

CHAPTER 1: RHYONIS TREASURE

 HIS DOCUMENT DIVES INTO DRACONIC hordes, aristocratic treasure vaults, and arcane libraries to uncover wondrous items and relics from across the realm! These items are compatible with all 5e Dungeons and Dragons settings but are meant to be played in Rhyonis as to remain as close to the lore as possible.

All Rhyonis Homebrew content was made by myself, Rhyonis creator, Austin Rose. Thank you for taking a look at my work and I hope you look forward to seeing more! Until next time, remember, in a cold and dark world, we are each other's warmth and light!

ITEMS

Magical items are a staple for any fantasy setting, and Rhyonis is no different. This section will cover everything from amulets to weapons to ancient tomes.

ACCESSORIES

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Rarity	Items
Rare	Cap of the Ringleader, Captain's Tricorne, Gloves of the Web-Spitter, Ring of the Wild Depths, Star Steppers
Very Rare	Boots of Shadow, Breeze Treaders, Crystalline Crown of Fractured Focus, Current Cloak, Vambraces of Essence Conversion
Legendary	Bracers of Refraction, Swift Quiver

BOOTS OF SHADOW

Very rare accessory (boots), requires attunement
These boots adhere to your feet like a second skin and you're almost unable to even feel your steps touch the ground. The crisp black leather is a fine matte and reflects no light, seeming like tethered darkness beneath you. Faintly visible, threaded between them are magical Shadow Laces. These smokey ethereal laces feel like water running through your finger tips, sliding past themselves as if they were smoke. While attuned to these boots, you have advantage on all Stealth checks. Also, once per long rest you may activate the power stored within the Shadow Laces to enter a shadowy form, granting you the effects of the Haste spell. This transformation

lasts for one minute, until you are knocked unconscious, or you dismiss it as a bonus action. While the form continues, you may also move through occupied spaces, treating them as rough terrain. If you end your turn in an occupied space, you are immediately forced out to the nearest unoccupied space, taking 1d6 force damage/5ft you are moved.

BRACERS OF REFRACTION

Legendary accessory (bracers), requires attunement by a monk

These lightweight metallic bracers are woven together by thin platinum and golden strands and infused with ki from both Relaquence and Frey-Uum. The metal of these bracers is so delicate, they are completely imperceptible against the skin and expand with every breath, covering the wearer's body in a thin layer of defensive ki. While wearing and attuned to these bracers, the wielder gains the following benefits:

- You are able to cast the Absorb Elements spell at will, using Wisdom as your spellcasting ability.
- Whenever you take damage that you are resistant to, you recover 1 ki point, not to exceed your maximum number of ki points.
- Lastly, once per short rest, able to cast *Mirror Image* on yourself.

BREEZE TREADERS

Very Rare accessory (boots), requires attunement

These pure white cotton shoes are incredibly soft to the touch and feel as if you're wearing nothing but are as durable as steel. While attuned to them, the wearer is able to cast the Levitate spell on themselves at will and gain a flying speed equal to their current walking speed while the spell persists. Once the spell ends, they harmlessly float down to the surface.

CAP OF THE RINGLEADER

Rare accessory (hat), requires attunement

This red and purple velvet top hat is fashioned with a massive albino peacock feather and a silver buckle clasping the band around its base. The brim of the hat has a slight curve in it that drops to slightly cover one eye and had black ribbons that trail off the back of it. While wearing the Cap and attuned to it, you gain advantage on Charisma (Performance) checks and you may cast the *Disguise Self* spell at will.

CAPTAIN'S TRICORN

Very Rare accessory (hat) Requires attunement

This blue wool hat is trimmed with green felt and silver metal baubles, featuring gems and elements affixed to a large blue ostrich feather. The feather always seems to dance as if caught in a breeze even when the wind is at perfect rest. While attuned to the hat and wearing it, the wielder can use the following benefits:

- Double their proficiency bonus for the Perception and Survival skills as if they had the Expertise feature. They also have advantage on all checks with these skills.
- and, once per week, the wielder can cast the *Control Weather* spell.

CRYSTALLINE CROWN OF FRACTURED FOCUS

Very rare accessory (hat), requires attunement

This pure amethyst crystal tiara slides perfectly into place above your temples. As you adjust it to fit comfortably, a visor band of fractile ice extends across your eyes, granting you clear visuals of the magical threads tethered throughout the physical world. It emits a frosty aura that slightly chills your skin but feels comfortable and familiar. While attuned to this crystal tiara, you can see where magic overlaps the mundane. You may make two reactions in a single round of combat, so long as they are used against different triggering effects, and one is a physical reaction, and the other a magical reaction. An example would be using your reaction to make an opportunity attack with a weapon, and then using the *Shield* spell to avoid taking an attack yourself.

CURRENT CLOAK

Very rare accessory (cloak), requires attunement

Embroidered with platinum threads, the dazzling storm cloud motif across this remarkable cloak comes in and out of view as the sheer metal strands catch the light at different angles. It is strikingly beautiful and seems to almost billow of its own accord. While attuned to this cloak, you have a personal flying speed of 40 ft. You are also granted minor magical ability, allowing you to cast the *Feather Fall* spell a number of times per long rest equal to your proficiency bonus and, once per week, are able to cast *Wind Walk*.

GLOVES OF THE WEB-SPITTER

Rare accessory (gloves), requires attunement

Woven from finely strung gossamer, these black and silver gloves fit snugly against the flesh but feel as if nothing is there. Intricate webbing is etched into the backs of them and reflects the

light dazzlingly. While attuned to these gloves, the wearer is under the effects of the *Spider Climb* spell, can cast the *Thorn Whip* cantrip, appearing as a spiny thread of condensed webbing. Additionally, a number of times per long rest equal to half their proficiency bonus, they are able to cast the *Web* spell. Wisdom is the ability used to calculate spell attack and DCs for spells cast from this item.

RING OF THE WILD DEPTHS

Rare accessory (ring), requires attunement by a Druid

This transparent sea glass ring has black water from the deepest part of the Continental Sea trapped inside of its hollow center. Bubbles constantly flow through the glass, churning the water violently around your finger, causing it to faintly swish and vibrate against you. While Attuned to this ring you gain the following benefits:

- Resistance to Cold Damage
- You can breathe in water as if it were air
- You have a swim speed equal to your walking speed

While also in Wild Shape form, you gain the following benefits:

- Deal an additional 1d6 Cold damage on successful melee attacks
- You maintain the previous benefits, regardless of what Wild Shape you take

STARSTEPPERS

Rare accessory (boots), requires attunement

These slick, rubbery gel sheets adhere to the bottom of your shoes. It is to be noted that these do not override any existing features of the footwear you currently have equipped. They are comprised of a specially refined form of residuum infused with scrapings of Miracle Metal. They look faintly purple but have an odd reflective shift due to the opalescent nature of Miracle Metal. While attuned to the *Starsteppers*, you gain the following benefits:

- You are always under the effects of the *Spider Climb* and *Feather Fall* spells.
- Once per long rest, you may cast the *Jump* spell on yourself

SWIFT QUIVER

Legendary accessory (quiver), requires attunement

This quiver is extremely svelte and feels like a zephyr breeze. Made from the bowstrings of over a one hundred wood elven soldiers and bound air elemental essence, it allows for the wielder to release arrows in rapid-fire succession. While

attuned, and the wielder takes the Attack action on their turn, they can use a bonus action to make two attacks with a ranged weapon that doesn't have the loading property as a bonus action.

VAMBRACES OF ESSENCE CONVERSION

Very rare accessory (bracers), requires attunement by a monk

These black gold bangles link together to form a stacking chain of wrapped metal that jangles with a beautiful resonance, almost like a hypnotic melody. These are able to tap into the flow of the wielder's Ki energy and restore their Life Essence when they manipulate their Ki into their Martial Arts. While attuned to these bracers, a number of times per long equal to your Proficiency Bonus, you can choose to recover a number of hit points equal to a roll of your Martial Arts Die when you expend Ki. You gain an additional number of hit points on top of the result rolled equal to your Wisdom modifier plus the total number of Ki points spent on the ability used.

SHIELDS AND ARMOR

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Rarity	Items
Rare	Ballad Buckler, Shield of Command
Very Rare	Leaf Plate, Projection, Wailing Wall
Legendary	Blood Plate, Chameleon's Coat, To the End of the Realm

BALLAD BUCKLER

Rare shield, requires attunement by a Bard

A shield of finely polished white metal, it is engraved with fine etchings and outfitted with black rivets that give it the appearance of sheet music written across its face. The shield itself is extremely light and fluid and moves along with the wielder's movements as an extension of themself. It will emit its own music when song is played within 15 ft. of it and the etchings will magically manipulate to reflect whatever notes it is presented with. While attuned to this shield, you gain the following benefits:

- You are granted with proficiency on bucklers, granting you +1 ac while wielded. It is also capable of being worn while using a weapon that requires two hands.
- As a reaction to being attacked, you may choose to expend a Bardic Inspiration to cast the *Shield* spell on yourself. Upon doing so,

you also gain a number of temporary hit points equal to the roll on your Inspiration die. These hit points last for one hour or until depleted.

- You may use an action to bash with the buckler as a melee weapon attack using your Strength for the attack roll. On a successful hit, you deal $1d4+your\ Strength\ modifier$ in bludgeoning damage and $1d4+your\ Charisma\ modifier$ in thunder damage.

BLOOD PLATE

Legendary full plate, requires attunement

This set of full plate looks like a hardened suit made completely of blood. It is jagged and uneven, looking like a massive scab that is deep red, almost brownish black. It cracks and groans as the wearer moves and seems to almost bleed from the joints and always smells of death. Creatures not resistant or immune to necrotic damage must make a Constitution save (15) upon attempting to attune to the Blood Plate. On a failure, they are poisoned for 24 hours and cannot attempt to attune to it again until this time passes and they complete a long rest. While attuned to the Blood Plate, the wielder gains the following effects:

- +3 bonus to Armor Class
- When you are struck by melee attack within 5 ft, the attacker takes necrotic damage equal to the wielder's Charisma Modifier.
- When you make a melee attack (spell or weapon) you may expend a number of Hit Die up to Charisma modifier. You take an amount of damage equal to the total rolled and the target suffers the same amount of necrotic damage.

CHAMELEON'S COAT

Legendary studded leather armor, requires attunement

This remarkable piece of armor is among the most powerful ever created and features state-of-the-art enchantments by the Hallicianous Enchanting Corporation. It was crafted by Cyellah Hallicianous for herself, and worked on by the head of the Hallicianous family, Cymack, Cyellah's mother. It is constantly adapting and changing its form, even in stasis and when not being worn, to never appear as the same article of armor for more than a minute unless willed to by the wielder. Crafted from the finest enchanted leather, it is studded and held together by pure Shards of St. Nihaan that glow with every color of light imaginable, projecting illusory lights to give of various disguises and is also capable of transmuting itself physically to become whatever the wielder wishes it to be. It also boasts a complex layer of enchantments

that give it and the wielder a wide array of passive benefits. While attuned to this armor, the wielder gains the following properties:

- You gain +3 to Armor Class
- You are able to cast the *Alter Self* and *Disguise Self* spells at will
- Once per long rest, you are able to choose one damage type (Fire, Cold, Acid, Lightning, Thunder, Poison, Necrotic, Radiant, or Force) and gain resistance to it until the end of your next long rest
- You are constantly under the effects of the *Spider Climb* spell
- Lastly, three times per long rest, you are physically able to transform into any humanoid form of your desire, maintaining your physical and mental abilities, as an action. This lasts for 1 hour per transformation but you are able to expend another use of this ability to maintain the appearance you currently hold.

LEAF PLATE

Very rare full plate, requires attunement by a Druid

This beautiful set of full plate is made of magically reinforced palm leaves that are harder than steel and lined with golden filigree. Along the legs and arms, golden vines sprout from the rivets that boast sharp thorns and seem to drip a glowing green sap that dissipates into puffs of gold, glittering smoke as the wearer walks. While attuned to this fullplate, which you are considered proficient in, you gain the following benefits:

- +1 to Armor Class
- Resistance to Necrotic and Poison Damage
- Anytime you would be restored hit points by taking a short rest, you recover an additional amount equal to your Proficiency Bonus.
- Lastly, a number of times per long rest equal to your Wisdom modifier, when you are restored hit points by a spell you cast, you recover an additional amount equal to your Proficiency Bonus.

PROJECTION

Very rare buckler, requires attunement

This sleek forearm band is made of smooth Miracle Metal plates. It is affixed with snugly fit lime-green circuitry that weaves around black gemstones. While attuned to the band, it adjust to fit directly against the skin of the wielder, tapping into their nervous system. This item acts as a buckler, granting the wielder a +1 bonus to AC to can be used alongside two weapons, a ranged weapon, or a two-handed weapon, but

not an existing shield. Additionally, the wielder may cast the following spells, without need of components, using the highest of their Mental Ability Scores as the spell casting ability for them.

- *Absorb Elements* at will.
- *Shield* and *Shield of Faith*, 3 times per Long Rest each.
- *Warding Bond*, 2 times per Long Rest.
- *Forcefield*, 1 time per Long Rest.

SHIELD OF COMMAND

Rare shield, requires attunement

This shield has a plain front that is offset by two incredibly life-like eyes that unerringly follow whoever the shield's wielder watches. They sparkle with a bright light, revealing their intent to strike down those who stand before them. The shield also has 7 charges that can be used to cast the spells *Command* and *Compelled Duel*. While attuned, the wielder may expend 2 charges to cast *Compelled Duel* or expend 1 or more charges to cast *Command*, increasing the Spell Level per charge spent. The DC for these spells is 15 and, alternatively, the wielder may expend 2 charges to grant themselves advantage on all Charisma (Persuasion) or (Intimidation) checks they make for the next minute.

TO THE END OF THE REALM

Legendary shield, requires attunement by a druid, Oath of the Ancients Paladin, or a Nature Domain Cleric

This beautiful wooden shield depicts a bas relief of a curled sleep dryad on its face. The armbands and trim of the shield are twisted golden leaves that give the shield the appearance of a sun flower that exudes warmth and the sensation of peace. While attuned to this item, the wielder gains the following benefits:

- Immunity to all poisons and diseases
- Advantage on saving throws against being charmed
- Can cast *Calm Emotions*, once per short rest, using their spellcasting ability.

In addition, the shield itself is a cursed dryad that is forced to exist in this suspended state so long as the shield exists. As an action, the wielder can speak to the dryad who has forgotten her name, why she was transformed into the shield, and where her home was. She wants nothing more than to find a new grove of trees to live alongside and asks the wielder to deliver her to a place for her to lay her roots. At any point the wielder sees fit, they can bury the shield at least two feet beneath soil and the dryad will immediately grow into a 60 ft. tall tree. The

shield and its magic will be lost forever, but the dryad will forever have a home.

WAILING WALL

Very rare shield, requires attunement

This shield is made of reinforced and enchanted titanium plates that are studded with dream amethyst. Carved from the metal and embossed with silver filigree, there is the horrific visage of a terrified humanoid face wailing in fear. The amethysts refract light to shift and exude their magic to reflect an androgynous representation of the race of whosoever looks upon it. While attuned to the Wailing Wall, you gain the following benefits:

- You gain +1 to AC on top of the shield bonus granted by the shield
- You gain +1 to Attack and Damage rolls made when attacking with the shield
- Once per long rest, you are able to cast the Fear spell originating from the shield (DC 15)
- If you strike a creature that is frightened of you, you deal an additional 1d8 psychic damage and gain an equal amount of temporary hit points

WEAPONS

WEAPONS

Rarity	Items
Uncommon	Crow Bow
Rare	Defensive Point, Harmony, Specialty Ammunition
Very Rare	Arm of Spell Turning, Blood Smiter, Bramble, Bramble Flail, (The) Comet Axe, Fan Blades of Shadows, (The) Gold Pick, Icicle, Lougin's Fang, Pain and Agony, Retrieve, Return, (The) Scimitar of Slicing Winds, Shredder, Solder, (The) Spirit of the Morningstar, (The) Stratus Spear
Legendary	Consuming Voice, Dream Amethyst Armament, (The) Fey Blade, Mirage- the Chameleon's Tail, Rest Assured, Staff of Rhyona, Wraps of Light, Zero Gravity Glaive, Zip Zapper

ARM OF SPELL TURNING

Very Rare any weapon, requires attunement

Arms of Spell Turning come in many varieties, being enchanted weapons of every sort imaginable. From blades to hammers to bows, these marvelous armaments are inlaid with

harnessed magic inscribed in carved arcane runes that are inlaid with stylized pieces of Sands of St. Nihaan. They come in many styles and are immediately identifiable by those who are well-versed in magic for their signature overlapping representations of arcane geometry. While the weapon itself is usually fashioned from a plain and unassuming metal or wood, the glittering multicolored pieces of glass laid within their runes denote them as a weapon capable of rebuffing outside forces of magic. While attuned to an Arm of Spell Turning, the wielder gains the following benefits:

- You have advantage of saving throws against spells and magical effects.
- The weapon has 7 charges within it that can be used to cast the *Counterspell* and *Dispel Magic* spells. Each use of one of these spells counts as a single charge but multiple charges may be used at once to cast the spells at higher levels, equaling one additional charge per spell level beyond 3rd.

