become a giant scorpion for up to 4 hours. Once activated this figurine may not be called upon again until 7 days have passed.

Obsidian Monkey (very rare): Believed to originate from somewhere far to the south, these obsidian figurines were brought to the Known Lands by a crazed gnome who babbled incoherently about gigantic maze with people trapped and living therein. This figurine can turn into a baboon for 4 hours. The baboon has advantage on all Dexterity (Stealth) checks, and animates with a dagger that it somehow has proficiency with. Once activated this figurine may not be called upon again until 4 days have passed.

Sapphire Serpent (very rare): Crafted by ssanu artisans, this tiny serpent is carved from a sapphire with eyes made from fire opals. The figurine can become a large constrictor snake for 4 hours. Once activated this figurine may not be called upon again until 4 days have passed.

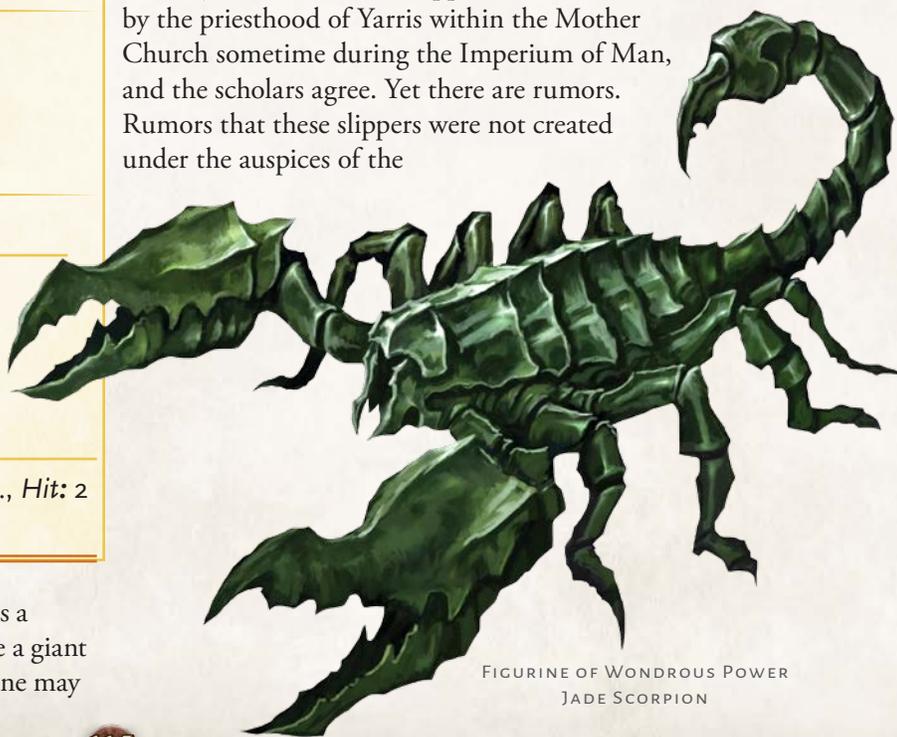
Slate Monkey (very rare): Derived from the much rarer *brass monkey figurine*, these stone chimps have the ability to turn into a baboon for 4 hours. The baboon speaks and understands any language known by the owner and has advantage on all Intelligence (Investigation) and Wisdom (Perception) checks. Once activated this figurine may not be called upon again until 2 days have passed.

Fins of Yarris

Wondrous item, very rare

Description: These oddly shaped slippers flatten and widen towards the toes to a width of about six inches. They appear to be made from a very tough grayish leather of some unknown sea mammal. They smell of brine, and if someone puts their ear to the opening, they hear the sounds of waves.

History: Officially these slippers were first created by the priesthood of Yarris within the Mother Church sometime during the Imperium of Man, and the scholars agree. Yet there are rumors. Rumors that these slippers were not created under the auspices of the



FIGURINE OF WONDROUS POWER
JADE SCORPION

Mother Church. Rumors that they predate the Imperium. Rumors that they were first crafted by humans who dwelled on Onara before the Pantheon of Man arrived, and yet nonetheless still worshiped Yarris. Rumors that those who frequently wear these slippers often simply dive into the waters off the coast of Salantis, and are never seen again. Strangely enough the few scholars who have ever given credence to these rumors have either immediately retracted their statements, or have been found to be heretics and liars, and swiftly silenced.

Abilities/Effects:

When worn and submerged in water, these shoes become flippers, giving you a swim speed of 60 feet. Additionally, you grow a set of gills allowing you to breathe underwater and you can see through water as if it were normal air. Lastly, you can speak with any aquatic creature as if you had cast *Speak with animals*.



FINS OF YARRIS

Fire Beads

Wondrous item, rare

Description: Appearing as a common, unpolished bloodstone, this small scarlet sphere is warm to the touch.

History: The first *fire beads* were created by the Order of the Emerald Flame for the Sorcerer King, and were used by Ymandragore during the Children’s Crusade. The ability of even the most mundane Ymandrake troops to create explosions went a long way toward their initial victories in that war. As the tide turned, however, many *fire beads* were recovered by the Coryani. Once the principle behind them was understood, Coryani mages began creating them as well. Today they are found throughout Onara.

Abilities/Effects: When thrown against a solid surface within 30 feet, these beads explode, forcing all creatures within 10 feet to make a DC 15 Dexterity saving throw. On a failed save, a creature takes 5d10 fire damage and falls prone, or half as much damage on a successful one.

Fire Gloves

Wondrous item, rare

Description: These thick gloves are made from smoky-grey colored leather and are emblazoned with a fine tracery that mimics flames.

History: *Fire gloves* were first created by Victus Publius, a Coryani battlemage, secret Nierite, and member of the Order of the Hidden Flame. For some generations, only a few pairs of *fire gloves* existed, and only exclusively within the Order of the Hidden Flame. Then, after the re-integration of worship of Nier into the Mother Church by Emperor Calceustus val’Assante, many worshipers of Nier in the Coryani Empire became public. In gratitude, they gifted the Emperor with five pairs of *fire gloves*. The Emperor gave three as gifts to favored servants, but he had his artificers study the other two. Since that time, these items have slowly been becoming available throughout the Coryani Empire and beyond. To wear them is considered a badge of honor by Coryani Nierites.

Abilities/Effects: These gloves have 3 charges and regain 1d3 expended charges daily at dawn. If you expend the gloves’ last charge, roll a d20. On a roll of 1 the gloves lose all magical properties and crumble to dust.

While wearing these gloves, you can expend 1 charge as an action to cast one of the following spells, using Charisma as your spellcasting ability: *burning hands*, *scorching ray*, *Nier’s blade*.

See Chapter Nine for the new spell *Nier’s Blade*.

Flagon of Conviviality

Wondrous item, rare

Description: A large metal carafe, engraved with depictions of the peace ceremony it was meant to commemorate.

History: The first of these flagons was crafted in Solanos Mor to commemorate the one-hundredth anniversary of peace between the Solani and Encali dwarves. Since that time, replicas of the original have become a common gift of truce between nations and different factions. Many of these items can now be found amongst lost treasure hordes, sacked ruins and other forgotten places, as the flagons have survived the alliances they were crafted to commemorate.

Abilities/Effects: If you serve wine from this flagon, all creatures within 30 feet must make a DC 15 Wisdom saving throw or have their attitudes adjusted one step towards friendly. This effect lasts for 1 hour, upon which time the creature's attitude returns to its previous state.

Flask of Verdant Glory

Wondrous item, uncommon

Description: This simple ceramic flask, engraved on one side with the holy symbol of Saluwé.

History: In the fourth century Quintina val'Dellenov, a priestess of Saluwé, disappeared in the Golden Boughs of Saluwé. She emerged from the forest's edge months later, entirely mad. She carried with her the first flask of verdant glory. The details of her ravings remain a closely kept secret of the val'Dellenov family, but her madness was declared to be holy, and the potion she carried with her was deemed to be a gift from Saluwé herself. Since that time flasks of the green elixir with its faint smells of mistletoe and honey have become so common that most priestesses of Saluwé carry them.

Abilities/Effects: As an action, you can fill this flask with fresh, clean water or a vial of holy water.

After filling the flask, you can drink it as an action to regain 2d10 hit points. Once this ability is used, you cannot use it again until the next dawn.

Garment of the Hidden Gift

Wondrous item, rare

Description: See below.

History: For centuries the vile Harvesters of Ymandragore have hunted and collected people from the Known Lands who were born with the gift for arcane magic. The Sanctorum of the Arcane was founded to protect those so gifted, so that they might gather and train in safety with their peers. Still, the Harvesters have many means of detecting these arcane manipulators, and a mage outside the shelter of a Sanctorum can fall prey to their traps. As a further precaution, the Sanctorum developed the garment of the hidden gift. The garment's

lack of any magical emanations shields the wearer from the scrying of the Harvesters.

Abilities/Effects: This garment can be any article of clothing, from a scarf to a cloak. While wearing this garment, you are under the effects of a *nonetection* spell.

Gauntlet of Immaculate Defense

Wondrous item, rare

Description: This single gauntlet is forged from metal plates, adorned with black crystals over the knuckles and forearms, and lined with fine black leather. Bound together by black chains, these gauntlets appear to be heavy at first glance, but are as light as leather gloves.

History: The Legio Anguis Reptatus holds claim to the honor of having developed this protective item. However, they now see widespread use amongst the Coryani battlemages who serve within the mighty Legions of Coryan.

Abilities/Effects: While wearing this gauntlet you gain a +1 bonus to your AC.

Gauntlet of the Yh'gi

Wondrous item, rare

Description: These heavy leather gauntlets are colorfully stitched and embroidered with images of soaring raptors.

History: Kio are people of the sky; this is attested to in all their histories. While some may scoff at the idea of sky kingdoms, those who believe the fabled Kio homelands to be real hold up the *gauntlet of the Yh'gi* as proof. According to legend, these gauntlets were not fashioned on Onara, but rather on the floating sky kingdoms from whence the Kio came. It is said that these falconer's gloves tap deep into the soul of a Kio, and that the spirit hawk they manifest is not a summoned creature, but rather the manifestation of a Kio's connection to the sky. The fact that non-Kio can still use these gauntlets does not seem to dissuade the true believers.

Abilities/Effects: While worn, as an action you may call forth a spirit hawk. This creature possesses the regular statistics of a hawk and has resistance to nonmagical bludgeoning, piercing, and slashing damage. Your hawk remains active until it is reduced to 0 hit points or dismissed as a bonus action. You cannot call forth another spirit hawk while you have one active.



GAUNTLET OF
IMMACULATE
DEFENSE

While you are within 100 feet of the hawk you may communicate with it telepathically or use an action to see through its eyes as if they were your own. While looking through your hawk's eyes you fail all ability checks based on your own sight.

Once you call forth a spirit hawk, you cannot do so again until the next dawn.

Gauntlets of Force

Wondrous item, very rare (requires attunement)

Description: These heavy gauntlets typically consist of polished steel plates adorned with iron studs over the knuckles and around the wrists. Closer examination of the leather along the palms will show two designs, which form a complete Rune when both palms are held side by side.

History: Helmut Steinhauer, or Helmut the Fraud as he was later known, first came to prominence in Moratavia in the ninth century. He claimed his life of asceticism and poverty granted him mystical martial arts techniques that allowed him to fire bolts of force from his hands, and he demonstrated this at small villages in the Milandisian countryside. He gathered followers among the credulous, none of whom he showed his abilities, but that did not stop them from signing over their possessions to join his "Order of the Joined Palms". As his reputation grew, however, those with more experience than Milandisian farmers quickly identified that Helmut's powers came from the magical gauntlets he wore, and not from any internal discipline or enlightenment. Helmut the Fraud fled with his ill-gotten wealth, but his gauntlets were left behind, and later duplicated by Milandisian artificers.

Abilities/Effects: While wearing these gauntlets, you may fire bolts of force as a ranged weapon attack. You are proficient with these bolts of force which have a range of 20/60 and deal 1d6 bludgeoning damage.

As an action, you may focus the power of both gauntlets upon a single target within range. If you hit your target with a successful ranged weapon attack, your target suffers 5d8 bludgeoning damage and must make a successful DC 15 Strength saving throw or be pushed 15 feet away from you and fall prone. Once you use this ability you cannot use it again until the next dawn.

Gem of Sarish's Oath

Wondrous item, very rare

Description: This small green gem is marked with the holy symbol of Sarish.

History: The first *gems of Sarish's oath* were created by Jarel, Master-Smith of the dwarven enclave of Encali. Jarel had long been fascinated with the swords created in the nearby enclave of Solanos Mor. He made a number of gems

during his studies of the work of the dwarf Master Elebac, in the hopes that he might achieve a synthesis of gem and sword that would lead to the creation of the perfect item. Eventually, Jarel's jealousy of Elebac's skill consumed him, and after a botched betrayal of the rival smith, his fingers were permanently crushed by the Reavers of Bealak Gempor. Since that time *gems of Sarish's oath* have been created by Jarel's former apprentices, but none quite match the beauty of the originals.

Abilities/Effects: This gem must be set into the pommel of an edged weapon, requiring a DC 20 Dexterity (jeweler's tool) or Dexterity (smith's tools) check. Once set, this gem cannot be removed.

A weapon with this gem becomes a magical weapon. As an action, you may stare at an enemy within 30 feet and cut your own hand with this blade, reducing your hit point maximum by 4. You must also recite "*I swear by my blood and by Sarish that I will slay thee*". This focuses the blade on your chosen target.

Every time you strike a creature the blade is focused on, you deal an additional 1d6 force damage. You may not recover the any sacrificed hit points through any means or focus your blade upon a new target until your original target has been killed.

Gerrard's Luxurious Pavilion

Wondrous item, very rare

Description: On the outside this pavilion appears to be a regular campaign tent and weighs 25 pounds.

History: Gerrard val'Ossan, a Milandisian court mage of some repute, was notorious as a seeker of comfort. Always looking for the easiest way to perform any given task and going out of his way to travel in the most comfortable way possible. When he was forced to go on campaign during the Heretic War, he developed a means by which he could enjoy the comforts of his extensive waterfront estate while in the depths of dreary Canceri. Many copies of this enchanted pavilion were commissioned by rich nobility since that time, who use it to flaunt their status.

Abilities/Effects: By placing this tent on the ground and speaking the command word as an action, the pavilion assembles itself into lavish quarters within 1 minute. The interior of the pavilion consists of four 10-foot by 10-foot rooms, all of which are comfortable and dry, regardless of the weather outside. Each room is furnished with exquisite furniture and accessories (beds, tables, cushions, etc.), and any food stored within the pavilion is kept fresh while the pavilion is not in use.

The pavilion has an AC of 12 and 50 hit points. If reduced to 0 hit points, it loses all its magical properties except for its ability to be collapsed. Once collapsed, it cannot be

assembled again for 7 days, after which time it recovers all its hit points and can be used as normal.

Girdle of Mârok

Wondrous item, very rare (requires attunement)

Description: This belt is made from hundreds of tiny granite plates that are magically held together to form a band of moving stone.

History: The elorii of Belestor crafted five great artifacts, one for each of their gods, during the height of their empire. For Mârok, the greatest Mârokene artificers crafted a girdle that granted tremendous power over the element of earth. While only one such artifact was ever created, and subsequently lost in the fall of Belestor, it inspired elorii artificers to create the *girdles of Mârok* in lesser imitation. Because the original girdle was lost during the Great Betrayal, these items became symbols of what the Elorii had lost to the humans. The Mârokene who sacked the First City at the fall of the Theocracy of the Cleansing Flame wore *girdles of Mârok* proudly during their inexorable march of vengeance.

Abilities/Effects: While wearing this belt, your Strength score becomes 19. This ability has no effect if your Strength is already 19 or higher. In addition, while you are wearing this belt and in direct contact with the earth, you gain resistance to acid damage.

Girdle of the Grand Gladiator

Wondrous item, very rare (requires attunement)

Description: This girdle is made of seven steel and gold alloyed plates, each embossed with scenes from the victories of the gladiator for whom it is made, and set with precious gemstones on a belt of mesh. This belt is truly glorious to behold.



GIRDLE OF THE GRAND GLADIATOR

History: It was Carrok the Black, one of the greatest gladiators ever to bloody the arenas of Sicaris, who commissioned the first *girdle of the grand gladiator*, engraved with his many victories. Having won his freedom and his fortune many times over, Carrok fought for love of the arena. He was a larger-than-life figure, known for his grand theatrics and many public feuds and rivalries with other

gladiators, prompting many grudge matches.

When Carrok finally retired, one of the few gladiators to do so, others with the means sought to cash in on his fame by having their own girdles made, emblazoned with their own

victories. It was these later gladiators

that began the tradition of keeping and wearing the girdles of any opponents slain in the arena, thus ensuring the legends of the fallen would

never vanish.

Abilities/Effects: As long as you are not wearing any armor, when you wear this belt your AC is equal to 14 + your Dexterity modifier. In addition, you gain advantage on Charisma (Intimidate) checks while this belt is worn.

Gloves of Arcane Manipulation

Wondrous item, very rare (requires attunement by an arcane spellcaster)

Description: These plain and undecorated gloves consist of thin leather and seem to lack stitching of any kind, as if they have been created from the flayed skin of someone or something's hands.

History: It is rare for a magical item to be created by someone without spellcasting talent, but such is the origin of gloves of arcane manipulation. Niloc of Semar was

one of the most prolific archeologists, some would say tomb robbers, ever to be part of the Emerald Society. His many expeditions led to nearly as many near-death experiences. Finally,

weary of constantly being a target for every magical trap devised by an ancient civilization, Niloc began a study of magical artificing to find a way to better protect himself. The result was *gloves of arcane*

manipulation. It was not until long after Niloc had entered a Myrastian tomb and never returned that spellcasters discovered the gloves' secondary ability of storing spell levels, something Niloc's notes referred to as an "odd tingling sensation" that would have to be "fixed in a later design".

Abilities/Effects: While these gloves are worn, if you are targeted by a spell that only affects you (not a spell with an area of effect) you may, as a reaction, gain advantage on that spell's saving throw. If you roll a 20 on this saving throw, and the spell is of 5th level or lower, you absorb the spell's power into your gloves. You may use the absorbed spell's spell slot, instead of one of your own, for 1 minute. Once these gloves have absorbed a spell they may not do so again until the next dawn.

Gloves of Shadow Storage

Wondrous item, rare

Description: These unremarkable gloves appear to be just other pair of well-worn gloves, except for the inner lining of the palm upon which is inscribed a unique glyph.

History: First appearing in the Shadow Towns of the League of Princes, it is believed that these gloves may have been recovered from an ancient tomb or recovered ssethric treasure trove. Regardless, their clear utility in both larceny and espionage all but guaranteed their reproduction and sale by gifted runesmiths and arcanists alike.

Abilities/Effects: While worn, as a bonus action you can store any item with a weight of up to 10 pounds in a small pocket in the Shadow Plane. You can retrieve this item with another bonus action. Each glove can only hold 1 item at a time. Due to the way these gloves store their items, these gloves may be safely transported through Ansharan portals or even stored extra dimensional spaces such as a *bag of holding*.

Gloves of Skillful Manipulation

Wondrous item, very rare (requires attunement)

Description: These fine gray gloves are crafted from the softest leather and cover the owner's hands to the wrist. The leather has been expertly tooled with images of exotic birds.

History: First appearing upon the hands of Nedra of Old Coryan, the exact origin of the gloves remains a mystery. Some speculate that they were a gift from an amorous mage, while others figure they were a payoff from the same source. Nedra's own origins are also wrapped in mystery, but it is believed that the charismatic raven-haired beauty was born a street urchin. How she spent her early years no one truly knows, but by age 15, she had become one of the

most feared members of Old Coryan's underworld. Nedra dealt in secrets and everyone has something to hide. She was somehow able to steal documents through windows no larger than the documents themselves. Even secure and locked chests were no obstacle. A blackmailer discovered that the padlock on his office chest had been picked, opened, and valuable documents stolen, all with no sign that Nedra had ever entered the room. Footprints were found at the window outside, but the window itself was far too small for even a child to fit through.

By the time she was a young woman, her influence had grown to the point where Emperor Almeric val'Assanté offered her a position in the Imperial Court. Nedra was granted lands and title, and upon her deathbed she left all her worldly possessions to her daughter. The family fortune, including the gloves that Nedra so carefully kept secret, have been passed down through the generations.

Abilities/Effects: These gloves have 3 charges. While worn, as an action you may expend 1 charge to conjure a pair of disembodied ethereal gray hands. These hands can appear anywhere within 30 feet of you and mimic the exact movements of your own hands; they even possess a sense of touch. You can perform any tasks or skills you could normally do with your own hands with the disembodied hands except that they cannot attack or lift more than 5 pounds. These hands have a range of 60 feet.

The gloves regain 1d3 expended charges daily at dawn

Gloves of the Diplomat

Wondrous item, very rare

Description: This item is an ornate pair of white gloves made from the finest calf hide. Patterned in silver thread with the symbol of Sarish, these well-crafted gloves cover the wearer's hands to wrist. Their true power comes into effect whenever the wearer is involved in a deal of a diplomatic nature.

History: The first pair appeared in the early 11th century on the hands of Rofel Ovidius val'Mehan of Coryan. Rofel's sensible words and skills at oration allowed him to rise quickly through the ranks and gain a position of prestige in the Imperial Court. Rofel's powers of persuasion were well known, and as a diplomat he had no peer. Emperor Aurelius appointed Rofel ambassador (diplomatic legate) to Canceri, a perilous post that he held for twenty years. Rofel did much to improve relations between the two countries.

Soon after Rofel's death, these gloves passed on to a new ambassador, Asten Ovidius val'Mehan. Unlike his predecessor, the young, and some would say naïve, Asten quickly fell prey to the machinations of Cancerean politics and has been missing for several years. More recently, these or a similar pair of gloves have been seen



worn by a val'Mehan emissary who was appointed a Coryanidiplomatic legate.

Abilities/Effects: Any time you shake hands with another intelligent creature while wearing these gloves, that creature they must succeed in a DC 14 Wisdom saving throw or suffer disadvantage on all Wisdom (Insight) and Charisma (Deception or Persuasion) checks for the next hour when dealing with you and your allies. If they succeed on their save, the creature becomes immune to the glove's effects for 1 year. Any creatures affected by the gloves must also make a successful DC 18 Intelligence saving throw to become aware of the magical influence of the gloves. If they fail, they are unaware of the gloves' effects.

Gloves of the Mortis Ceres

Wondrous item, rare (requires attunement)

Description: These bone-white gloves, woven from thick strands of spider silk, come to just above the wrist.

History: The first of these gloves were created during the height of the Myrastian Empire by worshipers of Mahememnûn, the Myrastian god of the underworld. When the Second Crusade of Light brought the Myrastians under Coryani rule, these items were discovered by Ventakan Nerothians attached to the Legio Mortis Ceres. Realizing that the Mother Church would consider an item dedicated to a foreign god blasphemous, but not wishing to give up their extensive power, the Nerothians renamed them the *gloves of the Mortis Ceres*, and claimed to have invented the gloves themselves. Some of these Nerothians later returned to Ventaka, and in the modern day, it is these Nerothians and the priests of Mahememnûn of the Abessian Dominion who continue to create the gloves.

Abilities/Effects: These gloves have 3 charges and regain 1d3 expended charges daily at midnight. If you use the gloves' last charge, roll a d20. On a roll of 1, you gain 1 level of exhaustion and the gloves gain 1 charge as they pull upon your life force to power their effects.

While these gloves are worn, you may expend those charges to use the following abilities.

Feed upon the Soul: You may use an action and expend 2 charges to cast *vampiric touch*, using Charisma as your spellcasting ability.

Power of Death: While casting a necromantic spell you may expend 1 charge as a bonus action to increase the spell level by 1.

Feed upon the Dead: As a bonus action you may expend 1 charge to cause a single undead with a CR of 1/4 or less within 30 feet of you to be reduced to ash, granting you 10 temporary hit points. These temporary hit points remain for 1 hour.

Gloves of the Scoundrel

Wondrous item, uncommon

Description: These gloves are made of soft and supple black leather that fits snugly around the wearer's hands. The back of the gloves is lightly rippled, while the palms are smooth and easy to grip things with.

History: These gloves first became known after a rash of pickpocketing and thievery in Savona. When the gang of thieves was rounded up, it was discovered that they all wore gloves that magically improved their abilities. Several curious artificers attempted to track the gloves' origins, finally finding the black-market dealer who had first sold the gloves in Savona. He said he had received them from a thief, but that thief was found poisoned. No other evidence was apparent, and the poisoning had all the signs of a professional assassination. Recently the Emerald Society has claimed to have found similar gloves in the ruins of the First City, identical to the Savonan gloves save for their age and the inclusion of an obsidian disk embroidered into the leather.

Abilities/Effects: While worn, these gloves grant advantage on Dexterity (Sleight of Hand) checks and you may cast *mage hand*.

Gris-Gris Bag

Wondrous item, uncommon or rare

Description: This woven satchel always seems to contain exactly what a hedge mage needs.

History: The gris-gris bag is one of the oldest magic items known, perhaps as old as magic itself. When Sarish first gifted arcane magic to mankind, so says the legend, he gave its secrets to only a chosen few. From these few, five were chosen to wander the land and find other humans worthy of learning the secret power. They each created a woven bag and filled it with whatever useful and magical things they discovered on their journey. By the time their journey was finished, the bags had become magical in their own right. Though the original five bags were lost long before humans came to the Known Lands, their many imitations are still prized among hedge mages.

Abilities/Effects: An uncommon *gris-gris bag* is considered both an arcane focus and a set of alchemist's supplies. The rare versions of these bags allow you to reach into the bag as an action and draw forth any uncommon or rare potion, or an alchemical item worth 100gp or less. This item must be used within 1 minute or it crumbles to dust. Once an item is drawn from the bag, you may not draw forth another until the next dawn.

Hairpins of Prehensile Coiffure

Wondrous item, very rare (requires attunement)

Description: These are two long-needle hairpins with enameled butterflies as handles. While worn, the wearer's hair grows into a thick, luxurious mane of hair that cascades in graceful curls to the small of the wearer's back.

History: These pins were crafted by the Laerestri Osalikene mage Yanavalas as a gift to her longtime associate, a Larissan priestess whose long curls were shorn during an ill-fated excursion into Canceri. Upon her return to Savona, the use of stylish hairpins caught on and within a year, they were the height of fashion. To this day, it is impossible to find many prosperous ladies of Savona walking the streets with a mundane version of these hairpins.

Abilities/Effects: This hairpin may be used as a magic dagger. While it is worn, you may use an action to cause your hair to grow out up to 10 feet in length and split into 4 independent appendages. These appendages remain active for 5 minutes or until they are reduced to 0 hit points. Once animated your hair may not be animated again until you complete a long rest.

Your hair appendages are magic bludgeoning weapons with the finesse quality; they deal 1d6 magical bludgeoning damage with a successful attack. Additionally, may spend a bonus action to use your hair appendages while grappling, granting you advantage on all Strength (Athletics) and Dexterity (Athletics) checks made to establish or during a grapple.

Each appendage may be independently targeted and has AC 14, and 20 hit points; they share all your other attributes. You may also use these appendages to perform delicate tasks, such as writing or picking a lock, but these actions are performed with disadvantage.

Harness of Carrying

Wondrous item, uncommon

Description: This sturdy harness of tooled leather is large enough to buckle on over armor.

History: In the sixth century Cael, the newest apprentice to an Encali master smith, grew weary of being constantly used for manual labor and forced to help merchants load crate after crate of her master's merchandise into wagons. Late at night, and cautiously so as to avoid being caught by her master, Cael created the first *harness of carrying*. When she defiantly used the harness during the next day's labor her master was impressed, and reassigned Cael to the workshop where she belonged. He also took credit for Cael's creation, and became a very wealthy dwarf.

Abilities/Effects: While wearing this harness your Strength score is considered 4 points higher for determining what you can lift or carry.

Harness of Hauling

Wondrous item, very rare

Description: This heavy leather harness is designed to fit around the front of a horse, but can be adapted to any other Medium or Large mount.

History: Found by the Emerald Society explorers in the ruins near sunken Myrantis, it is believed that these harnesses were created by that ancient land's fell sorcerers. They speculate that it allowed their beasts of burden to move the immense black basalt blocks that make up the cyclopean ziggurats that dot that region.

Abilities/Effects: A beast wearing this harness has their Strength score increased by 2, to a maximum of 20. If you are using the encumbrance variant rule, a beast wearing this harness can carry up to 10 times their Strength before being encumbered and up to 20 times their Strength before being heavily encumbered.

Headband of Delusion

Wondrous item, rare (requires attunement)

Description: This headband is made of pyrite and studded with three pieces of quartz.

History: The age of eloran rule was a time of great peace, but that did not stop Parados, an Ardakene priest, from seeing danger around every corner. His fellow elorii tried to soothe his paranoia, but over the centuries it merely grew stronger. He crafted many items for his protection, but few of them served any useful function. One of the few that did he called the *headband of invincibility*. He wore it everywhere, but it did not diminish his fears. He died before reaching his first millennium, slain by a bolt of lightning. His most famous creation is now called the *headband of delusion*, and has become a cautionary tale.

Abilities/Effects: This headband has 3 charges; when the last charge is expended the headband crumbles into dust.

While wearing this headband, you may use an action and expend a charge to gain a limited form of regeneration, healing 5 hit points of slashing, piercing, or bludgeoning damage at the beginning of every turn for 10 turns. Additionally, if you are ever reduced to 0 hit points or less you automatically succeed on your first death saving throw and regain 5 hit points at the beginning of your next turn.

Headdress of Osalian

Wondrous item, uncommon

Description: A tooled midnight blue leather band, just under an inch wide, circles the head to form this headdress. From each temple, secured by metal clasps, are two feathers. The four feathers are taken from a crow, an eagle, a hawk and an owl. A blue jade talisman hangs over the forehead, depicting the face of an elorii.

History: When Osalian was destroyed, those elorii who worshiped Him lost their divine connection and their spells. For Marithea, one of the most devoted and popular of Osalian's priesthood, this only increased her devotion to His memory. For centuries she toiled, researching arcane magic to replace the divine magic she had lost, but never failing to continue the rituals of her priestly service to her now-dead lord. Finally, she used her new powers to create the *headdresses of Osalian*, which are now worn by elorii who, like her, refuse to surrender their faith.

Abilities/Effects: These headdresses possess 4 feathers. While wearing this headdress, you may use an action to pull one of the feathers out of the headdress and cast *conjure animals*, summoning the type of bird that feather was taken from. You can only have one bird summoned at a time and when a particular feather is used it cannot be used again until the next dawn.

Holiday Hat

Wondrous item, uncommon

Description: Made from straw, and fitted with a band of bird feathers around the brim, the hat both shades the wearer and is stylish. Some hats have feathers solely from one bird, while others have a mixture.

History: Kio tend to have fair complexions that are easily burned by the sun, so they took to wearing broad-brimmed straw hats to protect their faces while on journeys. Because these hats were often used by Kio on religious pilgrimages, they became known as "holiday hats". Most Kio own such

a hat, but for Antarn Hallgyph val'Sungha this was not enough. She commissioned Phirae Veghellio, the famous Kio artificer, to enchant her holiday hat with further protections against the elements. Since that time Veghellio has created similar items for other Kio nobles, and the holiday hat has gained prominence in Kio fashion.

Abilities/Effects: While this hat is worn you are not subject to the effects of weather. If worn while taking a short rest, you may recover 1 level of exhaustion. Once the hat's ability to recover from exhaustion is used it cannot be used again until you have completed a long rest.

Holy Symbol of Rage's Fury

Wondrous item, rare (requires attunement)

Description: Crafted from the blood tinted gold of Canceri, this holy symbol of Nier seems to glow with an eerie crimson radiance and always feels warm to the touch. With its power, the possessor of the amulet may call upon the passion of the soul to ignite their fury.

History: First created by a priest attached to the Legion of Searing Light prior to Canceri secession from the Coryani Empire, the secrets of forging these amulets have slowly spread among the clergy of Nier in Canceri. Today, these amulets are given as awards of honor to soldiers who show bravery in battle.

Abilities/Effects: While this amulet is worn you may use a bonus action to gain a +2 bonus to all melee damage rolls for 1 minute. Once this ability is used you may not call upon it again until you complete a short rest.

Hood of the Cat's Meow

Wondrous item, uncommon

Description: This hood is fashioned from matted fur and has the texture of felt; it also has triangular patches that resemble feline ears. The color is usually black but sometimes matches the hair color of the crafter or intended wearer of the hood. The hood can be worn with a cape or other outer garment, and it is sometimes found with a *cape of feline form*.

History: After Gilberta val'Mehan refused the amorous advances of a powerful nobleman she found herself accused of witchcraft and consorting with demons. She fled to the Faerdwalden, where she intended to live a life of quiet



HEADDRESS OF OSALIAN

devotion to Sarish. That changed when she found a badly injured cat at the edge of the woods. Then another. Then more. After nursing them back to health she found herself intrigued by the mystery, and calling upon Sarish's power she crafted the first *hood of the cat's meow* from their matted fur. What she learned from her feline friends led to her becoming the feared Cat Witch of Faerdwalden, who figures so prominently in Milandisian folk legends from the Shadowed Age.

Abilities/Effects: As long as this hood is worn, you possess the ability to speak to felines as if you were under the effects of a continuous *speaking with animals* spell.

Horn of Saluwé's Bounty

Wondrous item, very rare

Description: Similar to its more common cousin, this ram's horn is gilded in gold and carved with images of bountiful harvests.

History: These horns were also instrumental in lifting the siege of Panari during the Shadowed Age, when the fledgling Tenecian Empire sought to conquer the val'Dellenov stronghold. Eventually, unable to starve the inhabitants into submission, the Tenecians returned to their lands, defeated. In the modern day, the horns are used to commemorate that ancient victory with an elaborate fete, where rich and poor dine at the same communal table, remembering the hardship their ancestors endured together.

Abilities/Effects: If you speak a prayer to Saluwé and blow this horn you can cast *heroes' feast*. Once this ability is used it cannot be used again until 7 days have passed.

Horn of Saluwé's Plenty

Wondrous item, uncommon

Description: This ram's horn is scrimshawed with images of menageries and gardens. The inside rim of the device is scribed with benedictions to Saluwé, asking for the blessing of her bounty.

History: These items are usually crafted and used by the clergy of Saluwé to relieve areas that are suffering from famine or drought. When not in use, most of these horns are kept in the Temple of Saluwé in Panari.

Abilities/Effects: If you speak a prayer to Saluwé and blow this horn you can cast *create food and water*. Once this ability is used it cannot be used again until the next dawn.

Horn of Terror

Wondrous item, very rare

Description: This horn, carved from a large infernal's horn, is inlaid in gold and onyx.

History: During the First Crusade of Light many infernal horns were taken as trophies, and those who took them were spared the wrath of the Inquisition because, separated from their host, they were believed harmless. It was not until the second century that Eligius val'Assanté, being a dissolute scion of the family with an unhealthy interest in infernals, dared to take his noble ancestor's trophy and subject it to magical experiment. The result was the first *horn of terror*. Few of these horns have been made, and if the Inquisition knew just what materials they were made from, they would certainly try to destroy them. It is said that when the last of the infernals have been vanquished that these horns shall crumble to dust.

Abilities/Effects: As an action you may blow this horn to force all living creatures within 60 feet to make a DC 17 Wisdom saving throw or be frightened until the end of their next turn. If you possess infernal blood (if you are a dark-kin, for example) the saving throw is increased to DC 19. Once used this ability cannot be used again until the next midnight.

Horn of War

Wondrous item, very rare

Description: This horn appears to be made of a tarnished brass metal, looking as if it were partially made from a piece of charcoal. It can be worn slung over the shoulder on a leather thong.

History: In the latter days of the First Imperium, val'Viridan who specialized in working with war dogs, were known as the Hellhounds. One Hellhound, Cassia val'Viridan, created the first horn of war so she could summon her beloved dogs to her side whenever she chose. To her surprise, her commanders confiscated her creation and told her to remain silent. Their reasoning became clear years later, when the Theocracy of the Cleansing Flame conquered the Imperium, and horns of war were used in the vanguard. These horns are still found among the Erdukeen.

Abilities/Effects: As an action you may blow this horn to produce one of two effects. You may either summon



HORN OF TERROR

4 mastiffs as if you had cast *conjure animals* or you may choose to cast *bless* (no concentration required) on up to 6 friendly creatures. Once either of these abilities are used, this horn may not be used again until the next dawn.

Horn of Winter

Wondrous item, rare (requires attunement)

Description: This horn is made of enchanted ice, kept perpetually frozen. The ice is as hard as steel, and is elaborately carved and embossed with images of mountains, glaciers and arctic beasts.

History: The first of these horns known in modern times, and the template from which all modern *horns of winter* were created, was found clutched in the arms of a half-crazed pilgrim who came staggering out of the Blessed Lands. For years, its origin was the subject of much debate, but recent Azure Way efforts in the First City have discovered multiple ssethric records recounting battle with the cyclopes and describing such horns. That, plus the strange writing on the original horn, point to a cyclopean origin.

Abilities/Effects: While you are attuned to this horn, you gain resistance to cold damage.

As an action, you can blow this horn to cast *cone of cold* (DC 15). Once this ability is used you may not use it again until the next dawn.

Icon of Spirit Storing

*Wondrous item, legendary
(requires attunement to a location)*

Description: These icons are crafted into various shapes, with the most famous being the leering skulls of Enpebyn.

History: The largest collection of these icons located in the city of Enpebyn, until, during the Coryani Civil War, a large portion of the city caved in and fell into the Endless Dark and most of the icons were lost. Each icon represents a single creature and must be specifically made for each creature that is to be bound into it. For example, the icons located in Enpebyn contain the souls of the legionnaires of the Doom of Chendo legion.

Abilities/Effects: These icons can be attuned to a location

1 mile in diameter and the ritual that attunes the icon to its location traps the soul of an intelligent creature within it. They are designed to fulfill a specific task, such as fighting a fire or defending a city from invaders, which is set when the icon is attuned.

