

Breastplate of the Efreet

Armor (breastplate), very rare (requires attunement)

The Breastplate of the Efreet is a magnificent and enchanted piece of brass armor that combines both elegance and mystical resilience. Crafted with the essence of the elemental plane of fire, this breastplate is designed to protect its wearer from the most intense heat and fire attacks.

The breastplate is forged from gleaming, polished brass that radiates a warm, fiery glow, resembling the molten metal at the heart of a forge. The surface of the armor is adorned with intricate patterns and swirling designs reminiscent of flames, all expertly etched into the brass with incredible precision. These embellishments seem to flicker and dance as if alive, giving the Breastplate of the Efreet an animated and dynamic appearance.

Embedded within the brass are magical gems that shimmer with an internal flame, casting a fiery light that enhances the overall aesthetic. The gems serve as conduits for the enchantments woven into the breastplate, allowing it to harness the power of the elemental plane it is connected to.

This breastplate was found in the treasure hoard of the great dragoness Cinderbreath the Wyrmslayer of Hate when she was driven from Civorea by the party almost ten years ago.

While wearing this breastplate of brass, you gain a +2 bonus to AC, you are immune to fire damage, and you can understand and speak Primordial. In addition, you can stand on and walk across molten rock as if it were solid ground.

Doom's Skewer

Weapon (glaive), very rare (requires attunement)

Doom's Skewer, a formidable and ominous magic weapon, takes the form of a bone-white glaive that strikes fear into the hearts of those who behold it. Crafted from an otherworldly material, the glaive possesses an eerie and malevolent aesthetic that hints at the dark powers it wields.

The shaft of Doom's Skewer is long and sleek, made from an unnaturally smooth, bone-white substance that resembles polished ivory. Intricate carvings of ancient runes and ominous symbols are etched along the length of the shaft, pulsating with a dim, ominous glow when the weapon is unsheathed. These runes serve as conduits for the dark energies that course through the glaive.

At the end of the shaft, a wickedly curved blade extends, its edge honed to a razor-sharp point. The blade is also crafted from the same bone-white material, seamlessly merging with the shaft to create a singular, deadly whole. Sinister engravings adorn the blade, depicting scenes of doom and destruction, adding to the weapon's foreboding presence.

This glaive was uncovered during an operation in Murktide involving a series of kidnappings and a demon cult. The demons were all sent back to their plane, and the cult was crushed by the party, but this weapon was captured during that attack.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. This weapon does an extra 1D10 radiant damage against fiends and undead. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 10 slashing damage.

It has the thrown property with a normal range of 20 feet and a long range of 60 feet. Immediately after the attack, the weapon flies back to your hand.

Kvass' Plate Armor of Etherealness

Armor (full plate), very rare (requires attunement)

The Platemail of Etherealness is a remarkable suit of magical armor that seamlessly combines ethereal aesthetics with formidable protection. Crafted from a rare and otherworldly blend of enchanted metals, this armor appears both elegant and mysterious, hinting at its unique ability to transition its wearer into an ethereal state.

The platemail is composed of interlocking, silvered plates that gleam with a faint, ghostly luminescence. The metal seems to shift and shimmer, giving the impression that it is partially composed of ethereal matter itself. Intricate patterns of swirling, translucent filigree adorn the surface, creating an ethereal motif that further enhances the mystical allure of the armor.

This suit of plate armor was once worn by the vampire Kvass, and made him quite the opponent when the party fought him in the under-city catacombs of Capstone. Although your ally Gwen Stompers was slain, the party managed to finally destroy Kvass in his crypt. This suit of armor was one of the spoils of that victory.

While one who is attuned is wearing this +1 plate mail armor, you can speak "ethereal" as a bonus action to gain the effect of the etherealness spell, which lasts for 10 minutes or until you remove the armor or use a bonus action to speak "ethereal" again. This property of the armor can't be used again until the next dawn.

