

SHOOTING STARS

Wondrous item, rare (requires attunement)

Metal greaves topped with ram's horns. The spaces between the metal swim with starlight. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

While wearing these greaves your movement speed is increased by 5 feet.

Headlong Rush. As an action you can charge forward in a straight line up to your remaining movement speed. This movement does not provoke opportunity attacks and each creature in the area must make a Strength saving throw. The DC is equal to 8 + 1 for every 5 feet you moved (maximum of 30). On a failed save the target takes 1d4 bludgeoning damage for every 5 feet you moved and is knocked prone. On a successful save the creature takes half as much damage, but suffers no other effect.

You can use this property twice before finishing a long rest.



SHOOTING STARS

Wondrous Item Rare (Requires Attunement)

HEAVY CROWN

Wondrous item, rare (requires attunement)

A heavy metallic helm shaped like a horned bull. Stars glimmer in its eyes and guards. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Strength score of 16 or greater to attune to this item.

While wearing this helmet you gain a +1 bonus to your AC.

Unstoppable Force. If you take the dash action while you are wearing this helmet, you can move through the space of a hostile creature even if they are not two sizes larger or smaller than you. A hostile creature whose space you enter for the first time on a turn must make a contested Strength (Athletics) check. Creatures larger than you make this check with advantage and creatures smaller than you make this check with disadvantage. If you win the contest, the creature takes 1d10 bludgeoning damage and is knocked prone.



HEAVY CROWN

Wondrous Item Rare (Requires Attunement)

SHOOTING STARS

Wondrous item, rare (requires attunement)

Metal greaves topped with ram's horns. The spaces between the metal swim with starlight. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

While wearing these greaves your movement speed is increased by 5 feet.

Headlong Rush. As an action you can charge forward in a straight line up to your remaining movement speed. This movement does not provoke opportunity attacks and each creature in the area must make a Strength saving throw. The DC is equal to 8 + 1 for every 5 feet you moved (maximum of 30). On a failed save the target takes 1d4 bludgeoning damage for every 5 feet you moved and is knocked prone. On a successful save the creature takes half as much damage, but suffers no other effect.

You can use this property twice before finishing a long rest.



SHOOTING STARS

Wondrous Item Rare (Requires Attunement)

SHOOTING STARS

Wondrous item, very rare (requires attunement)

Metal greaves topped with ram's horns. The spaces between the metal swim with starlight. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

While wearing these greaves your movement speed is increased by 10 feet.

Headlong Rush. As an action you can charge forward in a straight line up to your remaining movement speed. This movement does not provoke opportunity attacks and each creature in the area must make a Strength saving throw. The DC is equal to 8 + 1 for every 5 feet you moved (maximum of 30). On a failed save the target takes 2d4 bludgeoning damage for every 5 feet you moved and is knocked prone. On a successful save the creature takes half as much damage, but suffers no other effect.

You can use this property three times before finishing a long rest.

Hot Headed. Creatures that are surprised or haven't taken a turn yet have disadvantage on saving throws against the Headlong Rush property.



SHOOTING STARS

Wondrous Item Very Rare (Requires Attunement)

HEAVY CROWN

Wondrous item, very rare (requires attunement)

A heavy metallic helm shaped like a horned bull. Stars glimmer in its eyes and guards. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Strength score of 16 or greater to attune to this item.

While wearing this helmet you gain a +1 bonus to your AC.

Unstoppable Force. If you take the dash action while you are wearing this helmet, you can move through the space of a hostile creature even if they are not two sizes larger or smaller than you. A hostile creature whose space you enter for the first time on a turn must make a contested Strength (Athletics) check. Creatures larger than you make this check with advantage and creatures smaller than you make this check with disadvantage. If you win the contest, the creature takes 1d10 bludgeoning damage and is knocked prone.

Gravity Well. As an action while wearing this helmet you can magnify your body and personal gravitational field for 1 minute. Your size increases by one category (from Medium to Large, for example), and you exude a 10-foot radius that has one of the following effects. At the start of each of your turns you can change which of the following effects is active (no action required):

Strength-based attacks deal an additional die of damage on a hit.