Once the specific condition set during the ritual is met, the icon summons forth a ghost which performs the specified task to the best of its ability. If the ghost is destroyed in combat, then the icon is destroyed with it. It is unknown what happens to a creature's soul when the icon is destroyed. Some conjecture that having served their time, they are admitted directly to paradise, bypassing the Judgement of Nier, while others claim that they are simply destroyed and do not even face the Judgement. The truth of what happens is liable to never be known.

The icon itself can be of any size and can be destroyed as easily any item of its size and construction. Destroying an icon releases the soul bound within it.

See Location Attunement Sidebar, pg. 103.

Jar of Preservation

Wondrous item, legendary

Description: This thick glass jar comes with a lead stopper. The stopper for each jar is unique, and all bear a different glyph. This glyph is indecipherable, even by magic, and is presumed by scholars to simply be a marking to differentiate between jars.

History: Recent findings by the Azure Way in the labyrinth beneath the First City have finally shed light on the origins of these strange jars. They were encountered by the Ssethregoran armies upon their defeat of the Issori. The Issori were attempting to preserve their larvae within the jars, presumably to resurrect their race at a later date. The Ssethregorans smashed all the jars they found and destroyed the larvae, but they soon learned to recreate the magic items for their own purposes. They remained in use throughout the Yahsremoran Empire, but the knowledge of how to make these items seems to have been lost with the rebellion of the elorii.

Abilities/Effects: Any item placed within this jar enters suspended animation and will not age or decay. Only creatures or items of Tiny or Small size can be stored in the jar. If the jar is broken, anything within is freed and once again subject to the normal passing of time.

Kirtle of Keepsakes

Wondrous item, uncommon

Description: Resembling the type of short coats that are typically worn under cloaks or robes, this magical garment has ten hidden pockets.





LANTERN OF
RESTLESS WARDING

History: All Tevil the haberdasher ever wanted was to be respected in his hometown of Plexus. When he, almost by accident, created the first *kirtle of keepsakes*, he thought it might finally bring him the honor he wanted. However, few were impressed by what seemed to be mere sleight of hand using hidden pockets, so in frustration Tevil began embellishing his story. With each telling the tale grew grander, until Tevil was rumored to be a secret master of magic whose haberdashery was merely a disguise. Finally, he had the respect he deserved, but not for long. Being a rumored mage is a dangerous thing, and Tevil was harvested from

his home one night.

With no actual magical gift to bargain with, Tevil met his end at the hands of an Ymandrake interrogator.

Abilities/Effects: This shirt possesses 10 cleverly hidden pockets. While worn you easily find these pockets, but anyone else must succeed at a DC 25 Intelligence (Investigation) check to locate them. Each pocket can hold one item the size of a potion vial, or you may split up one set of small tools (such as thief's tools) into 3 pockets.

Lantern of Restless Warding

Wondrous item, very rare

Description: This hooded lantern is made from steel that has been plated with hammered white-gold sheets.

History: After the Cult of the Thousand-Eyed Man arose during the reign of Eladru val'Assanté, the Inquisition realized they needed an order of elite inquisitors able to deal with the ghoulish of heresies. Thus, they founded the Praecelsus Quaestor Lumens, the High Seekers of the Light. *Lanterns of restless warding* were first created for these elite inquisitors,

to illuminate the dark places and to ward against infernals. Since the death of Felician val'Mehan the order has dwindled, and now numbers less than one hundred, while most of the lanterns have been lost.

Abilities/Effects: When lit and the hood opened, this lantern sheds bright light in a 60-foot radius and dim light 60-feet beyond that.

As an action, you may set the lantern down and pour a vial of holy water into the lantern to cast *magic circle* (affecting infernals, save DC 16), centered on the lamp. If you move the lantern, the effect ends. Once used, this ability cannot be used again until the next dawn.

Lantern of the Archaeologist

Wondrous item, rare

Description: This large, bronze, hooded lantern is ornate, with an inscription etched into the inside of the lens hood. Bronze birds with outstretched wings decorate either side of the lantern.

History: It is no surprise that these lanterns were first created by the Emerald Society, though perhaps the motives behind their creation is more curious. A particularly secretive sect within the Emerald Society sought to ensure that no spies could steal their discoveries, and so they created a vault protected by cleverly hidden traps and riddles in obscure languages. They then made the first of these lanterns to give to their inner circle, with the idea that only someone



KELB'BAKARI
LIGHTS THE WAY
WITH THE LANTERN
OF THE ARCHEOLOGIST

with such a lantern could avoid the traps and interpret the riddles. So secure were they in this belief that they let other security grow lax, and they were soon robbed blind by a particularly skilled thief.

Abilities/Effect: This lantern has 3 charges and regain 1d3 expended charges daily at dawn. While this lantern is lit, as an action you may use 1 charge to cast either *comprehend languages* or *find traps* with an area of effect limited to the area illuminated by the lantern's bright light.

Larissa's Coin

Wondrous item, uncommon

Description: This is a small gold coin with the visage of Larissa smiling on one side and frowning on the other.

History: When the first Fatespinner revealed herself to the Larissan clergy, they were skeptical. Clearly the Fatespinner had martial ability, and some skill with divine magic, but how could she prove that she was truly connected to the web of fate? The Fatespinner proposed a test. A gold coin stamped with Larissa's visage was brought, a skeptical Larissan called smile or frown in the air, and the Fatespinner manipulated the strands of fate to make it land accordingly. Time and time again she demonstrated this, finally proving her ability. The coin, so frequently subject to manipulation of the strands of fate, absorbed some of the Fatespinner's own power, becoming the first *Larissa's coin*.

Abilities/Effects: You may flip this coin as an action while willing it to alter your fate. The GM flips a coin, with you calling heads or tails. The GM then makes note of the result without informing you. If your call was correct, you automatically roll a 20 on your next saving throw. If you called it incorrectly, you automatically roll a 1 on your next saving throw. Once thrown, this coin may not be used again until the next dawn.

Laurel of Glory

Wondrous item, very rare

Description: This laurel wreath appears to be made of pure gold but is as strong as iron and very light. It may be worn alone or attached to helm.

History: One of the highest honors that may be granted to a citizen of the Coryani Empire, the *laurel of glory* is awarded for acts of selflessness, and fearlessness in the defense of the Empire. Those who wear these laurels will find that they are given deference by both plebian and noble alike.

Abilities/Effects: While this laurel is worn you gain advantage on all saving throws to avoid gaining the charmed or frightened condition.

When while acting in the direct defense of the Coryani

Empire and its citizens (such as fighting a foreign invader or defending a member of the senate from assassination) you may cast *bless* upon yourself as a bonus action. Once this ability is used you may not use it again until the next dawn.

Duty Above All (Requires Attunement): Once attuned to this item you may not end that attunement unless targeted by the *remove curse* spell. You have advantage on all attack rolls made to directly defend the sitting Emperor of Coryan or a sitting member of the Imperial Senate, even when not wearing the laurel. If you ever attack (even unwillingly) the sitting Emperor of Coryan or a sitting member of the Imperial Senate you suffer 10d6 psychic damage and the laurel crumbles to dust.

Legionnaire's Crest

Wondrous item, uncommon

Description: These brilliantly colored red crests are used to adorn the helms of Coryani's most dedicated legionnaires.

History: The first *legionnaire's crests* were created not for the Coryani Empire, but during the latter days of the Imperium of Man. The Emperor commanded crests be made for each and every soldier in his legions, a staggering expense that only confirmed the decadence of the Emperor and sparked unrest among his people. When the Imperium fell, the crests became a symbol of the corruption of the old regime. All that were found were burned at the command of the Sword of the Heavens, and the few that survived the flames were lost during the Shadowed Age. The secret of their creation was rediscovered in the second century, and the crests are now a signature item of the Coryani legions.

Abilities/Effects: While this crest is attached to a helm you are wearing, as an action you may cast *enhance ability* upon yourself. Once used, you cannot use this ability again until you have completed a short or long rest.

Duty Above All (Requires Attunement): Once attuned to this item you may not end that attunement unless targeted by the *remove curse* spell. You have advantage on all attack rolls made to directly defend the sitting Emperor of Coryan or a sitting member of the Imperial Senate, even when not wearing the laurel. If you ever attack (even unwillingly) the sitting Emperor of Coryan or a sitting member of the Imperial Senate you suffer 10d6 psychic damage and the crest crumbles to dust.

Legionnaire's Pin

Wondrous item, rare

Description: This pin is shaped like a falcon in flight.

History: This is a pin granted to legionnaire's who go above and beyond the call of duty, risking their lives and exemplifying the ideals of the Empire.

Abilities/Effects: While this pin is worn you gain advantage on all saving throws to avoid gaining the charmed or frightened condition.

Duty Above All (Requires Attunement): Once attuned to this item you may not end that attunement unless targeted by the *remove curse* spell. You have advantage on all attack rolls made to directly defend the sitting Emperor of Coryan or a sitting member of the Imperial Senate, even when not wearing the laurel. If you ever attack (even unwillingly) the sitting Emperor of Coryan or a sitting member of the Imperial Senate you suffer 10d6 psychic damage and the pin crumbles to dust.

Lord Anesche's Bags

Wondrous item, rare or very rare

Description: These sets of bags, each weighing approximately 15 pounds, appear to be made of fine velvet, and are often crafted with an embroidered symbol unique to the owner of these bags. One of the set, known as the *master bag*, additionally has gold-inlayed rope to tie it shut.

History: The first set of these bags was created soon after the Blessed Lands were re-opened to pilgrims. An enterprising merchant realized that, with these bags, he could keep most of his stock safely locked away in his wagon, while producing whatever items he wished to sell from the personal bag he carried. It did not take long for other merchants to seek similar bags, and then for smugglers and spies to see the possibilities. In the eighth century, a spy within Quron val'Dellenov's palace used these bags to pass messages to a Khitani agent outside the palace walls. Since that time many nations have become wary of these bags, and have sought wards which disrupt their abilities.

Abilities/Effect: These bags are always found in sets of 1d6+1 with one, usually the finest looking bag of the set, being the "master" bag. Each bag is roughly 2 feet in diameter at the mouth and 4 feet deep.

You can reach into any of the bags and pull out an item from any bag in the set that is within 100 feet. If any of the bags are overloaded, pierced, or torn, it ruptures and is destroyed, immediately removing it from the set. If the *master bag* is destroyed all bags in the set revert to simple non-magical bags.

The very rare version of this item shares all of the same properties as the rare version, but it has no master bag. As such, in order to destroy a set of these bags, every bag has to be destroyed.

Lord Khidath's Guard

Wondrous item, very rare (requires attunement)

Description: Inscribed with ancient Altharin writing, this Auxunite armor first appears as a wide golden collar that expands into light, flanged armor and helm when the command word is spoken.

History: Worn by one of the most feared warlords of the Auxunite Empire, Lord Khidath ruled over large swaths of modern day Milandir. The Milandisians, led by the val'Tensen family, attempted to assassinate their cruel overlord over a hundred times, but failed due to this armor's enchantment.

Abilities/Effects: While this collar is worn, as a bonus action you may use the collar to manifest a suit of armor. This armor grants you an Armor Class of 15 + your Dexterity modifier (to a maximum of +2) and darkvision to 60 feet.

This collar may be activated for a total of 10 minutes before the magic in it ceases to function. These 10 minutes do not need to be consecutive, but must be activated for a minimum of 1 minute at a time. Once all 10 minutes have been used the collar ceases to function until you finish a long rest.

LORD ANESCHE OF ALThERIA
STORES AWAY SOME
IMPORTANT DOCUMENTS



Lyde's Veil of Persuasion

Wondrous item, rare

Description: This veil consists of a fine mesh of white lace attached to a comb headpiece.

History: The sorceress Vorena val'Assanté created this veil as a gift for her sister Lyde, who had ambitions of becoming a senator. Lyde at first refused to compromise her ideals by resorting to such tricks, and with her own skill she became the first woman to serve on the Imperial Senate. However, her fellow senators treated her as a political prop, and gave no heed to a woman's arguments, no matter how sound. Thus, she remembered her sister's gift. For more than a decade Lyde val'Assanté was one of the most respected politicians on the senate, the veil ever present on her face whenever she was in public. More than once it was commented on that it always seemed to complement the dress she had chosen that day. One day Lyde val'Assanté disappeared without a trace. Her home was in order with nothing out of place, save one thing; her veil was nowhere to be found.

Abilities/Effects: While this veil is worn you have advantage on all Charisma (Deception or Persuasion) and Wisdom (Insight) checks. This veil has 3 charges, and regains 1d3 expended charges daily at dawn.

While wearing this veil, you can use your action to expend 1 charge to cast *charm person* (save DC 13) on a humanoid you can see within 30 feet of you.

Maliar's Magnificent Laboratory

Wondrous item, rare

Description: At first glance this miniature house seems like nothing more than a well-made child's plaything.

History: Maliar val'Sheem, Mage-Alchemist of Milandir, built a laboratory on the shores of the Gulf of Yarris so she could complete her master work. No sooner had she begun, however, then her laboratory was destroyed in the conflict between Ymandragore and King Osric I of Milandir. Maliar was displaced and moved inland, but her second laboratory was destroyed by encroaching Yhing hir barbarians several years later, again destroying all her research. Spurred by these frustrating events, Maliar vowed to create a laboratory that no army could destroy. After more years of research, and losing a third laboratory to a freak accident, she succeeded in creating the first of her magnificent laboratories.

Abilities/Effects: You can use an action to place this small toy house on the ground and speak its command word. This toy home rapidly grows into a 20 ft. by 20 ft. by 15 ft. tall one story building. You may also you use an action

to speak the command word that shrinks the building back to its toy size, which works only if no one is within. This small home consists of 3 rooms, one of which is a full laboratory that has alchemist's supplies, glassblower's tools, an herbalism kit, and a poisoner's kit.

When activated, the building has a small door on the side facing you. The door opens only at your command. It is immune to the *knock* spell and similar magic, such as a *chime of opening* or *skeleton key*.

Each creature in the area where the home appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the house. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The building is made of impossibly strong stone and wood. The roof, the door, and the walls each have 75 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. *Mailer's magnificent laboratory* can only be repaired by casting *mending* and expending a 9th level spell slot, which restores the laboratory to full hit points.

Manacles of Ymandragore

Wondrous item, very rare (requires attunement)

Description: These appear like normal, heavy iron manacles, but glowing red runes appear when they are placed on any who can channel arcane power.

History: When he withdrew to Ymandragore, the Sorcerer King crafted the first manacles himself. Knowing he would need servants beyond the pathetic wretches that resided upon the Isle of Tears, he sought out a powerful mage and lured her to his lair. As she prepared her spells to escape, he bound her in the manacles and all power fled from her. Recognizing the superior skill of the one who had crafted her bindings, she swore herself to him. He gave her the manacles, and declared her to be his first Harvester – or so the legend goes. Since that time there have been many more Harvesters, and many more manacles; both are feared by the mages of Onara.

Abilities/Effects: When placed upon a creature, they instantly become attuned to the manacles, breaking any attunement that creature may have to other items. The attuned creature instantly loses 10 spell slots, and loses an additional 10 spell slots at the beginning of each of their turns until they have no spell slots remaining. As long as these manacles are worn, the creature cannot regain any spell slots through any known means and suffer 6d6 force damage any time they attempt to cast any spell or cantrip.

Once locked, the individual who placed the manacles

on the creature may unlock them as an action with the use of a command word. They may also be unlocked with a successful *dispel magic* (treat the manacles as a 5th level spell) or successful DC 20 Dexterity (thieves' tools) check.

Mask of Death

Wondrous item, legendary (requires attunement)

Description: This alabaster stage mask is carved to look like death's head, carved flesh stretched taut over the bones of the lurid and hungry grin of the skull beneath. There is a black coif that attaches by small silver clasps to the back of the mask, covering the entire head.

History: The tales told about Drusilla val'Mordane are more legend than history. It is said Neroth blessed her birth, but Cadic's Troupe of the Final Note held her devotion. She was a musician of unparalleled skill, but her tunes were melancholy and the alabaster death mask she wore hid her features. It was she who played for the court of Eladru val'Assanté the very night three of his advisors were found dead, with evidence of their planned treason against the Emperor on their corpses. Her mask has seen use by the Troupe since her time, on rare missions of vital importance. It is unknown how many such masks the Troupe possesses.

Abilities/Effects: This mask has 3 charges and regains 1d3 expended charges daily at midnight. If you expend the mask's last charge, roll a d20. On a roll of 1 you suffer 1 level of exhaustion and the mask regains 1 expended charge as it greedily feeds upon your life force.

While this mask is worn, you may use an action and expend 1 or more charges to cast following spells: *fear* (1 charge, save DC 15), *finger of death* (2 charges, save DC 16).

Mask of Larissa's Blessing

Wondrous item, very rare (requires attunement)

Description: This mask appears as a solid gold mask carved with fine facial features. The left eye opening is surrounded by deep purple gemstone inlays reminiscent of tears, while a sunburst is etched about the right. Upon the burnished forehead is a glyph of pure silver. The mask covers the

wearer's entire face, even her mouth, where perfectly formed full lips are crafted into a petulant pout.

History: The first of these masks was created and worn by Serena Jiuldan of Sweet Savona, a high priestess of Larissa. She served for many years in the temple to Larissa, leading a relatively peaceful, yet intrigue ridden, life. In her early thirties, Serena organized a caravan to Mil Takara to purchase rare herbs and compounds found nowhere else in the Known Lands. The purchase went smoothly, and the priestesses of Larissa left Mil Takara with mules laden with the precious herbs.

During the return trip to Sweet Savona, a band of thieves and cutthroats descended upon the sleepy caravan. Shouts went up from sentries, and soon the entire camp was in chaos. Brigands were everywhere looting treasure and taking slaves. The numbers were overwhelming, and soon the thieves had ringed the last tent, where Serena stood bravely at the head of her fellow priestesses. Serena looked out in dismay at the crowd of drooling savages, and raised her arms to the heavens. Calling upon the will of Larissa, Serena cursed the brutal raiders for their greed and savagery.

Taking the golden mask from her face, she threw it into the dust before the brigands. In a booming voice, she cried out "*Leave this place now you fools, or suffer the wrath of the gods for your greed*", and with that the head priestess of Larissa slumped to the ground in exhaustion.

The bloodthirsty marauders laughed at the priestess and then turned their gaze upon the solid golden mask. As one they surged forward, intent on finishing off the survivors, and plunder their riches. As the first bandit reached the mask, there was a roar of thunder and a brilliant flash of light. A smoking hole appeared where the raider had stood. Seeing this, the raiders turned to flee, but it was too late. Soon the entire valley was lit with coruscating bolts of lightning. The raiders were incinerated where they stood, as the divine power of Hurrian reached down to protect His sister's devoted followers. The priestesses quickly packed their scattered supplies and fled. No one, not even Serena, dared to retrieve the *mask of Larissa's blessing* which lay upon the ground.

Abilities/Effects: While you wear this mask your Charisma score is increased to 19. If you already possess a Charisma of 19 or greater you gain no benefit. Additionally, while you wear this mask, you may cast *augury* at will. You do not require material components to cast this spell.

You may, as an action, cast this mask to the ground and gain 1 level of exhaustion to cast *call lightning* (save DC 17).



MASK OF DEATH

Mask of Steely Countenance

Wondrous item, rare (requires attunement)

Description: This is a full mask of silver-etched ivory carved to resemble an expressionless face. The mask is tied with a simple cord of homespun wool, dyed a deep red. The interior of the mask is covered in prayers, in sepia-ink, dedicated to Hurrian.

History: When Milandir left the Coryani Empire, the val'Tensen family was split down the middle. To secure the border, Augustos val'Tensen, newly made Duke of Moratavia, had to hold off his former brethren. But his counterpart in Ulfila had the friendship of the Larissan temple, who sent him oracles to predict Duke Augustos' actions. In desperation, the Duke turned to the loyal Milandisian priesthood of Hurrian, who crafted blank masks for the Duke and his officers to wear to hide their plans. With this new advantage the Coryani were driven back and the border secured.

Abilities/Effects: While wearing this mask, you are permanently under the effects of a *nondetection* spell. You also gain advantage on all saving throws against effects that read your mind or discern your emotional state. Finally, anyone attempting to discern your motives through the use of a Wisdom (Insight) check does so at disadvantage.

Mask of the Petrified Goddess

Wondrous item, very rare (requires attunement)

Description: This is an oval mask carved from greenstone in the visage of a horrible, scowling medusa. It is adorned with burnished coral, a bundle of emerald serpents for hair and a golden circle set with glittering jewels upon its brow. When the mask is donned it becomes pliant and fleshy, hugging the wearer's face as the serpent locks transform into living snakes and begin to writhe and hiss menacingly. Rumor holds that this item was first created by the diabolical priestess Amedhi-Gesu.

History: There are no records of these masks before the Blessed Lands were reopened in the early days of the Coryani Empire, and even since

then they are rarely found, and always in the southeast of the Blessed Lands near the petrified forest. Local tribes speak of men who go mad and flee into the forest, only to return months or years later wearing a mask and embarking on some terrible, destructive purpose. In recent years an old Erdukeen, who had marched with the Sword of the Heavens into the Blessed Lands, donned a magical mask of his own creation, killed twelve people, and petrified another before he was put down. His mask was identical to the ones found near the Petrified Forest, down to the intricately carved snakes.

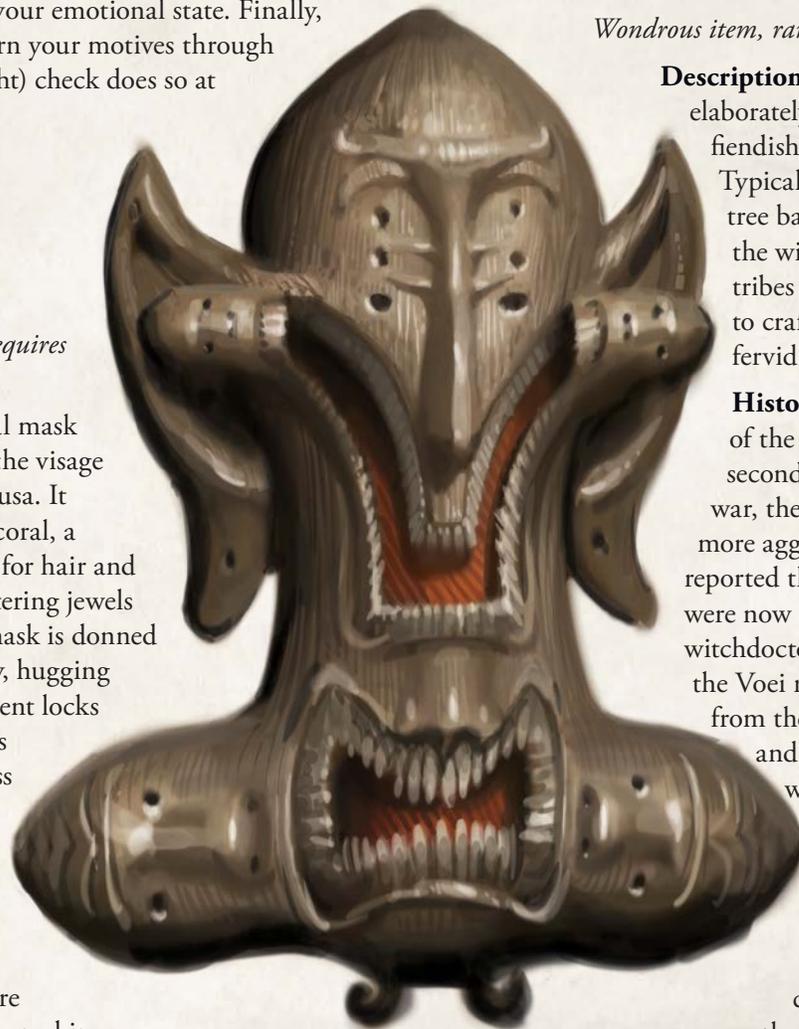
Abilities/Effects: While wearing this mask you can animate the snakes on the mask as a bonus action and use them to make melee weapon attacks, treating them as magical daggers. Those bitten by the snakes must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. Additionally, while worn you may use an action to cast *flesh to stone* (save DC 15). Once this ability is used it cannot be used again until the next dawn.

Mask of the Voei Witchdoctor

Wondrous item, rare (requires attunement)

Description: These masks are elaborately carved to appear as fiendish creatures of nightmare. Typically, they are carved from tree bark or stone, although the witchdoctors of the larger tribes have been known to craft them from pure fervidite.

History: Within a decade of the conclusion of the second Coryani-Khitani war, the Voei had grown even more aggressive, and survivors reported their warped barbarians were now led by masked witchdoctors. It is believed that the Voei recovered magic items from the battlefields of the war and, despite their savagery, were able to gain a crude understanding of their workings. They then turned this knowledge to their own purposes, and created the masks of the Voei witchdoctor. The pilgrims of the Blessed Lands mutter that



MASK OF THE VOEI
WITCHDOCTOR

this is just one more consequence of the schism between the nations of Man.

Abilities/Effects: While you wear this mask you gain advantage on all Charisma (Intimidation) checks. This mask has 3 charges, and regains 1d3 expended charges daily at midnight.

As an action, you may expend 1 or more charges to cast one of the following spells: *bane* (1 charge, save DC 15), *bestow curse* (2 charges, save DC 15).

Mirror of Minions

Wondrous item, very rare
(requires attunement to a location [room])

Description: This large oval glass mirror is set into a silver stand. The two upright poles that support the mirror are cunningly worked to resemble a stylized man and woman, holding it at waist height.

History: The first of these were commissioned by Emperor Quron val'Dellenov for his Palace of Mirrors. The palace was built during the months leading up to the insurrection that saw Canceri, Milandir and Altheria secede from the Empire. By the time the palace was finished, Emperor Quron had already been executed and replaced. However, it was too late; his madness had cost the Empire dearly. The palace was abandoned and overrun by squatters before being partially gutted by fire in 905 I.C. Most of the mirrors were destroyed either by the squatters or the fire, but some precious few survived.

Abilities/Effects: This mirror can be attuned to any room of no more than 100 square feet. Once the mirror is attuned, you can use an action to look into the mirror causing it to produce 8 illusory doubles that last for 1 hour. The duplicates move with you and mimic your actions, shifting position so it's impossible to track which image is real. You can use your action to dismiss 1 or more of the illusory duplicates.

As long as you have at least one illusory duplicate remaining, each time a creature targets you with an attack, determine randomly whether the attack instead targets one of your duplicates. A duplicate's AC equals 10 + your Dexterity modifier. If an attack hits a duplicate, the duplicate is destroyed. A duplicate can be destroyed only by an attack that hits it. It ignores all other damage and effects. The effect ends when all duplicates are destroyed.

A creature is unaffected by this effect if it can't see, if it relies on senses other than sight, such as blindsight, or if it can perceive illusions as false, as with truesight. Once this ability is used, the mirror cannot be used to create these illusory doubles until the next dawn.

See Location Attunement Sidebar, pg. 103.

Missive

Wondrous item, uncommon

Description: This delicate construct is made of cloth and wood, and is used by divine spellcasters as a means of sending messages or magical aid to distant fellows. They are often used to link the sanctums of the various cults and temples in the Blessed Lands. Superficially, the *missive* resembles a bird or bat and is usually painted with its creator's symbol of faith.



History:

The first *missive* was created by Fotini val'Abebi in the latter days of the Imperium, just in time to assist in coordinating evacuation as the fabled civilization fell. During the Shadowed Age the Altherians kept the secret of the construct, using it among themselves. As they began to build their nation, networks of missives were established to foster communication. It is said that the skies above Khafiré swarmed with them. Afterwards use of *missives* diminished, as Altherians sought for a time to be less ostentatious with their technological wonders, but they are still frequently used in the Shining Patrol. In addition, a number of *missives* were gifted to the Mother Church for use in the Blessed Lands.

Abilities/Effects: Commonly dormant, the *missive* awakens when a divine spellcaster touches it and expends a spell slot, channeling the energy of the spell into animating the small construct. Once animated, any time within the next hour you may give the small construct a set of simple instructions and place a package in its storage container. You must send the construct to a location it has been to before and you must describe who to deliver the message or package too.

The construct will do its best to fulfill your instructions, unerringly returning to you after completion. If the *missive* is unable to meet with your instructions, it will also return to you and tell you why it was unable to fulfill its instructions. Regardless of its success or failure once the *missive* returns to you it goes dormant once more.

Secure Storage: A *missive* has a small container built into it, a few cubic inches in volume, which is able to carry a few ounces of messages or cargo, such as a potion or a scroll. More weight will prevent the construct from flying. If the

missive is ever captured by a third party, it may choose to destroy any non-magical item within its compartment as a reaction.

Missive

Tiny construct, unaligned

Armor Class 15 (natural armor)

Hit Points 76 (8d12+24)

Speed 10 ft., fly 90 ft.

STR	DEX	CON	INT	WIS	CHA
5 (-3)	16 (+3)	8 (-1)	10 (0)	12 (+1)	8 (-1)

Skills Perception +3, Stealth +4

Senses darkvision 120 ft., passive Perception 13

Languages The *missive* speaks and understands any language known by its owner.

Challenge 0 (10 XP)

SPECIAL TRAITS

Damage Immunities: poison, psychic; bludgeoning, piercing, and slashing from nonmagical attacks that aren't adamantite.

Condition Immunities: charmed, exhaustion, frightened, paralyzed, petrified, poisoned.

ACTIONS

Talons: Melee Weapon Attack: +5 to hit, reach 5 ft., one target, *Hit:* 1 slashing damage.

Mockingbird Collar

Wondrous item, uncommon (requires attunement)

Description: This is a braided leather choker with a mockingbird feather at its center.

History: Iona of Plexus loved Florine, but Florine was married to the powerful and cruel Phocas Servius, who kept Florine imprisoned under guard. Iona crafted the *mockingbird collar* to allow her to imitate Phocas's bellow when she stole into Florine's room. She would then order that the guards not to disturb them in Phocas's voice. Thus, they were able to spend precious



MOCKINGBIRD COLLAR

moments together, whispering words of love and planning their escape. Sadly, Phocas discovered their plans, and murdered Florine in a jealous rage. In despair Iona threw herself into the Gulf of Coryan and drowned. Her *mockingbird collar* later washed up on shore, where it was recovered, studied, and duplicated by others.

Abilities/Effects: While this collar is worn you gain the ability to imitate the voice of anyone you have heard speaking. Tuning the collar to a particular voice requires an action. Once tuned, for the next hour, your voice sounds identically to the voice you chose to emulate. This grants you advantage on all Charisma (Performance) checks while attempting to disguise yourself as the person whose voice you are imitating.

Monkey Gloves

Wondrous item, uncommon (requires attunement)

Description: These well-crafted gloves are made from spider-monkey hide. The hide is still covered in fine black hairs. The palms of the gloves are made from dark, padded leather that fits snugly to the wearer's hands.

History: Vita Flavius claimed to have bought these gloves from a merchant, who had in turn bought them from natives in the Corlathian Mountains, who had in turn found them in the lost city of Mattawab. In reality, Vita, a skilled artificer, had crafted the gloves herself. However, it was her passion to discover the lost city, and selling the gloves was her best chance of financing an expedition. Few scholars of note believed her story of the origin of these items, but they were useful enough that she was able to finance her dream. The expedition, and Vita, were never heard from again.

Abilities/Effects: While these gloves are worn you have a climb speed equal to your normal speed. In addition, you can use your reaction when you fall to reduce any falling damage you take by an amount equal to five times your character level.

Monster Whistles

Wondrous item, rarity varies

Description: These items appear to be small folk charms on leather thongs or slim chains, but closer inspection reveals that they are actually whistles.

History: The four spellcasters that became the Whistling Company first met in the Free City of Blackwand. They wished to become adventurers, but their lack of fighting skill concerned them. They found a solution in the market, where an Undir was

selling hand-carved whistles shaped like various creatures. Pooling their magical knowledge, the four were able to enchant these whistles into summoning charms, and for years the Whistling Company had many adventures. After the two surviving members retired they sold the whistles, which have become popular in the private garrisons of noble houses for their ability to simultaneously summon help and raise the alarm.

Abilities/Effects: These whistles are small enough to fit in your pocket. You can use an action to blow one of them and cast *conjure animals*. The creature or creatures you summon is determined by the specific whistle. Once used, these whistles regain the ability to summon forth their bound spirits after 7 days have passed.

Azure Lizard (uncommon):

This bright-blue ocarina is shaped like a lizard. When blown its sharp staccato call summons 8 giant lizards.

Bird of Omens (uncommon):

This short, squat flute is made from mahogany. When blown, it creates a sharp, squawking call that summons 8 swarms of ravens.

Blood Wing (rare): This sinister looking charm is made of blood-red cypress wood with a long, thin proboscis that serves as a mouthpiece. When sounded, it makes a strange, echoing buzzing noise that summons 8 striges.

Glistening Crawlers (uncommon): This wormwood flute is carved with coiling centipedes along its length and is lacquered to a warm color. When blown, it produces a deep, earthy tone which summons 4 swarms of insects.

Grim Hounds (rare): This flute is made of ash and yew which are molded together to form the shape of a baying hound. This flute produces a mournful howl when blown, summoning 8 mastiffs.

Iron Eater (rare): This iron-wood penny whistle is carved into the shape of a hump-backed quadruped with a propeller tail and long feelers. When blown, it produces an off-key sound that clashes with itself which summons 4 rust monsters.

Marrow Men (rare): This macabre flute is carved from a human tibia. The bone is stained with dried blood and produces a shallow, haunting tune which summons 8 zombies.

Silken Spinner (uncommon): This intricate and graceful ocarina is made from polished silkwood shaped as a spider. When blown, it resounds with a tinkling whispery tune which summons 2 giant spiders.

Necklace of Beröe

Wondrous item, rare

Description: Seven turquoise and aquamarine plates, each engraved with breaking waves, are set into a steel and cobalt alloyed chain. Each link of the chain is shaped like the shell of a sea-creature.

History: Valanos created the first necklace of Beröe in pale imitation of one of the five great elorii artifacts in Belestor. Many Berokene wore them as signs of devotion, and after the fall of Belestor and the loss of the great artifacts the necklaces continued to be worn in remembrance. The Berotar of Entaris, in particular, prize these necklaces highly. No necklace has ever been given willingly to outsiders, and most Berokene consider the wearing of these items by humans to be an affront worthy of death.



NECKLACE OF BERÖE

Abilities/Effects: While worn underwater you can breathe normally as if you were under the effects of a *water breathing* spell and you gain a +1 bonus to your AC.

Speak with Her Children (Requires Attunement):

You can only attune to this item if you are a Berokene elorii. You can communicate with any creature native to lakes, rivers, or oceans as if you were constantly under the effects of a *Speak with Animals* spell.

In addition, while in or near a body of water, you can use your action to cast *conjure animals*, summoning aquatic creatures only. Once you use this ability, you cannot use it again until the next dawn.

Necromantic Shroud

Wondrous item, legendary (requires attunement)

Description: This funeral shroud is embroidered in barely visible spider silk with hundreds of tiny magical glyphs.

History: Tasia val'Mordane, a Coryani Nerothian, spoke passionately against the Cancereese rebellion. Despite this, she barely escaped from an angry anti-Nerothian mob that burned her home and killed her spouse and daughter. Enraged by this injustice, she made her way north to Canceri, bearing her dead child on her back. The Cancereese were loath to trust such an outspoken opponent of the Dark Triumvirate, so to prove that she had truly turned

against the Coryani she created the first *necromantic shroud* from the funeral wrappings of her daughter and personally presented it to the Dark Apostate. Many Cancere temples of Neroth now have a shroud on hand, though they are considered illegal and heretical by most other nations.

Abilities/Effects: When you place this shroud over a freshly deceased corpse, it rises as a ghoul under your control after 1 minute. You may control up to 5 ghouls at any one time; any additional ghouls created are not under your control. You can control ghouls raised with the shroud as if you created them with *create undead* but they do not count against any limits for controlling undead with that spell.

The shroud is easily destroyed; it possesses AC 10 and 10 hit points. If destroyed, all ghouls it created are set free from your control.

Needle of Mending

Wondrous item, uncommon

Description: This needle appears to be a simple copper needle with several tiny glyphs etched into it.

History: Found throughout the Coryani Empire, these items are prized by surgeons, soldiers, and tailors everywhere. Originally created by clerics of Beltine for simple household tasks, the secret of their creation has spread, and they are now common household items in the richest sections of all major cities.

Centurions quickly discovered how useful a Needle of Mending could be - from darning socks, to repairing armor or quickly sewing shut a comrade's wounds. As their reputation spread, so did their abundance. Now many field medics make this item a standard part of their healer's bag. Every legionnaire that can afford it owns one of these magical needles.

Abilities/Effects: You may spend 1 minute working with this needle to repair any ripped or torn object made of cloth, leather, or similar substance as if you had cast the *mending* cantrip.

You may also use the needle while taking a short rest to heal one creature of 2d8 hit points of damage. Once this ability is used, it cannot be used again until the next dawn.

Nier's Heart

Wondrous item, rare

Description: These pins are made from a fire opal, a gem said to be the eggs of salamanders that glow with an inner fire.

History: Many were surprised when Arthmoor val'Viridan, rather than a more martial Nierite, was selected to be the first Dark Apostate of Canceri. Those who chose him, however, knew that his religious fervor and political acumen were what they needed. Arthmoor's religious training included divine magic, and in his younger days he had created these pins from fire opals. When he became Dark Apostate he bestowed the items as honors for those who had served Canceri loyally. During their occupation, the Swords of Nier confiscated some of these pins for their own troops, and now the pins are considered awards of honor in both militaries.

Abilities/Effects: While wearing this pin, you have advantage on all saving throws against spells or effects which deal fire damage.

Sword of my Lord (Requires Attunement): You may only attune to this item if you are a worshipper of Nier. While wearing this pin, you can use an action to cast either *flame blade* or *Nier's blade*, regaining the ability to do so daily at dawn.