The Robe of Davion Rose

Requires Attunement by a Sorcerer, Warlock or Wizard

This elegant garment was worn by the elven wizard Davion Rose when they fled the Feywild to make a life in the mortal realm. It was said to have been given to him by one of his ancestors, but the name of that maker has been lost to time. This item was thought lost, until the party was able to locate it and restore it to its former glory by defeating the foul Lich Kalaak. It is a potent magic item made from exquisite cloth of gray and adorned with blue and silver runes. One who is attuned to this item gains these benefits while wearing the robe:

- If you aren't wearing armor, your base Armor Class is 14 + your Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

Murderer's Coat

Armor (studded leather), very rare (requires attunement)

The Murderer's Coat is a sinister and enchanting garment that seamlessly blends the macabre with magical prowess. Crafted from a blend of shadowy fabrics and enchanted threads, this coat exudes an aura of darkness and malevolence. Its appearance is both elegant and foreboding, making it clear that this is no ordinary piece of attire.

The coat is long and flowing, reaching down to the wearer's ankles. It is crafted from a deep, midnight-black fabric that seems to absorb light rather than reflect it. Intricate, silver-threaded embroidery adorns the edges of the coat, depicting unsettling scenes of skeletal figures and twisted, serpentine motifs that writhe as if alive.

Embedded within the fabric are faint, pulsating runes that emit a subtle, ominous glow in low light. These runes are the source of the Murderer's Coat's offensive enchantments.

This magical armor was taken from the defeated vampire lord Jocasta when she tried to raise an army of undead against the peaceful peoples of Glimmerford.

You gain a +2 magical bonus to AC while wearing this studded leather armor.

The coat has three (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 2d12 necrotic damage to the target. The coat regains 1d3 expended charges following a long rest.

Red-Shirt Kurk's Dancing Shield

Armor (shield), very rare (requires attunement)

Kurk was a comrade at arms, and accompanied the party on many adventures. In the party's struggle against the foul Lich Kalaak, the dwarven artificer's soul was drained and consumed completely. With no way to resurrect their old friend, the party carries on his name by wielding his prized shield that he had designed himself.

Red-Shirt Kurk's Dancing Shield is a whimsical and extraordinary piece of enchanted craftsmanship. This magical shield, unlike traditional shields, possesses a vibrant personality and a penchant for movement that makes it stand out on the battlefield. The shield itself is a round, medium-sized piece made from a combination of reinforced wood and arcane metal. Kurk adorned it with an array of colorful, swirling patterns and gilded the edges with shimmering red runes that seem to dance when the shield is activated. The face of the shield features a comical depiction of a knight dancing, giving it an amusing and lighthearted appearance.

What makes Red-Shirt Kurk's Dancing Shield truly unique is its ability to float and defend its user with a lively, animated spirit. When activated, the shield hovers around its wielder in a playful dance, bobbing and weaving in time with an unseen rhythm. The shield is imbued with Kurk's whimsical sense of humor, and it occasionally emits faint musical notes or joyful giggles as it moves.

Despite its seemingly carefree demeanor, the Dancing Shield is a capable defender. It possesses a magical force field that enhances its protective capabilities, and it can autonomously intercept and block incoming attacks with surprising agility. The shield's movements are responsive to the knight's intentions, creating a synchronized dance between wielder and shield on the battlefield.

While holding this +2 shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

Demon Armor

Armor (half plate), very rare (requires attunement)

Demon Armor is a fearsome and imposing suit of half-plate armor that strikes a balance between formidable protection and an intimidating, demonic aesthetic. Crafted from darkened, enchanted metals, the armor exudes an otherworldly aura, hinting at the demonic energies it harnesses to enhance the wearer's combat prowess.

The chest piece of the Demon Armor is adorned with intricate, demonic motifs that seem to writhe and twist as if alive. Sinister spikes jut out from the pauldrons and gauntlets, giving the armor a menacing silhouette. The half-plate design covers the wearer's torso, shoulders, arms, and upper legs, offering substantial protection without compromising agility.

The surface of the armor is etched with faint, glowing runes that pulse with an eerie, reddish light. These runes are the source of the demonic enhancements that empower the wearer. When the warrior wearing Demon Armor enters battle, the runes intensify, casting a faint crimson glow that seems to emanate from within the armor itself.