BLOOD SMITER

Very rare piercing weapon, requires attunement

Blood Smiters are extremely deadly weapons fashioned by the vampiric armies of Theurgius. Created as a mocking insult to the old human superstition that vampires could be slain with a stake to the heart, the vampires made Blood Smiters to torment the humans that tried to survive alongside them on the Dark Continent. These weapons start with a base of a piercing weapon of any kind and are infused with enchanted blood; a mixture of human and vampire. The metal that makes the weapon absorbs the blood, turning it into a near black, deep crimson. While attuned to a Blood Smiter, you gain the following benefits, in addition to the base weapon's properties:

- +2 to attack and damage rolls made with the weapon
- Once per turn when you make a successful melee attack with this weapon, you may expend a number of hit die equal to your CON Modifier to deal additional amount necrotic damage. Both you and the target take the amount rolled as a gout of blood spills from the wound and your life energy is drained. Undead wielders of a Blood Smiter are instead healed for the amount of necrotic damage dealt.

BRAMBLE

Very rare scythe, requires attunement

This wicked looking scythe is made entirely of bone with cloth and leather grips at its mid section. The blade of the scythe seems to be

made of carved and sharpened thorns that have tiny spines sprouting off of it at various angles, making it apparent that removing the weapon would be just as painful as being struck with it. Diminutive runes are carved into the handle of Brmable the read various warnings in druidic with abjurative wards that warn of the voraciousness of the wilds. While attuned to Bramble you gain the following Benefits:

- +2 to attack and damage rolls made with the weapon.
- Deal an additional 1d8 piercing damage on successful attacks. On critical hits, this additional damage is instead 1d12.
- You score critical hits with this weapon on rolls of 19 or 20.
- You may cast the *Thorn Whip* cantrip at will, using Wisdom for your spellcasting ability.
- Lastly, Bramble has a total of 20 charges, all of which it regains after a long rest. You may choose to cast the following spells at their base level, using Wisdom as your spellcasting ability modifier: *Entangle* (1 Charge), *Spike Growth* (2 Charges), *Grasping Vine* (4 Charges), *Wall of Thorns* (6 Charges). If all 20 charges are depleted, the additional piercing damage dealt by Bramble ceases to function until the charges are restored.

BRAMBLE FLAIL

Very rare flail, requires attunement

This flail seems to be fashioned directly from a thorny vine and secured into a petrified wooden handle. It is soft and supple to the touch from tip to grip, but the thorns on the flail itself are extremely dense and sharp. This weapon functions as a mundane flail, but when attuned to, it gains the following benefits.

- +2 to hit and damage rolls made with this weapon
- It can be used to cast these cantrips at will: *Druidcraft*, *Thornwhip*, and *Shillelagh* (on the flail only). For any spell or ability the Flail possesses that has a DC, it is 15, and any spell attack roll uses your attack modifier with the weapon.
- The Bramble Flail gains eight magical Charges that can be used to cast the following spells: *Entangle* (1 Charge), *Spike Growth* (2 Charges), and *Grasping Vine* (4 Charges). The Flail regains 1d6+2 expended Charges on a long rest.
- On a successful critical hit, the bramble thorns carve into the target, dealing 1d4+2 piercing damage at the start of each of their turns until they succeed on a CON save at the end of their turn to shake the effect off.
- Lastly, once per long rest, you may use a

bonus action to activate the Bramble Flail's true form for one minute. During this time, it may still be wielded one handed and benefit from its *Shillelagh* cantrip, but now deals 1d10 piercing damage and has a reach of 10 ft.

COMET AXE, THE

Very rare great axe, requires attunement

This beautiful greataxe sparkles with twilight radiance, the light along the blade shifting to reflect Rhyonian Space. In the hands of someone who is attuned to it, the Zardons within the axe's blade align to form their Cosmic Patron's constellation. Records within the Eldritch Observatory claim that it was recovered from the Slaver's Pits of Theurgius a few decades ago by an unlikely pairing of Aasimar and Tiefling allies. These escapees, have since been in the protection of the Shaded Coalition, relocated under aliases for their own safety. This weapon functions as a regular greataxe, but while attuned to it, you gain the following benefits:

- +1 to attack and damage rolls made with this weapon
- You deal an additional 1d6 force damage on successful attacks with the Comet Axe as the trail left by the axe bursts with gravitational magic

CONSUMING VESSEL

Legendary greatsword, requires attunement

This grizzly-looking greatsword is a pure black metal with a razor-sharp edge that glints with shining silver. The blade itself is about 5 feet long and is serrated along the bottom edge to look like massive jagged fangs. The hilt and cross guard are demon bones dipped in adamantine wrapped in living shadow wrappings and the blade is etched with infernal and abyssal runes written in platinum. When holding the blade, you can hear the screams of all those that have been slain by the blade as it retains a portion of their essence and releases it with every swing. While attuned to Consuming Vessel, you gain the following benefits:

- +3 to hit and damage rolls with this weapon and deal 2d10 slashing damage on a successful hit
- You score a critical hit on a roll of 19-20
- Once per long rest, you may use your reaction to cast the *Soul Cage* spell on a target slain by the Vessel, using the blade as the cage.

CROW BOWS

Uncommon longbow/shortswords

This longbow/dual short sword weapon is standard issue for the Murder Elves of Ish-Gahn.

Appearing like crow wings stitched together while in its longbow form, it can deftly detach to form twin, hooked short blades. These blades can be used to slice into foes or perch on to branches like talons and swing from one limb to the next. Deadly, elegant, and efficient, a flurry of slicing pecks from a Crow Bow has been the final vision of many a prey.

- 1d8 Piercing damage, range 150 ft./600 ft., as Longbow
- 1d6 Piercing damage, range of 5ft. as Short Swords
- As a bonus action on your turn, you can turn this item into either of its opposite forms.

DEFENSIVE POINT

Rare spear, requires attunement

This immediately unassuming spear appears to be plain wooden shaft that has been poorly varnished. The leather hand grip itself seems to be exceptionally soft and forms to the shape of the wielder's grip. Once Defensive Point is attuned to, however, the various wooden splinters that curl off of it flatten and shine with an intense, glimmering magical lacquer, releasing this suppressed quills in shining, curling arms with the magic within is activated. While attuned to Defensive point, you gain the following Benefits:

- +1 to AC
- You may cast the spell *Shield* a number of times per long rest equal to your proficiency bonus.

DREAM AMETHYST ARMAMENT

Legendary staff, requires attunement by a wizard

This beautiful crystalline staff is a perfectly smooth beam of deep fuchsia amethyst. The striations of the crystal are almost black and seem to devour the light that gets trapped within the armament. The top of the staff is a massive geode that juts out seemingly at random, but from the right angle, displays an exploding skull with visible gemstone grey matter. While attuned to the Dream Staff Armament, you gain the following benefits:

- +2 to attack and damage rolls, as well as spell attacks and DCs.
- When attacking as a melee weapon, the amount of damage dealt as physical damage is also dealt as psychic damage.
- You may use Intelligence for attack and damage rolls made with this weapon.
- Immunity to Psychic Damage and cannot be frightened.
- True sight out to 15 ft. in the dreamy purple light the staff emits from its brain.

- When you cast the Sleep Spell, you count as rolling the maximum for the total hit points possible for that casting.
- You may cast the *Weird* spell once per long rest, using your spell casting ability.

FAN BLADES OF SHADOWS

Very rare daggers, requires attunement

These ornate and immaculately crafted fan blades produce a shadowy magic and can be used as deadly weapons as well as beautiful accessories. They depict images of swirling seas of shadow and twinkling starlight across their silken material as they are embossed with small diamonds and gold flecks. When closed, they are capable of dealing piercing damage as they can be stabbed outward, but when opened to their full length of nearly a foot, the blades along the edges of the fans can be swiped to deal slashing damage. Both a beautiful form of dance expression, defense, and offense, they are also able to be attuned to, able to be concealed within the wielder's flesh as inconspicuous tattoos wherever they are placed. They can be drawn from the body as part of the action used to attack with them and will return to the spot they were previously concealed when thrown or away from the body for more than 1 minute. If the wielder unattunes to them or they die, the fans appear in an unoccupied space within 5 ft. of the body. While they act as regular daggers, while attuned to the Fan Blades of Shadow, you gain the following benefits:

- +2 to attack and damage rolls made with these weapons, as well as a +2 bonus to AC
- When thrown, or more than 5 ft. away from the wielder for longer than a minute, the blades will return to the wielder's flesh as tattoos.
- You have resistance to radiant damage
- You have magical dark vision out to 120 ft.
- You gain the Dual Wielder feat and the Two Weapon Fighting Style, allowing you to use your ability modifier for damage when attack with your off hand.

FEY BLADE, THE

Legendary scimitar, requires attunement by an elf or fey creature

This blade of solidified light sparkles with every color of light imaginable, leaving a white trail of energy behind it with every swing. It is an incredibly light weapon and feels as if you are wielding nothing as it effortlessly glides through the air like pure light.

While attuned to the Fey Blade, you gain the following benefits:

- You gain +3 to attack and damage rolls with the weapon
- It deals 2d4 Slashing damage and an additional 1d4 Radiant damage and 1d4 Force damage
- You are able to cast the Dancing Lights and Hypnotic Pattern spells at will
- Any spells you cast that deal either Radiant or Force damage can deal the opposite damage type for the purposes of overcoming damage resistance. You must actively declare the type swap before you roll for the damage of the effect.

GOLD PICK, THE

Very rare pick, requires attunement

This beautiful pick seems to be fashioned from pure obsidian. Embedded starting at the tip of the pick, pure gold is inlaid and swirls out in a dazzling spiderweb like crack. While holding the pick, you swear you can hear whispers coming from the gold veins, but when you speak to them, the whispering stops.

- 1d10 piercing, (Versatile 1d12), 5 ft. range
- and an additional 1d4 acid damage to creatures capable of bleeding as the gold taints their blood.

While attuned to the Gold Pick, you gain the following benefits:

- +1 to attack and damage rolls made with this weapon
- You may use the Barbarian's Rage feature, as a level 1 Barbarian, once per long rest, or one more additional time per long rest if you already possess the Rage feature.
- Also, as an action on your turn while you are raging, you may cause explosive light to pour from your eyes, granting you Truesight out to 10 ft and Darkvision out to 30. This lasts until your rages ends. When you activate this feature, any creature in a 30 ft cone that can see you, must make a CON save (15) or be blinded until the end of your next turn.

HARMONY

Rare shortsword, requires attunement

This thin short blade seems to vibrate past the hilt and hum as it moves through the air. Along the pale metal of the blade are etchings that, upon very close inspection, are made by bits of metal that dance across the blade, clinging to it, almost magnetically, by the vibrations. While attuned to this short sword, you gain the following benefits:

- +1 to attack and damage rolls made with this weapon

- Deal an additional 1d6 Thunder damage with this weapon
- If you are not proficient with the Performance Skill, you are while attuned to this blade. Also, whenever you make a Charisma (Performance) check, you automatically do so with advantage as the blade sings to harmonize with you, or upstage your performance with its own.

ICICLE

Very rare shortbow, requires attunement

The air surrounding this bow is thin and crisp, slightly burning your nose as you inhale. As you pull the string back, you smell a faint hint of lavender. The bow itself is a periwinkle hued icicle with a slight arc in its design that has visible lavender blossoms encased within it. It was crafted for one of Angehlah's daughters but she was killed during the War of Claiming. Crafted with Living Ice, a solidified portion of Angehlah's breath weapon touched by Life Essence derived from her lavender fields. While attuned to this short bow, you gain the following benefits:

- +2 to Attack and Damage rolls made with this weapon, and an additional 1d6 cold damage
- Immunity to slippery surfaces
- When you use your action to make an attack with this bow, your speed increases by 10 until the start of your next turn.
- This bow also has three charges that can be used to release stored ice magic. After using your action to attack with this short bow, you may expend a charge creating an ice trail that forms beneath the line the arrow traveled. You may run across this ice trail with each square of movement only costing half as much speed. All three uses of this ability recharge after a long rest.

LOUGIN'S FANG

Very rare greatsword, requires attunement

This massive greatsword is terrifying to behold as it assails the senses. Emitting a noxious fumes, the jagged black metal of the blade's edge is infused with the blood of the Black Wyrm, Lougin, and carries his evil intent. In the metallic hue of the blood in the blade's recess, the wielder can see glimpses of Lougin's favored memories; torturous feasting on humanoids. While attuned to Lougin's Fang, you gain the following Benefits:

- +1 to attack and damage rolls made with this weapon.
- Resistance to acid damage.
- Once per long rest, you may use a bonus action to grant yourself immunity to acid damage for one minute.

- Lastly, using Constitution as your spellcasting ability, you may cast the *Acid Splash* cantrip as if you were a spellcaster equal to your level and, once per long rest, you may cast the *Acid Arrow* spell.

MIRAGE- THE CHAMELEON'S TAIL

Legendary shortsword, requires attunement

This astounding short sword is a thin mint green metal blade that comes up a foot and a half off the pommel, curving slightly into three points at the tip. Along the blade are almost imperceptible overlapping carvings of elvish script that pulse with arcane power and seemingly sing with every swing. The blade constantly resonates and hums through the air with a soothing slice that seems to leave a hollow trace in the air behind it.

- +3 to attack and damage rolls made with this weapon
- +3 to Spell attack rolls and Spell Save DC
- +4 to Intelligence (Maximum of 24)
- the blade harmonizes with a deadly note that extends its reach, allowing it to deal 2d6 Piercing damage and 2d6 Thunder damage on a successful hit and grants it a reach of 10 ft.
- you may use your Intelligence Modifier for attack and damage rolls with this weapon
- gain the Elemental Adept (Thunder) feat

PAIN AND AGONY

Very rare lance and dagger, requires attunement by a wielder with at least 18 Strength

Designed by a brilliant, if deranged, artificer from Port d'Xikona, Pain and Agony are a Lance and Dagger combination weapon that relies on specialized training to utilize its full capabilities. While slightly shorter than a typical lance, Pain is the primary weapon that has a removable handle within its cross-guard that is the hidden Agony. While Agony is withdrawn, Pain is held in place by a handle just above Agony's recess. These weapons can be used independently of one another, but do rely on one another to truly shine, capable of propelling their wielder across the battle field. While attuned to Pain and Agony, you gain the following Benefits:

- +1 to attack and damage rolls made with both Pain and Agony.
- You gain the *Mobile* feat while attuned and wielding Pain and Agony.
- When you make a successful attack with Agony, your next attack with Pain is made with Advantage.

REST ASSURED

Legendary short bow, requires attunement by a Rogue

This remarkable short bow is able to collapse and become a small rod three inches long. While in this state, it is virtually weightless and doesn't register as a magical item under the *Detect Magic* spell. When in its true form, it is a three-foot-long bow that's simple appearance belies its true deadly nature. Under close inspection, there are minuscule elvan runes that overlap infinitely to be completely indiscernible, making the eyes extremely heavy the longer they try to focus on the scrawled script.

While attuned to Rest Assured, you gain the following benefits:

- You gain +3 to attack and damage rolls made with this weapon
- Your damage die for Sneak Attacks increases from d6s to d8s
- When you deal a successful Sneak Attack, the target becomes subject to a *Sleep* spell. The hit point threshold equals the damage rolled for the Sneak Attack ability and the spell takes hold after the damage is dealt.

RETRIEVE

Very rare dagger, requires attunement

Despite a rivalry that bloomed from the moment they met, this dagger and its twin, Return, were left to Meridius by his acquaintance Ansoryn LaTent after his untimely demise. Unlike Return, Retrieve feels dense and unwieldy as a dagger at times. There is a dull roll that seems to thud inside of the dagger when its held at certain angles. While attuned to this dagger, you also gain the following ability:

- Retrieval-When thrown as a weapon attack, you can immediately teleport to the target. Once you use this feature, you may not use it again until you have finished a short rest.

If you are additionally attuned to Return, you gain the following benefits:

- You gain +1 to hit and damage with this dagger
- You deal 2d4 damage with attacks made with this dagger
- After Return returns to you, and Retrieve's Retrieval ability has been used, it instantly resets.

RETURN

Very rare dagger, requires attunement

Legendary Assassin of the Shaded Coalition, Ansoryn LaTent, left behind both of his trademark daggers to Meridius after his untimely passing on a mission. This hollow feeling dagger whistles through the air and, as the blue silk tag affixed to its hilt says, it will always "Return". While attuned to this dagger, and you throw it as

an attack, it returns to your hand at the start of your next turn. If you are additionally attuned to Retrieve, and its Retrieval ability has already been used, it is reset after Return returns to you.