See Chapter Nine for the new spell, *Nier's Blade*.

Olymed's Armband of Ever-Ready Blades

Wondrous item, rare

Description: This armband is made from twisted strands of gold and engraved with symbols of strength and alertness. This armband is worn around the bicep and is often kept in full view by proud dwarven warriors. Intricate golden charms hang from the armband, up to six in total, each a minute yet perfect representation of a weapon.

History: Created by the dwarven weapon master, Olymed, these bracelets are a boon to any warrior caught without a weapon or forced to leave their favorite sword at the tavern door. Olymed, a successful dwarven craftsman from Solanos Mor, became widely known for the quality of his creations sold throughout Marketplace, the large bazaar



OLYMED'S ARMBAND OF EVER-READY BLADES

situated at the foot of the mountain that houses the Solani enclave.

Abilities/Effects: When worn, as an action you can transform any weapon you hold with a weight of 20 lbs. or less into a small charm which hangs upon this armband. While in this form, any ability that weapon possesses is inactive. Up to 6 weapons may be stored this way, and weapons with ammunition share a slot with their ammunition, such as a bow and a quiver of arrows. You can summon a stored weapon back to your hands as a bonus action, with ammunition appearing either on you or next to you.

If the armband is targeted by a *dispel magic* spell, all the weapons that are charms instantly appear at your feet. If the armband is ever destroyed, roll a d4 for each weapon. On a 1 that weapon is destroyed. On any other result the weapon appears at your feet.

Orb of Lore

Wondrous item, very rare

Description: This fist-sized sphere of dark blue crystal is highly sought after by scholars and sages.

History: Allathan val'Abebi was a great artificer who helped construct the flying city of Khafré. While others worked on the structure, he crafted artifacts within the city. His crowning achievement was the great *orb of lore*, a repository of knowledge and prophecy that, so said Allathan, would ensure the Altherians would always be the most advanced people in the world. Like Khafré itself, the orb was a symbol of Altherian hubris, and when the city crashed it shattered in an explosion that slew Allathan. Chastened by this, his apprentices created the modern orbs. Though not nearly as powerful as the original, there are many, ensuring that they will never be lost in a single disaster.

Abilities/Effects: You may use this orb as a spellcasting focus when casting divination spells.

The orb also has 3 charges, and regains 1d3 expended charges daily at dawn. If the last charge is ever used the orb cannot regain charges until left undisturbed in a library or museum for 1 day.

While holding the orb, you may use an action and expend 1 or more charges to cast one of the following spells: *comprehend languages* (1 charge), *identify* (1 charge), *legend lore* (2 charges).

Orb of Nikenes val'Mehan

Wondrous item, very rare (requires attunement)

Description: This small orb, no larger than a pebble, is made from a tiger's eye gem.

History: In the late ninth century Nurion the Undying briefly reappeared from his wanderings at the Sanctorem of the Arcane in Nishanpur, of all places. He delivered the first known example of the orb, along with detailed notes on its construction. Nurion claimed that he did not invent the orb, but rather he found clues to its creation in the ruins of the tower of Nikenes val'Mehan, a First Imperium mage that, it is said, had dealings with the mysterious being known only as Amanth. Nikenes was constantly trying to push the boundaries of what magic could do, and Nurion suspected that an experiment gone wrong was what ultimately destroyed his tower and killed him.

Abilities/Effects: This orb may be used as an arcane focus. When it is held, you have advantage on all Constitution saving throws made to maintain concentration on your spells.

As a bonus action while concentrating on a spell, you may suspend your concentration for up to 5 rounds, storing the energy of the spell in the orb. As an action, you may resume concentrating on the original spell as if your concentration had not been broken. You must resume concentrating on the spell after 5 rounds of the spell ends. Once the orb is used in this manner you may not utilize it in this way again until dawn the next day.

Orb of Opalescence

Wondrous item, legendary (requires attunement)

Description: These extremely rare black opals have only been discovered near the Sorcerer Stones in the Hinterlands.

History: Who creates these orbs, or why, is not known. What is known is that the Ehtzara and the Cult of the Jackal do not look kindly upon those who remove them from the Sorcerer Stones. They claim ownership of the orbs and are exceedingly jealous of their property.

Abilities/Effects: You may use this orb as an arcane focus. The orb also has 3 charges, and regains 1d3 expended charges daily at dawn. If the last charge is ever used the orb loses all magical properties until 7 days has passed.

While holding the orb, you may use an action and expend 1 or more charges to cast one of the following spells: *prismatic spray* (1 charge, save DC 16), *prismatic wall* (1 charge, save DC 18).

Orb of the Hidden Flame

Wondrous item, uncommon (requires attunement)

Description: These orbs appear to be made of russet-colored granite.

History: The Order of the Hidden Flame had these items developed so they could track the movements of their

members. Rumors persist that other factions and secret societies maintain their own versions of these items. The existence of such an item is withheld from the common member and if questioned about such an item, its existence is vehemently denied.

Abilities/Effects: Each of these orbs is keyed to a specific group such as a secret society, a military order, a religious faction, or something similar. While holding this orb, you may use an action to cast a modified version of *locate creature* which only locates members or ex-members of whatever group or secret society orb was created to detect. Additionally, while you are attuned to this orb, you cannot be the target of divination magic used to find your location.

Orb of the Seer

Wondrous item, uncommon

Description: This large crystal orb appears to have been carved with wild, twisted glyphs that glow with their own inner radiance.

History: The first *orb of the seer* was created by Ahrizan, a celestial giant of the Tultipet clan. After crafting this orb, he saw a vision of the future, including the horrible fate of the celestial giants. He begged his clan leader to abandon their tyrannical rule over humans, and for his troubles he was declared a traitor and slain. After the curse was laid upon the dwarves, the Tultipetans remembered Ahrizan, and began to revere him as a prophet and saint. In penance, they crafted many more of the orbs and gave them to the Temple of Larissa, where these orbs are primarily found to this day.



ORB OF VISION

Abilities/Effects: You may use this orb as a spellcasting focus while casting any divination spell. While holding this orb, you may spend 1 minute to receive a glimpse into the future. This glimpse comes as a flood of pictures, sounds, and emotions. You may attempt a DC 15 Wisdom (Insight) check to determine the general emotion invoked by the visions, such as fear, disgust, anguish, distrust, or pleasure. Also, at the GM's discretion, you may perform a DC 15 Intelligence (Investigation) check to recall specific details of the vision. If you are a val'Sheem, you gain advantage on your Wisdom (Insight) and Intelligence (Investigation) checks when attempting to discern your visions.

Orb of Vision

Wondrous item, rare or very rare (requires attunement)

Description: This small smooth quartz has an impurity in the center that makes it look like an eyeball.

History: Jana Gavius, Inquisitor of the Mother Church assigned to Tralia, had settled into her assigned province well, marrying and bearing two children. Then a Cancereuse heretic slipped into her village and spread the deadly disease known as infant's sleep. Jana caught the heretic soon after, but he laughed in her face. His wicked deed was done, and Jana's children were among the slain. Jana blamed herself for not discovering him sooner and left her husband to fight in the first Heretic War. To ensure she would never again be caught unawares, she plucked out her own eye and crafted the first orb of vision to replace it. It has since become a symbol of the most fanatical of the Church's inquisitors.

Abilities/Effects: You may only utilize an *ocular of vision* if you have an empty eye socket. Once placed in your vacant eye socket the orb restores your normal vision.

Additionally, this eye has 3 charges which may be used for the following abilities. The orb of vision regains 1d3 expended charges daily at dawn. If you use the item's last charge, roll a d20. On a roll of 1 the orb loses all magical properties for 7 days.

None Shall Hide from my Vision: As an action you may expend 1 charge to cast *see invisibility*.

The Far Sight: As an action you may expend 1 charge to cast *arcane eye*.

All Seeing (very rare only): As an action you may expend 2 charges to cast *true seeing*.

Pacorus' Gauntlet

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

Description: This iron gauntlet is fearsome to behold. Its fingertips are sharpened like talons, while the knuckles, reinforced and ridged, have a different gem affixed above each one. The outer portion of the gauntlet is silver plated, with black chainmail lies underneath.

History: Pacorus the Terrible was the most notorious of the Priest-Kings of the Auxunite Empire. It is said there was a hunger inside him, a hunger to spread fear among his subjects. At first these dark ambitions were tempered by his fellow priest-kings, but then Pacorus retreated into his lair for a year and a day, forging his gauntlet of power. When he emerged, the bejeweled gauntlet glittering on his right hand, he could no longer be opposed. The priest-kings who sought to stop him found themselves cowering before him, their bodies wracked with disease and mad cackles mixing with sobs in their throats.

For ten years Pacorus spread terror and fear throughout the empire, until he was finally felled by an assassin, much to the people's relief.



INKAS STEELFARMER
MARVELS AT THE POWER
OF PACORUS' GAUNTLET

Abilities/Effect: This gauntlet is a magic weapon makes your unarmed strikes deal magical slashing or bludgeoning damage. The gauntlet possesses 5 charges and regains 1d4+1 expended charges daily at midnight. If you use the final charge roll a d20. On a roll of 1, you suffer 1 level of exhaustion and the gauntlet regains 1 charge as it feeds off your life energy.

While worn, as an action you can use 1 or more charges to cast one of the following spells, using your spell save DC: *hideous laughter* (1 charge), *fear* (3 charges, save DC), *blight* (4 charge), and *contagion* (5 charges).

Pengik Memory Beads

Wondrous item, common

Description: This is a collection of marble-sized prayer beads made of semi-precious stones, looped onto a string of animal gut. These beads are worn as either a necklace or as a wristlet.

History: The Pengik people place great stock in their oral history, which is maintained and passed on from generation to generation by their tribal shamans. Some shamans are better at recalling information than others, and those who have difficulty are typically presented with these *memory beads*.

Abilities/Effects: Once you have worn these beads openly for 1 day you have advantage on all Intelligence (History) checks and all Intelligence checks to remember things you have seen or heard.

Periapt of Proof Against Perfidy

Wondrous item, very rare (requires attunement)

Description: This small charm is shaped as a small disc with the holy symbol of Althares on one side and an amethyst gem on the other.

History: These periapts are favored amongst the patricians of Coryan for their ability to protect and shield their wearer during even the most heated of debates in the Senate and Plebian Assembly.

Abilities/Effects: While worn you have advantage on Wisdom (Insight) checks.

Protected by the Truth (Requires Attunement): You may use a bonus action to erect a ward around yourself. For 1 minute, or until you take a hostile action against another creature, such as casting a spell, any creature that attempts to attack you must first succeed a DC 15 Wisdom saving throw. If they fail, they must choose a new target in range or their attack fails. This effect does not protect you from area effects attacks, such as the *fireball* spell. Once used in this manner, the periapt regains the ability to create this ward daily at dawn.

Phantom Steed Saddle

Wondrous item, rare

Description: This finely worked riding saddle comes complete with saddlebags and is trimmed with rare ermine furs.

History: This saddle is rumored to have been created for a pompous and fastidious Altherian noble who found the smell of horses offensive and the thought of tending to such a beast beneath his station.

Abilities/Effects: You can use your action to command this saddle to create a semi-real light riding horse beneath it, exactly as the *phantom steed* spell. The saddle only functions in this way for 12 hours each day, but that duration can be divided into 1 hour segments.

PHANTOM
STEED
SADDLE



Pin of Illiir's Radiance

Wondrous item, uncommon

Description: This pin is crafted in the shape of the sun with beams of light encircling it.

History: After the Cult of the Thousand-Eyed Man massacred the populace of the city of Kofan, the fledgling Inquisition realized that it needed new strength. Before the Patriarch went into hiding he charged the priesthoods with developing more powerful magical items. The temple of Illiir answered the call with this pin, which is still prized by inquisitors in the Mother Church and Milandisian Orthodoxy. The one rule laid upon inquisitors is that these pins are only to be worn when heresy is suspected in the field, for under the pin's power even the smallest of lies told for the sake of social niceties become difficult, and wearing one in a social setting is a serious faux pas.

Abilities/Effects: While this pin is worn openly, any creature that attempts to lie to you must succeed on a DC 13 Wisdom saving throw. On a failed saving throw, that creature must tell you the truth for 1 minute. Upon a successful saving throw they become immune to the pin's effects until the next dawn.



PIN OF
ILLIIR'S
RADIANCE

An affected creature is aware of the pin's effect and can thus avoid answering questions to which it would normally respond with a lie. Such a creature can be evasive in its answers as long as it remains within the boundaries of the truth.

Pin of Neroth's Blessing

*Wondrous item, legendary
(requires attunement by a worshiper
of Neroth)*

Description: This pin, shaped like an ankh, the holy symbol of Neroth, and grants Neroth's blessing to the wearer.

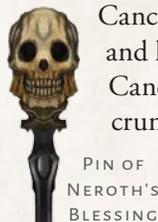
History: Many of the Nerothian necropolises of southern Cenceri have areas warded against all but the undead, making them all but impenetrable fortresses of the val'Mordane family. During the Heretic Wars Radebond Nordohter, a Milandisian, created five of these pins; one for herself and the others for her four companions, whom she led in a daring raid on one of the larger necropolises. She succeeded in her mission of collapsing the necropolis at the cost of her life, foiling a Cencerese push south. Her pin was found by her enemies, and later copies are now primarily found in southern Cenceri. Unlike the original, however, these copies crumble to dust after removal.

Abilities/Effects: When this pin is worn openly, you are considered to be undead. You gain immunity to poison damage and the poisoned condition, resistance to necrotic damage, and resistance to nonmagical bludgeoning, slashing and piercing damage from weapons that aren't silvered. You do not need to eat, sleep, or even breathe.

Curse: Once attuned to this item you must succeed on a DC 15 Constitution saving throw to remove this pin. On a failed saving throw, you suffer 4 levels of exhaustion. On a successful saving throw, you suffer 2 levels of exhaustion. Once removed, the pin crumbles to dust.

Pin of Sarish's Might

*Wondrous item, rare
(requires attunement by a worshiper of Sarish)*



PIN OF
NEROTH'S
BLESSING



PIN OF
SARISH'S
MIGHT

Description: This pin is purple disk with inscribed sigils of Sarish and it protects the wearer from the touch of infernals.

History: Legend has it that these pins were created by brave Sarishans who supported the First Emperor's crusade against the infernal menace. These legends are false. In actuality these pins were created by Khurshid val'Mehan, a still-living traveling merchant, so that she could charge a higher price. Despite her duplicity, the pins still work as advertised and are frequently found among the brave crusaders at the Wall of the Gods, as well as among the Sarishans of the Dark Triumvirate.

Abilities/Effects: When openly worn, any infernal that targets you with an attack or harmful spell must succeed on a DC 14 Wisdom saving throw or choose a new target for their attack or spell. An infernal that fails their saving throw is unable to directly harm or touch you for 1 minute. This effect does not protect you from area effects attacks, such as the *fireball* spell.

Pipe of the Underworld

Wondrous item, very rare (requires attunement)

Description: This ivory pipe is capped at either end with grimy bronze fittings. When smoking from this pipe, the grey smoke tendrils form macabre shapes of menacing spirits.

History: Even before the Becherek Heresy, the Nerothians of Canceri preferred to work with undead rather than destroy them. Pratibha Lal created the first *pipe of the underworld* in the seventh century, giving it in secret to the temple of Neroth. With these pipes the temple was able to enchant and sway rogue undead to return to their necropolises, sparing them from destruction by the Mother Church. She was not given the gift of Neroth, though she did live long enough to see Canceri become an independent nation. After the insurrection, the Nerothians removed the veil of secrecy from her creation, and it can now be found throughout southern Canceri, and rarely in other nations.

Abilities/Effects: These pipes may be used as an arcane or divine focus if you are a follower of Cadic or Neroth.

When you are holding these pipes, any undead you target with enchantment spells suffer disadvantage on their saving throws to resist the effects. If an undead affected by one of your spells succeeds on their saving throw they are immune to the *pipe of the underworld* until the next midnight.



PIPE OF THE UNDERWORLD

Pipes of the Madcap Minstrel

Wondrous item, very rare (requires attunement by a spellcaster with proficiency with wind instruments)

Description: This pair of silver flutes is inscribed with a peculiar spiral design around their length. These flutes are tuned to different pitches so that they harmonize with each other.

History: Bedlas the Twisted, heretical bard of Erhan, created these paired flutes to help rouse the peasantry into open rebellion against the local temple of Illiir. The rebellion died before it could start, primarily because the Inquisition of the Mother Church dispatched the Legio Lex Talionis to capture and execute Bedlas for heresy.

Abilities/Effects: These pipes have 10 charges and regain 1d6 + 4 expended charges daily at dawn. If you expend the pipes' last charge, roll a d20. On a 1, these pipes lose their magical properties until you cast 10 spell levels worth of enchantment spells into the pipes, at which point the pipes regain 1 charge and continues to regain charges as normal.

While holding the pipes, you can use an action and expend 1 or more charges to cast one of the following spells, using your spell save DC: *confusion* (4 charges), *enthrall* (2 charges), and *mass suggestion* (6 charges).

Plume of Righteous Victory

Wondrous item, very rare

Description: This item is a brightly colored plume fashioned from the tail of the rare kuni bird.

History: Since the death of Menesis val'Tensen and the founding of the Free States of Almeric, the Sons of Righteous Fury have dedicated themselves to uniting Almeric, and thus the val'Tensen family. They have not forgotten their goal of seeing a val'Tensen on the Alabaster Throne, but they recognize the unification of Almeric as a necessary first step. To this end, they have crafted *plumes of righteous victory* for their allies. The plumes are deliberately crafted in the Ulfilan and Milandisian style, eschewing the typical Coryani crest, as a symbol of the change they seek to bring to Onara.

Abilities/Effects: While wearing a helm or hat with this plume attached, as a bonus action you can cast either *righteous fury* or *smite infidel* (save DC 13). Once either one of these spells are cast from the plume it may not cast that spell again until the next dawn.

See Chapter Nine for *righteous fury* and *smite infidel*.

Pomander of Purity

*Wondrous item, very rare
(requires attunement to a location [room])*

Description: This ball of aromatic substances is used as a perfume and guards against infection.

History: The pomander is typically housed inside a gold case sculpted to appear as an apple, orange or pomegranate. Most popular amongst the devotees of Larissa, Goddess of Passion, at least one of these devices can be found amongst the courtiers of the various courts of Onara. Pomanders can also be found scattered about the homes of the affluent, transforming them into a pleasing and relaxing retreat from the squalor and most importantly smell of city life.

Abilities/Effects: This pomander can be attuned to any room no larger than 50 square feet. Once attuned, a creature touching the pomander may use an action to grant all creatures within the area resistance against poison damage and advantage on all saving throws to resist disease or the poisoned condition for 1 hour.

See Location Attunement Sidebar, pg. 103.

Pot of Simmering

Wondrous item, uncommon

Description: Common among nobility serving their time in the legions, these small cast iron bowls are etched with permanently inscribed runes of fire, and thought not powerful enough to create a campfire these useful bowls can be used to cook food and keep drinks warm on the coldest of nights. Interestingly these bowls have an additional use; they can burn away the poison from tainted food.

History: Emperor Quintelus val'Dellenov's third son Efreem never wanted to be a legionnaire; he wanted to be a scholar and artificer. However, his father was insistent that no son of his would "*spend his days locked up in a library like an Altherian*", and forced him into the Legion of the Mighty Oak. Efreem despised the rough life of a legionnaire, and used his skill with artificing to create the *pot of simmering* so he could at least get a hot meal on cold nights, and ensure the moldy rations did not kill him. Sadly, his magic pot could not stop enemy arrows, but after his death his fellow legionnaires sold his creation at a profit. *Pots of simmering* are now marketed to noble households throughout Onara.

Abilities/Effects: As an action you may put food or drink in this pot and have it heat up as if it were under the effects of a *heat metal* spell. The bowl's exterior remains cool to the touch while any food inside stays warm. This effect lasts until all the food within is eaten.

Purify my Meal (Requires Attunement): You may have the bowl cast *purify food and drink* on the food or drink within it.

Raiment of Illiir

Wondrous item, very rare (requires attunement)

Description: These pure white garments are trimmed with ermine and gold-cloth, with a golden sunburst emblazoned upon the chest.

History: Dating from the Imperium, these vestments have always been worn by the high priests of Illiir while enacting their sacred rituals. Most of these ancient vestments have been stolen, lost through the ages, and the priests of Illiir are always seeking their return. Agents of the Silence vie with them on this search, but with the goal of desecrating and destroying these holy apparels.

Abilities/Effects: While wearing this cloak you gain a +1 bonus to Armor Class and all saving throws. Additionally, you have advantage on saving throws against spells cast by divine spellcasters who do not worship Illiir.

Red Howler Mask

Wondrous item, rare

Description: This is a large ironwood mask painted blood red and carved in the image of a bestial creature with ivory tusks, distended lupine ears, and a shaggy mane of hair. When this mask is donned, it animates into a snarling visage of horror.

History: The first of these items to be studied by humans came to the Free City of Blackwand three years before the outbreak of the Coryani Civil War. Laghyphé of Pajharo, a Kio adventurer, had discovered the item in an abandoned Gar Dolem camp in the wilderness of Uggur. The mask finally laid to rest the long-standing legend that the infamous Red Howler tribe were lycanthropes who could transform themselves into wolves. Now it is believed that their fiercest warriors simply don these masks and take on bestial visages, though that is hardly less terrifying for their opponents.

Abilities/Effects: While this mask is worn you possess darkvision out to a range of 60 feet. If you already have darkvision, your range is increased by 60 feet. In addition, you can bite as an unarmed strike, dealing 1d6 piercing damage.

Bestial Howl (Requires Attunement): While wearing this mask, you may howl as action to cast *fear* (save DC 15). Once you use this ability, you cannot use it again until the next midnight.

Robe of Shadowshaping

Wondrous item, very rare (requires attunement)

Description: This thick, black velvet robe cloaks its wearer in darkness. Under bright sunlight, the robe seems to shimmer somewhat and faint magical glyphs can be seen tracing over the surface. The lining of the robe seems to be pure shadow, and is always chilled to the touch.

History: It is a sad truth that the infernal taint of the dark-kin often finds expression in acts of evil. For Mendion the Forktongue, a ninth century bard of little renown, this darkness instead found expression in somewhat self-indulgent and depressing poetry, devotion to Cadic, and fascination with the Shadow Realm. Although his tormented verse never became popular, he created the *robe of Shadowshaping*, which gained great renown among other followers of the Dark God. The Mother Church tried to commission Mendion as a scholar and artificer, but his heart was in his poetry, and he died penniless in Plexus.

Abilities/Effects: While this robe is worn you possess darkvision out to a range of 60 feet. If you already have darkvision, your range is increased by 60 feet. This robe has 3 charges which you can expend for the abilities below. The robe regains 1d3 charges daily at midnight. If you expend the robe's last charge, roll a d20. On a roll of 1, the robe loses all magical properties until it is kept undisturbed in an area of dim

illumination for 24 continuous hours, after which it regains 1 charge.

Shadow's Embrace: While in complete darkness, you may use a bonus action and expend 1 charge to become one with the shadows, effectively becoming invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

Shadow Step: As a bonus action you can expend 1 charge to cast *shadow step*.

Shadow Servants: As an action you may expend 2 charges to summon 2 shadows. These shadows do not have the ability to create new shadows and remain for 1 minute or until they are reduced to 0 hit points. The shadows are under your control and are friendly to you and your companions. If you do not issue any commands to them, they defend themselves from hostile creatures, but otherwise do nothing.

See Chapter Nine for the new spell, *Shadow Step*.

Rope of Compelling

Wondrous item, very rare

Description: This rope is made of spider-silk and adamantine threads.

History: This rope is a favorite tool for inquisitors, and is usually crafted by the Inquisition of the Mother Church.

Abilities/Effects: This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its command word, the other end darts forward to entangle a creature you can see within 20 feet of you.

The target must succeed on a DC 15 Dexterity saving throw or become restrained. You can release the creature by using a bonus action to speak a second command word. A target restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope.

If you are holding one end of the rope while someone is restrained by the rope, you have advantage on all Wisdom (Insight) checks when questioning the creature that is restrained.

As an action, you can force a creature restrained by the rope to make a DC 15 Charisma saving



throw. On a failed saving throw that creature cannot speak a deliberate lie as long as the rope restrains them,

Once used to restrain a creature, the rope cannot be used again until dawn. The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Rope of Security

Wondrous item, uncommon

Description: This item appears to be a length of simple, hemp rope.

History: The Hinterlands is far from safe, but there are those who must still make their way across these troubled lands. Kiul, an ascetic, suffered numerous attacks by bandits and vicious beasts as he trekked through this dangerous area. After an attack that left him gravely wounded, he was nursed back to health by a wandering Ehtzara. Taking pity on the traveler, the mystic invoked the blessings of the spirits and enchanted a piece of rope to grant travelers a safe-haven. As word of this device spread throughout the Known Lands, there was a great demand for it and eventually the Ehtzara traded these enchanted ropes to the various Yhing hir tribes, who in turn sold them to others for various favors and boons.

Abilities/Effects: This rope is 60 feet long and weighs 5 pounds. If you hold one end of the rope and use an action to speak its command word, the rope surrounds a 20-foot radius area, erecting a ward that protects the area from unwanted intrusion. For the next 8 hours, this ward alerts you whenever a Tiny or larger creature touches or enters the warded area. When you set the rope, you may designate creatures that won't set off the ward. You also choose whether the ward's alert 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 60 feet.

Once used, the rope cannot be used again until the next dawn.

Saddle of Mount Mastery

Wondrous item, uncommon

Description: This Khur Gi style saddle is plain and functional, designed for form over function by this taciturn people.

History: This saddle was first created by a Khur Gi shaman who sought to prove that his power was greater than that of the Ehtzara. To do this, he declared that he would tame a dire bat that had been terrorizing the area for years and

that the Ehtzara had been unable to banish. After stalking the beast for weeks, he and a group of warriors were able to capture the creature long enough to place the saddle upon it. Miraculously, the beast became docile enough to be flown back to the heart of the Khur Gi encampment, where the shaman basked in the glory showered upon him by the tribe. Sadly, the shaman was found days later, ripped apart like an overripe fruit. The enchanted saddle that had won him such acclaim had been tossed to one side and the dire bat was gone. Wisely, the Khur Gi chieftain declared that the saddle would be used solely on natural creatures and that creatures within the supernatural realm would be best left to the Ehtzara.

Abilities/Effects: This saddle may be worn by any Medium or Large mount. When this saddle is first put on a creature, they must make a DC 15 Wisdom saving throw or become docile and well-behaved. While the mount is docile, its rider gains advantage on any Wisdom (Animal Handling) checks that relate to the mount. Each day at dawn, the mount can make a new saving throw. If the mount succeeds or if the saddle is left off the mount for more than 1 hour, the mount is free of the enchantment until the next dawn.

Saddle of Security

Wondrous item, very rare

Description: This monogrammed saddle appears as a normal, albeit highly-decorated, military saddle.

History: Created by the Pearl Maidens to protect members of their monastic order from the many predators that roam the Hinterlands, this item tends to capture more of the two-legged variety than the four-legged ones. Either way, the vermin are dealt with quickly and without mercy.

Abilities/Effects: This saddle can be worn by both Medium and Large sized mounts. It is enchanted with a permanent *arcanist's magic aura* spell, giving it a false aura to appear nonmagical.

As an action, you can command this saddle to cast the *alarm* spell that only affects the mount wearing it. If any creature but yourself attempts to ride the mount, the spell alerts you with an audible alarm. In addition, the saddle will cast *hold person* (DC 12 saving throw, no concentration needed) on whatever creature triggered the alarm. When you activate this effect, you can designate creatures that won't set off the alarm. Once you use the saddle in this way, you cannot do so again until the next dawn.

Saraph's Spanning Rug

Wondrous item, rare

Description: This is a 5 ft. by 10 ft. wool carpet with geometrical patterns woven in blue and black upon its surface.

History: The ancient Auxunite Empire was an exotic land, filled with wondrous and bizarre magical artifacts. After their expulsion from the area south of the Gods' Wall, a few of these relics were left behind and are still found by intrepid explorers and treasure hunters. In a cache beneath a dangerously tilted stone tower in the Duchy of Tralia, dozens of wool rugs were discovered, miraculously preserved as if they were woven just the other day.

Abilities/Effects: As an action you may command the rug to grow to four times its original size (20 ft. by 40 ft.) and become rigid. The rug does not attach itself to surfaces but it is strong enough to bridge gaps. While expanded, the rug can support up to 600 lbs., exceeding this maximum causes it to tear and break, dropping everything it was supporting. As an action, you may command the rug to quickly return into its original form, rolling up at your feet.

Sarishan Seal

Wondrous item, uncommon

Description: These large stamps are forged from Sarishan steel and have a long handle. On the underside of the seal is a series of arcane symbols surrounding the holy symbol of Sarish.

History: These seals are forged by Sarishan priests to seal contracts between parties, be they merchants, rulers or infernals. All signatories to the contract know that breaking the letter of the agreement carries with it dire consequences, which includes divine retribution. Those who swear by Lord Sarish's name do not do so lightly.

Abilities/Effects: Worshipers of Sarish may use this seal as an arcane focus. If held while casting the *Sarishan oath* spell, this seal forms a magical connection between itself and the oath. A *Sarishan seal* be linked to a maximum of 3 independent oaths. When holding the seal, you can mentally review the oaths it is currently linked to and disconnect the seal from any or all of those oaths.

If any party breaks one of the oaths a *Sarishan seal* is linked to, all involved parties are instantly aware of it. Additionally, while holding the seal, those cursed with the Curse of the Oathbreaker suffer disadvantage on all saving throws against any divination spell cast by you.

See Chapter Nine for the new spell, *Sarishan oath*.

Sash of Keleos

Wondrous item, very rare (requires attunement)

Description: Four rhinestones are set into red-gold plates that are attached to this sash. The sash itself is made from fiery-red silk threads, interwoven with fine gold strands.

History: This item, and others of its kind, is part of a set of ancient eloran artifacts connected to the Elemental Lords. Though Keleos has not answered any prayers directed to him in centuries, items blessed by him, such as this sash, are revered by the elorii as a lasting link to their devoured god. Elorii do not look kindly upon humans wearing these belts, and actively hunt any val believed to be possessing one.

Abilities/Effects: While this belt is worn you gain resistance against fire damage. If you already have resistance to fire damage, you have advantage on all saving throws to resist spells or effects that cause fire damage. You also gain the ability to cast *produce flame*, using

Charisma as your spellcasting ability.

Scabbard of the Blessed

Wondrous item, uncommon

Description: This plain scabbard bears the holy symbol of the deity it is dedicated to embossed on its side.

History: Divine artificers of the Imperium of Man sought to create ever more opulent items of power. With great pride they would bring their jewel-encrusted, gold-wrought trinkets to the Temple of the Pantheon, more for their own glory than for the glory of the gods. Then one day Akantha val'Inares presented twelve simple scabbards, each unadorned save for an embroidered symbol of one of the gods of the Pantheon of Man. Some reacted with scorn, and others with fury at such a plain offering, but Eunike val'Viridan stepped forward, sheathed her sword within the scabbard of Nier, and drew it forth again. The sword glowed with divine power, and Eunike boldly declared that Akantha had put all the pride of the priests to shame, for with her simple gift she had enhanced the strength of the armies of humanity. Since that time none have tried to embellish these scabbards, for their plainness is a reminder that the gods favor substance over appearance.



SASH OF
KELEOS

Abilities/Effects: If you are a worshipper of the same god that the scabbard is dedicated to you may use a bonus action to bless your blade as you draw it from the scabbard. A non-magical sword blessed in this way becomes a magic weapon and grants a +1 bonus to attack and damage rolls for the next hour. Once used, you cannot use this ability again until the next dawn.

Simple Gifts (Requires Attunement): You may only attune to the scabbard if you are a divine spellcaster dedicated to the same god as the scabbard. While wearing the scabbard, you may cast *smite heretic*, using Wisdom as your spellcasting ability. Once used, you cannot use this ability again until the next dawn.

See Chapter Nine for the new spell *smite heretic*.

Scabbard of the Elements

Wondrous item, uncommon

Description: These finely tooled wood and leather scabbards are always etched with patterns depicting one of the four elements: mountains for earth, rivers for water, flames for fire, and clouds for air.

History: Perinia the Berokene, Vatatos the Kelekene, Terethes the Mârokene, and Aarea the Osalikene were renowned in Belestor as the finest artisans of their bloodlines. Being friendly rivals, they organized a competition between them to each design a beautiful, yet functional, scabbard. Soon their contest became something else entirely, as the four masters pushed, critiqued, and advised each other to greater heights of skill. Crowds gathered. All sensed that something marvelous was in the making. And then the Elemental Lords, in all their glory, appeared before them. They declared the work a symbol of the strength of the bloodlines when they worked together, and they imbued not only the originals, but all future scabbards made in the same manner with a breath of their power. Even today some few artisans still toil endlessly to recreate the original masterworks.

Abilities/Effects: Each of these scabbards is attuned to an element: earth, air, fire, or water. Any time you draw a non-magical blade from one of these scabbards, as a bonus action you may infuse it with elemental power. This makes the sword a magic weapon that grants you a +1 bonus to attack and damage rolls and deals an additional 1d4 damage of the appropriate elemental type (acid for earth, cold for water, thunder for air, fire for fire) for the next hour. Once used this ability cannot be used again until the next dawn.

Strength of the Bloodlines (Requires Attunement): You can only become attuned to one of these scabbards if you are an elorii whose bloodline matches the element of the scabbard. Any time you draw a non-magical blade from the scabbard, as a bonus action you may infuse it with elemental power. This makes the sword a magic weapon that grants you a +1 bonus to attack and damage rolls and deals an additional 1d6 damage of the appropriate elemental type (acid for earth, cold for water, thunder for air, fire for fire) for the next hour. You may use this item a number of times equal to your Blood Rank, regaining all expended uses daily at dawn.

Scarab of the Bronze Catacombs

Wondrous item, very rare (requires attunement)

Description: These scarabs appear as small, stylized beetles crafted from bronze and set with small fragments of jet and black opals.

History: These insidious scarabs were invented by the twisted mind of one of the ancient

Necromancer Lords of Myrantis, Lord Neferka Siptah. Lord Siptah was an adherent of the god Tzizhet, the Many Limbed, making frequent sacrifices to this abomination. He created

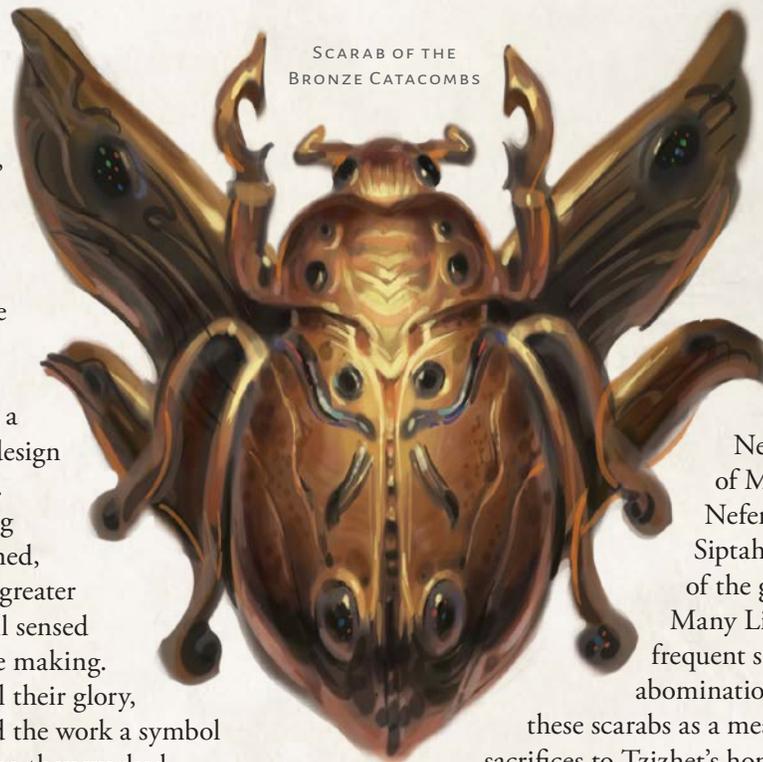
these scarabs as a means of sending sacrifices to Tzizhet's home, a never-ending labyrinth of twisting bronze tunnels, all leading invariably to his deity's lair.

Abilities/Effects: While this scarab is held, as an action you may throw it at creature and cast *maze* on that target. Once the spell ends, the scarab returns to you and cannot be used again until the next dawn.

Sentinel Necklace

Wondrous item, very rare (requires attunement)

Description: This simple choker is made from twisted rose-thorns. The barbs of the thorns stick and jab the wearer's neck, keeping them awake. The longer you wear



this necklace, the more unhinged you become due to lack of sleep.

History: The Temple of Larissa keeps the origin of these necklaces a secret, for they were created by the infamous Iduma val'Sheem, better known for defecting to and later leading the cult of the Lady of Thorns. While these necklaces are simply too useful to many adventurers and to the Coryani legions to declare them heretical, the Larissans fear the backlash should the truth of their creation be known. Meanwhile Iduma made many of these necklaces for the cult after his defection, the cult now uses them as part of their recruitment techniques, driving initiates mad from lack of sleep and then brainwashing them.

Abilities/Effects: While worn, you cannot fall asleep under any means and are immune to any effect that would cause you to fall asleep. You do not gain any levels of exhaustion from this lack of sleep.

If you wear this necklace for more than 3 days, you have disadvantage on all Intelligence and Wisdom checks. If you wear this necklace for 4 days, you have disadvantage on all Intelligence and Wisdom saving throws. If you wear this necklace for 5 days or more, you suffer from indefinite madness.

Serpent Boots

Wondrous item, uncommon or rare

Description: These knee-boots are made from the hide of a giant constrictor snake and shod at the heel and toe with copper. The toe is ornamented to appear as a viper's mouth.

