

# RAPHAEL'S COLLECTION OF POWERFUL ODDITIES

A devil-like character with horns and a ruff, holding a staff with a glowing orb. The character is standing in a dark, fiery environment. The staff has a glowing orange orb at the top. The character's eyes are glowing yellow.

**HOME BREW**

A D&D 5e Homebrew Compendium for Baldur's Gate 3 Items  
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Larian Studios did a wonderful job at translating items from one of our favorite pass times and table top games, *Dungeon and Dragons*, into the wonderful world of *Baldur's Gate*. I wanted to put in the effort to bring some of the world that is *Baldur's Gate* back into the table top format, though minor that may be in comparison that is *Baldur's Gate 3*.

Journey through the Planescape into the world of the *Forgotten Realms* and smack dab in the center of conflict with mindflayers, goblins, shadow-cursed lands, and the cult behind it all, the absolutists. This item compendium gives you the tools needed to help you run a game based in the world of *Baldur's Gate*, or take from it and add it to your own machinations.

The contents herein are not perfect and some items have undergone slight balance changes and rewording to fit better into your worlds and campaign settings. Despite this, my goal is to stay as true to the source material as possible as to give those looking for such familiarity something to hold on too.

I would also warn you, the reader, that this compendium has spoilers for *Baldur's Gate 3* for those who wish to wait until they have finished playing the game before they delve further. You have otherwise been warned.

One of the most notable changes you will see is the lack of *Weapon Actions* for all weapons. There is no perfect form of curation as to when and where to put *Weapon Actions* on items, but I did what felt appropriate, and I have ideas for adjusting going forward based on feedback.

Another change you will see has to do with Charges such as *Lightning Charges* or *Radiant Orb*. Some may stack like they do in the video game, others may not, but I assure you I have tried my hardest to make sure they remain fun and exciting nonetheless.

Just aware going forward, that some items will not be apart of this compendium due to them already being incorporated into 5th Edition already. Moreover, these items are indicative of the video game and not the TTRPG, and as much as I have balanced some of the items post writing, they may still be quite strong or even weaker than an equivalent rarity. However, whether it be armor, rings, capes, or any of the other numerous items from *Baldur's Gate 3*, I hope you enjoy my take on its world in your games!

***MAY YOUR ROLLS BE EVER IN YOUR FAVOR -  
STORMWIND***

# PART I

Weapons



# WEAPONS



When hope has been whittled down to the very marrow of despair – that's when you'll come knocking on my door. - Raphael

## UNCOMMON WEAPONS FROM A-Z

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### ARGUMENT SOLVER

*Greatclub +1, requires attunement*

Few things solve a disagreement faster than displaying a greatclub. And this one reeks, too. This weapon has the following properties:

**Poison Mist.** When you hit a creature with this weapon, you can deal additional poison damage equal to your proficiency bonus and create a noxious cloud in a 5-foot square surrounding the target for 1 minute. A creature who enters the cloud for the first time, or ends its turn there, must make a DC 13 Constitution saving throw or become poisoned for 1 minute. A creature can repeat this saving throw at the end of each of its turns. Once you use this property this, you can't do so again until you finish a short or long rest,

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

### ASSASSIN'S SHORTSWORD

*Shortsword +1, requires attunement*

Quiet is the air around this shortsword, and quiet are the steps of the one who wields it. You gain advantage on Dexterity (Stealth) checks while attuned to this weapon.

### ASSASSIN'S TOUCH

*Dagger +1, requires attunement*

This long, slender blade fits perfectly between the ribs of any unsuspecting victim. While attuned to this weapon, you deal an additional 1d4 necrotic damage to creatures who are incapacitated.

### BOW OF AWARENESS

*Shortbow +1, requires attunement*

This halfling bow requires a full draw for smaller folk, but serves as a quick off-hand for those of greater height. While attuned to this weapon, you can add your proficiency bonus to your initiative rolls.

### CLUB OF HILL GIANT STRENGTH

*Club, requires attunement*

Though this rotting chair leg doesn't look like much, every splinter vibrates with barely-contained power. While attuned to this weapon, your strength score changes to 19. The item has no effect on you if your Strength without the weapon is equal to or greater than the weapon's score.

### COMEBACK HANDAXE

*Handaxe +1, requires attunement*

This loyal axe always returns to its owner after being thrown. However, it has no eyes and therefore dreadful aim, inevitably returning to its thrower blade-end-first. This weapon returns to your hand immediately after it is used to make a ranged attack.

**Curse.** When this weapon returns to your hand, you must make a DC 13 Dexterity saving throw or take 1d4 slashing damage.

### CORELLON'S GRACE

*Quarterstaff, requires attunement*

This light, flexible staff is of Elven make, marked with mithral sigils that channel magic in the blink of an eye. While attuned to this weapon, you gain a +1 bonus to your attack and damage rolls you make with unarmed strikes. In addition, while you're not wearing armor, you receive a +2 bonus to all saving throws.

### CROSSBOW OF ARCANE FORCE

*Crossbow +1, requires attunement*

The soft hum of power emanates from the alien metal. As a bonus action, you can command the arcane energy within this weapon to infuse your bolts making your ranged attacks with this weapon deal an additional 1d4 force damage for 1 minute. Once you use this property, you can't do so again until you finish a long rest.

### DEEP DELVER

*War pick, requires attunement*

Countless hands have smoothed the haft and sharpened the blade. This is an ancestral weapon - perhaps dating back to the ancient digs that sundered the Duergar from their Dwarf-kin. This weapon deal an additional 1d4 piercing damage to creatures who have already taken damage from this weapon.

### DOOM HAMMER

*Maul, requires attunement*

Bringer of that which it is. When you hit a creature with this weapon it can't regain hit points until the start of your next turn. If you hit an undead target, it also has disadvantage on attack rolls made against you until the end of your next turn.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

### DRAGON'S GRASP

*Handaxe, requires attunement*

Somehow, this ax perpetually feels warm to the touch. This weapon deals an additional 1d4 slashing damage to creatures who have taken fire damage since their last turn.

## EVERBURN BLADE

*Greatsword, requires attunement*

Silent flames surge the length of the blade as soon as it clears the scabbard. When you hit a creature with this weapon, you deal an additional 1d4 fire damage.

## EXTERMINATOR'S GREATAXE

*Greataxe, requires attunement*

The intricate engravings on this ax's blade and handle make plain the skill of its smith. This weapon deals an additional 1d6 fire damage to plants, insects, and Small creatures.

## FAITHBREAKER

*Warhammer +1, requires attunement*

A hand-like brand stamped into the leather handle obscures the notches that would normally signify a Hobgoblin's rank. This weapon has the following property:

**Absolute Power.** When you hit a creature with this weapon, you can jaunt through it a surge of divine energy to accompany your swing dealing an additional 1d6 force damage and the target must make a DC 13 Strength saving throw or be pushed up to 15 feet away from you. Once you use this property, you can't do so again until you finish a short or long rest.

## FIRESTOKER

*Hand crossbow, requires attunement*

Though the crossbow's bolts look burning hot, they are pleasantly warm to the touch. This weapon deals an additional 1d4 piercing damage to creatures who have taken fire damage since their last turn.

## GANDREL'S ASPIRATION

*Heavy crossbow +1, requires attunement*

When Gandrel was seven, he was frightened badly by a vampire spawn during a public burning. Seized by the flames, the creature didn't shrivel up. It swelled and burst. While holding this weapon, your weapon attacks have advantage against monstrosities. Additionally, this weapon has the following property.

**Sacred Munitions.** As a bonus action you can infuse your bolts with holy energy for the rest of your turn. An undead creature hit by one of your infused attacks must make a DC 13 Wisdom saving throw or become turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action. Once you use this property, you can't do so again until you finish a short or long rest.

## GITHYANKI GREATSWORD

*Greatsword +1, requires attunement by a Githyanki*

Though heavily decorated and inlaid with rubies, the blade's sharp edge suggests its use isn't merely ornamental. When you hit a creature with this weapon, you deal an additional 1d4 psychic damage.

## HAMARHRAFT

*Maul, requires attunement*

The Dwarven grammar is garbled, but the weapon's name suggests something about the importance of first impressions. Once per turn, when you jump 10 or more feet, you can deal 1d4 thunder damage to each creature within a 10 foot radius where you land.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## HELLRIDER LONGBOW

*Longbow +1, requires attunement*

This longbow was forged from the remnants of Stanislav the Silver's Shield, found near the wreckage of Castle Ravenloft some years ago. While attuned to this weapon, you can add your proficiency bonus to your initiative rolls and you gain advantage of Wisdom (Perception) checks. Additionally, this weapon has the following property:

**Fiendish Fire.** Once per turn, when you hit a creature with this weapon the target must make a DC 13 Dexterity saving throw. On a failed save, any attack roll against an affected creature has advantage if the attacker can see it, and the affected creature or object can't benefit from being invisible for 1 minute. A creature can repeat this saving throw at the end of each of its turns.

## HOPPY

*Warpick +1, requires attunement*

Not the most elegant of weapons, the warpick's cumbersome weight certainly allows it to be deadly in combat, when wielded by a strong arm. Inexplicably, this one has a small rabbit carved into the handle. This weapon has the following property:

**Revitalizing Strike.** As an action, you can make a melee weapon attack with this weapon. On a hit, you deal additional necrotic damage equal to your proficiency bonus and gain 1d6 temporary hit points.

## HUNTER'S DAGGER

*Dagger +1, requires attunement*

Prey often thinks it has escaped the worst of the predator's bloodthirst and fury - but there are always further torments to be meted out. When you hit a creature with this weapon it must make a DC 13 Constitution saving throw. On a failed save, the creature takes 1d4 necrotic damage for each 10 feet it moves before the start of your next turn.

## HUNTER'S SHORTBOW

*Shortbow +1, requires attunement*

Supple and strong, this shortbow has been imbued with a ranger's solemn magic - running your fingers along the smooth ash, you can feel that solemnity like a ghost in the shaped wood. You have advantage against monstrosities. Additionally, you can use this weapon to cast *hunter's mark* at 1st-level. Once you use this property, you can't do so again until you finish a long rest.

## INTRANSIGENT WARHAMMER

*Warhammer, requires attunement*

The elegant design of this hammer belies its brutal, crushing power. This weapon does not give ground. When you reduce a creature to 0 hit points or land a critical hit with this weapon, each creature within 10 feet of you must make a DC 13 Strength saving throw or be knocked prone.

## IRONWOOD CLUB

*Club +1, requires attunement by a druid*

Fashioned from the hard, unforgiving trunk of an oak, this club still retains the perfume of the forest. When you cast *shillelagh* on this weapon, you deal an additional 1d4 bludgeoning damage with it.

## JAGGED SPEAR

*Spear, requires attunement*

The blade of this spear is blackened and melted, leaving a cruel, rugged edge. Creatures you hit with this weapon have disadvantage on Constitution saving throws until the start of your next turn.

## KURWIN'S CAUTERISER

*Scimitar +1, requires attunement*

Mortician Kurwin was known to use his trusty Cauteriser on all sorts of interesting subjects. At first there were cadavers, then people who wouldn't be missed, and it was only after he targeted a well-liked tavern owner that he was ratted out to the law. When you hit a creature with this weapon, you deal an additional 1d4 fire damage.

As a bonus action you can ignite this weapon to attempt to burn the target with the next weapon attack you make this turn. When you hit a creature while this weapon is ignited, the creature must make a DC 13 Constitution saving throw or take 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

## LIGHT OF CREATION

*Halberd +1, requires attunement*

Small lodestones have been inserted along the halberd's shaft, a strange blue current running through them. When you hit a creature with this weapon, you deal an additional 1d6 lightning damage.

**Curse.** If you hit a creature with this weapon and you're not a Warforged, you must make a DC 10 Constitution saving throw or be stunned until the end of your next turn.

## LIGHTNING JABBER

*Spear +1, requires attunement*

A makeshift spear fashioned from a giant crab's claw and the charged imagination of Kuo-toa fishfolk. When you make a ranged attack with this weapon, you deal an additional 1d4 lightning damage and the creature must make a DC 13 Constitution saving throw. On a failed save the target can't take reactions and has disadvantage on ability checks and saving throws using Dexterity until the end of their next turn.

## LOVIATAR'S SCOURGE

*Mace, requires attunement*

More club than scourge, this weapon has a serrated edge made for drawing long, shallow cuts. While attuned to this weapon, you gain resistance to necrotic damage.

Additionally, when you hit a creature with this weapon, you deal an additional 1d6 necrotic damage to all creatures within 5 feet of you, including yourself.

## MELF'S FIRST STAFF

*Quarterstaff +1, requires attunement by a spellcaster*

This light, flexible staff is of Elven make, marked with mithral sigils that channel magic in the blink of an eye. While attuned to this weapon, you gain a +1 bonus to your spell save DC and spell attack rolls.

Additionally, you can use this weapon to cast *melf's acid arrow* at 2nd-level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## MURDEROUS CUT

*Dagger +1*

Odd to think that dark gods like Bhaal were once mortal. One wonders if they ever thumbed a wagon ride, thought about the weather, or ate flavored yogurt. When you hit a creature that has half its hit points or less, you deal an additional 1d4 piercing damage.

## MYRKULITE SCOURGE

*Flail +1, requires attunement*

A browning piece of brain sticks stubbornly to one of the spikes. When you hit a creature with this weapon, you deal an additional 1d6 necrotic damage.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## NATURE'S SNARE

*Quarterstaff, requires attunement*

Thread-like vines wriggle along this wooden staff. This weapon has a number of charges equal to half your proficiency bonus rounded down. Once per turn, when you hit a creature with this weapon, you can expend 1 charge to attempt to ensnare a creature if it's not a plant or beast. The target must make a DC 12 Strength saving throw. On a failed save, the creature becomes restrained and takes 1d6 piercing damage at the start of each of its turns for 1 minute or until you lose concentration (as if concentrating on a spell). You regain all expended charges when you finish a long rest.

## RAIN DANCER

*Quarterstaff, requires attunement by a spellcaster*

A pale staff inlaid with a droplet-shaped topaz. It's cool to the touch. As an action, you can create 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The water is clean and doesn't go bad. Once you use this property, you can't do so again until you finish a short or long rest.

## RENDER OF MIND AND BODY

*Shortsword +1, requires attunement*

The best offense is a struck cognizance. When you make a weapon attack with this weapon and have advantage on that attack, you deal an additional 1d8 psychic damage.

## RETURNING PIKE

*Pike +1, requires attunement*

A 'Crazy Wilbur' is a technique invented by the Dwarvish Ticklebeard Clan. It involves getting your larger enemies to swallow your weapon, then calling it back to you - as messily as possible. This weapon has the thrown property and has a normal range of 20 feet and long range of 60 feet. When you make a ranged attack with this weapon, it automatically returns to your hand whether you hit or miss your target.

## RITUAL AXE

*Handaxe, requires attunement*

Though shiny and recently polished, dried blood still fills the deepest crevices of this ax. When you hit a creature with this weapon, the target must make a DC 11 Charisma saving throw or roll a d4 and subtract the number rolled from their attack rolls or saving throws until the end of their next turn.

**Curse.** When you hit a creature with this weapon and you have 15 hit points or more, you take 1d6 piercing damage.

## RITUAL DAGGER

*Dagger, requires attunement*

The lead handle is smooth with use, and slick with fresh blood. After you hit a hostile creature with this weapon, you can roll a d4 and add the number rolled to attack rolls or saving throws you make until the start of your next turn. Additionally, this weapon has the following property:

**Blood Sacrifice.** As a bonus action, you can deal 1d4 piercing damage to yourself to roll a d4 and add the number rolled to attack rolls or saving throws you make for 1 minute. This damage can't be reduced in any way. Once you use this property, you can't do so again until you finish a long rest.

## RITUAL DAGGER OF SHAR

*Dagger +1, requires attunement*

The blade is sharp, and the handle firm. Yet death exudes from this dagger as it might from a fresh corpse. When you hit a creature with this weapon, you deal an additional 1d4 necrotic damage.

## RUPTURING BLADE

*Rapier +1, requires attunement*

The point of the rapier is capable of splitting into heated barbs should the wielder desire to prick themselves to activate them - sacrifice for reward. When you hit a creature with this weapon, you can deal an additional 1d6 + your proficiency bonus fire damage and the target must make a DC 13 Constitution saving throw or take 1d4 fire damage at the start of each of its turns and have its speed reduced by 10 for 1 minute. A creature can end this effect by using its action to make a DC 10 Dexterity check to extinguish the flames. If you use this property, you take 1d6 slashing damage and can't do so again until you finish a short or long rest.

## SHINING STAYER-OF-SKULLS

*Light hammer +1, requires attunement*

Look no further than Scyllua Darkhope - fallen paladin and champion of Bane - to see how the tools of good can be turned to evil purpose. When you hit a creature with this weapon, you deal an additional 1d4 radiant damage.

## SHORTSWORD OF FIRST BLOOD

*Shortsword, requires attunement*

A golden blade, exquisitely made and astonishingly sharp. When you hit a creature with this weapon, you deal an additional 1d8 piercing damage if the target is at its hit point maximum.

## SKYBREAKER

*Light hammer +1, requires attunement*

And they shall have Celestia's light, even if we must crack wide the heavens to bring it. As a bonus action on your turn, you can use this weapon to cast *searing smite* at 1st level. Once you use this property, you can't do so again until you finish a long rest.

## SPEEDY REPLY

*Scimitar, requires attunement*

A heavy haft and wide blade belie the speed of this weapon. It parts the air as swiftly as any dueling saber. Once per turn, when you hit a creature with this weapon, your speed increases by 10 feet until the start of your next turn.

## SPELLTHIEF

*Longbow, requires attunement*

A shiver of magic flows from this bow into your hand - like a promise. When you hit a creature and score a critical hit with this weapon, you can regain a 1st-level spell slot.

## STAFF OF A MUMBLING WIZARD

*Quarterstaff, requires attunement by a spellcaster*

Because it was designed by a compulsive mumbler, this staff can't distinguish between its spells, and so can only cast - fireball or fire bolt at random. While attuned to this weapon, you learn the *fire bolt* cantrip which uses your highest spellcasting ability. When you cast *fire bolt* and make the spell attack roll while holding this weapon, you cast *fireball* at 3rd-level instead on a roll of 19 or 20.

## STAFF OF ARCANE BLESSING

*Quarterstaff, requires attunement*

Though the dust has settled into every nook and cranny of this staff, it still emanates a soothing aura. It's previous owner cast it aside - forgotten because there was nobody to bless. You can use this weapon to cast *bless* at 1st level. When you cast *bless* this way it grants an additional 1d4 to weapon attack rolls and saving throws, and an additional 2d4 to spell attack rolls. Once you use this property, you can't do so again until you finish a long rest.



## STAFF OF CRONES

*Quarterstaff, requires attunement by a spellcaster*

Live worms wriggle beneath the crumbling surface of this half-rotten staff. Merely touching it fills you with a wave of unbearable nausea and a strange longing, as if it's calling out for its like. You can use this weapon to cast *ray of sickness* at 1st-level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

## SVARTLEBEE'S WOUNDSEEKER

*Greatsword +1, requires attunement*

Wielded by Svartlebee the Custodian, so named because he had the following reputation: Have you got someone in your life causing a mess? Send Svartlebee a missive. He shall clean them up, and then clean up the crime scene. When you make an attack against a creature that's below its hit point maximum, you can roll a d4 and add the number rolled to the attack roll.

## SWORD OF JUSTICE

*Greatsword +1, requires attunement*

The words 'Deliverance. Justice. Vengeance.' are engraved on the base of this sword. They echo in your mind. While attuned to this weapon, you can use it to cast *shield of faith* on yourself at 1st-level. Once you use this property, you can't do so again until you finish a short or long rest.

## SWORD OF SCREAMS

*Rapier, requires attunement*

A blade of flawless craft. As it parts the air, you fancy you can hear a faint, whispering shriek. When you hit a creature with this weapon, you deal an additional 1d4 psychic damage.

## SYLVAN SCIMITAR

*Scimitar +1, requires attunement by a spellcaster*

Everything moves strangely in the Feywild, from rivers to behaviors. It's a mercurial place, where the magical and physical can pass permeably through one another. When you attack with this weapon, you can use your spellcasting ability modifier, instead of Strength or Dexterity, for the attack and damage rolls.

## THE SKINBURSTER

*Halberd +1, requires attunement*

In mellow light, the halberd's curved steel head eerily resembles a grin. Once per turn, when you hit a creature with this weapon, you become shrouded in force conduit granting you the following benefit:

**Force Conduit.** You can choose to gain resistance to non-magical bludgeoning, piercing, or slashing damage until the start of your next turn. When a creature hits you with an attack that deals damage from your chosen damage type that you have resistance to, you can use your reaction to deal 1d8 force damage to the creature and ending your resistance to that damage type.

## THE UNDEAD BANE

*Greataxe +1*

Wielded by the indomitable Ser Lexia. Although her eagerness to destroy evil in all its forms was constant, she often took time to make little gifts for her friends. When you hit a fiend or an undead creature with this weapon, you deal an additional 1d6 slashing damage.

## THE WATCHER'S GUIDE

*Spear, requires attunement*

Time has dampened this spear's sheen, but the center glows a faint blue. The magic it exudes feels old, terrible... and divine. The spear was given to its previous owner of his unerring loyalty - even after death. When you miss with an attack roll with this weapon, the next attack you make with it has advantage.

## VERY HEAVY GREATAXE

*Greataxe +1*

It's really very heavy. This weapon has the following property.

**Gargantuan Cleave.** As an action, you can make an attack roll against any number of creatures within 5 feet of you dealing an additional 1d6 slashing damage on a hit. Once you use this property, you must make a DC 10 Strength saving throw or fall prone. The DC increases by 2 for each creature you attacked this way. Once you use this property, you can't do so again until you finish a short or long rest.

## VISION OF THE ABSOLUTE

*Spear, requires attunement*

The tip of this spear strikes unerringly toward its targets eyes. When you hit a creature with this weapon, it must make a DC 10 Dexterity saving throw or become blinded until the end of its next turn.

Additionally, when you hit a creature that has more than two eyes, you deal an additional 2d6 piercing damage.

## WITCHBREAKER

*Battleaxe +1, requires attunement*

Thou shalt not suffer a witch to... well, keep doing whatever she's doing. It's probably malefic, involving toads... and things. While holding this weapon you have advantage on attack rolls against creatures who are concentrating. Additionally, this weapon has the following property:

**Hush You!** As an action, you can point this weapon at a creature within 30 feet of you. The target must make a DC 13 Dexterity saving throw. On a failed save, the creature can't cast spells that require verbal components until the end of your next turn. If the target is concentrating on a spell, it must also make a DC 10 Constitution saving throw to maintain concentration. Once you use this property, you can't do so again until you finish a short or long rest.

## WORGFANG

*Dagger, requires attunement*

'No goblin will strike you down' is etched into this dagger's handle. When goblin assailants realised they couldn't kill the dagger's original owner, they gave him to the worgs, who made short work of him. While attuned to this weapon, goblins have disadvantage on attack rolls made against you.

## XYANYDE

*Mace +1, requires attunement*

Cast deep in the Underdark by Duergar slaves, the head of this mace is engraved with spiderwebs. It is ice-cold to the touch. When you attack with this weapon and miss, you can use your reaction to cast *faerie fire* at 1st-level using your highest spellcasting ability and only affecting that creature until the end of your next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## RARE WEAPONS FROM A-Z

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### AMBUSHER

*Shortsword +1, requires attunement*

This blade is one of a few rare swords wielded by the Eucalyptus League, a group of fabulously wealthy courtesans who owned a great deal of Luskan's bazaars. While attuned to this weapon, you can add your proficiency bonus to your initiative rolls. In addition, in combat, you deal an additional 1d6 necrotic damage against creatures who haven't taken a turn yet.

### BIGBOY'S CHEW TOY

*Quarterstaff +1, requires attunement*

Often mistaken for a relic of a wizard Biby's creation, this staff was, ironically, made as a bite stick for Bigby's dog, Bigboy. While attuned to this weapon, you can use it to cast *enlarge* on yourself at 2nd-level. Once you use this property, you can't do so again until you finish a short or long rest.

### BLACKGUARD'S SWORD

*Longsword +2, requires attunement by a paladin*

Formerly wielded by one who forsook all ties of friendship and kindness, this sword is rife with deranged energies. It seems to transmit feelings of contentment when carving through bones. When you hit a creature with this weapon, you deal an additional 1d4 necrotic damage.

Additionally, when you hit a creature with a divine smite it must make a DC 13 Constitution saving throw. On a failed save, the creature can't take reactions and loses any bonuses to AC from its Dexterity until the end of your next turn.

### BLADE OF OPPRESSED SOULS

*Longsword +1, requires attunement*

Fragments of dead souls are imprisoned in the steel. Angry, powerful, hopeful, or scared - all of them rose up against their Illithid masters, and all of them fell to this blade. Now they are trapped forever, forced to aid their oppressors. When you hit a creature with this weapon, you deal an additional 1d4 psychic damage.

Additionally, you can use this weapon to cast *crown of madness* at 2nd level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

### BLOODED GREATAXE

*Greataxe +1, requires attunement*

Stained brown and reeking of iron, this greataxe once belonged to a killer so deranged, his name was magically scrubbed from all histories. If you have no more than half your hit points, you deal an additional 1d4 slashing damage with this weapon. Additionally, this weapon has the following property:

**Prepare.** At the beginning of your turn you can choose to have your speed reduced to 0 until the start of your next turn. If you do, until the end of your turn, you can add your Strength modifier twice to damage rolls made with this weapon. Once you use this property, you can't do so again until you finish a short or long rest.

### BOW OF THE BANSHEE

*Shortbow +1, requires attunement*

The impression of an elven face screams silently from the finely curved bow - the image becomes even more disturbing when the bowstring snaps forward on release, emitting a blood-curdling wail. Once per turn, when you hit a creature with this weapon you can have them make a DC 12 Wisdom saving throw or become frightened of you until the end of your next turn.

Additionally, you can roll a d4 and add the number rolled to attack rolls you make against frightened creatures.

### BREACHING PIKESTAFF

*Pike +2, requires attunement*

Concussive energy thumps like a might heartbeat from this pike. When you hit a creature with this weapon, you deal an additional 1d4 force damage.

### CACOPHONY

*Quarterstaff +1, requires attunement*

Carved in circles across the knob of the staff are different words for thunder. Gnomish, Sylvan, Elvish, Celestial, even the Primordial tongue - all of these and more fuse together to form the thunderword. When you hit a creature with this weapon, you deal an additional 1d4 thunder damage.

Additionally, you can use this weapon to cast *thunderous smite* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

## CAITIFF STAFF

Quarterstaff +2, requires attunement by a warlock

The texture of magic granted by a warlock's patron is largely dependent upon the patron themselves - for example, your standard eldritch patron's probably going to work some eyeball-mottled tentacles in there somewhere. While attuned to this weapon, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells.

Additionally, you can use an action to replenish one expended warlock spell slot. Once you use this property, you can't do so again until you finish a long rest.

## CHARGE-BOUND WARHAMMER

Warhammer +2, requires attunement by an eldritch knight fighter or a hexblade warlock

Energy crackles in weird and wonderful patterns across your hand as you wield this bound weapon, as if your very veins were marbles like a cloud of blue-white lightning. When you hit a creature with this weapon, you deal an additional 1d6 lightning damage.

## CLOWN HAMMER

Warhammer +2, requires attunement

This hammer has colorful history - it doesn't honk when you squeeze it, alas. When you hit a creature and score a critical hit with this weapon, both you and the creature must make a DC 17 Wisdom saving throw or fall prone and become incapacitated with fits of laughter until the end of each of your turns.

## COLD SNAP

Dagger, requires attunement

In the steel, you can see small ice formations like bubbles in a bath, and even hear them pop with crickling crackles of forest delight. When you hit a creature with this weapon, you deal an additional 1d4 cold damage. In addition, while holding this weapon, you gain a +1 bonus to your AC.

Moreover, when a creature misses you with a melee attack, you can use your reaction to attempt to flash freeze the creature. The creature must make a DC 13 Constitution saving throw or become vulnerable to cold damage and resistant to fire damage until the end of your next turn.

## CORPSEGRINDER

Maul +2, requires attunement

Reliable and trustworthy, you could not hope for a more respectable company than this maul whilst traversing the forlorn places of the world. When you hit a creature with this weapon, you deal an additional 1d4 thunder damage. In addition, this weapon has the following properties:

**Grand Slam** You can use your action to slam this weapon into the ground to deal thunder damage equal to your proficiency bonus to each creature within 10 feet of you. If you do, each target must make a DC 14 Strength saving throw or be pushed up to 10 feet away from you. Once you use this property, you can't do so again until you finish a short or long rest.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## CORROSIVE FLAIL

Flail +1, requires attunement

Acid was long ago abandoned by assassins, who found poison much more reliable in spiking their target's drinks. The acid kept melting the chalices. This weapon has the following properties:

**Corrosive Strike.** When you hit a creature with this weapon, you can deal additional acid damage equal to your proficiency bonus and create a 5-foot-square area of acid underneath the target for 1 minute. Creatures standing in the area have their AC reduced by 2.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## CREATION'S ECHO

Quarterstaff, requires attunement

This staff pulses with energy, swiftly attuning itself to the beat of your heart. Once per turn, if you deal acid, fire, lightning, radiant, or necrotic damage, you become resistant to that damage type until the end of your next turn.

