

## **Amulet of the Devout**

Wondrous item (requires attunement by a cleric or paladin)

This brand new amulet created in reverence to the old gods is inlaid with nine precious stones. While you wear the holy symbol, you gain a +1 bonus to spell attack rolls and the saving throw DCs of your spells.

While you wear this amulet, you can use your Channel Divinity feature without expending one of the feature's uses. Once this property is used, it can't be used again until the next dawn.

Additionally, the wearer may use your bonus action to cast the Mass Healing Word spell as a 5th level caster once per long rest.

## **Ring of Evasion**

Ring (requires attunement)

This heirloom is said to have once graced the finger of the famed necromancer Zelligar the Unknown, a tiefling from an earlier age before elves, dwarves, and men arrived on the shores of the continent of Radavan.

This ring has three (3) charges, and it regains 1d3 expended charges daily at sunset. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

Additionally, the wearer may use your bonus action to cast the Misty Step spell as a 2nd level caster up to three times a day even if you are not a spellcaster.

## **Bracers of Defense and Evasion**

Wondrous Item (requires attunement)

While wearing these bracers created by the ancient dragonborn war-sorcerers of Radavan, you gain a +2 bonus to AC and Dexterity saving throws if you are wearing no armor and using no shield.

Additionally, the wearer may use your bonus action to cast the Misty Step spell as a 2nd level caster once a day even if you are not a spellcaster.

## **Sun Blade**

Weapon (requires attunement, longsword)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the sun blade.

You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet.

## **Illusionist's Bracers**

Wondrous item (requires attunement by a spellcaster)

A powerful gnomish illusionist of the Image Guild originally developed these bracers, which enabled her to create multiple minor illusions at once. The bracers' power, though, extends far beyond illusions.

While wearing the bracers, whenever you cast a cantrip, you can use a bonus action on the same turn to cast that cantrip a second time.

Additionally, you gain the ability to cast the *Minor Image* cantrip if you can't already do so.

## **Hunter's Coat**

Light armor (studded leather armor)  
(requires attunement)

You have a +1 bonus to AC while wearing this studded leather armor.

The coat has 3 charges. When you hit a creature with an attack and that creature doesn't have all its hit points, you can expend 1 charge to deal an extra 1d10 necrotic damage to the target. The coat regains 1d3 expended charges daily at dawn.

The breastplate and shoulder protectors of this armor are made of leather that has been stiffened by being boiled in oil. The rest of the armor is made of softer and more flexible materials.

## **Spellguard Shield**

Shield (requires attunement)

This shield was developed by a dragonborn wizard who wanted to make sure their bodyguard had the very best equipment.

Unfortunately, the bodyguard died of old age and the equipment was sold.

While holding this +1 magic shield, you have advantage on saving throws against spells and other magical effects.

## **Elven Chain**

Armor, Rare (chain shirt)

This shirt of armor comes directly from the Imperial island of Albion. The secret of its construction is one of many magical creations the Elven Conclave guards closely.

You gain a +1 bonus to AC while you wear this armor giving you a base armor class of 14. You are considered proficient with this armor even if you lack proficiency with medium armor.



## **Ring of Protection**

Ring (requires attunement)

This ring was forged using the secrets and techniques first catalogued by the great tiefling sorcerer of antiquity Mag Darbusto himself.

You gain a +1 bonus to armor class and saving throws while wearing this ring. Additionally, the wearer may use your reaction to cast the Shield spell as a 1st level caster up to three times a day even if you are not a spellcaster.

## **Cloak of Displacement**

Wondrous Item, rare (requires attunement)

This odd garment design calls for the hide of a Displacer Beast. This particular cloak was made within the last ten years or so by the dwarven artificers in the Arcanists' Guild.

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

## **Circlet of Lightning**

Wonderous Item, Rare (Requires Attunement)

This circlet is an artifact created for the monks of the Court of Mercy, an order based in Bizancio.