History: Ownership of these boots is considered a badge of honor for those serving in the Shining Patrol. Seeing a pair on a patrolman means that they engaged and killed a ssanu during their tour of duty. The hide of the ssanu is then taken to an Altherian mage-artificer, who uses it to create a pair of *serpent boots*. Since the members of the Shining Patrol come from all over the continent, these boots can be found across Onara, usually on the feet of retired members of the Patrol.

Abilities/Effects: While worn you may use a bonus action to disguise your tracks as the tracks of a snake for up to 1 hour. This hour does not need to be continuous, and may be deactivated as a bonus action. Once these boots have been used for an hour, the magic in these boots cease to function until you have completed a long rest.

The rare version of these boots also grant advantage on saving throws to resist poison damage or the poisoned condition.

Shawl of Starry Witchcraft

Wondrous item, uncommon

Description: These shawls are made of black wool and sewn with small crystals that glitter and shimmer in the light.

History: The first of these shawls was created in the region that eventually became Salantis, and used fish scales instead of crystals to create the shimmering effects. Egica, the shawl's creator, led his people in worshipping an unnamed god of sea and stars. For some time, his magical power allowed his people to flourish, but as he grew older his mind sank into madness. Eventually his own people turned on him, slaying him and delivering his shawl to the priests of the gods of the Pantheon of Man. It is rarely used by trained mages, but hedge mages and other isolated spellcasters often favor its power.

Abilities/Effects: While wearing this shawl, you can use it as a spellcasting focus which grants you a +1 bonus on spell attack rolls

Shroud of the Initiate

Wondrous item, rare (requires attunement)

Description: This hood, used during certain ceremonies, is made from black cloth that covers the head and face. A fine gold mesh covers the eyes, but still allows one to see clearly. Upon the forehead is a stylized eye embroidered with gold thread.

History: This rare item is one of a handful that has some sort of eye motif emblazoned upon it. The eye has nothing to do with the ability of the item, nor is it a crafter's mark, leading many to be perplexed by its prominent placement. Among val'Abebi scholars, there is a heated debate as to whether an as yet unknown group or organization was, or still is, secretly manipulating the nations and people of the Known Lands. Taken separately, these relics may point to nothing, but other eye symbols found in strange doorways and ancient passages, as well as complete passages excised from tomes with clear precision, cause some to wonder.

Abilities/Effects: While worn you cannot be the target of a divination spell or perceived by magical scrying sensors.

As an action, you can use the hood to change the color of your skin, hair and clothing, granting you advantage on Dexterity (Stealth) checks made to hide or Charisma (Deception) checks to disguise yourself for up to 1 minute. After using this ability, you cannot use it again until you complete a short rest.

Skeleton Key

Wondrous item, uncommon

Description: A Skeleton Key appears to be a sturdy steel key three inches in length. It has many strange and twisted prongs jutting from the shaft at weird angles and the head of the key is carved to look like a grinning human skull.

History: Hundreds of these items have been found throughout Onara but they all owe their origin to the devious and crafty mind of Dellius val'Borda. A rogue and a liar, Dellius hailed from the city of Plexus. He plied his trade as a seedy merchant, sailing the waters of the Corvis River looking for salvageable cargo. It is rumored that not all of the ships Dellius and his crew salvaged had sunk before he got there. He had a knack of stumbling across the worst wrecks as there were never any survivors.

Dellius had a minor mage as a crewman and it was this unnamed cutthroat who enchanted the first *skeleton key*. Dellius convinced his crewmate to craft such an item so they could safely and quickly open the many locked chests and boxes recovered from their salvage operations.

Abilities/Effects: You may use the skeleton key to unlock any non-magical lock. While the key is in a lock, as an action you may cast *knock* on the locked object. Once you use this ability, you cannot do so again until the next dawn.

Sphere of Dark Heritage

Wondrous item, rare (requires attunement)

Description: This is a perfect sphere of black glass approximately 3" in diameter. Staring into its depths reveals an orb of absolute darkness with thousands of tiny silver flecks stirring and swirling through it. The sphere is extremely heavy for its size and is comparable to holding a piece of lead of the same volume.

History: Developed by the formidable secret society known as the Brotherhood of Man, these fervent supremacists feel that the dilution of the human blood line, as exemplified by the dark kin, gnomes and vals, need to be purged so that humanity can remain pure and untainted. To this end, this sphere was created to track down and identify disguised dark kin and prune that branch of humanity's family tree.

Abilities/Effects: This sphere may be used as an arcane focus. Whenever you can a divination spell using this

sphere as a focus, creatures with who possesses infernal blood, such as dark-kin, suffer disadvantage on their saving throw to resist your spell.

While touching the sphere, you can cast *scrying* (save DC 17), using the sphere as the material component. Once used, you cannot use this ability again until the next dawn.

Spiderhook

Wondrous item, uncommon

Description: A *spiderhook* looks like a normal iron grapnel with four tines. The tines meet and form a single shaft topped with a ring for rope attachment. The ring itself is the only adornment on the entire hook, which is crafted to resemble a large spider perched on the very apex of the shaft with its legs forming the ring.

History: This simple, but useful, item has been duplicated the world over. Believed to have been developed by enterprising rogues, the *spiderhook* can be found for sale on the black market in most major cities. Interestingly, this item is also utilized by the armies of most nations and issued to scouts patrolling areas with steep or rugged terrain.

Abilities/Effects: You may tie any rope to this hook's ring. While holding the hook, you may use an action to command the *spiderhook* to climb up any surface like a spider, at a speed of 40 feet, and wedge itself in place to serve as a secure anchor for the rope. It will remain in place until ordered to release as a bonus action. A *spiderhook* can carry up to 120 feet of rope and once wedged in place it can support up to 500 lbs.

Standards of Glory

Wondrous item, legendary

These standards were created by the adroit sorcerers and priests to lead the legions of the Imperium of Man to victory. Since the fall of that empire of antiquity, many have attempted to duplicate their abilities, but have failed. Due to their almost indestructible nature, the standards are found buried beneath battlefields, in tombs and the various ruins that dot the continent. All legion standards are 10-foot tall poles with a horizontal crossbar where the standard is suspended.



SKELETON KEY



SPIDERHOOK



These standards are held in such esteem, that, almost since the founding of the Coryani Empire, anyone who discovers one and assembles one thousand men may present themselves at the gates of Grand Coryan and be declared a legion of the empire.

Abilities/Effects: In addition to a standard's specific abilities, described below, all *standards of glory* have the following abilities:

Born Leader: While carrying the standard, you have advantage on Charisma (Intimidation) checks.

If you are a spellcaster, while carrying the standard your spellcasting ability is considered to be 25. If your spellcasting ability is already 25 or higher, this ability has no effect.

Lines of Communication: While carrying the standard, you can cast *message*.

Destroying a Standard: *Standards of glory* are powerful magical items that can withstand the passage of time with little signs of wear. The only way to destroy a standard is to effect it with a spell or ability that causes complete annihilation, such as *disintegrate*.

The Dolphin Banner of Naeraanth

Description: This banner has a blue field and is emblazoned with three golden dolphins.

History: Though this banner was once the standard for a Yarricite legion, its names and accomplishments are lost and unrecorded. The standard was washed ashore near the city of Naeraanth after an underwater tremor caused a small tidal wave that flooded the area. It was given to Prince Dolfgar val'Ossan of Naeraanth, founder of the Milandisian League, who believed that no army could be defeated while in possession of the standard. History proved that conceit true, though many doubt that the banner was the reason for his military successes.

After the interregnum, the val'Ossan kings of Milandir created an elite force of knights sworn directly to the preservation of val'Ossan line. The banner was placed in the care of these noble men, who, due to its emblems, became known as the Dolphin Guard.

Abilities/Effects: In addition to the abilities of all standards, while carrying this standard you may use an action to cast *heroism* (using Wisdom as your spellcasting ability), *protection from poison*, or *shield of faith*. When cast using the standard, each of these spells is altered so that they can affect up to 1,000 people within 2,000 feet and last for 8 hours.

You do not need to maintain concentration on these spells. If you drop the standard or are killed, any spells cast using the standard end immediately. Once you use the standard to cast one of these spells, you may not use it to cast that spell again until the next dawn.

The Standard of the Legion of the Black Sun

Description: This banner originally was white in color, but after the execution of Lothurus Metados val'Viridan it blackened, becoming scorched with the legion's crest, a blood-red sun enclosed in a black circle. The banner itself smolders, smoking slightly.

History: From records uncovered by the Followers of the Azure Way, the Legion of the Black Sun was the most feared legion of the Imperium, due perhaps to its taking of the gods Nier and Neroth as its patron deities. Fragments



of scrolls tell of their heroism during the War of the Three Empires, but beyond that, very little is known of this legion.

Millennia later, the Black Sun standard was rediscovered by a former legionnaire, but due to a rebellion led by Nierites, Sarishans and Nerothians, the emperor disbanded the assembled men and burned the hapless discoverer of the standard alive. The two gods were displeased by the disrespect shown by the emperor and raised the moldering corpses of the original legionnaires of the Black Sun. These events so shocked the emperor, that he ordered the standard be locked deep within the vaults beneath the imperial palace.

Abilities/Effects: While carrying this standard, when a living humanoid dies within 60 feet of you, you may use a reaction to animate it as a skeleton under your control. These skeletons remain within 30 feet of you and defend you and the standard. You may only animate a number of skeletons equal to double your proficiency bonus.

Additionally, you may use an action to protect all undead within 1,000 feet, granting them advantage on saving throws against the Channel Divinity: Turn Undead feature for the next 8 hours. Once this ability is used, it cannot be used again until the next midnight.

The Standard of the Legion of the Crimson Moon

Description: This standard depicts a red crescent moon bisected by a gladius on a black field. The words *For Duty and Honor* in Altharin are emblazoned beneath in silver letters.

History: Though mentioned in passing by the ancient historian, Lavintius, as having participated in the War of Empires, not much more is known of this legion, beyond that it was dedicated to the god Cadic. When the Coryani Empire was founded and began adding lands and people under its control, the val'Borda of Plexus saw wisdom in joining the empire and contributed the Legion of the Crimson Moon to the cause of defending it.

During the 4th century, the Coryani had stretched north and proclaimed the ancient First City as a protectorate of the empire. The legion was stationed there as a symbol of

Coryani power and influence. This act precipitated the first Khitani-Coryani War. The *standard of the Legion of the Crimson Moon* was last seen at the Battle of the Gate, when the Khitani nearly took the First City. In the passes leading up to the gates, the valiant legionnaires held against the tides of Khitani invaders.

After days of unending battle, General Idan val'Borda, the last commander of the legion, had little hope for reinforcements. He handed the standard to a young herald, and while calling out *For Duty and Honor* he personally led the charge against the Khitani. The weakened Khitani forces were routed, but the legion was destroyed. Curiously, the young herald disappeared without a trace during the ensuing battle; the standard he carried is still missing to this day.

Abilities/Effects: In addition to the abilities of all standards, while carrying this standard you may use an action to cast *bless*, *protection from poison*, or *shield of faith*. When cast using the standard, each of these spells is altered so that they can affect up to 1,000 people within 2,000 feet and last for 8 hours.

You do not need to maintain concentration on these spells. If you drop the standard or are killed, any spells cast using the standard end immediately. Once you use the standard to cast one of these spells, you may not use it to cast that spell again until the next dawn.

The Standard of Legio Lex Talionis

Description: This standard depicts a pair of crossed gladius behind a sunburst on a white field. The words *Ultioneus Illiir* are emblazoned beneath in gold letters, which translates to *The Vengeance of Illiir*.

History: Hailed as one of the more prestigious legions during the age of the Imperium, the Legio Lex Talionis was one of the first dozen legions reconstituted under the First Emperor, just prior to the founding of the Coryani Empire. Always a pious Illiirite legion, in the modern era, it became so orthodox in its interpretation of scripture that it eventually became the military arm of the Inquisition, hunting heretical cults and infernal worshippers.

The standard is only brought from its place of honor during times of war and crisis. The last time this occurred was during the Coryani Civil War, where the legion participated in several grueling engagements, such as the battles of Enpebyn, Savona and during the invasion of the dwarven enclave of Solanos Mor.



THE STANDARD
OF THE LEGION
OF THE BLACK SUN

Abilities/Effects: In addition to the abilities of all standards, while carrying this standard you may use an action to cast *bleed*, *longstrider*, or *protection from energy*. When cast using the standard, each of these spells is altered so that they can affect up to 1,000 people within 2,000 feet and last for 8 hours.

You do not need to maintain concentration on these spells. If you drop the standard or are killed, any spells cast using the standard end immediately. Once you use the standard to cast one of these spells, you may not use it to cast that spell again until the next dawn.

Starfire Pendant of Nol Dappa

Wondrous item, rare (requires attunement)

Description: Starfire pendants are crafted with intricate silver chains of braided links from star iron, with a single mounted moonstone.

History: In a region in the Hinterlands known as the Plains of Falling Stars, stars fall from the heavens and crash onto this world more frequently than anywhere else in the Known Lands. Pieces of star iron can be found here in relative abundance, where they are collected by the native tribesmen. With these slivers of star iron, the dwarven craftsmen of Nol Dappa create *starfire pendants*. Forged in the deepest volcanic fissures beneath the city of Erduk, the pendants absorb the very heat around them.

Each pendant is enchanted by a dwarven priest of Nier and provides resistance against heat and fire. The Nol Dappan dwarves are loathe to use such items, as it abates their suffering from the tremendous heat they live under, but grudgingly use them if they must endure the suicidal levels of heat and flame in the bowels of the volcano they call home.

Abilities/Effects: While worn, you gain immunity to all fire damage and vulnerability to cold damage.

Stone Bridge

Wondrous item, rare

Description: This item appears to be a small model of a stone bridge.

History: One of the most important parts of any military campaign is the ability to move large numbers of troops rapidly across terrain. Few things stop these movements like rivers and other bodies of water. These miniature stone bridges were first

developed long ago by the Imperium of Man during the devastating War of Empires. In the modern day, they are rare but are occasionally used by forces such as the Coryani Legions on major campaigns.

Abilities/Effects: As an action, you can place the bridge upon the ground and utter the command word, causing it to grow into a stone bridge. This bridge can be up to 50 feet long and 5 feet wide, or 25 feet long and 10 feet wide. There is a 3 feet stone rail that runs along the sides of the bridge. Once used, the bridge is permanent until eroded or destroyed as any other stone bridge would be. Once formed, the bridge is no longer magical.

Stone of Althares' Foresight

Wondrous item, very rare

Description: This ordinary-looking, flat, round, stone has a brownish-greenish color to it. Three inches in diameter, the word "knowledge" is inscribed in Altharin on side of the stone.

History: This stone is the product of Altherian priests who want to spread the understanding of the Lord of Ancient Mysteries. Though priests and nobles are commonly taught the ancient language of Altharin, the common man is not. True to their philosophy that the enlightenment of all mankind brings all one step closer to the Gods, these priest hope that this stone can speed them to that goal.

Abilities/Effects: While this stone is held you can understand and read, but not speak, Altharin.

Pursuit of Knowledge (Requires Attunement): The stones have 3 charges and regains 1d3 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the stone loses all magical properties until it is left in a place of learning, unmolested for a period of one week. Thereafter, the stone regains 1 charge and continues to regain charges at dawn.

When making an Intelligence check you may spend 1 charge to gain advantage on that check. You can also perform a 10-minute ritual and expend 1 charge to cast *identify*.



STONE
BRIDGE

Stone of Glib Discourse

Wondrous item, rare

Description: This is a small, flat river stone two inches across. Deceptively plain, these devices can easily be concealed in a pocket.

History: These stones are a boon to merchants and politicians as they impart the ability to speak eloquently on almost any subject.

Abilities/Effects: This stone has 3 charges and regains 1d3+1 charges daily at dawn. If you ever use the last charge roll a d20. On a roll of 1, the stone loses all magical properties.

While this stone is in your possession you may use a reaction and expend 1 charge to gain advantage to one of the following ability checks until the end of your next action: Intelligence (Investigation), Wisdom (Insight), Charisma (Deception), or Charisma (Persuasion).

Stone of the Dead

Wondrous item, uncommon

Description: This stone, worn smooth by a thousand years of wear, is a three-inch oval of glossy obsidian. Inset into its surface are potent necromantic sigils, lined with frost. The stone itself is cold to the touch and unusually heavy for its size.

History: The mythical Pengik folk-hero Uvaneshar is said to have found a black stone on the night the black moon Aperio first rose in the sky. It was strangely cold and heavy, and he knew it belonged to the Lord of the Dead. He went through great adventures to return the stone to its owner, and in return he was taught many secrets, including how to duplicate the stone's strange sigils on a piece of volcanic glass. Whether the legend is true or not, the Pengik still create these obsidian stones to communicate with the recently deceased.

Abilities/Effects: While this stone is held as an action you may cast *Speak with Dead* (DC 15). Once used, you cannot use this ability again until the next midnight.

Stone of Weightlessness

Wondrous item, uncommon

Description: This chunk of lodestone is large enough to fit comfortably in the palm of a human hand.

History: Most of the Altherians who constructed the ill-fated Khafré died during its destruction.

Not so Ekundayo val'Abebi, who was returning from a journey and watched the city's destruction from afar. Wracked by maddening guilt she wandered aimlessly, and by luck or the will of Althares she found herself in a fishing village that bordered the Sea of Lanterns. They accepted her, and in gratitude she used her knowledge of Althares' First Gift to craft the first stone of weightlessness from lodestone found in the area. As the ages passed and merchants again roamed the Blessed Lands, these stones have often been found for sale at the bazaar in Pecinium and the First City.

Abilities/Effects: While holding this stone, your Strength score is considered to be 6 points higher while determining your lift and carry capacities. If you are using the encumbrance variant rule, holding this stone also increases your Strength score by 6 points when determining if you are encumbered or heavily encumbered.

Tabard of Stealth

Wondrous item, very rare

(requires attunement by a worshiper of Cadic)

Description: This tabard is made from the blackest cloth and is crafted in such a way as to blend in well with shadows.

History: The many tales of silent and invisible Cadician assassins cause many to believe these tabards were handed down by Cadic himself at the dawn of time. In fact, the first of these tabards was not created until the first century. Damalis Iole, a Twilight Warrior, vanished into the Shadow Plane with three companions. A week later they emerged changed, and Damalis created the first tabard, claiming she had been taught the technique by servants of Cadic that dwelled within the Shadow Plane. Within a year Damalis and all of her companions had vanished without a trace. Some say they incurred a debt to Shadow, a debt that had to be repaid.

Abilities/Effects: This tabard has 3 charges and regains 1d3 spent charge daily at midnight. If you ever use the last charge roll a d20. On a roll of 1, the tabard loses all magical properties.

While worn, you may take a bonus action and expend 1 charge to cast either *invisibility* or *silent steps* or you may use an action and expend 3 charges to cast *greater invisibility*.

See Chapter Nine for the new spell *silent steps*

Tabard of Tenacity

Wondrous item, rare

Description: This surcoat is made of high quality heavy cloth.

History: Benigno Gervasio was many things. A man of short temper, a lover of many partners, and the master of the Fellowship of Savona. For all three of these reasons



STONE OF
THE DEAD

he had many enemies, and that made him a fourth thing: paranoid. He had some magical talent, and he spent many sleepless nights crafting a tabard that would protect him from the knives of his enemies. Unfortunately, this project took his attention away from the Fellowship, which allowed his second in command to usurp his position. To his credit, however, his tabard did cause the ensuing assassination attempt against him to fail. He was able to retire to Salantis, no longer as powerful, but much safer.

Abilities/Effects: If you are struck by a critical hit while this tabard is worn, as a reaction you may choose to turn the hit into a normal hit. Once used you may not call upon this tabard's power again until the next dawn.

Tabard of the Sea

Wondrous item, very rare (requires attunement)

Description: This blue green tabard is embroidered with crossed tridents at its center.

History: These tabards are given to holy champions of Yarris who have proven themselves worthy of the Sea Lord's blessing.

Abilities/Effects: This tabard has 3 charges and regains 1d3 expended charges at daily dawn. If you ever use the last charge roll a d20. On a roll of 1, the tabard loses all magical properties until it is submerged in salt water for 24 hours, after which it regains 1 charge.

While wearing this tabard, you may use an action to expend 1 charge to cast one of the following spells: *charm monster* (save DC 13) on any aquatic creature within 30 feet of you that you can see, *sanctuary* (save DC 14) but only effective against aquatic creatures, or *water walk* upon yourself.

Talisman of Lost Love's Despair

Wondrous item, very rare (requires attunement)

Description: This amulet is designed to appear like a common silver locket, with a moon opal affixed to one side and an arcane rune inscribed on the other.

History: It is said that evil wears many faces, even kind ones, and with the creation of this fell item, adage has become truth. This item was created by a deranged Nerothian mage who would steal the identity of dead husbands before killing their widows so that they might be reunited in death. Since then, it has become a tool of the Inquisition, who must sometimes resort to drastic means to accomplish their goals.

Abilities/Effects: You may utilize this amulet's power only if you possess the natural ability to read thoughts or are under the effects of the *detect thoughts* spell. If you wear this amulet while you are reading the thoughts of another, you may draw forth a painful memory of a lost loved one from your victim's mind. The amulet magically disguises you and your voice to match that of the individual in the memory. Your target must make a successful DC 15 Wisdom saving throw or suffer disadvantage on attack rolls against you and saving throws against any of your spells or effects.

Tapestry of Portals

Wondrous item, legendary (requires attunement)

Description: This large, 10-foot by 10-foot cloth tapestry depicts a labyrinth with numerous doorways and stairways.

History: As the Azure Way and the Emerald Society continued their competing excavations into the labyrinth beneath the First City, they found their progress slowed by purely practical concerns. While a swift-moving human might be able to traverse the many twisting passageways in a reasonable amount of time, bringing heavy and bulky artifacts through debris-obstructed tunnels was difficult at best. In a rare show of cooperation, the two societies pooled their resources to tackle the problem. The result was the *tapestry of portals*, which is still used by both the Emerald Society and the Azure Way today. Both societies claim that their great minds developed this item, and that their competitors were little more than spies and dead weight.

Abilities/Effects: As an action, you may unroll the tapestry onto the floor or throw it against a wall where it produces



TAPESTRY OF PORTALS

hooks to secure itself. Once unrolled you can use an action to speak the command word, opening a door on the tapestry to wall or a floor in a building which you have previously seen up to 500 feet away. When you open a door on the tapestry you can choose a size from Tiny to Large; creatures and objects that size or smaller can fit through the door. Once you have passed through the doorway, you can reach through it and pull the tapestry through, ending the effect. Once this tapestry is used to create a doorway it cannot be used again until the next dawn.

Tapestry of Tomb Guarding

Wondrous item, legendary

(requires attunement to a location [room])

Description: This masterfully woven tapestry contains scenes of nobles enjoying the hunt with a cadre of bowmen and hounds. However, closer inspecting reveals that several of these figures are in fact skeletal in nature.

History: These tapestries can be found in ancient crypts, barrows and mausoleums dating from the Imperium of Man. They were created by the Shepherds of the Dead, a sect of Nerothians, unknown in the modern age, that reveres Neroth's aspect of Guardian of the Dead. Each tapestry is woven for a specific tomb, and are works of art in their own regard.

Abilities/Effects: This tapestry can be attuned to any room no larger than 100 feet square. Once attuned, if any creature attempts to remove the tapestry from that room without speaking the proper command word, they must make a DC 20 Wisdom saving throw or be drawn into the tapestry, becoming the prey of the hunters.

Once trapped, as an action the creature can attempt a DC 20 Wisdom check to escape from the tapestry, and cannot be drawn back in for 24 hours. Every time the creature fails the Wisdom check, they suffer 2d10 points of magical piercing damage. If the victim escapes, they reappear in the space it left or, if that space is occupied, in the nearest unoccupied space. If the creature dies while in the tapestry, their body reappears in the space it left, or the nearest unoccupied space, gutted and torn asunder.

See Location Attunement Sidebar, pg. 103.

Thurible of Guarding and Warding

Wondrous item, very rare

(requires attunement to a location [building])

Description: These large gold censers, consisting of twelve pillars that support a shallow golden dish, are finely carved and specific to one of the gods of the Pantheon of Man. Each time the thurible is used, one of the twelve pillars that supports the golden dish melts and reforms into a smooth featureless pillar of iron.

History: When first created each of the twelve pillars is carved in a representation of a Valinor of the god to whom the censer is dedicated. These powerful items are used in major temples to slow down intruders until reinforcements can be summoned.

Abilities/Effects: This thurible can be attuned to structure such as a building or tower with 2,500 square feet of floor space or less. The thurible has 12 charges and once attuned, a creature may spend an action and expend 1 charge while filling the censer with at least 50 gp worth of incense to cast *guards and wards* (save DC 19) on the location the thurible is attuned to. Once the final charge has been used the thurible loses all magical properties.

See Location Attunement Sidebar, pg. 103.

Tiara of the White Prophetess

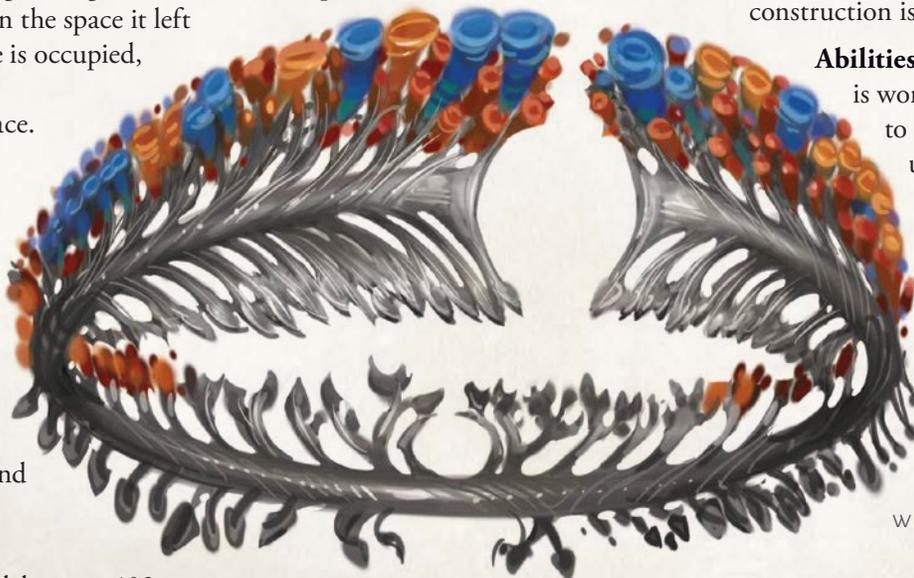
Wondrous item, rare (requires attunement)

Description: Made of braided white gold and silver, this headgear resembles a leafy wreath with small flowers crafted from precious stones.

History: These items are made by the senior priesthood of Belisarda and are never given to outsiders, as their construction is a closely guarded secret.

Abilities/Effects: While this tiara is worn you may use an action to cast *precognition*. Once used, you cannot use this ability again until the next dawn.

For the new spell *precognition* refer to New Rules in Chapter 9.



TIARA OF THE
WHITE PROPHETESS

Timepiece of Hazanko

Wondrous item, very rare (requires attunement)

Description: This item appears as a one-foot tall hourglass encased in a frame of dark chestnut wood. The frame itself was carved from an extremely hard wood found only in the Sword Fens; images of hounds, foxes, tortoises, hares, cheetahs, and other animal life grace the slender curves of the frame.

History: In far off Mhyrcia, hidden in the deep forests and jungles of the region, lives a gnome named Hazanko. Little is known about the stooped arcanist and Hazanko remains circumspect about his early years. Still, in the Shadow Towns, intelligent individuals can make a fortune from the rich trade across the Gulf of Coryan, regardless of their looks.

Hazanko is cursed like all his misbegotten kin, but unlike other gnomes, Hazanko is working on a cure. He fully believes that his condition is temporary and is determined to purge every ounce of dwarven blood from his broken form. Hazanko has delved into dark secrets of biomancy, pouring over voluminous ancient texts, from ancient ssethric scrolls to tomes purportedly stolen from the libraries of Ymandragore. His mad experiments have led to many amazing creations, both beneficial and foul. One such item was the *timepiece of Hazanko*.

Abilities/Effects: This hourglass has 3 charges and regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a result of 1, the hourglass loses all magical properties for 30 days, after which the timepiece regains 1 charge.

While this hourglass is held, you may use an action while inverting the hourglass to cast either *haste* or *slow* (save DC 14) by expending 1 charge, or *time stop* by expending 3 charges.

Titan-Bone Altar

Wondrous item, legendary

(requires attunement to a location [room])

Description: This large, menacing looking altar is made entirely of bone.

History: Far out in the depths of the Hinterlands lies a blasted wasteland known as the Graveyard of the Titans. Here, gigantic bones of long dead creatures rise out of the dried mud and windblown silt, silhouetted against the blaring noonday sun, silent sentinels of a forgotten age. Foul creatures of all types inhabit this region, and only the most heavily armed and well-supplied explorers dare to cross this region.

One of the strangest inhabitants of this land is Vehok val'Mordane, otherwise known as the Bone Mage. It is believed that Vehok is a necromancer from Canceri that accompanied an ill-fated expedition to the Ghost Jackal Cairns. The Bone Mage resides inside a tower made from the titanic bones of some ancient behemoth, and uses the native Hua'gi goblins as slaves, or worse.

In a small chamber atop his rib-cone tower sits a strange structure representing the pinnacle of the Bone Mage's power. In the center of the room lies an altar, built from the bones of men and ancient creatures. The claws of some huge behemoth form posts in the corners of the altar to which captives or corpses can be tied spread eagle. Adorned with skulls of hyena men, harpies, and other humanoids, the entire scene proves to be a macabre spectacle. The true terror of this device comes into focus on the dark moonless nights that sometimes settle over the wasteland. On those nights, the Bone Mage lays a fresh corpse upon the altar and performs profane rites. At midnight, the corpse rises, animated in a mockery of life, to serve its new master in death.

Abilities/Effects: This altar can be attuned to any room 100 square feet or less. The ritual to attune the altar requires the sacrifice of 4 sentient creatures which become zombies. These zombies remain near the altar at all times and attack anyone who tries to destroy it.

Once attuned, placing a freshly deceased creature on the altar during a moonless night causes the corpse to raise as a zombie. Placing a freshly deceased creature upon the altar and burning 200 gp worth of incense causes the corpse to rise as a ghoul. Undead created by the altar cannot be controlled by the process described below. The zombies created when the altar was attuned to its location can never be controlled. Any undead which move farther than 1 mile from the altar are destroyed.



As an action, a creature can touch the altar and expend a spell slot. Expending a 5th level spell slot or lower lets the creature assert control over undead created with the altar as if casting *animate dead* at a spell level equal to the slot level expended. Expending a 9th level spell slot or lower lets the creature assert control over undead created with the altar as if casting *create undead* at a spell level equal to the slot level expended.

Any undead with a CR 1 or higher that come within 1 mile of the altar must make a DC 18 Charisma saving throw or fall under the control of the altar. Those that make their save constantly feel a “pull” to the altar’s location and may seek it out but are not under its control.

The *titan-bone altar* is 10 feet long by 8 feet wide and 3 feet high, and weighs 900 lbs. It has AC 15 and 100 hit points. If destroyed, all undead created by the altar are released from its control. The altar then reforms 100 days later in a random uninhabited location on the same plane. See Location Attunement Sidebar, pg. 103.

Toga of Office

Wondrous item, uncommon

Description: This pristine white toga has a single deep green bar as trim, denoting its wearer as a member of one of Coryan’s leading families.

History: Milo Corvanus was elevated to patrician of the fledgling Coryani Empire by the First Emperor himself before the battle of Hope’s End. His son Linus, was among the first generation born with no knowledge of the Time of Terror. Unlike his father, he rankled at his green-trimmed toga setting him apart from the gold-trimmed togas of the val. To compensate for this, he crafted the first *toga of office*. While many of the older generation found this a sign of vulgarity and ingratitude, many of his generation, and subsequent generations, had similar togas crafted. The use of such a toga is considered scandalous if discovered, but is barely tolerated among humans. Val, however, are expected to get by on skill alone. After all, they are the Chosen of the Gods.

Abilities/Effects: While worn you have advantage on Charisma (Persuasion) checks.

As a bonus action, you may force a creature who can hear and see you within 20 feet to make a DC 16 Charisma saving throw. On a failed save they suffer disadvantage on all Charisma (Persuasion) checks for 1 minute. On a successful save your opponent feels as if they were intimidated, but nothing else. Once you use this ability you cannot use it again until you complete a short rest.

Troll’s Lament

Wondrous item (gauntlet), rare

Description: Fashioned from finely tooled leather, dyed a deep crimson red, and affixed with hardened obsidian spikes,

this spiked gauntlet strikes fear into the heart of trolls.

History: Gelvira was one of many Nol Dappan followers of the Sword of the Heavens after his reemergence, but his disappearance in the Blessed Lands left her confused and without a purpose. Partially to follow in his footsteps, and partially to seek the will of Nier, Gelvira took the path of the pilgrim. In the Corlathian Mountains her band of faithful were assaulted by Singarthan trolls, who cornered them within caves. With few tools at her disposal, Gelvira was nonetheless able to create gauntlets enchanted with fire, and held off the trolls until the pilgrims were rescued by the Soldier Saints of Dagha. Feeling the touch of purpose in her defense of others, Gelvira crafted *troll’s lament*, building on the makeshift gauntlets that had saved her life. She has since joined the Soldier Saints, and trolls seeking to prey on pilgrims have learned to fear her flames.

Abilities/Effects: While wearing this gauntlet you gain a +1 bonus to attack and damage rolls with your unarmed strikes, which are considered magical weapons. As a bonus action, you can enshroud your gauntlet in magical flames, making your unarmed strikes deal an additional 1d4 fire damage. These flames may be used to set flammable objects alight, and shed bright light in a 20-foot radius and dim light for an additional 20 feet beyond that. You may extinguish these flames as a bonus action.

Bolts of Flame (Requires Attunement): While wearing this gauntlet you can cast *fire bolt*, using Constitution as your spellcasting ability.

Urn of Fool’s Booty

Wondrous item, very rare

Description: This beautiful ceramic vase, crafted by less than honorable illusionists, is illegal in most of the Known Lands. They bear a glamour inside them that makes coins, gems or jewelry placed inside to appear more valuable.

History: It is a sad fact that not everyone opposed the Infernals during the Time of Terror. One merchant doing business in the trading hub of the Plexus was swayed by promises of riches into a number of demonic pacts. This urn was the result of one such deal, and made him a very rich man, at least until he was murdered by a customer angered by his no-refund policy. The fact that these items are created even today via infernal pact is not widely known, or else they would be considered heretical, rather than merely illegal.

Abilities/Effects: While this urn is held you may use an action to place up to 500 gp worth of jewelry, gems, or coins within it. For 1 hour, all items placed into the urn appear to be more valuable, doubling their worth. If a creature examines an item from the urn and succeeds on a DC 15 Intelligence saving throw they can see through the urn’s illusion. All items placed in the urn revert to their normal appearance after 12 hours. Once used, the urn loses its magical properties until 7 days have passed.

Valor Guards

Wondrous item, uncommon

Description: Decorated with carved images of holy champions, and other righteous warriors, these bracers bolster their wearer and inspire them to greater acts of bravery and valor.

History: Galaros Fen was raised in the elemental traditions of Lhyllifel, and even given an elorii name by his Undir parents. But when beasts attacked his caravan it was not the Elementalists who saved him, but a band of adventuring holy champions of the Mother Church. In them Galaros found a sense of purpose he had lacked. He converted, and in tribute to the brave adventurers who had saved him he made the first *valor guards*, decorated with their battle against the beasts. Later versions of these items would depict other scenes, but always prominently featuring the holy champions of the Mother Church.

Abilities/Effects: While these bracers are worn any time you are targeted by a spell or effect which imposes the frightened condition you may use a reaction to gain advantage on a saving throw against the spell or effect.

Veil of the Silt Sea

Wondrous item, rare (requires attunement)

Description: Created from the wing membranes of Silt Drakes, these light tan veils protect the wearer's face from the harsh winds and blowing sands of the Great Silt Sea.

History: In the northern portion of the Hinterlands, only the bravest and strongest of the Yhing hir tribesman dare to travel. Here, demons still prowl, the immortal Hyena Queen holds sway, and this blasted region holds instant death for all but the wariest. It is in these regions that Ehtzara craft special veils to aid tribesmen who must venture across this barren landscape.

Abilities/Effects: While you wear this veil you are unaffected by natural environmental hazards that exist in the desert, such as quicksand and silt-traps, and are have a permanent *pass without trace* effect while in a dessert.

Vestment of the Defender

Wondrous item, rare (requires attunement)

Description: These priestly robes are made of coarse material more suited to war than the temple.

History: These vestments were created by Hermine Althaus for the Hurrianites who served Overprince Walport val'Holryn in battle against the infernal horde during the Time of Terror. These Hurrianites gained great renown as defenders of innocents during the First Crusade, and the infernals tried many times to find and slay Hermine, or to discover the secret of crafting corrupted vestments

for themselves. Each time they were thwarted due to the brave actions of the Hurrianites. When the Convocation of the Divine established the Mother Church, a now older Hermine gave the secret of these vestments to the chosen artificers of each of the first Pyremen, and today they can be found throughout the lands of men.

Abilities/Effects: Each of these vestments is dedicated to a specific deity and you can only attune to a vestment if you are a worshipper of the deity it is dedicated to. While wearing these vestments, you may use a bonus action and either expend one of your spell slots or a use of you Channel Divinity feature to cast *shield of faith* (no concentration required).

Ymandrake Coif of Sorrow

Wondrous item, very rare (requires attunement)

Description: Each coif appears to be an iron slave collar engraved with the images of chained mages marching around in an unending procession. Hidden at the back of the collar is a cunning latch, opened easily by anyone who knows the trick, but impossibly difficult for those unfamiliar with its workings.

