

Crystal Ball of the Masters

(Requires Attunement)

These rare artifacts were left over from the alien Masters when they arrived in their voidships and conquered much of the continent of Radavan long before the arrival of the three heritages of elves, dwarves, and humans.

This item provides a +1 bonus to attack and damage for those casting the Eldritch Blast using it as a focus. Additionally, the spellcaster may use each the following divinations once per day as the spell:

Detect Magic

Detect Thoughts

See Invisibility

Ring of Spell Storing

Ring (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell.

Necklace of Fireballs

These disposable flame weapons were created by the Embers street gang in Vice to threaten guards with overwhelming force.

This necklace has eight (8) beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level Fireball spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the Fireball by 1 for each bead beyond the first.

Wand of Lightning Bolts

Wand (requires attunement, spellcaster)

This wand has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the lightning bolt spell (save DC 15) from it. For 1 charge, you cast the 3rd-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.

Gauntlets of Ogre Power

(Requires Attunement)

These gauntlets were designed by the ancient war-sorcerers of the dragonborn. It was meant for those spellcasters to enter close-quarters battle.

Your Strength score is 19 while you wear these gauntlets. They have no Effect on you if your Strength is already 19 or higher without them.

Amulet of Health

(Requires Attunement)

This amulet was worn by the Tieflings of Radavan long before the time of elves, dwarves, and men. They made plans to try and extend their lifetimes, but all they could do was live healthier lives through magic. This device is one such example of a prideful sorcerer trying to live forever - and failing.

Your Constitution score is 19 while you wear this Amulet. It has no Effect on you if your Constitution score is already 19 or higher.

Ring of Poison Resistance

Ring (requires attunement)

This ring dates back to the early days of Radavan when human separatist settlers fled the sinister kingdoms that once ruled over them. Often elaborate pieces of jewelry such as this were worn not only for show, but to prevent death by poisoning that would often accompany a meeting with the ruling class.

You have resistance to poison damage while wearing this ring.

Ring of Acid Resistance

Ring (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 acid damage while wearing this ring.

Ring of Fire Resistance

Ring (requires attunement)

This ring was originally created in New Citadel by the rank artificers of the Arcanist's Guild for the purpose of smelting and forging the mighty Adamantine Armor that can only be achieved through high, dangerous heat.

You have resistance to fire damage while wearing this ring.

Vicious Weapon

Weapon (requires attunement)

These famed magic weapons were created for the gladiator-pits of the city of Vice where they are renowned for the spectacular amount of damage they inflict during death matches. Only the mightiest of bloodsport wield them, and they are typically light weapons, but the artificers of the Plaguelands have been known to create heavier vicious enchanted weapons as well.

When you roll a 20 on your attack roll with this +1 magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

Spell Scroll

Choose a spell of your choice of up to 5th level that you can cast.



Winged Boots

(Requires Attunement)

These rare boots are created by an Aarakocra tradesman in The Aerie, a city-state of birdfolk with a mountaintop view of Radavan's inner sea.

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the Duration. If you are flying when the Duration expires, you descend at a rate of 30 feet per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

Broom of Flying

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its Command Word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to Travel alone to a destination within 1 mile of you if you speak the Command Word, name the Location, and are familiar with that place. The broom comes back to you when you speak another Command Word, provided that the broom is still within 1 mile of you.

Figurines of Wonderous Power

Choose one from the following list:

- bronze griffon
- ebony fly
- golden lions
- marble elephant
- onyx dog
- serpentine owl