The helmet of the Demon Armor is a demonic visage, featuring a horned helm with fiery, malevolent eyes that burn with an inner flame. The helmet grants the wearer an intimidating presence on the battlefield, striking fear into the hearts of their enemies.

As warriors clad in the Demon Armor engage in combat, the demonic enhancements take effect, amplifying their aggression and ferocity. The wearer feels a surge of infernal energy coursing through their veins, enhancing their strength and speed. The armor doesn't just protect; it transforms the wearer into a formidable force, inspiring a relentless and savage fighting style.

This particular suit of armor was uncovered during an operation in Murktide involving a series of kidnappings and a demon cult. The demons were all sent back to their plane, and the cult was crushed by the party, but this armor was captured during that attack.

While wearing this half-plate armor, you gain a +2 bonus to AC, an additional +1 bonus to hit and damage with all melee attack rolls, an extra 1d6 fire damage with melee weapons, and you can understand and speak Abyssal. In addition, the armor's clawed gauntlets turn unarmed strikes with your hands into magic weapons that deal 1d8 slashing damage.

The Spellguard Shield

Armor (shield), very rare (requires attunement)

The Spell Guard shield is an imposing and formidable piece of protective equipment, carefully crafted to withstand the onslaught of powerful arcane forces. Constructed from a combination of enchanted metals and rare, shimmering crystals, this shield is a testament to both craftsmanship and magical prowess.

The shield is large and robust, measuring approximately 3 feet in height and 2 feet in width. Its surface is adorned with intricate, protective runes that seem to pulse with a soft, ethereal glow when exposed to magic. The central focus of the Spell Guard shield is a large, brilliantly faceted crystal at its core. This crystal is infused with potent defensive enchantments, designed specifically to neutralize and repel arcane energies.

The crystal itself is translucent, taking on a hue that shifts between deep blues and purples. When the shield's bearer is attacked magically, the crystal emits a shimmering protective magical barrier. This field expands to cover the entirety of the shield's surface, creating an invisible layer that mitigates and disperses the impact of arcane attacks.

This weapon was found in the treasure hoard of the great dragoness Cinderbreath the Wyrms of Hate when she was driven from Civorea by the party almost ten years ago.

While holding this +1 shield, you gain advantage on saving throws against spells and other magical effects. Additionally, you are resistant to force damage and you take no damage from the spell Magic Missile. Finally, the shield grants the wielder a +1 luck bonus to all saving throws.

Spire of Fire

Requires attunement, druid, sorcerer, warlock, or wizard

The Spire of Fire is an enchanting and ornate rod crafted from a rare blend of enchanted metals and magical gemstones. Crafted at a length of approximately 18 inches, the rod is slender and elegant, with a smooth surface that seems to shimmer with a faint, fiery glow. The base of the rod is adorned with intricate runes and symbols that appear to dance like flames when exposed to light.

This rod was found in the treasure hoard of the great dragoness Cinderbreath the Wyrms of Hate. It probably once belonged to a powerful wizard who thought that such a weapon would affect a great dragon of Cinderbreath's power.

While holding this rod, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your arcane spells. You have resistance to fire damage while you hold this rod. Every time an attuned wielder takes a long rest, the charges in the staff re-fill to a total of twenty (20). The staff allows the use of the following spells:

While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell attack and save DC:

- Burning Hands upcast to 3rd level (1 charge)
- Fireball upcast to 5th level (2 charges)
- Wall of Fire upcast to 7th level (3 charges)

The Staff of Davion Rose

Requires Attunement by a Sorcerer, Warlock or Wizard

This staff was created and wielded by the elven wizard Davion Rose when they fled the Feywild to make a life in the mortal realm. This item was thought lost, until the party was able to locate it and restore it to its former glory by defeating the foul Lich Kalaak. It is a potent magic item with varied offensive and defensive abilities, carved from magically hardened wood. It is topped with a glistening gem or orb that burns from within with a flickering blue-white light which dims as its charges drain. Every time an attuned wielder takes a long rest, the charges in the staff re-fill to a total of twenty.