Ranged attacks made by or against creatures within the radius have disadvantage.

The ground and any other surfaces within the radius are considered difficult terrain for creatures other than you and creatures in the radius cannot teleport or be teleported.

This property's effects end early if you are reduced to 0 hit points or you end it as a bonus action. Once you use this property it can't be used until you finish a long rest.



HEAVY CROWN

Wondrous Item Very Rare (Requires Attunement)

SHOOTING STARS

Wondrous item, legendary (requires attunement)

Metal greaves topped with ram's horns. The spaces between the metal swim with starlight. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

While wearing these greaves your movement speed is increased by 15 feet. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

Headlong Rush. As an action you can charge forward in a straight line up to your remaining movement speed. This movement does not provoke opportunity attacks and each creature in the area must make a Strength saving throw. The DC is equal to 8 + 1 for every 5 feet you moved (maximum of 30). On a failed save the target takes 2d4 bludgeoning damage for every 5 feet you moved and is knocked prone. On a successful save the creature takes half as much damage, but suffers no other effect.

You can use this property three times before finishing a long rest.

Hot Headed. Creatures that are surprised or haven't taken a turn yet have disadvantage on saving throws against the Headlong Rush property.

Snap Decision. When you roll initiative, if you are not surprised or incapacitated, you can use your reaction to immediately take your turn. Until the end of this turn, the Headlong Rush property deals 3d4 bludgeoning damage for every 5 feet of movement instead.

After you take this turn, skip your first turn in the initiative order. You can use this property once before finishing a long rest.



SHOOTING STARS

Wondrous Item Legendary (Requires Attunement)

HEAVY CROWN

Wondrous item, legendary (requires attunement)

A heavy metallic helm shaped like a horned bull. Stars glimmer in its eyes and guards. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Strength score of 16 or greater to attune to this item.

While wearing this helmet you gain a +1 bonus to your AC.

Unstoppable Force. If you take the dash action while you are wearing this helmet, you can move through the space of a hostile creature even if they are not two sizes larger or smaller than you. A hostile creature whose space you enter for the first time on a turn must make a contested Strength (Athletics) check. Creatures larger than you make this check with advantage and creatures smaller than you make this check with disadvantage. If you win the contest, the creature takes 1d10 bludgeoning damage and is knocked prone.

Gravity Well. As an action while wearing this helmet you can magnify your body and personal gravitational field for 1 minute. Your size increases by two categories (from Medium to Huge, for example), and you exude a 20-foot radius that has one of the following effects. At the start of each of your turns you can change which of the following effects is active (no action required):

Strength-based attacks deal an additional die of damage on a hit.

Ranged attacks made by or against creatures within the radius have disadvantage.

The ground and any other surfaces within the radius are considered difficult terrain for creatures other than you and creatures in the radius cannot teleport or be teleported.

This property's effects end early if you are reduced to 0 hit points or you end it as a bonus action. You can use this property twice before you finish a long rest.

Event Horizon. Your mastery of gravity has advanced to such a degree that the world bends to your will. While the Gravity Well property is active it can have up to two chosen effects at a time. The property also gains access to the following effects to choose from:

You cannot be forcibly moved against your will and you have advantage on Strength checks and saving throws.

The radius is treated as though it is under the effects of the Reverse Gravity spell (save DC 17) for everything but you.

At the start of your turn creatures within the radius that are smaller than you are pulled up to 10 feet toward you.



HEAVY CROWN

Wondrous Item Legendary (Requires Attunement)

THE MITHRAL CANVAS



DOUBLE TROUBLE
Weapon (Dagger) Rare (Requires Attunement)

DOUBLE TROUBLE
Weapon (dagger), rare (requires attunement)

A pair of starry daggers that together form the sign of the Twins. These daggers begin as Rare and through time, accomplishment, and growth, can simultaneously increase in rarity to Very Rare, then Legendary (according to your GM).

Each of these daggers is a separate magic weapon and must be attuned to by a different creature. While you and another creature are both attuned to one of these daggers, each creature is considered the other's "Twin". While attuned to this dagger you are always aware of the direction of your Twin if you are both on the same plane of existence.