## CRUEL STING

Longsword +1, requires attunement by a drow

The trauma of becoming a drider is quickly set aside with a cold arachnid dispassion. This sword follows that disturbing trend, a replenishing poison gland is built within, deployed only against trapped opponents. When you hit a restrained creature with this weapon, you deal an additional 1d4 poison damage.

In addition, you can use this weapon to cast *ensnaring strike* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

## DARKFIRE SHORTBOW

Shortbow +2, requires attunement

This length of yew was polished in a lacquer made from the mingled, cooled, and refined breath of a gold and silver dragon. While holding this weapon, you gain resistance to fire and cold damage.

Additionally, you can use this weapon to cast *haste* on yourself at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

## DEFENDER'S FLAIL

Flail +1, requires attunement

This flail was created to commemorate victory over the devil Belhifet. It has since made its way so far from Easthaven that the locals have long forgotten that chapter of their town's past. While holding this weapon, bludgeoning, piercing, and slashing damage that you take from nonmagical attacks is reduced by 1 and you gain a +1 bonus to your AC.

## DEFENDER GREATAXE

Greataxe +2, requires attunement

The power of this axe lies in a fluctuating arcane enchantment that flows between the beard and the edge of the ax, and the wielder themselves. The first time you attack with this weapon on each of your turns, you can reduce its enchantment by 1 to gain a +1 bonus to your AC and saving throws until the start of your next turn.

## DESPAIR OF ATHKATLA

Quarterstaff +2, requires attunement by a spellcaster

Touching the adornments, it's clear that Lorroakan's short temper has flowed into his staff. It flows into your brain in shades of burgundy and carmine, bright as the storm-lanterns of Lorroakan's homeland. While attuned to this weapon, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

## DOLOR AMARUS

Dagger +2, requires attunement

Once wielded by a murderer, the weapon's handle retains an eerie, clammy warmth, as if Dolor's pre-slaughter sweat somehow crept into the leather - and lingers there still. When you land a critical hit with this weapon, the target takes an extra 7 damage of the weapon's type.

## DRAKETHROAT GLAIVE

Glaive +2, requires attunement by a dragonborn

Kereska, the draconic goddess of arcane knowledge, gifted this glaive to a dragonborn when facing off against a group of carbuncular spiders. How their arachnid legs curled and blackened before that night's dark business was done! Creatures have disadvantage on their saving throws made against your dragonborn breath weapon.

Additionally, you can use this weapon to cast *elemental weapon* on yourself at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

## DREAD IRON DAGGER

Dagger +1, requires attunement

A web of veins runs the length of the blade - it has become a slender iron mortuary for all the innocents it has tasted. When you hit a creature with this weapon while hidden, you deal an additional 1d6 necrotic damage.

## DUKE RAVENGARD'S LONGSWORD

Longsword +1, requires attunement

Cradling his newborn son awkwardly, the Duke's face pulled into a rictus of misery. His love Francesca smiled at him, briefly, and died. He stared at her until the boy cried, and he told the boy it would be all right, though he himself did not believe it. While attuned to this weapon, your Charisma score increases by 2 to a maximum of 20. In addition, when you reduce a creature to 0 hit points, friendly creatures within 30 feet of you gain temporary hit points equal to your Charisma modifier (minimum of 1). Moreover, this weapon has the following property:

**Commander's Strike** You can use your bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack. Once you use this property, you can't do so again until you finish a short or long rest.

## FLAIL OF AGES

Flail +1, requires attunement

Created by a warmongering rakshasa and kept for a time under the careful watch of an astute noble named Lord de'Arnise, this flail is a tool of absolute destruction, and a versatile one at that. Once per turn, when you hit a creature with this weapon it grants you one of the following benefits when it deals acid, cold, fire, or thunder damage:

**Acid Acuity.** The target must make a DC 13 Dexterity saving throw or have its AC reduced by 2 until the end of its next turn.

**Cold Acuity.** The target must make a DC 13 Constitution saving throw or become vulnerable to cold damage and resistant to fire damage until the end of its next turn.

**Fire Acuity.** The target must make a DC 13 Constitution saving throw or take 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

**Thunder Acuity.** The target must make a DC 13 Strength saving throw or be pushed up to 15 feet away from you or knocked prone, your choice.

Additionally, you can use this weapon to cast *elemental weapon* on yourself at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## FLESHRENDER

Shortsword +2, requires attunement

The previous owner was going to call this sword Barney, but he got such a bollocking from his friends that he named it Fleshrender instead, and sulked for a whole tenday afterward. When you hit a creature with this weapon it can't regain hit points until the start of your next turn.

## GIANTBREAKER

Heavy Crossbow +1, requires attunement

Legends say the Giantbreaker earned its name when an elven ranger singlehandedly defeated a score of hill giants. While the ranger's name is long forgotten, Giantbreaker's lives on. Creatures you hit with this weapon have a -1 to attack rolls (maximum of -4) they make until the start of your next turn.

## GLEAMDANCE DAGGER

Dagger +2, requires attunement

A pair of pixie wings were used to create this pretty blade - their delicate tracings can be seen all day and night, though they shine brightest by the light of a gibbous moon. This weapon glows a bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, while holding this dagger, you gain a +1 bonus to your AC.

## GOLD WYRMLING STAFF

Quarterstaff +1, requires attunement

The fire engulfing this staff seems to feed off thin air, never once burning the dark wood. When you hit a creature with this weapon, you deal an additional 1d4 fire damage.

Additionally, while attuned to this weapon, you learn the *fire bolt* cantrip which uses your highest spellcasting ability.

## HAMMER OF THE JUST

*Warhammer +2, requires attunement*

Tyr is often known as the Maimed God — a descriptor he shares with most victims of this heavy warhammer. When you hit a creature with this weapon, you deal an additional 1d4 radiant damage. When you hit an undead or a fiend with this weapon, you deal an additional 1d6 bludgeoning damage.

Additionally, you can use this weapon to cast *detect thoughts* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## HARMONIC DUELLER

*Rapier +1, requires attunement by a bard*

Unsheathed, the steel of this rapier shivers and thrums mellifluously in response to nearby surfaces - the motion brings to mind an actor struck with pre-show nerves. As a bonus action, you can expend one use of your bardic inspiration to have your melee weapon attacks deal extra damage equal to your Charisma modifier until the end of your turn.

## HARMONIUM HALBERD

*Halberd +1, requires attunement*

The platinum inlays of this halberd hum an otherworldly harmony in the key of C, heightening the wielder's vigor but diminishing their mental faculties. The sound it makes is pining, as if far from its rightful home. While attuned to this weapon, your Strength score increases by 2 to a maximum of 23. In addition, your Intelligence and Wisdom scores decrease by 1 to a minimum of 1.

## HAROLD

*Heavy crossbow +1, requires attunement*

Named after Harold Butterbisk, who owned the Butterbisk Inn in Waterdeep before it was renamed by new owners. The stock of the crossbow reads: Quaffing is a shootable offense. When you hit a creature with this weapon, it must make a DC 13 Charisma saving throw. On a failed save, the creature must roll a d4 and subtract the number rolled from attack rolls and saving throws until the end of its next turn. If a creature's saving throw is successful the creature is immune to this effect until the start of your next turn.

## HARPER SACREDSTRIKER

*Quarterstaff +1, requires attunement*

This quarterstaff is as solid as the bond between each member of the Harpers - even working in anonymity, they do so with a common and righteous cause. You can use this weapon to cast *spiritual weapon* at 6th level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## HELLBEARD HALBERD

*Halberd +2, requires attunement*

Salvaged from the beard of a dead infernal leviathan, whose facial hair was formed from the weapons of an army it had once vanquished. When you hit a creature with this weapon, you deal an additional 6 poison damage.

## HOLLOW'S STAFF

*Quarterstaff +1, requires attunement by a spellcaster*

This staff was wielded by Thibault Hollow, a supremely talented necromancer notable for his overwhelming fear of zombies. Many was the time when his dread lair would echo with a high-pitched shriek when one of them surprised him in a corridor, or when he was taking a bath. When you hit a creature with this weapon, you deal an additional 1d4 necrotic damage. In addition, creatures have disadvantage on their saving throws against your necromancy spells.

Moreover, you can use this weapon to cast *arms of hadar* at 3rd level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## INFERNAL MACE

*Mace +2, requires attunement*

Precise infernal runes are woven into this weapon's filigree, implying a creator well-versed in hellish arcana. When you hit a creature with this weapon, you deal an additional 3 poison damage and the creature must make a DC 10 Constitution saving throw or become poisoned until the end of its next turn.

## INFERNAL SPEAR

*Spear +1, requires attunement*

Precise infernal runes are woven into this weapon's filigree, implying a creator well-versed in hellish arcana. When you hit a creature with this weapon, you deal an additional 3 poison damage and the creature must make a DC 10 Constitution saving throw or become poisoned until the end of its next turn.

## JORGAL'S GREATSWORD

*Greatsword +1, requires attunement*

Strong castle—forged steel surmounts a grip of sturdy leather - this immense sword is capable of disembowelling giants in a single swipe. You can upheaval the very earth beneath you striking all creatures in a line in front of you. This weapon has the following property:

**Colossal Onslaught.** As an action, you can make a melee weapon attack against all creatures in a 20-foot line that is 5 feet wide. Each creature you hit must make a DC 13 Strength saving throw or take additional slashing damage equal to your proficiency bonus and be knocked prone. Once you use this property, you can't do so again until you finish a short or long rest.

## KETHERIC'S WARHAMMER

*Warhammer +1, requires attunement*

This hammer's weight is centered on enchanted obsidian at the base of the head. Some nights before bed, Ketheric would sneak a whey-faced glance at the hammer, and think about the stone, and wonder what unknown facet of his heart wore his weight. When you hit a creature with this weapon, you deal an additional 1d4 psychic damage.

## LARETHIAN'S WRATH

*Longsword +1, requires attunement*

Deceptively light, the blade rasps through castle-forged plate as easily as Corellon Larethian's own anarchic holy sword through the hearts of evil ores. This weapon has the finesse property. In addition, this weapon has the following property:

**Razor Gale.** As an action, you can make melee weapon attack against all creatures in a 5-foot radius. Once you use this property, you can't do so again until you finish a short or long rest.

## LEAST EXPECTED

*Shortbow +2, requires attunement*

One of the relics of Deep Duerra's rebellious children. It was to the tremendous surprise of all that Ludmilla, the quiet, the weepy, the daughter most under her mother's thumb, took up this bow and fired. The arrow flushed, and while Duerra and her blinded court wailed impotently, the children escaped into an uncertain, yet sweetly free, future. While lightly or heavily obscured, you can roll a d4 and add the number rolled to attack rolls you make with this weapon.

Additionally, when you hit a creature with this weapon, you can use your reaction to attempt to blind them. The creature must make a DC 13 Constitution saving throw or be blinded until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## MONSTER SLAYER GLAIVE

*Glaive +1, requires attunement*

Monster-slaying is a rare calling, not for the faint of heart. It requires temperance, discipline, and usually a very big stick with something pointy at the end. The best thing about spears is that the ugly parts of combat are happening at the other end. When you hit a Monstrosity type creature with this weapon, you deal an additional 1d4 slashing damage. In addition, while holding this weapon, your jump distance is doubled.

## MOONLIGHT GLAIVE

*Glaive +2, requires attunement*

A gift from Dame Aylin and her radiant goddess, this weapon's contours hold a silver—white beauty akin to the nightly lantern that climbs the firmament each evening. When you hit a creature with this weapon, you deal an additional 1d4 radiant damage. In addition, this weapon glows a bright light in a 10-foot radius and dim light for an additional 10 feet. Moreover, this weapon has the following property:

**Moonlight Butterflies.** As an action, you can make a melee attack against a creature with this weapon. On a hit, you deal additional psychic damage equal to your proficiency bonus and summon a 5-foot radius pillar of an illusory swarm of moon-pale butterflies in the creature's space. Weapon attacks made against creatures within the swarm have advantage. If a creature moves out of the illusion it takes 1d6 psychic damage. Once you use this property, you can't do so again until you finish a short or long rest.

## NE'ER MISSE

*Hand Crossbow +1, requires attunement*

On the stock, the crafter of this crossbow etched in tiny print: 'Ifn yer gonna miss, why dontchya stop being a wally, and hit instead!' This weapon deals 1d6 + 1 + your Dexterity modifier force damage on a hit instead of the damage of a normal hand crossbow.

Additionally, you can use this weapon to cast *magic missile* at 3rd level. Once you use this property, you can't do so again until you finish a short or long rest.

## PALE OAK

*Quarterstaff, requires attunement by a druid*

Infused with Silvanus' strength, these staves are gifted to Faithwardens who act in defense of nature. While attuned to this weapon, you can't be restrained by the *entangle* spell and the area created by *entangle* doesn't count as difficult terrain for you.

Additionally, you can use this weapon to cast *entangle* at 1st level using your spell save DC. Once you use this property, you can't do so again until you finish a short or long rest.

## PHALAR ALUVE

*Longsword +1, requires attunement*

The drow inscription on this blade appears to have been recently carved. It translates to: "Though I have to leave you, I will dance forever in Eilistraee's light." While attuned to this weapon, you gain a +1 bonus to Charisma (Performance) checks you make.

Additionally, as an action, you can knock this sword like a tuning fork granting you one of the following benefits:

**Sing.** You create an aura of melody with a 20-foot radius for 1 minute. Until this benefit ends, the aura moves with you, centered on you. Allies within your aura can roll a d4 and add the number rolled to their attack rolls and Intelligence, Wisdom, and Charisma saving throws.

**Shriek.** You create an aura of shrieking with a 20-foot radius for 1 minute. Until this benefit ends, the aura moves with you, centered on you. Hostile creatures within your aura must roll a d4 and subtract the number rolled from their saving throws. Affected creatures also take an additional 1d4 thunder damage when hit by a weapon attack.

Once you use this property, you can't do so again until you finish a short or long rest.

## PUNCH-DRUNK BASTARD

*Greatclub +1, requires attunement*

You see... \*hic" the thing... the really, really important thing Whit"... about this item is \*belches copiously"... oh sod it, it's a club. Enjoy. When you would make a melee weapon attack with this weapon with disadvantage, use the higher of the two rolls, and when you would make an attack with advantage, use the lower of the two rolls.

In addition, when you make a melee weapon attack with this weapon and have disadvantage, you deal an additional 1d4 thunder damage to each creature of your choice within 10 feet of you.

## RAT BAT

*Greatclub +1, requires attunement*

A club with nails hammered through it. Classic. Attacks you make with this weapon have advantage against beasts.

## RAVENGUARD'S SCOURGER

*Morningstar +2, requires attunement*

Duke Ravengard's father was the sort of man who works with his hands, and communicates in grunts. In his heart his son vowed to do better. But when Wyll was born, Ravengard felt a strange gravity that drew him away from his son. This weapon has the following property:

**Commanding Strike.** You can use a bonus action to direct one of your companions to strike. When you do so, choose a friendly creature who can see or hear you. That creature can immediately use its reaction to make one weapon attack. Once you use this property, you can't do so again until you finish a short or long rest.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## SHADOW LANTERN

*Club, requires attunement*

Encased in a cocoon of shadow within the lantern, the mangled pixie lies like some deformed pupa, its mouth slack, and those same shadows crawling over its graying tongue. This weapon exudes darkness in a 10-foot radius and dim light for an additional 10 feet.

Additionally, you can use this weapon to cast *summon shadowspawn* at 6th level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## SHATTERED FLAIL

*Flail +2, requires attunement*

A bundle of bones and blood - and a soul-piercing demonic presence - is all that remains of the Flind's flail. It would make a decent mace with a particularly nasty bite. When you hit a creature with this weapon, you heal 1d6 hit points.

**Curse.** When you miss a creature with this weapon, you must make a DC 13 Wisdom saving throw. On a failed save you are considered under the affects of the *enemies abound* spell for 1 minute. Each time you take damage while under the effects of this spell, you can make a DC 13 Wisdom saving throw to end the effect.

## SLICING SHORTSWORD

*Shortsword +1, requires attunement*

So sharp you can cut yourself just talking about it. When you hit a creature with this weapon and had advantage on the attack, the target takes an additional 1d4 necrotic damage at the beginning of its next turn and its speed is reduced by 10 until the end of its next turn.

## SORROW

*Glaive +1, requires attunement*

For every drop of blood spilled, a piece of the soul perishes - until nothing remains but regret. While holding this weapon, you know the *thorn whip* cantrip which uses your highest spellcasting ability. For you, you can cast it as a bonus action.

## SOULBREAKER GREATSWORD

*Greatsword +1, requires attunement by a githyanki*

The sharp metal whispers to you. Pleading. Cursing... Echoes of slain foes. When you hit a creature with this weapon, you deal an additional 1d4 psychic damage. In addition, you can add half your proficiency bonus rounded down to your initiative rolls. Moreover, this weapon has the following property:

**Soulbreaker.** When you hit a creature with this weapon, you can use your reaction to deal additional psychic damage equal to your proficiency bonus, and the target must make a DC 14 Constitution saving or become stunned until the end of their next turn as you temporarily rend their soul from their body. Once you use this property, you can't do so again until you finish a short or long rest.

## STAFF OF INTERRUPTION

*Quarterstaff +2, requires attunement*

This staff hums with a disruptive arcane energy that drives nearby spellcasters to distraction. You can use this weapon to cast *counterspell* at 5th level. Once you use this property, you can't do so again until you finish a long rest.

## STAFF OF THE EMPEROR

*Quarterstaff +2, requires attunement*

Ceremorphosis eradicates great swathes of the consciousness that came before... but not everything. Touching the staff, a fragment of the Emperor's memory slithers into your brain - you see sea waves foaming into spume, and feel the explorer's exultant joy. Then the image is gone, like so much silken night under a cut-shade sun. While attuned to this weapon, you gain a +1 bonus to your spell save DC and spell attack rolls.

Additionally, when you succeed on a saving throw against a hostile creature's spell, the creature who cast the spell against you must make a DC 13 Intelligence saving throw or be stunned until the end of their next turn.

## SUSSUR WEAPONRY

*Dagger +1, greatsword +1, or sickle +1, requires attunement*

Sussur roots extend from this weapon's hilt into the blade itself. It yearns to drink magic, silencing every creature it strikes. When you hit a creature with this weapon, the target can't cast spells that require verbal components until the start of your next turn.

## SWORD OF CLUTCHING UMBRA

*Shortsword +1, requires attunement*

Fingers of shadow seem to beckon from the dark edge of the blade. This weapon has the following property:

**Shadowsoaked Blow.** When you hit a creature with this weapon while hidden, you can choose to deal additional psychic damage equal to your proficiency bonus and not reveal yourself if you're hidden. Once you use this property, you can't do so again until you finish a short or long rest.

## SWORD OF THE EMPEROR

*Longsword +2, requires attunement*

There's a graceful swarthisness to this sword. The inscription in the steel reads - 'My eye wanders far from home/To shores of distant Anchorome.' When you hit a shapeshifter or polymorphed creature with this weapon, you deal an additional 1d4 slashing damage. In addition, while holding this weapon, you gain a +2 bonus to saving throws you make against spells.

## THE BANEFUL

*Shortsword +2, requires attunement by an eldritch knight fighter or a hexblade warlock*

The wizard Otiluke wrote about bound weapons and their propensity to coalesce with their wielder as the pair come together. He also wrote about their dangers, which are manifold, and their benefits, which make the danger worth it. When you hit a creature with this weapon, the creature must make a DC 13 Charisma saving throw or roll a d4 and subtract the number rolled from their attack rolls or saving throws until the end of their next turn.

## THE JOLTSHOOTER

*Longbow, requires attunement*

Sleek and lightweight, it is said that the Joltshooter was Yrre the Sparkstruck's favourite weapon. They were indifferent towards bows, but the spikes jutting out of it? When you hit a creature with this weapon, you gain 2 lightning charges which grants you the following benefit:

**Lightning Charges.** While you have lightning charges, you gain a +1 to your weapon attack rolls and deal an additional 1 lightning damage on your attacks. When you make a weapon attack against a creature and have 5 or more lightning charges, you deal an additional 1d8 lightning damage and all of your lightning charges are consumed. One lightning charge is consumed at the end of each of your turns, and all lightning charges are consumed after combat.

## THE LONG ARM OF THE GUR

*Heavy Crossbow +2, requires attunement*

When the boy was seven, he was frightened badly by a vampire spawn during a public burning. Seized by the flames, the creature didn't shrivel up. It swelled and burst like a squeezed leech. Brains splattered the boy's shoes, grey-pink and pulpy. He would never forget it. When attacking undead creatures, you can roll a d4 and add it to your attack and damage rolls made with this weapon.

## THE SPARKY POINTS

*Trident, requires attunement*

When Yrre the Sparkstruck was asked why they'd created a trident twice their size, they simply replied, "The question is - why not create another weapon with spikes like lightning bolts?" When you hit a creature with this weapon, you gain 2 lightning charges which grants you the following benefit:

**Lightning Charges.** While you have lightning charges, you gain a +1 to your weapon attack rolls and deal an additional 1 lightning damage on your attacks. When you make a weapon attack against a creature and have 5 or more lightning charges, you deal an additional 1d8 lightning damage and all of your lightning charges are consumed. One lightning charge is consumed at the end of each of your turns, and all lightning charges are consumed after combat.

## THE SPELLSPARKER

*Quarterstaff, requires attunement*

Yrre the Sparkstruck intended to give the spellsparkler to Lenore, a cleric of Mystra and old lover. But when the gnome returned to the cleric's tower, they found it empty - inhabited only by dust and abandoned experiments. When you deal damage with a spell or cantrip, you gain 2 lightning charges which grants you the following benefit:

**Lightning Charges.** While you have lightning charges, you gain a +1 to your weapon attack rolls and deal an additional 1 lightning damage on your attacks. When you make a weapon attack against a creature and have 5 or more lightning charges, you deal an additional 1d8 lightning damage and all of your lightning charges are consumed. One lightning charge is consumed at the end of each of your turns, and all lightning charges are consumed after combat.

## THERMODYNAMO AXE

*Battleaxe +1, requires attunement*

Designed by gnomish innovation, this weapon has a dynamic core that swivels and tinkles into life whenever the axe is swung at a foe. Whenever you hit a creature with this weapon, you gain 2 heat charges which grants you the following benefit:

**Heat Charges.** While you have heat charges, you take 1d4 fire damage at the start of each of your turns as flames wreath your body. When you hit a creature with an attack, you can deal additional fire damage equal to the number of heat charges you have and all your heat charges are consumed (up to a maximum of 7). One heat charge is consumed at the end of each of your turns, and all charges are consumed after combat.

## THORN BLADE

*Scimitar +1, requires attunement*

The blade is sharp and slender as a serpent's fang - and just as likely to inflict a hideous sting. While you're concentrating on a spell melee weapon attacks you make with this weapon deal an additional 1d4 poison damage.

Additionally, you can use this weapon to cast *ensnaring strike* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## TITANSTRING BOW

*Longbow +1, requires attunement*

The commonly held belief that archers are rangy, thin-wristed people is completely false. It takes years of training to pull a bowstring all the way back to your cheekbone, and wrists like iron. You can add your Strength modifier to damage rolls you make with this weapon.



## TWIST OF FORTUNE

*Morningstar +1, requires attunement*

They say rich folk are never truly happy: especially true when they're targeted with this morningstar. When you roll a 1 or 2 on a damage die for an attack you make with this weapon, you can reroll the die and you must use the new roll. In addition, this weapon has the following properties:

**Blood Money.** As an action, you can make a weapon attack against a creature within your reach. On a hit, you deal an additional 4 piercing damage for every 50 gold they have on their persons.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## UNSEEN MENACE

*Pike +1*

Yes, but what exactly is hitting you? This weapon is invisible, giving you advantage on attack rolls you make with it. When you miss a creature with this weapon it becomes visible until the end of your end of your next turn.

## WAVEMOTHER'S SICKLE

*Sickle +2*

The curve of this sickle evokes a pitiless crescent moon over turbulent seas. You have advantage on attack rolls made with this weapon while underwater.

## VERY RARE WEAPONS FROM A-Z

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### BELM

*Scimitar +2, requires attunement*

Faded but still legible, the mark of a Kara-Turan forgemaster adorns the pommel of this exquisite sword. Light as a robin's wing, quick as a gnomish wit, this weapon has unseamed many foes - and will continue to, in the correct hands. This weapon has 2 charges, and you regain 1 expended charge when you finish a short rest, or all expended charges when you finish a long rest. While holding it, you can expend a charge to execute one of the following abilities:

**Whirlwind Attack.** As an action, you strike out at each creature of your choice within 5 feet, making separate attack rolls against each target.

**Perfectly Balanced Strike.** When you take the attack action, you can use your bonus action to make melee attack with this weapon. On a hit, you deal additional slashing damage equal to your proficiency bonus.

## BLIGHTBRINGER

*Shortbow +1, requires attunement*

Conducting a series of increasingly sick rituals - involving the ashes of a gnome and silkworms fed fat on the corpse of a dwarven cleric - the goblin shaman Kirruk Redrats created this deadly bow. When you make a weapon attack against a Gnome or Dwarf with this weapon, you can roll a d4 and add it to your attack damage rolls.

Additionally, when you land a critical hit with this weapon, the target must make a DC 16 Wisdom saving throw. On a failed save the target's speed is halved, it takes a -2 penalty to AC and Dexterity saving throws, and it can't use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it can't make more than one melee or ranged attack during its turn.

If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell doesn't take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it can't, the spell is wasted.

The creature can make another Wisdom saving throw at the end of each of its turns. On a successful save, the effect ends for it.

## DWARVEN THROWER

*Warhammer +2, requires attunement*

The first Dwarven Thrower was created unintentionally. The moment was transcribed in the annals of dwarfdom thusly: 'Ach, it doesn't work. Another design down the bloody drain. Now to... Does er... Does anyone else hear a sort of humming whistle? Growing louder?' This weapon has the thrown property and has a normal range of 20 feet and long range of 60 feet. When you make a ranged weapon attack with this weapon, it automatically returns to your hand whether you hit or miss your target. In addition, a Dwarf attuned to this weapon deals an additional 1d8 bludgeoning damage when making a ranged weapon attack with it.

Moreover, if you make a ranged attack with this weapon and you hit a creature that is Large or bigger, you deal an additional 2d8 bludgeoning damage.

## FABRICATED ARBALEST

*Heavy Crossbow +2, requires attunement*

A perfect system must be ruled by a keen eye - and any error foolish enough to rear its head afore the eye must be quickly, precisely, and totally eliminated. This crossbow can help with that. As a bonus action, you can make a special weapon attack with this weapon. On a hit, the target takes 1d6 radiant damage and gains 1 charge of radiant orb.

Additionally, you can use this weapon to cast *sunbeam* at 6th level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

**Radiant Orb Charges.** A creature can have a number of radiant orb charges equal to your proficiency bonus. While a creature has one or more radiant orb charges an pale-moon orb appears above them shedding bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, they have a -1 to attack rolls they make for each radiant orb charge they have. One radiant orb charge is consumed at the end of each affected creature's turn, and all radiant orb charges are consumed after combat.

## FOEBREAKER

*Maul +2, requires attunement*

As heavy and opposed to nonsense as the wearied hammer of a sentencing magistrate. This weapon ignores resistance to bludgeoning damage.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## HALBERD OF VIGILANCE

*Halberd +2, requires attunement*

A variant of this halberd's design was thrown out in the early stages of development by its forgemaster. This was because the halberd kept expressing itself. 'ALARM!' it would shriek in peril. 'POTENCY FILLS ME LIKE A SONG OF HOPE!' it roared in triumph. This magic weapon warns you of danger. When you hit a creature with this weapon, you deal an additional 1d4 force damage.

While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

Moreover, opportunity attack rolls made with this weapon have advantage.

## HANDMAIDEN'S MACE

*Mace +2, requires attunement*

This mace was designed by Lolth's assassins to fell heretics who dared turn their back on the Spider Queen. However, even the best-laid designs fall to nothingness when brought to bear against Shar's faithful. When you hit a creature with this weapon, you deal an additional 1d6 poison damage. In addition, while attuned to this weapon, your strength score changes to 18. The item has no effect on you if your Strength without the weapon is equal to or greater than the weapon's score.

## HELLFIRE ENGINE CROSSBOW

*Heavy Crossbow +2, requires attunement*

'Trundling, mashing, mincing, crushing, grinding, blasting, biting! Hear their peeling thunder, their roaring flames, their clicking, whirring, metallic melody, and know that the hellfire engines of Avernus are on the move!' - Edict in Elturel. This weapon has 3 charges, and you regain all expended charges when you finish a long rest. While holding it, you can expend charges to execute one of the following abilities:

**Lightning Arrow.** As an action, you can expend 2 charges to cast *lightning arrow* at 4th level.

**Reposition Malefactor.** When you hit a creature with this weapon, you can expend 1 charge to have the creature make a DC 15 Dexterity saving throw or be pulled up to 30 feet closer to you.

## HELLFIRE GREATAXE

*Greataxe +2, requires attunement*

Anything hit by this has the life expectancy of a glass hammer. Whenever you hit a creature with this weapon, you deal an additional 1d6 fire damage and you gain 2 heat charges which grants you the following benefits:

**Heat Charges.** While you have heat charges, you take 1d4 fire damage at the start of each of your turns as flames wreath your body. When you hit a creature with an attack, you can deal additional fire damage equal to the number of heat charges you have and all your heat charges are consumed (up to a maximum of 7). One heat charge is consumed at the end of each of your turns, and all charges are consumed after combat.