SCIMITAR OF SLICING WINDS, THE

Very rare scimitar, requires attunement

This ornate and flawless curved blade is made of pure silver. From the tip to blade to hilt, it's a continuous piece of metal, or so it seems. When in the hands of someone else, the blade appears beautiful, but not magical as it is in the attuned's. At the touch of an attuned wielder's hands, the sheer silver carves away into an almost translucent scimitar of wind given physical shape. Along the edge of the sword, in a faint golden light filigree, vines and petals can be seen along both the silver and wind forms of the blade. A flurry of rose gold and pink leaves swirl around the target, making an additional strike against the foe on deadly hits. While attuned to a Scimitar of Slicing Wind, you gain the following benefits:

- +1 to melee attack and damage rolls made with this weapon
- Score critical hits on the roll of a 19-20 for attacks made with this weapon
- Once on each of your turns, when you score a critical hit with this weapon, the wind within the blade lashes out, striking again, allowing you to make an additional attack against the same target. This may also trigger on attacks of opportunity.

SHREDDER

Very rare greataxe, requires attunement by a Bard proficient with greataxes

This intimidating greataxe is perfectly outfitted to function as a versatile weapon, as well as an instrument. Strung like a guitar and customized with blunt pieces of hollow metal shaped, and functioning, like bongo drums. The entire object is magically enchanted to remain riveted and perfectly strung. While attuned to this weapon, you gain the following properties with it:

- This weapon acts as an instrument for you, allowing you to utilize your Bard spells, even while under the effects that would cause you to rage
- You deal an additional 1d4 thunder damage with attacks made with this weapon
- When you use this instrument to make a Charisma (Performance) check, you may roll an additional 1d4 and add it to the total

SOLDER

Very rare warhammer, requires attunement

This brassy warhammer seems to be made from a single piece of brass that is stylized at the head to display the images of a tremendous gold dragon exhaling scorching flames with filigree. While the shaft is wrapped in heat-resistant leather and studded with Sand of St. Nihaan and rubies, it is still exceptionally warm to the touch. While attuned to Solder, the wielder gains the following benefits:

- +3 to attack and damage rolls made with this weapon
- deal an additional 1d6 fire damage with attacks made with this weapon
- Resistance to fire damage
- Solder has 7 charges that it recovers when the wielder completes a long rest. These charges can be used to cast the following spells with a DC of 15. Burning Hands (1 Charge +1/Level beyond 1st), Heat Metal (2 Charge +1/Level beyond 1st), Fireball (3 Charge +1/Level beyond 1st)

SPECIALTY AMMUNITION

Rare Ammunition

Some craftspeople specialize in creating special ammunition that can be fired to release bonus effects. If a piece of ammunition requires a saving throw, its DC is determined by 8+ the crafter's skill bonus which uses their proficiency bonus and Intelligence modifier.

SPECIALTY AMMUNITION

Ammunition

Faerie Fire

Effect

This ammunition detonates on impact, releasing a small localized burst of Faerie Fire on creatures in a 5ft. radius that fail a Dexterity saving throw. Creatures affected by this cannot benefit from invisibility and grant advantage on attack rolls until the start of the user's next turn.

Flashbang

This ammo detonates on impact, blinding all creatures in a 10 ft. radius who fail a Constitution save determined by the crafter's skill proficiency (8+Crafting Skill Bonus) This blindness lasts until the start of the user's next turn.

Grease

This ammo detonates on impact, creating a small patch of greasy terrain in a 5 ft. radius that persists until the user's next turn. Creatures that move through the space must make a Dexterity save or fall prone. The grease is also flammable, exploding in the same radius and dealing 1d6 fire damage to all creatures that fail a Dexterity saving throw. After being ignited, the grease disappears.

SPECIALTY AMMUNITION (CONTINUED)

Ammunition

Ice Patch

Effect

This ammunition detonates on impact, releasing a patch of ice in a 5 ft. radius that persists until the start of the user's next turn. Creatures that start their turn on the ice or move through it must make a Dexterity or Acrobatics check or fall prone. The ice can also be electrified if targeted with an effect that deals lightning damage, dealing 1d6 lightning damage to all targets within the ice's radius. They must also make a Constitution saving throw or be unable to take reactions until the end of their next turn.

Obscuring

This ammo detonates on impact, creating a small cloud in a 5 ft. radius that persists until the start of the user's next turn. Creatures in the area are considered heavily obscured.

Tracker Munition

This enchanted fletching appears as normal ammunition but has intricate runes etched into the head and shaft. These runes magically lodge within a struck target and last for one hour. During this time, they silently resonate within the target and give you a connection to them that can only be broken by a *Dispel Magic* effect of 3rd-level or higher and you know their exact location as per the *Locate Creature* spell.

Web

This ammunition detonates on impact, releasing a sticky in a 5 ft. radius that persists until the start of the user's next turn. Creatures that fail a Dexterity saving throw, or move through the web on their turn and fail a Strength check, are restrained so long as the web persists, but can use an action to make a Strength or Athletics check to break free from the web on their turn. If ignited, the web deals 1d6 fire damage to any restrained creature and is immediately burned away.

SPIRIT OF THE MORNING STAR, THE

Very rare morningstar, requires attunement

This radiant morningstar is carved from alabaster and wrapped with golden thread cloth straps. The head of the morningstar is a beautiful angelic face on one half with a halo and spiked hair on the other half. Noticeably magical with the heat and light produced from the halo, the true magic of the Spirit of the Morningstar is released when the angel opens its eyes and their spirit is summoned. Taking the form of an agendered beauty, a translucent white light spirit will leap from the light pouring from the angel's open eyes and move around the battlefield at the behest of the wielder. While attuned to this morningstar, you gain the following benefits:

- +1 to attack and damage rolls made with this weapon, as well as deal an additional 1d4 fire and 1d4 radiant damage
- The morningstar can shed bright light for 10 ft and dim light for an additional 10 ft. which you can extinguish as a free action
- Once per long rest, the wielder of this morningstar can invoke a Healing Spirit, as per the spell, using your WIS modifier where applicable.

STAFF OF RHYONA

Legendary quarterstaff, requires attunement by a Seed Tender Druid

This 6-and-a-half-foot staff is tantalizingly beautiful and draws in an inordinate amount of Life Essence. The pure gold wood that is the shaft is etched with countless, masterpiece-level inscriptions in druidic that burn with a bright, radiant pink energy. Wrapped around it, but not even touching the staff itself, is a small ribbon of pale pink light, swirling against itself and lightly humming, sounding like a familiar warm laugh. While attuned to this staff, you gain the following benefits:

- You gain +2 to Spell attack rolls and Spell Save DCs for your Druid Spells.
- You gain +2 to attack and damage rolls made with the staff and while in Wild Shape.
- All melee attacks you perform with the staff or in Wild Shape deal an additional 1d6 radiant damage and heal you for the same amount.
- Lastly, when you cast a spell that recovers hit points, you treat all 1s rolled as a 2.

STRATUS SPEAR, THE

Very rare spear, requires attunement

This pale blue staff is surprisingly light. Almost weightless, but feels like solid metal to the touch. Its smooth surface runs straight down the shaft

but the tip of the spear is a stark white silver metal that zags at dynamic angles like a lightning bolt. While attuned to this weapon, you gain the following benefits:

- +1 to attack and damage rolls made with this weapon
- Returning- Upon making a ranged attack with this weapon it returns to your hands or if more than 30 ft away from you for more than 6 seconds.
- You may use a bonus action to speak the command word "your choice" and toss the spear as a ranged attack. After releasing from your fingers, the spear transforms into a bolt of lightning, dealing all of the attacks damage in lightning damage. Regardless of the success of the attack, the bolt returns to you and dissipates into a dark storm cloud beneath you, lifting you above the ground, giving you a fly speed of 60 ft and the ability to hover in place. You have complete control over the cloud for an hour, or until you end it as a bonus action. Regardless of the form of the spear, you fall slowly as if affected by the Feather Fall spell at all times. Once this feature has been used, it may not be activated again until the next dawn.

WRAPS OF LIGHT

Legendary handwraps, requires attunement by a monk

These handwraps, made of gold and stitched with pure light glow and radiate the heat of a summer sunrise. They are completely weightless and float above the ground, refusing to ever make contact with a surface that isn't channeling ki. While attuned to these handwraps, the wielder gains the following benefits:

- +3 to attack and damage rolls made with these wraps
- Deal an additional 1d6 radiant damage with attacks made with these wraps
- Using Wisdom as your spellcasting modifier, you may use *Guiding Bolt* as a level 1 spell at will and may subsequently spend a ki point to use Flurry of Blows after you do so. Additionally, you may cast *Crown of Stars* once per long rest
- Lastly, whenever you receive healing, you heal an additional amount equal to one of your Martial Arts die.

ZERO GRAVITY GLAIVE

Legendary glaive, requires attunement

This 10 ft. polearm is impressively lightweight. Moving with a fluid-like grace, its massive

curved blade is stylized with multiple curves like a comet's tail. Each wide sweep with the Zero Gravity Glaive feels like the head of the weapon moves you more so than it with a gravity all its own. While attuned to the Zero Gravity Glaive, you gain the following Benefits:

- +2 to attack and damage rolls made with this weapon
- You are always under the effects of Feather Fall
- **Forceful Flourish** You may use the *Green-Flame Blade* cantrip with this weapon, dealing force damage and using your Strength or Charisma as the spell casting ability
- **Calling the Comet** Once per short rest, you can activate the Glaive's stored gravitational magic to release it and treat it as the *Spiritual Weapon* spell, using your attack and damage bonuses for the weapon as normal, but it loses the 'Reach' property while in this state. While the Zero Gravity Glaive is being used in this manner, you may still use your action to cast Forceful Flourish with it

ZIP ZAPPER

Rare light crossbow, requires attunement

This black metal crossbow is equipped with purple and blue scope prongs that spiral from the head of the bow. Bolts fired from it are charged with an electric pulse that emanates from these coiled prongs. Once per turn, upon a successful attack, this charge is released into another target as a burst of lightning energy. After dealing damage, make a secondary attack as part of the same action against another creature within 30 ft. of the target. On a successful hit, the second target takes lightning damage equal to half of the damage done by the initial attack. Note: This ability only transfers damage done directly by the bolt, meaning additional elemental damage from magic bolts, spells, or magic abilities will not transfer. Additional damage from Sneak Attack, Battle Maneuvers, or Sharpshooter will transfer with the discharge.

WONDROUS ITEMS

WONDROUS ITEMS

Rarity	Items
Uncommon	Blitz Band, Rune Spheres
Rare	Arclanks, Coven's Cauldron, Gemjaw Adamantine Scope, (The) Hallicianous Scanner, Light Laces, Locket of Spell Transference, Nine-Lives Necklace, Monocle of Piercing Sight, Rune Spheres, Spectral Shadow, True Strike Eyepatch, Wand of Metamagic
Very Rare	Blightning, Communique, Cosmic Collector, Cubic Fortress, Elemental Planar Token, Figurine of the Great Wolves, Ink of Summoning, Jehryz's Bagpipes, Portal Pad, Pikoruhn's Censer, Quiver of Resurgence, Rune Spheres, Slipstream, Trapper's Sentry Pack, Utility Toolkit, Wand of Metamagic
Legendary	Band of Divining Projection, Cerebral Circlet, Circlet of the Battle Paragon, Gem of Demonic Calling, Hand of the Harold's Pin, Keys to the Keepers, (The) Mantle, Miracle Metal Collar, Onyx Jaw of Diabolism, Sun Shard, Zardonic Rover Drone, Zardonic Codex, Zydaal's Talisman

ARCLANKS

Rare Wondrous Item (Vehicle)

Arclanks are a creation of the Hallicianous Enchanting Corporation. These magical boards vary in design, but are typically about 7-10 ft long, have a fly speed of 60 ft and are extremely agile. This allows a rider to take the Dash action as a bonus action on their turn in combat once they are proficient in the operation of an Arclank. They are considered large objects and cannot be used to carry more than 500 lbs. Unless designed to specifically support higher weight. Training is required to use this vehicle and takes about a full 24 hours of practice to master proficiency. Upon stepping on an Arclank, magical clasps form around your feet but can be released at any time as a free action.

BAND OF DIVINING PROJECTION

Legendary wondrous item, requires attunement

This band of leather and metal is encrusted in diamonds and amethysts in the shape of an eye

and meant to be worn over the forehead. Strong magic pulses from the image of the eye and seems to have illusory images swirl within the cloudy diamond at its center. Once per long rest, you are able to *Scry* upon a location that you have visited before and project an image of yourself there for up to one hour. This image can cast spells and speak as if you were occupying the space, but cannot move or physically interact with anything. The image appears real, but if someone or something can see through illusions, they are able to recognize it as so. The image shifts ethereally if something moves through it, but can only be disrupted if you choose to end it, the duration ends, or it is dispelled by a *Dispel Magic* effect of 6th level or higher.

BLIGHTNING

Very Rare wondrous item, requires attunement by a Sorcerer, Warlock, or Wizard

An unassuming, long thin white metal rod that feels like human bone. It crackles with a dark blue electrical energy and always seems to be drawn to point toward the heavens. While attuned to *Blightning*, you gain the following benefits:

- +2 to Spell Attack rolls and Spell Save DC
- You have the Elemental Adept (Lightning) Feat [You reroll 1s and 2s for damage rolls for spells that deal lightning damage, and you ignore a creature's resistance to lightning damage]
- Additionally, while attuned to both *Blightning* and *Slipstream* you gain the Twin Spell metamagic feature. If you do not have sorcery points to use this feature, you may use it once per long rest.

BLITZ BAND

Uncommon wondrous item, requires attunement

Created by the Hallicianous Enchanting Corporation, Blitz Bands are a special tool used to charge weapon attacks with concentrated elemental power. Bands vary in damage type but each Band has 7 charges and recovers 1d6+1 charges at the end of each long rest. When you make a weapon attack while attuned to a Blitz Band, you can choose to expend a charge to allow your attack to deal an additional 1d6 damage, determined by the type of crystals infused in the intricate metal design. You must say you are using this ability before you make your attack roll. The crystals and correlated damage types are as follows: Amber/Poison, Amethyst/Psychic, Diamond/Piercing, Emerald/Acid, Jade/Thunder, Ruby/Fire, Sapphire/Cold, Topaz/Electric.

CEREBRAL CIRCLET

Legendary wondrous item, requires attunement

This intricately woven band of various metals—metals made of colors that you've never seen before that escape comparison to any which you know—sits perfectly over the brow and temples. Each locking portion of the tiny chain meets with a visible swirling interlocking coil of concentrated magic. While attuned to the Cerebral Circlet, the wielder gains the following benefits:

- You gain the *Telepathic* and *Telekinetic* feats.
- You gain 10 charges that recharge upon completing a long rest and can be used to cast the following spells: *Telekinesis* (5 Charges) *Shield* (2 Charges)
- You gain resistance to psychic damage and your mind cannot be read, or your location perceived, or communicated telepathically, unless you will any of these to occur.

CIRCLET OF THE BATTLE PARAGON

Legendary wondrous item, requires attunement by a wizard

This fine circlet of intricately woven platinum wire is outfitted with glistening diamonds and beautifully stylized golden filigree that depict minute scenes of battle. It hums and vibrates with an innate power that fuels the wearer with incomparable combat prowess and reactionary speed. While attuned to this item, you gain a number of reactions per round equal to your Intelligence Modifier. Additionally, you gain proficiency in all saving throws.

COMMUNIQUE

Very Rare Wondrous item

This unassuming device looks like a pale fleshy textured piece of clay at first glance. When placed within your ear, it magically transforms to match the same shade as your skin tone and fits perfectly to the dimensions of your ear. Afterwards, it temporarily fuses magically to allow you to transfer thought over great distances. At will, you are able to use the *Sending* spell to message anyone you know who also has a *Communique*. If your message is unsuccessful, it will hold in the receiving *Communique* for 24 hours, where after if the recipient does not wear the *Communique*, or reach any area where the message can be successfully received, the message is lost forever.

COSMIC COLLECTOR

Very rare wondrous item, requires attunement

This slight and expandable pack is shaped like a half sphere and affixes to cloaks of any size. The

extending release clasps along its flat end connects to the corners of capes, coats, or cloaks and is meant to move freely without impeding movement. *Cosmic Collectors* were originally created for researchers of the Eldritch Observatory to collect Zardonium, or Star Dust, during meteor showers or other astrological phenomena. It has since been discovered that Zardonium, once collected, can be used to infuse spells with cosmic power. While attuned to a *Cosmic Collector* and struck by a spell or spell effect that deals force or radiant damage, you gain a *Zardon Charge*. Upon collecting three *Zardon Charges*, you may use a bonus action to release the stored Zardonium within the *Cosmic Collector*. For one minute after doing so, any spell or spell effect you produce deals an additional 1d4 force damage or 1d4 radiant damage. You choose the damage type released every time you would affect a spell with it. You may not collect more *Zardon Charges* while this ability is active and you must complete a short rest before collecting more *Zardon Charges* once it is activated.