You gain a +1 bonus to attack and damage rolls made with this magic weapon and it returns to your hand immediately after it is used to make a ranged attack.

Simpatco. While holding this dagger you gain advantage on attacks you make against targets that are within 5 feet of your Twin.

THE MITHRAL CANVAS



DOUBLE TROUBLE
Weapon (Dagger) Very Rare (Requires Attunement)

DOUBLE TROUBLE
Weapon (dagger), very rare (requires attunement)

A pair of starry daggers that together form the sign of the Twins. These daggers begin as Rare and through time, accomplishment, and growth, can simultaneously increase in rarity to Very Rare, then Legendary (according to your GM).

Each of these daggers is a separate magic weapon and must be attuned to by a different creature. While you and another creature are both attuned to one of these daggers, each creature is considered the other's "Twin". While attuned to this dagger you are always aware of the direction of your Twin if you are both on the same plane of existence.

You gain a +2 bonus to attack and damage rolls made with this magic weapon and it returns to your hand immediately after it is used to make a ranged attack. This weapon has 3 charges and regains all charges daily at dawn.

Simpatco. While holding this dagger you gain advantage on attacks you make against targets that are within 5 feet of your Twin.

Twin Telepathy. You have an uncanny sense warning you of when your twin is in need of assistance. While you are within 100 feet of your Twin and you are holding this dagger, you can spend a charge to use one of the following properties:

When your Twin makes a weapon attack with this dagger, you can use your reaction to teleport to an unoccupied space within 5 feet of your Twin. If you teleport within 5 feet of the target of your Twin's attack, your Twin makes the triggering attack with advantage.

When your Twin is targeted by an attack made by a creature you can see, you can use your reaction to teleport within 5 feet of them. If you do, your Twin gains a bonus to their AC equal to your Dexterity modifier until the start of their next turn. You must use this property before the attacker rolls for their attack.

When your Twin is forced to make a saving throw, you can use your reaction to change places with your Twin. You and your Twin instantly teleport to the space the other was previously occupying. If you do so, you must make the saving throw instead and suffer any additional effects.

THE MITHRAL CANVAS



DOUBLE TROUBLE
Weapon (Dagger) Legendary (Requires Attunement)

DOUBLE TROUBLE
Weapon (dagger), legendary (requires attunement)

A pair of starry daggers that together form the sign of the Twins. These daggers begin as Rare and through time, accomplishment, and growth, can simultaneously increase in rarity to Very Rare, then Legendary (according to your GM).

Each of these daggers is a separate magic weapon and must be attuned to by a different creature. While you and another creature are both attuned to one of these daggers, each creature is considered the other's "Twin". While attuned to this dagger you are always aware of the direction of your Twin if you are both on the same plane of existence.

You gain a +3 bonus to attack and damage rolls made with this magic weapon and it returns to your hand immediately after it is used to make a ranged attack. This weapon has 6 charges and regains all charges daily at dawn.

Simpatco. While holding this dagger you gain advantage on attacks you make against targets that are within 5 feet of your Twin.

Twin Telepathy. You have an uncanny sense warning you of when your twin is in need of assistance. While you are within 100 feet of your Twin and you are holding this dagger, you can spend a charge to use one of the following properties:

When your Twin makes a weapon attack with this dagger, you can use your reaction to teleport to an unoccupied space within 5 feet of your Twin. If you teleport within 5 feet of the target of your Twin's attack, your Twin makes the triggering attack with advantage.

When your Twin is targeted by an attack made by a creature you can see, you can use your reaction to teleport within 5 feet of them. If you do, your Twin gains a bonus to their AC equal to your Dexterity modifier until the start of their next turn. You must use this property before the attacker rolls for their attack.

When your Twin is forced to make a saving throw, you can use your reaction to change places with your Twin. You and your Twin instantly teleport to the space the other was previously occupying. If you do so, you must make the saving throw instead and suffer any additional effects.

One Mind. You gain an extra reaction that you can only use for the Twin Telepathy property. In addition, you can speak telepathically with your twin as long as they are on the same plane of existence.