History: Developed by the servants of the Sorcerer King of Ymandragore, these fell items are given to the Harvesters on the most important or dangerous missions. Designed to nullify the powers of the target spellcaster, the mere thought of these dread collars is enough to make most practitioners of the arcane break out in cold sweats. The Sorcerer King demanded the creation of the *coifs of sorrow* as a new weapon in the Harvesters' arsenal after Nurion val'Assanté's Sanctorum of the Arcane began training mages to defend themselves against their previous tactics. Even the most prepared Sanctorum mages have fallen to the power of the coif.

Abilities/Effects: Any creature you place this coif upon instantly become attuned to it, breaking any attunement that creature may have to other items. A creature wearing the coif loses the ability to speak and must make a DC 20 Wisdom saving throw. On a failure, the creature's Intelligence and Charisma scores are reduced to 1 and they lose the ability to cast spells, use magic items, or understand any kind of language. On a successful saving throw the wearer retains their senses and is immune to the coifs debilitating effects for 24 hours, but still cannot speak. Every day at dawn, as long as they are wearing the coif, the creature must make a new Wisdom saving throw to resist the coif's effects.

The coif can be removed with its key or by targeting the creature wearing it with *remove curse*. Its lock can be found with a DC 20 Intelligence (Investigation) check and once found, a DC 25 Dexterity (thieves' tools) checks will release the coif. A successful casting of *dispel magic* on the coif, treating it as a 5th level spell, will also release the creature from its grasp.

CURSED ITEMS

Boots of the Far-Traveled

Wondrous item, uncommon (requires attunement)

Description: These boots appear to be old, well-worn boots and bear the holy symbol of Anshar, Goddess of Travelers.

History: Life in the gnome slums outside Tir Betoq was hard for Sava. When a wandering priest of Anshar passed through, she begged to accompany him. He agreed, and took her to his small chapel in the Western Lands. Most Ansharans protect the downtrodden, but this priest was corrupt and treated the poor gnome as a slave. With nowhere else to turn, she swore vengeance. Her twisted body made physical revenge unlikely, but her mind was sharp, and she turned it toward magic. She created these boots, knowing they would be stolen by the cruel priest. She began leaving bait outside the chapel, drawing wild beasts. It was only a matter of time before the priest was attacked and sought to use her boots to escape. Then Sava had her revenge.

Curse: This item is cursed, a fact that is revealed only when an *identify* spell is cast on the item or you attune to it. Until they are worn and first used, they will identify as *boots of speed*. However, the first time they are used they bind themselves to the wearer and cannot be removed. So long as these boots are worn, they halve the wearer's walking speed and prevent the wearer from running.

Boots of the Toad

Wondrous item, rare (requires attunement)

Description: These boots are usually fashioned from leather and sport a green color with splotches of black-speckled yellow and brown. These boots are typically only made for gnomes, although in rare cases a gnome will make a pair of these for a true friend. Of course, they have also been known to create pairs of these boots when they are short on cash, selling them to anyone who will buy them.

History: Lignaosh, a brilliant but spurned gnome, grew tired of being ridiculed and chased out of taverns when he politely asked for food. After a particularly brutal beating at one inn, he invented a device to help him steal the food that he was being denied. The result of his tireless efforts, and insatiable appetite, are the *boots of the toad*.



BOOTS OF THE TOAD

Abilities/Effects: While you wear these boots your jumping distance is doubled and you have a climb speed equal to your regular speed.

Curse: This item is cursed, a fact that is revealed only when an *identify* spell is cast on the item or you attune to it. Once you become attuned to these boots, over the next few days your voice changes into an annoying croak, your skin takes on a greenish tinge and you start to grow warts. Unless you are a gnome, you have disadvantage on all Charisma checks. You cannot remove these boots or end your attunement to them until affected by *remove curse*. If these boots are removed, the changes to your body are slow to fade, requiring the passage of a month before your skin and voice return to normal.

Fangs of the Night

Wondrous item, very rare (requires attunement)

Description: This necklace appears as a mismatched set of teeth on a leather thong.

History: The origins of the first of these malicious items is believed to be a strange cult of feral humans living in the wilds of Uggur, a vast and trackless wasteland filled with savages and beasts. The little that is known of their origins, mainly from the carvings upon the fangs, points towards the Seekers of the Waxing Moon, a sect devoted to some dark and hoary god. A number of these items first appeared on a caravan from Llyllifel, traveling throughout the League of Princes.

Abilities/Effects: While wearing this necklace you have darkvision out to a range of 60 feet and have advantage on attack rolls, saving throws and checks at night.

Curse: This item is cursed, a fact that is revealed only when an *identify* spell is cast on the item or you attune to it. Each time Viridis, the green moon, is full, you must make a DC 15 Constitution saving throw or transform into a lycanthrope until the next dawn. Every time you succeed on this save, the DC increases by one. The exact type of lycanthrope that you become

is determined when the necklace is created, with werewolves being the most common. You cannot inflict lycanthropy on a creature when you are transformed by the necklace. You cannot remove the necklace or end your attunement to it unless you are affected by *remove curse* or *dispel evil* and good.

Locker of the Lost Mariner

Wondrous item, legendary (requires attunement to a location [ship])

Description: This large, waterlogged sea chest is bound in tarnished brass and smells of brine and rot.

History: When the Yarricite priests of Naeraanth went to the newly conquered province of Salantis to confront the Yarric Heresy they did not do so naively. They brought a newly enchanted Yarricite item, a sea chest that could produce a fog bank. This would disorient any peasant resistance while the inquisitors took whatever steps were necessary. When they were later attacked by abominable forces, they sought to use the chest to escape. They failed. The next morning revealed that whatever forces had attacked them had transfigured the chest into a waterlogged and rotting thing, and to the horror of the returning inquisitors those who had been left dead in its presence rose the next night. The chest was swiftly destroyed. Since that time, however, similar chests have appeared, always near the sea.

Abilities/Effects: This chest can be attuned to any ship with at least two masts. It is secured by an *arcane lock* spell which locks and unlocks at the command of the ship's captain. The chest's other powers only function with the lid open. These chests possess 3 charges which may be expended to produce the effects below. The chest regains 1d3 expended charges daily at midnight. If you expend the last charge, roll a d20. On a roll of 1, the chest loses all magical properties until submerged in a natural body of water for 1 day, after which it regains 1 charge.

Sudden Fog Bank: As an action the ship's captain may touch this chest and expend 1 of its charges to cast *fog cloud*, centered on the chest, with an extended radius of 100 feet. This ability remains in effect for up to 1 hour or until the lid is closed.

The Drowned Dead: While the ship is at sea, as an action the captain may touch this chest and expend 1 of its charges to have the chest call out to the dead beneath the waves. These summoned dead arrive in 5 minutes and consist of 6 zombies, 6 skeletons, or 1 specter. These undead remain and serve you faithfully until 1 hour at which point they dissipate into mist and salt water.

Curse: This item is cursed, a fact that is revealed only when an *identify* spell is cast on the item or you attune to it. All creatures that die within 30 feet of the chest rise the following night as zombies unless their corpse is burned. These zombies are not under your control.

See Location Attunement Sidebar, pg. 103.



Ordainer Circlet

Wondrous item, very rare (requires attunement)

Description: These plain circlets are slim and easily concealed.

History: The notorious Retsev Rah, of the Harvesters, traveled Onara for many years disguised as a merchant and selling magical items, including circlets said to grant the power of the dreaded Ordainers. These items were linked to Ymandragore, and allowed the Harvesters to compromise many of the Sanctorum of the Arcane and kidnap numerous mages. Once his true identity was known, any remaining circlets were carefully examined, and duplicates without the Ymandragoran link were made by the militant Hawks of the Sanctorum. But Retsev was a cunning artificer and carefully embedded curses within his work, so that those mages that sought to use the circlets against the Ordainers soon found themselves vulnerable to their greatest foes.

Abilities/Effects: As long as this circlet is worn, as an action you may cast *detect magic*. These circlets possess 3 charges which may be expended for the abilities below. This circlet regains 1d3 charges daily at dawn. If you expend the circlet's last charge, roll a d20. On a roll of 1 the circlet loses all magical properties until 6 spell slot levels are cast into it, at which point it regains 1 charge and continues to regain charges at dawn.

Sense the Gifted: As an action you may use 1 charge to cast *arcane sight*, and those attempting to hide their spellcasting ability having disadvantage on their saving throw.

Enhance Spell Power: When a spell you cast is the target of *counterspell* you may use your reaction and expend 1 charge to give disadvantage on your opponent's ability check to counter your spell.

Spell Reflection: Any time you are the target of a spell cast with a 2nd level spell slot of lower you may use 1 charge to reflect the spell back upon its caster.

Curse: This item is cursed, a fact that is revealed only when an *identify* spell is cast on the item or you attune to it. You may not remove this item or stop being attuned to it unless you are affected by *remove curse*. While wearing this circlet, you have disadvantage on all saving throws to resist any divination spell cast by a Harvester of Ymandragore.

See Chapter Nine for the new spell, *arcane sight*.

Slave Bracelets of Larissa

Wondrous item, very rare (requires attunement)

Description: Crafted from silver-plated steel cuffs, these bracelets are both decorative and functional. Attached to each bracelet is a single ring, bound to it by steel chains.

History: Pomona Fusia was married to a beast of a man, yet for the sake of her family she endured his cruelties for as long as she was able. Finally, she threw herself on the mercy of the Temple of Larissa, who saw her bruises and offered her sanctuary, but she hesitated. Her family was dependent on her husband's good will for their survival, and she could not leave him. Her husband was a regular visitor to the Larissan brothels, and this granted another opportunity. Rousanak val'Sheem, artificer of the temple, crafted this bracelet, and arranged for the val'Assanté's favorite brothel girl to gift it to him. Soon he found himself unable to resist serving his wife in all things, though Pomona treated him far better than he had treated her.

Abilities/Effects: While this bracelet is worn and you are not wearing armor or using a shield, you have an Armor Class of 13 + your Dexterity modifier. Additionally, you have advantage on all Wisdom (Insight) and Charisma (Persuasion) checks.

Curse: This item is cursed, a fact that is revealed only when an *identify* spell is cast on the item or you attune to it. *Slave bracelets of Larissa* are always

crafted with a third ring that is not chained to the bracelets, usually called a 'master ring'. While you wear the bracelets, you are always charmed by the wearer of the master ring.

You cannot remove the bracelets or stop being attuned to them unless you are affected by *remove curse* or the wearer of the master ring uses an action to release you from the bracelets.

Tabard of the Reluctant Warrior

Wondrous item, very rare

Description: This cotton tabard is embroidered with crossed arcs of lightning on the front of it.

History: This tabard was commissioned by Duke Baldwin val'Tensen, second Duke of Moratavia, for his Hurrianic troops. The Duke's artificers lamented that they were unable to weave together the enchantments requested without creating the curse as a side-effect, but the Duke was untroubled, boldly proclaiming that the warriors of Hurrian would never refuse those in need. Soon, however, he realized that in battle one had to make difficult choices,

sacrificing a few to save many more, and that these strategies weakened those men gifted with the tabard, including the Duke himself. Since that time the tabard has been retired from regular service, and now they are only worn by the most devout Hurrianites.

Abilities/Effects: While worn, and only when acting in the direct defense of those who cannot defend themselves, you may use an action to cast *shield of faith*. Once this ability is used it cannot be called upon again until the next dawn.

The Strong Arm of Hurrian (Requires Attunement): You must be a val'Tensen to attune to this item. While wearing this tabard, your Blood Rank is considered 1 higher for any effects or abilities that reference that ability. This does not grant you any additional bloodline powers.

Curse: This armor is cursed, a fact that is revealed only when an *identify* spell is cast on the armor or when you attune to it.

While wearing this tabard, if you refuse to defend those in need you suffer disadvantage on all saving throws.

You cannot remove this tabard or end your attunement to it unless a worshipper of Hurrian casts *remove curse* on you.



TABARD OF THE
RELUCTANT WARRIOR

CHAPTER NINE

NEW RULES

WARLOCK: NEW OTHERWORLDLY PATRONS

Spiritual Patrons

"Listen, child, do you hear that? It is the wailing of the spirits. They speak of innocent blood spilled. They whisper warnings of terrible dangers to come. They tell of the fall of cities and empires. Do you not hear their cries? No? Then you will surely fall to the doom they announce."

- Falin, Yhing hir shaman

Across the Known Lands, there are those who hear the calling of the spirits; the song of the wind, the whispers of trees, and the gentle murmuring of water. Though the civilizing influence of the Coryani Empire has swayed many to the Mother Church, there are still those who honor and pay homage to the powerful spirits that constantly surround all living things.

Their names may change from culture to culture, but most know these men and women as spirit-speakers. Though the Mother Church discounts them as heretics, infernalists, or simply ignorant savages, the power of the shaman is not to be scoffed at or scorned. They can sway the forces of nature to do their bidding and summon spirits that could make the most faithful Beltinian quake with fear. Yet, there is a price to be paid for these powers – for to become a shaman, one must dwell on the tenebrous border between the worlds of waking and dreaming.

You are one of these men and women, the wise who see beyond the world of flesh and see into the world of the spirit.

Unlike other otherworldly patrons, the shaman consists of multiple paths, such as the Shaman and the Ehtzara. You must choose one of these Shamanistic Paths at 1st level. Once chosen you may not select another path; the spirits are possessive and unforgiving. Regardless of the path, all spirit speakers have the Between Worlds feature. Warlocks who chose this patron are primal spellcasters, using their connection to spirits and the energy for the natural world to power their magic.

Between Worlds

Starting at 1st level you become attuned to the spirit world around you, allowing you to detect the presence of any undead creatures and spirits as well as disturbances in the fabric of the spirit realm.

As an action you may open yourself to the spirit world around you; until the end of your next turn, you know the location of any undead within 60 feet of you that is not behind total cover. You know if the undead is corporeal or incorporeal and if it possesses an intellect as well as its general intent ("They mean us harm" or "they wish to tell us something"). Additionally, within the same radius you may detect the spiritual residue left by strong traumatic





events such as murder or torture. While may you know the nature of the event you cannot discern any details.

With this heightened sensitivity to the spirit world you also mark yourself as more than a common mortal. Any undead within your range of detection are automatically aware of your presence and what you are. How the spirits will react to your presence is completely up to your GM.

You can use this feature a number of times equal to 1 + your Charisma modifier. When you finish a long rest, you regain all expended uses.

Shamanistic Path: The Ehtzara

A veil of heat wafted off the sun baked flats, distorting the barren landscape and dwarfish thorny plants. Dry dusty winds cut across the cracked mud plain as a lone lizard, perched atop a rock, hissed at a passing desert adder. A ring of ancient stones, tall as giants and carved with symbols of ancient power in a forgotten tongue, cast the only shade for miles. The lizard turned to spot a distant hazy shape approaching from the wastes. The figure gained form, a tall black shape with robes flapping in the heated gusts, which strode toward the monoliths with purpose.

It ignored the frightened lizard, instead reaching out its wizened hand to grab the now coiled adder in its grasp, placing the squirming beast within a rugged bag. It stepped into the shadow of the tall stones and lowered its tasseled hood, revealing the head of a man with leathery bronzed skin and a sun bleached tangle of hair. The man placed a simple wooden altar, adorned with painted glyphs and red garnets, at the center of the ring and bowed low in respect to the spirits of the sacred stones. The shadows beneath them grew shorter, slowly disappearing at the zenith of the sun on this holiest of days,

The man made sacrifices of expensive wine, herbs, and baubles on the altar, and asked the guardians of this hallowed ground to accept him as an initiate of his order and a wise guardian of the people. He appealed with chants and pacts while waiting for a sign. A harsh wind cast itself upon the scene, buffeting the man and causing the altar to teeter in its forceful, sand-laced gale. The shadows returned from underneath the tall stones, stretching slowly to cover the man in mid-day blackness. He heard terrifying moans and oaths in elder tongues, the deafening voices of the dead now brought back to life in swirling, inky horror. He felt their shifting forms pass over him as he cringed in fear, for he knew if they did not accept his humble offerings, they would carry him off screaming to the Cauldron.

In an instant, all grew silent. As the cowering man looked slowly up, the offerings atop the altar were nowhere to be seen. The blood red garnets that adorned it now shone and glinted with deep unworldly light, signifying his acceptance by the

spirits. The man bowed low before the stones, almost touching the parched ground beneath his feet. He caressed the altar lovingly; carefully packing it away and headed back the way he came.

He now commanded respect from man and beast alike. They would cringe with fear and give a wide, respectful berth at the sight of his tasseled hood. Soon he would have the power to speak with animals and the spirits of the dead. He would command nature itself through spells and ancient rites. The man strode with confidence anew, and a wicked smile of satisfaction played across his face. He had become a full member of his order and a vital link to the land.

He had become an Ehtzara.

- Khi'gothe'ku, *The Shredded Veil Between Worlds.*

The Ehtzara are the warlocks of the Hinterlands, gaining power and learning spells from summoned spirits or gaining innate knowledge of the natural landscape and its denizens. They are a mix of three ancient traditions; the original Yhing-hir beliefs of ancestor worship from before they were trapped in the Hinterlands, the elemental practices of the indigenous Pengik tribe, and the amalgamations of southern magic, superstitions and religious beliefs. Like most warlocks on Onara, the Ehtzara are no exception to the belief that they deal with demons and devils to grant them power, and are blamed for every malicious act or freak occurrence around them for miles. The difference with the Ehtzara is that they embrace this superstition, particularly in the Hinterlands and eastern Milandir, using their frightful presence and ominous reputations to intimidate others and chase off would be attackers or angry mobs.

The training and discipline for the Ehtzara is as rigorous as a monk's, and an initiate into this group must accept that they will no longer be treated as normal, and often not even as natural. However, they will command respect and fear from all they encounter, and are imbued with many useful and devastatingly effective capabilities in exchange. Ehtzara are not necessarily evil, and many live on the edge of communities and give assistance or help in return for payment, food and shelter, and a blind eye to their unseemly trade. They tend to wayward shrines and forgotten cairns to learn ancient lore and appease their spirit patrons.

Taboos

The spiritual patron requires you to perform specific rituals and follow restrictive taboos. Not doing so, or showing disrespect to spirits, may cause your patron to punish or abandoned you, usually at a very inconvenient time (GM discretion). This can include miscasting a spell, losing spell slots, losing access to a spell you know, or the loss of a crafted fetish.

At 1st level you start with a small personal traveling

shrine or altar, inscribed with the names of your most powerful spirit allies. You must spend time in meditative communion at dawn or dusk to appease your patrons. Depending on the spirits you wish to appease, sacrifices can include honey, wine, rich foods, herbs, gems or blood. You must perform sacrifices to your patrons on holy days, important events, and before or after great undertakings. If the shrine is stolen, defiled, or damaged, you must craft a new one, which takes 1 week and requires 300 gp in materials and sacrifices. Until you replace your old shrine, you cannot recover spell slots and you cast cantrips as if you were 5 levels lower (minimum of 1st level).

Additionally, Ehtzara must tend to neglected altars, shrines and icons that they may come across, and show them the proper respect, such as righting a fallen icon, dusting off or pulling weeds from a shrine, or simply bowing or leaving a tithe as he passes.

Spiritual Etiquette

You have been trained in the customs of supernatural beings and must bow and give the proper respect when in the presence of any extra planar being, spirit, or certain kinds of undead creatures. These include celestials; infernals; intelligent undead such as ghosts, revenants, banshees; and nature spirits, such as elementals or dryads. Because of this, you receive advantage on Wisdom (insight) and Charisma (Persuasion) checks when dealing with these beings and may, at the GMs discretion, roll an Intelligence check to recall the name and reputation of particularly powerful extra planer creatures. You can defend yourself against such creatures, but you usually try to avoid combat with them, and attack only if the creature attacks first.

Expanded Spell List

As an Ehtzara, you choose from an expanded list of spells when you learn a warlock spell. The following spells are added to the warlock spell list for you.

Ehtzara Expanded Spells

SPELL LEVEL	SPELLS
1st	<i>evil eye*</i> , <i>speak with animals</i>
2nd	<i>flame blade</i> , <i>enemy of my enemy*</i>
3rd	<i>call lightning</i> , <i>fear</i>
4th	<i>guardian of faith</i> , <i>blight</i>
5th	<i>commune with nature</i> , <i>conjure elemental</i>

See Chapter 9: New Rules for any spell marked with an asterisk.

Spirit Robes

At 1st level you create your first true fetish, your *spirit robe*. This robe is always black with a tasseled hood or cowl, and adorned with the names of your patron spirits in silver thread. Once created, this robe becomes permanently bound to you. You cannot take it off except at dusk or dawn, while performing a special prayer. These robes detect as magical, act as a primal spellcasting focus, and provide you with an AC of 13 + Dexterity modifier as long as you wear no other armor

Bind Fetish

Unlike other magic items, most fetishes have no formula for their creation. The secrets of binding the power of a spirit into a tangible object is a passed down from one spirit-speaker to another or sometimes bargained for from the very spirits themselves.

Starting at 6th level you gain the ability to craft fetishes (see Chapter 4: Fetishes) as a downtime activity. You can only craft fetishes as long adhere to your taboos and spiritual etiquette. Crafting a fetish requires spending time and making sacrifices to the spirits, as per the table below. Once crafted, the fetish is bound to you and cannot be given to anyone else. You may possess up to two bound fetishes at a time and cannot create any others while you still have two fetishes bound to you.

FETISH RARITY	CREATION COST	CREATION TIME	MINIMUM LEVEL
Common	50 gp	1 day	6th
Uncommon	250 gp	1 day	6th
Rare	2,500 gp	10 days	12th
Very rare	25,000 gp	20 days	18th

Elemental Adept

Starting at 10th level, your study of elemental traditions opens new avenues of knowledge and you may add 2 spells from the wizard's spell list to your list of spells known. These spells must be of a spell level you are capable of casting and deal either fire, lightning, acid, or cold damage.

Enriched Aura

Starting at 14th level your understanding of the spirits has opened your mind to possibilities you once overlooked. You can now have three fetishes bound to you at once. In addition, you may now lend a bound fetish to an ally for a number of days equal to your proficiency bonus + their Charisma bonus, after which time the fetish crumbles to dust. During a long rest you can perform a special ritual to reset this duration, allowing your ally to retain the fetish.

EQUIPMENT

New Weapon Qualities

Ambush: Weapons with the ambush quality are easier to use in a surprise attack. When preparing to attack with a weapon with ambush, you gain advantage on Dexterity (Stealth) checks.

Basket Hilt: Some weapons, typically the cutlass and some rapiers, possess a basket hilt. Originally designed to protect your hands from damage, they can be used to strike opponents with great effect. You can use the basket hilt of your weapon to make unarmed strikes. On a hit, the basket hilt deals 1d4 + your Strength bludgeoning damage.

Melee Use: Due to their construction and balance, some ranged weapons act as the listed weapon in melee, rather than as improvised weapons. You can enhance either the ranged or melee aspects of such a weapon independently.

Penetrating: Some ranged weapons are particularly effective against armored opponents at close range. Weapons with the penetrating quality grant advantage on attack rolls when used against armored opponents within 15 feet. This ability is ineffective against abilities that increase AC but are not armor, such as the monk's Unarmored Defense.

Versatile Damage: Weapons with this quality have both a primary and a secondary damage type. Your weapon will always do the primary damage type unless you declare otherwise before you roll damage.

Worn: Worn weapons augment your unarmed attack damage and may not be disarmed. Putting on or removing a worn weapon takes an action.

Weapon Descriptions

Cestus: Popular in the arenas and taverns of Coryan, this reinforced leather glove consists of a series of leather thongs that are tied over the hand. The thongs secure a set of metal plates, one over the knuckles and the other along the back of the hand. There are two variants of this weapon – the myrmex (or “limb-piercer”), and the sphairai, which has thin leather thongs with cutting blades.

Weapon Qualities: The myrmex possesses versatile damage (piercing); sphairai possesses versatile damage (slashing).

Cutlass: The cutlass is a short curved broad-bladed sword akin to a scimitar with a basket hilt. The cutlass has become a staple of naval soldiers for its ability to hack through heavy rope and canvas while remaining short enough to use in close quarter combat.

Flintlocks: Altheria may be a center of knowledge and learning, but it is the power of blast powder that has kept

the nation of Altheria secure and prosperous. Flintlocks are only made in the Altherian Republic, and their advanced understanding of blast powder and its explosive potential has aided them in designing these weapons. Altherian flintlocks are designed to take advantage of specific amounts of blast powder in every shot, leading to the creation of blast powder rounds – small paper or cloth packets of blast powder pre-measured to gain the most efficient and accurate shot. This makes these fine weapons easier, safer, and faster to reload and fire.

Special: You suffer no penalties for firing a flintlock while prone. Also, Altherian characters may purchase flintlocks at 10% the listed price, and are allowed to carry them regardless of their rank.

Gladius: The gladius has a double-edged blade and a strengthened tip. The grip is made of wood, bone, or ivory, and is topped with a rounded pommel. The entire weapon is roughly 26” to 30” in length. The gladius is the standard blade of the Coryani legions and though this weapon has been in service for well over a thousand years, constant refinement has kept it amongst the best swords available.

Khopesh: The khopesh has a six-inch hilt supporting a blade that extends straight out about 18 inches before curving into a sickle shape for another 18 inches. Its sickle-like blade can be edged either on the inside or outside curve, or both. The spine of the weapon is made to be heavier than that of most other swords. Edged to the outside, this weapon is extremely effective at creating slashing wounds. Edged to the inside, it is used for hacking an opponent. In either case, the heavy spine of the weapon and high center of gravity (centered along the blade instead of close to the hilt) make the khopesh a most effective weapon.

Man Catcher: This weapon is a 10-foot long metal or wooden pole topped with a set of sharpened, spring-loaded jaws at the far end. Suspended between the jaws is a small metal activation plate, giving it a appearance similar to that of a bear trap.

When successfully attacking a Medium or Small sized humanoid you may use a bonus action to initiate a grapple with the creature. If you successfully grapple your target you may choose to move it adjacent to yourself or keep it at reach. While grappling a creature with the man catcher you may not attack with it and must continue to hold it with both hands.

Spiked Chain: This weapon consists of a 6’ long chain with spikes at each end. An exceptionally difficult weapon to master, the spiked chain is commonly found in Canceri where it is very popular among slave masters and some city garrisons.

Tail Bracer: Consisting of a leather sleeve with a row of razor-sharp spines running down its length, these bracers were crafted to fit onto a ss’ressen’s tail.

THE FLINTLOCK IN ARCANIS SOCIETY

The flintlock – or more specifically, the adorned flintlock – holds a special place within the cultural traditions of the Shattered Empires; the closest analogy is the reverence and power associated with the ownership of a katana in feudal Japan. As such, adorned flintlocks are a sign of high station, one that commoners quickly acknowledge. In some nations, such as Cenceri, this respect is offered out of fear, whereas in Milandir it is given out of respect, and in the case of the Coryani Empire, a little of both.

When a noble comes of age, they are presented with an adorned flintlock pistol, crafted and blessed by a monk of Althares. Each is as unique as the noble who bears it. The weapon is engraved with blessings of wisdom to guide the young noble. There are also rare instances of nobles being granted adorned rifles, especially after performing some great deed, either for Altheria or the good of all; these rifles hold a greater place of honor and often become family heirlooms. Although elaborately decorated and personalized, functionally these pistols are weapons of good quality.

While carrying a non-adorned flintlock is the right of every Altherian and priest of Althares, even amongst their own people possession of an adorned flintlock is limited to those of noble blood.

Any non-noble found in possession of an adorned flintlock is arrested and severely punished, with the penalty typically death. Anyone who is not Altherian, a noble, or a priest of Althares found in possession of any flintlock, will have their weapon confiscated, whereupon it is promptly returned to Altheria, and the offender being jailed or worse.

Tralian Hammer: Designed to overcome exceedingly tough armor, the Tralian hammer combines both the standard bludgeoning head of a hammer and the piercing, beak-like spike of a heavy pick. The entire thing is mounted on the end of a metal-shod, six-foot long shaft. While this has allowed for an extremely effective method of taking down heavily armored opponents, it has also made the weapon a little too unwieldy for all but those who dedicate themselves to its mastery.

War Scythe: A modified version of the agricultural scythe, this pole arm consists of a 4' long curved blade upon a 5' to 6' long staff. A rare



weapon, it is most commonly found in the hands of those devoted to Neroth.

Armor Descriptions

Armored Jacket

Light armor

Description: Consisting of a short leather jacket reinforced with hidden metal plates, the protective nature of these jackets can be easily overlooked. Traditionally, they are fitted with hidden pockets and wrist scabbards that can hold a dagger or other small weapon. This armor can be easily mistaken for normal clothing; as such any observer must succeed in a DC 15 Intelligence (Investigation) check to recognize the true nature of the armor.

Brigandine

Heavy armor

Description: First created by the Coryani Empire, brigandine armor consists of a studded leather coat reinforced with metal plates riveted onto the torso and back of the jacket. These plates are then covered with additional cloth or boiled leather for extra protection.

Cancerese Gothic Plate

Heavy armor

Description: This armor consists of a reinforced breastplate coupled with reinforced double-link chain mail accompanied by leg and arm grieves, gauntlets and a reinforced helm.

NEW EQUIPMENT

Armor Equivalents

Statistical equivalents do not dictate the armor's appearance or method of construction, but simply the armor's cost, armor class, and other statistics.

LIGHT ARMOR

Studded Leather	Gladiatorial armor, lorica musculata, Milandisian leather cuirass, Sicarite leather
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MEDIUM ARMOR

Chain Shirt	Chainmail hauberk, lorica hamata, Sicarite studded leather
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Breast Plate	Kio hauberk
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Half-plate	Lorica squamata, Milandisian chainmail hauberk
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HEAVY ARMOR

Chain Mail	Milandisian gothic cuirass
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Plate	Milandisian Andrean suit of plate, cataphractus segmentata
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Splint	Brigandine, Cancereuse gothic plate
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New Armor

ARMOR	COST	ARMOR CLASS	STRENGTH	STEALTH	WEIGHT
LIGHT ARMOR					
Armored Coat	10 gp	11 + Dexterity modifier	-	-	10 lb.
Ss'ressen scale armor	10 gp	11 + Dexterity modifier	-	-	10 lb.
MEDIUM ARMOR					
Lorica segmentata	900gp	15 + Dexterity Modifier (Max 2)	-	-	40 lb.

New Weapons

SIMPLE MELEE WEAPONS	COST	DAMAGE	WEIGHT	PROPERTIES
Cestus	5gp	1d4 bludgeoning	2lb	Special, worn
MARTIAL MELEE WEAPONS				
Cutlass	30gp	1d6 slashing	3lb	Basket hilt, finesse, light
Gladius	40gp	1d6 piercing	3lb	Finesse, light, versatile damage (slashing)
Khopesh	30gp	1d8 slashing	3lb	Heavy
Man catcher	40gp	1d4 piercing	3lb	Heavy, two-handed, special
Spiked chain	30gp	1d6 piercing	3lb	Finesse, two-handed, special
Tail Bracer	20gp	1d8 bludgeoning	3lb	Worn
Tralian Hammer	70gp	1d12 bludgeoning	10lb	Heavy, two-handed, versatile damage (piercing)
War scythe	30gp	1d12 slashing	8lb	Heavy, two-handed
FIREARMS				
Flintlock pistol	300gp	1d10 piercing	5 lb.	Ammunition (range 50/300), loading,
Flintlock rifle	500gp	2d6 piercing	10 lbs.	Ammunition (range 100/500), loading, melee use: greatclub, penetrating, special, two-handed
AMMUNITION				
Blastpowder and shot (10)	25 gp	per weapon	2 lbs.	per weapon

Caphractos Segmentata

Heavy armor

Description: Caphractos segmentata has come into use just recently, partly in response to the famed Andean plate of Milandir. It consists of a suit of lorica segmentata augmented with segmented arm and leg bracers. As with Andean plate, caphractos segmentata is rare. However, in this case it is because the Coryani legions control its production, and even when willing to sell it to others, the armor is rather expensive.

Chain, Kio, and Milandisian Hauberks

Medium armor

Description: There are three main varieties of chain hauberks. The common variety consists of metal loops woven into a linen shirt, with sleeves ending just above the elbow and flaps down the front and the back ending just below the knee. These flaps are commonly split, allowing the wearer to ride a horse. A coif of thick, metal ring-covered leather gloves typically accompanies this armor.

The Milandisian hauberk is similar to the common variety, but adds a boiled leather vest that clasps across the chest. The Kio hauberk, the design of which predates the common chain hauberk, is more advanced than the other varieties and uses many of the same techniques used to forge the famed Kio swords. The metal rings are woven into quilted silk shirts and like most Kio-crafted goods, this armor is rare outside Kio families.

Gladiatorial Armor

Light armor

Description: This armor is more for show than practical use. Each set of armor is unique and is often a hodge-podge collection of different kinds of armor. While some suits consist of armored sleeves with decorated helms, others consist of leather versions of lorica set with brass fittings for a more theatrical look. Regardless, all of these armors provide little actual protection and are more for costume than proper battle. Many ex-gladiators still utilize parts of their old armor to augment the look of better and heavier armors.

Lorica Hamata

Medium armor

Description: Lorica hamata consists of a chain shirt fitted with thick brass shoulders that run from the mid-back to the front of the torso, where they are connected by iron loops. Though this armor has fallen out of use with the common legionnaire, it has found a place amongst the light troops and the scouts of the Coryani legions.

Lorica Musculata

Light armor

Description: This version of lorica is made of hardened leather and is commonly supplied to auxiliary and archery units that do not require the full, and expensive protection afforded by steel lorica segmentata.

Lorica Segmentata

Medium armor

Description: The armor of the finest and best-equipped Coryani legions, lorica segmentata has seen many improvements during centuries of outstanding service to the Empire. Though surpassed in many ways by newer designs, this armor is arguably the finest armor ever issued to the common soldier. It consists of steel plates bent and molded around the chest and shoulders, then linked together with steel mail worn beneath. Steel arm and leg greaves complete the kit. This armor is built for maximum protection and maneuverability.

Lorica Squamata

Medium armor

Description: Lorica squamata consists of a metal scale shirt fitted with steel shoulders, like those found on lorica segmentata. Used by standard bearers, musicians, centurions, and cavalry troops, lorica squamata is common within the legions of Coryan, even finding its way to some auxiliary infantry legions as well.

Milandisian Andean Suit of Plate

Heavy armor

Description: Named for Andreas II, former king of Milandir and creator of this style of armor, Andean plate offers the greatest protection achieved to date. Though it is far too heavy for all but the strongest knights to wear, Andean plate is surprisingly easy to move around in. Its clever design permits the wearer to enjoy almost a full range of motion. This armor is rare, not because its construction is controlled, but because it is extremely expensive to manufacture. Only the wealthiest of individuals can afford such a suit of armor.

Milandisian Gothic Cuirass

Heavy armor

Description: Milandisian armor smiths are some of the most accomplished in the history of the craft. One of their many innovations is the Milandisian cuirass, which increases the effectiveness of the typical horseman's cuirass by adding a series of cunningly designed curves to the breastplate and helm.

Sicarite Leather & Sicarite Studded Leather

Light or medium armor

Description: The excellent leather artisans of the Yhing-hir are responsible for the development of these cunningly designed armors. Developed out of necessity due to the lack of iron in the Hinterlands, these suits consist of interlocked, water-shrunk leather plates tailored over a stiff wooden framework that allows more freedom of movement than that of normal leather or studded leather armors. Studs, strips of metal, and spikes are sometimes added when available to the crafter. Few families in the Hinterlands know the techniques needed to make Sicarite armor, and those who do regard the knowledge as a precious family secret.

Ss'ressen Scale Armor

Light armor

Description: This heavy coat and skirt of scaled leather is made from the hides of the huge ss'ressen of the Agamassi egg clutch. This extremely rare armor may only be found in Altheria or the eloran city of Entaris. It is an accepted fact that the elorii were the originators of this type of armor, and they have several suits of ss'ressen scale dating back to time of the eloran hegemony over the continent.

Special: If you are a ss'ressen with the Natural Armor racial ability, they gain a +1 bonus to your AC while wearing this armor.

SPECIAL MATERIALS

Across the Known Lands there are special metals and alloys that are utilized by dwarves in pursuit of the perfect item and other smiths who seek an edge upon the field of battle. The materials described below may be applied to any item that is predominantly made from metal.

Adamantine

Mined from deep within the world's crust, adamantine is usually only found in the deepest bowels of the Endless Dark. After the return of the long thought extinct Il'Huan race, scholars now believe that these beetle-like beings either created adamantine or their digging exposed it so that dwarves and humans could discover it.

Weapons or armor made from adamantine cost 500 gp more than their normal cost.

Weapon: Weapons made of adamantine are virtually unbreakable and have resistance to all slashing, piercing, and bludgeoning damage. Some creatures, usually constructs, have resistances that can only be bypassed by adamantine weapons.

Armor: While you are wearing a suit of armor, anytime you are hit with a critical strike the attack becomes a normal hit and the armor takes a permanent and cumulative -1 penalty to AC. Armor that is reduced to an AC of 10 is destroyed. Some smiths can repair adamantine armor but the process is expensive and time consuming.

Fervidite

A mysterious type of incredibly dense meteorite ore, this beautiful mineral shines with an internal electrum luster that positively glows when polished. Found only in the Fervidus Hills, where it gets its name, this rare metal is

very resistant to cuts and punctures yet remains somewhat flexible. This property makes it ideal for manufacturing weapons, being nearly unbreakable when properly refined. Although first exploited by the Tultipetan dwarves, the secret of its alloying was bartered away or stolen over the years. Even so, only a handful of skilled smiths have the knowledge and capability to refine it.

Due to the preference of using fervidite in the manufacture of weapons over armor, the price varies greatly. Fervidite weapons can be purchased for 1,000 gp plus their normal cost while armor, when found, can cost upwards of 2,000 gp plus its normal cost.

