

Rod of the Pact Keeper

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.

Breastplate of Falling Stars

Armor (Breastplate), uncommon (requires attunement)

This +1 magic armor allows the attuned wearer to cast Scorching Ray 2nd level that can once a day. This spell can be triggered by the wearer as an action even if they can't cast arcane spells.

Blessed Studded Leather Armor

Armor (Studded Leather), uncommon
(requires attunement)

This +1 magic armor
Contains 3 unreplenishable
charges of the Healing Word
spell (1st level) that can be
triggered by the wearer as a
bonus action even if they
can't cast divine spells.



Bold Half Plate Armor

Armor (Half Plate Armor), uncommon
(requires attunement)

Once per day, the wearer of this +1 magic armor can use an action to cast the Heroism spell on themselves (1st level).

Heroic Half Plate of the Elements

Armor (Half Plate), uncommon (requires attunement)

The wearer of this +1 armor has advantage on all saving throws vs. fear.

This armor reduces any attack that deals acid, cold, lightning or fire damage to the bearer by three (3).

Winged Breastplate

Armor (Breastplate), uncommon (requires attunement)

The wearer of this +1 armor gains ten (10) feet of movement speed.

Pious Breastplate

Armor (Breastplate), uncommon (requires attunement)

The wearer of this +1 armor may cast bless as an action once per day even if they are not an appropriate spellcaster.

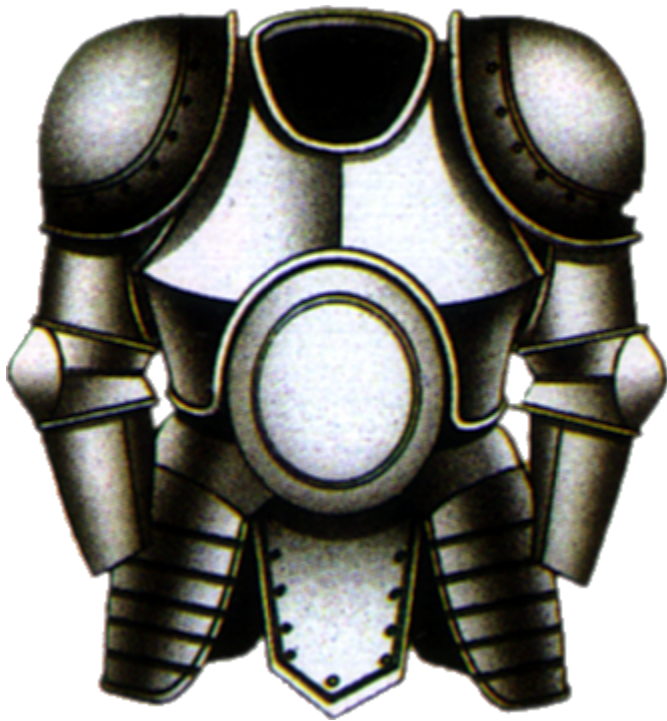
Adamantine Full Plate Armor

This suit of magic +1 armor 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. This item requires attunement.



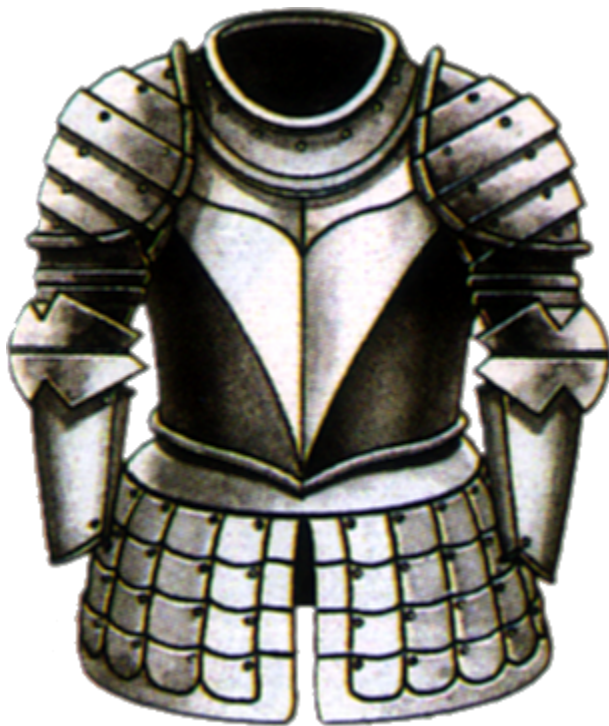
Quick Full Plate Armor of Floating

The wearer of this +1 armor gains a +1 bonus to initiative rolls. Once per long rest, the wearer may cast Feather Fall on themselves as a reaction. This item requires attunement.



True Half-Plate Armor of the Night

The wearer of this +1 armor may cast True Strike as a bonus action once per long rest. This armor does not impose disadvantage to stealth as armor of this type normally does. This item requires attunement.



Ephemeral Breastplate of Defense



Three times per long rest, the wearer of this +1 armor may spend their reaction to gain their Wisdom modifier to their AC until the beginning of their next turn. This item requires attuning.

Clockwork Armor of Thunder



The wearer of this +1 full plate armor can *Dash* as a bonus action once per short rest, and any Strength (Athletics) checks are made with advantage. The armor also contains four unreplenishable charges of the Thunderwave spell (1st level). This item requires attunement.

Glamoured Studded Leather

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor. This item requires attunement.

Staff of Healing

Requires Attunement by a Bard, Cleric, or Druid



This staff has 10 charges. 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 save DC and spellcasting ability modifier: cure wounds (1 charge per spell level, up to 4th), lesser restoration (2 charges). or mass cure wounds (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

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.

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 the best they could do was to 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 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 +1 magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

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 the rule of the elves.

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 dwarven war-sorcerers of Capstone, 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.

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.

Elven Chain

Armor, Rare (chain shirt)

This shirt of armor comes directly from the armories of the Feywild.

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 cataloged by the great tiefling sorcerer of antiquity Gonnor Darbusto himself.

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

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 artificers of the Arcanists' Guild in Capstone.

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.

Wand of the Rogue Mage

Wand (requires attunement, spellcaster)

It was a lifetime of trial and error, but the gnome illusionist Patch Ramakin 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 five (5) 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 3rd 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.

Ring of Free Action

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained. This item requires attunement.



Notes: Negates Difficult Terrain, Magical Speed Reduction, Immune: Paralyzed or Restrained

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.

Divine Spear of the Dawn

This weapon was created to fight against those who would misuse the raw eldritch might left over after the Dead Gods fell.

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

It has the power to open a portal to the **Swamp of Oblivion**, a demiplane of existence that is an eternal wasteland of ooze and sucking mud. It is famously a place to hide things that one doesn't want to be found. It takes ten minutes to complete the ritual for the spear to open the portal. The spear enters the plane with its wielder, and a similar ritual is performed to return to the material plane at the same spot that it was entered.