THE MITHRAL CANVAS



OLD GUARD
Armor (Shield) Rare (Requires Attunement)

OLD GUARD
Armor (shield), rare (requires attunement)


A segmented metallic shield shaped like the head and claws of a crab. When in use the claws separate and open, creating a starry barrier between its plates. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Wisdom score of 16 or greater to attune to this item.

While holding this shield you gain a +1 bonus to your AC.

Bulwark. As an action while holding this shield you can create a magical Barrier that protects friendly creatures within 10 feet of you for 10 minutes. A creature under your protection gains a bonus to its AC and saving throws equal to half your Wisdom modifier rounded down (minimum of 1) while it is affected by this property.

You can use this property once before finishing a long rest. You must maintain concentration on this property as though concentrating on a spell and it ends early if you drop this shield.

THE MITHRAL CANVAS



OLD GUARD
Armor (Shield) Very Rare (Requires Attunement)

OLD GUARD
Armor (shield), very rare (requires attunement)

A segmented metallic shield shaped like the head and claws of a crab. When in use the claws separate and open, creating a starry barrier between its plates. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Wisdom score of 16 or greater to attune to this item.

While holding this shield you gain a +2 bonus to your AC.

Bulwark. As an action while holding this shield you can create a magical Barrier that protects friendly creatures within 20 feet of you for 10 minutes. A creature under your protection gains a bonus to its AC and saving throws equal to half your Wisdom modifier rounded down (minimum of 1) while it is affected by this property.

You can use this property twice before finishing a long rest. You must maintain concentration on this property as though concentrating on a spell and it ends early if you drop this shield.

THE MITHRAL CANVAS



OLD GUARD
Armor (Shield) Legendary (Requires Attunement)

OLD GUARD
Armor (shield), legendary (requires attunement)

A segmented metallic shield shaped like the head and claws of a crab. When in use the claws separate and open, creating a starry barrier between its plates. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have a Wisdom score of 16 or greater to attune to this item.

While holding this shield you gain a +3 bonus to your AC.

Bulwark. As an action while holding this shield you can create a magical Barrier that protects friendly creatures within 30 feet of you for 10 minutes. A creature under your protection gains a bonus to its AC and saving throws equal to half your Wisdom modifier rounded down (minimum of 1) while it is affected by this property.

You can use this property three times before finishing a long rest. You must maintain concentration on this property as though concentrating on a spell and it ends early if you drop this shield.

Best Defense. While the Bulwark property is active, you can use an action to make a ranged spell attack against one creature within the area of effect. The shield produces a spectral claw and makes its attack roll with a bonus equal to your Wisdom modifier (minimum of 1). On a hit, the target takes 1d6 force damage times your Wisdom modifier (minimum of 1). Until the start of your next turn, the target's movement speed becomes 0 and any attack roll against the target has advantage if the attacker can see it.



HIGH STANDARD

Wondrous Item Rare (Requires Attunement)

HIGH STANDARD

Wondrous item, rare (requires attunement)

A tall, starry banner held aloft in a metallic lion's maw. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You can cause the banner of this standard to depict a starry image of your choice at will. This standard has 2 charges and regains all charges daily at dawn.

Rally. While holding this standard, you can use an action to emit an inspiring aura. For 10 minutes, friendly creatures within 20 feet of you gain a +1 bonus to attack and damage rolls.

When a creature affected by this property makes an attack, you can use your reaction to spend a charge and give the creature advantage on the attack roll.

You can use this property once before finishing a long rest. You must maintain concentration on this property as though it is a spell and it ends early if you drop this standard.



HIGH STANDARD

Wondrous Item Very Rare (Requires Attunement)

HIGH STANDARD

Wondrous item, very rare (requires attunement)

A tall, starry banner held aloft in a metallic lion's maw. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You can cause the banner of this standard to depict a starry image of your choice at will. This standard has 4 charges and regains all charges daily at dawn.

Rally. While holding this standard, you can use an action to emit an inspiring aura. For 10 minutes, friendly creatures within 20 feet of you gain a +2 bonus to attack and damage rolls.