While you wear this item, you may take and regain a second reaction in combat.

## **Wand of the Rogue Mage**

Wand (requires attunement, spellcaster)

It was a lifetime of trial and error, but the gnome illusionist Patch Ramakin of the Image Guild came up with a way to stay out of sight while getting into trouble.

While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Additionally, as a bonus action you can magically turn invisible until the start of your next turn or until you attack, make a damage roll, or force someone to make a saving throw. Once you use this power, you can't use it again until you finish a short or long rest.

Finally, the bearer gains a +1 bonus to both Dexterity saving throws and Stealth checks.

## **Ring of the Ram**

Ring (requires attunement)

This ring has up to five (5) charges, and it regains one (1) expended charge daily at dawn. While wearing the ring, you can use an action to expend one of its charges to attack one creature you can see within 60 feet of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

## **Staff of the Tempest**

Staff, Rare (requires attunement, spellcaster)

This staff has seven (7) charges. While holding it, you can use an action to expend one of its charges to cast the lightning bolt spell from it at 3rd level. Alternately, you can use an action to expend one of its charges to cast the Thunderwave spell at 2nd level. Both spells have a save DC15.

You can increase the spell slot level of either spell by one for each additional charge.

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

## **Spade of the Farmer**

Weapon (requires attunement, spear)

This unique weapon is an artifact of the old daeva, and requires attunement by a paladin to be used. This weapon was created by the Farmer to feed the hungry and fight off demons.

An attuned paladin gains a +2 bonus to Attack and Damage Rolls made with this Magic Weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d8 radiant damage.

While you hold the broad-bladed spear, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on Saving Throws against Spells and other magical Effects.

An attuned paladin may cast Move Earth and Create Food and Water once per day.

## **Soulrapier, the Poisoner's Skewer**

Weapon (requires attunement, rapier)

This unique weapon was once the property of The Black Scorpion, a bard of uncommon knowledge of poisons that attack the soul.

When you attack a creature with this unassuming but undoubtedly magic rapier and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an undead. You gain temporary hit points equal to the extra damage dealt.

Additionally, as a reaction after being damaged by a creature you can see within 10' you can cast Poison Spray at that creature at 9th level even if you are not a spellcaster.

The wielder of this blade is immune to all poison damage.



## **Oathsunder**

Weapon (glaive or greataxe), (requires attunement by a paladin)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a celestial or humanoid with it, that creature takes an extra 2d8 necrotic damage.

While you hold the axe, it creates an aura in a 10-foot radius around you. As a bonus action, you can deal 1d6 + your Charisma modifier necrotic damage to creatures of your choice in that area. You gain temporary hit points equal to twice the number of creatures that take damage from it.

## **Maul of the Conqueror**

Weapon (maul), (requires attunement by a paladin)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When a creature would become frightened of you and its current hit points are less than half of its maximum hit points, you can make it become charmed instead. The charmed condition ends in 1 minute or when the creature takes damage. A creature that is immune to the frightened condition can't be affected.

While you hold the drawn maul, it creates an aura in a 10-foot radius around you. Creatures of your choice in that aura that score a critical hit deal an additional 1d12 bludgeoning damage.

## **Pike of the Wild Mother**

Weapon (requires attunement, spear)

This unique weapon is an artifact of the Wild Mother. It requires attunement by a paladin to be used. This weapon was created by the Wild Mother to empower her children to hunt demons.

An attuned paladin gains a +2 bonus to Attack and Damage Rolls made with this Magic Weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d8 radiant damage.

While you hold the spear, it creates an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on Saving Throws against Spells and other magical Effects.

Additionally, the wearer may use your bonus action to cast Hunter's Mark as a 1st level caster once per short rest.

## **Horn of Blasting**

(requires attunement)

You can use an Action to speak the horn's Command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is Deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't Deafened. Creatures and Objects made of glass or Crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.