



**ARMORY QUIVER**

Wondrous Item Rare

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Wondrous item, rare

A curiously bulky quiver of Dwarven make, infusing the ammunition within it with the power of the Great Forge.

**Fire All.** When you make a ranged weapon attack using a piece of nonmagical ammunition drawn from this quiver, the ammunition transforms into a spectral version of a random melee weapon mid-flight. Your attack deals the amount and type of damage respective to that weapon on a hit (ex. if the ammunition transforms into a maul, the target takes 2d6 bludgeoning damage on a hit). When the ammunition is fired from a martial ranged weapon, it uses the versatile damage dice of the weapon instead of the normal damage dice when applicable. Hit or miss, the ammunition then transforms back to its original form.



**FONT OF INSPIRATION**

Potion Rare

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Potion, rare

This tiny bottle contains the full benefits of a clarifying and refreshing shower. When you use it you can twist the cap and douse yourself or another within 5 feet of you with the enchanted water contained within. When you do, the doused creature gains the following benefits:

It and everything it is wearing or carrying are immediately cleaned as though by the prestidigitation spell and any fire on it or in its space is extinguished.

It gains a point of inspiration.

It may immediately repeat a saving throw to resist a spell or ability currently affecting it.

For the next hour it doubles its proficiency bonus when making an ability check that uses a tool proficiency it is proficient with.



**HAND OF PERDITION**

Wondrous Item Legendary (Requires Attunement)

**HAND OF PERDITION**

Wondrous item, legendary (requires attunement)

A seething hellish cestus of wretched infernal materials given to those who would defy The Heavens. While wearing this gauntlet, unarmed strikes made with it have a +3 bonus to hit, deal an additional 1d8 fire damage, and ignore any damage resistances and immunities of celestials.

**Hell's Fury.** You can use a bonus action to engulf half of your body in the fiendish blaze of the Hells. A single devilish wing grows from your back, and one eye glows with searing flame. For one minute, you gain the following properties:

You are resistant to all damage dealt by celestials.

The first time you deal fire damage to a creature each turn, it must make a DC 20 Constitution saving throw or be set ablaze. The creature takes 1d8 fire damage at the start of its turn until it or another creature uses its action to extinguish it.

When you deal fire damage to a celestial, all damage done to it ignores any resistances or immunities it has until the start of your next turn.

You have a fly speed of 40 feet until the end of each of your turns. If you are unable to stay aloft when your turn ends, you fall.

You can end this property early on your turn (no action required) and can use this property 3 times before finishing a long rest.



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You have a fly speed of 40 feet until the end of each of your turns. If you are unable to stay aloft when your turn ends, you fall.

You can end this property early on your turn (no action required) and can use this property 3 times before finishing a long rest.

**Nephim's Wrath.** While attuned to both Hand of Perdition and Hand of Salvation, you can activate both Heaven's Ire and Hell's Fury as a single bonus action, expending a use of both. While both are activated, you gain the following additional properties:

You have a fly speed of 60 feet for as long as both properties are active.

Unarmed strikes with Hand of Salvation deal an additional 1d8 fire damage.

Unarmed strikes with Hand of Perdition deal an additional 1d8 radiant damage.

Allies within 30 feet of you have resistance to damage dealt by celestials and fiends.

You take 1d6 radiant damage and 1d6 fire damage at the end of your turn. This damage can't be prevented in any way.



**HAND OF SALVATION**

Wondrous Item Legendary (Requires Attunement)

**HAND OF SALVATION**

Wondrous item, legendary (requires attunement)

A glorious gilded cestus of pure celestial materials granted to those who would oppose The Hells. While wearing this gauntlet, unarmed strikes made with it have a +3 bonus to hit, deal an additional 1d8 radiant damage, and ignore any damage resistances and immunities of fiends.

**Heaven's Ire.** You can use a bonus action to engulf half of your body in the heavenly flame of the Heavens. A single angelic wing grows from your back, and one eye glows with radiant light. For one minute, you gain the following properties:

You are resistant to all damage dealt by fiends.

The first time you deal radiant damage to a creature each turn, it must make a DC 20 Constitution saving throw or be blinded for 1 minute.

When you deal radiant damage to a fiend, all damage done to it ignores any resistances or immunities it has until the start of your next turn.

You have a fly speed of 40 feet until the end of each of your turns. If you are unable to stay aloft when your turn ends, you fall.

You can end this property early on your turn (no action required) and can use this property 3 times before finishing a long rest.



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The first time you deal radiant damage to a creature each turn, it must make a DC 20 Constitution saving throw or be blinded for 1 minute.

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### SLAGSTEEL CUIRASS

Armor (Breastplate) Legendary (Requires Attunement)

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Armor (breastplate), legendary (requires attunement)

A jagged breastplate formed from heated stone and metal with a molten layer flowing below. This armor has 6 charges and regains 1d4 + 2 charges after a long rest. Properties of this armor ignore resistance to fire damage.