When a creature affected by this property makes an attack, you can use your reaction to spend a charge and give the creature advantage on the attack roll.

You can use this property twice before finishing a long rest. You must maintain concentration on this property as though it is a spell and it ends early if you drop this standard.

Strike Hard. While the Rally property is active, the number needed to score a critical hit is reduced by 1 for creatures affected by this property (ex. A creature that normally scores a critical hit on a roll of 19-20 now scores a critical hit on a roll of 18-20).



HIGH STANDARD

Wondrous Item Legendary (Requires Attunement)

HIGH STANDARD

Wondrous item, legendary (requires attunement)

A tall, starry banner held aloft in a metallic lion's maw. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM).

You can cause the banner of this standard to depict a starry image of your choice at will. This standard has 6 charges and regains all charges daily at dawn.

Rally. While holding this standard, you can use an action to emit an inspiring aura. For 10 minutes, friendly creatures within 20 feet of you gain a +3 bonus to attack and damage rolls.

When a creature affected by this property makes an attack, you can use your reaction to spend a charge and give the creature advantage on the attack roll.

You can use this property three times before finishing a long rest. You must maintain concentration on this property as though it is a spell and it ends early if you drop this standard.

Strike Hard. While the Rally property is active, the number needed to score a critical hit is reduced by 1 for creatures affected by this property (ex. A creature that normally scores a critical hit on a roll of 19-20 now scores a critical hit on a roll of 18-20).

Strike Fast. You can use a bonus action to spend a charge and invigorate a creature affected by the Rally property. Until the end of its next turn, the target gains the following benefits:

You can make one additional attack when you take the Attack action on your turn.

You ignore difficult terrain.

You have advantage on Strength and Dexterity checks and saving throws.



BRIGHT IDEA

Wondrous Item Rare (Requires Attunement)

BRIGHT IDEA

Wondrous item, rare (requires attunement)

An ornately bound book with pages twinkling like the night sky. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have an Intelligence score of 16 or greater to attune to this item. This item can be used as an arcane focus and spellbook.

This item has a number of charges equal to your Intelligence modifier and regains all charges daily at dawn. When you attune to this item, you can learn one additional cantrip of your choice that you can cast while attuned to this item.

Rewrite. Your knowledge of arcane formulas allows you to alter the nature of your magical arsenal. As you cast a spell, you can spend a charge to alter it in one of the following ways. A spell can't be altered in more than one way.

Amplify: If the spell deals damage, reroll any roll of 1 or 2 on the damage dice, but you must use the new roll.

Condense: If the spell deals damage in an area of effect such as a sphere, line, or cone, you can halve the area of effect (ex. 20 feet to 10 feet). Each creature in the spell's area of effect makes their saving throw with disadvantage.

Type: If the spell deals one of the following damage types, you can replace it with another one of the following types: Acid, Cold, Fire, Lightning, Poison. If the spell has multiple damage types, you can change only one of them.

Lengthen: If the spell has a range of at least 5 feet and doesn't have a range of Self, you can increase the range of the spell by 30 times your Intelligence modifier.

Timing: You can change the casting time of a spell from 1 action to 1 bonus action, or vice-versa.



BRIGHT IDEA

Wondrous Item Very Rare (Requires Attunement)

BRIGHT IDEA

Wondrous item, very rare (requires attunement)

An ornately bound book with pages twinkling like the night sky. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have an Intelligence score of 16 or greater to attune to this item. This item can be used as an arcane focus and spellbook.

This item has a number of charges equal to your Intelligence modifier and regains all charges daily at dawn. When you attune to this item, you can learn two additional cantrips of your choice that you can cast while attuned to this item.

Rewrite. Your knowledge of arcane formulas allows you to alter the nature of your magical arsenal. As you cast a spell, you can spend a charge to alter it in one of the following ways. A spell can't be altered in more than one way.

Amplify: If the spell deals damage, reroll any roll of 1 or 2 on the damage dice, but you must use the new roll.

Condense: If the spell deals damage in an area of effect such as a sphere, line, or cone, you can halve the area of effect (ex. 20 feet to 10 feet). Each creature in the spell's area of effect makes their saving throw with disadvantage.