COVEN'S CAULDRON

Rare wondrous item

This gold and silver cauldron is inscribed with ancient elvan runes that read the names of every alchemist that has ever crafted a potion or poison within it. It retains their knowledge and infuses all creations made within it with extra power, invigorating them with extra potency to ensure whatever it is used to create is done so successfully. When using this cauldron as part of the Alchemy crafting process, the crafter gains an additional +2 to their check to create their concoction.

CUBIC FORTRESS

Very rare wondrous item, requires attunement

This small cubic structure is no longer than 3 inches on any side and is inscribed with arcane runes that glimmer with effervescent magic. By speaking the command word that the wielder decides upon attuning to the item, they may toss it to the ground as an action where a pristine tent of radiant silk emerges, expanding and unfolding from the sleek metal walls of the cube. Immediately, the tent springs up with four glowing torches of arcane light to form a thin magical barrier around the structure. The tent itself is 15x15 feet and can comfortably sit five medium-sized creatures within enough space to sit and sleep. The fortress comes with an activated *Alarm* spell and prevents passage from any creature the wielder does not invite within the perimeter of the torches. The tent stays erect

until the wielder speaks the command word again or is knocked unconscious.

ELEMENTAL PLANAR TOKEN

Very rare wondrous item, requires attunement

Occasionally, the Essence of the Elemental Planes concentrates into gem-like stones that hum and pulse with the power of the associated plane. While these tokens are rare to come across, those that do find them are able to attune to them in order to draw out a fragment of the power within. Once per long rest, the attuned is able to use an action to call upon the power of the plane to summon a mephit creature that is connected to the plane as well. The summoned mephit last until it is destroyed or you complete another long rest and summon a new one to replace it. Once a mephit is destroyed, it returns to its native plane until you call it back again. The token and correlating mephit types they summon are displayed on the following table:

ELEMENTAL PLANAR TOKEN

textbf{Token Type}	Associated Mephits
Air	Dust, Ice, and Smoke
Earth	Dust, Magma, and Mud
Fire	Magma, Smoke, and Steam
Water	Ice, Mud, and Steam

FIGURINE OF THE GREAT WOLVES

Very rare wondrous item, requires attunement

These white and tan idols resemble cuddling wolves wrapped together in a perfect circle. While attuned to this item, the individual relics can be detached from one another and activated by speaking their respective names. Only one idol may be activated at a time and the magic within the idols recovers upon completing a long rest. Once activated as an action on your turn, Maxiluna or Truciluna acts in the defense of you and your allies. They act immediately after you, and persist for one hour or until you or it are knocked unconscious, upon which they return to their inert state. Reference and use the stat blocks for the *Aspects of Maxiluna/Truciluna* for the purposes of this item.

Aspect of Maxiluna. This tannish brown figurine is warm to the touch and seems to have a heat mirage around its exterior at all times. You can use an action to speak the command word "Maxiluna" and magically transform the figure into a living Aspect of Maxiluna. The figure lasts for one hour, until it or you are knocked unconscious, or struck by a *Dispel Magic* effect of 5th level or higher, in which case it returns to its figurine state and can not be used again until

you complete a long rest. The Aspect uses the stat block for the *Aspect of Maxiluna*, acts immediately after you, but will only defend itself and move to stay within 15ft of you, unless you command it to do something as a bonus action. While this Figure is part of a set with the Figurine of the Aspect of Truciluna, they both count as being attuned to a single person and cannot be summoned at the same time.

Aspect of Truciluna. This white figurine is cool to the touch and seems to have ice crystals around its exterior at all times. You can use an action to speak the command word "Truciluna" and magically transform the figure into a living Aspect of Truciluna. The figure lasts for one hour, until it or you are knocked unconscious, or struck by a Dispel Magic effect of 5th level or higher, in which case it returns to its figurine state and can not be used again until you complete a long rest. The Aspect uses the stat block for the *Aspect of Truciluna*, acts immediately after you, but will only defend itself and move to stay within 15ft of you, unless you command it to do something as a bonus action. While this Figure is part of a set with the Figurine of the Aspect of Maxiluna, they both count as being attuned to a single person and cannot be summoned at the same time.

GEM OF DEMONIC CALLING

Legendary wondrous item

This once crystal clear diamond is massive, the size of an adult human's skull, and has become black as night due to the dark magics that have surrounded and infused it. Once crushed as a bonus action, it instantly summons a Babau, a Balgura, a Chasme, and a Shadow Demon.

GEMJAW ADAMANTINE SCOPE

Rare wondrous item

A long and peculiar cylinder fashioned from adamantine metal and crystal lenses, this device is of cutting-edge design. It was crafted by the Gemjaw family of dwarves renowned for their precise melding of jewelcrafting and blacksmithing. The Adamantine Scope is meant to be affixed to a ranged weapon, either a bow or crossbow, and increases the accuracy and deadliness of the ammunition fired from the weapon. When used, the ammo is fired through a fine tube and chips flakes of adamantine metal to coat the tip. This increases the critical range of the weapon to 19-20 and also ignores the damage resistance of creatures that require magic or adamantine weapons. Additionally, if a creature is wearing adamantine armor, this bypasses the resistance to critical hits. Lastly, this runs the risk of breaking the piece of ammo

upon being fired, causing the piece to break and automatically miss on a roll of 1-3.

HALLICIANOUS SCANNER, THE

Rare wondrous item, requires attunement

One of the many magical marvels brought into the world by the iconic Hallicianous Enchanting Corporation, the Hallicianous Scanner is capable of giving the wielder a brief glance into the features of any creature it looks upon. Utilizing the data magically stored in the device, the wielder can access this information as a bonus action to determine the saving throws, resistances, and immunities of a creature within 120 ft.

HAND OF THE HAROLD'S PIN

Legendary wondrous item, requires attunement by the Hand of the Harold

This clasp is forged of adamantine and black gold. It is worked into the shape of a raven's feather that is sharpened into what appears as a long and fine arrow head, meant to be worn as a pin across the chest. It denotes the wearer as the right hand of the Harold of the Huntress, the person destined to be the destroyer of the vampires that plague the realm. While attuned to the *Hand of the Harold's Pin*, and under the effects of the *Warding Bond* spell cast by the Harold, the wearer gains the following benefits:

- Both the wearer and the Harold gain resistance to all damage, but any instance of damage that effects one target also effects the other.
- The wearer's weapon attacks that are critical deal three times as much damage as rolled as opposed to twice as much.
- The wearer may also reap the benefits of the Harold's *Hunter's Mark* spell.

INK OF SUMMONING

Very rare wondrous item

This crystal jar glints with an arcane light and contains a mercurial prismatic liquid. It can be used as an action to paint a single line across any piece of paper to create a magical creature from your imagination. It has a total of 10 uses and can be used to cast the *Find Familiar* spell, or any spell that has the word *Conjure* or *Summon* in its name. The number of charges used is equal to the level of the spell and upon using the last charge, the jar loses its shimmer and becomes a mundane ink well.

JEHRYZ'S BAGPIPES

Very rare wondrous item, requires attunement by a Bard

A rare Instrument of the Bards, said to be used by the God of Music, Jehryz Himself, and His most devoted of bards after His ascension. Many of Jehryz bagpipes themselves vary in color and style, boasting a myriad of colored fabrics, but they are identifiable by the adamantine pipes that allow them to be played to their full ability. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage. While attuned to the Jehryz Bagpipes, you have the following benefits.

- You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC. *Fly, Invisibility, Levitate, Protection From Energy (Thunder), Protection From Evil and Good, Shatter, Thunderwave (5th Level)*
- You can play the instrument while casting a spell that causes any of its targets to be charmed on a failed saving throw, thereby imposing disadvantage on the save. This effect applies only if the spell has a somatic or a material component.

KEYS TO THE KEEPERS

Legendary wondrous item

These bizarre-looking keys have long and thin handles with teeth that look misshapen and unlike any normal structure. Upon close inspection, there are small overlapping Zardonic runes that read the name, repeatedly, of whatever Keeper it is associated with. They pulse and hum with magic even the most martial and brutish of creatures can sense.

The Cowl. While in possession of this Key, you gain resistance to Fire Damage and you may touch it to the Crimson Cowl's Keeper's Light to enter The Cowl's Pocket Dimension. Once in the Pocket Dimension of the Keeper, you may hold the Key up before the Keeper as an action, so long as the Keeper is within 100 ft. of you. The Keeper must then make a CHA save (25) or be restrained until the end of the Key Holder's next turn. On a natural 1, the Keeper is also incapacitated and loses all damage resistances and immunities.

The Mire. While in possession of this Key, you gain resistance to Lightning Damage and you may touch it to the Marigold Mire's Keeper's Light to enter The Mires's Pocket Dimension. Once in the Pocket Dimension of the Keeper, you may hold the Key up before the Keeper as an action, so long as the Keeper is within 100 ft. of you. The Keeper must then make a CHA save

(25) or be restrained until the end of the Key Holder's next turn. On a natural 1, the Keeper is also incapacitated and loses all damage resistances and immunities.

The Spear. While in possession of this Key, you gain resistance to Cold Damage and you may touch it to the Cerulean Spear's Keeper's Light to enter The Spear's Pocket Dimension. Once in the Pocket Dimension of the Keeper, you may hold the Key up before the Keeper as an action, so long as the Keeper is within 100 ft. of you. The Keeper must then make a CHA save (25) or be restrained until the end of the Key Holder's next turn. On a natural 1, the Keeper is also incapacitated and loses all damage resistances and immunities.

LIGHT LACES

Rare wondrous item, requires attunement

Like harnessed and finely threaded beams of sunlight, these intricate laces are meant to be tied through boots or shoes of any kind. They are incredibly soft and supple to the touch and glow dimly, even in the brightest of spaces. While attuned to this item, you learn the *Light* and *Sacred Flame* cantrips using Charisma as the spellcasting ability. Additionally, you are able to cast the *Misty Step* spell a number of times per long rest equal to your proficiency bonus.

LOCKET OF SPELL TRANSFERENCE

Rare wondrous item, requires attunement by a spellcaster

These necklaces are all remarkably crafted and can vary in appearance based on the creator's specific craft style. Some are simple chains with charms while others are wildly intricate and dazzling to behold. More often than not, these items are crafter by powerful spellcasters and gifted to their apprentices with the idea that the apprentice will pass their magic reserves to their master during research projects, dangerous adventures, or during training sessions. While attuned to such a locket, the wielder may expend a spell slot of any level to pass it on to another spell caster who has expended a spell slot of an equivalent level.

MANTLE, THE

Legendary wondrous item, requires attunement by the Mantle of Arhan-Zoul

The cloak of the Mantle of Arhan-Zoul, stitched together by countless fine threads of pure platinum, it is an absolutely breathtaking spectacle to behold. Beautifully emblazoned with a glowing white Miracle Mark upon its back, it shimmers and reflects all that comes before it to

show the entire span of the object or creature's existence before it. It was recovered from wreckage within Thuergius by Aumerilla Mantle before she departed from the Dark Continent to discover and settle Arhan-Zoul once it was formed by the Fire Worn Spires. It has remained in her possession since then but, after Gustava Servin was elected as the new Mantle of Arhan-Zoul, it was passed down to him. While attuned to the Mantle, the wielder gains the following benefits:

- You cease to age and cannot be magically aged. This effect remains even after you remove the Mantle but are still attuned to it. Once you unattune to the item, you do begin to age again but maintain the age you were when you first attuned to it.
- This does not count against the total number of items you may attune to.

MIRACLE METAL COLLAR

Legendary wondrous item, requires attunement

This strange metal collar is pale blue in hue but has flecks of silver, purple, and navy blue throughout it. Small blips of glittering energy visibly move within the collar and they have the appearance of stars that will occasionally shift to form full constellation runes. Though it is a metal object at a glance, upon touching it, one would find the collar oddly soft and supple, like flesh. While one is attuned to the collar they, or another that can touch the collar, may use an action to align the runes across it. Upon doing so, the constellations shift to form a set of concentric Ms. Doing this requires an Arcana Check of 30 or higher, but will halt the attuned's aging until the collar is removed, as well as making them immune to exhaustion, disease, poison, and sleep and the effects of high gravity. If this check is failed by rolling a 10 or lower, the collar instantly begins to tighten around the attuned's neck, attempting to strangle them, until an Arcana check of 25 or higher is made to release the clasping mechanisms.

MONOCLE OF PIERCING SIGHT

Rare wondrous item, requires attunement

This simple, circular glass is affixed to an unassuming silver chain. Etched into the perimeter of the glass are repeated lines of elvan and gnomish script that say "More than meets the eye." Anyone can look through the Monocle to see through Illusory Script or invisible ink without needing to attune to the item. While attuned to this glass, however, you can look through it as a bonus action to activate the magic within it for one hour. For the duration, you are able to see through any illusions before

you out to 15 ft. so long as the monocle is in place. After you've used this feature you must take a short rest for the magic to recover in it.

NINE-LIVES NECKLACE

Rare wondrous item, requires attunement by a Changeling

This beautiful, sleek choker is made from Living Shadow Silk, sourced directly from the Gravel Way, and is inlaid with nine different colored shards of Sand of St. Nihaan. While attuned to this necklace, the wielder may store an outfit or equipment load out (excluding weapons), in one of the shards, allowing them to immediately exchange it for whatever they are currently wearing. This wardrobe changed can be performed as a bonus action and if the Changeling ever unattunes to the item, all items stored within the necklace are immediately shunted out of it to an unoccupied space within 5 ft. of it.

ONYX JAW OF DIABOLISM

Legendary wondrous item, requires attunement

This large onyx stone is carved and stylized to appear as a humanoid jaw. It whispers with dark voices telling those who hold it to commit monstrous atrocities. To equip to this item, one must first have their own jaw removed and this item magically fused to the wielder. This process is excruciating and has the potential to fully rob one who attempts to of their sanity entirely. During the attunement, the whispers within the jaw become horrific screams that howl into the soul of the wielder. If a Wisdom saving throw (25) is failed after attuning to the Jaw, the wielder goes completely Mad and ceaselessly attempts to kill everyone around them until they themselves are destroyed. In addition, their soul is lost, consumed by the Jaw to join the cacophony of screams within. On a success, the Jaw permanently attunes to the wielder and cannot be unattuned by anything short of death or a *Wish* spell. While attuned to the Jaw, the wielder understands and can understand any fiend they speak to so long as they understand at least one language. Additionally, any fiend who's Challenge Rating is lower than the wielder's level will automatically consider the wielder a trusted ally and will follow their commands (no action required). If a fiend's CR is higher than the wielder's level, they still have advantage on all Charisma checks to engage with such a fiend.

PIKORUHN'S CENSER

Very rare wondrous item, requires attunement by a Cleric of Pikoruhn

This long chain of black and purple metal seems to exude evil energy, burning the skin of anyone who tries to touch it who is not a worshipper of the Deity of Secrets and Arachnids, Pikoruhn. It is affixed to an onyx crystalline sphere that constantly burns to refill herbs that produce a nauseating, sickly scent that burns the nostrils and seems to dull the cognitive senses of all affected by it. While attuned to Pikoruhn's Censer, you gain the following benefits:

- You can see in magical darkness out to 120 ft.
- You have Truesight out to 30 ft.
- Once per short rest, as a bonus action, you can cause the herbs within to burn for 1 minute and release a cloud of magical smoke. Arachnid or Serpentine creatures that start their turn within 30 ft. of the Censer recover 1d10 hit points. Other creatures, that are not immune to poison, must make a Constitution save (16) or be poisoned for one hour.

PORTAL PAD

Very rare wondrous item

This pair of unassuming Miracle Metal plates are roughly three ft. in diameter and are capable of folding into a small curved blade that is a foot long and an inch thick. When slid into the grooves along their matching edges, these discs can be inconspicuously stored. To full stow and retrieve these items is an action, but activating them from their folded state to their active disc form is a bonus action. When placed on a flat surface within 200 ft. of each other, a medium or smaller creature can immediately teleport from one disc to the other by simply stepping on one and expending 5 ft. of their movement. This function cannot be utilized if only one disc is active, but while both discs are in place, and may only be used once per turn, but there are no limits to how many times Portal Pads may be activated so long as they remain within range of their connected pair.

QUIVER OF RESURGENCE

Very rare wondrous item, requires attunement

This beautifully crafted quiver is reinforced with aaracokra feather bone and stitched with root-threads of Rhyonis Himself. It appears to be pure black leather, but as the light touches it, it reflects with a golden light, revealing the powerful Life Essence fused within it. Once per turn, when you successfully land an attack with a piece of ammunition pulled from the quiver, Rhyonis' Life Essence explodes from the target, healing all allies within 5 ft. of the target for a number of hit points equal to your Wisdom Modifier.