Weapon: Weapons made of fervidite have 50 extra hit points and are considered to be both adamantine and silver for the purpose of bypassing resistances.

Armor: Fervidite chain shirts or breastplates can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the fervidite version of the armor doesn't.

Glass Steel

A vein of this strange ore was first discovered on the ocean-facing side of the Altherian Plateau. A deep gray color when first mined, this ore is run through several purification processes and a multi-stage smelting technique that produces a semi-clear material of impressive strength. At first regarded as an expensive novelty for the rich, the philosopher Umandi val'Abebi later made the discovery that when items made of glass steel were specially treated, they could help focus psionic energy, in essence turning them into a psionic spellcasting focus.

Normally only used for weapons and shields, some nobles of exceptional wealth have had suits of glass steel armor commissioned, but these endeavors have always met with failure. The more commonly crafted weapons and shields have proven more viable.

Weapons and shields made of made of glass steel cost 1,000 gp more than a normal version of the item. A psionic focus made of glass steel costs 50 gp. A psionically-awakened spellcaster may use an item made from glass steel to assist them in keeping their psionic focus, granting them a +1 bonus on concentration checks to retain concentration on their spells.

Weapon: A weapon made of glass steel weighs half as much as a normal weapon of its type. Any one handed sword, such as a longsword, gains the light or finesse weapon quality, chosen at the moment of construction.

Shields: A shield forged from glass steel weighs only 3 lbs.



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Sarishan Steel

Many say that the technique used to create this alloy was first taught to humans by a Valinor of Sarish during the Time of Terrors. Others point to the incredible advances in weapon smithing and metallurgy during the Imperium of Man as the source of this amazing metal. Whatever its origins may be, its effectiveness against infernals is undeniable.

Sarishan steel weapons cost 200 gp plus their normal cost, while armor, being more difficult to find and create, costs 1,000 gp plus its normal cost. Note that in Arcanis, fiends are called infernals.

Weapon: Any weapon made of Sarishan steel is considered to be a magical weapon when dealing damage to any infernal.

Armor: While wearing armor made of Sarishan steel, you reduce damage dealt by an infernal's melee attacks or special traits that deal damage by 1.

Shields: While wielding a shield made of Sarishan steel, when targeted by an infernal with a special trait that deals damage or a spell you may use your reaction to apply your shield's bonus to AC to your saving throw against that effect.

Tempered Sarishan Steel

This more powerful variant of Sarishan steel was discovered during an expedition into the Fiendish Expanse after the Wall of the Gods fell. Stored in a secret fortress, it was protected by a long-lost branch of the val'Mehan family. Part metallurgy and part ritual, the creation of a tempered Sarishan steel weapon is not only complex but quite dangerous, requiring the weapon to be cooled in the flesh of an unbound infernal.

Tempered Sarishan steel weapons increase the cost of the any weapon by 2,000 gp. Thus far no smith has discovered a way to make armor or shields from tempered Sarishan steel.

Weapon: Any weapon made of tempered Sarishan steel deals an additional 1d6 damage when dealing damage to any infernal. If the weapon is used while smiting an infernal either using a *smite* spell or the Smiter class ability, this weapon deals an additional 1d10 damage instead.

NEW SPELLS

Secret Spells: Secret spells may only be learned by the listed religions, bloodlines, or organizations. Bards or other classes that may learn spells from another class may not learn these spells unless they belong to one of the groups listed.

Arcane Sight

3rd-level divination

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Concentration, up to 1 hour

A more powerful and useful version of *detect magic*, arcane sight grants you the ability to sense the presence of magic within 60 feet. If you detect the presence of magic you may use an action to see a faint aura around any visible creature or object in the area that bears magic, and you learn its school of magic, if any.

Additionally, if you focus on a specific creature and that creature has the spellcasting or innate spellcasting feature, they must make a saving throw utilizing their primary spellcasting ability. If they succeed, you do not learn anything about them. If they fail this saving throw, you know what type of spellcaster they are (arcane, divine, or primal), and their relative power level (1st to 3rd level are neophytes, 4th through 10th are journeymen, 11th through 15th are masters, and 16th through 20th are grand masters). Creatures who do not have the spellcasting feature automatically succeed on this saving throw.

Black Ice

1st-level conjuration

Casting Time: 1 action

Range: 30 feet

Components: V, S, M (a drop of water or water within 10 feet of you)

Duration: 1 minute

A 10-foot area you designate is blanketed in black ice and becomes difficult terrain for the duration of the spell. Any creature that starts their turn in or moves through the ice must make a successful Dexterity saving throw or fall prone.

If a spell that deals fire damage effects a section of black ice, that section becomes normal terrain.

At Higher Levels: When you cast this spell using a spell slot of 2nd level or higher, you can conjure an additional 10-foot area of black ice for each slot level above 1st. These additional sections need not be consecutive.

Enemy of my Enemy

2nd - level enchantment

Casting Time: 1 action

Range: 30 feet

Components: V, M (a drop of blood)

Duration: Instant

You twist a creature's mind, creating an illusion that disguises any ally of theirs into a convincing foe. Choose a creature in range that can see and hear you. They must make successful Wisdom saving throw or regard another creature of your choice within range as their most hated foe until the end of their next turn. Your target will attack the creature you designated as its enemy just as it would attack any other creature it truly despised.

Enlarge Item

3rd-level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 24 hours

You may cause a single Small, non-magical item to grow to four times its normal size in all dimensions, effectively increasing its size by two size categories. Objects so enlarged may be returned to their standard size as a bonus action by the caster, ending the spell. This spell will dispel any spell which shrinks items by a similar amount, and vice versa.

At Higher Levels: When you cast this spell using a 4th level spell slot or higher, you may affect an item one size category above Small for every slot level above 3rd

Evil Eye

1st-level enchantment

Casting Time: 1 bonus action

Range: 30 feet

Components: V

Duration: Concentration, up to 1 minute.

With a vicious glare, you lay a curse upon a creature you can see within range. Until the spell ends, you deal an extra 1d6 damage to the target whenever you hit it with a spell or weapon attack.

Additionally, for the duration of the spell, you may use an action to force the target to make a successful Wisdom saving throw or suffer disadvantage on the next attack roll it makes before the end of its next turn.

At Higher Levels: When you cast this spell using a spell slot of 3rd or 4th level, you can maintain your concentration on the spell for up to 8 hours. When you use a spell slot of 5th level or higher, you can maintain your concentration on the spell for up to 24 hours.

Mind Fog

5th-level enchantment

Casting Time: 1 action

Range: 100 feet

Components: V

Duration: Concentration, up to 10 minutes

This spell produces a bank of thin mist which weakens the mind, slowing the thoughts of those caught within it. This mist does not hamper vision and is 20 feet high with a radius of 20 feet. All creatures that begin their turn within the mist must make a successful Wisdom saving throw or suffer disadvantage to all Wisdom and Intelligence saving throws and ability checks. Affected creatures suffer disadvantage until they begin their turn outside the mist. Those who make their saving throws are not affected and need not make further saves, even if they remain in the mist. The mist remains stationary for its duration, unless dispersed by a strong wind (10+ mph) or you lose concentration on the spell.

Neroth's Embrace

4th-level necromancy

Secret Spell: Faithful of Neroth or val'Mordane bloodline

Casting Time: 1 action

Range: Touch

Components: V, S, M (A desiccated scarab beetle.)

Duration: Instantaneous (special: see below)

Your hand becomes shrouded in dark necromantic energy, allowing you to drain your target of vitality and cause one of its appendages to temporarily shrivel. Make a melee spell attack against the target, with disadvantage if you try to touch a specific limb on the target's body. On a hit, the target takes 4d10 necrotic damage and must make a Constitution saving throw. On a successful saving throw, there is no additional effect. On a failed saving throw, one of the creature's limbs shrivels into a desiccated version of its former self. If you had disadvantage on your attack roll, the limb you touched is affected. Otherwise, determine the affected limb randomly.

All actions requiring the use of a desiccated limb suffer disadvantage. If a leg is shriveled, the target can no longer stand up. The affected limb can only be restored with a *lesser restoration*, *greater restoration*, *regenerate*, or *heal* spell.

At Higher Levels: When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d10 for each slot level above 4th.

Nier's Blade

2nd-level evocation

Casting Time: 1 bonus action

Range: Self

Components: V, S

Duration: Concentration, up to 10 minutes

You invoke Nier's name and summon a great sword made of living flame that lasts for the duration. You must have both hands free to cast this spell. If you release the blade with even one of your hands, the blade disappears, but may be reformed as a bonus action. The fiery great sword sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

You can use your action to make a melee spell attack with your flaming great sword, dealing 3d8 fire damage on a hit.

At Higher Levels: When you cast this spell using a spell slot of 4th level or higher the damage creases by 1d8 for every two slot levels above 2nd.

Precognition

3rd-level divination

Secret Spell: Faithful of Larissa or val'Sheem bloodline

Casting Time: 1 minute

Range: Self

Components: V, S, M (incense known for its oracular properties worth at least 100 gp, which the spell consumes)

Duration: 24 Hours

Holy texts describe how Larissa's powers of precognition eventually transformed the Gentle Maiden into the Divine Harlot. By tapping into Her foresight, you are able to escape ambush, death or worse. Once this spell is cast, it stays in effect until the caster elects to use one of its gifts or until 24 hours has elapsed.

Avoid Ambush: On a failed Wisdom

(Perception) skill check, you can end this spell to re-roll your Wisdom (Perception) skill check with advantage.

Avoid the Blow: If you are attacked, you can end this spell to force your target to re-roll their attack roll with disadvantage.

Avoid Disaster: If you fail a saving throw, you can end this spell to re-roll your saving throw with advantage.

Avoid Surprise: You can end this spell to gain advantage on your Initiative roll.

Repulsion

6th-level abjuration

Casting Time: 1 action

Range: Self

Components: V, S, M (small platinum shield worth 150gp)

Duration: 1 minute

You conjure a magical ward that prevents creatures from approaching you.

Once cast, any creature within 20 feet of



you must make a Wisdom saving throw. Creatures who fail this save find they may not move toward you for the duration of the spell. The creature is only limited in its movement toward you and is free to take other actions such as casting spells, fighting others, or utilizing ranged attacks. If you move closer to the affected creature, they are not forced back, and if you move within reach they may choose to attack you. Creatures who make their Wisdom saving throw are unaffected by the spell.

Return to thy Rest

3rd-level necromancy

Casting Time: 1 action

Range: Self (30')

Components: V, S, M

Duration: Instantaneous

All undead within range must make a Charisma saving throw, suffering 4d6 radiant damage on a failed save and half as much on a successful one. Additionally, all undead in the area must also make a Wisdom saving throw or be stunned until the end of their text turn.

God of the Body (Neroth): Undead without the Incorporeal Movement or Etherealness special traits suffer disadvantage on their Wisdom saving throw to resist being stunned.

Goddess of Life (Belisarda): All undead suffer disadvantage on their Charisma saving throw to resist the radiant damage.

Goddess of the Spirit (Beltine): Undead with the Incorporeal Movement or Etherealness special traits suffer disadvantage on their Wisdom saving throw to resist being stunned.

At Higher levels: When you cast this spell using a spell slot of 3rd level or higher, the radiant damage increases by 1d6 for each slot level above 3rd level.

Revelation

7th-level divination

Casting Time: 1 action

Range: Self (30')

Components: V, S, M

Duration: Instantaneous

Illiir's light burns away subterfuge and illusion. All creatures within 30 feet of you that are either invisible, hidden, in an alternate form, or otherwise concealed must make a Charisma saving throw. On a success, the creature remains concealed. On a failure, a hidden or invisible creature becomes visible and a creature that is in an alternate form is forced into their true form. Hidden, unattended objects and secret doors are automatically revealed, and freestanding illusions are dispelled.

Righteous Fury

1st-level evocation

Casting Time: 1 bonus action

Range: self

Components: V

Duration: Concentration, up to 1 minute

You strike with the unbridled fury of your faith. Choose a creature within range. Until the spell ends, you deal an extra 1d10 damage to your target whenever you hit with a melee attack. Additionally, you gain advantage on all opportunity attacks against your chosen target.

Sarishan Oath

1st-level enchantment (ritual)

Secret Spell: Faithful of Sarish or val'Mehan

Casting Time: 10 minutes

Range: 30-feet

Components: V

Duration: Permanent until discharged

With this spell, you place a magical seal upon a contract. For the contract to be binding, several considerations must be met. First, all parties to the contract must be willing participants. Second, all parties to the contract must be able to understand each other and the terms of the contract. Third, all parties to the contract must be present for the casting of this spell. And finally, all parties to the contract must agree to all terms of the contract.

Contracts can range from the simple to the complex, but they must contain terms and conditions that can be reasonably met (up to the GM's discretion). Time conditions may be included in the contract; if they are, they reduce the duration of this spell to the duration of the time conditions specified in the contract. Once the conditions of the contract are agreed upon and the other conditions of this spell are met, this spell may be used to seal the contract.

Once sealed, all parties to the contract must follow the contract to the best of their ability. If any party violates the contract (GM's discretion), that individual immediately suffers the Curse of the Oath Breaker.

Curse of the Oath Breaker: The first time the creature disobeys the contract they are given a friendly reminder. They must make a Wisdom saving throw or suffer 1d10 psychic damage. If this damage would kill the creature it knocks them unconscious instead. The next day, if the creature is still working in violation of the contract they suffer 1 level of exhaustion and will continue to gain levels of exhaustion each day, to a maximum of 3 levels, until they are in accordance with the contract. These levels of exhaustion cannot be healed or recovered unless

the creature actively resumes obeying the conditions of the contract; doing so removes all levels of exhaustion within 24 hours.

If the contact is broken in a way that cannot be rectified, the creature in question retains all 3 levels of exhaustion permanently. These levels of exhaustion can only be removed with the removal of the Curse of the Oath Breaker. The Curse can only be removed by either the creator of the original contract or a willing Sarishan Sorcerer-Priest willing to remove the curse, which is not an easy task. Once convinced, the curse may be removed with a successful casting of *dispel magic* followed by *remove curse*.

Should a good faith effort be made but there simply is no way to complete the contact, a symbol of Sarish visible only to a Sarishan Sorcerer-Priest or val'Mehan appears on the forehead of the person/s affected by this spell. When seen by any priest of the order they will automatically remove the spell without penalty or payment.

Shadow Step

1st-level conjuration

Casting Time: 1 bonus action

Range: Self

Components: V

Duration: Instantaneous

This spell may only be cast in areas dim light or darkness. The shadows seem to wrap around you and teleport you up to 30 feet to an unoccupied space you can see that is within dim light or darkness.

Stepping though the planes of shadow may attract unwanted attention by those who reside there. If you cast this spell twice before completing a short rest, on the third casting there is a 15% chance that you let a shadow into the mortal realm. This shadow appears next to you when you teleport and may attack the nearest creature, or slip away and cause havoc somewhere else. This chance increases by 5% on every casting of *shadow step* beyond the third, until you complete a short rest.

Silent Steps

2nd – level illusion

Casting Time: 1 action

Range: Self

Components: V, S

Duration: 1 minute

For the duration of this spell you gain advantage on all Dexterity (Stealth) checks.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the spell's maximum duration increases by 1 minute for every slot level above 2nd.

Smite Heretic

1st-level evocation

Casting Time: 1 bonus action

Range: self

Components: V

Duration: Concentration, up to 1 minute

Unbelievers are a corruption and should not be suffered to live. The next time you hit an intelligent creature who is not a member of your religious sect with your weapon, you strike with righteous ferocity. Your attack deals an extra 2d6 radiant damage. Additionally, the target must succeed on a Wisdom saving throw or become wracked with extreme pain, suffering disadvantage on saving throws against divine spells cast by you or by a member of your sect until the spell ends. A creature affected by this spell may make a Wisdom saving throw at the end of each of its turn to end this effect.

In Arcanis, the different sects include: The Mother Church of Coryan, the Milandric Orthodox Church, the Church of the Dark Triumvirate, the worship of the Elemental Lords, infernal cults, the Kalindruhl of the Khitani, cults of the Varn, worshippers of Kassegore, adherents of the Song of Pyrric, and many, many more. Infidels are everywhere and the faithful must be ever vigilant.

At Higher Levels: When you cast this spell using a spell slot of 3rd level or higher, the extra radiant damage increases by 1d6 for each slot level above 2nd.

Smith's Hammer

Evocation cantrip

Casting Time: 1 action

Range: 120 feet

Components: V, S

Duration: Instantaneous

A beam of crackling force streaks toward a construct or an unattended object within range. Make a ranged spell attack against the target. On a hit, the target takes 1d10 force damage which bypasses any resistance or immunities; this spell always deals full damage to objects. This spell's damage increases by 1d10 when you reach 5th level (2d10), 11th level (3d10), and 17th level (4d10).

Thunderous Strike

4th-level evocation

Casting Time: 1 action

Range: 120'

Components: V, S, M (Small iron nail)

Duration: Instantaneous

You call down a single strike of lightning, blasting all creatures in a tight circle. Choose a point in range, each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. Creatures takes 3d6 lightning damage and 3d6 thunder damage on a failed save, or half as much damage on a successful one. All creatures within the sphere must also make a successful Constitution saving throw or be deafened and blinded until the end of their next turn.

At Higher levels: When you cast this spell using a spell slot of 4th level or higher, the lightning and thunder damage both increases by 1d6 for each slot level above 4th.

Visions of the Oracle

2nd-level Divination (ritual)

Secret Spell: Faithful of Larissa or val'Sheem

Casting Time: 1 action

Range: Self

Components: V, S, M (a glass of wine which is drunk during casting)

Duration: 1 minute (see below)

The Divine Harlot's gifts are both a blessing and a curse. Knowing what the future holds has driven many mad with apprehension and despair. When this spell is cast, you instantly fall into a deep trance for 1 minute, during which you gain the incapacitated condition as you are overwhelmed by visions of the future. These visions form of a flood of pictures, sounds, and emotions.

You may attempt a DC 15 Wisdom (Insight) check to determine a general emotion connected to the visions (fear, disgust, anguish, distrust, or pleasure, for example). At the GM's discretion, you may also attempt a DC 15 Intelligence (Investigation) check to recall specific details of the vision at a later date.

While the exact nature of the vision is up to the GM, the GM is encouraged to utilize this spell as a way to foreshadow important campaign events or even hint at events taking place far away which may impact you in the future.

Wail of the Banshee

8th-level necromancy

Casting Time: 1 action

Range: Self (20 foot radius)

Components: V, S

Duration: Instantaneous

Your voice echoes with the cries of mothers whose children were taken and the sorrow of widows whose love never returned. So powerful is this sorrow that anyone who hears it may find their own heart stopping as they are overwhelmed by this dark power.

All creatures within range must make a Wisdom saving throw or suffer 10d8 necrotic damage. Any creatures with 20 or less hit points after taking this damage is instantly killed. Creatures who make their saving throw suffer no ill effects. This spell has no effect against constructs, elementals, or the undead.



CHAPTER TEN

RUNES

No one is certain who developed the techniques for inscribing runes, but evidence shows that they were used by the Eladru cyclops as well as the ssethrics of Yahssremore. Scholars debate how humanity learned this craft. The dominant theory is that they were taught by the elorii before the Great Betrayal, or perhaps gifted humans learned to duplicate the power of eloran enchantments through sheer determination. Dwarven runesmiths all agree that their ancestors, the celestial giants, had mastered the craft, though there is no consensus as to when they appeared upon Arcanis. Runic magic is a complex merging of magical ritual and exacting craftsmanship in order to produce magical reservoirs that capture and direct energy into desired patterns. Few have the patience and devotion required to become a runesmith as mastering these techniques is a long, difficult, and sometimes deadly process.

Each rune is an individual work of art, a pattern carefully inscribed into an item and then imbued with magical energy. Runes are visually distinct by type and craftsman, and individual runesmiths can be easily identified by their designs.

RUNES EFFECTS & USES

Runes are inscribed on non-magical items to grant them magical properties. Each rune's effect depends upon the type of item the rune is inscribed upon. A *fire rune* on a weapon allows you to envelop the weapon in flames, while that same rune placed upon on a suit of armor grants you a measure of protection against fire damage.

With few exceptions, runes may only be inscribed upon mundane items such as spellcasting foci, weapons, shields, or suits of armor. While there are other enchanted items which may take advantage of runes or have space for additional runes, these are exceedingly rare.

Rune Quality and Slots

Runes come in a variety of rarities, from uncommon all the way to legendary. Very rare and legendary runes require the wielder to be attuned to the item bearing the rune in order to gain their full potential. If the wielder is not attuned to the item, it is treated as having the effects of an uncommon rune of that type (if one exists).

Magic is the power of creation, and just as the strain of its use takes its toll upon a spellcaster, it also takes its toll upon the various inanimate materials it infuses. Since magical energy is not woven into the item during its creation but instead added later, inscribing a rune creates a great deal of tension within the item.

Any one mundane item has 3 rune slots, each of which can hold a single uncommon rune. Inscribing a rune onto an item fills one these slots. Runes at higher rarity take up more slots since they must have larger and more intricate patterns in order to hold more magical energy. Runesmiths have rituals and techniques they can use to remove runes from an item, emptying a rune slot and preparing the item to receive another rune. Once an item's rune slots are full, any attempt to inscribe another rune on the item without first clearing one of its slots will cause the item to tear itself apart.

Inscribing Runes

Inscribing a rune is time-consuming, expensive and dangerous. Such a task requires the specialized training and experience of a runesmith who spend decades learning and perfecting their craft. Due to the challenging nature of their studies, runesmiths often demand rare materials, help with a difficult task or promises of future favors, in addition to the materials costs of the rune. In order to inscribe a rune, a runesmith must be of an appropriate character level and spend an amount of money and time as indicated on the chart below. If you are inscribing a blessed rune, you must dedicate the rune to a deity that you worship.

WHY RUNES?

With so many magical items, why runes? Runes grant both players and game masters a way to customize items within a structured rules format. Beyond that, they help alleviate one of the oldest issues in most roleplaying games: discarding one magical item for a better one, regardless of the weapon's history or significance. When characters find "better" items, they are suddenly seeking a buyer for their less potent items

By adding a rune to a non-magical suit of armor or weapon of personal or historical significance, a character can create a useful magical item without sacrificing a roleplaying hook. Picking up your father's blade to hunt down his assassins is more appealing, when the blade has a rune or two to make it a magical sword, rather than just a sharp hunk of metal.

Rune Types

RUNE RARITY	CHARACTER LEVEL	INSCRIBING COST	TIME	RUNE SLOTS
Uncommon	1st or higher	1,000 gp	1 week	1
Rare	5th or higher	3,000 gp	2 weeks	2
Very Rare	10th or higher	5,000 gp	3 weeks	2
Legendary				3
SPECIALIZED TECHNIQUES				
Amalgamated		Base cost of both runes +50%	time for both runes	+0
Blessed		Base cost +25%	+ 3 days	+0
Entwined		Base cost +75%	+1 week	+0

Specialized Runic Techniques

Beyond the standard rune inscribing techniques, there are specialized variations that build upon these methods.

Amalgamated Runes

As runes (attunement required)

Description: This technique allows the runesmith to create a specialized rune that allows the wielder access the powers of one of the two runes that make up an amalgamated rune, with but a moment's concentration. The technique required to inscribe an amalgamated rune are known only by a select few, making the cost of such an inscription quite costly.

Abilities/Effects: An amalgamated rune entwines two runes into one, allowing you to switch to either rune's properties as a bonus action. Thus, you may have an amalgamated *fire/air* rune and switch between one benefit or the other. The runes that form the amalgamated rune must be of the same quality and each may only be of uncommon or rare quality. An item may only hold one amalgamated rune. You must attune to an item bearing an amalgamated rune in order to use the rune's properties.

Blessed Runes

As runes (attunement required)

Description: These runes are frequently used by religious institutions for use by their priests and holy champions.

Accessing the powers of a blessed runes is as much a test of faith as of skill and power.

Abilities/Effects: Blessed runes work in all ways like standard runes except that they are dedicated to a particular deity. Regardless of rarity, you must attune to an item bearing a blessed rune and in order to attune to the item you must worship the same deity the rune is dedicated to. If multiple blessed runes are inscribed on the same item, they must all be dedicated to the same deity.

Entwined Runes

As runes (attunement required)

Description: Dariac, a young apprentice of Elebac of Solanos Mor, accidentally rediscovered the techniques required to access a rune's full range of abilities.

Abilities/Effects: These specialized runes allow a wielder to access two of the rune's effects, switching between them as a bonus action. For example, if you wield a sword with an *entwined fire rune* you are able to access both the rune's weapon and spellcasting focus abilities, while that same rune upon armor also grants access to the rune's weapon ability, allowing you to empower your unarmed strikes.

An item can only have one entwined rune inscribed on it. You must attune to an item bearing an entwined rune in order to use the rune's properties.

The knowledge of crafting legendary runes was lost with the fall of the Imperium of Man and only those recovered from ruins and moldering crypts can be transcribed and then, by only the most skilled runesmiths. Some believe that elder elorii retain the knowledge necessary to create new legendary runes, though zealot Sarishans argue that these powerful runes come directly from His divine inspiration.

If you wish to use legendary runes in your campaign, they should not be for sale in the village blacksmith shop. They should be found only among the truly wealthy or in the most ancient of fortresses. They should be given as special rewards to only higher level player characters. These items should be given out in much the same context as legendary magic items, and have powers consistent with very rare to legendary items. Like rare and very rare runes, only a single legendary rune may be inscribed in a single item, lest the item simply combust due to the immense magical forces trapped within it.

Rune Stacking

Each rune creates its own unique pattern that cannot operate when combined with duplicates. If the same rune is inscribed on a single item multiple times, only the most powerful version of that rune is active even if there are other forms of that rune inscribed on the item.

This limitation also applies to effects that have limited number of uses. Those limits are accessed per item, not per rune, thus inscribing multiple copies of a rune onto an item will not allow you to bypass that limitation.

Several runes sheath the object in some form of energy (fire, frost, electricity, etc). An item may be sheathed in only one form of energy at a time; activating another such rune will just change the kind of energy surrounding the item.

Rune Formulas

Much like magic items, runes require formulas for creation. A rune's formula describes the intricate and delicate process of inscribing the specific pattern of the symbol on the item as well as the ritual required to enchant the rune with magical energy. A runesmith collects many formulas over time, and providing a runesmith with a formula they don't have is a sure way to get into their good graces.

Since each rune comes in different rarities, the formula for creating a rune creates a specific rarity of that rune. A formula to create a *thunder rune (uncommon)* is different than one for creating a *thunder rune (rare)*. Likewise, the formula for creating amalgamated, blessed and entwined runes is different than the formulas to create the usual versions of the runes in question. So a formula for a *blessed necrotic rune (uncommon)* is different than a formula for a *entwined necrotic rune (uncommon)*. No formulas exist for legendary runes; it is thought that the skill needed to create such things has vanished.

Creating a rune's formula is the pinnacle of a runesmith's art since it captures the unique combination of artistic and magical skill required to inscribe a rune in a way that others can reproduce, if they are skilled enough to understand the formula. In order to create the formula for a rune, a runesmith must have an example of the rune in question and spend twice the amount of gold and time it would cost

to inscribe the rune. The rune that provided the basis of the formula is destroyed during this process, along with the item it is inscribed upon.

Learning Runes

During their long training, runesmiths study over the formulas in their master's collection and dedicate themselves to mastering the craft of inscribing runes. By committing the intricacies of a rune's formula to memory, eventually a runesmith can learn how to inscribe that rune. Learning a rune in this way takes three times the normal amount of gold and time needed to inscribe it. During this time, the runesmith makes many attempts at creating the physical pattern of the rune and learning the ritual necessary to capture magical energy within its design.

Erasing Runes

As part of their training, apprentice runesmiths are often called upon to erase a rune from an item, in preparation for a new one being inscribed. Erasing a rune takes the same amount of time it would to inscribe the rune. This is the best way to learn a rune; while unraveling its pattern and carefully releasing the stored magical energy, a runesmith can learn how to create the rune again. As the last step in erasing a rune, the runesmith must make an Intelligence (Arcana) check, with a DC determined by the rarity of the rune, as show in the table below. On a success, the rune is erased from the item, leaving an empty rune slot, and the runesmith has learned how to inscribe that rune. On a failure, the rune is erased but the runesmith wasn't able to grasp the intricacies of how it was inscribed.

RUNE RARITY	INTELLIGENCE (ARCANA) DC
Uncommon	15
Rare	17
Very Rare	20
Legendary	23
Amalgamated	+2
Blessed	+1
Entwined	+3

TRANSFERRING RUNES

Most of the time, if you bring a runesmith an item bearing a rune they don't know they will be happy for the opportunity to learn it and then inscribe it for you at significant discount, if not for free. This process takes a great deal of time and there is always the risk that in the process of erasing the new rune, the runesmith will fail to fully understand it. Runesmiths have created this spell as a solution, allowing them to transfer a rune from one item to another but losing the chance to learn the rune in question. The usual cost for transferring a rune is half of what it would cost to transcribe it but some runesmiths will charge more if they are asked to transfer a rune they do not know. Some runesmiths may even refuse such a request.

Bonded Runic Items

There are times a GM may wish to award a lower level character a runic item, even one even possessing a very rare or even a legendary rune, but does not want to upset the power level within the party. In such cases, the GM may choose to award that character a *bonded* Item. Bonded items scale up as a character gains levels or completes specific tasks. This not only allows you to keep some balance, but possibly create interesting story hooks for future adventures.

Runes inscribed upon a bonded item may not be transferred or copied.

Identifying a Bonded Item: Runes inscribed upon bonded items usually remain invisible until revealed though the use of an *identify* spell or when someone attunes to the item. Upon becoming attuned you may understand the item's full potential or may have visions as to how to unlock a specific rune.

Becoming Attuned to a Bonded Item: Upon becoming attuned to a bonded item, you can access one the uncommon quality benefits of one rune on the item. After being attuned to the item for 10 days, you may awaken additional runes or improve a rune's benefit to a higher quality, if the rune is of that quality. Runes may be awakened by simply reaching an appropriate level, through rituals, or completing specific tasks, such as killing a fire elemental to awaken a *fire* rune.

If you stop being attuned to a *bonded item*, all of the runes you have awoken become dormant again. If you later restore your attunement to the item, you must reawaken all of its runes, as if you were newly attuned to it.

Legends exist of *bonded* items that retain their awakened runes even if their owner stops being attuned but refusing to let anyone else attune to them while their owner lives. Such items are usually described as having a low level of sentience or awareness in order to understand who is wielding them.

Item advancement: A character should remain limited to uncommon quality runes until they reach 5th level, rare runes or entwined runes can awaken at 8th level, very rare runes awakening at 12th level, and legendary runes awakening at 15th level or higher.

Building a Bonded Item: Unlike standard runic items, bonded items have 4 rune slots.

RUNE DESCRIPTIONS

Air

Rune, uncommon/rare/very rare

Description: Items etched with this rune seem to manipulate the air around them.

Armor & Shields: While wearing armor or wielding a shield with this rune, you gain the following benefits:

Uncommon: You have advantage on all Strength (Athletics) checks while jumping.

Rare: You have advantage on all Strength (Athletics) checks while jumping and your jumping distance is doubled.

Very Rare: You have advantage on all Strength (Athletics) checks while jumping and your jumping distance is tripled.

Spell Casting Focus: When casting a spell that deals either cold or thunder damage while using a spellcasting focus bearing this rune, as a bonus action you may empower the spell with a powerful gust of wind to force your opponents back on their heels. Anyone struck by a spell which has been augmented by this rune must make a Strength saving throw against your spell casting DC or be forced back a number of feet as indicated by the quality of the rune. Once this rune is utilized, it may not be used again until you complete a short rest.

Uncommon: 10 feet

Rare: 15 feet

Very Rare: 20 feet

Weapons: This rune can only be inscribed on a weapon that has a range. The weapon's normal and long range both increase per the quality of the rune. In addition, if inscribed on a weapon with the thrown property, any time the weapon is thrown, it returns to your hand as soon as the Attack action is completed.

Uncommon: Ammunition (+30 feet), thrown (+0 feet)

Rare: Ammunition (+60 feet), thrown (+20 feet)

Very Rare: Ammunition (+60 feet), thrown (+30 feet); you do not suffer disadvantage for attacking past your normal range



AIR RUNE

Artifice

Rune, uncommon/rare/very rare

Description: This rune grants great insight, as well as the power to crush constructs.



ARTIFICE RUNE

Armor & Shields: When inscribed on armor or a shield, the rune allows one to call upon the knowledge of those dedicated to scholarly pursuits. While wearing the armor or shield inscribed with this rune, you gain the following benefits depending upon the rarity of the rune:

Uncommon: You gain a +2 bonus on all Intelligence checks.

Rare: You have advantage on all Intelligence checks.

Very Rare: You can add your proficiency bonus to any Intelligence checks you make that don't already include your proficiency bonus.

Spell Casting Focus: While this focus is held, you gain the ability to cast the *smith's hammer* cantrip. Rare and very rare versions of this rune allow the enhancement of spells which deal force damage.

Uncommon: No additional abilities.

Rare: When casting a spell that deals force damage while holding this focus, as a bonus action you may cast that spell as if it were 1 spell level higher. You regain the ability to use this rune after a long rest.

Very Rare: When casting a spell that deals force damage while holding this focus, as a bonus action you may cast that spell as if it were 1 spell level higher. You regain the ability to use this rune after a short rest.

Weapons: The artifice rune enhances a weapon's ability

to effect and damage constructs and objects. Any weapon inscribed with this rune bypasses all the construct's damage immunities as if it was made of adamantine. Higher quality runes deal additional damage when used against constructs.

Uncommon: No additional abilities.

Rare: +1d4 force damage to constructs.

Very Rare: +1d8 force damage to constructs.

Avalanche

Rune, uncommon/rare/very rare

Description: You may call upon this rune to gain the destructive power of an avalanche.

Armor: You may call upon this rune to move with the speed and power of an avalanche.

Uncommon: When you take the Dash action, as a bonus action you may make a shove attack. You regain the use of this ability again after a long rest.

Rare: When you take a Dash action, as a bonus action you may make a shove attack, with advantage on your Strength (Athletics) check. You regain the use of this ability again after a short rest.

Very Rare: When you take a Dash action, as a bonus action you may make a shove attack, with advantage on your Strength (Athletics) check. If you choose to move your opponent, you may move them 15 feet instead of 5 feet. You regain the use of this ability again after a short rest.

Shield: Any time you shove someone while utilizing a shield inscribed with this rune, you may activate this rune's ability as a bonus action to empower you with enhanced strength. Once this ability is used, you may not activate this rune again until after a short rest.



AVALANCHE RUNE

Uncommon: +2 to your Strength (Athletics) check to shove your opponent.

Rare: You have advantage on your Strength (Athletics) check to shove your opponent.

Very Rare: You have advantage on your Strength (Athletics) check to shove your opponent and your opponent suffers disadvantage to resist. If you choose to push your opponent away, you may move them 10 feet where they then fall prone.

Spell Casting Focus: When casting a spell while using a focus inscribed with this rune, as a bonus action you may infuse the spell with large shards of rock to deal additional magical bludgeoning damage. The target of your spell must make a successful Strength saving throw against your spell casting DC or be knocked prone. If the rune is used to augment a spell with multiple missiles or rays, the extra damage is applied to only one of these projections.

Uncommon: +1d8 bludgeoning damage. You regain the ability to use this rune after a long rest.

Rare: +1d8 bludgeoning damage. You regain the ability to use this rune after a short rest.

Very Rare: +2d8 bludgeoning damage. You regain the ability to use this rune after a short rest.

Weapons: You may call upon the power of this rune to launch a single attack with unrelenting strength. Once you successfully striking a target, you may activate this rune as a bonus action to deal additional magical bludgeoning damage. The additional damage dealt by this rune and the rate of regaining the ability to call upon it depends upon the rune's rarity.

Uncommon: +2d8 bludgeoning damage. You regain the ability to use this rune after a long rest.

Rare: +2d8 bludgeoning damage. You regain the ability to use this rune after a short rest.

Very Rare: +4d8 bludgeoning damage. You regain the ability to use this rune after a short rest.

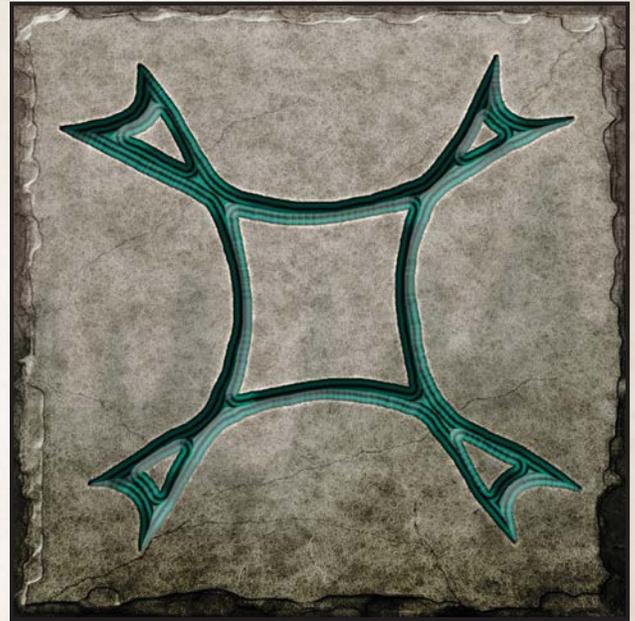
Defense

Rune, uncommon/rare/very rare

Description: The basis of defensive powers, many common abjuration spells use these runes as the foundation for more complex barriers.

Armor & Shields: Armor and shields with this rune possess a defensive enchantment of increasing power, depending upon the rune's rarity. You may only gain the benefits of this rune from either a single shield or a single suit of armor.

Uncommon: As a bonus action, you may gain a +1 bonus



DEFENSE RUNE

to your AC until the end of your next turn.

Rare: You gain a +1 bonus to your AC.

Very Rare: You gain a +2 bonus to your AC.