While this armor has at least 1 charge, it appears in its igneous form. If it drops to 0 charges, it transforms into its Molten form until it regains a charge.

**Igneous.** You gain a +3 bonus to your armor class. You have immunity to fire damage.

While wearing this armor in its igneous form you can cast one of the following spells (spell save DC 14) by expending the necessary number of charges: Fire Shield (3 charges; warm shield only), Heat Metal (2 charges), Ice Knife (1 charge; +5 to hit; deals fire damage instead of cold damage), Wall of Stone (4 charges).

**Molten.** You shed the hardened exterior of this armor, unveiling its fiery core. The bonus to AC decreases to +1 and you have resistance to fire damage instead of immunity. While wearing this armor, your body exudes an intense heat that burns any flammable objects within 5 feet of you that aren't being worn or carried. While in its molten form, you gain the following properties:

Your speed is increased by 10 feet.

Your melee attacks deal an additional 2d6 fire damage.

Whenever a creature comes within 5 feet of you for the first time on a turn, it takes 1d6 fire damage.



### VEIL OF THE MOURNING MATRON

Wondrous Item Rare (Requires Attunement)

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Wondrous item, rare (requires attunement)

A mourning veil of flowing black lace. When the veil is down, the wearer's face becomes completely obscured, but a faint image of a skull can be seen in place of the wearer's face. While wearing this item you have advantage on attacks against creatures that are frightened of you. Additionally when witnessing restless souls or hearing tales of loss, tears endlessly stream from your eyes.

**Wandering Spirit.** The power of the mourning matron allows you to travel through the veil between life and death. As an action, you can magically shift from your current plane to the Ethereal Plane as though by the *Etherealness* spell. After ten minutes or when you use a bonus action to end the effect, you return to the plane you originated from in the space you currently occupy. Once you use this property you cannot do so again until you finish a long rest unless you expend a spell slot of 5th level or higher.

**Vengeful Visage.** Whenever you shift from the Ethereal Plane to another plane, each creature within 15 feet of you must make a DC 15 Wisdom saving throw. On a failure, they become frightened of you until the end of your next turn. Undead succeed their save automatically.



### VIRULENT GRIP

Wondrous Item Very Rare (Requires Attunement)

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Wondrous item, very rare (requires attunement)

A horrendous claw armed with a multitude of venomous tinctures and oozes. This item can hold up to 4 charges. You can spend 1 hour of work using a poisoner's kit and 50 gp worth of materials to have this item gain 1 charge. If you have proficiency with the poisoner's kit, it regains 2 charges instead. This gauntlet can be worn normally or can be used to replace a missing arm.

While this item has at least 1 charge, your unarmed strikes with it deal an additional 1d6 poison damage that ignores resistance to poison damage.

**Reverse Engineer.** Whenever you succeed on a saving throw to resist being poisoned or diseased while wearing this gauntlet, this item gains 1 charge as it reverse engineers the dangerous substances.

**Poison Cocktail.** A single touch is enough to administer horrific poisons directly into your quarry. When you hit a creature with this gauntlet you can cast one of the following spells against the target without requiring a spell attack roll (spell save DC 16) by expending the necessary number of charges: *Inflict Wounds* (1 charge), *Ray of Enfeeblement* (2 charges), *Contagion* (3 charges). Creatures that are immune to the poisoned condition are unaffected by this property.



### CLAW OF AHBDUKARR

Weapon (Sickle) Very Rare (Requires Attunement)

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Weapon (sickle), very rare (requires attunement)

A discarded nail of eldritch origin fashioned into a curved blade. An otherworldly tether still connects it to its original owner. This weapon deals an additional 1d6 psychic damage to creatures with an Intelligence score of 4 or higher. While wielding this weapon, it deals its weapon damage to any creature you successfully grapple (you don't add your ability modifier to the damage).

**Spacial Distortion.** You can split reality to travel through space, just as the nail's owner can. You can cast *Misty Step* at will.

**Tether of the Howling Void.** Once on each of your turns, when you deal damage to a creature with this weapon you can choose to teleport along with the creature you hit as long as that creature is no more than one size larger than you. You and the creature are teleported to a random unoccupied space within 60 feet of you on a surface or in a liquid that can support both creatures. The creature that moved with you must make a DC 17 Intelligence saving throw. If the creature is grappled by you it makes its save at disadvantage. On a failure it takes 2d6 psychic damage and must roll on the Short Term Madness Table. If it fails by 5 or more, it rolls on the Long Term Madness Table instead. If the damage would kill the creature its body is hurled into the endless abyss of the Howling Void, an infinite plane of nothingness beyond the stars.



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**Curse.** This sickle is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sickle, keeping it within reach at all times. Whenever you use a property of this weapon, you must make a DC 10 Intelligence saving throw. On a failure you must roll on the Short Term Madness Table. If you fail by 5 or more, roll on the Long Term Madness Table instead. Each time you roll beyond the first the DC increases by 2. Each time you finish a long rest, the DC is reduced by 1 until it returns to 10.