**Hellflame Cleave.** While you have heat charges, as an action, you can attempt to strike each creature of your choice within 5 feet. Each creature must make a DC 15 Dexterity saving throw or take 6d6 fire damage, or half as much on a successful save ignoring resistance and immunity to fire damage. Once you use this property, you can't do so again until you finish a short or long rest.

## HELLFIRE HAND CROSSBOW

*Hand crossbow +2, requires attunement*

Rigged to draw on the skin-peeling hellfire of Avernus by a resourceful devil, this crossbow's size is no indication of its deadly potential. When you hit a creature while hiding or Heavily obscured, the target must make a DC 14 Constitution saving throw or take 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

Additionally, you can use this weapon to cast *scorching ray* at 3rd level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

## INCANDESCENT STAFF

*Quarterstaff, requires attunement by a spellcaster*

Etchings course red-hot through the length of this staff, the script of primordial fire writ in flame. While you hold this staff, you gain a +1 bonus to your spell attack rolls and you have resistance to fire damage.

This weapon has 6 charges. It regains 1d4 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes forever. While holding it, you can use an action to expend 3 charges to cast *fireball* at 3rd level using your spell save DC.

You can also use an action to cast *fire bolt* using your spell attack without using any charges.

## INFERNAL RAPIER

*Rapier +2, requires attunement by a warlock*

Imagine the soul as a blade. A good one, carefully looked after. A bad one suited for rusting in the rain. Flame-chewed and narrow, this blade is Wyll's soul summarised in steel. While holding this weapon, you can use it as a spellcasting focus for your warlock spells, and you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells. In addition, when you attack with this weapon, you can use your Charisma modifier, instead of Strength or Dexterity, for the attack and damage rolls.

Moreover, you can cast *planar ally: fiend* at 6th level without expending a spell slot. Once you cast this spell this way, you can't do so again until the next dawn.

## JUSTICIAR'S SCIMITAR

*Scimitar +2, requires attunement*

This light, curved blade is as unusual and unforgiving as the Darkness it strikes from. When you hit a creature with this weapon and have advantage on the attack, the target must make a DC 14 Constitution saving throw or become blinded until the end of their next turn.

**Shadowsoaked Blow.** As an action, you can make a weapon attack against a creature within range. On a hit, you deal an additional 1d6 + your proficiency bonus psychic damage. This attack doesn't reveal you if you are hidden from the target.

## KNIFE OF THE UNDERMOUNTAIN KING

*Shortsword +2, requires attunement*

Snatched from the realm of the mad wizard Halaster Blackoak, this knife became a prized keepsake of a duergar king. Attacks made with this weapon score a critical hit on a roll of 19 or 20.

When you make a weapon attack against a creature that is lightly or heavily obscured with this weapon, you have advantage on the attack roll.

## MOURNING FROST

*Quarterstaff +1, requires attunement*

The air around this staff crackles with a cold, frosty wind - a power that has been divided for too long, and is waiting to be released. When you hit a creature with this weapon, you deal an additional 1d4 cold damage.

When you deal cold damage while holding this weapon, you deal an additional 1 cold damage and the target must make a DC 14 Constitution saving throw or become vulnerable to cold damage and resistant to fire damage until the end of your next turn.

While attuned to this weapon, you know the *Ray of Frost* cantrip and can cast it using your highest spellcasting ability.

## PELORSUN BLADE

*Rapier +1, requires attunement*

After the blade had sliced Kas the Bloody-Handed's throat, it was chosen by Pelor, God of the Sun, to do righteous work against the undead. When you hit a creature with this weapon, you deal an additional 1d4 radiant damage. Your weapon attack rolls made against undead creatures have advantage when using this weapon.

## RHAPSODY

*Dagger +1, requires attunement by a spellcaster*

Cazador's love of poetry arose after he read on the naked stomach of a dead child in his homeland. The child was hung from the lowest branch of a tree. Cazador read the poem, and looked at the child, and he knew that here was the artform for him. While holding this weapon, you can use it as a spellcasting focus for your spells, and you gain a +1 bonus to attack rolls, damage rolls, and to the saving throw DCs of your spells for every hostile creature you reduce to 0 hit points up to a maximum of 3. You lose this bonus at the beginning of the next dawn.

In addition, when you hit a creature with this weapon it must make a DC 14 Constitution saving throw. On a failed save, the target takes an additional 1d4 necrotic damage at the beginning of its next turn and its speed is reduced by 10 until the end of its next turn.

## SETHAN

*Greataxe +2, requires attunement*

When this axe careens through the air towards an unfortunate head - the whistle of its spiritual counterpart is never far behind. This weapon has 2 charges. It regains all expended charges daily at dawn. While holding it, you can expend some of the charges to cast the one of the following spells from it, using your highest spell save DC and spellcasting ability. *spiritual weapon* (6th-level version, 2 charges), or *enlarge/reduce* (1 charge).

## STAFF OF CHERISHED NECROMANCY

*Quarterstaff +2, requires attunement by a spellcaster*

Unlike their father, Thibault, Cherish Hollow was not afraid of zombies. Cherish was afraid of sharks, liquorice, wallpaper, Netherese artifacts, hats (large), the outdoors, the indoors, hats (small), and milk pails. Zombies were a bloody picnic. When you hit a creature with this weapon, you deal an additional 1d4 necrotic damage.

**Heightened Necromancy.** Creatures have disadvantage on saving throws they make against your necromancy spells.

**Life Essence Harvest.** When you reduce a hostile creature to 0 hit points while holding this staff, you absorb their life essence. You can use this life essence in place of material components, a corpse, or a pile of bones for your necromancy spells, consuming the life essence. All life essence is lost at the beginning of the next dawn.

## STAFF OF SPELLPOWER

*Quarterstaff +2, requires attunement by a spellcaster*

A near-perfect relic that is only blemished by the collected palm-sweat of various archmagi from across the Realms. While you hold this weapon, you gain a +1 bonus to spell attack rolls and to the saving throw DC's of your spells.

In addition, when you cast a spell, you can choose to draw from the raw power of this weapon instead of expending a spell slot. Once you use this property, you can't do so again until you finish a long rest.

## STAFF OF THE RAM

*Quarterstaff +2, requires attunement*

Fashioned by some unknown archmage - no identifying insignia is forthcoming. The staff thrums with a slow, ferocious pulse that draws its concussive power from the spiral-horned creatures that gave the weapon its name. Once per turn, when you hit a creature with this weapon, you can attempt to knock back a Large or smaller creature with concussive force. The creature must make a DC 14 Constitution saving throw or be knocked back up to 5 feet away and is stunned until the end of its next turn.

## STILLMAKER

*Dagger +2, requires attunement*

The dagger's twisting blade is designed to nick the flesh as many times as possible, allowing its paralytic poison to flow effortlessly into any unfortunate target. While holding this weapon, you can use your action to attempt to paralyze creatures with fear. Choose up to two creatures within 60 feet that can see or hear you, the targets must make a DC 14 Wisdom saving throw, or become paralyzed for 1 minute or until you lose your concentration (as if you were concentrating on a spell). Once you use this property, you can't do so again until you finish a long rest.

## SWORD OF CHAOS

*Greatsword +2, requires attunement*

The sword of Sarevok, brother of Gorion's Ward and child of the evil god Bhaal. Though much of its power died with him, the sword is still formidable, and glows with a malevolent light. When you hit a creature with this weapon, you deal an additional 1d4 necrotic damage and if the creature is hostile towards you, you regain 1d6 hit points.

## THE DANCING BREEZE

*Glaive +2, requires attunement*

Tiny specks of blood are fused into the blade, as if the glaive is feeding on them. This weapon has 2 charges, and you regain 1 expended charge when you finish a short rest, or all expended charges when you finish a long rest. While holding it, you can expend a charge to execute one of the following abilities:

**Whirlwind Attack.** As an action, you strike out at each creature of your choice within 5 feet, making separate attack rolls against each target.

**Rush Attack.** As an action, you can use your movement to charge forward up to 20 feet in a straight line striking each creature you pass through, making a separate attack roll against each creature.

## THE DEAD SHOT

*Longbow +2, requires attunement*

When the archer Frederik Durlusk died, his only request was to be buried with his favorite bow. This is that bow. Attacks made with this weapon score a critical hit on a roll of 19 or 20.

Additionally, when you make an attack with this weapon and don't have disadvantage on the attack, you can add your proficiency bonus twice to the weapon's attack roll.

## THE SACRED STAR

*Morningstar +2, requires attunement*

The power of this item lies in belief, though not in any god. This item believes that it's very good at hitting things, so it is. Belief is quite powerful when it comes to violence. When you hit a creature with this weapon, you deal an additional 1d4 radiant damage and gains 1 charge of radiant orb. Additionally, this weapon has the following properties:

**Sanctified Weapon.** Once per turn, when you hit an undead creature with this weapon, it must make a DC 13 Wisdom saving throw or become turned for 1 minute or until it takes damage. A turned creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

**Sunburst Strike.** When you hit a creature with this weapon, you can choose to deal additional radiant damage equal to your proficiency bonus. If you do, bright light erupts from the mace. Each creature of your choice within a 10-foot radius must make a DC 13 Constitution saving throw or become blinded until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Radiant Orb Charges.** A creature can have a number of radiant orb charges equal to your proficiency bonus. While a creature has one or more radiant orb charges a pale-moon orb appears above them shedding bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, they have a -1 to attack rolls they make for each radiant orb charge they have. One radiant orb charge is consumed at the end of each affected creature's turn, and all radiant orb charges are consumed after combat.

**Tenacity.** When you miss an attack with this weapon, you can use your reaction to deal bludgeoning damage equal to your Strength modifier (minimum of 1) to the target.

## TORCH OF REVOCATION

*Club +1, requires attunement*

This staple of any worthwhile exorcist burns with a pale flame that destroys the anchors of troublesome ghosts in need of banishment. When you hit a creature with this weapon, you deal an additional 1d4 necrotic and 1d4 fire damage.

## TRIDENT OF THE WAVES

*Trident +1, requires attunement*

Umberlee, the goddess of the sea, is deeply capricious, intelligent, and not nearly as wet around the edges as her domain might suggest. She often demands sacrificial tribute from sailors, such as their ships, their cargo, and, while she's at it, them. Once per turn, when you hit a creature with this weapon, they become vulnerable to lightning damage and resistant to fire damage until the end of their next turn.

Additionally, when you hit a creature with this weapon, you can attempt to disarm them forcing them to drop one item of your choice that it's holding. The target must make a DC 13 Strength saving throw. On a failed save, it drops the object you choose. The object lands at its feet. Once you use this property, you can't do so again until you finish a short or long rest.

## VOSS' SILVER SWORD

*Greatsword +2, requires attunement by a githyanki*

Heavy and grouted in the gore of countless centuries, this prototype for the contemporary githyanki silver sword was wielded during their rebellion against the mind flayers who enslaved them. When you hit a creature with this weapon, you deal an additional 1d4 psychic damage.

Additionally, when you make a weapon attack against a githyanki, aberration, fiend or elemental, you can roll a d4 and add the number rolled to the attack and damage rolls with this weapon.

## WOE

*Mace +2, requires attunement*

The gentle tap-tap-tap of a staff on stone sparked terror for all in Cazador's palace. It signaled an approaching storm, and all they could do was shrink into the background and pray its wrath would not fall on them. You can't be disarmed of this weapon unless you are incapacitated. If it is on the same plane of existence, you can summon this weapon as a bonus action on your turn, causing it to teleport instantly to your hand. While you hold this weapon, you gain a +1 bonus to spell attack rolls and to the saving throw DC's of your spells. In addition, when a creature fails a saving throw against one of your spells, you regain 1d4 hit points.

Moreover, you can use this weapon to cast *blight* at 4th level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## LEGENDARY WEAPONS FROM A-Z

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### BALDURAN'S GIANTSLAYER

*Greatsword +3, requires attunement*

Wielded by Balduran, the founder of Baldur's Gate and friend to his guardian dragon, a great glittering wyrm called Ansur. Fellowship can be undone, though, as easily as you or I might unlace the strings of our shoes, and it was in a time of skullduggery and hardship that Balduran killed Ansur, carrying out the deed with this sword.

When you hit a creature with this weapon, you can add your Strength modifier twice to the weapon's damage roll. In addition, weapon attacks against creatures that are Large or bigger have advantage when made with this weapon.

Moreover, this weapon has the following properties:

**Giant Form.** As an action, you can triple your size in all dimensions, and your weight is multiplied by 12 for 1 minute. This growth increases your size by two categories - from Medium to Huge, for example. If there isn't enough room for you to triple your size, you attain the maximum possible size in the space available. Until the effect ends, you also have advantage on Strength checks and Strength saving throws and you gain 27 temporary hit points. This weapon, and your equipment also grow to match your new size. While this weapon is enlarged your attacks with it deal 2d4 extra damage. Once you use this property, you can't do so again until you finish a short or long rest.

**Topple the Big Folk.** When you hit a creature with this weapon, you can choose to deal additional slashing damage equal to your proficiency bonus. If you do, and the creature is Large or bigger, you deal an additional 2d6 slashing damage and the target must succeed a DC 17 Strength saving throw or be knocked prone. Once you use this property, you can't do so again until you finish a short or long rest.

**Pommel Strike.** As a bonus action, you can make a non-lethal attack with this weapon. On a hit, the target must make a DC 17 Constitution saving throw. On a failure, the target has disadvantage on Wisdom saving throws, can't take reactions, and its AC is reduced by 2 until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Lacerate.** When you hit a creature that isn't undead or a construct with this weapon, you can choose to aim for vital points. If you do, the target must make a DC 17 Constitution saving throw. On a failed save, the target takes necrotic damage equal to your proficiency bonus at the start of its next turn and has disadvantage on Constitution saving throws until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Cleave.** When you make a weapon attack with this weapon, you can target up to two other creatures within your reach, making separate attack rolls against each target. Each creature hit this way takes only half the damage rolled for the attack. Once you use this property, you can't do so again until you finish a short or long rest.

### BLOODTHIRST

*Dagger +3, requires attunement*

The Lord of Murder wasn't always a lord. He was once just a petty killer. When Bhaal first drew blood in a Baldurian back-alley, it dropped to the ground and lingered. When he ascended, this dried blood-drop grew, warped - and became sharp.

Attacks made with this weapon score a critical hit on a roll of 17-20. In addition, when you're dual-wielding with this weapon, you gain a +1 bonus to your AC. Moreover, this weapon gains the following properties:

**Bound Weapon.** You can't be disarmed of this weapon unless you are incapacitated. If it is on the same plane of existence, you can summon this weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

**Death Strike.** You learn the *true strike* cantrip. For you, you can cast it a bonus action. Once you cast *true strike* this way, you can't do so again until you finish a short or long rest.

**Death Strike Riposte.** When a creature misses you with a melee attack, you can use your reaction to make a melee weapon attack with advantage against the creature.

**Exploit Weakness.** When you hit a creature with this weapon, it gains vulnerability to piercing damage you deal until the end of your next turn.

**Piercing Strike.** When you hit a creature that isn't an undead or a construct, you can choose to inflict a gaping wound. If you do, the target must make a DC 17 Constitution saving throw or weapon attacks made against the creature deal an additional 2 necrotic damage until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## CRIMSON MISCHIEF

*Dagger +2, requires attunement*

When she was a girl, she toyed with nastiness and sadism. Children often grow out of this; they get hobbies. For Orin, that taste for cruelty fermented, and in a way she did find hobbies. Ones that screamed.

When you hit a creature with this weapon, you deal an additional 1d4 necrotic damage and if the creature has less than half its maximum hit points, you deal an extra 1d4 piercing damage. Additionally, this weapon has the following properties:

**Redvein Savagery.** When you hit a creature with this weapon and you had advantage on the attack, you deal an additional 7 piercing damage.

**Crimson Weapon.** When you're dual-wielding with this weapon and you make an attack with this weapon, you can add your ability modifier twice to the damage roll.

**Flourish.** You can attempt to throw a creature off balance. As a bonus action, choose a creature within 5 feet, the target must make a DC 17 Dexterity saving throw or have disadvantage on Strength and Dexterity saving throws until the end of their next turn. Additionally, the next weapon attack made against the target has advantage. Once you use this property, you can't do so again until you finish a short or long rest.

**Piercing Strike.** When you hit a creature that isn't an undead or a construct, you can choose to inflict a gaping wound. If you do, the target must make a DC 17 Constitution saving throw or weapon attacks made against the creature deal an additional 2 necrotic damage until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## DEVOTEE'S MACE

*Mace +3, requires attunement*

This weapon is favored by celestial devas, the vanguards of the divine ranks of paradise.

When you hit a creature with this weapon, you deal an additional 1d8 radiant damage. Additionally, this weapon has the following properties:

**Healing Incense Aura.** As a bonus action, you can emanate a soothing aura with a 20-foot radius for 1 minute. Until this benefit ends, the aura moves with you, centered on you. Allies within your aura regain 1d4 hit points at the start of your turn. Once you use this property, you can't do so again until you the next dawn.

**Concussive Smash.** When you hit a creature with this weapon, you can attempt to daze them. If you do, the target must make a DC 17 Constitution saving throw. On a failure, the target has disadvantage on Wisdom saving throws, can't take reactions, and its AC is reduced by 2 until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Backbreaker.** When you hit a creature with this weapon, you can attempt to knock them prone. If you do, the target must make a DC 17 Strength saving throw or become knocked prone.

## DUELLIST'S PREROGATIVE

*Rapier +3, requires attunement*

A blade gifted to Lora by her own mother, Lenore the Fleet. When challenged to duels, Lenore's opponents assumed she had received this nickname from some naval exploit. They found out how wrong they were when her blade blurred faster than the eye could follow.

When you hit a creature with this weapon, you deal an additional 1d4 necrotic damage. In addition, when you're wielding this weapon in one hand and no other weapons or a shield, attacks made with this weapon score a critical hit on a roll of 19 or 20. Moreover, you gain an additional reaction that you can take once per turn. Additionally, this weapon has the following properties:

**Withering Cut.** When you hit a creature with this weapon, you can use your reaction to deal additional necrotic damage equal to your proficiency bonus.

**Challenge to Duel.** As a bonus action, you can attempt to goad a creature into attacking you. Choose a creature within 30 feet that can see and hear you, the creature must make a DC 17 Wisdom saving throw. On a failed save, the target has disadvantage on all attack rolls against targets other than you until the end of your next turn.

**Flourish.** You can attempt to throw a creature off balance. As a bonus action, choose a creature within 5 feet, the target must make a DC 17 Dexterity saving throw or have disadvantage on Strength and Dexterity saving throws until the end of their next turn. Additionally, the next weapon attack made against the target has advantage. Once you use this property, you can't do so again until you finish a short or long rest.

**Piercing Strike.** When you hit a creature that isn't an undead or a construct, you can choose to inflict a gaping wound. If you do, the target must make a DC 17 Constitution saving throw or weapon attacks made against the creature deal an additional 2 necrotic damage until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Weakening Strike.** When you hit a creature, you can attempt to target their hands or arms. If you do, the target must make a DC 17 Strength saving throw. On a failed save, the target has disadvantage on attack rolls and Strength saving throws until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Dueller's Enthusiasm.** When you're wielding this weapon in one hand and no other weapons or a shield, you can make an additional melee attack with this weapon as a bonus action. Once you use this property, you can't do so again until you finish a short or long rest.

## GONTR MAEL

*Longbow +3, requires attunement*

Gontr Mael blasted from the corpse of the Steelwatcher Titan: a bow formed from the boiling slag and weird whispering gyros inherent to the mechanical giant. It must have acted as the Titan's abdomen, exchanging muscle for immaculate steel.

When you hit a creature with this weapon, you deal an additional 1d4 radiant damage and it must make a DC 17 Dexterity saving throw. On a failed save, the next weapon attack made against the target has advantage. In addition, you can choose to have this weapon shed bright light in a 10-foot radius and dim light for an additional 10 feet. Moreover, this weapon has the following properties:

**Celestial Haste.** You can use this weapon to cast *haste* at 3rd level on yourself. Casting *haste* this way doesn't cause you to become lethargic after the spell ends. Once you use this property, you can't do so again until you finish a long rest.

**Hamstring Shot.** When you hit a creature with this weapon you can attempt to hamper its movement. If you do, the target must make a DC 17 Dexterity saving throw. On a failed save, the target's speed is reduced by half until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Brace.** At the beginning of your turn you can choose to have your speed reduced to 0 until the start of your next turn. If you do, until the end of your turn, when you hit a creature with this weapon, you roll an extra weapon damage die and ignore the result of the lowest rolled die among them. Once you use this property, you can't do so again until you finish a short or long rest.

**Bold of Celestial Light.** When you hit a creature with this weapon, you can attempt to frighten it. If you do, the target must make a DC 17 Wisdom saving throw or become frightened of you until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## MARKOHESHKIR

*Quarterstaff +2, requires attunement by a spellcaster*

While you hold this weapon, you gain a +1 bonus to spell attack rolls and to the saving throw DC's of your spells. In addition, this weapon has the following properties:

**Arcance Battery.** When you cast a spell, you can choose to draw from the raw power of this weapon instead of expending a spell slot. Once you use this property, you can't do so again until you finish a long rest.

**Kereska's Favor.** You can cast *protection from energy* at 3rd level. Once you use this property, you can't do so again until you finish a short or long rest.

**Topple.** When you hit a creature with this weapon, you can attempt to knock them prone. If you do, the target must make a DC 17 Strength saving throw or become knocked prone.

## NYRULNA

*Spear +3, requires attunement*

The forgemaster Lirrico designed this weapon for the champion of the wind goddess Akadi. A key component in the forging was his home city's wind, and for a year after the weapon was made, no wind blew there at all.

When you hit a creature with this weapon, you deal an additional 1d6 thunder damage. In addition, you can choose to have this weapon shed bright light in a 10-foot radius and dim light for an additional 10 feet. Moreover, this weapon has the following properties:

**Zephyr Connection.** You can't be disarmed of this weapon unless you are incapacitated. This weapon returns to your hand immediately after it is used to make a ranged attack. In addition, when you hit a creature with a ranged attack made with this weapon, each creature of your choice in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. On a failed save a target takes 3d4 thunder damage. Moreover, you can summon this weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

**Veil of the Wind.** While holding this weapon, your speed and jump distance increases by 10 feet. In addition, if you fall, you can choose to have your rate of descent slow to 60 feet per round, take no falling damage, and you land on your feet.

**Zephyr Flash.** As an action, you can use your movement to charge forward up to 20 feet in a straight line. Each creature you pass through must make a DC 17 Dexterity saving throw. A target takes 6d8 thunder damage on a failed save, or half as much damage on a successful one. Once you use this property, you can't do so again until you finish a short or long rest.

**Zephyr Break.** As an action, you can blast a line of strong wind 40 feet long and 10 feet wide from the tip of this weapon in the direction you choose. Each creature must make a DC 17 Strength saving throw. On a failed save a target takes 6d6 thunder damage and is pushed 15 feet away from you in a direction following the line, or half as much damage and isn't pushed on a successful one. Once you use this property, you can't do so again until you finish a short or long rest.

**Piercing Strike.** When you hit a creature that isn't an undead or a construct, you can choose to inflict a gaping wound. If you do, the target must make a DC 17 Constitution saving throw or weapon attacks made against the creature deal an additional 2 necrotic damage until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Maiming Strike.** When you hit a creature that isn't flying with this weapon, you can attempt to maim it. If you do, the target must make a DC 17 Constitution saving throw. On a failed save, the target's speed is reduced to 0, and it has disadvantage on Dexterity saving throws until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## ORPHIC HAMMER

Warhammer +3, requires attunement

Every contract a devil makes has some form of insurance - this one is cast in infernal iron and was forged in deep, ruinous hellfire.

While holding this weapon, you have advantage on saving throws against spells. In addition, this weapon has the following properties:

**Unshackling Strike.** As a bonus action on your turn, you can touch another creature to end one of the following conditions: restrained, paralyzed, petrified, or stunned.

**Backbreaker.** When you hit a creature with this weapon, you can attempt to knock them prone. If you do, the target must make a DC 17 Strength saving throw or become knocked prone. Once you use this property, you can't do so again until you finish a short or long rest.

**Concussive Smash.** When you hit a creature with this weapon, you can attempt to daze them. If you do, the target must make a DC 17 Constitution saving throw. On a failure, the target has disadvantage on Wisdom saving throws, can't take reactions, and its AC is reduced by 2 until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

**Weakening Strike.** When you hit a creature, you can attempt to target their hands or arms. If you do, the target must make a DC 17 Strength saving throw. On a failed save, the target has disadvantage on attack rolls and Strength saving throws until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## SELÛNE'S SPEAR OF NIGHT

Spear +3, requires attunement

'One of the goddess Selûne's titles, Moonmaiden, has often been debated among the ecclesiastical. Common symbology certainly rejects the assumption of virginity. More to the point, 'maiden' itself carries some dusty connotations. How about Lunar Lady? Keeps the alliteration, too' - Margaery Henderplum

While holding this weapon, you gain darkvision out to a range of 60 feet and you have advantage on Wisdom saving throws and Wisdom (Perception) checks. In addition, this weapon has the following properties:

**Moonbeam.** You can cast *moonbeam* at 3rd level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

**Moonmote.** As an action, you call forth motes of moonlight to protect you. They flit around you to a distance of 60 feet for 1 minute. When you use this property, you can designate any number of creatures you can see to be unaffected by it. An affected creature's speed is halved in the area. In addition, each ally creature in the area deals an extra 1d4 radiant damage when it hits with a weapon attack. Once you use this property, you can't do so again until you finish a long rest.

**Rush Attack.** As an action, you can use your movement to charge forward up to 20 feet in a straight line striking each creature you pass through, making a separate attack roll against each creature. Once you use this property, you can't do so again until you finish a long rest.

**Maiming Strike.** When you hit a creature that isn't flying with this weapon, you can attempt to maim it. If you do, the target must make a DC 17 Constitution saving throw. On a failed save, the target's speed is reduced to 0, and it has disadvantage on Dexterity saving throws until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## SHAR'S SPEAR OF NIGHT

Spear +3, requires attunement

When visiting mortals in dreams, Shar's hair would curl and twist about her head like strands of inky midnight. If it tickled her nose, the goddess was careful not to show it.

When you hit a creature with this weapon while Lightly or Heavily obscured, you deal an additional 1d6 piercing damage. In addition, while lightly or heavily obscured, you gain advantage on all saving throws. Moreover, this weapon has the following properties:

**Vision of Shar.** While holding this weapon, you gain immunity to the blinded condition. In addition, you can see normally in darkness, both magical and nonmagical, to a distance of 240 feet.

**Shar's Darkness.** As an action, you can spread magical darkness from a point you choose within 60 feet to fill a 15-foot-radius sphere for 1 minute. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or helmet, blocks the darkness.

If any of this properties' area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

If you choose to use this property again, the last instance of darkness is dispelled.

**Edge of Darkness.** When you hit a creature with this weapon, you can choose to use the Shar's Darkness property of this weapon to spread magical darkness in a 5-foot-radius sphere centered on this weapon. You can use this property a number of times equal to your proficiency bonus. You regain all expended uses when you finish a long rest.

**Rush Attack.** As an action, you can use your movement to charge forward up to 20 feet in a straight line striking each creature you pass through, making a separate attack roll against each creature. Once you use this property, you can't do so again until you finish a long rest.

**Maiming Strike.** When you hit a creature that isn't flying with this weapon, you can attempt to maim it. If you do, the target must make a DC 17 Constitution saving throw. On a failed save, the target's speed is reduced to 0, and it has disadvantage on Dexterity saving throws until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.



## SILVER SWORD OF THE ASTRAL PLANE

*Greatsword +3, requires attunement by a githyanki*

The fervor with which the githyanki express devotion to their queen is admirable to some, disquieting to others. When confronted with the fallibility of the divine (since no one is wholly perfect), who knows what reactions such folk might evince.

When you hit a creature with this weapon, you deal an additional 1d4 psychic damage. In addition, while holding this weapon, you have advantage on Intelligence, Wisdom, and Charisma saving throws, resistance to psychic damage, and can't be charmed. Moreover, this weapon has the following properties:

***Soulbreaker.*** When you hit a creature with this weapon, you can choose to deal additional psychic damage equal to your proficiency bonus. If you do, the creature must make a DC 17 Constitution saving throw or become stunned until the start of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

***Pommel Strike.*** As a bonus action, you can make a non-lethal attack with this weapon. On a hit, the target must make a DC 17 Constitution saving throw. On a failure, the target has disadvantage on Wisdom saving throws, can't take reactions, and its AC is reduced by 2 until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

***Lacerate.*** When you hit a creature that isn't undead or a construct with this weapon, you can choose to aim for vital points. If you do, the target must make a DC 17 Constitution saving throw. On a failed save, the target takes necrotic damage equal to your proficiency bonus at the start of its next turn and has disadvantage on Constitution saving throws until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

***Cleave.*** When you make a weapon attack with this weapon, you can target up to two other creatures within your reach, making separate attack rolls against each target. Each creature hit this way takes only half the damage rolled for the attack. Once you use this property, you can't do so again until you finish a short or long rest.

## THE BLOOD OF LATHANDER

*Mace +3, requires attunement*

The large chunk of amber set into the handle of this luminous mace supposedly hold four drops of godly blood fallen to the earth in a battle between an avatar of Lathander and maddened chosen of Mystra.