Spell Casting Focus: When casting a spell while using a focus inscribed with this rune you may use a bonus action to erect a short-term ward, granting you a number of temporary hit points which remain until the end of your next turn. You regain the ability to use this rune after a long rest.

Uncommon: 1d10 (5) temporary hit points.

Rare: 2d10 (10) temporary hit points.

Very Rare: 3d10 (15) temporary hit points.

Weapons: While wielding a weapon inscribed with this rune, as a bonus action you may gain a bonus to your AC and saving throws until the end of your next turn. You regain the ability use this rune after a short rest.

Uncommon: +1 bonus to AC and saving throws

Rare: +2 bonus to AC and saving throws

Very Rare: +3 bonus to AC and saving throws

Endurance

Rune, uncommon/rare/very rare

Description: These runes strengthen and fortify those who bear them.

Armor & Shields: Those wearing armor or wielding shields inscribed with this rune seem to shrug off pain that would fell a common person.

Uncommon: As a reaction, taken when you are hit by an attack but before you know its effects, you gain resistance to bludgeoning, piercing, and slashing damage from the



ENDURANCE RUNE

triggering attack. You regain the ability to use this rune after a short rest.

Rare: As a reaction, taken when you are hit by an attack but before you know its effects, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. You regain the ability to use this rune after a long rest.

Very Rare: As a reaction, taken when you are hit by an attack but before you know its effects, you gain resistance to bludgeoning, piercing, and slashing damage until the end of your next turn. You regain the ability to use this rune after a short rest.

Spell Casting Focus: Any focus inscribed with this rune may be used to enhance any spell that grants temporary hit points. As a bonus action while casting such a spell, that spell is treated as if it were cast at a higher spell level without expending a higher spell slot. Once used you regain the use of this ability after a short rest.

Uncommon: +1 spell level.

Rare: +2 spell levels.

Very Rare: +3 spell levels.

Weapons: Weapons bearing this rune seem to fortify the wielder's resolve, allowing them to shake off effects that would leave anyone else helpless. As a reaction, taken when effected by a spell that would cause you to fall asleep or impose the stunned condition, you gain advantage on your saving throw, as long as the spell allows one. The rate of which you regain the use of this ability depends upon the rune's rarity.

Uncommon: You regain the use of this ability after a long rest

Rare: You regain the use of this ability after a short rest

Very Rare: This rune has a number of charges equal to half your proficiency bonus. Activating this rune's ability uses 1 charge. All charges are recovered after completing a long rest.

Fire

Rune, uncommon/rare/very rare

Description: Weapons with this rune can erupt with flame, while armor and shields protect against the cold.

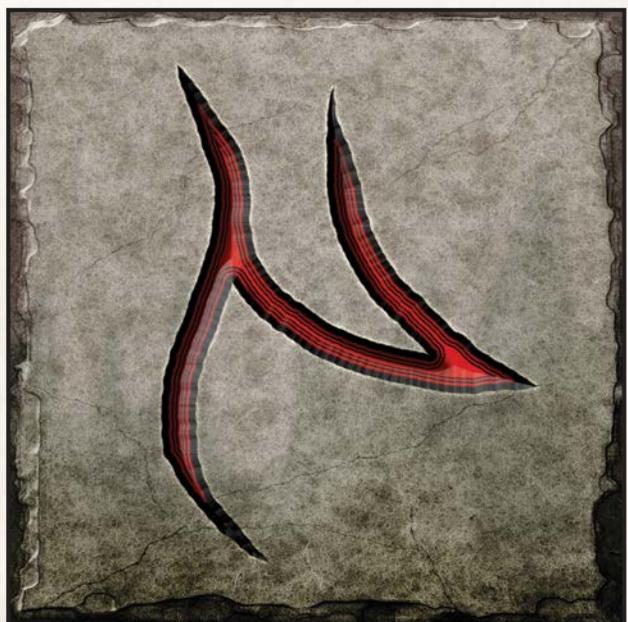
Armor & Shield: Armor and shields inscribed with the fire rune protect its wielder from cold damage. If the rune inscribed armor is worn or shield held, you gain the following benefits:

Uncommon: When attacked by spell or targeted effect that deals cold damage, as a reaction you gain advantage on your saving throw against that effect. Once used you regain the use of this ability after a short rest.

Rare: When attacked by spell or targeted effect that deals cold damage, as a reaction you gain resistance to cold damage, including damage from the triggering attack, until the beginning of your next turn. Once used you regain the use of this ability after a long rest.

Very Rare: When wearing armor or holding a shield inscribed with this rune you have resistance to cold damage.

Spell Casting Focus: While holding a spell casting focus inscribed with this rune, you may spend an action to envelope it in flames which do not harm you. These flames may be used to set objects aflame and they shed bright light in a 20-foot radius and dim light for an additional 20 feet. In addition, if a 20 is rolled on a spell attack roll that results in damage, the spell's damage type changes to fire and deals an additional amount of damage as indicated by the runes rarity below. If the spell has multiple missiles or rays, the extra damage is applied to only one of the projections.



FIRE RUNE

Uncommon: +1d6 fire damage

Rare: +2d6 fire damage

Very Rare: +3d6 fire damage

Weapon: With a command, any weapon inscribed with this rune becomes enveloped in flames which do not harm you. These flames may be used to set objects aflame and they shed bright light in a 20-foot radius and dim light for an additional 20 feet. As long as this rune is active, the weapon is considered to be magical. Any time you roll a 20 on an attack roll with this weapon, you deal an additional fire damage as indicated by the rune's rarity below.

Uncommon: +1d6 fire damage

Rare: +2d6 fire damage

Very Rare: +3d6 fire damage

Frost

Rune, uncommon/rare/very rare

Description: Weapons inscribed with these runes deliver bone chilling cold with each strike. Armor and shields inscribed with these runes protect their wearer from heat.

Armor & Shield: Armor and shields inscribed with the frost rune protect its wearer from fire damage. As long as this armor is worn or shield held, you gain the following benefits:

Uncommon: When attacked by a spell or targeted effect that deals fire damage, as a reaction you gain advantage on your saving throw against the effect. Once used you regain the use of this ability after a long rest.

Rare: When attacked by spell or targeted effect that deals cold damage, as a reaction you gain resistance to cold damage, including damage from the triggering effect, until

the beginning of your next turn. Once used you regain the use of this ability after a long rest.

Very Rare: When wearing armor or holding a shield inscribed with this rune you have resistance to fire damage.

Spell Casting Focus: While using this focus when casting a targeted spell, as a bonus action you may infuse the spell with crippling cold. All creatures affected by your spell must make Constitution saving throws against your spell casting DC or have their movement reduced by half until the end of their next turn. You regain the use of this rune is dependent upon the rune's rarity.

Uncommon: You regain the use of this ability after a long rest.

Rare: You regain the use of this ability after a short rest.

Very Rare: This rune has a number of charges equal to half your proficiency bonus. Activating this rune's ability uses 1 charge. All charges are recovered after completing a long rest.

Weapon: With a command, you cause a weapon inscribed with this rune to become enveloped in frost that does not harm you. As long as this rune is active, the weapon is considered to be magical. Any time you roll a 20 on an attack roll with this weapon, your target's movement is reduced by half until the end of your next turn and you deal additional damage as indicated by the rune's rarity below.

Uncommon: +1d4 cold damage

Rare: +2d4 cold damage

Very Rare: +3d4 cold damage

Hatred

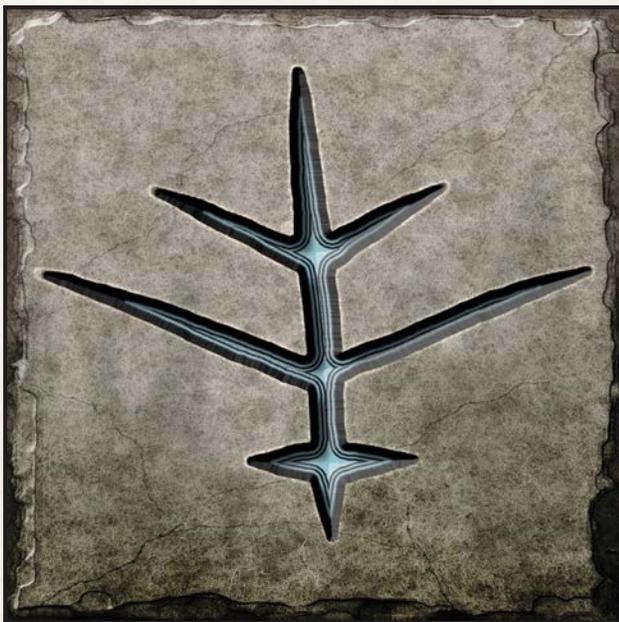
Rune, uncommon/rare/very rare

Description: When a hatred rune is first inscribed, the rune is keyed to a particular type of creature, such as aberrations, beasts, monstrosities, ssethrics, giants, garr/goblins, fiends, or constructs. Items inscribed with this rune grant the wielder benefits when used against creatures it is keyed to.

Armor: When wearing armor inscribed with this rune you gain the following benefits when attempting to track the rune's chosen enemy:

Uncommon: You have advantage on any Wisdom (Survival) check made when attempting to track the creature that this rune is keyed to. If you possess the Favored Enemy class ability with the same creature type that rune is attuned to, you instead gain double your proficiency bonus Wisdom (Survival) checks to track your favored enemy.

Rare: In addition to the abilities of the uncommon rune, you have advantage on Wisdom (Perception) or Intelligence



FROST RUNE



HATRED RUNE

(Investigation) checks when attempting to perceive or find evidence of the type of creature this rune is keyed to.

Very Rare: In addition to the abilities of the uncommon and rare runes, while actively tracking a creature that the rune is keyed to you do not require food or sleep. This effect lasts for a number of days equal to your proficiency bonus, after which it cannot be used again until you have completed a long rest.

Shield: Shields inscribed with this rune protect their wielders from attacks by the creature the rune is keyed to. When this rune is inscribed on shield it has a number of charges equal to half your proficiency bonus. Activating the ability of the rune expends one charge and the rune regains all expended charges after you complete a long rest.

Uncommon: When attacked by a creature that the rune is keyed to, as a reaction you may gain a +1 bonus to your AC and saving throw until the end of your next turn.

Rare: When attacked by a creature that the rune is keyed to, as a reaction you may gain a +2 bonus to your AC and saving throw until the end of your next turn.

Very Rare: When attacked by a creature that the rune is keyed to, as a reaction you may gain a +3 bonus to your AC and saving throw until the end of your next turn.

Spell Casting Focus: Any time you cast a divination spell targeting a creature while holding a focus inscribed with a rune keyed to that creature's type, as a bonus action you can impose disadvantage on the creature's saving throw to resist the spell's effects. You regain the use of this rune dependent it's rarity.

Uncommon: You regain the use of this ability after a long rest.

Rare: You regain the use of this ability after a short rest.

Very Rare: This rune has a number of charges equal to half your proficiency bonus. Activating this rune's ability uses 1 charge. All charges are recovered after completing a long rest.

Weapon: Weapons engraved with this rune are considered to be magical weapons when attacking the creature type they are keyed to. You can invoke the rune as a bonus action, letting you deal additional damage of the weapon's normal damage type for 1 minute. The amount of additional damage dealt and the rate that you regain the use of this rune depends upon the rune's rarity.

Uncommon: +2 damage, and you regain the ability to use this rune after a long rest.

Rare: +3 damage, and you regain the ability to use this rune after a long rest.

Very Rare: +3 damage, and you regain the ability to use this rune after a short rest.

Life

Rune, uncommon/rare/very rare

Description: You may call upon this rune to gain its protective ability against necrotic energy.

Armor & Shield: As long as you hold a shield or wear armor inscribed with this rune, you gain the following benefits:

Uncommon: When attacked by spell or targeted effect that deals necrotic damage, as a reaction you gain advantage on your saving throw against that affect. Once used you regain the use of this ability after a long rest.

Rare: When attacked by spell or targeted effect that deals necrotic damage, as a reaction you gain resistance to necrotic damage, including damage from the triggering effect, until the beginning of your next turn. Once used you regain the use of this ability after a long rest.

Very Rare: As long as you are holding a shield inscribed with this rune you have resistance to necrotic damage.

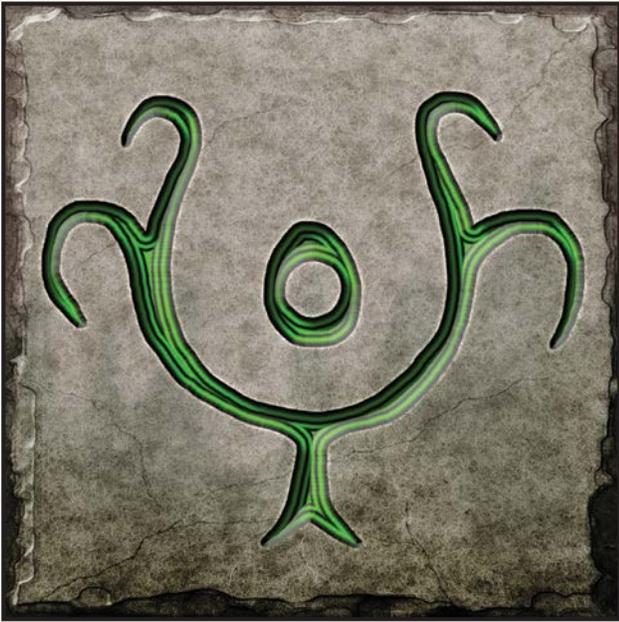
Spell Casting Focus: When casting a spell that heals hit point damage while holding this focus, you can use your bonus action to cast it as a higher spell level without expending a higher level spell slot. Once used you regain the use of this ability after a long rest.

Uncommon: +1 spell level

Rare: +2 spell levels

Very Rare: +3 spell levels

Weapons: Weapons with this rune are a bane to the undead. When you successfully attack an undead creature with a weapon inscribed with this rune, that creature takes an extra 1d6 radiant damage. If the creature has 25 or fewer hit points after the attack, it must succeed on a Wisdom saving throw or be destroyed. The DC of the saving throw



LIFE RUNE

varies by the rarity of the rune.

Uncommon: DC 11 Wisdom saving throw

Rare: DC 13 Wisdom saving throw

Very Rare: DC 15 Wisdom saving throw, on a successful save the creature is frightened of you until the end of your next turn

Lightning

Rune, uncommon/rare/very rare

Description: Weapons with this rune crackle with electricity, while similarly inscribed armor protects its wearer against electrical damage.

Armor & Shield: Armor and shields inscribed with the lightning rune protect their wielders from lightning damage. As long as the armor is worn or the shield held, you gain the following benefits:

Uncommon: When attacked by spell or targeted effect that deals lightning damage, as a reaction you gain advantage on your saving throw against that effect. Once used you regain the use of this ability after a short rest.

Rare: hen attacked by spell or targeted effect that deals lightning damage, as a reaction you gain resistance to lightning damage, including damage from the triggering effect, until the beginning of your next turn. Once used you regain the use of this ability after a long rest.

Very Rare: As long as you are wearing armor or holding a shield inscribed with this rune, you have resistance to lightning damage.

Spell Casting Focus: While holding a focus inscribed with this rune, as an action you may envelope it

in cracking bolts of electricity which does not harm you and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. If you are holding this focus while casting a damaging spell, as a bonus action you may infuse the spell with bolts of lightning, dealing extra damage per the rune's rarity. You also force creatures affected by your spell to make a Constitution saving throw against your spell casting save DC or become stunned until the end of their next turn. Once used you regain the use of this ability after a long rest.

Uncommon: +1d4 lighting damage

Rare: +2d4 lighting damage

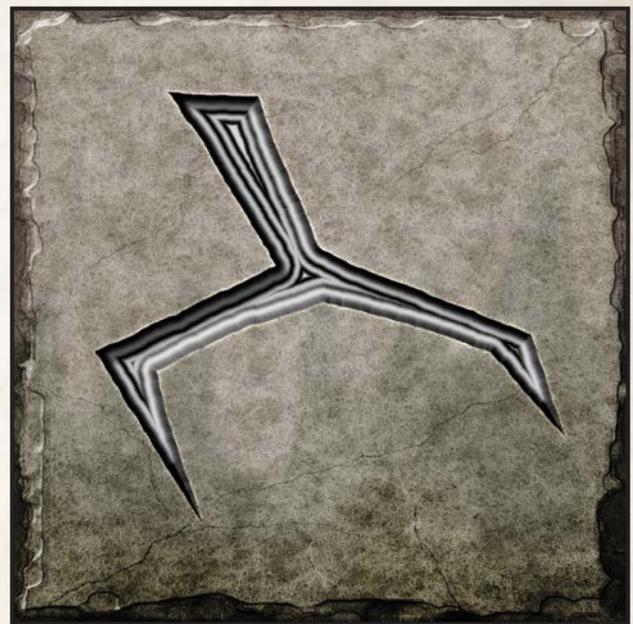
Very Rare: +3d4 lighting damage

Weapon: While holding a weapon inscribed with this rune, as an action you may envelope it in cracking bolts of electricity which does not harm you and sheds bright light in a 10-foot radius and dim light for an additional 10 feet. As long the rune is active, your weapon deals magical damage of its normal damage type. Any time you roll a 20 on an attack roll with this weapon, you deal an additional damage as indicated by the rune's rarity.

Uncommon: +1d6 lighting damage

Rare: +2d6 lighting damage

Very Rare: +3d6 lighting damage



LIGHTNING RUNE

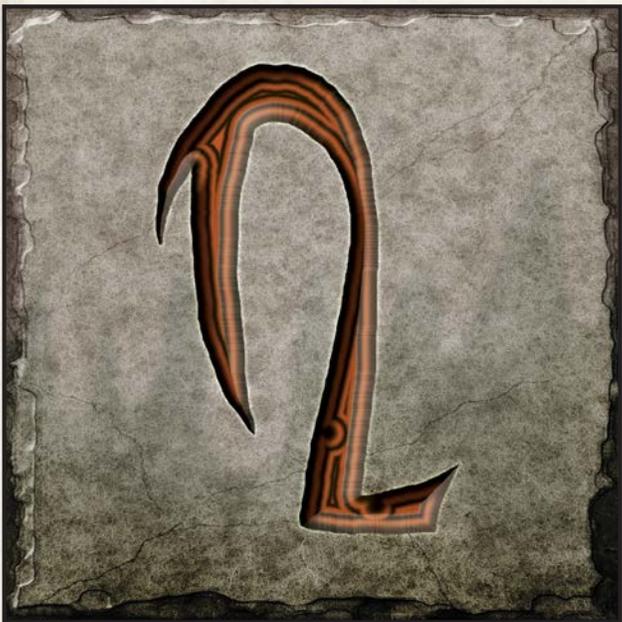
Might

Rune, uncommon/rare/very rare

Description: Items inscribed with this rune allow their wielders to summon incredible strength even in the heat of battle.

Armor & Shield: Armor and shields inscribed with this rune may be used to enhance your strength for a short time. Once you use the rune's ability, you cannot use it again until you complete a long rest.

Uncommon: While holding a shield or wearing armor



MIGHT RUNE

inscribed with this rune, as an action you may double your carrying capacity for 12 hours.

Rare: While holding a shield or wearing armor inscribed with this rune, as a bonus action you may double your carrying capacity and gain advantage on any Strength (Athletics) ability checks for 1 hour.

Very Rare: While holding a shield or wearing armor inscribed with this rune, as a bonus action you may double your carrying capacity and gain advantage on any Strength (Athletics) ability checks for 1 hour. You regain the use of this rune after a short rest instead of a long rest.

Spell Casting Focus: When casting a spell that deals either force or thunder damage while using a focus inscribed with this rune, as a bonus action you may increase the impact of the spell. The spell's damage type changes to force and deals additional damage per the rune's rarity. In addition, all creatures affected by your spell must make a successful Strength saving throw against your spell casting DC or fall prone. Once used you regain the use of this ability after a long rest.

Uncommon: +1d8 force damage

Rare: +2d8 force damage

Very Rare: +3d8 force damage

Weapon: With a command, any weapon inscribed with this rune starts to hum with energy. As long as this rune is active the weapon is considered a magical weapon. Any

time you roll a 20 on an attack roll with this weapon, your target must make a Strength saving throw or be knocked 10 feet back and fall prone. The saving throw DC is dependent upon the rune's rarity.

Uncommon: DC 13

Rare: DC 16

Very Rare: DC 20

Necrotic

Rune, uncommon/rare/very rare

Description: Necromancy deals with the control and manipulation of necrotic energy, the very essence of death, and while these runes only capture a fraction of that power, the results are undeniably deadly.

Armor & Shield: Armor and shields inscribed with this rune protect their wielders from radiant energy. While wearing armor or holding a shield inscribed with a necrotic rune you gain the following benefits depending upon the rarity of the rune:

Uncommon: When attacked by spell or targeted effect that deals radiant damage, as a reaction you may have advantage on your saving throw against that affect. Once used you regain the use of this ability after a long rest.

Rare: When attacked by spell or targeted effect that deals radiant damage, as a reaction you may gain resistance to radiant damage, including damage from the triggering effect, until the beginning of your next turn. Once used you regain the use of this ability after a long rest.

Very Rare: As long as you are wearing armor or holding a shield inscribed with this rune you have resistance to radiant damage.



NECROTIC RUNE

Spell Casting Focus: When casting a spell that deals necrotic damage while holding this focus, you can use your bonus action to cast it as a higher spell level without expending a higher level spell slot. Once used you regain the use of this ability after a long rest.

Uncommon: +1 spell level.

Rare: +2 spell levels.

Very Rare: +3 spell levels.

Weapons: Weapons with this rune are a bane to the living. When you successfully attack a living creature with a weapon inscribed with this rune, rolling a 20 on your attack roll your weapon deals an extra amount of necrotic damage per the rune's rarity.

Uncommon: +1d8 necrotic damage

Rare: +2d8 necrotic damage

Very Rare: +4d8 necrotic damage

Perseverance

Rune, uncommon/rare/very rare

Description: Items inscribed with this rune invigorate the wielder, allowing them to push on when others would falter.

Armor & Shield: While wearing armor or holding a shield inscribed with a perseverance rune, you gain the following benefits depending upon the rarity of the rune. Once used you regain the use of this ability after a long rest.

Uncommon: As a bonus action you may heal 2d10 hit points.

Rare: As a bonus action you may heal 3d10 hit points.

Very Rare: As a bonus action you may heal 4d10 hit points.

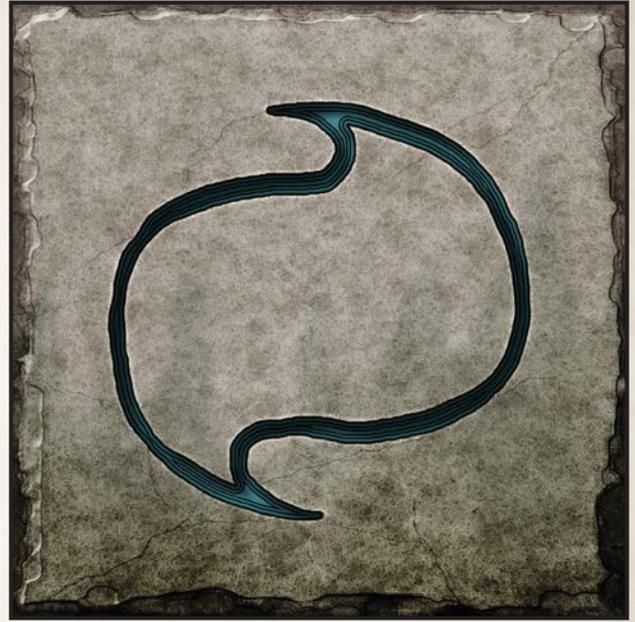
Spell Casting Focus: When holding a spellcasting focus engraved with this rune you find your will fortified and your focus enhanced.

Uncommon: As long as you hold a focus engraved with this rune you gain a +1 bonus to all Constitution saving throws to retain concentration on a spell.

Rare: As long as you hold a focus engraved with this rune, you gain a +2 bonus to all Constitution saving throws to retain concentration on a spell.

Very Rare: As long as you hold a focus engraved with this rune, you enjoy advantage on all Constitution saving throws to retain concentration on a spell.

Weapons: Weapons engraved with these runes seem to fortify their wielder, allowing them to shake off effects that would stagger others. While holding a weapon engraved with this rune, any time you are targeted by a spell or effect that would require a Constitution saving throw, you may



PERSEVERANCE RUNE

spend your reaction to gain advantage on that saving throw. The rate at which you regain the use of this ability depends upon the rarity of the rune.

Uncommon: You regain the use of this ability after a long rest

Rare: You regain the use of this ability after a short rest

Very Rare: This rune has a number of charges equal to half your proficiency bonus. Activating this rune's ability uses 1 charge. All charges are recovered after completing a long rest.

Precision

Rune, uncommon/rare/very rare

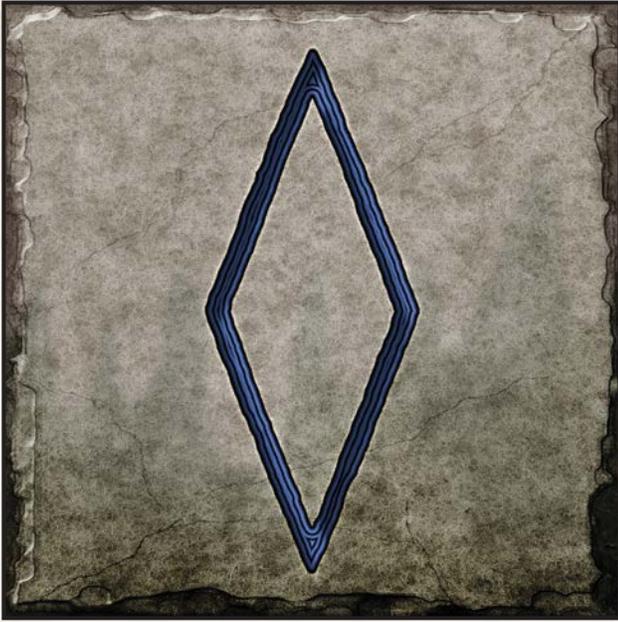
Description: Items inscribed with this rune help to focus the wielder's mind, allowing them to see the exact right moment to strike.

Armor & Shield: While wearing armor or holding a shield inscribed with this rune, you may call upon the its power to focus your mind, allowing you to strike with amazing accuracy. You may utilize the rune to cast *true strike*, with the action required and the rate that you regain the ability to use the rune depending on the rune's rarity.

Uncommon: You require an action to cast *true strike* and regain the ability to use this rune after completing a long rest.

Rare: You require a bonus action to cast *true strike* and regain the ability the ability to use this rune after completing a long rest.

Very Rare: You may cast *true strike* as a bonus action or as part of a reaction when taking an opportunity attack,



PRECISION RUNE

regaining the ability to use this rune after completing a short rest.

Spell Casting Focus: While casting a spell using a focus engraved with this rune you gain the following benefits:

Uncommon: You may use a bonus action to gain a +1 bonus to hit with a spell attack roll.

Rare: You gain a +1 bonus to spell attack rolls.

Very Rare: You gain a +2 bonus to spell attack rolls.

Weapons: Weapons inscribed with this rune seem to guide the wielder's hand, assisting in bypassing an opponent's defense or granting moments of unrivaled focus.

Uncommon: As a bonus action you may gain a +1 bonus to attack rolls made with a weapon engraved with this rune until the end of your turn.

Rare: You have a +1 bonus to attack rolls made with a weapon engraved with this rune.

Very Rare: You have a +2 bonus to attack rolls made with a weapon engraved with this rune.

Reflection

Rune, uncommon/rare/very rare

Description: Items inscribed with this rune allows their wielder to reflect a targeted spell back upon its caster.

Armor & Shield: While wearing armor or holding a shield inscribed with this rune, whenever you are struck with a spell that requires a spell attack roll, as a reaction you may make a Constitution saving throw against the caster's spell save DC. If successful, that spell is harmlessly

deflected away. If you roll a 20 on your saving throw, not only does the spell have no effect on you, it instead targets the caster, using the spell level, spell save DC, attack bonus, and spellcasting ability of the caster. The rate that you regain the use of this ability and the maximum spell level it may deflect depends upon the rune's rarity.

Uncommon: You regain the use of this ability after a long rest and may deflect spells of up to 3rd level or lower.

Rare: You regain the use of this ability after a long rest and may deflect spells of up to 5th level or lower.

Very Rare: You regain the use of this ability after a short rest and may deflect spells of up to 5th level or lower.

Spell Casting Focus: While holding a focus inscribed with this rune and casting *counterspell* against a spell that requires a spell attack roll, you force your target to make a successful Wisdom saving throw or suffer force damage. The amount of damage suffered and the rate that you regain the ability to call upon this rune depends upon the rune's rarity.

Uncommon: The target suffers 1d4 force damage per spell slot level used to cast the spell. You regain the ability to use this rune after completing a long rest.

Rare: The target suffers 1d6 force damage per spell slot level used to cast the spell. You regain the ability to use this rune after completing a long rest.

Very Rare: The target suffers 1d6 force damage per spell slot level used to cast the spell. You regain the ability to use this rune after completing a short rest.

Weapons: Any time you are hit with a spell that requires a spell attack roll while wielding a weapon inscribed with this rune, as a reaction you may make a Dexterity saving



REFLECTION RUNE

throw against the caster's spell save DC. If successful, that spell is harmlessly deflected away. If you roll a 20 on your saving throw, not only does the spell have no effect on you, it instead targets the caster, using the spell level, spell save DC, attack bonus, and spellcasting ability of the caster. The rate that you regain the use of this ability and the maximum spell level it may deflect depends upon the rune's rarity.

Uncommon: You regain the use of this ability after a long rest and may deflect spells of up to 3rd level.

Rare: You regain the use of this ability after a long rest and may deflect spells of up to 5th level.

Very Rare: You regain the use of this ability after a short rest and may deflect spells of up to 5th level.

Sanctified

Rune (blessed/attunement required), uncommon/rare/very rare

Description: Each rune of this type is aligned to a specific deity, and only devoted worshippers of that deity may access its power.

Armor & Shield: While wearing armor or holding a shield inscribed with this rune, if you are the target of a divine spell cast by a worshipper of a deity other than the one the rune is dedicated to, you may spend your reaction to have advantage on your saving throw against that spell. The rate that you regain the use of this ability and the maximum spell level the rune may defend against depends upon the rarity of the rune.

Uncommon: You regain the use of this ability after a long rest and may use this rune against spells cast at 3rd level or lower.

Rare: You regain the use of this ability after a long rest and may use this rune against spells cast at 5th level or lower.

Very Rare: You regain the use of this ability after a short rest and may use this rune against spells cast at 5th level or lower.

Spell Casting Focus: When holding a focus inscribed with this rune as a bonus action you may invoke its power, granting a number of allies within 60 feet advantage on their next saving throw against any spell cast by a worshipper of a deity other than the one your rune is dedicated to. You regain the ability to use this rune after completing a long rest and the number of allies affected is dependent upon the rune's rarity.

Uncommon: You may affect up to 3 allies.

Rare: You may affect up to 6 allies.

Very Rare: You affect all allies within range including yourself.

Weapons: When wielded by a worshipper of the same deity the rune is attuned to, this weapon is considered magical. You may call upon the rune's power to strike down those who do not share your faith. After successfully striking a worshipper of another god, you may activate this rune as a bonus action to deal additional damage. The additional damage dealt by this rune and the rate that you regain the ability to use this rune is dependent upon the rune's rarity.

Uncommon: +2d8 radiant damage. You regain the ability to use this rune upon completing a long rest.

Rare: +2d8 radiant damage. You regain the ability to use this rune upon completing a short rest.

Very Rare: +4d8 radiant damage. You regain the ability to use this rune upon completing a short rest.



SANCTIFIED RUNE

Serenity

Rune, uncommon/rare/very rare

Description: This rune fills its user with an overwhelming sense of calm, allowing them to keep their wits in the face of terror and shake off the effects of most charm spells.

Armor & Shield: While wearing armor or holding a shield inscribed with this rune, as a bonus action you can gain advantage on saving throws against being charmed or frightened. The rate that you regain the use of this ability depends upon the rune's rarity.

Uncommon: You regain the ability to use this rune after completing a long rest.



SERENITY RUNE

Rare: You regain the ability to use this rune after completing a short rest.

Very Rare: This rune has a number of charges equal to your proficiency bonus. You regain the ability to use this rune after completing a short rest.

Spell Casting Focus: When holding a focus inscribed with this rune, you expend one of your spell slots, channeling its energy into the focus. You grant 1 ally per slot level expended with either the charmed or frightened condition the chance to reroll their saving throw to resist the condition, using the original DC. If the effect that gave your ally the charmed or frightened condition did not allow a saving throw, they can make a Wisdom saving throw against your spell save DC. If either saving throw is successful, your ally is no longer charmed or frightened. The range of this effect and the rate that you regain the use of this ability depends upon the rune's rarity.

Uncommon: Maximum range of 20 feet. You regain the ability to use this rune after completing a long rest.

Rare: Maximum range of 60 feet. You regain the ability to use this rune after completing a long rest.

Very Rare: Maximum range of 60 feet. You regain the ability to use this rune after completing a short rest.

Weapons: While holding a weapon inscribed with this rune, if you start your turn with either the charmed or frightened condition you may make a saving throw to remove either condition. The precise saving throw and DC is identical to the one which originally imposed the condition. If the effect that imposed the condition did not allow a save, this rune has no effect. The rate that you regain the use of this ability depends upon the rune's rarity.

Uncommon: You regain the ability to use this rune after completing a long rest.

Rare: You regain the ability to use this rune after completing a short rest.

Very Rare: You regain the ability to use this rune after completing a short rest. In addition, you have advantage on saving throws to resist the charmed or frightened condition.

Shadow

Rune, uncommon/rare/very rare

Description: This rune grants the user some power over shadows, allowing them to hide items in plain sight or move about unnoticed.

Armor & Shield: While wearing armor or holding a shield inscribed with this rune you gain a bonus to Dexterity (Stealth) checks. The bonus is determined by the rune's rarity.

Uncommon: +1

Rare: +2

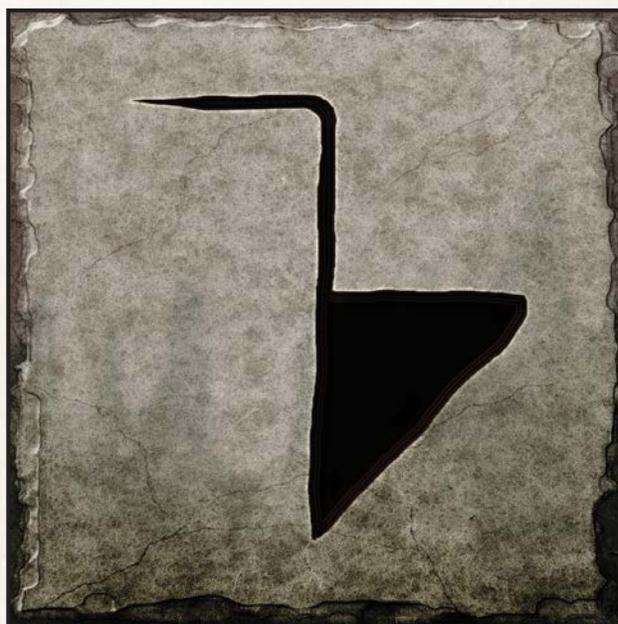
Very Rare: +3

Spell Casting Focus & Weapons: Unless you are actively using this item, it is easily overlooked. If someone is searching you for the item, they must make an Intelligence (Investigation) check, with the DC determined by the rune's rarity. On a success, they find the item but on a failure, they remain unaware of your possession of the item.

Uncommon: DC 13

Rare: DC 15

Very Rare: DC 17

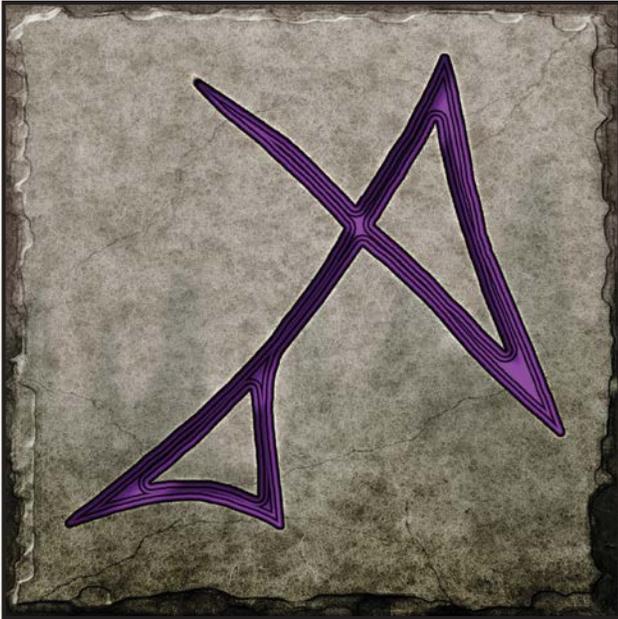


SHADOW RUNE

Sorcery

Rune, uncommon/rare/very rare (requires attunement)

Description: This rune can store an arcane spell, allowing



SORCERY RUNE

the wielder of the item to cast it spells as if they knew it. Unlike most runes, this rune requires attunement regardless of the rune's rarity.

Any Item: When you attune to the item, you can cast a spell that you know or a spell from a scroll into the rune. While wearing or holding an item inscribed with this rune, you add the spell it stores to your list of spells known. If you store a spell cast at a higher level, you must always cast it at that same level. During a short rest, you can release a stored spell and replace it with another one. This rune can only store an arcane spell, and the maximum level of the spell is dependent upon the rune's rarity.

Uncommon: 2nd level spell

Rare: 4th level spell

Very Rare: 6th level spell

Spell

Rune, uncommon/rare/very rare (requires attunement)

Description: This rune stores a particular spell, chosen when the rune is first created, allowing even those without the gift for magic to cast that spell. Although these runes regain energy on their own, they may be recharged with the assistance of another spell caster. Unlike most runes, spell runes require attunement regardless of the rune's rarity.

