

Caustic Bardiche of Gantz

Weapon (Greataxe), uncommon (requires attunement)

The bearer may choose to deal Acid damage with this weapon and gain a +1 bonus to damage. The activation word for this effect is the name of the original wielder, “Gantz.”



Bloodthirsty Claymore of the Pale

Weapon (Greatsword), uncommon
(requires attunement)

The bearer of this weapon may spend a bonus action and a hit die to turn this weapon into a +1 magic weapon for one (1) minute.



Furious Waraxe of Lies

Weapon (Battleaxe),
uncommon (requires
attunement)

Treat as a +1 magic
weapon when the bearer
is raging.

Contains 4
unreplenishable charges
of the Silent Image spell
(1st level).



Warhammer of Glory



The weapon is inscribed with the nine holy symbols of the Old Daeva. A cleric or paladin that serves the old pantheon may use this weapon as a divine focus. The bearer may choose to change the damage type of weapon to *Radiant* and its damage roll gains a +1 bonus. This item requires attuning.

Wand of Web

The wand incorporates rough stones and unworked gems into its chunky design, and lets you understand and speak the language of its creators - high elven. It was once owned by a hero of renown named Elano; it seems to crack and crumble with even the gentlest use - though this gradual disintegration doesn't seem to affect its function.

Magic Item, uncommon (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Can only be attuned by a spellcaster

Stone of Good Luck

(Requires Attunement)

These rare stones of polished agate are discovered throughout Radavan. Many scholars believe that they were once used as a form of currency by the ancient tieflings of the Aithinian Assembly.

While this magic item is on your person, you gain a +1 bonus to Ability Checks and Saving Throws.

Brooch of Shielding

(Requires Attunement)

Many brooches of this magical design were created by the ancient war-sorcerers of the dragonborn. Each clan had their own unique shield style and color that was an essential tool for a mage's duel.

While wearing this brooch, you have Resistance to force damage, and you have immunity to damage from the Magic Missile spell.

Circlet of Blasting

This crown of gold and silver shows off the style and craftsmanship of the Elven Empire. These diadems of this design originate from Albion, the island homeland of the Elven Conclave itself.

While wearing this circlet, you can use an action to cast the *Scorching Ray* spell with it at second level once per charge. When you make the spell's attacks, you do so with an Attack bonus of +5. The circlet can't be used this way again until the next dawn.

Goggles of Night

The magisters of the human kingdoms designed these magical tools to help compete with the other heritages with natural darkvision.

While wearing these smoky lenses, you have Darkvision out to a range of 60 feet. If you already have Darkvision, wearing the goggles increases its range by 60 feet.

Bracers of Archery

(Requires Attunement)

These magical bracers were created in the ancient days of exploration of Radavan to employ regular townsfolk as archers. While their use was not widespread, the magic within these bracers allowed these folk to fight more effectively than they would otherwise.

While wearing these bracers, you have proficiency with the Longbow and Shortbow, and you gain a +2 bonus to Damage Rolls on Ranged Attacks made with such Weapons.

Cloak of Protection

(Requires Attunement)

This cloak was created by The Arcano after a design created by the ancient dragonborn war-wizards. It has a stylish look that is appealing and functional.

You gain a +1 bonus to AC and Saving Throws while you wear this cloak.

Adamantine Armor

This suit of full plate armor was designed by the dwarven Armorer's Guild of New Citadel on the continent of Radavan. It is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Adamantine Armor

This suit of half plate armor was designed by the dwarven Armorer's Guild of New Citadel on the continent of Radavan. It is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

Boots of Elvenkind

These boots were crafted by the Bronze Elves native to the high deciduous forests of northwest Radavan.

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

Cloak of Elvenkind

(Requires Attunement)

This cloak was crafted by the Bronze Elves native to the high deciduous forests of northwest Radavan.

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage. and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

Wand of Magic Missiles

(Requires Attunement)

This weapon is standard issue to arcanists who were trained by the Order of the Silver Stars based in Blackangel.

This wand has 5 Charges. While holding it, you can use an action to expend 1 or more of its Charges to cast the Magic Missile spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains $1d4 + 1$ expended Charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Cape of the Mountebank

Wondrous Item

This cape smells faintly of brimstone. While wearing it, you can use it to cast the dimension door spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

Boots of Speed

Wondrous Item (requires attunement)

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.

Ring of Fire Resistance

(Requires Attunement)

This ring was magically enchanted at the Arcane Academy in Blackangel by Headmaster Emeritus Belthos Liadon. It was probably sold to make a profit for the benefit of his famous school of magic.

You have resistance to fire damage while wearing this ring.

Spell Scroll

Choose a spell of your choice of up to 3rd level that you can cast.