You can choose to have this weapon shed bright light in a 10-foot radius and dim light for an additional 10 feet. In addition, this weapon has the following properties:

***Lathander's Blessing.*** When you are reduced to 0 hit points but not killed outright, you can regain 2d6 hit points instead and allies within 30 feet of you regain 1d6 hit points. Once you use this property, you can't do so again until you finish a long rest.

***Lathander's Light.*** You can cast *sunbeam* at 6th-level using your highest spell save DC and spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

***Backbreaker.*** When you hit a creature with this weapon, you can attempt to knock them prone. If you do, the target must make a DC 15 Strength saving throw or become knocked prone. Once you use this property, you can't do so again until you finish a short or long rest.

***Concussive Smash.*** When you hit a creature with this weapon, you can attempt to daze them. If you do, the target must make a DC 15 Constitution saving throw. On a failure, the target has disadvantage on Wisdom saving throws, can't take reactions, and its AC is reduced by 2 until the end of its next turn. Once you use this property, you can't do so again until you finish a short or long rest.

***Weakening Strike.*** When you hit a creature, you can attempt to target their hands or arms. If you do, the target must make a DC 15 Strength saving throw. On a failed save, the target has disadvantage on attack rolls and Strength saving throws until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

# PART II

Armor and Clothing



# ARMOR AND CLOTHING



*Am I friend? Potentially. An Adversary? Conceivably. But a savior? That's for certain. Because my compassion is boundless. - Raphael*

## UNCOMMON ARMORS FROM A-Z

### ARMOR OF UNINHIBITED KUSHIGO

*Wondrous item, requires attunement by a monk*

Long ago, Kushigo was a warrior. Bedecked in an enormous set of plate steel, its shoulder pauldrons fashioned like great antlered stags, his arrival on a battlefield spelled doom for the enemy. This clothing has the following property:

**Kushigo Counter.** Until the start of your next turn, when you use patient defense, when a creature misses you with a melee attack, you can use your reaction to make an unarmed strike against the creature.

### BIDED TIME

*Wondrous item, requires attunement*

Revenge is best served. Hot or cold makes no difference. When a hostile creature hits you with a melee attack, you gain a +2 bonus to your spell attack damage rolls until the end of your next turn.

### BLAZER OF BENEVOLENCE

*Padded armor, requires attunement by a bard*

Even though the embroidered velvet won't help against a sharp blade, wearing it fills you with self-assuredness. When you inspire an ally using your bardic inspiration, you gain 4 temporary hit points.

### BLOODGUZZLER GARB

*Wondrous item, requires attunement*

No sooner does blood speck the armor than it's absorbed, as if sustaining something within. When a hostile creature damages you, you gain 1 charge of wrath granting you the following benefit:

**Wrath Charges.** You can have a number of wrath charges equal to your proficiency bonus. You gain a +1 bonus to your melee damage rolls for each wrath charge you have. One wrath charge is consumed at the end of each of your turns, and all wrath charges are consumed after combat.

### DARK JUSTICIAR MAIL

*Chain shirt, requires attunement*

Though well-preserved, the armor's gleam is somewhat muted - as if half-shadowed, even in brightest day. Whenever a creature within 5 feet of you hits you with a melee attack while you're Lightly or Heavily obscured, the armor lashes out with shadows. The attacker takes 1d4 necrotic damage.

### HEDGE WANDERER ARMOR

*Hide armor +1, requires attunement*

This simple cured goat hide was enchanted by a traveling druid. A goatherd once helped her negotiate a strange maze of hedges, so she blessed all his goats in thanks. While wearing this armor, you gain a +1 bonus to Dexterity checks and Dexterity saving throws you make. In addition, you gain a +1 bonus to Wisdom (Nature) checks you make.

### LUMINOUS ARMOR

*Breastplate +1, requires attunement*

Many an adventurer has found themselves swallowed up by the dark throat of some nameless dungeon, aching for a glimpse of light. When you deal radiant damage to a hostile creature, each hostile creature within 10 feet of the target gains 1 charge of radiant orb.

**Radiant Orb Charges.** A creature can have a number of radiant orb charges equal to your proficiency bonus. While a creature has one or more radiant orb charges a pale-moon orb appears above them shedding bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, they have a -1 to attack rolls they make for each radiant orb charge they have. One radiant orb charge is consumed at the end of each affected creature's turn, and all radiant orb charges are consumed after combat.

### POISONER'S ROBE

*Wondrous item, requires attunement*

Found in the Spider Queen's stomach, this robe emanates a sour smell and stings to the touch. When you deal poison damage to a creature with a spell, you deal an additional 1d4 poison damage.

### ROBE OF SUMMER

*Wondrous item, requires attunement*

This robe's thin fabric is pleasantly warm to the touch. While wearing this robe, you have resistance to cold damage.

### SCARLET LEATHER ARMOR

*Leather armor +1, requires attunement*

This well-tailored leather tunic is reinforced by geometric quilting. While wearing this armor, you gain a +1 bonus to Dexterity (Stealth) checks you make.

### SLIPPERY CHAIN SHIRT

*Chain shirt, requires attunement by a bard, cleric, druid, or paladin*

Scored with slime and blood, it seems this chain mail shirt couldn't save its previous owner. Although it may help the next. When you heal a creature using a spell of 1st-level or higher, channel divinity, or lay on hands, you can use your reaction to take the disengage action.

## THE OAK FATHER'S EMBRACE

*Hide armor +1, requires attunement*

Embroidered with a simple maxim - 'Nature is the True State of the World' - these hides radiate a faint divine power. Whenever an undead creature within 5 feet of you hits you with a melee attack, the expels holy light. The attacker takes 1d6 radiant damage.

**Curse.** Whenever a beast within 5 feet of you hits you with a melee attack, they deal an additional 1d6 radiant damage to you.

## RARE ARMORS FROM A-Z

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### ARMOR OF DEVOTION

*Plate armor, requires attunement by a cleric or paladin*

The soft hum of a fervent prayer reverberates throughout the armored plates. This armor has the following property:

**Eternal Devotion.** As an action, you can recite an oath or prayer to regain one expended use of your Channel Divinity. Once you use this property, you can't do so again until you finish a long rest.

### BARSKIN ARMOR

*Hide armor, requires attunement*

The bark motifs in this armor are like the boles of oak trees in a wood where the acorns slept long and grew proud. While wearing this armor, your skin becomes a rough, bark-like material, and your AC can't be less than 16.

### CEREBRAL CITADEL ARMOR

*Plate armor, requires attunement*

The little tentacle engravings are a nice touch. While wearing this armor, you can't be frightened. In addition, if your Intelligence score is 14 or higher, you gain a +1 bonus to your Intelligence, Wisdom, and Charisma saving throws.

### CLOTH OF AUTHORITY

*Wondrous item, requires attunement*

One can hardly be called a lord if they aren't dressed as such. A cursory glance at Gortash's finery would reveal intricate garb - a closer look would reveal a maddening attention to even the most minute details of the filigree. While wearing this robe, you can't be charmed or frightened. In addition, you have advantage on Charisma (Intimidation) and Wisdom (Insight) checks. Moreover, you gain a +1 bonus to your AC.

### DARK JUSTICIAR HALF-PLATE

*Half-plate armor +1, requires attunement*

Shar's aspect winds its way through the patterns and pauldrons of this half plate, and any light cast nearby seems to almost quiver away from it, afraid. For even the light knows that the clank of this armor is swiftly followed by the Dark Justiciar's silent blade. While wearing this armor and you're Lightly or Heavily obscured, you have advantage on Dexterity (Stealth) checks and Constitution saving throws you make. In addition, this armor has the following property:

**Shar's Aegis.** You can use this armor to cast *shield of faith* on yourself at 1st-level. Once you use this property, you can't do so again until you finish a long rest

### DROW STUDED LEATHER ARMOR

*Studded leather armor*

Tracings of glossy black spider-web mark this drow-made armor. Its supple, but strong - and made to blend in with the dark caves and crevices of the Underdark. While wearing this armor, you gain a +1 bonus to Dexterity (Stealth) checks you make.

### DRUNKEN CLOTH

*Wondrous item, requires attunement*

Long ago, Kushigo was a warrior. Bedecked in enormous, stag-antlered plate, his arrival spelled doom for the enemy. This flimsy cloth speaks nothing to that legacy. While wearing this robe, you have advantage on Constitution saving throws. In addition, at the start of each of your turns, you gain temporary hit points equal to your Constitution modifier if you have no more than half of your hit points left.

### DWARVEN SPLINTMAIL

*Splint armor +2, requires attunement by a dwarf, gnome or halfling*

Skilled hands crafted this armor, reinforcing the metal plates while sacrificing none of the flexibility. While wearing this armor, piercing damage that you take from attacks is reduced by 1. In addition, you gain a +1 bonus to Strength checks and Strength saving throws you make. Moreover, your Constitution increases by 2, to a maximum of 20.

### ELVEN CHAIN

*Chain shirt +1, requires attunement*

The weight of the interwoven steel rings is offset by clever elven craftsmanship - rustling against your undershirt, the mail feels like you're wearing a cloud. While wearing this armor, you are considered proficient with it. In addition, you gain a +2 bonus to your initiative rolls and advantage on Dexterity saving throws you make.

### ENRAGING HEART GARB

*Wondrous item, requires attunement by a barbarian*

Created by a designer and an enchanter who were going through a messy divorce at the time. As such the armor is filled with passive-aggressive rage. While wearing this clothing, your Constitution score increases by 2 to a maximum of 20. In addition, when you rage, you gain to charges of wrath granting you the following benefit:

**Wrath Charges.** You can have a number of wrath charges equal to your proficiency bonus. You gain a +1 bonus to your melee damage rolls for each wrath charge you have. One wrath charge is consumed at the end of each of your turns, and all wrath charges are consumed after combat.

## FLAWED HELLDUSK ARMOR

*Plate armor, requires attunement*

'I learned so much from Carixim. All sorts of forgecraft that... S-sorry. Just when I think of him, and the whimpers those people inside him made... I don't know. Anyway, it was worth it. Worth it to be the best.' - Overheard from the smith Dammon

While wearing this armor, piercing damage that you take from attacks is reduced by 1. In addition, whenever a creature within 5 feet of you hits you with a melee attack, the armor lashes out with licking flames. The attacker takes 1d4 fire damage.

## GARB OF THE LAND AND SKY

*Wondrous item, requires attunement by a monk*

Long ago, Kushigo was a warrior. Bedecked in an enormous set of plate steel, its shoulder pauldrons fashioned like great antlered stags, his arrival on a battlefield spelled doom for the enemy. While wearing this clothing, you gain a +1 bonus to your AC.

Additionally, until the start of your next turn, when you use patient defense, you gain resistance to slashing, piercing and bludgeoning damage.

Moreover, until the end of your turn, when you use step of the wind, your next attack roll has advantage and deals an additional 1d8 force damage.

## ICEBITE ROBE

*Wondrous item, requires attunement*

Delicate ferns of frost glitter in the lining of this robe. While wearing this clothing, you have resistance to cold damage. In addition, you can use this item to cast *armor of agathys* at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

## MUTILATED CARAPACE

*Wondrous item, requires attunement*

Hard, fleshy leather has been derived from a countless slew of victims to form this armor for Bhaal's fetid chosen. While wearing this clothing, you gain a +1 bonus to your AC.

Additionally, while under the effects of disguise self, polymorph, seeming, shapechanger, or wild shape, you gain a +1 bonus to attack and damage rolls you make.

Moreover, you have advantage on Charisma (Deception) and Charisma (Persuasion) checks.

## OBSIDIAN LACED ROBES

*Wondrous item, requires attunement*

The inside of this robe is dark and faceted like volcanic glass, yet the material is light and soft. Against the skin, it also produces a heat like a toasty fire on a day of snow. While wearing this clothing, you have resistance to fire damage. In addition, when you succeed on a saving throw against a hostile creature's spell or ability, you deal 1d4 + your proficiency bonus fire damage to the creature.

## PENUMBRAL ARMOR

*Studded leather armor, requires attunement*

One of the Relics of Deep Duerra's rebellious children. Kitted out though they were for escape, the older siblings had a horrible time encouraging their younger brothers and sisters, who at the crux were frightened of what their mother would do to them should they be caught. While wearing this armor and your Lightly or Heavily obscured, you can add your proficiency bonus to your Dexterity (Stealth) checks.

## PSIONIC WARD ARMOR

*Half-plate armor, requires attunement by a githyanki*

After all that was done to them at the illithids' caprice, it is little wonder that the gith would construct armaments fit for combating the psionic might. While wearing this armor, you have resistance to psychic damage. In addition, when you succeed on a saving throw against a hostile creature's spell, you regain 1d4 hit points.

## RIPLING FORCE MAIL

*Chain mail +1, requires attunement*

Dents, notches, and nicks add character to each ring of this mail - yet each blemish also speaks to those who tasted magical vengeance on the armor's behalf. When you take slashing, piercing, or bludgeoning damage, you become shrouded in force conduit, granting you the following benefit:

**Force Conduit.** You can choose to gain resistance to non-magical bludgeoning, piercing, or slashing damage until the start of your next turn. When a creature hits you with an attack that deals damage from your chosen damage type that you have resistance to, you can use your reaction to deal 1d8 force damage to the creature and ending your resistance to that damage type.

## ROBE OF EXQUISITE FOCUS

*Wondrous item, requires attunement by a spellcaster*

This robe once belonged to one of the great wizard Tenser's lecturers. While in university, Tenser used to practise spells on this robe, sometimes resulting in wonderful arcane discovery. While wearing this clothing, you gain a +1 bonus to your spell save DC and spell attack rolls.

## SHADECLINGER ARMOR

*Leather armor +1, requires attunement*

Glutted with lone wolves and well-meaning scallywags, the Harpers are not averse to shadows - quite the contrary. For many such individuals, being swallow in the dark throat of the night is the only method they know or care to know. While wearing this armor, you gain a +1 bonus to Dexterity (Stealth) checks you make. In addition, while you're Lightly or Heavily obscured, you have advantage on all saving throws.

## SHELTER OF ATHKATLA

*Wondrous item, requires attunement*

Mantled in the sublime majesty of this cloak, you magically sense Lorroakan's complex feelings for his homeland. Merriment and comfort go hand in hand with a jilted sentiment around his lovers and his family. And the old friends he thought of, but would never see again. While wearing this clothing, you have advantage on saving throws against spells.

Additionally, you can use this item to cast *mirror image* at 2nd-level. Once you use this property, you can't do so again until you finish a long rest.

## SPIDERSILK ARMOR

*Studded leather armor, requires attunement*

Tracings of glossy black spider-web mark this drow-made armor. It is supple, but strong - and made to blend in with the dark caves and crevices of the Underdark. While wearing this armor, you gain a +1 bonus to Dexterity (Stealth) checks and Constitution saving throws your make.

## THE GRACEFUL CLOTH

*Wondrous item, requires attunement*

A garment worn by one of three monks who fought together against Headless Serpent, Secret Venom, a gang in the port city of Nyanzaru. This was worn by Roahton Mobar, whose stances were broad and strong. While wearing this item, your Dexterity score increases by 2, to a maximum of 20.

Additionally, you gain a +1 bonus to your Dexterity saving throws and your jump distance increases by 5 feet.

## THE JOLTY VEST

*Chain shirt +1, requires attunement*

Yrre the Sparkstruck got their nickname for both their obsession with lightning and the inventions they created, which had the habit of electrocuting both Yrre and any poor observers that got too close. While wearing this armor, slashing damage that you take from attacks is reduced by 1. In addition, whenever a creature within 10 feet of you hits you with an attack while you have lightning charges, lightning arcs towards them. The attacker must make a DC 14 Dexterity saving throw. On a failed save a creature can't take reactions and has disadvantage on ability checks and saving throws using Dexterity until the end of its next turn.

## THE MIGHTY CLOTH

*Wondrous item, requires attunement*

A garment worn by one of three monks who fought together against Headless Serpent, Secret Venom, a gang in the port city of Nyanzaru. This was worn by Kimigha Poji, whose stances were narrow and swift. While wearing this item, your Strength score increases by 2, to a maximum of 20.

Additionally, you can't be pushed against your will and you have advantage on saving throws against being restrained. Moreover, this item has the following property:

**Bull Rush.** As an action, you can use your movement to charge forward up to 20 feet in a straight line. Each creature you pass through must make a DC 15 Strength saving throw or be knocked prone.

## THE PROTECTY SPARKSWALL

*Wondrous item, requires attunement*

A garment worn by one of three monks who fought together against Headless Serpent, Secret Venom, a gang in the port city of Nyanzaru. This was worn by Kimigha Poji, whose stances were narrow and swift. While wearing this clothing, you gain a +1 bonus to your spell save DC and spell attack rolls.

Additionally, if you have at least 1 lightning charge, you gain a +1 to your AC and to all saving throws.

## UNWANTED MASTERWORK SCALE MAIL

*Scale mail +2, requires attunement*

Nothing stings the master blacksmith more than a canceled commission - not even molten iron. This mail is engraved with the mark of a devilish forgemaster, as well as several curses stamped out in infernal, and hums with diabolic magic. While wearing this armor, you can apply your full Dexterity modifier (instead of a maximum of +2) when determining your Armor Class. In addition, this armor does not impose disadvantage on your Dexterity (Stealth) checks. Moreover, you gain resistance to fire damage.

## VICONIA'S PRIESTESS ROBE

*Wondrous item, requires attunement by a cleric or paladin*

Listening to the magical hum this robe emits dulls your senses, thoughts, feelings - everything. Listen too long, and you can almost hear the screaming chitters of a thousand spiders devoured by encroaching, hungry darkness. Almost. While wearing this clothing, you gain a +1 bonus to your AC.

Additionally, while you're Lightly or Heavily obscured, you have advantage on Dexterity (Stealth) checks.

Moreover, for you, *shield of faith* also grants a +2 to all saving throws.

## YUAN-TI SCALE MAIL

*Scale mail +1, requires attunement*

The Snakefolk of Chult are not known for waste, so often forge lightweight and robust armor like this from their own shed skin. While wearing this armor, you can apply your full Dexterity modifier (instead of a maximum of +2) when determining your Armor Class. In addition, this armor does not impose disadvantage on your Dexterity (Stealth) checks.

## VERY RARE ARMORS FROM A-Z

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### ADAMANTINE SCALE MAIL

*Scale Mail +2, requires attunement*

The adamantine scales hug your body like a second skin - a heavy, near-impregnable skin. While wearing this armor, all damage that you take from attacks is reduced by 1, and any critical hit made against you becomes a normal hit. In addition, whenever a creature within 5 feet of you hits you with an attack, they're sent reeling from your shell. The attacker must make a DC 15 Strength saving throw. On a failed save a creature receives a -2 to their weapon attack rolls until the end of their next turn.

## ADAMANTINE SPLINT ARMOR

*Splint armor +1, requires attunement*

The adamantine plates lock and slide together perfectly - offering protection against even the deadliest of blades. While wearing this armor, all damage that you take from attacks is reduced by 2, and any critical hit made against you becomes a normal hit. In addition, whenever a creature within 5 feet of you hits you with an attack, they're sent reeling from your shell. The attacker must make a DC 15 Strength saving throw. On a failed save a creature receives a -3 to their weapon attack rolls until the end of their next turn.

## ARMOR OF AGILITY

*Half-plate +2, requires attunement*

Layered sheets of smelted, shaped, and smithed steel have been etched with a sweetly luminous gold. Its outward appearance is heavy. And yet it's so light when you lift it, like lifting a bag of shrunken dead leaves. While wearing this armor, you can apply your full Dexterity modifier (instead of a maximum of +2) when determining your Armor Class and this armor doesn't impose disadvantage on Dexterity (Stealth) checks. In addition, you gain a +2 bonus to all saving throws.

## ARMOR OF LANDFALL

*Leather armor +2, requires attunement by a spellcaster*

Smelling of long-abandoned gardens grown wild with thorny roses, moss and hibiscus, this armor was worn by a powerful druid who spent so long from people that she forgot to miss them. While wearing this armor, you gain a +1 bonus to your spell save DC and spell attack rolls. In addition, you have advantage on Constitution saving throws. Moreover, when starting your turn in magical plants or vines, you regain 1d4 hit points.

Additionally, you can use this armor to cast *plant growth* at 3rd-level. Once you use this property, you can't do so again until you finish a short or long rest.

## ARMOR OF MOONBASKING

*Leather armor, requires attunement by a druid*

This armor was designed by lunar-obsessed Cuthbertina, a gnomish arcane smith who now lives peacefully on a mountain plateau with her magical forge. When you use your wild shape feature, you gain 25 temporary hit points. While you have these temporary hit points all damage that you take from attacks is reduced by 1.

Additionally, you gain a +2 bonus to your AC. You also have advantage on saving throws against spells. These properties persists when you use your wild shape feature.

## ARMOR OF PERSISTANCE

*Plate armor +2, requires attunement*

Great sheets of steel were hammered and bashed into something like a carapace, thick and dense - you can almost feel the hammer blows, flooded with rich magic. While wearing this armor, all damage that you take from attacks is reduced by 2. In addition, when you make a saving throw, you can roll a d4 and add the number rolled to your saving throw. Moreover, you gain resistance to slashing, piercing, and bludgeoning damage.

## ARMOR OF THE SPOREKEEPER

*Leather armor +2, requires attunement by a spores druid*

According to one story, this armor was enriched by the cascading spores of a myconid sovereign, its great fungal head shimmering and twinkling as it shook upon the material. While wearing this armor, you gain a +1 bonus to your spell save DC and spell attack rolls. In addition, when you deal necrotic damage, you deal an additional 1 necrotic damage.

Additionally, while you have temporary hit points from your symbiotic entity feature, you gain additional benefits which use your spell save DC:

***Bibberbang Spores.*** As an action, you create a 5-foot-radius sphere of poisonous spores centered on a point you choose within 60 feet. The spores spreads around corners and lasts until the end of your next turn or until a strong disperses it. The area is heavily obscured. When a creature enters the spores for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. The creature takes 2d4 + your proficiency bonus poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

***Timmask Spores.*** As an action, you create a 5-foot-radius sphere of psychedelic spores centered on a point you choose within 60 feet. The spores spreads around corners and lasts until the end of your next turn or until a strong disperses it. The area is heavily obscured. When a creature enters the spores for the first time on a turn or starts its turn there, that creature must make a Constitution saving throw. A creature automatically succeeds of it is immune to being frightened. On a failed save, a creature loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies until the end of their next turn. Creatures are affected even if they hold their breath or don't need to breathe.

***Haste Spores.*** As an action, you can induce euphoria into a creature within 30 feet. Until the end of the targets next turn, the target's speed is doubled, it gains a +2 bonus to AC, it has advantage on Dexterity saving throws, and it gains an additional action on its turn. that action can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

## BHAALIST ARMOR

*Studded leather +2, requires attunement*

Bhaal, Lord of Murder, was forced to walk the world as a mortal man during a period of history called the Time of Troubles. He was more vulnerable than he had ever been. But Bhaal was cunning. He had contingencies in case he died. While wearing this armor, you gain a +2 bonus to initiative rolls. In addition, this armor has the following property:

***Aura of Murder.*** Hostile creatures within 5 feet of you become vulnerable to piercing, unless they resistant or immune to piercing damage.

## BLACKGUARD'S PLATE

*Plate armor +1, requires attunement*

To break one's oath is a dangerous game - it marks you as a faithless cur, an exile without a cause. The armor is tempered by an age of rocks, blades, and persecution turned against it - and is buffed by the immutable, unbindable will of its wearer. While wearing this armor, all damage that you take from attacks is reduced by 2, and you have advantage on Wisdom saving throws.

## BONESPIKE GARB

*Wondrous item, requires attunement by a barbarian*

Sharp juts and knobby nodules of bone stud this armor, as if something ancient sank its teeth deep into the leather and they got stuck there. While wearing this armor, when you use your rage feature, you gain 15 temporary hit points. In addition, all damage that you take from attacks is reduced by 2. Moreover, whenever a creature within 5 feet of you hits you with a melee attack, the armor pricks them. The attacker takes piercing damage equal to your Constitution modifier.

## DARK JUSTICIAR HALF-PLATE

*Half-plate armor +2, requires attunement*

Shar's aspect winds its way through the patterns and pauldrons of this half plate, and any light cast nearby seems to almost quiver away from it, afraid. For even the light knows that the clank of this armor is swiftly followed by the Dark Justiciar's silent blade. While wearing this armor and you're Lightly or Heavily obscured, you have advantage on Dexterity (Stealth) checks and Constitution saving throws you make. In addition, this armor has the following property:

**Shar's Aegis.** You can use this armor to cast *shield of faith* on yourself at 1st level. For you, when you cast *shield of faith* on yourself it reduces all damage that you take by 2, and whenever a creature within 5 feet of you hits you with a melee attack the armor lashes out with shadows. The attacker takes 1d4 necrotic damage. Once you use this property, you can't do so again until you finish a long rest.

## ELEGANT STUDED LEATHER

*Studded leather +2, requires attunement*

After she returned from her confinement at the hands of the demon prince Graz'zt, the Goddess of prosperity, Waukeen, appointed a champion, who donned this studded leather and took up arms against those who had schismed and corrupted her church in the interim. While wearing this armor, you gain a +2 bonus to initiative rolls and you have advantage on Dexterity (Stealth) checks.

Additionally, you can use this armor to cast *shield* at 1st-level. Once you use this property, you can't do so again until you finish a short or long rest.

## EMBLAZONED PLATE OF THE MARSHAL

*Plate armor +1, requires attunement*

The tabard adorning this perfectly-kept platemail denotes the status of its wearer - Marshal of the Flaming Fist and ultimate military authority in Baldur's Gate. While wearing this armor, all damage that you take from attacks is reduced by 2. In addition, you have resistance to fire damage and you gain a +2 bonus to all saving throws.

Additionally, you can use this armor to cast *fire shield* at 4th-level. Once you use this property, you can't do so again until you finish a long rest.

## FLAME ENAMELLED ARMOR

*Breastplate +2, requires attunement*

The air around this armor shimmers, oven-hot. From the seams of the armor you can hear a red-tinted rumble, like coals digesting in a furnace. While wearing this armor, you gain a +1 bonus to your initiative rolls. In addition, you have resistance to fire damage and you gain a +2 bonus to all saving throws.

Additionally, you can use this armor to cast *fire shield* at 4th-level. Once you use this property, you can't do so again until you finish a long rest.

## INFERNAL ROBE

*Wondrous item, requires attunement*

Presumably Mizora was not always a sensuous and manipulative benefactor of troubled souls like Wyll. Negotiating the hierarchies of hell result in changes of form - but was she ever less beautiful, less erudite, less willful? While wearing this clothing, you gain a +1 bonus to your AC. In addition, you have resistance to fire damage.

Additionally, you can use this item to cast *fire shield* at 4th-level. Once you use this property, you can't do so again until you finish a long rest.

## MOON DEVOTION ROBE

*Wondrous item, requires attunement*

A memory from her childhood: a warm bed. Through the cracked window, she could see the moonlight cupping the plums in the tree as if in silver hands. The name of the goddess Selûne came to her, and never left. While wearing this armor you gain a +1 bonus to all saving throws and you have advantage on Constitution saving throws.

Additionally, you can use this item to cast *mage armor* on yourself at 1st-level. For you, when you're under the affects of *mage armor* and you succeed on a saving throw against an enemy spell or ability, the creature who cast the spell against you must make a DC 15 Wisdom saving throw or take 1d4 radiant damage.

Moreover, you know and can cast the *produce flame* cantrip which uses your highest spellcasting ability.



## POTENT ROBE

*Wondrous Armor, requires attunement by a spellcaster*

This robe is a difficult look to pull off unless one is blessed with an otherworldly charisma. While wearing this clothing, you gain a +1 bonus to your AC. In addition, at the start of each of your turns, you gain temporary hit points equal to your Charisma modifier. Moreover, when you cast a cantrip, add your Charisma modifier to the damage it deals on a hit.

## REAPER'S EMBRACE

*Plate armor +1, requires attunement*

Heavy steel bones and teeth enclose the armor's chest and neck like a grotesque exoskeleton that both swallows and protects the wearer. While wearing this armor, all damage that you take from attacks is reduced by 2. In addition, this armor has the following properties:

**Reaper's Rigidity.** As a bonus action, you can choose to have disadvantage on Dexterity saving throws. If you do, you can't be moved against your will until the end of your next turn.

**Howl of the Dead.** As a bonus action, the armor lets out a bone chilling howl. Each creature of your choice within 10 feet must make a DC 14 Wisdom saving throw. On a failed save, the target's speed is halved and you have advantage on attack rolls made against them until the end of their next turn. Once you use this property, you can't do so again until you finish a short or long rest.

## ROBE OF SUPREME DEFENSE

*Wondrous item, requires attunement*

Long ago, the young wizard Bigby noticed his friend Tenser spending a lot of time with his robe. One of nature's pranksters, Bigby sent his dog, Bigboy, to savage the garment. The ensuing struggle between canine and nude wizard was brutal, and eventually led to Tenser designing more durable robes like this one. While wearing this clothing, you gain a +1 bonus to your AC. In addition, while you're concentrating on a spell, you can add your spellcasting modifier to saving throws you make.