Any Item: While bearing an item inscribed with this rune, you may cast the spell contained in the rune. The action required to cast the spell is its normal casting time.

The spell is always cast at its base level and the spell's save DC or spell attack bonus is dependent upon the rune's rarity. A spellcaster can touch the rune and expend a spell lot of the stored spell's level to let you regain the ability to call upon this rune, otherwise you regain the use of this rune after completing a long rest. The maximum spell level the rune can store is dependent upon the rune's rarity. Once created, you cannot change the spell stored in the rune.

Uncommon: save DC 13, spell attack bonus +5, 2nd level spell maximum

Rare: save DC 15, spell attack bonus +7, 3rd level spell maximum

Very Rare: save DC 17, spell attack bonus +9, 5th level spell maximum



SPELL RUNE

Stone

Rune, uncommon/rare/very rare

Description: Those who bear this rune find they can invoke the strength and stability of stone.

Armor: While wearing a suit of armor inscribed with this rune, you can use a bonus action to gain resistance to non-magical bludgeoning, piercing, and slashing damage. The duration of this effect and rate that you regain the use of this ability depends upon the rune's rarity.

Uncommon: The resistance you gain lasts until the end of your next turn. You regain the ability to use this rune after a long rest.

Rare: The resistance you gain lasts until the end of your next turn. You regain the ability to use this rune after a short rest.

Very Rare: The resistance you gain lasts for 1 minute. You



STONE RUNE

regain the ability to use this rune after a long rest.

Shield: While holding a shield inscribed with this rune, it is practically impossible to move you against your will. When targeted by an effect that would move you against your will or result in you becoming prone, as a reaction you may gain advantage on your skill check or your saving throw to resist the effect. The rate that you regain the use of this ability depends upon the rune's rarity.

Uncommon: You regain the ability to use this rune after a long rest.

Rare: You regain the ability to use this rune after a short rest.

Very Rare: This rune has a number of charges equal to half your proficiency bonus. Activating this rune's ability uses 1 charge. All charges are recovered after completing a long rest.

Spell Casting Focus: While holding a focus inscribed with this rune, as an action you can envelop it in vibrating energy. This energy does not harm you or make the focus difficult to hold. As long as this rune is active, any time you use this focus when casting a spell and roll a 20 on a spell attack roll which results in damage, the spell's damage type changes to acid and deals an additional amount of damage dependent on the rune's rarity. If used to augment a spell with multiple missiles or rays the extra damage is applied to only one of the projections.

Uncommon: +1d6 acid damage

Rare: +2d6 acid damage

Very Rare: +3d6 acid damage

Weapon: While holding a weapon inscribed with this rune, as an action you can envelop it in vibrating energy.

This energy does not harm you or make the focus difficult to hold. As long as this weapon is enveloped it is considered a magical weapon. Additionally, any time you roll a 20 on an attack roll with this weapon you deal additional acid damage dependent on the rune's rarity.

Uncommon: +1d6 acid damage

Rare: +2d6 acid damage

Very Rare: +3d6 acid damage

Titan

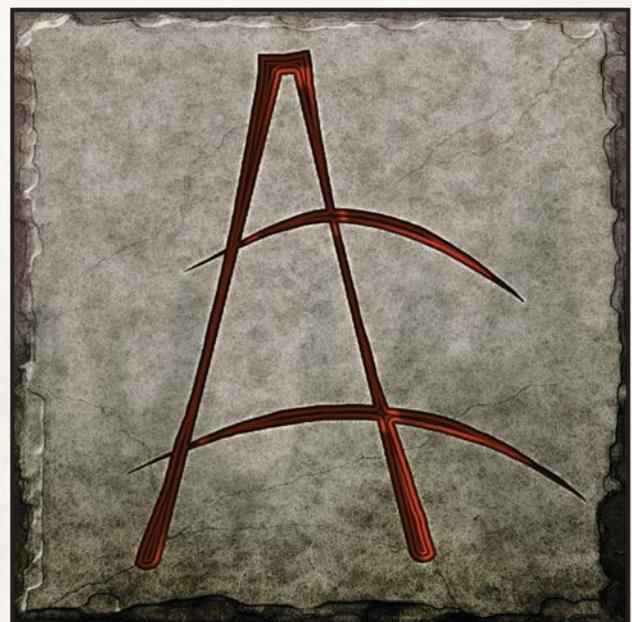
Rune, rare/very rare (requires attunement)

Description: This rune is sacred to the dwarves, as it is a vestige from their days before the Curse. Items inscribed with this rune provide a small portion of a celestial giant's strength. Regardless of the rune's rarity, you must attune yourself to any item that possess this rune.

Any Item: While wielding or wearing an item inscribed with this rune, as an action you can increase your size by one size category. If you do not have the space to increase your size, you may not activate this rune. For 1 minute, you have advantage on Strength checks and Strength saving throws, and all your attacks deal 1d4 extra damage. Your equipment and weapons grow to match your new size. The rate that you regain the use of this ability depends upon the rune's rarity.

Rare: You regain the ability to use this rune after a long rest.

Very Rare: You regain the ability to use this rune after a short rest.



TITAN RUNE

Thunder

Rune, uncommon/rare/very rare

Description: Items with this rune allow their user to call upon the deafening power of thunder.

Armor & Shield: Armor and shields inscribed with the thunder rune protect its wielder from thunder damage. As long as this armor is worn or shield held, you gain the following benefits:

Uncommon: When attacked by spell or targeted effect which deals thunder damage, as a reaction you can gain advantage on your saving throw against that effect. Once used, you regain the ability to use this rune after a long rest.

Rare: When attacked by spell or targeted effect which deals thunder damage, as a reaction you can gain resistance to thunder damage, including the damage from the triggering effect, until the beginning of your next turn. Once used you regain the ability to use this rune after a long rest.

Very Rare: As long as you are wearing armor or holding a shield inscribed with this rune, you have resistance to thunder damage.

Spell Casting Focus: While holding a focus inscribed with this rune, you can use a bonus action while casting a damaging spell to infuse it with this rune's power. Your spell deals extra damage as per the rune's rarity. In addition, you can force one creature affected with your spell to make a Strength saving throw against your spell save DC or be pushed 10 feet from you. Once used you regain the ability to utilize this rune after completing a long rest.

Uncommon: +1d6 thunder damage

Rare: +2d6 thunder damage

Very Rare: +3d6 thunder damage



UNASSAILABLE RUNE



THUNDER RUNE

Weapon: While wielding a weapon inscribed with this rune, you can use your action to sheath it in cascading waves of booming energy. As long this rune is active, the weapon is considered to be a magical weapon. Additionally, while the rune is active, any time you roll a 20 on an attack roll with the weapon you deal an additional damage as indicated by the rune's rarity.

Uncommon: +1d6 thunder damage

Rare: +2d6 thunder damage

Very Rare: +3d6 thunder damage

Unassailable

Rune, uncommon/rare/very rare

Description: Items inscribed with this rune allow their wielder to better protect themselves and others.

Armor: Whenever you take the Dodge action while wearing armor inscribed with this rune, you gain a bonus to your AC depending on the rune's rarity.

Uncommon: +1 bonus to AC

Rare: +2 bonus to AC

Very Rare: +3 bonus to AC

Spell Casting Focus: When holding a focus inscribed with this rune, you may expend a spell slot to cast *mage armor* on 1 creature per slot level. The range of this effect and the maximum number of people you may affect depends upon the rune's rarity.

Uncommon: 10 feet, 3 creatures

Rare: 20 feet, 6 creatures

Very Rare: 30 feet, 9 creatures

Shield: Shields inscribed with this rune make the wielder more dexterous and able to resist damage.

Uncommon: You may add the AC bonus of your shield to Dexterity saving throws.

Rare: You may add the AC bonus of your shield to Dexterity saving throws. In addition, when you fail a Dexterity saving throw, you can use your reaction to succeed on it instead. Once you use this ability, you cannot do so again until you complete a short rest.

Very Rare: You may add the AC bonus of your shield to Dexterity saving throws. In addition, whenever you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw and only half damage if you fail.

Weapon: Any time you are missed by a melee attack while holding a weapon inscribed with this rune, as a reaction you may force your attacker to make a Strength saving throw or have their weapon knocked 10 feet from where they stand. The DC and the rate that you regain this ability depends upon the rarity of the rune.

Uncommon: DC 13 and regain this ability after a long rest

Rare: DC 16 and regain this ability after a short rest.

Very Rare: DC 16 and this rune has a number of charges equal to your proficiency bonus. Once used, you regain all uses upon completing a long rest.

Vampiric

Rune, uncommon/rare/very rare

Description: Items with these runes slowly sap the strength of their foes and heal or strengthen their bearers.

Armor: While wearing armor inscribed with this rune, any time you reduce a creature to 0 hit points or lower with a melee weapon attack, you gain an amount of temporary hit points depending on the rune's rarity until the beginning of your next turn.

Uncommon: 5 temporary hit points

Rare: 10 temporary hit points

Very Rare: 15 temporary hit points

Spell Casting Focus: While holding a focus inscribed with this rune, as an action you may envelop it with dark energy. As long as this rune is active, whenever you roll a 20 on a spell attack roll for a spell that deals damage, you deal an additional amount of necrotic damage indicated by the rune's rarity, and you are healed by the amount of necrotic damage dealt. If used to augment a spell with multiple missiles or rays the extra damage is applied to only one of the projections.

Uncommon: +1d4 necrotic damage

Rare: +2d4 necrotic damage

Very Rare: +3d4 necrotic damage

Shield: While holding a shield engraved this rune, you may use an action you may target a creature within 30 feet. That target must succeed in a Wisdom saving throw or suffer an amount of necrotic damage as indicated by the rune's rarity, and you regain hit points equal to the damage dealt. The save DC and damage dealt is dependent upon the rune's rarity. You regain the ability to call upon this rune after completing a long rest.

Uncommon: 2d6 necrotic damage

Rare: 4d6 necrotic damage

Very Rare: 6d6 necrotic damage

Weapon: While holding a weapon inscribed with this rune, as an action you can envelop it in dark energy. As long as this rune is active, any time you roll a 20 when attacking with this weapon, you deal the additional damage as indicated by the rune's rarity, and you regain hit points equal to the amount of additional damage dealt.

Uncommon: +1d4 necrotic damage

Rare: +2d4 necrotic damage

Very Rare: +3d4 necrotic damage



VAMPIRIC RUNE

APPENDIX I

RANDOM MAGIC ITEM TABLES

If the treasure comes from one powerful Monster then use the Challenge Rating (CR) Table that corresponds to the Monster's Challenge Rating. If the treasure belongs to a group of monsters (like a tribe of humanoids for example) then use the CR rating of the leader. If the treasure is coming from a source that is not a monster, then use the average level of the party. Once you determine which Challenge Rating Table to roll on, roll d100 and follow the instructions under the Random Magic Items column. Note that these tables only provide magic items. Refer to the core rulebook if you wish to include other treasure such as coin, art objects and gems.

Example: *The party has defeated a powerful monster in its lair. The monster is CR 15, so the GM rolls d100 on the Random Item Table: Challenge Rating 11-16. The GM rolls a 73. The GM will roll once on Magic Item Table 6 and 1d4 times on Magic Item Table 7. The GM rolls d100 on Table 6, rolling a 49 which is an Orb of the Hidden Flame. Next the GM rolls 1d4, getting a 2.*

The first d100 on Magic Item Table 7 is an 89, which is a Scabbard of the Blessed, the second roll is a 32, which is a Monster Whistle: Azure Lizard. So, the party has found an Orb of the Hidden Flame, a Scabbard of the Blessed and a Monster Whistle: Azure Lizard.

RANDOM ITEM TABLE: CHALLENGE RATING 0-4

d100	Random Magic Items
01-34	None
35-59	Roll 1d6 times on Magic Item Table 1
60-75	Roll 1d4 times on Magic Item Table 2
76-87	Roll 1d4 times on Magic Item Table 3
88-97	Roll 1d4 times on Magic Item Table 6
98-00	Roll once on Magic Item Table 7

RANDOM ITEM TABLE: CHALLENGE RATING 5-10

d100	Random Magic Items
01-35	None
36-56	Roll 1d6 times on Magic Item Table 1
57-77	Roll 1d4 times on Magic Item Table 2
78-88	Roll 1d4 times on Magic Item Table 3
89-91	Roll once on Magic Item Table 4
92-93	Roll 1d4 times on Magic Item Table 6
94-96	Roll 1d4 times on Magic Item Table 7
97-00	Roll once on Magic Item Table 8

RANDOM ITEM TABLE: CHALLENGE RATING 11-16

d100	Random Magic Items
01-08	None
09-23	Roll 1d6 times on Magic Item Table 1 and Roll 1d6 times on Magic Item Table 2
24-43	Roll 1d6 times on Magic Item Table 3
44-60	Roll 1d4 times on Magic Item Table 4
61-70	Roll once on Magic Item Table 5
71-79	Roll once on Magic Item Table 6 and 1d4 times on Magic Item Table 7
80-89	Roll 1d4 times on Magic Item Table 8
90-00	Roll once on Magic Item Table 9

RANDOM ITEM TABLE: CHALLENGE RATING 17+

d100	Random Magic Items
01-20	Roll 1d8 times on Magic Item Table 3
21-40	Roll 1d6 times on Magic Item Table 4
41-55	Roll 1d4 times on Magic Item Table 5
56-70	Roll 1d4 times on Magic Item Table 7
71-85	Roll 1d4 times on Magic Item Table 8
86-00	Roll 1d4 times on Magic Item Table 9

FORGED IN MAGIC: REFORGED ITEM TABLE 1

D100	Magic Item
01-10	Siege ammunition, Dark Green
11-20	Horse Fetish
21-30	Hyena Fetish
31-40	Monkey Fetish
41-50	Owl Fetish
51-60	Siege ammunition, White
61-70	Rhino Fetish
71-80	Panther Fetish
81-90	Wolf Fetish
91-94	Burrowing Arrow
95-98	Fury Elixir
99	Saddle of Mount Mastery
00	Bridle of Horsemanship, Lesser

FORGED IN MAGIC: REFORGED ITEM TABLE 2

D100	Magic Item
01-15	Oil of Scent Masking
16-22	Potion of Putrescence
23-29	Potion of Steely Nerves
30-34	Humming Shot (Bullet)
35-39	Sanctified Oil
40-44	Maggot Arrows
45-49	Siege ammunition: Pale Blue
50-54	Siege ammunition: Black
55-59	Siege ammunition: Orange
60-64	Cutlass of the Buccaneer
65-67	Tiger Fetish
68-73	Bulette Fetish
74-75	Lamia Fetish
76-77	Boots of the Far-Traveled
78-79	Amulet of Vigilance
80-83	Aros' Unforgettable Mark
84	Beltine's Blessed Relief
85	Boots of the Relentless Hunter

86	Bracers of Yeomanry
87	Brigade Bucket
88	Cosmetics of Comeliness
89-90	Everburning Coal
91	Fan of Voice Throwing
92	Campaign Armor
93-94	Garb of the Foresters of the Golden Boughs
95-96	Adder's Rings
97	Figurines of Wondrous Power: Emerald Hedgehog
98	Flask of Verdant Glory
99	Wand of Dancing Spirits
00	Wand of Distraction

FORGED IN MAGIC: REFORGED ITEM TABLE 3

D100	Magic Item
01-03	Draught of the Saddle Born
04-06	Siege ammunition, Pale Green
06-08	Phantom Steed Saddle
09-11	Bridle of Horsemanship
12-13	Bonding Bridle
13-14	Collar of Protection
15-16	Aegis of the Crusader (Althares)
17-18	Collar of Resistance
19-20	Darkmantle Fetish
21-22	Ettercap Fetish
23-24	Siege ammunition, Pale Red
25-26	Giant Spider Fetish
27	Shrunken Head
28-29	Elixir of Red Fury
30-31	Artisan's Fetish
31-32	Bone Rattle
33-34	Elixir of Skins
35-36	Spirit Rattle
37	Lord Anesche's Bags, Lesser
38-39	Elixir of the Deceiver

40-41	Lantern of the Archaeologist
42	Deck of Crazemu
43-44	Ghost Guard Potion
45-46	Amulet of the Faithful
47	Amulet of Illiir's Perfect Brilliance
48-49	Holy Tiger Draught
50-51	Apron of the Artificer
52	Armbands of Blade Turning
53-54	Oil of Beast Repulsion
55-56	Armillus of the Laurel of Vigilance
57	Bones of Divination
58-60	Oil of Deflection
61-62	Boots of Balance
63-64	Oil of Puissance
65-66	Boots of the Toad
67	Bracers of Arrow Deflection
68	Sickle of the Mighty Oak
69	Bracers of Reverberation
70	Bracers of Spell Deflection
71	Cauldron of Combining
72	Centurion's Pin
73-74	Oil of Pyrotechnics
75	Censer of the Raven
76-77	Potion of Bloodmastery, lesser
78	Cloak of the Grunwilde
79-81	Potion of Mist
82	Cloak of the Invincible Warrior
83	Collar of Kinship
84	Corsair's Cloak
85	Flail of Kihuk-Mak
86	Decanter of Copious Libations
88	Dolphin Tabard
89	Dust of Ephemeral Allies
90	Dust of Shrinking and Enlargement
91	Earring of Awareness
88	Eelskin Cloak

89	Potion of Poison Spittle
90-91	Figurines of Wondrous Power: Adamantine Ants
92	Figurines of Wondrous Power: Jade Scorpion
93	Gauntlet of Immaculate Defense
94	Gris-Gris Bag
95	Fire Beads
96	Fire Gloves
97	Flagon of Conviviality
98	Garment of the Hidden Gift
99	Harness of Carrying
00	Headdress of Osalian

FORGED IN MAGIC: REFORGED ITEM TABLE 4

D100	Magic Item
01-02	Elixir of the Oracle
03-04	Aboleth Fetish
05-06	Ankheg Fetish
07-08	Basilisk Fetish
09-10	Behir Fetish
11-12	Blink Dog Fetish
13-14	Cockatrice Fetish
15-16	Mimic Fetish
17-18	Remorhaz Fetish
19-20	Rust Monster Fetish
21-22	Elixir of the Valinor's Heart
23-24	Venomous Scale Fetish
25-26	Winter Wolf Fetish
27-28	Amulet of Belisarda's Fury
29-30	Anklet of the Harlot
31-32	Ghoststep Draught
33-34	Armguard of Talisos
35-36	Badua's Eerie Warder
37-38	Lyde's Veil of Persuasion
39-42	Belt of the Shield
43-44	Black Lotus Manual

FORGED IN MAGIC: REFORGED ITEM TABLE 5

45-46	Blood Robe
47-48	Boots of Knocking
49-52	Bracers of Obfuscation
53-54	Bracers of Shattering Silence
55-56	Bracers of the Thunderer
57	Brooch of the Golden Boughs of Saluwé
58-59	Siege ammunition, Crimson
60-61	Candle of Revealing
62	Cape of Feline Form
63-64	MindFire
65-66	Cape of Glory
67	Circlet of Sagacity
68-69	Potion of Bloodmastery, greater
70-71	Cloud Cape
72	Collar & Key of Submission
73-74	Voei Skin Salve
75-76	Crotalus Gauntlet
77	Crown of Darkness
78-79	War Paints of the Skohir
80-82	Diadem of Mental Clarity
83-84	Doom Bell of Canceri
85-86	Dust of Mirages
87-88	Dust of Warding
89-91	Eloisa's Dancing Shoes
92	Eyepatch of the Corsair
93-94	Eyes of Arcane Sight
95	Fan of the Courtesan
96-97	Figurines of Wondrous Power: Adamantine Spider
98	Figurines of Wondrous Power: Bone Leviathan
99	Figurines of Wondrous Power: Brass Monkey
00	Gauntlet of the Yh'gi

D100	Magic Item
01-03	Figurines of Wondrous Power: Obsidian Monkey
04-06	Figurines of Wondrous Power: Sapphire Serpent
07-09	Figurines of Wondrous Power: Slate Monkey
10-12	Fins of Yarris
13-15	Gauntlets of Force
16-18	Gem of Sarish's Oath
19-21	Gerrard's Luxurious Pavilion
22-24	Girdle of the Grand Gladiator
25-27	Girdle of Mârok
28-30	Gloves of Arcane Manipulation
31-33	Gloves of Skillful Manipulation
34-36	Gloves of the Diplomat
37-39	Hairpins of Prehensile Coiffure
40-42	Horn of Saluwe's Bounty
43-45	Horn of Terror
46-48	Horn of War
49-51	Lantern of Restless Warding
52-54	Laurel of Glory
55-57	Lord Khidath's Guard
58-61	Manacles of Ymandragore
62-65	Mask of Ancient Yahssremore
66-69	Mask of Larissa's Blessing
70-73	Mirror of Minions
74-77	Elixir of Longevity
78-81	Orb of Vision, lesser
81-84	Orb of Lore
85-88	Orb of Nikenes val'Mehan
89-92	Siege ammunition, Yellow
93-96	Periapt of Proof against Perfidy
97-00	Pin of Sarish's Might

FORGED IN MAGIC: REFORGED ITEM TABLE 6

D100	Magic Item
01-15	Duelists' Surprise
16-23	Holiday Hat
24-25	Horn of Saluwe's Plenty
26-27	Kirtle of Keepsakes
28-29	Legionnaire's Crest
30-31	Mockingbird Collar
32-33	Monster Whistle: Azure Lizard
34-35	Monster Whistle: Bird of Omens
36-37	Monster Whistle: Glistening Crawlers
38-39	Monster Whistle: Silken Spinner
40-41	Emerald Scale Tail Bracer
42-45	Needle of Mending
46-51	Orb of the Hidden Flame
52-53	Gladius of the Indomitable Gladiator
54-55	Sword of Wonder +1
56-59	Wand of Ice
60-63	Bandoleer of Foe Daggers
64-65	Nerothian Assassin's Blade
66-69	Minstrel's Mail
70-73	Scales of Yarris
74-76	Tourney Armor
77-80	Orb of the Seer
81-83	Pengik Memory Beads
84-85	Pot of Simmering
86	Wand of Grasping Earth
87	Rope of Security
88	Sarishan Seal
89	Scabbard of the Blessed
90	Scabbard of the Elements
91	Serpent Boots, Lesser
92	Shawl of Starry Witchcraft
93	Spiderhook
94	Stone of Weightlessness
95	Valor Guards

96	Gloves of the Mortis Ceres
97	Ring of Communication
98	Ring of Earth's Mettle
99	Ring of Reptilian Regeneration
00	Ring of Resilience

FORGED IN MAGIC: REFORGED ITEM TABLE 7

D100	Magic Item
01-02	Geraccio's Wondrous Hammer
03-04	Grand Gladius of Coryan
05-06	Greendearth
07-08	Heart's Fang
09-10	Forger of Chains
11	Lance of the Errant Knight
12-14	Glove of Shadow Storage
15-16	Gillicar Shield
17-18	Barding of Stamina
19-20	Gloves of the Scoundrel
21-22	Aegis of the Crusader (Anshar)
23-24	Aegis of the Crusader (Beltine)
25-26	Olymed's Armband of Ever-Ready Blades
27-28	Gris-Gris Bag
29-30	Sea Rover
31-32	Headband of Delusion
33-34	Holy Symbol of Rage's Fury
35-36	Hood of the Cat's Meow
37-38	Horn of Winter
39-40	Larissa's Coin
41-42	Legionnaire's Pin
43-44	Maliar's Magnificent Laboratory
45	Wand of Anshar's Blessing
46	Aegis of the Crusader (Cadic)
47	Aegis of the Crusader (Hurrian)
48	Aegis of the Crusader (Illir)
49	Aegis of the Crusader (Larissa)
50	Mask of Steely Countenance

51	Mask of the Voei Witchdoctor
52	Monkey Gloves
53	Monster Whistle: Blood Wing
54	Spear of Wind and Wave
55	Monster Whistle: Grim Hounds
56	Sword of Wonder +2
57	Aegis of the Crusader (Neroth)
58	Thunderbow
59	Monster Whistle: Iron Eater
60	Mastbreaker
61	Aegis of the Crusader (Nier)
62	Monster Whistle: Marrow Men
63	Necklace of Beröe
64	Nier's Heart
65	Red Howler Mask
66	Sarah's Spanning Rug
67	Serpent Boots
68	Shroud of the Initiate
69	Starfire Pendant of Nol Dappa
70	Stone Bridge
71	Stone of the Dead
72	Aegis of the Crusader (Saluwe)
73	Aegis of the Crusader (Sarish)
74	Fangs of Vapriiss
75	Legionspear
76	Oathmaker
77	Stone of Glib Discourse
78	Tabard of Tenacity
79	Tiara of the White Prophetess
80	Ring of Awareness
81	Ring of Grace
82	Ring of Lucidity, lesser
83	Ring of Nier's Flame
84	Ring of the Scaly Hide
85	Ring of Nightmares
86	Ring of the Shocking Palm

87	Ring of Silence
88	Gravebinder
89	Battle-Harness of the Manticore
90	Potion of Satiety
91	Potion of Uncanny Alertness
92	Toga of Office
93	Troll's Lament
94	Aegis of the Crusader (Yarris)
95	Veil of the Silt Sea
96	Canceri Champion's Blade
97	Capharran War Glaive
98	Duelists' Surprise +1
99	Gauilfur
00	Vestment of the Defender

FORGED IN MAGIC: REFORGED ITEM TABLE 8

D100	Magic Item
01-02	Despair
03-04	Monk's Ring
05-06	Ring of Fractured Focus
07-08	Ring of Illusionary Life
09-10	Ring of Lucidity, greater
11-12	Pipes of the Madcap Minstrel
13-14	Pipe of the Underworld
15-16	Plume of Righteous Victory
17-18	Ring of Puissance at Arms +1
19	Ring of Respite
20	Ring of Spirit's Warning
21	Pomander of Purity
22	Raiment of Illiir
23	Archaeologist's Rod
24	Imperial Rod of Judgment
25	Rod of the Sky Kings
26	Ring of Subtlety
27	Firecrux Flamberge
28	Hide of the Beast

29	Ansharan Pilgrim's Staff	65	Battledress of the Mercenary Captain
30	Beröe's Staff of the Deep	66	Sash of Keleos
31	Cadic's Staff of Night	67	Marine's Brigandine
32	Hurrianic Stormlord's Staff	68	Shade Hunter
33	Mhyr's Sentinel Staff	69	Scarab of the Bronze Catacombs
34	Gladius of Light	70	Seeking Sling
35	Sarishan Ring of Infernal Protection	71	Ymandrake Spellweaver Armor
36	Ymandrake Dueling Ring	72	Scutum of the Burnished Steel
37	Zephyr Ring of the Sky Knights	73	Shield of the Ujch'ki
38	Staff of Cats	74	Fleshripper
39	Staff of Deadly Wards	75	Sentinel Necklace
40	Staff of Dreams	76	Skeleton Key
41	Stormhorn	77	Silverbow
42	Harmony	78	Sphere of Dark Heritage
43	Infernal Harvest	79	Stone of Althares' Foresight
44	Lantas Dalo: Cleaver of Trolls	80	Tabard of Stealth
45	Moon Blade	81	Tabard of the Sea
46	Warhammer of Clarity	82	Talisman of Lost Love's Despair
47	Whip of the Hussuma	83	Thurible of Guarding and Warding
48	Addertongue	84	Timepiece of Hazanko
49	Althares' Gift	85	Urn of Fool's Booty
50	Bow of the Five Peoples	86	Ymandrake Coif of Sorrow
51	Athame of High Magic	87	Fangs of the Night
52	Beltine's Kiss	88	Bodice of the Sacred Harlot
53	Cradok Durass "Earthshaker"	89	Ordainer Circlet
54	Dagger of One Thousand Cuts	90	Slave Bracelets of Larissa
55	Demonsbane	91	Lord Anesche's Bags
56	Ring of the Stolen Mind	92	Pacorus' Gauntlet
57	Doomherald	93	Kur's Tooth
58	Petrus Kafan: "Hope's Dart"	94	Clubs of Deuce
59	Shadowsong	95	Lorica of the Black Sun
60	Wind Staff	96	Tabard of the Reluctant Warrior
61	Khitani Rune Robe	97	Brotherhood of the Scar Armor
62	Robe of Shadowshaping	98	Corselet of the Duelist
63	Rope of Compelling	99	Cuirass of the Hussar
64	Armor of Illiir's Light	00	Horsehair Cuirass

FORGED IN MAGIC: REFORGED ITEM TABLE 9

D100	Magic Item
01-02	Soulshrieker
03-04	Shadow Mother
05-06	Earthbreaker
07-08	The Blade of Natüs
09-10	Culdari, "Final Repose"
11-12	Devil King's Lash
13-14	Forestbane
15-16	Gladius of Glory
17	Kelisar, "Serpent Eater"
18	Lion of Winter
19	Screaming Sword
20	Sickle Sword of the Myrantian Lord
21-23	Spell Spinner
24-26	Uhxbractit's Ring of Warding
27-29	Ring of Master Thievery
30-32	Ring of Perpetual Magic
33-35	Rod of the Reaper
36-38	Myrantian Necromancer Lord's Staff
39-41	Stalwart
42-43	Locker of the Lost Mariner
44-45	Shield of the Defender
46-47	Viperfang Shield
50-51	Hero's Heart
52-53	Tapestry of Portals
54-55	Ice Shard Armor
56-57	Box of the Mundane
58-59	Cradok Morket, "The Earthwall"
60-61	Roofwalker's Hauberk
62-63	Staff of Clouds
64-65	Staff of the Oceanwalker
66-67	Barding of Grace
68-69	Clock of Chaos Confinement
70-71	Staff of Wizardry
72-73	Sylab's Staff

74-75	Cramor's Catalogue of Creatures
76	Tzizhet's Gibbering Staff
77	Demon-Hide Cloak
78	Siege ammunition, Black & Crimson
79	Devilskin Knot
80	Dimitri's Dimensional Doorknob
81	Icon of Spirit Storing
82	Sword of the Soldier Saints of Dagha
83	Scale of the Fire Dragon
84	Jar of Preservation
85	Mask of Death
86	Necromantic Shroud
87	Orb of Vision, greater
88	Orb of Opalescence
89	Wrath
90	Mercy
91	Ring of Puissance at Arms
92	Ring of Bilocation
93	Nightfire
94	Pathfinder
95	Torment
96	Pin of Illiir's Radiance
97	Pin of Neroth's Blessing
98	Tapestry of Tomb Guarding
99	Titan-Bone Altar
00	Silent Death

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Adamantine Ants (Figurine)	113	Bracers of Arrow Deflection	97	Draught of the Saddle Born	6	Gladius of Light	65
Adamantine Spider (Figurine)	113	Bracers of Obfuscation	97	Dual Weapon (Weapon Quality)	165	Gladius of the Indomitable Gladiator	67
Addertongue	76	Bracers of Reverberation	97	Duelists' Surprise	62	Glass Steel (Special Material)	169
Adder's Rings	39	Bracers of Shattering Silence	98	Dust of Ephemeral Allies	109	Glistening Crawlers (Whistle)	134
Aegis of the Crusader	13	Bracers of Spell Deflection	98	Dust of Mirages	109	Glory	27
Air (Rune)	181	Bracers of Yeomanry	99	Dust of Size Alteration	109	Gloves of Arcane Manipulation	118
Althares' Gift	77	Bracers of the Thunderer	98	Dust of Warding	110	Gloves of Shadow Storage	119
Amalgamated Runes (Specialized Inscription)	179	Brass Monkey (Figurine)	114	Earring of Awareness	110	Gloves of Skillful Manipulation	119
Ambush (Weapon Quality)	165	Brazen Heads (Advisor Idols)	24	Earthbreaker	63	Gloves of the Diplomat	119
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Apron of the Artificer	92	Campaign Armor	14	Elixir of the Valinor's Heart	7	Gum Bag	6
Arcane Sight (Spell)	171	Cancerese Gothic Plate	166	Eloisa's Dancing Shoes	111	Hairpins of Prehensile Coiffure	122
Archaeologist's Rod	47	Canceri Champion's Blade	60	Emerald Hedgehog (Figurine)	114	Hand of Dark Splendor	28
Armbands of Blade Turning	92	Candle of Revealing	100	Emerald Scale Tail Bracer	63	Harmony	68
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Armor Descriptions	166	Capharran War Glaive	60	Enlarge Item (Spell)	172	Hatred (Rune)	185
Armor of Illiir's Light	13	Caphractos Segmentata	168	Entwined Runes (Specialized Inscription)	179	Headband of Delusion	122
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Artifice (Rune)	182	Centurion's Pin	102	Everburning Coal	111	Hero's Heart	38
Artisan's Fetish	37	Cestus	165	Evil Eye (Spell)	172	Hide of the Beast	15
Athame of High Magic	79	Chain, Kio, and Milandisian Hauberks	168	Eyepatch of the Corsair	111	Holiday Hat	123
Avalanche (Rune)	182	Cirlet of Sagacity	102	Eyes of Arcane Sight	111	Holy Symbol of Rage's Fury	123
Azure Lizard (Whistle)	134	Cloak of the Grunwilde	102	Fan of Voice Throwing	112	Holy Tiger Draught	8
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Bandoleer of Foe Daggers	79	Cloud Cape	102	Fangs of Vapriess	82	Horn of Saluwé's Bounty	124
Barding of Grace	94	Clubs of Deuce	80	Fangs of the Night	158	Horn of- Saluwé's Plenty	124
Barding of Power	94	Cockatrice Fetish	36	Fervidite (Special Material)	169	Horn of Sobbuk	28
Barding of Stamina	94	Collar & Key of Submission	103	Figurines of Wondrous Power	113	Horn of Terror	124
Basilisk Fetish	36	Collar of Kinship	103	Fins of Yarris	114	Horn of War	124
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Battledress of the Mercenary Captain	14	Combustible Sphere	5	Fire Gloves	115	Horsehair Cuirass	15
Behir Fetish	36	Corsair's Cloak	104	Firecrux Flamberge	64	Humming Shot (Bullet)	58
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Berøe's Staff of the Deep	48	Cradok Morket, "The Earthwall"	19	Flask of Verdant Glory	116	Icon of Spirit Storing	125
Bind Fetish (Warlock)	164	Cramor's Catalogue of Creatures	104	Fleshripper	88	Imperial Rod of Judgment	47
Bird of Omens (Whistle)	134	Crotalus Gauntlet	105	Flintlocks	165	Infernal Harvest	69
Black Ice (Spell)	171	Crown of Darkness	105	Forestbane	64	Inscribing Runes	178
Black Lotus Manual	95	Crown of Shadows	25	Forger of Chains	82	Iron Eater (Whistle)	134
Blade of Natüis, The	59	Cuirass of the Hussar	15	Frost (Rune)	185	Jade Scorpion (Figurine)	114
Blessed Runes (Specialized Inscription)	179	Culdari, "Final Repose"	60	Frost Sphere	5	Jar of Preservation	125
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Blood Paste	5	Cutlass of the Buccaneer	61	Garb of the Foresters of the Golden Boughs	15	Khitani Rune Robe	16
Blood Robe	95	Dagger of One Thousand Cuts	81	Garment of the Hidden Gift	116	Khopesh	165
Blood Wing (Whistle)	134	Dagger of Yig	26	Gauilfur	65	Kirtle of Keepsakes	125
Bodice of the Sacred Harlot	22	Darkmantle Fetish	36	Gauntlet of Immaculate Defense	116	Kroneus' Hourglass	29
Bonded Runic Items	181	Decanter of Copious Libations	106	Gauntlet of the Yh'gi	116	Kur's Tooth	83
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Locker of the Lost Mariner	159	Pathfinder	85	Saraph's Spanning Rug	143	Stormhorn	53
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Mask of Steely Countenance	131	Potion of Poison Spittle	10	Serenity (Rune)	191	Thurible of Guarding and Warding	154
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Mask of the Voei Witchdoctor	131	Potion of Satiety	11	Shade Hunter	17	Tiger Fetish	35
Mastbreaker	71	Potion of Steely Nerves	11	Shadow (Rune)	192	Timepiece of Hazanko	155
Melee Use (Weapon Quality)	165	Potion of Uncanny Alertness	11	Shadow Mother	73	Titan (Rune)	194
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Might (Rune)	187	Raiment of Illiir	141	Shamanistic Path: The Ehtzara (Warlock)	163	Torment	86
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Monkey Fetish	34	Ring of Awareness	39	Silent Steps (Spell)	175	Vampiric (Rune)	196
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Monk's Ring	39	Ring of Communication	40	Silverbow	78	Venomous Scale Fetish	37
Monster Whistles	133	Ring of Earth's Mettle	40	Skeleton Key	147	Versatile Damage (Weapon Quality)	165
Moon Blade	71	Ring of Fractured Focus	40	Slate Monkey (Figurine)	114	Vestment of the Defender	157
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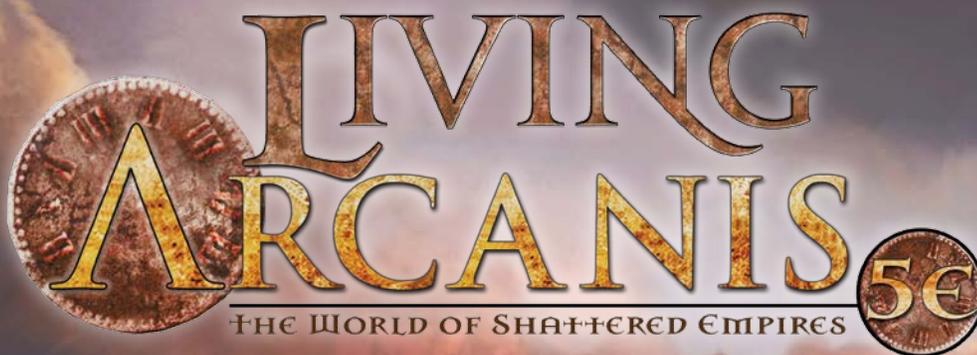
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