

Amulet of the Devout

Wondrous item, Rare (requires attunement by a cleric or paladin)

This brand new amulet created in reverence to the goddess Selûne is inlaid with moonstones. While you wear the holy symbol, you gain a +1 bonus to spell attack rolls and the saving throw DCs of your Wisdom-based spellcasting.

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 moonrise.

Ring of Evasion

Ring, Rare (requires attunement)

This heirloom is said to have once graced the finger of the famed necromancer Zelligar the Unknown, a tiefling from Biomia in The Age of Antiquity.

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.

Bracers of Defense and Evasion

Wondrous Item, Rare (requires attunement)

While wearing these bracers created by the ancient elven war-sorcerers of The Principality of Drudge, 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, Rare (requires attunement, longsword)

This weapon is an artifact of a simpler time, when the Old Gods were being challenged by the New Gods. 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, Rare (requires attunement by a spellcaster)

A powerful illusionist serving the Glimmerford Academy Setonuk originally developed these bracers, which enabled her to obfuscate her location to confuse attackers rather than relying on complete invisibility.

When activated with a bonus action, these bracers make the spellcaster's body look like a blur to anyone who perceives them. In combat, this makes them extremely hard to spot and hit. Mechanically speaking, for 1 minute, this magic imposes Disadvantage to Attack Rolls against the caster. However, these powers won't affect individuals who don't need to use sight (e.g., with Blindsight) or can see past illusions (e.g., with Truesight). This magic can only be used once per day.

Pioneer's Coat

Armor, Rare (studded leather armor)
(requires attunement)

You have a +1 bonus to AC, DEX saves, Nature checks and Stealth checks while wearing this studded leather armor.

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. It was designed to aid the Imperial Pioneers of Civorea as they would hunt down rogue spellcasters.

Razor Shield

Shield, Rare (requires attunement)

This shield was one of several created by the Glimmerford Academy for the dwarves of Capstone.

Whenever a creature begins their turn grappling the wielder of this +1 magic shield, they take 1d8 slashing damage.

If the wielder takes the Attack action, they may make an attack with the shield as a bonus action for 1D6 slashing damage.

Elven Chain

Armor, Rare (chain shirt)

This shirt of armor comes directly from the Feywild. The secret of its construction is one of many magical creations lost to the ages since the formation of Aperta-Mundi.

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 light or medium armor.

Ring of Protection

Ring, Rare (requires attunement)

This ring was forged using the secrets and techniques first cataloged by the great elven sorcerer of antiquity Davion Rose himself.

You gain a +1 bonus to armor class and saving throws while wearing this ring.

The Emberstar Scepter

Wand, Rare (requires attunement, spellcaster)

In the Age of the New Gods, when magic coursed through the realms like veins of power, there lived an ambitious but misguided mage named Thalrok the Infernal. Consumed by an insatiable desire for power and recognition, Thalrok yearned to ascend to godhood and reign as the deity of fire. These artifacts are all that remain of this individual now.

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

The bearer may cast Fireball at fifth level once per day (10d6 fire damage).

Ring of the Ram

Ring, Rare (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. Alternatively, 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.

Horn of Blasting

Wonderous Item, Rare (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.

Flameforged Blade

Greatsword, Rare (Requires Attunement)

In the Age of the New Gods, amidst the fiery domains where Thalrok the Infernal once reigned, there existed a revered order of priests dedicated to the elemental force of fire. These devout followers renounced their allegiance to Thalrok after witnessing the cataclysmic consequences of his ambitions. All that remains of their order are the forged weapons of divine power known as Flameforged Blades.

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Dagger of Venom

Dagger, Rare (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

You can use an action to cause thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

Warrior's Axe

Greataxe, Rare (Requires Attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Full Plate Armor of Quenching

Full Plate, Rare (Requires Attunement)

In the tumultuous era following the downfall of Thalrok the Infernal, artificers of the Umber Laboratory forged formidable suits of armor to counter the radiant power of the Flameforged blades wielded by the priests of fire.

You have resistance to Fire damage while attuned to this +1 armor. Additionally, you gain advantage on Dexterity saving throws against effects that you can see, such as traps and spells. To gain this benefit, you can't be blinded, deafened, or incapacitated.

Breastplate of Feathers

Breastplate, Rare (Requires Attunement)

This type of breastplate is renowned for its unique properties that blend both protection and agility. Crafted by a master artisan whose name has long since faded into obscurity, this remarkable armor has become the stuff of myth and legend, sought after by adventurers and warriors alike for its unparalleled benefits on the battlefield.

Once per short or long rest, the wearer of this +1 armor may cast Feather Fall on themselves as a reaction. Additionally, this armor provides an additional 10' to the wearer's base movement allowance.

Vicious Weapon

Any Weapon, Rare (requires attunement)

These famed magic weapons were created for the gladiator-pits of the city of Murktide 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 +2 magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

Rod of the Pact Keeper

Rod, Rare (Requires Attunement)

While holding this rod, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells.

In addition, you can regain one warlock spell slot as an action while holding the rod. You can't use this property again until you finish a long rest. This item requires attunement.

Voidbow

Longbow, Rare (Requires Attunement)

These rare weapons were created by the Unseelie artificer Crumstout for his crew of feywild assassins. Once per day, the wielder of this +1 longbow may use their entire action to shoot an arrow that simply disintegrates its target.

A creature targeted by this magical shot must make a Dexterity saving throw. On a failed save, the target takes 10d6+40 force damage. If this damage reduces the target to 0 hit points, it is disintegrated.

A disintegrated creature and everything it is wearing and carrying, except magic items, are reduced to a pile of fine gray dust. The creature can be restored to life only by means of a true resurrection or a wish spell.

Amulet of Health

Wonderous Item, Rare (Requires Attunement)

This amulet was commonly worn by the Elves of Civorea who left the Feywild for Aperta-Mundi, giving up their eternally youth in the process. 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.

Gauntlets of Ogre Power

Wonderous Item, Rare (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.