## ROBE OF THE WEAVE

*Wondrous item, requires attunement by a spellcaster*

Earnest little Edith Cluckle was a small girl when she asked to be the great wizard Otiluke's apprentice. He scoffed at her, but was quickly abashed when Mystra herself endowed Edith with this very cloak. While wearing this clothing, you gain a +2 bonus to your AC. In addition, you gain a +1 bonus to your spell save DC and spell attack rolls. Moreover, when you succeed on a saving throw against a hostile creature's spell or ability, you regain 1d6 hit points.

## SHARPENED SNARE CUIRASS

*Hide armor +2, requires attunement*

This magnificent hide was harvested from a rare mythological creature of the Feywild, a cross between a unicorn and a stoat. While wearing this armor, you can apply your full Dexterity modifier (instead of a maximum of +2) when determining your Armor Class. In addition, creatures have disadvantage on their saving throws made to resist becoming restrained against you.

## VEIL OF MOURNING

*Wondrous item, requires attunement by a cleric*

Crafted from celestial feathers, bottled sunlight, and ink from the pages of sacred scripture, it's a wonder the maker didn't hang cloves of garlic from this robe, so anathema is it to the undead. While wearing this clothing, you have advantage on saving throws you make to resist spells and abilities from undead creatures. In addition, undead creatures have disadvantage on attack rolls made against you.

Additionally, you can use your turn undead feature an additional time before taking a long rest.

## VEST OF SOUL REJUVENATION

*Wondrous item, requires attunement by a monk*

A garment worn by one of three monks who fought together against Headless Serpent, Secret Venom, a gang in the port city of Nyanzaru. This was worn by Strigga Morkoscavich, whose stances moved fluidly, flawlessly, and who defanged the Serpent one blustery night. While wearing this clothing, you gain a +2 bonus to your AC. In addition, when you succeed on a saving throw against a hostile creature's spell or ability, you regain 1d4 hit points.

Additionally, when a creature misses you with a melee attack, you can use your reaction to make an unarmed strike against the creature.

## WAVEMOTHER'S ROBE

*Wondrous item, requires attunement by a spellcaster*

Tales tell of a most wondrous fish, scales resplendent, an intricate jewel that shone beneath the sea. When it died, the Wavemother gifted its hide as a robe to her most devoted follower - and demanded she drown the sailors that killed her gem-bright fish. While wearing this clothing, you gain a +1 bonus to your AC. In addition, you have resistance to cold and fire damage. Moreover, when you cast *create or destroy, tidal wave, wall of water, water breathing, water walk, control water*, or *watery sphere* you regain hit points equal to 1d4 + the spells level.

Additionally, you can use this item to cast *create or destroy water* at 1st-level. Once you use this property, you can't do so again until you finish a long rest.

## LEGENDARY ARMORS FROM A-Z

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### HELLDUSK ARMOR

*Plate armor +3, requires attunement*

Carixim, soul-stuffed forgemaster of hellish Avernus, hammers away ceaselessly at new creations. Questions of morality and destiny do not concern him. Conscience is for his betters. He works with cheer, his swollen skin moaning soothingly. You are considered proficient with this armor while wearing it. While wearing this armor, all damage that you take is reduced by 3, and you have resistance to fire damage. In addition, you have a fly speed of 30 feet and can hover.

Additionally, when you succeed on a saving throw against a hostile creature's spell or ability, the creature ignites. The creature takes 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

# PART III

Boots



# BOOTS



*o matter how far you come, you're still on the road to ruin - a road that leads directly to a confrontation with the elder brain. - Raphael*

## UNCOMMON BOOTS FROM A-Z

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### BOOTS OF AID AND COMFORT

*Wondrous item, requires attunement*

Sturdy and well-worn, these boots make a snug fit on any wearer. While wearing these boots, the healing spells you cast leaves those affected invigorated. When you cast a spell of 1st-level or higher that restores hit points to a creature, they gain temporary hit points equal to your proficiency bonus.

### BOOTS OF ELEMENTAL MOMENTUM

*Wondrous item, requires attunement*

Toughened metal boots, highly insulated with heavy leather and padding for use in any and all elements. While wearing these boots, you gain a +1 bonus to Strength (Athletics) checks. In addition, when you cast a spell that deals acid, cold, fire, lightning, or thunder damage, your speed increases by 10 feet until the end of your next turn.

### BOOTS OF STORMY CLAMOR

*Wondrous item, requires attunement*

Peals of thunder rumble at the back of your skull with every step taken in these boots. While wearing these boots, when you subject a hostile creature to a condition (such as paralyzed, poisoned, or prone), they gain 2 reverberation charges.

**Reverberation Charges.** A creature can have up to 5 reverberation charges. A creature has -1 penalty to their Strength, Dexterity, and Constitution saving throws for each reverberation charge they have. When a creature has 5 reverberation charges, it takes 1d4 thunder damage and must succeed a DC 10 Constitution saving throw or be knocked prone. One reverberation charge is consumed at the end of each affected creature's turn, and all reverberation charges are consumed after combat. A creature immune to thunder damage can't gain reverberation charges.

### BOOTS OF STRIDING

*Wondrous item, requires attunement*

The metal of these greaves is comfortably warm against your shins, as though heated by your mere presence. While wearing these boots, you gain a +1 bonus to Strength (Athletics) checks. In addition, when you cast a spell of 1st-level or higher that requires concentration, your speed increases by 5 feet until the end of your next turn, and you can't be pushed or knocked prone against your will.

### BOOTS OF VERY FAST BLINKING

*Wondrous item, requires attunement*

You can cast *Misty Step*, with the caveat that you will teleport leaving your clothes behind. You can use these boots to cast *misty step* at 2nd-level. Once you use this property, you can't do so again until you finish a short or long rest.

### CINDER SHOES

*Wondrous item*

Despite the many scorch marks, these leather boots are somehow still supple and intact. While you're wearing these boots, and you set a hostile creature on fire, you gain 2 heat charges granting you the following benefit:

**Heat Charges.** While you have heat charges, you take 1d4 fire damage at the start of each of your turns as flames wreath your body. When you hit a creature with an attack, you can deal additional fire damage equal to the number of heat charges you have and all your heat charges are consumed (up to a maximum of 7). One heat charge is consumed at the end of each of your turns, and all charges are consumed after combat.

### HOARFROST BOOTS

*Wondrous item, requires attunement*

A smattering of tiny ice crystals have formed cleats on the soles of these hardy boots. While wearing these boots, you can pass through difficult terrain, terrain made by spells, and other similar surfaces without being knocked prone or restrained.

### MYSTRA'S GRACE

*Wondrous item, requires attunement*

Wearing these boots is like walking on cotton clouds. You can use these boots to cast *feather fall* at 1st-level.

### SPIDERSTEP BOOTS

*Wondrous item*

Slightly sticky to the touch, these boots have an excellent grip. While wearing these boots, difficult terrain made by webs costs you no extra movement and you can't be restrained by it.

### TYRANNICAL JACKBOOTS

*Wondrous item, requires attunement*

Each step taken in Gortash's shoes is a reflection of the man himself: quick, sharp, and terrible. While wearing these boots, you gain a +1 bonus to Charisma saving throws and ability checks.

### VARSH KO'KU'S BOOTS

*Wondrous item, requires attunement*

Though the leather is slick with acid, the corrosive liquid doesn't seem to damage the boots - nor does it penetrate. While wearing these boots, items you're wearing and holding can't be corroded or tarnished, and your AC can't be reduced. In addition, you have resistance to acid damage.

## RARE BOOTS FROM A-Z

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### ACROBAT SHOES

*Wondrous item, requires attunement*

These flexible shoes were once owned by Audreyne Willoughs, who, in a somewhat ironic twist of fate, ran away from the circus to join her parents back home. While wearing these boots, you gain a +1 bonus to Dexterity (Acrobatics) checks. In addition, you have advantage on Dexterity saving throws.

### BLACKGUARD'S BOOTS

*Wondrous item, requires attunement*

Clad on the desiccated feet of a death knight, these boots have walked a long and terrible path. They strode through the tattered remains of their owner's oath. With every heavy footstep, they have sounded pure fear into the hearts of men. While wearing these boots, you gain a +1 bonus to Strength (Athletics) checks. In addition, your speed increases by 10 feet.

### BOOTS OF APPARENT DEATH

*Wondrous item, requires attunement*

Practical jokes with these boots often involve all your stuff being stolen by opportunistic cousins. You can use these boots to cast *feign death* at 3rd level. Once you use this property, you can't do so again until you finish short or long rest.

### BOOTS OF ARCANE BOLSTERING

*Wondrous item, requires attunement*

Fizzling barbs of enchantment magic crackle from the laces of these boots. When you take the dash action, you gain a +2 bonus to your spell attack damage rolls until the end of your next turn.

### BOOTS OF BRILLIANCE

*Wondrous item, requires attunement by a bard*

Tiny bells are sewn into the boots' cuffs. They jingle subtly with every step. As an action, you can regain one expended use of your bardic inspiration. Once you use this property, you can't do so again until you finish a long rest.

### BOOTS OF GENIAL STRIDING

*Wondrous item, requires attunement*

The soles of these boots warp and shift like warm clay manipulated by an unseen sculptor's hands. While wearing these boots, difficult terrain costs you no extra movement.

### BOOTS OF UNINHIBITED KUSHIGO

*Wondrous item, requires attunement*

During a hilltop battle that soaked the slopes in gore, Kushigo's best friend Irishi was scalped before he could help her. The enemy held up the bloody wig, and Kushigo fell upon one, and then another, until he had killed so many that they hung from his antlered shoulders like skewered effigies. While wearing these boots, your unarmed strikes deal additional damage equal to your Wisdom modifier.

### DARK JUSTICIAR BOOTS

*Wondrous item, requires attunement*

Scatched in places, scorched in others, and worn thin at the heel, these boots bear the indelible marks of experience. While wearing these boots, you gain a +1 bonus to Dexterity saving throws. In addition, these boots have the following property:

**Shadow Teleportation.** You can teleport up to 60 feet to an unoccupied space you can see that is in dim light or darkness. Once you use this property, you can't do so again until you finish a short or long rest.

### EVASIVE SHOES

*Wondrous item, requires attunement*

Rogues in Waterdeep prefer these spring-loaded boots that make evading the city watch a breeze. While wearing these boots, you gain a +1 bonus your AC and to Dexterity (Acrobatics) checks.

### LINEBREAKER BOOTS

*Wondrous item, requires attunement*

Lightweight fur and leather, designed to speed the wearer's charge into battle. When you take the Dash action, you gain 2 wrath charges granting you the following benefit:

**Wrath Charges.** You can have a number of wrath charges equal to your proficiency bonus. You gain a +1 bonus to your melee damage rolls for each wrath charge you have. One wrath charge is consumed at the end of each of your turns, and all wrath charges are consumed after combat.

### SLINGING SHOES

*Wondrous item, requires attunement*

These shoes were formerly enchanted to return to their owner's feet. This caused a great deal of trouble for owners, who, while wearing a slipper or a nice heeled number, kept being kicked in the ankles by jealous footwear. While wearing these boots, you gain a +1 bonus to Dexterity saving throws. In addition, you can use these boots as an improvised weapon with the thrown property with a normal range of 20 feet and a long range of 60 feet. When you make a ranged attack with these boots, you deal an additional 2d4 psychic damage and it automatically returns to your hand whether you hit or miss your target.

### SPACESHUNT SHOES

*Wondrous item, requires attunement*

These boots are well-maintained and clean, though their soles are thin from wear. You can use these boots to cast *dimension door* at 4th-level. Once you use this property, you can't do so again until you finish a long rest.

### SPRINGSTEP BOOTS

*Wondrous item, requires attunement*

Supple leather rebounds with every step, as if urging the wearer on. When you take the Dash action, your speed increased by 15 feet until the end of your next turn.

## SWIRESY SHOES

*Wondrous item, requires attunement*

Likely fashioned in tribute to the extremely small, high-vaulting rascal who pillaged many a hen house - Lupperdiddle Swires. While wearing these boots, you gain a +1 bonus to Dexterity (Acrobatics) checks. In addition, your jump distance increases by 5 feet.

## THE SPEEDY LIGHTFEET

*Wondrous item, requires attunement*

It is said The Speedy Lightfeet were the first of many lightning inventions made by Yrre the Sparkstruck. The boots' old, frayed edges zap and crackle with even the slightest movement. While wearing these boots, you gain a +1 bonus to Dexterity (Acrobatics) checks. In addition, when you take the Dash action, you gain 3 lightning charges which grants you the following benefit:

**Lightning Charges.** While you have lightning charges, you gain a +1 to your weapon attack rolls and deal an additional 1 lightning damage on your attacks. When you make a weapon attack against a creature and have 5 or more lightning charges, you deal an additional 1d8 lightning damage and all of your lightning charges are consumed. One lightning charge is consumed at the end of each of your turns, and all lightning charges are consumed after combat.

## THE WATERSPARKERS

*Wondrous item, requires attunement*

An enormous storm was raging the first time Yrre the Sparkstruck left the Underdark. The deep gnome's interest in lightning became at once an all-consuming obsession, and they would spend the rest of their years striving to recreate that storm's power themselves. At the start of each of your turns, if you're standing in difficult terrain created by water, you gain 3 lightning charges granting you the following benefit:

**Lightning Charges.** While you have lightning charges, you gain a +1 to your weapon attack rolls and deal an additional 1 lightning damage on your attacks. When you make a weapon attack against a creature and have 5 or more lightning charges, you deal an additional 1d8 lightning damage and all of your lightning charges are consumed. One lightning charge is consumed at the end of each of your turns, and all lightning charges are consumed after combat.

## UNWANTED MASTERWORK GREAVES

*Wondrous item*

These boots are stamped with the marks of a canceled commission. Despite their discarded fate, they still hum with complex infernal arcana. While wearing these boots, you gain a +1 bonus to Strength (Athletics) checks.

## VITAL CONDUIT BOOTS

*Wondrous item, requires attunement by a spellcaster*

Tenser's notes on arcane displacement were not only read by wizards - other avid readers included entreprising smiths eager to break into the magic items market. While wearing these boots, you gain a +1 bonus to Strength (Athletics) checks. In addition, when you cast a spell of 1st-level or higher that requires concentration, you gain 8 temporary hit points.

## VERY RARE BOOTS FROM A-Z

### BONESPIKE BOOTS

*Wondrous item, requires attunement by barbarian or monk*

Armor designed for the aerodynamic leaping and striking and general screaming of your standard barbarian. While wearing these boots, you gain a +1 bonus to your AC and all saving throws as long as you're not wearing armor or holding a shield. In addition, your jump distance increases by 5 feet. Moreover, these boots have the following property:

**Brutal Leap.** As a bonus action on each of your turns, you can jump your full distance without moving and land with exploding power. Each creature within 10 feet of where you land must make a DC 14 Strength saving throw or be knocked prone.

### BOOTS OF PERSISTENCE

*Wondrous item, requires attunement*

'If I had a copper for all the adventurin folk I seen gutted or cut up, or clawed like they was made of wet paper, just cause they couldn't move quick enough when speed might have saved em... well, I'd be suckin good brandy from crystal rather than this fuckin swill' - Overheard in a tavern in Baldur's Gate.

While wearing these boots, you gain a +1 bonus to Dexterity saving throws. In addition, your speed increases by 10 feet. Moreover, difficult terrain costs you no extra movement, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

### BOOTS OF PSIONIC MOVEMENT

*Wondrous item, requires attunement by a githyanki*

When not atop their dragons, gith are not particularly air-worthy. This is probably for the best. The imposition of downward gravity tends to put most people in a mood. While wearing these boots, you gain a +1 bonus to Dexterity saving throws. In addition, these boots have the following property:

**Githborn.** As a bonus action, you can use these boots to cast *fly* at 3rd-level. When you cast *fly* this way, the next weapon attack you make this turn deals an additional 1d4 psychic damage. Once you use this property, you can't do so again until you finish a long rest.

### DISINTEGRATING NIGHT WALKERS

*Wondrous item, requires attunement*

Darker than a starless night, Night Walkers are made for secrecy in the honour of Shar. This particular pair was found deep in the ruins of an Underdark fortress. Though the leather is old and the magic is fading, the boots were recently cleaned and oiled with care. While wearing these boots, difficult terrain costs you no extra movement, and spells and other magical effects can neither reduce your speed nor cause you to be paralyzed or restrained.

Additionally, you can use these boots to cast *misty step* at 2nd-level. Once you use this property, you can't do so again until you finish a short or long rest.

## HELLDUSK BOOTS

*Wondrous item, requires attunement*

No ore takes better to being forged than the infernal iron of Avernus, where the archdevil Zariel presides. While wearing these boots, difficult terrain costs you no extra movement, and you can't be moved against your will. In addition, these boots have the following properties:

***Legendary Resistance.*** When you fail saving throw, you can use your reaction to succeed instead. Once you use this property you can't do so again until you finish a long rest.

***Hellcrawler.*** As a bonus action, you can teleport up to 60 feet to an unoccupied space you can see. When you appear in your new space, each creature within 10 feet of you must succeed a DC 15 Dexterity saving throw or take 2d8 fire damage. Once you use this property, you can't do so again until you finish a short or long rest.

# PART IV

Gloves



# GLOVES



*he mouse smiled brightly: it outfoxed the cat! Then down came the claw, and that, love, was that. - Raphael*

## UNCOMMON GLOVES FROM A-Z

### BRAINDRAIN GLOVES

*Wondrous item, requires attunement*

Somewhere deep in the spongy grey matter and little jiggly bits that comprise the brain, the memory of the slimy tadpole slithering over your eyeball lingers. When you deal psychic damage to a creature while wearing these gloves, the target gains 1 charge of mental fatigue.

**Mental Fatigue Charges.** A creature can have a number of mental fatigue charges equal to your proficiency bonus. While a creature has one or more mental fatigue charges, they have -1 to Wisdom, Intelligence and Charisma saving throws for each mental fatigue charge they have. One mental fatigue is consumed at the end of each affected creature's turn, and all mental fatigue charges are consumed after combat.

### DARK JUSTICIAR GAUNTLETS

*Wondrous item, requires attunement*

The grip of darkness is a fear felt by many. The grip of a Dark Justiciar's Gauntlets is a sacred fear reserved for an unfortunate few. When you hit a creature with a weapon attack while wearing these gloves, you deal an additional 1d4 necrotic damage. In addition, you gain a +1 bonus to Strength saving throws.

### FLEETFINGERS

*Wondrous item, requires attunement*

Plain leather with a faint but unmistakable buzz - as if eager to put idle hands to work. When you take the Dash action on your turn while wearing these gloves, your jump distance increases by 10 feet until the start of your next turn.

### GLOVES OF BANEFUL STRIKING

*Wondrous item, requires attunement*

The slightest movement of leather makes a dark energy seep out of the gloves. When you hit a creature with a weapon attack while wearing these gloves, the target must roll a d4 and subtract the number rolled from the next saving throw they make against the next spell you cast until the end of your next turn.

### GLOVES OF BELLIGERENT SKIES

*Wondrous item, requires attunement*

Balling your fingers into fists while wearing these gloves causes a sonorous chime, like the fusion of a tempest and a church bell, to resound inside your skull. When you deal thunder, lightning, or radiant damage while wearing these gloves, the target gains 2 reverberation charges.

**Reverberation Charges.** A creature can have up to 5 reverberation charges. A creature has -1 penalty to their Strength, Dexterity, and Constitution saving throws for each reverberation charge they have. When a creature has 5 reverberation charges, it takes 1d4 thunder damage and must succeed a DC 10 Constitution saving throw or be knocked prone. One reverberation charge is consumed at the end of each affected creature's turn, and all reverberation charges are consumed after combat. A creature immune to thunder damage can't gain reverberation charges.

### GLOVES OF HAIL OF THORNS

*Wondrous item, requires attunement*

Grants wearer ability to cast Hail of Thorns. Whoever previously owned these gloves marked each with a series of thirty superficial scrapes, six per finger. What they indicate is unclear. You can use these gloves to cast *hail of thorns* at 1st-level. Once you use this property, you can't do so again until you finish a short or long rest.

### GLOVES OF HEROISM

*Wondrous item, requires attunement*

Suede covers the palms of these gloves — ensuring a soft, comforting touch for anyone in need of help. When you use your Channel Divinity feature while wearing these gloves, you become immune to being frightened and you gain temporary hit points equal to your spellcasting ability modifier at the start of each of your turns for 1 minute.

### GLOVES OF POWER

*Wondrous item, requires attunement*

Blessed by Priestess Gut, these gauntlets provide additional aid to any who bear the Absolute's mark upon their flesh. When you hit a creature with a melee weapon attack while wearing these gloves, the target must make a DC 13 Charisma saving throw. On a failed save, when the target makes an attack roll or a saving throw before the end of their next turn, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw.

Additionally, you gain a +1 bonus to Dexterity (Sleight of Hand) checks.

### GLOVES OF THE GROWLING UNDERDOG

*Wondrous item, requires attunement*

Crowded taprooms. Packed feast halls. Bustling market bazaars. Chances to be social? Sure. Chances to be violent? Absolutely. While wearing these gloves, you gain advantage on melee weapon attack rolls while there are two or more hostile creatures within 5 feet of you. In addition, you gain a +1 bonus to Strength saving throws.



## GLOVES OF THIEVERY

*Wondrous item, requires attunement*

Useful for bank vaults, locked chests, and bolted barns. While wearing these gloves, you have advantage on Dexterity (Sleight of Hand) checks.

## HELLRIDER'S PRIDE

*Wondrous item, requires attunement*

A waft of sulphur emanates from these proudly-kept gauntlets. When you heal another creature while wearing these gloves, the target gains resistance to bludgeoning, piercing, and slashing damage dealt by weapon attacks until the end of their next turn. In addition, you gain a +1 bonus to Strength saving throws.

## HERBALIST'S GLOVES

*Wondrous item, requires attunement*

The leather smells faintly of herbs, as if washed in a herbal bath. When you heal another creature while wearing these gloves, you can also end the poison condition on the target if it's afflicted by it.

## ICHOROUS GLOVES

*Wondrous item, requires attunement*

These gloves smell like beef mince left to rot in a privy pail. Once per turn, when you deal acid damage to a creature the target explodes in acidic ichor. The target and each creature within 10 feet of it takes 1d4 acid damage.

## KNOCK KNUCKLE GLOVES

*Wondrous item, requires attunement*

In the palm of the left glove is a glossy scarlet solution that coats Thieves' Tools, making them more reliable. In the right, arcane symbols wax and wane. While wearing these gloves, you gain a +1 bonus to Dexterity (Sleight of Hand) checks. In addition, you can use these gloves to cast *knock* at 2nd-level. One you use this property, you can't do so again until you finish a long rest.

## LUMINOUS GLOVES

*Wondrous item, requires attunement*

The pads of each fingertip shine from the fabric with a garish glow. While wearing these gloves, you gain a +1 bonus to Strength saving throws. In addition, when you deal radiant damage, each target receives 1 charge of radiant orb.

**Radiant Orb Charges.** A creature can have a number of radiant orb charges equal to your proficiency bonus. While a creature has one or more radiant orb charges a pale-moon orb appears above them shedding bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, they have a -1 to attack rolls they make for each radiant orb charge they have. One radiant orb charge is consumed at the end of each affected creature's turn, and all radiant orb charges are consumed after combat.

## REASON'S GRASP

*Wondrous item, requires attunement by a barbarian*

The snug fit of these gloves resist a balled fist - as if favoring the open hand of peace. While raging, when you choose to end your rage, you gain 15 temporary hit points.

## THERMOORGANIC GLOVES

*Wondrous item, requires attunement*

Ash dusts the gloves' fingers, darkening their seams. While wearing these gloves, and you deal fire damage, you gain 2 heat charges.

**Heat Charges.** While you have heat charges, you take 1d4 fire damage at the start of each of your turns as flames wreath your body. When you hit a creature with an attack, you can deal additional fire damage equal to the number of heat charges you have and all your heat charges are consumed (up to a maximum of 7). One heat charge is consumed at the end of each of your turns, and all charges are consumed after combat.

## UNLUCKY THIEF'S GLOVES

*Wondrous item, requires attunement*

Whenever the wearer steals anything, a piece of coal appears in their pocket, like a tiny, dusty condemnation. While wearing these gloves, you gain a +2 bonus to Dexterity (Sleight of Hand) checks.

**Curse.** These gloves are cursed, and becoming attuned to them extends the curse to you. When you make a Dexterity (Sleight of Hand) check to steal something, a chunk of coal appears in your in your pocket or pack, whichever has more space. In addition, when you make a Dexterity (Sleight of Hand) check to steal, roll a d20. When you roll a 1, you take 1d4 fire damage for each piece of coal you've collected from this curse. As long as you remain cursed, you're unwilling to part with coal that you acquire through it, as if saving them for something important that you're not sure about.

## WINTER'S CLUTCHES

*Wondrous item, requires attunement*

Likely these originated in Icewind Dale, where tempers run as hot as hearths, and frozen rivers trace the arm of the dale in a network of blue-white tributaries. When you deal cold damage to a creature, the target gains 2 charges of encrusted frost.

**Encrusted Frost.** A creature can have up to 7 encrusted frost charges. A creature affected by encrusted frost has disadvantage on Dexterity saving throws. When a creature has 7 encrusted frost charges, it takes 1d4 cold damage and must succeed a DC 13 Constitution saving throw or become petrified until the end of their next turn. One encrusted frost charge is consumed at the end of each affected creature's turn, and all encrusted frost charges are consumed after combat.

## RARE GLOVES FROM A-Z

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### BLACKGUARD'S GAUNTLETS

*Wondrous item, requires attunement*

For some paladins, the iron-clad grip that an oath holds can be too much to bear. When these champions fail and falter, their hands that would guide turn cold, hard, and piercing. While wearing these gloves, you gain a +1 bonus to your weapon attack rolls and Strength saving throws.

Additionally, you can use these gloves to cast *inflict wounds* at 4th-level. Once you use this property, you can't do so again until you finish a long rest.

### CEREBRAL CITADEL GLOVES

*Wondrous item, requires attunement*

The taut violet leather is drier than snakeskin, and puckered at each knuckle with shallow mouth-shaped pits. While wearing these gloves, you gain a +1 bonus to Strength saving throws.

Additionally, when you charm or frighten a creature, you can roll a d4 and add the number rolled to attack rolls or saving throws you make for as long as the target(s) are charmed or frightened of you.

### CINDERSNAP GLOVES (ATTACH PROTECTION FROM MISSLES TO THIS ITEM\*\*\*\*\*)

*Wondrous item, requires attunement*

'What moves faster, a loosed crossbow bolt or a windblown cinder? Let's find out.' - Overheard during a Flaming Fist raid in Baldur's Gate. You can use these gloves to cast *protection from missles* at 2nd level. Once you use this property, you can't do so again until you finish a short or long rest.

### DAREDEVIL GLOVES

*Wondrous item, requires attunement*

The sting of fear at the encroachment of some hulking brute is lessened by these gloves. In fact, in such moments, they send rivulets of courage coursing through you. While wearing these gloves you gain a +1 bonus to your spell attack rolls. In addition, being within 5 feet of a hostile creature doesn't impose disadvantage on your ranged spell attacks.

### DARK DISPLACEMENT GLOVES

*Wondrous item, requires attunement*

Rudimentary teleportation sigils mark the palms of these gloves, like coiled snakes in a bath of pitch. While wearing these gloves, you gain a +1 bonus to Dexterity (Sleight of Hand) checks and ranged weapon attack rolls made with thrown weapons.

Additionally, when you hit a creature with a ranged weapon attack made with a thrown weapon, you can choose to switch places with the target. If you do, the target must make a DC 13 Dexterity saving throw, or switch places with you.

### DARK JUSTICIAR GAUNTLETS

*Wondrous item, requires attunement*

The grip of darkness is a fear felt by many. The grip of a Dark Justiciar's Gauntlets is a sacred fear reserved for an unfortunate few. When you hit a creature with a weapon attack, you deal an additional 1d4 necrotic damage. In addition, you gain a +1 bonus to Strength saving throws.

Additionally, as a bonus action, you can attempt to curse a creature with a beckoning darkness. Choose a creature within 10 feet of you, and that creature must make a DC 13 Charisma saving throw. On a failed save, until the end of the targets next turn, it takes 2d8 necrotic damage if it enters or starts its turn in a Lightly or Heavily obscured area.

### FLAWED HELLDUSK GLOVES

*Wondrous item, requires attunement*

'Beneath those horrible sounds of... well, let's call it what it was: torment, Beneath the tormented screams I heard this moaning sound like many people in pain, and I heard the ringing of a great hammer. Carixim's forge was close.' - Overheard from the smith Dammon

While wearing these gloves, you gain a +1 bonus to Strength saving throws. In addition, your weapon attacks deal an additional 1d4 fire damage. Moreover, your unarmed strikes deal an additional 1d4 necrotic damage.

### GAUNTLETS OF SURGING ACCURACY

*Wondrous item, requires attunement by a fighter*

Made from steel hammered thin, these gauntlets are a fine investment for any warrior. When you use Action Surge, you can roll a d4 and add the number rolled to attack rolls you make until then end of your turn.

### GLOVES OF BATTLEMAGE'S POWER

*Wondrous item, requires attunement*

Bands of blue light snap and contract when the gloved fingertips are pressed together - evidence of the arcane polarity linking them. While wearing these gloves, you gain a +1 bonus to Strength saving throws. In addition, when you subject a hostile creature to a condition (such as paralyzed, poisoned, or prone) with a weapon attack, you gain 1 charge of arcane acuity.