Type: If the spell deals one of the following damage types, you can replace it with another one of the following types: Acid, Cold, Fire, Lightning, Poison. If the spell has multiple damage types, you can change only one of them.

Lengthen: If the spell has a range of at least 5 feet and doesn't have a range of Self, you can increase the range of the spell by 30 times your Intelligence modifier.

Timing: You can change the casting time of a spell from 1 action to 1 bonus action, or vice-versa.

Breach. Your magic shreds through magical defenses with ease. Spells you cast ignore bonuses to AC and immunities or resistances granted by magical means (ex. Shield of Faith, Ring of Resistance, Protection from Energy, etc.).



BRIGHT IDEA

Wondrous Item Legendary (Requires Attunement)

BRIGHT IDEA

Wondrous item, legendary (requires attunement)

An ornately bound book with pages twinkling like the night sky. This item begins as Rare and through time, accomplishment, and growth, can increase in rarity to Very Rare, then Legendary (according to your GM). You must have an Intelligence score of 16 or greater to attune to this item. This item can be used as an arcane focus and spellbook.

This item has a number of charges equal to your Intelligence modifier and regains all charges daily at dawn. When you attune to this item, you can learn two additional cantrips of your choice that you can cast while attuned to this item.

Rewrite. Your knowledge of arcane formulas allows you to alter the nature of your magical arsenal. As you cast a spell, you can spend a charge to alter it in one of the following ways. A spell can't be altered in more than one way. You can choose to alter the affected spell in one additional way without spending an additional charge. When a creature within 120 feet of you casts a spell, you are aware of it and know the direction of the caster as you can sense all the magic around you.

Amplify: If the spell deals damage, reroll any roll of 1 or 2 on the damage dice, but you must use the new roll.

Condense: If the spell deals damage in an area of effect such as a sphere, line, or cone, you can halve the area of effect (ex. 20 feet to 10 feet). Each creature in the spell's area of effect makes their saving throw with disadvantage.

Type: If the spell deals one of the following damage types, you can replace it with another one of the following types: Acid, Cold, Fire, Lightning, Poison. If the spell has multiple damage types, you can change only one of them.

Lengthen: If the spell has a range of at least 5 feet and doesn't have a range of Self, you can increase the range of the spell by 30 times your Intelligence modifier.

Timing: You can change the casting time of a spell from 1 action to 1 bonus action, or vice-versa.

Diminish: If the spell deals damage, reroll any damage dice that rolled for maximum damage.

Redirect: If the spell targets one creature, you can redirect the spell to target another creature within range of the original caster.

Overrule. Your mastery of the arcane arts has advanced to such a degree that all magic is at your beck and call. You can use your reaction to use the Rewrite property to alter spells cast by other creatures within 120 feet of you. An unwilling creature must succeed on an Intelligence (Arcana) check contested by your Intelligence (Arcana) check.

Breach. Your magic shreds through magical defenses with ease. Spells you cast ignore bonuses to AC and immunities or resistances granted by magical means (ex. Shield of Faith, Ring of Resistance, Protection from Energy, etc.).



TUNDRA TITAN

Armor (Hide or Leather) ◆ Rare (Requires Attunement)

TUNDRA TITAN

Armor (hide or leather), rare (requires attunement)

While you wear this armor suffer no ill effects from cold weather. If you have a Strength score of 18 or higher and have the Unarmored Defense feature, you can choose to use the AC granted by that feature instead of this armor's AC. While wearing this armor you gain a +1 bonus to your AC.

Blustering Blizzard. As an action you can summon swirling winter winds about you. Each other creature within a 15-foot radius of you must make a DC 15 Constitution saving throw, taking 3d8 cold damage on a failed save, or half as much on a successful one. The blistering winds turn the area of effect into difficult terrain for 1 minute.

When you use this property, the coarse fur of this armor becomes rimed in frost. You gain 5 temporary hit points plus another 5 temporary hit points for each creature that failed its saving throw. While you have these temporary hit points, you can move across difficult terrain created by ice or snow without spending extra movement.

Once you use this property it can't be used again until you finish a long rest.