RUNE SPHERES

Uncommon, rare, or very rare, wondrous item

These tiny objects can be held in the palm of one's hand and require an Intelligence (Arcana) check to successfully arm them. They come in a variety of damage types and styles that deal a varying range of damage, but all are identifiable by the intricate series of draconic runes that cover their exterior and glow with arcane power upon activation. Rune Spheres can deal any damage type as determined by the creator and are recognizable by the runes inscribed upon it. They have a damage range of 60 ft. and can be set to trigger by a proximity of 30 ft. but will not trigger for 1d4 rounds after being activated. Upon being activated they will deal 3d12 damage (uncommon), 5d12 (rare), or 8d12 (very rare) of the specified type to all creatures in the area that fail a Dexterity saving throw. The DC for which varies based on rarity; 13, uncommon; 15, rare; or 18, very rare.

SLIPSTREAM

Rare wondrous item, requires attunement by a Sorcerer, Warlock, or Wizard

A Pale blue metal rod with interweaving black and navy blue leather straps around the hilt. The wand never seems to stop vibrating in place and randomly pulls in various directions, pointing towards far-off storms. While attuned to *Slipstream*, you gain the following benefits:

- +2 to damage rolls for Spell Attacks
- A number of times per day equal to your CHA Modifier, you may use your reaction upon being successfully attacked to ride a gust of wind safely to an unoccupied space a number of feet away equal to $\frac{1}{2}$ your movement speed, rounded down.
- Additionally, while attuned to both *Blightning* and *Slipstream* you gain the Twin Spell metamagic feature. If you do not have sorcery points to use this feature, you may use it once per long rest.

SPECTRAL SADDLE

Rare wondrous item

Appearing as a plain and unassuming saddle with blue and purple thread, the magic in this item can be called upon by speaking the command word "Ride" while holding it aloft. Upon doing so, a phantasmal steed appears beneath it as per the *Phantom Steed* spell. Once used, the Saddle cannot be used again until the next dawn.

SUN SHARD

Legendary wondrous item

This small vial contains a miniature supernova rattling inside. The orange and gold fragment of pure sunlight warms the residuum glass in a comforting way and even looking at it makes your body feel a numbing warmth. The *Sun Shard* has a total of 7 charges one can utilize to tap into the healing power of Balasar. To tap into the Sun Shard's power, one must simply uncork the vial as an action and allow the healing light to seep out. It should be noted that even if the spell cast from the Shard is a bonus action, it requires an action to activate the item. Charges may be expended to cast various healing spells as displayed below. If the *Sun Shard* has all 7 of its charges used, it is extinguished forever, but if the Sun Shard is able to recharge its power overnight, it regains all expended uses at Dawn. The *Sun Shard* may be used to cast the following spells, using +2 as the Casting Modifier where applicable, if the spell requires concentration normally, it does not if cast from the *Sun Shard*:

- **Cure Wounds** 1 Charge per Spell Level
- **Healing Spirit** 2 Charges
- **Mass Healing Word** 3 Charges

TRAPPER'S SENTRY PACK

Very rare wondrous item, requires attunement

This peculiar disk has expandable metal straps that release from clasping mechanisms to extend and fit to the attuned's back like a backpack. It is almost entirely featureless, save from the shifting plates that slide over each other to contain the retractable entity within. While attuned to the backpack, you may use your action to remove the pack and toss it to an unoccupied space within 15 ft. of you where its plates adjust to rearrange themselves into the form of an *Enchanted Sternwell*. This Sternwell acts immediately after you, but will only perform the Dodge action unless you use your bonus action to command it to do something which it will perform until the command is complete, it is destroyed, or you command it to do something else. The Enchanted Sternwell is extremely affectionate to you and views you and your entire party as its allies, acting in your defense and refusing to move from your body if you fall unconscious. The *Enchanted Sternwell* remains in this form until you dismiss it as an action, it is dropped to 0 hit points, it enters an antimagic field, or is subject to a *Dispel Magic* effect of 5th level or higher. In the event any of these occur, save for your dismissing of it, the *Enchanted Sternwell* immediately reverts to its Sentry Pack form and cannot be used again until you complete a long rest.

TRUE STRIKE EYE PATCH

Rare wondrous item, requires attunement

This black silk eye patch is incredibly soft to the touch and almost feels as if you are wearing nothing. It covers the wielder's face and boasts a faintly glowing golden circle of arcane symbolism and can magnify one's vision with intense accuracy and detail. As a bonus action, one can call upon the magic within the patch to hone in on a target's weak spot, granting them advantage on their next attack roll against that target. Once used, the wielder must wait 1d4 rounds before using the magic within the patch again.

UTILITY TOOLKIT

Very rare wondrous item

A tiny tool capable of being stored within a pouch, this Miracle Metal device is full of tiny dimensions that can be open and called upon as an action. Simply speaking the name of a tool with which you are familiar opens a tiny mechanism within the Utility Toolkit that releases pristine, mundane, tools that fit the description you provide. The Toolkit does not provide any bonuses or proficiencies you do not have, but can be utilized as regular tools. If an attempt to use a tool from the Toolkit results in a Natural 1, that particular type of tool cannot be used until the next Dawn.

WANDS OF METAMAGIC

Rare or very rare wondrous item, requires attunement by a spellcaster

These powerful wands are imbued with the ability to distort and amplify the user's magical prowess. They vary in ability, mirroring the Metamagic abilities of the Sorcerer class, and hold a number of charges equal to your proficiency bonus. When you use the wand to cast a spell, you may modify the spell with the ability of the associated Metamagic. A Wand of Metamagic recovers all expended charges after completing a long rest. It should be noted that Heightened Spell Wands are considered *Very Rare* and all other Metamagic Wands are *Rare*.

ZARDONIC ROVER DRONE

Legendary wondrous item (vehicle)

These large, circular drones are plated in the beautiful pearlescent shimmer of Miracle Metal. The sleek edges seamlessly roll over each other, giving it the appearance of a levitating vessel of concentrated mercurial essence. It uses gravitational magic to operate by converting the power of harnessed Zardonites to keep itself at least 3 feet off the ground at all times. When horizontal, it can support up to 5 medium or

smaller creatures, whose total weight does not exceed 2500 lbs., and maintain its fly speed of 60 ft. The interior is outfitted with five lush chairs that can be maneuvered to look at any angle an occupant would like, without the need of manual control. While within the central chair, however, an occupant has total mental control over the Drone and can use one of the Drone's actions on their turn. The Drone has the following features and actions the central occupant can take:

- Fly Speed of 60 ft. (hover)
- The Drone can cast *Misty Step*, at will, with its occupants
- Three times per day, the Drone can activate a reserve store of power and cast *Far Step* on itself, transporting its occupants as well
- After completing an 8-hour Rest Cycle within 100 ft. of a Beacon, the Zardonic Rover Drone activates a Beacon Lock. At any time afterward, the central occupant may use an action to cast *Teleport*, arriving exactly where the Beacon Lock was placed. After doing so, the Beacon Lock is broken and another 8-hour Rest Cycle must be completed within proximity of a Beacon to place a new Lock.

ZARDONIC CODEX

Legendary wondrous item (tome)

This admittedly lackluster tome is the entire collective research done for the Trinity Beacons and the missing civilization believed to be behind their construction; the Zardoniclasts. Flipping through the pages, bound together between thin pieces of purple leather by durable silver threads, you find your mind swimming in the bizarre symbols and their estimated translations, transcribed by the divination prodigy, Accula. While in possession of this tome, you can attempt to translate a passage of the hieroglyphic iconography of the Zardoniclasts. This is a fairly difficult task to achieve as the symbols aren't fully completed. All knowledge of the Zardoniclasts has been amassed recently due to Poluskan's research wrought by this endeavor concerning Arcane's disappearance. To attempt the translation, you may spend a minute cross-referencing the Codex to make an Intelligence check (20). If you succeed, you may translate up to a full page without issue. If you fail, you suffer 1d4 Psychic damage. If you fail by rolling a 10 or less, you also gain a level of exhaustion as the nauseating symbols swim in your mind. If you roll a natural one, you are unable to look at Zardonic writing without feeling repulsed. Until you finish a long rest, whenever you look upon Zardonic symbols, you must make a CON saving throw (10) or be

incapacitated until the end of your turn.

ZYDAAL'S TALISMAN

Legendary wondrous item

This locket is seemingly made purely of Miracle Metal and glows with a faint, starlight-like energy. On the exterior, there is a beautifully detailed depiction of the Arcane Cosmic Patron's eight primary stars in a perfect circle. The inside is inscribed with Zardoniclastic writing that reads "A flame burns brightest in the dark" on the left half, and has an image of Zydaal as a young woman with another woman who looks at her lovingly and holds her close to her chest. When the wearer fails an ability check, they can add a d4 to the roll, potentially turning the roll into a success. This benefit can be used five times in between Dawns.

THE TOMES OF CLAIMING

Tomes of Claiming are relics from the War of Claiming that ravaged Theurgius for almost 600 years, starting with the grimoires of the Quindecim, the fifteen human mages that opened the Realms Adjacent to Rhyonis. This invited extraplanar forces, namely Celestials and Fiends, to enter Rhyonis and wreck havoc on the already ravaged realm.

Those original fifteen tomes, and the countless created after the War of Claiming's beginning, are the embodiments of particular themes of magic. They are bound relics that can be utilized by any spell caster powerful enough to cast them. These tomes were written by scribes of Gierloh, the God of War and Rituals and a Spellcaster attuned to such a tome may treat the spells contained within as their own, using their Spellcasting ability and Spell Slots for the purposes of casting these spells. If an Orc attunes to a Tome of Claiming, and is capable of reading Infernal or Celestial, they are treated as a Sorcerer of an equal level to their own for the purposes of Spell Slots, and may cast the spells within using CHA as their Spellcasting ability, regardless of class.

While attuned to a Tome of Claiming, and at a level with the ability to cast spells of the appropriate levels, you may consider these spells as your particular spell casting class, using your spell casting modifier as needed, but they do not count against the total number of spells you may know or prepare, and are always considered prepared to expend spell slots to cast. If you are of a class that is unable to cast spells, the Tomes of Claiming still desire for their power to be used and can be utilized to use each spell within the

tome once per long rest, using CHA as the Spellcasting ability. Lastly, Warlocks and Crystal Wytchs, accustomed to drawing power from an outside source, are capable of casting the cantrips as normal, but may also choose to cast each spell within the Tome once per long rest or use Pact Magic to cast it at their Warlock Spell Level.

*-Rhyonis Homebrew Spells

THE ARCANE TOMES

ARCANE TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is made of a deep fuschia leather that is offset by intricate arcane geometry laid into the cover and spine. The symbols within it glow innately with a faint blue magic and shine at varying intensities based on the angle it is held at. It hums with unstable power and seems to yearn to claim more secrets and spells for itself. In addition to the magic it contains, whenever it is used to cast the spells *Counterspell* or *Dispel Magic* and successfully dismantles a spell, the spell the is thwarted is magically written into the pages. As more spells are imbued in the tome, it grows in thickness and can only be read by the caster that added them to the tome. When a new person attunes to the Arcane Tome of Claiming, all the spells imbued by the previous owner are lost.

ARCANE TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Mage Hand, Prestidigitation
1st	Identify, Detect Magic, Mage Armor
2nd	Arcane Lock, Knock
3rd	Counterspell, Dispel Magic
4th	Arcane Eye
5th	Arcane Hand
6th	Arcane Gate
7th	Mirage Arcane
8th	Antimagic Field
9th	Wish

ACID TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

The Acid Tome of Claiming is a vibrant green that burns anyone who touches it that isn't attuned to it. The pages continuously ooze a caustic green slime that is corrosive, dealing 1 point of acid damage to anyone who holds it for a full round. Even the cover and spine which are etched with a luminous emerald green filigree, depicting vast pools of acidic liquid, seem to smoke and steam endlessly. While attuned to the Acid Tome of Claiming, the wielder is

immune to the burning of the ooze and also gains resistance to acid damage.

ACID TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Acid Splash
1st	Chromatic Orb (Acid Only)
2nd	Acid Arrow
3rd	Hunger of Hadar
4th	Vitriolic Sphere
5th	Virulent Down Pour*
6th	Acidic Blast*
7th	Vaporous Form*
8th	Corrosive Minefield*
9th	Storm of Vengeance

ICE TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

The Ice Tome of Claiming is incredibly cool to the touch and constantly emits a faint, icy mist, regardless of the climate. It is the most obstinate of the Arcane Tomes and refuses to open for anyone who does not attune to it, freezing its pages shut with durable icicles. Its cover is a pale blue and the filigree along its surface is a bright and pristine white that reflects light that passes over it. While attuned to the Ice Tome, the wielder also gains resistance to cold damage.

ICE TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Frost Bite, Ray of Frost
1st	Armor of Agathys
2nd	Snowball Swarm
3rd	Sleet Storm
4th	Ice Storm
5th	Cone of Cold
6th	Freezing Sphere, Investiture of Ice, Wall of Ice
7th	Tundral Chasm*
8th	Sculpt Soldiers*
9th	Glacial Iceberg*

LIGHTNING TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

The Lightning Tome of Claiming crackles with visible sparks from the pale filigree depicting lightning bolts and a stormy sky across its deep blue cover. The spine is soft to the touch and its plush surface seems to be the source of the stray electrical currents as well as the unmistakable scent of ozone. This tome, unlike the others of its kind, is constantly in an active state and will jump and jolt when not being held. While attuned to the Lightning Tome, the wielder also gains resistance to lightning damage.

LIGHTNING TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Shocking Grasp, Lightning Lure
1st	Witchbolt
2nd	Dragon's Breath (Lightning Only)
3rd	Call Lightning, Lightning Bolt
4th	Storm Sphere
5th	Surge Step*
6th	Chain Lightning
7th	Storm Pillars*
8th	Cloud Piercer*
9th	Storm of Vengeance

DIVINE TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Guidance, Thaumaturgy
1st	Divine Favor
2nd	Spiritual Weapon
3rd	Spirit Guardians
4th	Divination
5th	Contact Other Plane
6th	Planar Ally
7th	Divine Word, Temple of the Gods
8th	Holy Aura
9th	Foresight

THUNDER TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a pale grey with jade green filigree depicting clamorous soundwaves reverberating into one another. Though soft, thin, and light weight, this tome emits an extremely loud roar whenever it touches a solid surface or is opened. This roar can be heard up to 300 ft. away and, while attuned to the Thunder Tome, the wielder also gains resistance to thunder damage.

THUNDER TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Thunderclap
1st	Thunderwave
2nd	Shatter
3rd	Thunderstep
4th	Sonic Gale*
5th	Destructive Wave
6th	Vibratory Passage*
7th	Sonic Shielding*
8th	Harmonious Hallucination*
9th	Erasure*

DARKNESS TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is pure black and emits a shadowy energy that oozes from the depictions of caves and bound creatures. It makes no sound when opened and the pages seem to glide across one another like liquid shadow, but when closed, a hushed murmuring can be heard from the supple spine. While attuned to the Darkness Tome, the wielder also gains darkvision out to 120 ft. that can see through even magical darkness.

DARKNESS TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Message, Minor Illusion
1st	Arms of Hadar
2nd	Blindness/Deafness
3rd	Darkness
4th	Shadow of Moil
5th	Blinding Assault*
6th	Surrounding Obscurity*
7th	Etherealness
8th	Maddening Darkness
9th	Siphoning Darkness*

THE DIVINE TOMES

DIVINE TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is pure white and shines with a golden light from the pure gold filigree inlaid on the cover and pages. When opened, an angelic choir can be heard singing in celestial prayer. It is almost completely weightless and will levitate between the hands of the attuned user. While attuned to the Divine Tome, the wielder is constantly under the effects of the *Shield of Faith* and *Protection From Good and Evil* spells.

DEATH TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a deep black and has red filigree that depicts images of undead creatures writhing and twisting over one another across the cover and spine. It feels incredibly cold to the touch and the spells inside seem to be written in blood that runs across the pages. While attuned to the Death Tome, the wielder also gains resistance to necrotic damage and has advantage on death saving throws.

DEATH TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Chill Touch, Toll the Dead
1st	Inflict Wounds
2nd	Gentle Repose
3rd	Animate Dead
4th	Blight
5th	Danse Macabre
6th	Circle of Death, Create Undead, Harm
7th	Finger of Death
8th	Horrid Wilting
9th	Power Word Kill

LIFE TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is an earthy green with sky blue filigree that depicts Rhyonis, the Spring Tree of Life, and His roots spreading deep into the ground. It emits a radiant golden glow and fills the wielder with a sense of levity and joy. It smells of fresh moss and rain and feels as soft as fine sand as the pages run through one's fingers. While attuned to the Life Tome, the wielder heals creatures for an additional 2 points and recover 2 additional points from sources of healing aside from their own.

LIFE TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Spare the Dying
1st	Cure Wounds, Healing Word
2nd	Healing Spirit
3rd	Mass Healing Word
4th	Aura of Life
5th	Mass Cure Wounds
6th	Heal
7th	Regenerate
8th	Clone
9th	Power Word Heal

LIGHT TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is made of solid gold and radiates a bright light from the etchings in its cover and spine. There is always a faint heat that surrounds the tome that is calming and soothing to creatures of good intent but becomes almost unbearable to those with darkness in their heart. While attune to the Light Tome, the wielder also gains resistance to radiant damage.