**Arcane Acuity Charges.** You can have a number of arcane acuity charges equal to your proficiency bonus. You gain a +1 bonus to your spell DC and spell attack rolls for each charge of arcane acuity. One arcane acuity charge is consumed at the end of each of your turns, 2 charges are consumed when you take damage, and all charges are consumed after combat.

### GLOVES OF CINDER AND SIZZLE

*Wondrous item, requires attunement*

It was through scrying and observing blazing elementals that the monks of Plumgully Temple mastered the art of fighting fire with fists, and vice versa. While wearing these gloves, your unarmed strikes deal an additional 1d4 fire damage. In addition, you can use these gloves to cast *scorching ray* at 3rd-level. Once you use this property, you can't do so again until you finish a long rest.

## GLOVES OF CRUSHING

*Wondrous item, requires attunement*

Stitched into the fabric of these gloves are the words: Largest and Largesse, For The Discerning Murderer. While wearing these gloves, you gain a +1 bonus to attack rolls and a +2 bonus to damage rolls with unarmed strikes.

## GLOVES OF THE AUTOMATON

*Wondrous item, requires attunement*

Llena the Many-Times-Married would use these gloves to blend in with the statues in her courtyard. This would allow her to avoid her plethora of husbands. Anything for a moment's peace. While wearing these gloves, you are considered a construct. In addition, you gain a +1 bonus to Strength saving throw.

Additionally, you can activate the circuitry within these gloves to empower yourself. As a bonus action, you gain advantage on weapon attack rolls you make, and you have resistance to lightning damage for 1 minute or until you lose concentration (as if concentrating on a spell). Once you use this property, you can't do so again until you finish a short or long rest.

## GLOVES OF THE BALANCED HANDS

*Wondrous item, requires attunement*

Formerly worn by Doubleway Douglas Fairbanks, who was so ambidextrous his tears ran down the back of his neck. While wearing these gloves, you gain the fighting style: two-weapon fighting.

## GLOVES OF THE DUELIST

*Wondrous item, requires attunement*

Ways of beginning a duel have varied over the years. Perhaps the most famous is the Bildumbacher Method, in which the instigator drips paint thinner onto the opponent's socks. While wearing these gloves and you're only holding one weapon in your main hand and nothing in your free hand, you gain a +2 bonus to melee weapon attack rolls.

## GLOVES OF THE UNINHIBITED KUSHIGO

*Wondrous item, requires attunement*

Forsaking his infamous armor, Kushigo left Irishi's body and wandered naked, without thought or care, into the barren countryside. The land was flat and desolate under the red-gold sun, but compared to his lonely heart, it seemed alive with joy. While wearing these gloves, you deal an additional 1d4 damage when making a ranged attack with a weapon with the thrown property.

## JHANNYL'S GLOVES

*Wondrous item, requires attunement*

Divine runes accentuate the finger pads. While not a religious sect, the Harpers do not demand the occlusion of religion in their members. While wearing these gloves, you gain a +1 bonus to all saving throws. In addition, when you become blinded, paralyzed, or poisoned, you can use your reaction to immediately end the condition.

## MARTIAL EXERTION GLOVES

*Wondrous item, requires attunement*

'You drop and give me thirty you sumbitch; you think a bugbear's gonna roll over and let you rub his tummy? One two three four - keep going maggot! Stronger, better, tougher!' - Any Sword Coast Drill Sergeant, Invariably

While wearing these gloves, you can push yourself past your physical limits. You can choose to take 6d6 necrotic damage, no action required. If you do, until the end of your turn, your speed is doubled and you gain an additional action. This action can be used only to take the Attack action (one weapon attack only). Once you use this property, you can't do so again until you finish a short or long rest.

## NIMBLEFINGER GLOVES

*Wondrous item, requires attunement*

For the right wearer, these supple doeskin gloves offer both comfort and protection - alongside a perfectly attuned sense of where one's fingers are, and what pocket they're picking. While wearing these gloves, you gain a +1 bonus to Dexterity (Sleight of Hand) checks. In addition, if you're a Gnome, your Dexterity score increases by 2 to a maximum of 20. If you're a Halfling or Dwarf, your Dexterity score increases by 1 to a maximum of 20.

## POISONER'S GLOVES

*Wondrous item, requires attunement*

While the leather is clean and well-maintained, a cold, acrid smell permeates these gloves. Whenever you deal poison damage to a creature while wearing these gloves, the target must make a DC 13 Constitution saving throw or become poisoned until the end of their next turn.

## RAVEN GLOVES

*Wondrous item, requires attunement*

Dark and suitably moody, these gloves are perfect for wearing while thinking about poetry. While wearing these gloves, you can use an action to summon a giant raven (*The Savage Frontier* pg.66). The giant raven is an ally to you and your other companions. In combat, the giant raven shares your initiative count, but it takes its turn immediately after yours. It obeys your verbal commands (no action required by you). If you don't issue any, it takes the Dodge action and uses its move to avoid danger. Once you use this property, you can't do so again until you finish a short or long rest.

## SERAPHIC PUGILIST GLOVES

*Wondrous item, requires attunement*

Apparently this is what happens to your handwear when you clock an angel in the chops. While wearing these gloves, your unarmed strikes deal an additional 1d4 radiant damage. In addition, you can use these gloves to cast *guiding bolt* at 4th-level. Once you use this property, you can't do so again until you finish a long rest.

## SERVITOR OF THE BLACK HAND GLOVES

*Wondrous item, requires attunement*

Covetous of Mystra's command of the Weave, Bane the Black Hand extends his grasp, each finger comprised of ten thousand fanatics, adjuncts of his evil will. While wearing these gloves, your unarmed strikes deal an additional 1d4 force damage. In addition, you can use these gloves to cast *fear* at 3rd-level. Once you use this property, you can't do so again until you finish a long rest.

## SNOW-DUSTED MONASTERY GLOVES

*Wondrous item, requires attunement*

Cracking your knuckles in these gloves dislodges puffy drifts of snow from your fingers. While wearing these gloves, your unarmed strikes deal an additional 1d4 cold damage. In addition, you can use these gloves to cast *ice knife* at 3rd-level. Once you use this property, you can't do so again until you finish a long rest.

## SPELLSEEKING GLOVES

*Wondrous item, requires attunement by a sorcerer*

Sorcerers operate on a first-come, first-blasted basis. When you make a spell attack roll while wearing these gloves, you can spend 1 sorcery point per spell level (1 sorcery point for cantrips) to gain advantage on the spell attack.

## STALKER GLOVES

*Wondrous item, requires attunement by a rogue*

It's a difficult life being a modern rogue - everyone expects the surprise attack. These gloves assist in making sure that the surprise doesn't live long enough to decide whether they were surprised. While wearing these gloves, you gain a +1 bonus to initiative rolls. In addition, your sneak attack deals an additional 1d6 force damage.

## SWORDMASTER GLOVES

*Wondrous item, requires attunement*

The famous drow with his heart of gold, Drizzt Do'Urden, is not the pioneer of the 'twin sword style' of fighting, though he was among the best practitioners. While wearing these gloves, you gain proficiency with shortswords, longswords, and greatswords. In addition, you gain a +1 bonus to melee weapon attack rolls.

## THE SPARKLE HANDS

*Wondrous item, requires attunement*

'Sometimes I just want to feel that spark,' Yrre the Sparkstruck said. 'Feel the lightning course through me.' When you hit a creature with an unarmed strike while wearing these gloves, you gain 2 lightning charges. In addition, while you have at least 1 lightning charge, attacks you make against metal constructs and foes wearing metal armor have advantage.

**Lightning Charges.** While you have lightning charges, you gain a +1 to your weapon attack rolls and deal an additional 1 lightning damage on your attacks. When you make a weapon attack against a creature and have 5 or more lightning charges, you deal an additional 1d8 lightning damage and all of your lightning charges are consumed. One lightning charge is consumed at the end of each of your turns, and all lightning charges are consumed after combat.

## THUNDERPALM STRIKERS

*Wondrous item, requires attunement*

Each blow landed while wearing these gloves produces the rumbling boom of a thousand demons' ravenous stomachs. While wearing these gloves, your unarmed strikes deal an additional 1d4 thunder damage. In addition, you can use these gloves to cast *thunderwave* at 3rd-level. Once you use this property, you can't do so again until you finish a long rest.

## UNWANTED MASTERWORK GAUNTLETS

*Wondrous item, requires attunement*

These gauntlets spark with unfinished, yet still potent, devilish magic - indicative of a cancelled blacksmith's commission. While wearing these gloves, you gain a +1 bonus to weapon attacks and Strength saving throws.

## WINKLING GLOVES

*Wondrous item, requires attunement*

Good for a wrinkle in cases of mechanisms, locks, or some bugged who needs killing. While wearing these gloves, you gain a +1 bonus to weapon attacks and Dexterity (Sleight of Hand) checks.

## WONDROUS GLOVES

*Wondrous item, requires attunement*

A series of motivational quotes have been enthusiastically removed from the embroidery of these gloves, as if in protest. While wearing these gloves, you gain a +1 bonus to AC. In addition, if you the Bardic Inspiration feature, you gain 1 additional use of it.

## VERY RARE GLOVES FROM A-Z

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### ABYSS BECKONERS

*Wondrous item, requires attunement*

Demons will bite their masters, slaves, comrades, and, on occasion, themselves. They bite on principle, and are functionally piranha with extra steps. While wearing these gloves, creatures you summon have resistance to all damage except psychic damage.

**Curse.** At the start of each summoned creature's turn, it must make a DC 12 Wisdom saving throw. On a failed save, a creature must use its action each round to attack the creature nearest to it. If the creature can make extra attacks as part of the Attack action, it uses those extra attacks, moving to attack the next nearest creature after it fells its current target. If it has multiple possible targets, it attacks one at random. An affected creature can make a DC 12 Wisdom saving throw at the end of each of its turns. On a success, the effect ends.

## BHAALIST GLOVES

*Wondrous item, requires attunement*

When the Lord of Murder, Bhaal, was rendered mortal, he knew his days were numbered. His vile machinations had gained him many enemies. Those days ran out and Bhaal was indeed killed, not by a god, but by a man with hawkish features named Cyric. While wearing these gloves, you gain a +1 bonus to attack rolls.

Additionally, you can use these gloves to cast *garrote* at 3rd-level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

### GARROTE

*3rd-level Conjuration*

**Casting Time:** 1 action

**Range:** Melee

**Components:** S,M (a thin metal wire dipped in blood)

**Duration:** Concentration, up to 1 minute

Darkness whips from your fingers as you attempt to strangle a creature with shadows. Choose a humanoid creature within 5 feet, the target must make a Strength saving throw. On a failed save, the target takes 1d10 necrotic damage, and you and the target are restrained for the duration, or half as much damage on a successful save and isn't restrained.

While the target is restrained, it is silenced and takes 3d6 slashing damage at the start of each of its turns. The target can make a Strength saving throw at the end of each of its turn. On a success, the spell ends.

**At Higher Levels.** When you cast this spell using a spell slot of 4th level or higher, the necrotic damage increases by 1d10, and the slashing damage increases by 1d6 for each slot level above 3rd.

## BONESPIKE GLOVES

*Wondrous item, requires attunement*

These gloves were soaked in the marrow of a Dragon Turtle, its bones broken and their fluid drained in sloppy chunks into vats. Your weapon attacks ignore resistance to slashing, piercing, and bludgeoning damage.

## GAUNTLET OF TYRANT

*Wondrous item, requires attunement*

A tyrant's grip must be one of cool, unforgiving, and intricately realised steel. It cannot budge, cannot falter, no matter the pressure, and its fingertips must deeply pierce those who would struggle against it. While wearing these gloves, your unarmed strikes deal an additional 1d4 force damage. In addition, you gain a +1 bonus to your spell save DC.

Moreover, you can use these gloves to cast *command* at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

## GAUNTLETS OF HILL GIANT STRENGTH

*Wondrous item, requires attunement*

Your basic hill giant is just a landslide with a digestive system. While wearing these gloves, your Strength score changes to 21. The item has no effect on you if your Strength without the gloves is equal to or greater than the glove's score. In addition, you gain a +1 bonus to Strength saving throws.

## GAUNTLET'S OF THE WARMASTER

*Wondrous item, requires attunement by a fighter*

Clothing doesn't tend to have much personality. That comes down to how it's worn. Yet these gloves exude a confidence, an intangible aura of expertise. While wearing these gloves, you gain a +1 bonus to attack rolls. In addition, targets have disadvantage on saving throws against your maneuvers and properties from your weapons.

## GEMINI GLOVES

*Wondrous item, requires attunement*

Designed by an arcane smith with half-vision. He made these gloves to make sure his spells hit their target. While wearing these gloves, when you cast a cantrip that targets only one creature and doesn't have a range of self, you can target a second creature in range with the same cantrip. To be eligible, a cantrip must be incapable of targeting more than one creature.

## GLOVES OF DEXTERITY

*Wondrous item, requires attunement*

The point at which the gloves meet the wrist is form-fitting and very snug; almost a hint at the supple quickness and skill these gloves permit the wearer. While wearing these gloves, you gain a +1 bonus to your attack rolls. In addition, your Dexterity score changes to 17. The item has no effect on you if your Dexterity without the gloves is equal to or greater than the belt's score.

## HELLDUSK GLOVES

*Wondrous item, requires attunement*

What precisely confers eternal punishment, reward, absolution? Perhaps it's not just belief in a god. Perhaps the deciding factor is whether the gods believe in you. While wearing these gloves, you gain a +1 to Strength saving throws, and to your spell save DC and spell attack rolls. In addition, your weapon attack deal an additional 1d6 fire damage, and your unarmed strikes deal an additional 1d6 necrotic damage.

Moreover, you can use these gloves to cast *scorching ray* at 3rd level. Once you use this property, you can't do so again until you finish a short or long rest.

## HR'A'CKNIR BRACERS

*Wondrous item, requires attunement*

The planar silver cladding of these forearm bracers allows the wielder to channel the latent astral energies floating in the Weave. While wearing these gloves, you gain a +1 bonus to Strength saving throws. In addition, you know the *mage hand* cantrip. For you, you can cast it as a bonus action.

Moreover, you can use these gloves to cast *telekinesis* at 5th level. Once you use this property, you can't do so again until you finish a short or long rest.

## LEGACY OF MASTERS

*Wondrous item, requires attunement*

Formerly the property of the royalty of Threskel, these gauntlets impart some of the prince of Threskel's legendary skill with weapons. While wearing these gloves, you gain a +1 bonus to Strength saving throws. In addition, you gain a +2 to weapon attack and damage rolls.

## QUICKSPELL GLOVES

*Wondrous item, requires attunement*

These gloves were worn by the wizard Bucknard, who always maintained that speed was most important in spellcasting. This, because even if you royally bugger up the spell, you've got enough time to leg it away afterward. While wearing these gloves, you can cast a cantrip as a bonus action instead of an action. Once you use this property, you can't do so again until you finish a short or long rest.

## SPELLMIGHT GLOVES

*Wondrous item, requires attunement*

Designed for the jobbing spellcaster, these gloves are well-insulated to prevent digit immolation for the somatically inept. While wearing these gloves, before you make a spell attack with a spell attack that only targets one creature, you can choose to take a -5 penalty to the spell attack roll. If the attack hits, you deal an additional 1d8 damage of the spell's type.

## THE REVIVING HANDS

*Wondrous item, requires attunement*

Stitched into the lining is the phrase: 'Yes all right, all right, stop moaning and get up.' While wearing these gloves, you gain a +1 bonus to Strength saving throws. In addition, when you heal a creature with a spell of 1st level or higher, it gains resistance to slashing, piercing, and bludgeoning damage. When you cast *revive* on a creature, the next time it would drop to 0 hit points as a result of taking damage, the target instead drops to 1 hit point, and the effect ends.

Moreover, you can use these gloves to cast *revive* at 3rd level without material components. Once you use this property, you can't do so again until you finish a long rest.

## LEGENDARY GLOVES FROM A-Z

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### GLOVES OF SOUL CATCHING

*Wondrous item, requires attunement*

Formerly worn by Autumnal Baskin, a professional meditator turned bare-knuckle champion, who gained enlightenment via two methods. The second was getting a lot of fighting acumen. Advanced cosmic harmony is a nose. Sometimes you've got to break it a few times to get the best of things. While wearing these gloves, your Constitution score increases by 2 to a maximum of 20. In addition, your unarmed strikes deal an additional 1d10 force damage.

Once per turn, when you hit a creature with an unarmed strike, you regain 10 hit points. Alternatively, you may forgo this healing to gain advantage on attack rolls and all saving throws until the end of your next turn.

# PART V

## Helmets



# HELMETS

**I**t goes without saying you still have the unconditional freedom to choose the only option you have left. - Raphael

## UNCOMMON HELMETS FROM A-Z

### BROWBEATEN CIRCLET

*Wondrous item, requires attunement*

A cornered animal will, on occasion, feel a rush of exhilarating energy, and an urge to fight. The same is true of many arcane practitioners, who do not take kindly to being menaced. While wearing this item, you gain a +1 bonus to your spell save DC while another hostile creature is within 5 feet of you.

### CAP OF CURING

*Wondrous item, requires attunement*

Putting on this hat is somehow enough to lift your spirits. When you inspire an ally using your Bardic Inspiration feature, the target regains 1d6 hit points.

### COLDBRIM HAT

*Wondrous item, requires attunement*

Upturning the hat and gazing into it, you get this slightly vertiginous feeling, as if you were looking into a cold, abandoned well with no discernible end. While wearing this item, when you subject a creature to a condition (such as paralyzed, poisoned, or prone), you also apply 2 charges of encrusted frost to the target. You can only use this property once per turn and only on one target.

**Encrusted Frost.** A creature can have up to 7 encrusted frost charges. A creature affected by encrusted frost has disadvantage on Dexterity saving throws. When a creature has 7 encrusted frost charges, it takes 1d4 cold damage and must succeed a DC 13 Constitution saving throw or become petrified until the end of their next turn. One encrusted frost charge is consumed at the end of each affected creature's turn, and all encrusted frost charges are consumed after combat.

### COVERT COWL

*Wondrous item, requires attunement*

At the final hurdle, they were confronted by none other than Duerra herself, and her rage was great, and they felt the candles of hope in their hearts snuff out. While wearing this item, you gain a +1 bonus to Dexterity saving throws. In addition, while you are Lightly or Heavily obscured, attack rolls you make score a critical hit on a roll of 19 or 20.

### DARK JUSTICIAR HELM

*Wondrous item, requires attunement*

Stamped with Shar's own sigil, this helm was worn by the Nightsinger's own crusaders. The darkness within seems deeper than night, somehow. While wearing this item and you're Lightly or Heavily obscured, you gain a +1 bonus to all saving throws.

### DARK JUSTICIAR MASK

*Wondrous item, requires attunement*

Worn by Shar's most loyal zealots, the mere sight of it strikes fear in the heart of even the bravest of souls. While wearing this item, you gain a +1 bonus to Charisma (Intimidation) checks.

### HAT OF FIRE ACUITY

*Wondrous item, requires attunement*

It is said some wizard hats grant the power to keep your head cool - both literally and figuratively. Once per turn, when you deal fire damage to a hostile creature while wearing this item, you gain 2 charges of arcane acuity.

**Arcane Acuity Charges.** You can have a number of arcane acuity charges equal to your proficiency bonus. You gain a +1 bonus to your spell DC and spell attack rolls for each charge of arcane acuity. One arcane acuity charge is consumed at the end of each of your turns, 2 charges are consumed when you take damage, and all charges are consumed after combat.

### HAT OF STORM SCION'S POWER

*Wondrous item, requires attunement*

Two sigils glow white where the hat brushes your temples - something is being tapped into; something distant and fearsome. Once per turn, when you deal thunder damage to a hostile creature while wearing this item, you gain 2 charges of arcane acuity.

**Arcane Acuity Charges.** You can have a number of arcane acuity charges equal to your proficiency bonus. You gain a +1 bonus to your spell DC and spell attack rolls for each charge of arcane acuity. One arcane acuity charge is consumed at the end of each of your turns, 2 charges are consumed when you take damage, and all charges are consumed after combat.

### HELMET OF ALCANE ACUITY

*Wondrous item, requires attunement*

Subtle magics are woven into the helmet's leather panes - for a powerful offence is sometimes still the best defence. While wearing this item, you gain a +1 bonus to Dexterity saving throws. In addition, when hit a hostile creature with a weapon attack, you gain 2 charges of arcane acuity.

**Arcane Acuity Charges.** You can have a number of arcane acuity charges equal to your proficiency bonus. You gain a +1 bonus to your spell DC and spell attack rolls for each charge of arcane acuity. One arcane acuity charge is consumed at the end of each of your turns, 2 charges are consumed when you take damage, and all charges are consumed after combat.



## HELMET OF AUTONOMY

*Wondrous item, requires attunement*

The metal bolted to the helmet's forehead is engraved with a faded script. Though the words have become unintelligible, their magic remains. While wearing this item, you have proficiency in Wisdom saving throws. If you're already proficient in Wisdom saving throws, you can choose to have proficiency in Intelligence saving throws instead.

## HELMET OF SMITING

*Wondrous item, requires attunement by a paladin*

A set of runes have been expertly worked into the helmet's filigree. Almost imperceptibly - but powerful nonetheless. While wearing this item, you gain a +1 bonus to Constitution saving throws. In addition, when a creature fails a saving throw against one of your smite spells, you gain temporary hit points equal to your Charisma modifier.

## HOLY LANCE HELM

*Wondrous item, requires attunement*

Brief halos of divine light wrap your head when you don and doff this helmet. While wearing this item, you gain a +1 bonus to Constitution saving throws. In addition, when a creature misses you with a melee attack, they must make a DC 11 Dexterity saving throw or take 1d4 radiant damage.

## KEY OF THE ANCIENTS

*Wondrous item*

The branches of this circlet are half-fossilised, passed down through generations of druids. Fabricated during the founding of the grove, the wreath is forever linked to its lands, the tiny rubies connected to its stones and structures, bidding them to do their bidding. While wearing this item, you gain a +1 bonus to Intelligence (Nature) checks.

## MARKSMANSHIP HAT

*Wondrous item, requires attunement*

Silvery wings spread over the stiff unyielding leather. While wearing this item, you gain a +1 bonus to ranged weapon attack rolls.

## THE LIFEBRINGER

*Wondrous item, requires attunement*

'Lightning is like magic,' Yrre the Sparkstruck once said. 'And what is magic but life itself?' When you gain lightning charges while wearing this item, you also gain 3 temporary hit points. These temporary hit points disappear if you have no lightning charges.

## THE SHADESPELL CIRCLET

*Wondrous item, requires attunement*

One of the relics of Deep Duerra's rebellious children. Flanked by her court, Duerra shook her head at her children. Had they really believed they could leave her? While wearing this item and you're Lightly or Heavily obscured, you gain a +1 bonus to your spell save DC.

## WAPIRA'S CROWN

*Wondrous item, requires attunement*

Legends say a Giant Elk and a druid once formed a powerful friendship. When the Elk laid down his life for the druid, she crafted this helmet in honor of her beloved friend, so his beauty and compassion would live on forever. When you heal another creature while wearing this item, you regain 1d6 hit points.

## WARPED HEADBAND OF INTELLECT

*Wondrous item, requires attunement*

This particular circlet is covered in yellow slime and has pieces of half-digested mutton stuck behind the gems. While wearing this item, your Intelligence score changes to 17. The item has no effect on you if your Intelligence without the item is equal to or greater than the item's score.

## RARE HELMETS FROM A-Z

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### CAP OF WRATH

*Wondrous item, requires attunement*

With every blow the skullcap seems to compress, narrowing the vision of the wearer. At start of each of your turns while wearing this item, you gain 2 wrath charges if you have no more than half your hit points left.

**Wrath Charges.** You can have a number of wrath charges equal to your proficiency bonus. You gain a +1 bonus to your melee damage rolls for each wrath charge you have. One wrath charge is consumed at the end of each of your turns, and all wrath charges are consumed after combat.

### CIRCLE OF BONES

*Wondrous item, requires attunement*

A coldness clings to this macabre circlet, like the chill of a grave. While wearing this item, you create an aura of deathly vigor with a 20-foot radius. Undead allies within your aura have resistance to slashing, piercing, and bludgeoning damage.

Additionally, you can use this item to cast *animate dead* at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

### CIRCLE OF MENTAL ANGUISH

*Wondrous item, requires attunement*

Fell magic has seeped into this circlet, rejoicing at the slightest touch of despair. While wearing this item and a hostile creature fails a Charisma, Intelligence, or Wisdom saving throw against one of your spells, you regain 1d4 hit points.

### CIRCLE OF PSIONIC REVENGE

*Wondrous item, requires attunement by a githyanki*

You get the eerie feeling that the jeweler used more than alien metals to forge this circlet - something like ancient magic, or shards of a soul. While wearing this item, you gain a +1 bonus to Intelligence, Wisdom and Charisma saving throws. In addition, when you succeed a saving throw against a hostile creature's spell or ability, you use your reaction to deal 1d4 psychic damage to that creature.

### **DIADEM OF ARCANE SYNERGY**

*Wondrous item, requires attunement by a spellcaster*

This circlet shimmers with a hundred otherworldly metals. When you subject a creature to a condition (such as paralyzed, poisoned, or prone) while wearing this item, you can add your spellcasting modifier to your weapon damage rolls until the end of your next turn.

### **FISTBREAKER HELM**

*Wondrous item, requires attunement*

'If your foe rains down blows upon your head, turn not the other cheek, but let your pricking helm bleed the bastards dry.' While wearing this item, you gain a +1 bonus to your spell save DC and initiative rolls.

### **FLAWED HELLDUSK HELMET**

*Wondrous item, requires attunement*

'When I found Carixim, he turned to me, all those poor people's souls crammed into him like too many bees in a rotten hive, and he... He grinned at me. And he said: I been expecting you, boy.' - Overheard from the smith Dammon. While wearing this item, you gain a +1 bonus to Constitution saving throws. In addition, you gain a +2 bonus to all saving throws made against spells.

### **GIBUS OF THE WORSHIPFUL SERVANT**

*Wondrous item, requires attunement*

Corroded by Sceleritas' insouciant perversion, this little gibus hat was worn by the Butler before he sank throat-deep into Bhaal's clutches. Once, it was beyond besmirchment. Once, it was lovely. While wearing this item, you gain advantage on Constitution saving throws to maintain concentration. In addition, when you roll initiative, your speed increases by 10 until the end of your next turn.

### **HASTE HELM**

*Wondrous item, requires attunement*

The helm throbs when violence is near, filling the wearer with a compulsion to act. When you roll initiative, and before the first creature takes their turn, you can move up to your speed to an unoccupied space you can see. In addition, at the end of your first turn each combat, you can take the Dash action, no action required.

### **HAT OF THE SHARP CASTER**

*Wondrous item, requires attunement*

All you need now is a holster for your wand, tobacco to chew, and some sort of pack animal to ride, and you'll look like a complete and utter bingus. When you roll a 1 or 2 on a damage die for a spell attack you make, you can reroll the die and must use the new roll, even if the new roll is a 1 or a 2.

### **HAT OF UNINHIBITED KUSHIGO**

*Wondrous item, requires attunement*

Coming upon a wise woman, Kushigo got drunk and grew maudlin, and told her about Irishi's scalping. She gave him some clothes - light and fine - and encouraged him to take his time to grieve. He did. And, when he was ready, he fought again, uninhibited by steel or fellowship - for they only weighed him down. Once per turn, when you hit a creature with an unarmed strike, you gain a +1 bonus to your spell and ability save DC until the end of your next turn.

### **SCABBY PUGILIST CIRCLET**

*Wondrous item, requires attunement*

Every adventuring party has at least one 'chaotic element'. In the case of one such party, this was the infamous Scabby, a barbarous goblin who was trained by monks. While wearing this item, your weapon attacks and unarmed strikes deal an additional 2 damage of their type if at least two or more hostile creatures are within 5 feet of you.

### **SHADOW OF MENZOBERRANZAN**

*Wondrous item, requires attunement*

You sense the shadows that envelop this drowcraft cowl, eagerly awaiting to envelop you and shield you from view. As an action, you can become invisible until the end of your next turn. This invisibility ends early if you attack, cast a spell, take an action, or take damage. You can use this property a number of times equal to your proficiency bonus, and you regain all expended uses when you finish a long rest.

### **STEELWATCH HELM**

*Wondrous item, requires attunement*

'When I found Carixim, he turned to me, all those poor people's souls crammed into him like too many bees in a rotten hive, and he... He grinned at me. And he said: I been expecting you, boy.' - Overheard from the smith Dammon. While wearing this item, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

### **THE POINTY HAT**

*Wondrous item, requires attunement*

Sages over the course of ages have dealt very constructive and useful advice - however, none so sagacious as that of the wizard Otiluke, who once advised one of his students thusly: 'Never cast Speak with Dead on a loved one if there's unresolved tension there. It's never worth it. Trust me.' While wearing this item, you can add your Intelligence modifier to Charisma (Persuasion) checks you make.

## VERY RARE HELMETS FROM A-Z

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### ASSASSIN OF BHAAL COWL

*Wondrous item, requires attunement*

When he was killed, Bhaal's blight upon the world was not destroyed. For the many people upon whom he had sired his spawn slithered out of tainted wombs, and with their arrival Bhaal's malcontent returned with force. While wearing this item, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet. In addition, you can add your proficiency bonus to your initiative rolls.

Moreover, you can use this item to cast *see invisibility* at 2nd level. Once you use this property, you can't do so again until you finish a short or long rest.