While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell attack and save DC:

- Continual flame (1 charge)
- Feather Fall (1 charge)
- Shield (1 charge)
- Levitate (1 charge)
- Magic missile, heightened to 3rd level (1 charge)
- Cone of Cold (2 charges)
- Globe of Invulnerability (2 charges)
- Fly (2 charges)
- Wall of force (in a 10-ft.-diameter hemisphere around the caster only, 3 charges)

The wielder of this powerful staff gains a +1 luck bonus saving throws. The wielder also gains a +1 bonus to spell attack rolls and to the saving throw DCs of your arcane spells. The staff is also a +3 quarterstaff, and its wielder may use it to smite opponents. If 1 charge is expended (a free action), the staff deals double damage (x3 on a critical hit) for 1 round.

The staff of Davion Rose can be used for a retributive strike, requiring it to be broken by its wielder. If this breaking of the staff is purposeful and declared by the wielder, it can be performed as a standard action that does not require the wielder to make a Strength check. All charges currently in the staff are instantly released in a 60-foot area. All creatures and objects within the area take an amount of damage equal to 10 x the number of charges remaining in the staff. All those affected may make DC 17 Reflex saves to reduce the damage by half.

The character breaking the staff has a 50% chance of traveling to another plane of existence (01—50 on a d%), but if they do not, the explosive release of spell energy instantly destroys them.

The Wakewraith

Weapon (rapier), very rare (requires attunement)

This nondescript weapon is made of a dull metal, and oddly doesn't cast a shadow in the light. It was taken from the defeated vampire lord Jocasta when she tried to raise an army of undead against the peaceful peoples of Glimmerford.

When attuned to this weapon, carrying it on their person grants advantage on stealth checks if they are in shadow

You gain a +2 bonus to attack and damage rolls made using the weapon. On a hit, the weapon deals an extra 2d6 necrotic damage. Additionally, attack rolls score a critical hit on a roll of 19 or 20 on the d20 using this weapon.

Vestment of Myriad Gazes

Requires Attunement by a Sorcerer, Warlock or Wizard

The Vestment of Myriad Gazes is a captivating and enchanting magical robe that weaves together the mystical essence of foresight and ethereal elegance. Crafted from a rich, velvety fabric that shifts in color from deep indigo to midnight blue, the robe exudes an aura of profound mystery and magical potential.

The surface of the vestment is adorned with an intricate tapestry of embroidered eyes, each one unique in design and seemingly alive with an inner light. These eyes range in size and shape, creating a mesmerizing pattern that seems to follow the movements of the wearer. Some eyes appear wide with curiosity, while others are narrowed in contemplation, giving the robe an otherworldly and contemplative quality.

When donned, the Vestment of Myriad Gazes drapes the wearer in a flowing, hooded robe that conceals much of their features. The hood is lined with a silken fabric that, when drawn over the head, creates a subtle, starry pattern reminiscent of a night sky filled with distant galaxies.

This particular robe was uncovered during an operation in Murktide involving a series of kidnappings and a demon cult. The demons were all sent back to their plane, and the cult was crushed by the party, but this robe was captured during that attack.

While you wear the robe, you gain the following benefits:

- The robe lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.
- You have darkvision.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane.
- Once per day, an attuned wearer may use an action to gain a limited ability to see into the immediate future for one minute. For the duration, the target can't be surprised and has advantage on attack rolls, ability checks, and saving throws. Additionally, other creatures have disadvantage on attack rolls against the target for the duration.

The Zerkaxe

Weapon (greataxe), very rare (requires attunement)

This dark, rust-covered great axe is not much to look at, but the exploits of its wielders are legendary. The stains on its sturdy ash handle tells the story of rage and vengeance. It was recovered from the Cult of the Purple Worm, a coven of warlocks who glorified the great monstrous beast Yahtzak. While the beast was never tamed, the coven was shut down before they could truly do damage to the people of Murktide.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The great axe deals an extra 3d6 necrotic damage to creatures that aren't constructs or undead.