LIGHT TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Light
1st	Guiding Bolt
2nd	Moonbeam
3rd	Daylight
4th	Sickening Radiance
5th	Dawn, Wall of Light
6th	Sunbeam
7th	Crown of Stars
8th	Sunburst
9th	Super Nova*

THE NATURE TOMES

NATURE TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a deep brown and has the texture of coarse bark. It is accented by green veins within the rough exterior that pulse and glow like magical chlorophyll. The pages themselves seem to breathe in a sense and restlessly rustle against each other when read. While attuned to the Nature Tome, the wielder gains the Druid's Wild Shape ability, following the rules for the feature as if they were a Druid of a level equal to their own.

NATURE TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Primal Savagery, Thorn Whip
1st	Speak With Animals, Beast Bond
2nd	Summon Beast
3rd	Plant Growth, Speak With Plants
4th	Guardian of Nature
5th	Wrath of Nature
6th	Druid Grove, Transport via Plants
7th	Nature's Aspect*
8th	Animal Shapes
9th	Shapechange

EARTH TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a deep gray and feels extremely bard to the touch like solid stone. It is the only Tome of Claiming to be completely blank on its exterior with no detail beyond the rocky surface. When flipped through, the pages, though paper, grate against one another like sheets of shale rock. While attuned to the Earth Tome, the wielder gains the Tremor sense feature out to 60 ft., allowing them to sense movement on the ground out to that distance and unerringly understand the scope of their ground-based surroundings.

EARTH TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Mold Earth
1st	Earth Tremor
2nd	Earthen Grasp
3rd	Meld Into Stone, Erupting Earth
4th	Stoneskin
5th	Transmute Rock, Wall of Stone
6th	Bones of the Earth, Investiture of Stone
7th	Sundering Tremor*
8th	Earthquake
9th	Imprisonment

WATER TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Shape Water
1st	Create or Destroy Water, Fog Cloud
2nd	Misty Step
3rd	Tidal Wave, Water Walk, Water Breathing
4th	Control Water, Watery Sphere
5th	Maelstrom
6th	Drown*
7th	Deluge*
8th	Tsunami
9th	Blood Battalion*

FIRE TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a vibrant red and the depictions of bright flames laid into the cover are made of super heated orange and yellow filigree. There is a constant heat around the tome that creates a distorting mirage and makes it rather unbearable to be around for any one other than the attuned user. While attuned to the Fire Tome, the wielder also gains resistance to fire damage.

FIRE TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Fire Bolt, Produce Flame
1st	Burning Hands, Hellish Rebuke
2nd	Scorching Ray
3rd	Fireball
4th	Wall of Fire
5th	Immolation
6th	Investiture of Fire
7th	Fire Storm
8th	Incendiary Cloud
9th	Meteor Swarm

WATER TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a brilliant cerulean blue and has black and navy blue filigree depicting crashing waves and unfathomable depths. It seems to move against the wielders grasp and shifts like flowing water when disturbed. The pages always soubd like a steady flow of water lapping against the shore when turned. While attuned to the Water Tome, the wielder also gains the ability to breathe underwater and has a swimming speed equal to their walking speed.

WIND TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a dusty grey and has white filigree that depict a destructive tornado across the front of its cover. The pages never come to a complete rest and constantly rustle as if caught in a stirring breeze. While attuned to the Wind Tome, the wielder also gains a fly speed of 60 ft.

WIND TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Gust
1st	Feather Fall, Zephyr Strike
2nd	Gust of Wind, Skywrite
3rd	Warding Wind, Wind Wall
4th	Sonic Gale*
5th	Control Winds
6th	Investiture of Wind, Wind Walk
7th	Whirlwind
8th	Tornado*
9th	Cataclysmic Cyclone*

THE ESOTERIC TOMES

SPACIAL TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome in particular is bound in a dark violet that reflects the vastness of Rhyonian Space. The cords wrapped around it and the blueish silver filigree within the binding all sparkle with the radiant twinkle of Miracle Metal. The front cover itself is emblazoned with a set of concentric Ms that could be recognized as a Miracle Mark by one who knew what they were looking at. While attuned to the Spacial Tome, the wielder also has resistance to force damage.

SPACIAL TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Eldritch Blast, Sword Burst
1st	Magnify Gravity
2nd	Wrist Pocket
3rd	Void
4th	Gravity Well, Dimension Door
5th	Hands of Dark Matter
6th	Gravity Fissure
7th	Teleport
8th	Dark Star
9th	Meteor Swarm

TIME TOME OF CLAIMING

Legendary Spellbook, Requires Attunement

This tome is a true enigma among all the Tomes of Claiming. It has no one definitive appearance and constantly appears to be in a different state and different condition whenever someone looks upon it. One minute it can look like a hearty leather bound tome, another a ragged book with faint threads holding it together, a finely rolled scroll, or even a simple stack of papers. It is the most fickle of the Tomes as well, only remaining in someone's possession if it seems fit, sometimes disappearing entirely if its wielder does something out of character the Tome doesn't agree with. While attuned to the Time Tome and it remains in one's possession, they cease to age and cannot be aged magically.

TIME TOME OF CLAIMING SPELLS

Spell Level	Spells
Cantrips	Mending, True Strike
1st	Gift of Alacrity, Expeditious Retreat
2nd	Blur
3rd	Haste, Slow
4th	Freedom of Movement, Resilient Sphere
5th	Enervation, Temporal Shunt
6th	Contingency
7th	Sequester
8th	Reality Break
9th	Time Stop

RELICS

There are a litany of powerful magical items in Rhyonis, some are incredibly ancient or touched by some immense power that transforms them into something far greater than an enchanted item. These creations are known as Relics and can be empowered to greater levels of potential by deepening one's connection to them or performing some great deed. All Relic abilities require you attune to the Relic to utilize them.

AMULET OF THE SPELL DEALER

Wondrous Item, Legendary Relic, Requires attunement by a Spellcaster

This amulet is made up of a simple silver chain and a small, singular platinum slate that hangs from it. As it grows in power alongside its wielder, more ethereal and wispy slates appear along the chain. They drift up to tickle the neck of those that wear the necklace and constantly hum with a magical music like a distant and otherworldly song. Though these magical cards move along the chain as the platinum one is moved, they are impossible to touch themselves. The color these cards take on changes at the whim of the wearer.

AMULET OF THE SPELL DEALER

Tier	Effect
1	Spell Cards, 1d4
2	Imbuement
3	Counter Cards, 1d6
4	Secret Hand
5	Magical Paragon, 1d8

Spell Cards. When targeted by a spell of 1st level or higher, you gain a magical spell, of which you can hold a number equal to your proficiency bonus. If you are hit with a spell and have your maximum number of cards, you may choose to replace one of the cards that already exists. Each card has a value equal to the level of the spell that created it. You may use a bonus action to remove the card and make a ranged spell attack with it against a creature within 60 ft. On a successful hit, you deal 1d4 force damage per level of the card use, plus your spell modifier.

Imbuement. You have advantage on saving throws against spells and magical effects.

Additionally, you may choose to remove and bind a spell card to a weapon as a bonus action. While bound, you gain proficiency in this weapon and use your spell casting ability for attack and damage rolls made with it. The weapon also deals an additional amount of force damage equal to the level of the card used in the binding. This lasts for one minute and you may only be bound to one weapon at a time.

Counter Cards. You may use your reaction to expend a spell card of 3rd level or higher to cast *Counterspell* at a level equal to the level of the card. Your spell attacks with spell cards now deal 1d6.

Secret Hand. You now have a secondary set of cards kept separate from the spell cards stored on the Amulet of the Spell Dealer. This secondary hand can hold a number of cards equal to your spell casting modifier but can not be used as immediately as those stored on the amulet. Whenever you finish a short rest, you may choose to swap cards between the Amulet and the Secret Hand.

Magical Paragon. You may use an action to transmute a card from either the Amulet or your Secret Hand into an expended spell slot of an equal level. Additionally, at any time you make a saving throw, attack roll, or skill check, you may expend a spell card to give yourself a bonus to that roll equal to the level of the card. Your spell attacks with spell cards now deal 1d8.

ARMAMENT OF SOUL STRANDS

Any Weapon, Legendary Relic, Requires attunement by a reincarnated soul

As a Soul moves from one life to the Grey-Lit Path to its next, a fragment of their power can remain dormant in the items they've touched in the past. This results in Relics referred to as Armaments of Soul Strands. The Deity of Reincarnation, Alaxes, watches over these items and ensures they fall into the hands of those that they are meant to, when they are meant to. Upon making contact with the reincarnated Soul, Alaxes makes contact and guides them in uncovering the secrets of their past life and amassing the power the Relic has within.

ARMAMENT OF SOUL STRANDS

Tier	Effect
1	Power of a Predecessor (I), +1 Weapon
2	Chromatic Binding
3	Power of a Predecessor (II), +2 Weapon
4	Tethers of the Past Life
5	Power of a Predecessor (III), +3 Weapon

Power of a Predecessor (I). You are able to tap into the essence and ability of your past life that has used this weapon in the past. This grants you the 1st level abilities of a class of your choice that your previous life possessed. You gain all proficiencies and abilities and spell slots this class has, but you do not gain additional hit points. Additionally, you gain +1 to attack and damage rolls made with this weapon.

Chromatic Binding. Every turn you take the Attack action with this weapon, roll a d8. For the duration of the round, every attack made with the weapon deals an additional 1d8 damage of a type determined by the roll. 1) Fire, 2) Ice, 3) Electric, 4) Acid, 5) Negative, 6) Radiant, 7) Psychic, 8) Force.

Power of a Predecessor (II). You gain the 2nd level abilities of the class of your Predecessor. Additionally, you gain +2 to attack and damage rolls made with this weapon.

Tethers of Past Lives. You are able to connect to your past lives and call on them for aid. You can use this feature a number of times per long rest equal to your proficiency bonus to cast a particular spell, using your proficiency bonus in place of a spell casting ability where applicable. Each spell costs one use of this feature and requires the appropriate action to function. The spells you may cast are *Healing Spirit*, *Spirit Guardians*, or *Spirit Shroud*.

Power of a Predecessor (III). You gain the 3rd level abilities of the class of your Predecessor. Additionally, you gain +3 to attack and damage rolls made with this weapon.

THE BAUBLE OF THE MONKEY KING

Wondrous Item, Legendary Relic, Requires attunement by a Primod

These earrings clasp into the top of the cartilage with black gems around the ear and are connected with a long golden chain behind the back of the head. They glitter with a sparkling light and you can hear a rhythmic drumming from the jewels like primal jungle music. The chain itself is almost weightless and will float behind the wielder's head as if held aloft by an unseen force. It is believed the Bauble once belong to the Monkey King of the Primods and a portion of his consciousness is still connected to it.

THE BAUBLE OF THE MONKEY KING

Tier	Effect
1	The King's Transformation
2	Empowered Arms
3	Extra Transforming, +2 Ability Score
4	Greater Transformation
5	Divine Calling

The King's Transformation. Once per long rest, as a free action, you are able to summon the Spirit of the Monkey King into your body. For a number of rounds equal to your proficiency bonus, you gain the King's Limbs which are two tails and four arms of divine light. These limbs count as natural weapons with which you are proficient and they use either your Strength or

your spellcasting ability, if you have one. When you take the Attack action on your turn, you also may attack once with the arms dealing 1d8+ the associated ability modifier in bludgeoning damage and once with the tails that have a reach of 15 ft, dealing 1d6+ the associated ability modifier. You may also use your bonus action to make these attacks if you take the Attack action on your turn. During the transformation all attacks you make, with polearm weapons, the King's Limbs, and spells, deal an additional 1d4 radiant damage. Lastly, once per short rest, you may also cast the *Divine Favor* spell, using the same ability score associated with the King's Transformation.

Empowered Arms. During the King's Transformation, you now deal an additional 1d6 radiant damage with their attacks and have resistance to radiant damage.

Extra Transforming. You may now use the King's Transformation twice per long rest. You additionally gain +2 to an ability score of your choice, ignoring the regular maximum of 20.

Greater Transformation. During the King's Transformation, you now deal an additional 1d8 radiant damage with your weapon and have resistance to physical damage.

Divine Calling. You may now use the King's Transformation three times per long rest. You may also cast the *Holy Weapon* once per short rest, using the same ability score associated with the King's Transformation.

BOW OF THE EMPEROR

Longbow, Legendary Relic, Requires attunement by a Ranger of the Druidic Henges

This pristine and beautifully crafted long bow is fashioned from blackwood and is lacquered to shine and reflect light into multiple colors like the pearlescence of butterfly scales. At the top and bottom of the bow, where the string is fixed into the bow itself, bright blue wings unfurl from it like an Emporer butterfly's wings and give the bow a weightless breeziness. The Bow of the Emporer is even able to gently float for a moment when released and will always harmlessly drift to ground on a faint gust of wind. The Bow was created by the first Flower Queen, Lunamarui, to keep her king safe from harm and to always exist as a protector for the realm. Unfortunately, he died before he was able to unlock the full potential of the Bow and it has since waited in the possession of the Flower Queen until one worthy enough of its power comes to claim it.

BOW OF THE EMPEROR

Tier	Effect
1	Bowstring of Piercing Light, +1 Longbow
2	Shadow of the Royal Flight
3	String of Revealing Light, +2 Longbow
4	March of the Emperor
5	Chrysalis, +3 Longbow

Bowstring of Piercing Light. Three per long rest, you are able to release the magic stored within the bowstring to produce a destructive light around the arrowhead. You may choose to do this as part of the Attack action and can do this only once per turn. This grants you +2 to the attack roll, grants this attack the *Siegebreaker* feature, and the arrow deals an additional 1d8 radiant damage. This attack ignores all cover and moves through objects. You also gain +1 to attack and damage rolls made with this weapon.

Shadow of the Royal Flight. Immediately after you use the Bowstring of Piercing Light, you harness the shadow of the arrow as it flies. With no extra action required, you may make a secondary attack against another target within 30 ft. of the first.

String of Revealing Light. When you strike a creature with an attack, you immediately learn their current hit points. Additionally, whenever you use the Bowstring of Piercing Light, it also releases a burst of glowing emperor butterflies that act as the *Faerie Fire* spell, using your spell save DC. This effect does not require concentration. You also gain +2 to attack and damage rolls made with this weapon.

March of the Emperor. Once per short rest, you may use your bonus action to cloud yourself in a cloak of dark and shadowy emperor butterflies that act as the *Mirror Image* spell. Additionally, you are able to take the Dash or Disengage actions as bonus actions on your turn and whenever a creature ends their turn within 5 ft. of you, you are able to use your reaction to move half your speed without provoking opportunity attacks.

Chrysalis. The wings of the Bow of the Emperor extend outward to fully wrap around an encase you. They feel like pure silk to you on the inside and steadily lull you into a deep, ever-lasting sleep. On the outside, the wings harden to a deep black like obsidian and become incredibly hard and durable. While in the Chrysalis, you and it are immune to all damage, cannot be targeted by Divination spells or other magical effects that would reveal your location, and cease to age. You remain in this state of suspended animation until a *Wish* releases you or a cataclysmic event befalls the realm that

requires your presence to quell it. This ability may only be used at the base of a Tree of Life where the Chrysalis fuses with the Tree to preserve you until your time comes to return to the realm. You also gain +3 to attack and damage rolls made with this weapon.

CROWN OF THE CARRION

Wondrous Item, Legendary Relic, Requires attunement by the Harold of the Huntress

This remarkable headdress is fashioned from tanned leathers and stag antlers, affixed with various charms and feathers and runes. The antlers themselves are inscribed with elvish script, carved expertly into the bone like beautiful calligraphy. It was created by the Murder Elves of the Feathered Forest in Ish-Gahn, worn by the Murder Matron, but can only be used to its true potential by the Harold of the Huntress meant to lead the Final Hunt against the Vampires.

CROWN OF THE CARRION

Tier	Effect
1	Inured to Darkness
2	Unyielding Sight
3	Prepared For Anything
4	Inspiring the Rebellion
5	Catastrophe

Inured to Darkness. You are immune to being charmed, frightened, and put to sleep. You also cannot be turned undead and are immune to effects that would reduce your hit point maximum.

Unyielding Sight. You gain True sight out to 120 ft.

Prepared For Anything. You gain proficiency in all saving throws.

Inspire the Hunt. Your Charisma score is increased by 2, ignoring the normal maximum of 20. You also gain the *Inspiring Leader* feat.

Catastrophe. As an action, you transform into the *Catastrophe Carrion* for one hour or until brought down to 0 hit points with any extra damage carrying over to your hit points. After the transformation ends, you undergo the effects of a long rest. Once used, you cannot use this transformation again for one week.