### BIRTHRIGHT

*Wondrous item, requires attunement*

'The thing that you poor sods simply cannot grasp is how effortless all this magical hootie-wootie castie-spellsie business is for me!' - A very stupid sorcerer at a wizard academy ball. While wearing this item, your Charisma score increases by 2, to a maximum of 22.

### BONESPIKE HELMET

*Wondrous item, requires attunement by a barbarian*

The tibia of a storm giant was ground and chiselled and reworked till it became this helm. The wearer can actually smell summer tempest clouds like maroon-dark dread while wearing the helm. While wearing this item, your proficiency bonus is doubled for Charisma (Intimidation) checks you make.

Additionally, you learn the *menacing attack* maneuver. You gain one superiority die, which is a d6 (this die is added to any superiority dice you have from another source). This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest.

Moreover, when you rage, hostile creatures within 10 feet of you must make a DC 14 Wisdom saving throw or take 2d4 psychic damage. On a successful save, a creature takes half as much damage.

### CIRCLET OF HUNTING

*Wondrous item, requires attunement*

Huntresses prowling in the least hospitable woods of Toril hold one rule as cardinal: kill quickly. This is not about suffering. It's about sound, and its necessary absence. While wearing this item, you can roll a d4 and add the number rolled to attack rolls you make against targets that are marked by *hex*, *hunter's mark*, *faerie fire*, or *guiding bolt*.

### DARK JUSTICIAR HELMET

*Wondrous item, requires attunement*

Adorned in a fanned coronet of speartip points, its mask fixed with stiff-lipped intent, this helmet evokes a frightful, almost alien aspect that gestures to Shar. For she is strange and terrible indeed. While wearing this item, you gain a +1 bonus to all saving throws against spells and Constitution saving throws. In addition, while you're Lightly or Heavily obscured, attacks you make score a critical hit on a 19 or 20.

### HELLDUSK HELMET

*Wondrous item, requires attunement*

It is said that Carixim, the fiending titan whose flesh squirms with twenty-thousand trapped souls, forged the pieces of this armor set. While wearing this item, you can see normally in darkness, both magical and nonmagical, to a distance of 40 feet and you can't be blinded. In addition, you gain a +2 bonus to saving throws against spells and any critical hit against you becomes a normal hit. Moreover, this item has the following property:

**Immolating Gaze.** You can attempt to set a creature ablaze with an immolating gaze. As an action, you can choose a creature within 30 feet of you. The target must make a DC 14 Intelligence saving throw. On a failed save, the target takes 2d8 fire damage and an additional 1d4 fire damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. In addition, the creature becomes frightened of you for 1 minute. A creature can repeat this properties saving throw at the end of each of its turns, ending the effect. On a successful save, a creature takes half as much damage and isn't burned or frightened.

### HELMET OF GRIT

*Wondrous item, requires attunement*

At the barest touch, you feel a surge of exuberance and stamina - like you could take on anyone and anything. While wearing this item, you gain a +1 bonus to Dexterity saving throws. In addition, when you have no more than half of your hit points, you gain an additional bonus action.

### HOOD OF THE WEAVE

*Wondrous item, requires attunement*

Worn by the wizard Tenser when he was inducted into the Circle of Eight. While wearing this item, you gain a +2 bonus to your spell save DC and spell attack rolls.

### HORNS OF THE BERSERKER

*Wondrous item, requires attunement*

This was created by a designer and an enchanter who were going through a messy divorce at the time. As such, the armor is filled with active-aggressive rage. It also makes you feel like you've wasted the last ten years picking up after a complete tit. While wearing this item, you gain a +2 bonus to attack rolls when attacking creatures that have already taken damage. In addition, your weapon attacks and unarmed strikes deal an additional 2 necrotic damage as long as you're not at your hit point maximum.

**Curse.** In combat, when you don't deal damage during your turn, you take 1d4 necrotic damage at the end of your turn.

### JANNATH'S HAT

*Wondrous item, requires attunement*

The corner of modern fashion that this hat currently occupies might well be called Optimistic. While wearing this item, you gain advantage on Charisma (Deception) and Charisma (Persuasion) checks.

## MASK OF SOUL PERCEPTION

*Wondrous item, requires attunement*

Formerly worn by Autumnal Baskin, a professional mediator turned bare-knuckle champion, who gained enlightenment via two methods. The first was giving up her addictive reliance on secluded caves and lonely mountaintops, and getting a bit more sociable. This involved many new skirts. Most of them lavender. While wearing this item, you gain a +2 bonus to attack rolls, initiative rolls, and Wisdom (Perception) checks.

Additionally, you can use this item to cast *detect thoughts* at 2nd level. Once you use this property, you can't do so again until you finish a short or long rest.

## PYROQUICKNESS HAT

*Wondrous item, requires attunement*

Merely holding the circlet makes your skin flush, filling you with determination and righteous fury. When you cast a spell of 1st-level or higher that deals fire damage, you deal 1d4 fire damage to yourself and you gain an additional bonus action until the start of your next turn.

## SAREVOK'S HORNED HELMET

*Wondrous item, requires attunement*

The last sight Sarevok witnessed as a mortal was his sibling's knife. This duel, the first between Bhaalspawn, is worshipped still by the cult of Bhaal, who now believe that no act is more sacred than fratricide between spawn before the altar of their Dread Lord. While wearing this item, you can't be charmed or frightened. In addition, you gain darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet. Moreover, attacks you make score a critical hit on a 19 or 20.

## SHAPESHIFTER HAT

*Wondrous item, requires attunement by a druid*

'Trust is the most fundamental part of wild-shaping. Not trusting others, but trusting yourself. Because the assumption of an animalistic form comes part and parcel with risk - that you'll like being a beast. Like it too much. You've got to trust yourself to the extent that you're comfortable courting that danger. Trust yourself the way you trust a marital partner with your heart.' - Mac Tire, Moon Druid.

While wearing this item, you gain a +1 bonus to Intelligence (Nature) checks. In addition, you gain an additional use of your Wild Shape feature.

## LEGENDARY HELMETS FROM A-Z

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### HELM OF BALDURAN

*Wondrous item, requires attunement*

This helm, worn atop the pate of Balduran the Brave, still gleams as if with the untarnished splendour of his legacy. Baldur's Gate itself bears his name, and tales of his exploits have turned the heads and hearts of many. While wearing this helmet, any hit critical hit against you becomes a normal hit and you are immune to the stunned condition. In addition, this item has the following properties:

***Balduran's Vitality.*** At the start of each of your turns in combat, if you're not incapacitated, you regain a number of hit points equal to proficiency bonus.

***Baldruan's Favor.*** You gain a +1 bonus to your AC and all saving throws.

### MASK OF THE SHAPESHIFTER

*Wondrous item, requires attunement*

The magic of this mask comes from its gory provenance and makes it perfect for the discerning actor, sleuth or person with a mirror and time to kill. When you attune to this item, it doesn't count towards your total allotted attunement slots.

As an action, you can make yourself a member of another race. You determine the specifics of the changes, including your coloration, hair length, and sex. You can also adjust your height between Medium and Small. You can't duplicate the appearance of an individual you've never seen, and you must adopt a form that has the same basic arrangement of limbs that you have. Your clothing and equipment aren't changed by this item. This item merges with your new form and you stay in the new form until you use an action to revert to your true form or until you die.

When you take the form of a different race, you are considered a member of that race, and gain all traits and game statistics associated with that race and lose all traits of your original race. For example, if you choose an elf, your aging slows, you can go into a trance instead of sleeping, and you gain proficiency in the Perception skill.

# PART VI

Cloaks and Shields



# CLOAKS AND SHIELDS



*There are things in your world that I loathe. Litters of kittens, chattering children - the noise and charos of it all.*  
- Raphael

## UNCOMMON CLOAKS AND SHIELDS FROM A-Z

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### ABSOLUTE'S WARBOARD

*Shield, requires attunement*

Blood is smeared across the shield's face, exalting wielders who bear the Absolute's mark. While holding this shield, you gain a +1 bonus to all saving throws. Additionally, you can use this shield to cast *heroism* at 1st level. Once you use this property, you can't do so again until you finish a long rest.

### CINDERMOTH CLOAK

*Wondrous item, requires attunement*

With every rustle of this cloak, small moths like windblown embers appear around you - they flutter for a moment, then fade into inconsequence. Whenever a creature within 5 feet of you hits you with a melee attack, the wreathing flames of this cloak lash out. the attacker takes 1d4 fire damage.

### CLOAK OF CUNNING BRUME

*Wondrous item, requires attunement*

One of the relics of Deep Durrea's rebellious children. The children found nothing of use in the vault and were discouraged. But in the morning the Vault Keykeeper's son, who admired the children, sought them out - and in his arms he brought a wealth of things, forged in shadow. When you take the Disengage action while wearing this cloak, you immediately create a 10-foot-radius sphere of fog centered on yourself. The sphere spreads around corners, and its area is heavily obscured. It lasts until the start of your next turn or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

### CLOAK OF ELEMENTAL ABSORPTION

*Wondrous item, requires attunement*

A favorite among fleet-footed gish, this cloak allows the wearer to wield a foe's elemental mastery against them. You can use this cloak to cast *absorb elements* at 1st level. Once you use this property, you can't do so again until you finish a short or long rest.

### FLESHMELTER CLOAK

*Wondrous item, requires attunement*

Droplets of foul acid drip from the tails of this cloak, as if from the stinger of a demonic scorpion. Whenever a creature within 5 feet of you hits you with a melee attack, acidic fumes of this cloak exude out. the attacker takes 1d4 acid damage.

### GLOOMSTRAND SHIELD

*Shield*

Supposedly fashioned around a lock of hair stolen from the head of the Prince of Gloomwrought, shields of this ilk gladly welcome the dark. While holding this shield, you gain a +1 bonus to Dexterity (Stealth) checks.

### GLOWING SHIELD

*Shield*

Soft, loving whispers emanate from this shield. Though barely audible and spoken in some long-forgotten language, they make you feel safe. While holding this shield, if you have no more than half your hit points, you gain 8 temporary hit points. Once you use this property, you can't do so again until you finish a short or long rest.

### IRONVINE SHIELD

*Shield, requires attunement*

Each whorl and groove and worm-curved twist of this shield evokes a tangle of bog-stuck trees in rain-swollen vines. Whenever a creature within 5 feet of you hits you with a melee attack, and you are holding a weapon imbued with *shillelagh*, the attacker takes damage equal to your Wisdom modifier.

### REVERSE RAIN CLOAK

*Wondrous item, requires attunement*

The wearer is perpetually just a little bit damp. While wearing this item, you have resistance to fire damage.

**Curse.** This item is cursed, a fact that is revealed only when you attune to it. Attuning to the cloak curses you until you are targeted by the remove curse spell or similar magic; removing the cloak fails to end the curse. While cursed you have vulnerability to lightning damage.

### SAFEGUARD SHIELD

*Shield, requires attunement*

Magic got caught in this heirloom by being exposed to too many wizard family dinners. While holding this shield, you gain a +1 bonus to all saving throws.

## THE REAL SPARKY SPARKSWALL

*Shield, requires attunement*

'Is there anything as beautiful as lightning striking all around you?' Yrre the Sparkstruck said, letting lightning strike all around them. While holding this shield it has the following property:

**Lightning Aura.** As an action, if you have lightning charges, you can expend 3 of those charges to release a blast of electricity within a 20-foot radius around you. Each creature of your choice within range must make a DC 13 Dexterity saving throw or take 1d6 lightning damage. Afterwards, a charged area persists creating an aura of lightning with a 20-foot radius until the end of your next turn. Until this aura ends, the aura moves with you, centered on you. When a hostile creature enters the area for the first time on a turn or starts its turn there, it must make a DC 13 Dexterity saving throw. On a failed save, a target takes 1d4 lightning damage, and can't take reactions until the start of its next turn.

## THUNDERSKIN CLOAK

*Wondrous item, requires attunement*

Through a gap in the long snarls of thread, you are sure you can glimpse a great black thunderhead swollen with purple lightning and spears of rain. When a creature with reverberation charges hits you with a melee attack, it must make a DC 13 Constitution saving throw. On a failed save, a target has disadvantage on Wisdom saving throws, can't take reactions, and can't add their Dexterity bonus to their AC until the end of their next turn.

## VIVACIOUS CLOAK

*Wondrous item, requires attunement*

The sheer mortal terror of the low-vitality spellcaster (who can be blown over by a wafted spoon) can be partially offset by cloaks like this one. While wearing this item, when you cast a spell of 1st level or higher while within 5 feet of a hostile creature, you gain 8 temporary hit points.

## WATCHER'S SHIELD

*Shield, requires attunement*

To hold this shield is to be vigilant in duty, wary of danger, and mindful in crisis. While holding this shield, you have advantage on Wisdom (Perception) checks.

## WOOD WOAD SHIELD

*Shield, requires attunement*

'And with her arm the dryad linked a man who had once been her lover, and once of flesh and bone. Now his flesh was bark, and his bone heartwood. In his eyes a feverish love still blazed like a thousand fireflies in a spring meadow.' You can use this shield to cast *ensnaring strike* at 1st level. When you use this property, you can't do so again until you finish a short or long rest.

## RARE CLOAKS AND SHIELDS FROM A-Z

### ABSOLUTE'S PROTECTOR

*Shield, requires attunement*

The Absolute's power radiates from this shield, invisible waves of energy beckoning to the Branded. While holding this shield, spell damage that you take is reduced by 1. In addition, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone.

Additionally, you can use this shield to cast *fire shield* at 4th level. Once you use this property, you can't do so again until you finish a long rest.

### ADAMANTINE SHIELD

*Shield, requires attunement*

The dull shine of the adamantite promises this shield could take a thousand beatings – and still look as good as new. While holding this shield, any critical hit made against you becomes a normal hit. In addition, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone.

Moreover, whenever a creature within 5 feet of you misses you with an attack, they're sent reeling from the hardness of the shield. The attacker must make a DC 14 Strength saving throw. On a failed save a creature receives a -2 to their weapon attack rolls until the end of their next turn.

### DERIVATION CLOAK

*Wondrous item, requires attunement*

Based on a mad alchemist's experiments to derive youth from his victims by poisoning them, this cloak relies on a much more reliable arcane formula. When you subject a hostile creature with the poison condition, you regain 1d4 hit points.

### JUSTICIAR'S GREATSHIELD

*Shield, requires attunement*

It's never the shield that kills you - but hearing your frantic steel thudding uselessly against this reinforced oak in the darkness is a good sign the end is near. While holding this shield, you have advantage on Wisdom (Perception) checks. In addition, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone. Moreover, this item has the following property:

**Darkness Cloak.** As a bonus action, you can expunge a fog of magical darkness from this shield which fills the space you're in which you can see through while holding the shield. The darkness last until the end of your next turn and moves with you, centered on you. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. Once you use this property, you can't do so again until you finish a short or long rest.

## KETHERIC'S SHIELD

*Shield, requires attunement*

In the theatre of dreams, Ketheric killed his wife every night. That wasn't how things happened... but always upon waking, he would glare into the dark, long-faced and solemn, and he would think: 'I keep you alive with my memories, beloved. I kill you with what I've become.' While holding this shield, you gain a +1 bonus to your spell save DC and spell attack rolls. In addition, you have advantage on Dexterity saving throws.

Moreover, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone.

## SENTINEL SHIELD

*Shield, requires attunement*

Clever enchantments dance between the grooves of this shield, which emanates a magic of heightened awareness. While holding this shield, you gain a +3 bonus to initiative rolls. In addition, you have advantage on Wisdom (Perception) checks.

Moreover, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone.

## SHIELD OF SCORCHING REPRISAL

*Shield, requires attunement*

Local rumour claims a devil's tear gives these city militia shields their fire - much to the chagrin of the barracks blacksmith. While holding this shield, you have resistance to fire damage. In addition, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone. Moreover, this shield has the following property:

**Blazing Retaliation.** As a bonus action, you can huddle behind your shield for the next minute to gain a +1 bonus to your AC. For the duration, whenever a creature within 5 feet of you hits you with a melee attack, the wreathing flames of this shield lash out. the attacker must make a DC 14 Dexterity saving throw or take 1d6 fire damage or half as much damage on a successful save. Once you use this property, you can't do so again until you finish a short or long rest.

## SHIELD OF SHIELDING

*Shield, requires attunement*

Named in the style of Extremely Unimaginative Jimmy, the geographer and interior decorator who named the 'waterfall' and the 'fireplace'. When a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone.

Additionally, you can use this shield to cast *shield* at 1st level. Once you use this property, you can't do so again until you finish a long rest.

## THE DEATHSTALKER MANTLE

*Wondrous item, requires attunement*

Let hill and hollow be a door to screams that last forevermore. When you reduce a hostile creature to 0 hit points, you become invisible until the end of your next turn. This invisibility ends early if you attack, cast a spell, take an action, or take damage.

## WAVEMOTHER'S CLOAK

*Wondrous item, requires attunement*

Little jellyfish-shaped pockets line the inside of this cloak. When you take fire damage while wearing this cloak, you can use your reaction to gain resistance to that damage until the start of your next turn.

## VERY RARE CLOAKS AND SHIELDS FROM A-Z

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### ABDEL'S TRUSTED SHIELD

*Shield, requires attunement*

Attached to this shield is a faded note. 'G, I've found the best defence against an arrow is to be the one behind the bow - but this shield also does the trick in a pinch. Yours, AA.' When a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 15 Strength saving throw or be knocked prone.

Additionally, you can cast *protection from missiles* at 2nd level. Once you use this property, you can't do so again until you finish a short or long rest.

### PROTECTION FROM MISSILES

*2nd-level abjuration*

**Casting Time:** 1 action

**Range:** Self

**Components:** V,S,M (an obsidian arrowhead)

**Duration:** Concentration, up to 1 minute

You create a personal bubble of pressurized air around you making it difficult for arrows and other objects to pass through. For the duration, ranged weapon attack rolls made against you have disadvantage and you have resistance to piercing damage.

### CLOAK OF THE WEAWE

*Wondrous item, requires attunement*

Part of an outfit worn by the wizard Tenser when he was inducted into the organization of eminent wizards called the Circle of Eight. While wearing this item, you gain a +1 bonus to your spell save DC and spell attack rolls.

Additionally, you can use this item to cast *absorb elements* at 1st level. Once you use this property, you can't do so again until you finish a short or long rest.



## MANTLE OF THE HOLY WARRIOR

*Wondrous item, requires attunement*

This garment accidentally fell into the communal steambaths during the All Saints Morning Retreat And Candlelit Guided Meditation. You can use this item to cast *crusader's mantle* at 3rd level. Once you use this property, you can't do so again until you finish a short or long rest.

## NYMPH CLOAK

*Wondrous item, requires attunement*

The charmers, seducers, philanderers, flirts, gallants, beguilers, ravishers, rogues, tempters, and tantalisers of the Feywild all share one common trait: they make you feel as if you are the only diamond among the drift. You can use this item to cast *dominate person* at 5th level. Once you use this property, you can't do so again until you finish a long rest.

## SHADE-SLAYER CLOAK

*Wondrous item, requires attunement*

Rough and coarse, the cloak's materials soften to solk when immersed in shadow. While wearing this cloak, attacks you make while hiding score a critical hit on a roll of 19 or 20.

## SHIELD OF DEVOTION

*Shield, requires attunement by a spellcaster*

Any tales about the Paladins of Velen are so ancient as to be almost certainly hearsay. Irrefutable, however, is the powerful blessing they left on this ancient shield, which inspires heart-fluttering bravery to this day. While attuned to this shield, you gain an additional 1st-level spell slot. In addition, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 15 Strength saving throw or be knocked prone.

Moreover, you can use this item to cast *aid* at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

## SHIELD OF THE UNDEVOUT

*Shield, requires attunement*

Where once this shield would protect the rallying forces of good - now it pushes them back, crushing them against their allies until they pop. While attuned to this shield, you gain an additional 1st-level spell slot. In addition, creatures you attempt to frighten have disadvantage on their saving throws.

Moreover, when a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 14 Strength saving throw or be knocked prone.

## SWIRES' SLEDBOARD

*Shield, requires attunement*

A gnomish adventurer once used this to outpace his enemies down a slope. When a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 15 Strength saving throw or be knocked prone.

Additionally, at the beginning of each of your turns, you become shrouded in for conduit granting you the following benefit:

**Force Conduit.** You can choose to gain resistance to non-magical bludgeoning, piercing, or slashing damage until the start of your next turn. When a creature hits you with an attack that deals damage from your chosen damage type that you have resistance to, you can use your reaction to deal 1d8 force damage to the creature and ending your resistance to that damage type.

## LEGENDARY CLOAKS AND SHIELDS FROM A-Z

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### VICONIA'S WALKING FORTRESS

*Shield +1, requires attunement*

'Walking Fortress' is a defensive technique reliant on a shield of this caliber. It involves upsetting your opponent who just wants to land a single blow. While holding this shield, you gain advantage on saving throws against spells and spell attack rolls made against you have disadvantage. In addition, you can use this shield to cast *warding bond* at 2nd level. Once you use this property, you can't do so again until you finish a long rest. Moreover, this shield has the following properties:

**Rebuke the Mighty.** When a creature hits you with a melee attack, you can use your reaction to attempt to shield bash the creature. The target must make a DC 16 Strength saving throw or take 2d4 force damage and is knocked prone.

**Reflective Shell.** As a bonus action, you can put up a reflective barrier around yourself. Until the end of your next turn, ranged attacks made against you reflect back and deal damage to the attacker instead of you.

# PART VII

Amulets



# AMULETS

**I**t be long before I come knocking at your door. - Raphael

## UNCOMMON AMULETS FROM A-Z

### ABERRATION HUNTERS' AMULET

*Wondrous item, requires attunement by a githyanki*

Many a Githyanki hunter has worn this amulet before you. The strange stones set in swirling silver reverberate with echoes of their magic. While wearing this amulet, you have advantage on Intelligence saving throws. Aberrations also have disadvantage on attack rolls against you. In addition, this amulet has the following property:

**Ancient Grudges.** As a bonus action, you can touch this amulet to inherit the partial power of your ancestors. Until the start of your next turn, you have advantage on attack rolls you make against aberrations.

### ABSOLUTE CONFIDENCE AMULET

*Wondrous item, requires attunement*

The interlocked bronze links of this necklace tinkle softly every time you move. While wearing this amulet, you gain a +1 bonus to Charisma (Performance) and Charisma (Intimidation) checks.

### ABSOLUTE'S TALISMAN

*Wondrous item, requires attunement*

Stained by blood, and gifted to only the most faithful of True Souls to help preserve their lives. While wearing this amulet, you have advantage on death saving throws.

Additionally, you can use this amulet to cast *aid* at 2nd level. Once you use this property, you can't do so again until you finish a long rest.

### AMULET OF ELEMENTAL TORMENT

*Wondrous item, requires attunement*

Each jewel gleams with the energy of the natural elements. If you have taken fire, acid, or poison damage since your last turn, and you deal damage of the same type, you deal an additional 1d4 damage of that type.

### AMULET OF MISTY STEP

*Wondrous item, requires attunement*

This necklace allows the wearer to cast *Misty Step*. Made of blue gems unique to a privately-owned mine in Menzoberranzan, this necklace was likely a token of esteem - or perhaps a desperate attempt to win its recipient's mercy. You can use this amulet to cast *misty step* at 2nd level. Once you use this property, you can't do so again until you finish a short or long rest.

### AMULET OF SELÛNE'S CHOSEN

*Wondrous item, requires attunement by a cleric or paladin*

The gems and pearls of this necklace have a brilliant shine to them, as if reflecting unseen moonlight. You can use this amulet to cast *selûne's dream* using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

#### SELÛNE'S DREAM

*Evocation cantrip*

**Casting Time:** 1 action

**Range:** Touch

**Components:** V,S

**Duration:** Instantaneous

You chant a prayer to your goddess, Selûne, to grant aid to those in need. A friendly creature you touch falls unconscious until the end of its next turn. A creature made unconscious this way can't be woken as divine magic envelopes them. When the creature wakes, it regains 1d8 hit points. You must finish a long rest before you can cast this spell on the same creature again.

This spell has no effect on a creature who is already unconscious.

This spell's healing increases by 1d8 when you reach 5th level (2d8), 11th level (3d8), and 17th level (4d8).

### AMULET OF SILVANUS

*Wondrous item, requires attunement*

This amulet, engraved with a small waterfall, imparts a feeling of calm serenity when worn. You can use this amulet to cast *lesser restoration* at 2nd level. Once you use this property, you can't do so again until you finish a short or long rest.

### AMULET OF THE UNWORTHY

*Wondrous item, requires attunement*

Once part of the Girdle of Blades, this buckle was torn off and fashioned into an amulet that can be worn by creatures of all sizes. While wearing this amulet, you have resistance to slashing damage.

**Curse.** This item is cursed, a fact that is revealed only when you attune to it. Attuning to the amulet curses you until you are targeted by the *remove curse* spell or similar magic; removing the amulet fails to end the curse. While cursed you have vulnerability to bludgeoning damage.

### BEASTMASTER'S CHAIN

*Wondrous item, requires attunement*

The green jewel set into this necklace's pendant is carved to resemble a cat's slivered pupil. You can use this amulet to cast *animal friendship* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

### BROODMOTHER'S REVENGE

*Wondrous item, requires attunement*

Each of this amulet's jewels shines like a viper's eyes. When you regain hit points while wearing this amulet, your weapon attacks deal an additional 1d6 poison damage.

### FIREHEART

*Wondrous item, requires attunement*

The ruby's red reflections look like eerie flames dancing across your skin. When you take fire damage dealt by a hostile creature, you gain 2 heat charges.

**Heat Charges.** While you have heat charges, you take 1d4 fire damage at the start of each of your turns as flames wreath your body. When you hit a creature with an attack, you can deal additional fire damage equal to the number of heat charges you have and all your heat charges are consumed (up to a maximum of 7). One heat charge is consumed at the end of each of your turns, and all charges are consumed after combat.

### FROST PRINCE

*Wondrous item, requires attunement*

Each sapphire feels like a tiny shard of sharpened ice. You can use this amulet to cast *ice knife* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

### HAMMERGRIM MIST AMULET

*Wondrous item, requires attunement*

One of the relics of Deep Duerra's rebellious children. Drugging the Keykeeper of Duerra's vaults, the children crept in under cover of night and plundered their mother's treasure - searching desperately for anything that would aid in their flight. You can use this amulet to cast *fog cloud* at 1st level. Once you use this property, you can't do so again until you finish a long rest.

### KOMIRA'S LOCKET

*Wondrous item*

Worked carefully into the locket's metal back are the words, 'Never dark again.' While wearing this amulet, you know the *dancing lights* cantrip.

### MOONDROP PENDANT

*Wondrous item, requires attunement*

The back bears an inscription under a delicate crescent moon. 'You're a novice no more, Robin. Only right you should carry a little of our Lady's light with you.' If you have no more than half your hit points while wearing this amulet, you don't provoke opportunity attacks.

### NECKLACE OF ELEMENTAL AUGMENTATION

*Wondrous item, requires attunement by a spellcaster*

The tourmaline in this necklace is almost uncomfortably hot, warmed by a heat all its own. When you deal acid, cold, fire, lightning, or thunder damage while wearing this amulet, you can add your spellcasting modifier to the damage dealt.

### PEARL OF POWER AMULET

*Wondrous item, requires attunement by a spellcaster*

There are no molluscs of power, alas. As an action, you can touch this amulet to regain a spell slot of 3rd level or lower. Once you use this property, you can't do so again until you finish a long rest.

### PSYCHIC SPARK

*Wondrous item, requires attunement*

Every gem hanging from this necklace is warm to the touch, as if waiting to ignite. When you cast *magic missile*, you create one additional dart.

Additionally, you can use this amulet to cast *magic missile* at 1st level. Once you use this property, you can't do so again until you finish a long rest.

### SHAR'S TEMPTATION

*Wondrous item, requires attunement*

The inlaid jewels are so rich in colour, so deep in hue, you could lose yourself in them. You can use this amulet to cast *charm person* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

### SILVER PENDANT

*Wondrous item*

Grime covers this necklace, but you can vaguely discern delicate engravings of a moon and harp. While wearing this amulet, you know the *guidance* cantrip.

### SPINESHUDDER AMULET

*Wondrous item, requires attunement*

Quivers creep up your enemy's back - the slow, long-fingered hand of your magic. When you hit a creature with a spell attack while wearing this amulet, the target gains 2 charges of reverberation.

**Reverberation Charges.** A creature can have up to 5 reverberation charges. A creature has -1 penalty to their Strength, Dexterity, and Constitution saving throws for each reverberation charge they have. When a creature has 5 reverberation charges, it takes 1d4 thunder damage and must succeed a DC 10 Constitution saving throw or be knocked prone. One reverberation charge is consumed at the end of each affected creature's turn, and all reverberation charges are consumed after combat. A creature immune to thunder damage can't gain reverberation charges.

## TARNISHED CHARM

*Wondrous item, requires attunement*

A menacing cackle emanates from this twisted charm. It whispers to bite, to maim, to kill.. Whenever you start your turn with 0 hit points and you make a death saving throw, roll a d20. If the roll is 5 or higher, you succeed.

## THE BLAST PENDANT

*Wondrous item, requires attunement by a spellcaster*

Though they only worked together for a short time, it is hard to overstate the influence Lenore the cleric of Mystra had on Yre the Sparkstruck, who often likened harnessing lightning to manipulating the Weave. This amulet has the following property:

**Lightning Blast.** As a bonus action, you focus electricity through the weave. The next spell you cast this turn deals additional lightning damage equal to the number of lightning charges you have. On a hit, all of your lightning charges are expended. Once you use this property, you can't do so again until you finish a short or long rest.

## THE EVER-SEEING EYE

*Wondrous item, requires attunement*

A pale green eye, pierced by the twisting branches of a dead tree - the result of a foolhardy woman begging Auntie for a favor. You can use this item to cast *protection from good and evil* at 1st level. Once you use this property, you can't do so again until you finish a short or long rest.

## RARE AMULETS FROM A-Z

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### AMULET OF BRANDING

*Wondrous item, requires attunement*

Though thin and delicate-looking, the amulet's pendant sits heavy against your chest. This amulet has the following property:

**Brand the Weak.** As a bonus action, you can curse a creature. Choose a creature within 60 feet that you can see, it becomes vulnerable to your choice of slashing, piercing, or bludgeoning damage until the end of its next turn, or until it takes damage of the chosen type. Once you use this property, you can't do so again until you finish a long rest.

### AMULET OF RESTORATION

*Wondrous item, requires attunement*

The gemstone centerpiece of the amulet was long ago mottled and dyed by the tears of a martyr. You can use this amulet to cast *healing word* once at 1st level and *mass healing word* once at 3rd level using your highest spellcasting ability. Once you cast a spell using this amulet, you can't cast the same spell again until you finish a long rest.

### AMULET OF THE DRUNKARD

*Wondrous item, requires attunement*

Donning this necklace causes the room to sway and tip - or maybe it was already swaying? Whatever, time for another pint. When you make a melee attack roll while wearing this amulet, you can choose to do so drunkenly. Doing so gives you disadvantage on the attack roll. If the attack hits, you regain 1d4 hit points.

## AMULET OF THE HARPERS

*Wondrous item, requires attunement*

Nobility can be found in suffering the slings and arrows of outrageous fortune. So can dying. Best to be on guard. While wearing this amulet, you have advantage on Wisdom saving throws.

Additionally, you can use this amulet to cast *shield* at 1st level. Once you use this property, you can't do so again until you finish a long rest.

## CHAMPION'S CHAIN

*Wondrous item, requires attunement*

A plump mass torn from Sovereign Glut's own flesh. A marker of the colony's esteem - or perhaps its property. While wearing this amulet, you gain a +2 bonus to Charisma (Intimidation) checks.

## ENVOY'S AMULET

*Wondrous item, requires attunement*

A fleshy amulet shaped by Sovereign Spaw's own hand. Wherever the bearer goes, so does the myconid circle. While wearing this amulet, you gain a +2 bonus to Charisma (Persuasion) checks.

## MAGIC AMULET

*Wondrous item, requires attunement*

Imbued with a little luck after the item was pressed to the pursed lips of a saint of the goddess Tymora. Inscribed roughly and inexpertly on the underside: 'Lady Luck, don't you piss in my porridge oats!' This amulet has the following property:

**Innate Fortitude.** When you make an attack roll or saving throw, you can use your reaction to make the roll with advantage. Once you use this property, you can't do so again until you finish a long rest.

## SENTIENT AMULET (DORMANT)

*Wondrous item, requires attunement by a monk*

Sun-graced warmth radiates from both the pendant and its chain. Somehow, even a brief glance of it brings a smile to your face. You can use this amulet to cast *shatter* at 2nd level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest. In addition, this amulet has the following property:

**Lesser Ki Restoration.** As an action, you can restore up to 2 ki points. Once you use this property, you can't do so again until you finish a long rest.

**Curse.** This amulet is cursed and possessed by a cursed monk. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the amulet, keeping it on your person at all times.

While attuned to this amulet, you must succeed a DC 10 Wisdom saving throw when using one of the amulet's properties. On a failure, you fall into a fit of laughter falling prone, becoming incapacitated and unable to stand up until the end of your next turn.

The spirit within the amulet is a monk of the temple of Lathander. Cursed by Sharran warriors and trapped within the amulet, the monk seeks to reunite with his granddaughter, a worshiper of Ilmater within Baldur's Gate. The monk promises great power in returning him to his granddaughter before the curse takes full hold of your mind.

## SPELL SAVANT AMULET

*Wondrous item, requires attunement by a spellcaster*

When on the wrong side of a few sherries, the powerful wizards Bigby and Tenser would sometimes see how many spells they could fit into amulets like this one before they burst. While wearing this amulet, you gain an additional 2nd-level spell slot.

## STRANGE TENDRIL AMULET

*Wondrous item, requires attunement*

Eldritch sigils seem to coarsen through the metalwork on this amulet. You can use this amulet to cast *evard's black tentacles* at 4th level. Once you use this property, you can't do so again until you finish a long rest.

## SURGEON'S SUBJUGATION AMULET

*Wondrous item, requires attunement*

A surgeon is only as reliable as her tools. And, indeed, as depraved. When you hit a humanoid creature with a weapon attack and score a critical hit, you can use your reaction to paralyze the target until the end of its next turn. Once you use this property, you can't do so again until you finish a long rest.

## THE AMULET OF LOST VOICES

*Wondrous item, requires attunement*

The dead hold no secrets from Jergal's Scriveners of Doom. You can use this amulet to cast *speak with dead* at 3rd level.

## UNCOVERED MYSTERIES

*Wondrous item, requires attunement*

Beneath the layers of dust covering this necklace, its inlaid gems still give off a blue sparkle - the colour of Mystra's clergy. You can use this amulet to cast *detect thoughts* at 1st level. Once you use this property, you can't do so again until you finish a long rest.

## VERY RARE AMULETS FROM A-Z

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### AMULET OF GREATER HEALTH

*Wondrous item, requires attunement*

Worn by Lumi, a cleric beholden to twilight, who sheltered her fellow adventurers as a bantam shelters her chicks. While wearing this amulet, you have advantage on Constitution saving throws. In addition, your Constitution score changes to 23. The amulet has no effect on you if your Intelligence without the amulet is equal to or greater than the amulet's score.

### AMULET OF THE DEVOUT

*Wondrous item, requires attunement by a cleric or paladin*

Otto, a member of the powerful arcane organisation the Circle of Eight, had a penchant for amulets. So much so that they announced his arrival before he ever needed to. While wearing this amulet, you gain a +2 bonus to your spell save DC. In addition, you gain an additional use of your Channel Divinity feature. When you use your Channel Divinity feature this way, you can't do so again until you finish a long rest.

## AMULET OF WINDRIDER

*Wondrous item, requires attunement*

Heavily embossed with filigree, this necklace reflects light in all directions. You can use this amulet to cast *gust of wind* once at 2nd level and *gaseous form* once at 3rd level using your highest spellcasting ability. Once you cast a spell using this amulet, you can't cast the same spell again until you finish a long rest.

## CORVID TOKEN

*Wondrous item, requires attunement*

'Let your lips turn black as night/On this eve of frightful wights/Let your throat be filled with screams/Nearby looms the Raven Queen!' - A song of dark festivity. While wearing this amulet, your speed and jump distance increases by 5 feet. In addition, you can use this amulet to cast *feather fall* at 1st level.

Moreover, you can use this amulet to polymorph into a giant raven (The Savage Frontier pg.66). Once you use this property, you can't do so again until you finish a long rest.

## FEY SEMBLANCE AMULET

*Wondrous item, requires attunement*

Originally the kidney stone of an archfey, this object has been, ahem, passed down through the centuries. While wearing this amulet, you have advantage on Intelligence, Wisdom, and Charisma saving throws.

## KHALID'S GIFT

*Wondrous item, requires attunement*

A gift from Khalid for Jaheira. While wearing this amulet, you can't be cursed. In addition, your Wisdom score increases by 1 to a maximum of 21.

Moreover, you can use this amulet to cast *aid* at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

## SENTIENT AMULET (AWAKENED)

*Wondrous item, requires attunement by a monk*

Sun-graced warmth radiates from both the pendant and its chain. Somehow, even a brief glance of it brings a smile to your face. You can use this amulet to cast *shatter* at 3rd level using your highest spellcasting ability. A creature targeted by this spell automatically fails their saving throw. Once you use this property, you can't do so again until you finish a long rest. In addition, this amulet has the following property:

**Greater Ki Restoration.** As an action, you can roll your martial arts die. You regain a number of ki points equal to the number rolled. Once you use this property, you can't do so again until you finish a long rest.

## SPELLCRUX AMULET

*Wondrous item, requires attunement by a spellcaster*

Some scholars have speculated that spells have a mind of their own, suggesting that the spells get bored between being cast and restored. As a bonus action while wearing this amulet, you can recover one expended spell slot of 6th level or lower. Once you use this property, you can't do so again until you finish a long rest.

## THE SPECTATOR EYES

*Wondrous item, requires attunement*

Spectators are hideous aberrations that float above the ground, fiercely staring around and shooting beams at anything they don't appreciate. This amulet has the following properties:

**Ray of Fear.** You can attempt to fear a creature with a screeching ray. As an action, choose a creature you can see within 60 feet. The target must make a DC 15 Wisdom saving throw. On a failed save, the target is frightened of you and can't move for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends. Once you use this property, you can't do so again until you finish a long rest.

**Wounding Ray.** You can attempt to give a creature necrotic wounds. As an action, choose a creature you can see within 60 feet. The target must make a DC 15 Constitution saving throw. On a failed save, the target takes 2d8 damage. At the beginning of its next turn, the target must make another Constitution saving throw or take an additional 2d8 necrotic damage. Once you use this property, you can't do so again until you finish a long rest.

## TRESSYM COLLAR

*Wondrous item, requires attunement*

The gem in this collar's centre is placed as a common courtesy: it allows the tressym's summoner to be identified and complained to in the case of bereaved pet owners or pigeon-masters. This one glows with a Waterdhavian name: Gale Dekarios. You can use this amulet to cast *telekinesis* at 5th level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## UNFLINCHING PROTECTOR AMULET

*Wondrous item, requires attunement*

Touching this amulet's centrepiece, you are imbued with a vision of woven strands, and the strands coming apart and holding true and firm over your friends, like shields banded in a haze of golden light. When a creature you can see attacks a target other than you that is within 5 feet of you, you can use your reaction to make the attack miss. Once you use this property, you can't do so again until you finish a short or long rest.

# PART VIII

Rings





# RINGS

**I**t goes without saying you still have the unconditional freedom to choose the only option you have left. - Raphael

## UNCOMMON RINGS FROM A-Z

### BRACING BAND

*Wondrous item, requires attunement*

A common ring, simple and unadorned. Though there is a certain heft to it. When you shove a hostile creature using the Shove action, you gain a +1 bonus to your AC until the end of your next turn.

### CALLOUS GLOW RING

*Wondrous item, requires attunement*

A grudging gleam emits from this ring - more an indictment of light than an endorsement. Attacks you make deal an additional 2 radiant damage to creatures who are illuminated by spells such as *light*, *dancing lights*, *continual flame*, and *daylight*, or by effects such as radiant orb, or by weapon properties.

### CORUSCATION RING

*Wondrous item, requires attunement by a spellcaster*

Provocative light blooms from the engraved contours of this ring. When a creature takes damage from one of your spells while you're illuminated by spells such as *light*, *dancing lights*, *continual flame*, and *daylight*, or by effects such as radiant orb, or by weapon properties, they gain 2 charges of radiant orb.

**Radiant Orb Charges.** A creature can have a number of radiant orb charges equal to your proficiency bonus. While a creature has one or more radiant orb charges a pale-moon orb appears above them shedding bright light in a 10-foot radius and dim light for an additional 10 feet. Additionally, they have a -1 to attack rolls they make for each radiant orb charge they have. One radiant orb charge is consumed at the end of each affected creature's turn, and all radiant orb charges are consumed after combat.

### CRUSHER'S RING

*Wondrous item, requires attunement*

Though caked with mud and grime, the ring smells faintly of lavender. Remarkable, considering where it's been. While wearing this ring, your walking speed increases by 10.

### DJINNI RING

*Wondrous item, requires attunement*

The ring from the djinni who worked in the circus. Its magic certainly explains how the djinni was able to cheat at the wheel. While wearing this ring, you know the *mage hand* cantrip.

### EVERSIGHT RING

*Wondrous item, requires attunement*

One of the relics of the Deep Duerra's rebellious children. Paranoid by nature, Duerra had erected a vast array of biting, blasting, blinding traps and safeguards to keep her enemies from gaining her sanctum. Of course, this also meant her children were sealed in with her by those same deadly measures. While wearing this ring, you're immune to the blinded condition.

### EXPLORER'S RING

*Wondrous item*

A radiant and remarkably preserved ring, forged from arandur metal. While wearing this ring, you gain a +1 bonus to Intelligence (Nature) and Wisdom (Survival) checks.

### FAMILY RING

*Wondrous item, requires attunement*

The ring's simplicity is a deceit. Its gold core is woven with iron-hard feathers from the wings of great black corvid birds, envoys of the Raven Queen. While wearing this ring, you gain a +2 bonus to death saving throws.

### FIRZU'S RING OF TRADING

*Wondrous item*

Belonged to a trader Firzu. While wearing this ring, you gain a +1 bonus to Charisma (Deception) checks.

### GUIDING LIGHT

*Wondrous item, requires attunement*

Used by the previous owner to access both the Underdark's darkest corners and her own basement, this ring seems to reflect light where there should be none. While wearing this ring, you know the *light* cantrip.

### MAGE'S FRIEND

*Wondrous item*

Though carefully stowed in a bedside chat, this ring is covered in dust and cobwebs. While wearing this ring, you gain a +1 bonus to Intelligence (Arcana) and Intelligence (Religion) checks.

### POISONER'S RING

*Wondrous item, requires attunement*

Strange, green fumes seep from the ring's emerald. This ring has the following property:

**Virulent Venom.** You can attempt to make a creature more susceptible to poisons. As an action, choose a creature you can see within 30 feet. The target must make a DC 14 Constitution saving throw or become vulnerable to poison damage for 1 minute. If the creature is immune to poison damage, nothing happens. Once you use this property, you can't do so again until you finish a long rest.

## RING OF ABSOLUTE FORCE

*Wondrous item, requires attunement*

Darkness seems to blossom from this ring, heightened by the menacing glare of the Absolute's symbol, though for the Branded this symbol holds the promise of power. When you deal thunder damage while wearing this ring, you deal an additional 1 thunder damage to the target.

Additionally, you can use this ring to cast *thunderwave* at 1st level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a short or long rest.

## RING OF COLOUR SPRAY

*Wondrous item, requires attunement*

When the light hits it just so, the centre jewel shimmers with every colour of the rainbow. You can use this ring to cast *color spray* at 1st level. Once you use this property, you can't do so again until you finish a short or long rest.

## RING OF ELEMENTAL INFUSION

*Wondrous item, requires attunement*

The mysterious gem set in this ring seems to change hues whenever you aren't looking. When you deal acid, cold, fire, lightning, or thunder damage using a spell or cantrip, that element infuses your weapon. Until the end of your next turn, the next weapon attack you make deals an additional 1d4 damage of the corresponding element.

## RING OF FLINGING

*Wondrous item, requires attunement*

Organisations like the Harpers do not relegate their activities to head-to-head combat - many a moonlit chase with an evildoer has been resolved with a loose roof tile and a decent throwing arm. When you hit a ranged attack using a thrown weapon, you deal an additional 1d4 damage of the weapon's type.

## RING OF GENIALITY

*Wondrous item*

Glibness is not only in the tongue, but in the body. Gesture is powerful. Think of how many words of comfort can be stored and saved, when a hug will do just as sweetly. While wearing this ring, you gain a +1 bonus to Charisma (Persuasion) and Charisma (Deception) checks.

## RING OF JUMPING

*Wondrous item, requires attunement*

The ring is scuffed and twisted out of shape, as if worn by big stony fingers. The owner of those fingers has carved 'Karthol' into the warped metal in a fit of affection or possessiveness. You can use this ring to cast *jump* at 1st level. When you cast this spell this way, you can cast it as a bonus action. Once you use this property, you can't do so again until you finish a short or long rest.

## RING OF MENTAL INHIBITION

*Wondrous item, requires attunement*

The patterns in the ring's swirling metal make your head spin whenever you look at them for too long. When a hostile creature fails a saving throw against one your spells, class features, or item properties, they gain 2 charges of mental fatigue.

***Mental Fatigue Charges.*** A creature can have a number of mental fatigue charges equal to your proficiency bonus. While a creature has one or more mental fatigue charges, they have -1 to Wisdom, Intelligence and Charisma saving throws for each mental fatigue charge they have. One mental fatigue is consumed at the end of each affected creature's turn, and all mental fatigue charges are consumed after combat.

## RING OF SALVING

*Wondrous item, requires attunement*

A hymn to Eilistraee is inscribed along the inside of this ring, which is surprisingly heavy when worn. When you heal another creature while wearing this ring, the target regains an additional 2 hit points.

## RING OF SELF IMMOLATION

*Wondrous item, requires attunement*

Every one of the three gems in this ring is searing hot - enough to burn yourself with the slightest brush of your fingers. While wearing this ring, you can use a bonus action to set yourself on fire taking 1d4 fire damage at the start of each of your turns for 1 minute. If you do, you gain 2 heat charges. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames. If you use this property while already on fire, the duration resets to 1 minute, and you don't take additional damage.

***Heat Charges.*** While you have heat charges, you take 1d4 fire damage at the start of each of your turns as flames wreath your body. When you hit a creature with an attack, you can deal additional fire damage equal to the number of heat charges you have and all your heat charges are consumed (up to a maximum of 7). One heat charge is consumed at the end of each of your turns, and all charges are consumed after combat.

## RING OF SHADOWS

*Wondrous item, requires attunement*

For some, darkness is wielded like a black opal stud embedded in a signet ring - fashioned to a sharp and unforgiving point. You can use this ring to cast *pass without a trace* at 2nd level. Once you use this property, you can't do so again until you finish a long rest.

## RING OF SPITEFUL THUNDER

*Wondrous item, requires attunement*

When you slip this ring on your hand and flex your fingers, a boom of discontented thunder grumbles in the air around you. When you deal thunder damage to a creature with 1 or more reverberation charges, it must make a DC 13 Constitution saving throw. On a failed save, the creature can't take reactions and loses any bonuses to AC from its Dexterity until the end of your next turn.

## SEEMINGLY GLEAMING RING

*Wondrous item, requires attunement*

The garnet at the centrepiece of this ring is like an unblinking, malevolent eye. While wearing this ring, you gain a +1 bonus to Charisma and Wisdom saving throws.

## SHADOW BLADE RING

*Wondrous item, requires attunement*

One of the relics of Deep Duerra's rebellious children. Long ago in a foreboding realm called Hammergrim, Deep Duerra, daughter of the dour god Laduguer, sired a great many heirs to her twisted corundum throne. You can use this ring to cast *shadow blade* at 2nd level. Once you use this property, you can't do so again until you finish a short or long rest.

## SHADOW-CLOAKED RING

*Wondrous item, requires attunement*

Even in the brightest light, this ring never gleams, as if perpetually wrapped in shadow, hungry for the dark. Your weapon attacks and unarmed strikes deal additional 1d4 damage against creatures who are Lightly or Heavily obscured.

## SHAPESHIFTER'S BOON RING

*Wondrous item, requires attunement*

'I'm a talented shapeshifter too. I can shapeshift a thin body into a fat body. All I need is a steady supply of mince pies and mulled wine.' - Overheard in a tavern in Daggerford. While shapeshifted, polymorphed, or under the affects of wild shape, you can roll a d4 and add the number rolled to one ability check of your choice.

## SMUGGLER'S RING

*Wondrous item, requires attunement*

A subtle accessory prized by purveyors of the covert arts. While wearing this ring, you gain a +2 bonus to Dexterity (Stealth) and Dexterity (Sleight of Hand) checks.

**Curse.** While attuned to this ring, your Charisma score decreases by 1 to a minimum of 1.

## SNOWBURST RING

*Wondrous item, requires attunement*

A series of names have been scratched out, one after the other, on the inside of the ring. The last word, untouched, is not a name. It simply reads: Mine. When you deal cold damage to a hostile creature, you create a 15-foot diameter circle of ice centered on the target. The ice lasts until the end of your next turn, and is considered difficult terrain.

## SPURRED BAND

*Wondrous item, requires attunement*

Tiny barbs prick the wearer when they're injured, as if urging flight from danger. If you have no more than half your hit points, your speed increases by 10 feet.

## STRANGE CONDUIT RING

*Wondrous item, requires attunement*

In his speculative writing on arcane displacement, the wizard Tenser notes the possibility for keenly focused minds to maintain spells, and even unlock hidden potential while doing so. While you're concentrating on a spell, your weapon attacks deal an additional 1d4 psychic.

## SUNWALKER'S GIFT

*Wondrous item, requires attunement*

The ring's arcane jewel parts all but the darkest of shadows. While wearing this ring, you have darkvision out to a range of 60 feet.

## THE SPARKSWALL

*Wondrous item, requires attunement*

When the inventor Yrre met the cleric Lenore, sparks flew. Apart, they were in a rut, but together, they inspired each other to push the boundaries of innovation and invention. This ring is just one of their many scientific triumphs. While wearing this ring you have resistance to lightning damage.

## THE WHISPERING PROMISE

*Wondrous item, requires attunement*

A soft, soothing voice floats from this ring, reciting a prayer over and over. When you heal a creature, the target can roll a d4 and add the number rolled to attack rolls and saving throws they make until the end of your next turn.

## RARE RINGS FROM A-Z

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### AFTER DEATH DO US PART

*Wondrous item, requires attunement*

Love is the last cruel leaf to fall in an autumn wide with sorrow. When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead and gain temporary hit points equal to half your maximum hit points rounded down.

**Curse.** When you use this ring's property, your soul is gripped by vengeful shadows. Losing the ability to distinguish friend from foe, regarding all creatures you can see as enemies for 1 minute. Whenever you choose another creature as a target, you must choose the target at random from among the creatures you can see within range of your attack, spell, or other ability you're using. If an enemy would provoke an opportunity attack from you, you must make that attack if you are able to do so. In addition, your attacks deal an additional 1d4 necrotic damage.

## BAND OF THE MYSTIC SCOUNDREL

*Wondrous item, requires attunement*

What better way to disguise one's transgressions than a quickly positioned phantasm after the deed is done? When you hit a hostile creature with a weapon attack, you can cast an illusion or enchantment spell as a bonus action.

## FETISH OF CALLARDURAN SMOOTHHANDS

*Wondrous item, requires attunement*

The smooth, six-pointed star on this ring is beset with small Underdark gemstones, as befits a talisman of the god of mining and patron of deep gnomes. You can use this ring to cast *invisibility* at 2nd level. Once you use this property, you can't do so again until you finish a long rest.

## KEEPSAKE RING

*Wondrous item, requires attunement*

Created by a conglomerate of druids one moonlit night when all the stirring violins of insect, elms, and whispering winds consorted, and when wild beasts in need of taming prowled unseen. You can use this ring to cast *dominate beast* at 5th level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

## RING OF BLINK

*Wondrous item, requires attunement*

Fashioned by the wizard Bigby in honour of his faithful hound Bigboy, who could use teleportation to fetch, snare errant cats, and generally harass postmen. You can use this ring to cast *blink* at 3rd level. Once you use this property, you can't do so again until you finish a long rest.

## RING OF EXALTED MARROW

*Wondrous item, requires attunement*

Gazing through this ring, you find that there is no other side, only a small sucking blackness that defies explanation. This ring has the following properties:

***Exhort the Risen.*** You can use this ring to cast *command* at 1st level using your highest spellcasting ability. In addition, undead creatures have disadvantage on their save when you cast this spell using this ring. Once you use this property, you can't do so again until you finish a long rest.

***Ghoulish Touch.*** You attempt to afflict a target with necrotic undead. As an action, your fingernails lengthen dripping with decay, you can make a melee weapon attack. On a hit, the target must make a DC 14 Constitution saving throw or become paralyzed until the end of your next turn. Once you use this property, you can't do so again until you finish a long rest.

## RING OF TWILIGHT

*Wondrous item, requires attunement*

Dark smoke swirls in the ring's oxyx, protecting something within. While wearing this ring, you gain a +1 bonus to AC while Lightly or Heavily obscured.

## RISKY RING

*Wondrous item, requires attunement*

Life is just a series of risks taken while blindfolded. While wearing this ring, weapon attack rolls you make have advantage.

***Curse.*** This ring is cursed, a fact that is revealed only when you attune to it. Attuning to the amulet curses you until you are targeted by the remove curse spell or similar magic; removing the ring fails to end the curse. While cursed, you have disadvantage on all saving throws.

## SHIFTING CORPUS RING

*Wondrous item, requires attunement*

A shiny, deceptively simple band, designed to look like those worn by battlefield scouts and city pickpockets alike. You can use this ring to cast *invisibility* once at 2nd level and *blur* at 2nd level. Once you cast a spell using this ring, you can't cast the same spell again until you finish a long rest.

## TILL DEATH DO US PART

*Wondrous item, requires attunement*

Love is the sweetest bird that might migrate to the charming country of your heart. You can use this ring to cast *beacon of hope* at 2nd level. Once you use this property, you can't do so again until you finish a long rest.

## TRUE LOVE'S CARESS

*Wondrous item, requires attunement*

The most pragmatic and courageous lover ever known was, of course, Sorcha MacTire, for whom the popular hairstyle is named, and for whom many an extremely soppy poem has been written (most of them comparing her to geography). If another creature is attuned to and wearing the ring of True Love's Embrace, you are considered under the affects of the *warding bond* spell as if cast by that creature. *Warding bond* does not end when both creatures are separated by more than 60 feet.

## TRUE LOVE'S EMBRACE

*Wondrous item, requires attunement*

The scholar of love, Joel Firris Baldidims, writes that the next time he reads about a woman compared to a flower (or any feature of geography for that matter) he's going to start knocking on poets' doors with a sledgehammer. If another creature is attuned to and wearing the ring of True Love's Caress, they are considered under the affects of the *warding bond* spell as if cast by you. *Warding bond* does not end when both creatures are separated by more than 60 feet.

## VERY RARE RINGS FROM A-Z

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### BURNISHED RING

*Wondrous item, requires attunement*

A paralyzing eyestalk harvested from a beholder was boiled in a broth, and poured down the throat of a dwarven ringsmith. Not one fortnight thence, he crafted this ring. This ring has the following property:

**Paralyzing Ray.** You can attempt to paralyze a creature with eldritch energy. As an action, choose a creature you can see within 60 feet. The target must make a DC 15 Wisdom saving throw. On a failed save, the target is paralyzed until the end of your next turn. Once you use this feature, you can't do so again until you finish a long rest.

### CAUSTIC BAND

*Wondrous item, requires attunement*

Adjusting this unassuming ring on your finger, you hear a faint sizzle, as if pressure is being released. While wearing this ring, your weapon attacks deal an additional 2 acid damage.

### CRYPT LORD RING

*Wondrous item, requires attunement*

Slipping one's finger through this ring fills the senses with the waft of tombs, the urine-yellow smell of old bandages, images of dead spiders curled into husks, and the sensation of hot, slobbering breath at the nape of one's neck. You can use this ring to cast *create undead* at 6th level. Once you use this property, you can't do so again until you finish a long rest.

### KILLER'S SWEETHEART

*Wondrous item, requires attunement*

Though the ring is highly polished, darkened slivers of blood still cling to small scrapes and corners. When you reduce a creature to 0 hit points while wearing this ring, you can have your next attack automatically score a critical hit. Once you use this property, you can't do so again until you finish a long rest.

### ORPHIC RING

*Wondrous item, requires attunement*

When light catches this ring at the right angle, it pulses with a dizzying, intoxicating glow befitting the jewellery of the Prince of the Comet. You can use this ring to cast *confusion* at 5th level using your highest spellcasting ability. Once you use this property, you can't do so again until you finish a long rest.

### RING OF FEYWILD SPARKS

*Wondrous item, requires attunement by a sorcerer*

This otherwise unassuming ring ties a spellcaster indelibly to the sporadic arcana of the Faerie realm. You can use your Tides of Chaos feature a number of times equal to your proficiency bonus. In addition, when you use Tides of Chaos, you can roll on the Wild Magic Surge table. You regain all expended uses when you finish a long rest.

### RING OF REGENERATION

*Wondrous item, requires attunement*

This ring is, in effect, a tiny field medic that won't charge you 70 gold pieces for a fifteen-minute consultation. During combat, at the beginning of each of your turns, you regain 1d4 hit points.

# ARTIST MENTIONS

Front Cover: [Jane Katsubo](#)

Page 4 (Part 1): [Billy Christian](#)

Page 5 (Spare Dagger): [Khurrrum](#)

Page 6 (Embercleave): [joe slucher](#)

Page 7 (Hammer of Ruin): [Vincent Proce](#)

Page 8 (Javelin of Lightning): [james paick](#)

Page 26 (Part 2): [Dave Rapoza](#)

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# THESE BOOTS HAVE SEEN EVERYTHING

An arsenal of items from times new and long past. Made by smiths and wizards during times of tribulation and strife, or prosperity and wonder.

Pick something up, hold it in your hand and feel the balance of it. Does it suit you? Does the gleam it gives off in your camp's fire light catch your eye? Go ahead give it a try!

New masters for old weapons. Come down to my House of Hope and purvey to your liking. Stay as long as you need. The price will be worth it. I swear.

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