THE FLESH LEATHERS

Studded Leather Armor, Legendary Relic, Requires attunement by the Harold of the Huntress

Stitched intricately and precisely from the flesh of thirteen Murder Elves slain by vampires, the Flesh Leathers are the signature armor of the Harold of the Huntress. They are multicolored various flesh tones and have shining black

sutures that keep the piece together. It is blessed by the Huntress to always remain clean and pristine, never rotting or decaying. While macabre and unsettling to look at, it is perfected to stand against the most heinous of abilities of the Vampires to destroy them once and for all.

THE FLESH LEATHERS

Tier	Effect
1	Essence of the Fallen, +1 Studded Leather
2	Made Against Magic
3	Relentless Hunt, +2 Studded Leather
4	Empowered Life Essence
5	Determined Beyond Death, +3 Studded Leather

Essence of the Fallen. The essence of the Murder Elves stitched within the Leathers grant you resistance to necrotic damage and advantage on death saves. The leather itself also grants a +1 bonus to your AC.

Made Against Magic. You have advantage on all saving throws made against spells and magical effects.

Relentless Hunt. When you would be knocked unconscious by reaching 0 hit points, you instead survive with 1 hit point. Once this occurs, it cannot again until you complete a long rest. The leather itself also grants a +2 bonus to your AC.

Empowered Life Essence. Whenever you are targeted by a healing spell or effect that recovers hit points, you are treated as recovering the maximum possible.

Determined Beyond Death. You now have immunity to necrotic and poison damage and cannot be poisoned, diseased, or cursed. Lastly, when you die, you do not decay so long as this armor stays on your body. This extends the duration of spells or effects that would resurrect you. The leather itself also grants a +3 bonus to your AC.

THE KI BLADE

Legendary Relic, Any Melee Weapon, Requires attunement by a monk

Ki Blades are powerful armaments that manifest directly from the ki of a monk that has tapped into their innermost potential. This transforms the weapon into an extension of their will that they can channel their ki into, to a devastating effect. Ki Blades come in many forms and are almost indistinguishable from regular weapons until they are touched by the ki of the monk that initially created them. When this is done, celestial runes pulse through the handle and

head of the weapon, which reads as the monk's innermost thoughts.

THE KI BLADE

Tier	Effect
1	Ki Smite, +1 Weapon
2	Ki Feed
3	Ki Shield, +2 Weapon
4	Empowered Ki
5	Enlightenment, +3 Weapon

Ki Smite. You may expend a number of Ki points to cast a spell that has Smite in the name. The number of points you must spend on this ability equals the level of the spell you cast. The action required for this feature matches the spell you cast and Wisdom is your spellcasting ability for these spells. Alternatively, you can expend a number of ki points equal to your Wisdom modifier to expel your ki into the enemy, dealing 1d8 force damage per point spent. You also gain +1 to attack and damage rolls made with this weapon.

Ki Feeding. When you strike an enemy that uses Ki-based abilities, they must make a Constitution saving throw against your Ki Save DC or lose the ability to harness their Ki until the end of their next turn. Also, once per turn when you strike a creature with an ability that uses ki, you can choose to expend Hit Dice equal to the number of ki points spent to immediately recover a number of hit points equal to the total rolled.

Ki Shield. Whenever you use Ki Feeding to recover hit points, you additionally gain temporary hit points equal to the total rolled plus your Wisdom modifier. While these temporary hit points persist, you have resistance to physical damage and when a creature strikes you with a melee attack while within 5 ft. of you, they suffer an amount of force damage equal to the amount of hit points you initially gained from this feature. You also gain +2 to attack and damage rolls made with this weapon.

Empowered Ki. Your Ki Save DC is now increased by the same amount as the magical bonus on the Ki Blade.

Enlightenment. Your Wisdom and Dexterity scores increase by 2 points, ignoring the maximum for normal ability scores. You also gain +3 to attack and damage rolls made with this weapon.

KOLLYWUMP SILK SCARVES

Wonderous Item, Legendary Relic, Requires attunement by a Kollywump Gnome

These six silk scarves, one black as night, the others pale purple as lilac petals, are affixed to a riveted, silk sash, meant to be worn around the

hips. There are the original weapon of Kosha the Shadow, the manifestation of the Kollywumpus' own madness. Together, she and Jurra Kollywump felled the mad beast, sundering it into countless fragments and spreading it across the realm. Now, that she has passed to the Grey-Lit Path, a portion of her essence remains within the Silk Scarves.

KOLLYWUMP SILK SCARVES

Tier	Effect
1	Silken Inspiration
2	Pocket Scarf
3	Haunting Howls
4	Psyche Siphon
5	Horrendous Wails

Silken Inspiration. This item acts as a Spell Focus for a Bard and, while attuned, the wielder can add their Charisma modifier to any roll that uses their Bardic Inspiration. If the wielder does not have the Bardic Inspiration feature, they gain it while attuned to the Kollywump Silk Scarves and treat themselves as a bard of equal level.

Pocket Scarf. The wielder may cast the Wrist Pocket spell, using one of the lilac scarves as the pocket dimension. They also gain immunity to psychic damage as a portion of their psyche is held within the scarf. Charisma is your spell casting modifier for this spell.

Haunting Howls. When you strike an enemy with an attack, they must make a Wisdom saving throw or take an additional 1d8 Psychic Damage on top of the attack or spell's effects. If damage would disrupt a charm or fear condition on the creature, it does not for the purposes of this item.

Psyche Siphon. Once per turn, when the wielder deals psychic damage to a creature, they recover hit points equal to a roll of a Bardic Inspiration die plus their Charisma modifier.

Horrendous Wails. Once per long rest each, the wielder can cast the Psychic Scream and Weird spells without expending a spell slot. Charisma is your spell-casting modifier for these spells. Creatures immune to psychic damage are counted as having resistance to it for you and creatures resistant to psychic damage are not.

KREEGIS

Wondrous Item, Legendary Relic, Requires attunement

Appearing as an oblong, curved metal tube with several chambers protruding from it, Kreegis is a powerful, if mysterious, relic. Its exact purpose is unknown, and origin even more shrouded in secrecy, but its potency cannot be questioned. The last records of it explain it as a vessel for

magic, poison, and consuming spore-like substances that can corrupt and rot anything they are expelled toward. Its last known location was in the hands of an ancient man on the island of Ki-Ohn off the northwestern coast of Arhan-Zoul, secluded deep within the Blood Cap at its center.

KREEGIS

Tier	Effect
1	Maddening Spores
2	Dominating Spores
3	Regenerative Spores
4	Paralytic Spores
5	Killing Spores

Maddening Spores. You are able to cast the *Confusion* spell once per long rest and gain resistance to poison damage and immunity to the poisoned condition. Any spells that are cast from Kreegis use your Constitution modifier for the spellcasting ability, or you may use any of your spellcasting abilities, if you have any.

Dominating Spores. You are able to cast the *Dominate Monster* spell once per long rest and gain immunity to poison damage.

Regenerative Spores. You are able to cast the *Retributive Spores* spell once per long rest. While concentrating on any Kreegis spell, at the start of your turn while you remain conscious, you recover hit points equal to your Constitution modifier and gain an equal number of temporary hit points that last until depleted or you take a rest.

Paralytic Spores. Once per short rest, you are able to release the spores stored within Kreegis to create a paralyzing cloud that fills a 30 ft. sphere that travels around corners. Creatures within the area must make a Constitution saving throw or become paralyzed for one minute. You additionally become immune to paralysis.

Killing Spores. You are able to cast the *Cloudkill* spell once per long rest. If a creature is damaged by this version of the spell while below 50 hit points, they must make a Constitution save or die instantly.

MAGNIFICENCE

Shield, Legendary Relic, Requires attunement

Magnificence is an incredibly powerful and sentient shield that will only reveal its magical nature when its wielder makes a noble sacrifice to defend those they hold as true allies. It normally appears as a completely ordinary, mundane, and unassuming metal shield, but upon activating its power, Magnificence transforms into a radiant bastion of defense and power.

MAGNIFICENCE

Tier	Effect
1	Resilience, +1 Shield
2	Brilliance, +1 Tower Shield
3	Admittance, +2 Tower Shield
4	Indifference
5	Deliverance, +3 Tower Shield

Resilience. You gain the Resilient feat while attuned to this item, potentially choosing a new version of the feat anytime you reattune to Magnificence. Additionally, every time you complete a long rest while attuned, you may choose a single damage type to gain resistance to until you complete a long rest.

Brilliance. Magnificence now grants the wielder the Shield Master feat and counts as a Tower Shield as it grows to almost double in size.

Admittance. Once per long rest, you are able to speak the command word you choose upon reaching this tier of power to erect an invisible door way in a spot adjacent to you. Upon doing so, you cast the Magnificent Mansion spell.

Indifference. You are granted the Tower Shield Master Feat and gain the Indomitable feature that you may use once per long rest.

Deliverance. You are able to cast the True Resurrection spell once per year, requiring components as per the spell. When you resurrect someone with this feature, they gain the Radiant Soul feature of the Protector Aasimar.

MIRACULOUS EXTENDER

Wand, Legendary Relic, requires attunement by a wizard

This long thin wand of pure platinum is embellished with countless wind strands of blue-hued silver that split like fractal threads of a double helix design. It resonates with a strange harmonious vibration that causes it to subtly shift in place. It always seems to draw the wielder in two separate directions and causes the mind to wander unless absolute focus is given to it. The first time someone attunes to the wand, this must flip a coin. Heads, they retain their levels and abilities but revert in age. Tails, they are aged significantly. The number of years lost or gained with this effect equals 1d4 times 10.

MIRACULOUS EXTENDER

Tier	Effect
1	Miraculous Casting
2	Arcane Ammunition
3	Spell Shell
4	Spontaneous Sorcery
5	Miraculous Mind

Miraculous Casting. You learn the *Haste* and *Slow* spells and when you cast either spell, you immediately cast the opposite spell on targets within range. You use the same Concentration for both spells and do not expend an additional spell slot.

Arcane Ammunition. You learn the *Magic Missile* spell and when you cast it, instead of dealing +1 damage, each missile deals additional damage equal to your Intelligence Modifier.

Spell Shell. You learn the *Reflect Spell* spell and you gain Spell Resistance, granting you advantage on saving throws against magic.

Spontaneous Sorcery. You gain Sorcery Points equal to your Wizard level and two Metamagic abilities of your choice. Whenever you complete a long rest, you can choose different Metamagic options if you so choose.

Miraculous Mind. You may concentrate on two spells at one time, rolling separate concentration checks for them whenever you would need to make one.

MURDER

Longbow, Legendary Relic, Requires attunement by the Harold of the Huntress

Forged from the elastic spine of an aaracokra priest of the Huntress, this longbow is grizzly but highly effective. It is enchanted with elvish and celestial runes carved along the vertebrate and sounds like it caws as it is drawn. The bowstring of the weapon is also made from a petrified vein of a vampire, giving it a resilient tensile strength. Though it has necromantic origins, it is meant to be the weapon that slays the Vampires once and for all, wielded by the Harold of the Huntress

MURDER

Tier	Effect
1	One With the Crows, +1 Longbow
2	Certain Demise
3	Call the Murder, +2 Longbow
4	Assail the Enemy
5	Murder, +3 Longbow

One With the Crows. You are granted advantage on all Stealth checks you make while wielding Murder. You may also use an action to *Polymorph* into a crow at will. Additionally, you gain +1 to attack and damage rolls made with this weapon.

Certain Demise. When you roll damage for an attack made with this weapon, you treat all 1s rolled as 2s. Additionally, when you roll a Natural 1 with this weapon, you may reroll it but must use the new result.

Call the Murder. You may use an action once per long rest to summon 1d4+1 Murder Knights. These Murder Knights roll their own initiative and act on your orders requiring a bonus action to issue a command. If no command is given, they act in your defense and fight whatever is closest to them. They persist for one hour or until they are knocked unconscious.

Additionally, you gain +2 to attack and damage rolls made with this weapon.

Assail the Enemy. Whenever you have advantage on an attack against a creature that is a Favored Enemy, you deal additional damage as a Sneak Attack as if you were a Rogue of equal level. If you already have the Sneak Attack feature, this ability overrides it and does not add additional Sneak Attack dice to your feature.

Murder. When you score a critical hit against a favored enemy that is beneath one hundred hit points, they must make a Constitution saving throw equal to your spell save DC or be killed outright. Additionally, you gain +3 to attack and damage rolls made with this weapon.

PRISMATISCOPE

Wondrous Item, Legendary Relic, Requires attunement by a Sorcerer

Prismaticsopes are powerful items that can be made by any sorcerer that undergoes a particular trial set up by the Arcane Citadel known as the Arcane Gambit. These wondrous relics can be any object of import to the sorcerer, be it a mundane weapon, a magic item, or even another relic. Transforming this object into a Prismaticsope grants it incredible power, but requires a separate attunement to access the power that is stored within it, even if the sorcerer is already attuned to the item they take through the Gambit to create their Prismaticsope. The frequency in which Prismaticsopes are made has greatly diminished in the last several hundred years so the former Arcane Gambit grounds have been steadily weeded out of use and most Prismaticsopes are made at the Arcane Citadel under the eyes of the Deans of the Schools of Magic.

PRISMATISCOPE

Tier	Effect
1	Reservoir, +1
2	Threads of Reality
3	Spell Smith, +2
4	Ravages of Time
5	Wish Granter, +3

Reservoir. At the end of a long rest, you may retain a number of unspent Sorcery Points equal to your Charisma modifier. These persist until used or you take either a short rest or a

long rest, whichever occurs first. Additionally, the Prismaticsope grants +1 to spell attack rolls and your Spell save DC.

Threads of Reality. You can cast the *Detect Magic* and *Identify* spells at will and have Truesight out to 10 ft.

Spell Smith. You are able to unweave magic as it lays itself before you. You have a number of charges per long rest equal to your Proficiency Bonus and may expend a charge to cast either the *Counterspell* or *Dispel Magic* spells. You may expend multiple charges at a time to increase the level of the spell by one per charge beyond the first. Additionally, the Prismaticsope grants +2 to spell attack rolls and your Spell save DC.

Ravages of Time. Your magic has become powerful enough to destabilize the balance of time, potentially drawing magical effects from other realities. Whenever you use Sorcery Points or cast a spell, you may choose to roll directly on the Wild Magic Surge table. A number of times per long rest equal to your Charisma modifier, when you roll on the Wild Magic table, you may choose to select a different option by spending a Sorcery Points to reroll, choosing either option. If you are a Wild Magic sorcerer, you may choose to reroll without expending Sorcery Points

Wish Granter. On someone's Light Night, if you desire, you may grant someone a *Wish* without expending a spell slot. You may only grant one *Wish* in this manner per day and it can be anything you desire without running the risk of losing the spell permanently as per the rules of the *Wish* spell. Additionally, the Prismaticsope grants +3 to spell attack rolls and your Spell save DC.

QUASAR

Wondrous Item, Legendary Relic, Requires attunement by a Zardoniclast Wizard

This tiny jewel is compressed gravitational energy into a dense form that is utterly weightless despite being an entire star condensed into a minuscule form. It is as black as night and seems to sparkle with white and purple flames from within and, when sunlight dances across its many faceted faces, it seems to refract the light, projecting entire galaxies on surfaces around it. It is almost impossible to be lifted by anyone who doesn't attune to it as its weight equals that of the star it was before it was broken down into the shape it now holds. It has been handed down by the Trichotomy to an entrusted mage they deem worthy of possessing it since the creation of Zardonisys.

QUASAR

Tier	Effect
1	Dark Matter
2	Gravity Field
3	Worm Hole
4	Nova
5	Vitalis

Dark Matter. You gain resistance to force damage and are able to cast the *Hands of Dark Matter* spell once per short rest without expending a spell slot.

Gravity Field. You are able to cast the *Shield* spell a number of times per long rest equal to your Proficiency Bonus. You are also able to manipulate the gravity around you, granting you a flying speed of 60 ft. with the ability to hover.

Worm Hole. You are able to cast the *Far Step* spell once per long rest without expending a spell slot. Additionally, while concentrating on *Far Step* you have advantage on saving throws against spells and magical effects and attack rolls are made against you at disadvantage.

Nova. Once per long rest, you are able to cast the *Super Nova* without expending a spell slot.

Vitalis. As an action, you may expend any number of spell slots whose total level equals 15. For a number of hours equal to your Intelligence modifier, you transform into a Zardon Vitalis. You retain your mental stats and are able to cast spells as normal and gain the abilities of the Vitalis for the duration. This feature ends early if you are reduced to 0 hit points, if you move through an antimagic field, and you are returned to your previous state with the hit points you had before the transformation.

STIARA

Tiara, Legendary Relic, Requires attunement by a Zardoniclast

This beautifully crafted tiara is made entirely of finely worked Miracle Metal. It is meant to be placed directly atop the head and has diamonds and sapphires that hang over the forehead and temples like twinkling stars or raindrops. Though made of metal and gemstones, it maintains a magical lightness to it and almost floats off of the head with quick movements but always finds its way to settle comfortably across the wearer's skull.

STIARA

Tier	Effect
1	Zardonic Aura
2	Starlight
3	Zardonic Crown
4	Harness the Darkness
5	Cosmic Calling

Zardonic Aura. You are cloaked in a thin sheet of starlight that grants you resistance to radiant damage and force damage.

Starlight. You are able to use your action to summon a *Zardonlite* to your aide. While summoned, the *Zardonlite* will follow commands you issue to it as a bonus action. It will perform these commands until they are fulfilled, ranging from 'guard an area', 'attack a foe', or 'deliver a message'. If a command is fulfilled, the *Zardonlite* will move to stay within 30 ft. of you but will not attack or take actions. The *Zardonlite* remains in existence so long as its hit points do not reach 0 and once it is destroyed, you must complete a long rest before it is able to be summoned again.

Zardonic Crown. You are able to tap into the magic of *Stiara* to cast *Crown of Stars* once per long rest using Intelligence as your spellcasting ability.

Harness the Darkness. As a bonus action, you allow your body to be overtaken by the antithesis of starlight and you become a *Zardon Vitalis* for a number of rounds equal to your Intelligence modifier. You are unable to cast spells while in this form and any damage that would reduce your new form to 0 hit points removes you from this state early with any extra damage carrying over to your true self. You may also choose to end this transformation early as a bonus action on your turn. Once you use this feature, you are unable to do so again until you complete a long rest.

Cosmic Calling. You are able to cast the *Super Nova* spell once per long rest using Intelligence as your spellcasting ability.

THE TEAR OF SIESMET

Wondrous Item, Legendary Relic, Requires attunement

This crystalline teardrop-shaped jewel has liquid gold sealed within side that beautifully swirls around sapphire blue water. This liquid is a small portion of Siesment's Life Essence and Her tears shed from the moment She departed from Rhyonis to enter the Life Pools. From Her Domain Realm, she watches over Rhyonis and longs to be alongside Her children but knows Her power would swell to destroy the realm if She were to. The jewel itself is always warm and comforting, giving you the sense and caring embrace.

THE TEAR OF SIESMET

Tier	Effect
1	Restorative Soul
2	Resilient Essence
3	Regeneration
4	Diamond Form
5	Preserving Essence

Restorative Soul. Whenever you are targeted by a healing spell or effect that recovers hit points, you are treated as recovering the maximum possible.

Resilient Essence. You are immune to poison damage, disease, and the poisoned condition.

Regeneration. At the start of every turn, you recover 10 hit points. If you take necrotic damage before this effect happens, you do not recover hit points. If you lose a limb, you may end the regeneration effect to recover the limb over the course of a short or long rest. If you do this, you can not benefit from the regeneration until you complete a long rest.

Diamond Form. Once per long rest, you are able to magically transform into a Diamond Elemental. This transformation lasts for one hour or you are knocked out of it by reaching 0 damage and any extra damage carries over to your hit points.

Preserving Essence. You no longer age and cannot be magically aged as the Goddess of Life's Life Essence preserves you.

TUNDRAL PLATE

Full Plate, Legendary Relic, Requires attunement by a Druid

This pale blue and white set of full plate is made of pure enchanted ice that shapes and molds itself to your body. It exudes a faint icy aura and your skin grows frost crystals across it of varying colors as they refract light that touches them. As the air touches it, misty waves of energy roll off of it and chill the air immediately surrounding it. As it progresses in power, the smooth plates become more jagged and icicles hang from the joints.

TUNDRAL PLATE

Tier	Effect
1	Icy Aura, +1 Full Plate
2	Encasing Armor
3	Improved Icy Aura, +2 Full Plate
4	Frigid Trail
5	Greater Icy Aura, +3 Full Plate

Icy Aura. The Icy Aura of the plate gives you resistance to cold and fire damage and enemies within 5 ft. of you that strike you with a melee attack take 1d4 cold damage. The plate itself also grants a +1 bonus to your AC.

Encasing Armor. You have a number of charges per long rest equal to your proficiency bonus. You may expend a charge to cast the *Armor of Agathys* spell on yourself at a level equal to the number of charges spent on the casting. You regain all charges at the end of a long rest. Also, when you deal cold damage to a creature by any means, you decrease their movement speed by 10.

Improved Icy Aura. Icy Aura now grants you immunity to cold and fire damage and enemies within 5 ft. of you that strike you with a melee attack take 1d8 cold damage. The plate itself now also grants a +2 bonus to your AC.

Frigid Trail. While the temporary hit points of *Armor of Agathys* persist, you produce a frigid trail beneath your feet that moves with you. This increases your movement speed by 15 ft. and you are considered to be under the *Freedom of Movement* spell.

Greater Icy Aura. Icy Aura now grants you immunity to critical hits and enemies within 5 ft. of you that strike you with a melee attack take 1d12 cold damage. The plate itself now also grants a +3 bonus to your AC.

WRAPS OF THE RADIANT DRAGON

Handwraps, Legendary Relic, Requires attunement by a Sun Soul Monk

These magnificent, golden filigree bracers and golden threaded hand wraps feel like bright sunlight on your skin. They are made of pure gold thread and are woven in an incredibly tight pattern that catches the light and reflects the image of a dragon flying over the world. No matter how tightly they are wrapped, the snuggly fit on the wearer's arm comfortably and when they are affixed, ten recesses appear and shift to imitate the appearance of independently colored dragon scales.

WRAPS OF THE RADIANT DRAGON

Tier	Effect
1	Flames of Light
2	Reflective Radiance
3	Dragon Hide
4	Breath of Cleansing Fire
5	Resplendent Recovery

Flames of Light. Your Sun Bolts deal an additional amount of Fire damage equal to your Wisdom Modifier.

Reflective Radiance. The Wraps now have a magical aura to them, adding +1 to attack and damage rolls made with them. Your Deflect Arrows feature now extends to Ranged Spell Attacks. You may add your Martial Arts die to Breath Weapon attacks you make, dealt in Radiant Damage.

Dragon Hide. The Wraps' aura now adds +2 to attack and damage rolls made with them. They also embolden your skin with defensive scales, adding a bonus to your Armor Class equal to your Proficiency Bonus.

Breath of Cleansing Fire. The Wraps' aura now adds +3 to attack and damage rolls made with them. Also, when you use a Breath Weapon attack, allies in the area are instead healed for half of the damage dealt.

Resplendent Recovery. As a bonus action, you can expend a number of Ki Points to restore hit points equal to an amount rolled for one Martial Art die per Ki Point spent. When you take this bonus action, enemies within 20 ft. of you must make a CON save against your Ki Save DC, taking half the amount of HP restored as radiant damage on a failure, or a quarter on a success. You may also restore the same amount of hit points to a number of allies equal to your WIS Modifier.

RELIC SETS

Certain Relics are meant to be brought together to unlock their true potential. This can grant the wielder extra abilities or come with unforeseen consequences.

THE STILETTOS OF DUSK AND DAWN

These blades are complete opposites of one another but are bound to be two sides of the same coin. They are cosmically bound to one another as they were forged from metallic and gemstone fragments that fell to Rhyonis from Miracle, post Destruction of Malirica. While they are bound to the same entity, they are considered to be one item for the purposes of attunement, the wielder ceases to age, and they deal an additional 1d8 thunder damage with all attacks made with them. This damage is considered the Jade Note for the purpose of overcoming resistance. Additionally, when both Stilettos reach their maximum potential, the wielder is able to cast the *Time Stop* spell once per dusk or dawn from each of them, respectively.

THE STILETTO OF DAWN

Dagger, Legendary Relic, Requires attunement by someone capable of using the Jade Note

This kriss dagger is a striking sunrise yellow and reflects brighter shades of gold along its edge, giving it the image of rising dawn. This blade is slightly shorter than its counterpart, the Stiletto of Dusk, and produces a faint, warm aura with a mirage-like distortion around it. It also contains the personification of Dawn, Malirica's female persona that embodies day, life, and the transition from midnight to morning.

THE STILETTO OF DAWN

Tier	Effect
1	+1 Dagger, Warmth of Day
2	Summon Tether
3	+2 Dagger, Dawn
4	Summon Greater Tether
5	+3 Dagger, Tear Reality

Warmth of Day. Grants the wielder resistance to cold damage and deals 2d4 fire damage with attacks made with this weapon. Additionally, once per dawn, the wielder is able to cast the *Haste*, using the highest of their Intelligence, Wisdom, or Charisma for the spellcasting ability.

Summon Tether. Once per short rest, the wielder is able to call forth an echo of themself from another timeline. For one minute, half of any damage dealt by this weapon is immediately dealt to the target again at the end of the wielder's turn.

Dawn. The wielder can cast the *Dawn* spell at will. They also gain +2 to all attack and damage rolls made with this weapon.

Summon Greater Tether. When the wielder uses the Summon Tether feature, the damage dealt by the echo is equal to the attack's damage.

Tear Reality. Once per dusk, the wielder can use the Jade Note once per Dawn to move through a moment on the Fixed Moment Timeline of their choice. They also gain +3 to all attack and damage rolls made with this weapon.

THE STILETTO OF DUSK

Dagger, Legendary Relic, Requires attunement by someone capable of using the Jade Note

This kriss dagger is a beautiful twilight blue and reflects darker veins along its edge, giving it the image of growing dusk. This blade is slightly longer than its counterpart, the Stiletto of Dawn, and produces a faint, chilly aura with rolling icy mist. It also contains the personification of Dusk, Malirica's male persona that embodies night, death, and the end of days.

THE STILETTO OF DUSK

Tier	Effect
1	+1 Dagger, Chill of Night
2	Summon Tether
3	+2 Dagger, Dreams at Dusk
4	Summon Greater Tether
5	+3 Dagger, Tear Reality

Chill of Night. Grants the wielder resistance to fire damage and deals 2d4 cold damage with attacks made with this weapon. Additionally, once per dusk, the wielder is able to cast the *Slow*, using the highest of their Intelligence, Wisdom, or Charisma for the spellcasting ability. They also gain a +1 bonus to attack and damage rolls made with this weapon.

Summon Tether. Once per short rest, the wielder is able to call forth an echo of themself from another timeline. For one minute, half of any damage dealt by this weapon is immediately dealt to the target again at the end of the wielder's turn.

Dreams at Dusk. The wielder can cast the *Modify Memory* spell at will. They also gain +2 to all attack and damage rolls made with this weapon.

Summon Greater Tether. When the wielder uses the Summon Tether feature, the damage dealt by the echo is equal to the attack's damage.

Tear Reality. Once per dusk, the wielder can use the Jade Note once per Dusk to move through a moment on the Fixed Moment Timeline of their choice. They also gain +3 to all attack and damage rolls made with this weapon.

THE RELICS OF BLOOD

These three items are all bound to one another by the Blood of Tyrianous that was utilized to create them. They have been spread across the world by his enemies as the Relics could not be destroyed and to prevent their use to their true purpose. When a singular entity attunes to all three Blood Relics, they become unable to unattune to them and are compelled to perform any tasks needed to upgrade them to their maximum potential, being mentally dominated if they do not do so of their own accord. When this is done, Tyrianous takes over the wielder's body and cannot be cast out by anything short of a *Wish* spell.

THE BLOOD BEADS

Wondrous Item, Legendary Relic, Requires attunement

This bracelet of thirteen blood-encrusted gems look like enlarged scabs that tighten around the wrist and cut into the skin. It seems to glow a deep red light from within and each bead has an independent, rhythmic pulsing. They become

harder and sharpened when they come in contact with someone they see as unfit to wear them. However, when they come into the possession of one they desire to be wielded by, they soften, almost to the point of running like blood, and match the wearer's heartbeat in perfect unison. Occasionally, a rumbling and grating voice can be heard speaking into their wearer's mind.

THE BLOOD BEADS

Tier	Effect
1	Boiling Blood
2	Sanguine Magic
3	Blood Clone
4	Autonomous Clone
5	Exsanguinate

Boiling Blood. Your magic becomes amplified when you are in dire straits. When you cast a spell of 1st level or higher while below 25 percent of your maximum hit points, roll a d20. On a roll of 1-3 you suffer a Hit Die in damage and on an 18-20, the spell is cast as if using a spell slot of one level higher. Between 4 and 17, no additional effect occurs.

Sanguine Magic. The Beads reinforce your resilience to the draining effects of Death Essence, granting you resistance to necrotic damage. The Beads also gain 5 spell charges that you are able to expend to cast the following spells; *Cure Wounds* (1 charge per Spell Level), *Life Transference* (3 Charges), and *Warding Bond* (2 Charges). They recover all expended charges after completing a long rest.

Blood Clone. At any point you have temporary hit points, you can choose to shed them and create a bloody clone of yourself adjacent to you as an action. On this turn and any subsequent turn, you can use a bonus action to command it to move and make an attack against a creature within 5 ft of it. This clone uses the stat block for a skeleton and has an additional number of hit points equal to the number of temporary hit points used to create it and deals your spell casting modifier in necrotic damage on a successful hit. A Blood Clone lasts for one hour, until you destroy it as a bonus action, or it is damaged to 0 hit points. You may have a number of Blood Clones equal to half of your proficiency bonus active at a time and can command them all with the same bonus action. If you create a Blood Clone past your maximum number, the oldest immediately scabs over and crumbles.

Autonomous Clone. Your Blood Clone now acts immediately after you and does not require any action on your end, but it is under your control.

Additionally, you may choose to have it cast spells by expending spell slots as normal.

Exsanguinate. Your damage-dealing spells always count as if cast with one higher spell level.

THE BLOOD BLADE

Dagger, Legendary Relic, Requires attunement

Appearing initially as a plain, unassuming dagger, this weapon immediately takes on a crimson red hue to its metal and bleeds continuously from the tip. It has a heartbeat of its own and seems to whisper with incoherent babbles as it's swung. It has a calming effect on the wielder, almost completely robbing the wielder of their personality, causing them to act stoically, emotionlessly, and more like the Blade's puppet than their wielder. As the Blade grows in power, so too does it in size and shape.

THE BLOOD BLADE

Tier	Effect
1	+1 Dagger, +1d4 Necrotic Damage, Versatile Proficiency
2	+2 Dagger, Bloody Smite
3	+2 Short Sword, +1d6 Necrotic Damage, Consumption
4	+2 Long Sword, Endless Thirst
5	+3 Long Sword, +1d8 Necrotic Damage, Blade of Raising

Versatile Proficiency. Regardless of the shape this weapon adopts, you are considered proficient with it so long as you are attuned to it. It additionally deals an extra 1d4 necrotic damage on a successful hit and you gain +1 to hit and damage.

Bloody Smite. You may expend any number of hit dice on a successful melee attack with this weapon to deal additional necrotic damage equal to the total rolled.

Consumption. You now recover lost hit points equal to half of the damage dealt by your Bloody Smite and gain temporary hit points equal to your Charisma Modifier plus the number of hit dice spent on the smite. It additionally deals an extra 1d6 necrotic damage on a successful hit and you gain +2 to hit and damage.

Endless Thirst. Every successful attack with this weapon restores a number of hit points to you equal to your Charisma modifier.

Blade of Raising. Whenever you kill a humanoid creature with this blade, it instantly raises as a zombie under your control. You may issue a command to it such as defend or attack or dodge

which it follows until the command is completed or you issue it another one. You may only raise a number of creatures in this manner equal to your Charisma modifier. It additionally deals an extra 1d8 necrotic damage on a successful hit and you gain +3 to hit and damage.

THE BLOOD BOOK

Tome, Legendary Relic, Requires attunement

This tome is blood red in color and bound shut with clasps carved from human bones. Along the spine, there are petrified veins that are stitched into the cover as protruding scabs. There are infernal and abyssal runes on the front and back cover that read "Bated by Blood, Broken by Bead, Bled by Blade, Bound by Book." The pages themselves seem to be made of tanned human skin and the script inside its pages is written in blood. Despite being an ancient item, the blood writing always seems fresh and almost bleeds off the pages. The longer the book is left open, the more wet the blood becomes and steadily runs off the page until they are completely blank. Once the Blood Book is closed and reopened, any lettering that vanished from the pages reappears as if it never faded.

THE BLOOD BOOK

Tier	Effect
1	Hemomancy
2	Ravenous Casting
3	Army of Blood
4	Bolstered Battalion
5	Curdling Exsanguination

Hemomancy. When you kill a creature with a spell, you recover hit points equal to twice the spell's level, or three times as much if the damage was necrotic.

Ravenous Casting. Single target spells that deal necrotic damage are capable of targeting two creatures so long as they are within 30 ft of each other and within range of the spell.

Army of Blood. You learn the *Animate Dead* and *Danse Macabre* spells if you do not already know them.

Bolstered Battalion. Any undead creature you summon or create has temporary hit points equal to your Charisma modifier plus your proficiency bonus. If one of your undead creatures is destroyed within 30 ft. of you, you gain the same amount of temporary hit points.

Curdling Exsanguination. You ignore resistance to necrotic damage with your spells. If a creature is normally immune to necrotic damage, you instead treat it as having resistance which you do not ignore.