

⌘⌘⌘⌘⌘⌘ Chains of Ares ⌘⌘⌘⌘⌘⌘

Wondrous item, very rare (requires attunement)

Forged in the fires of conflict, the *Chains of Ares* are a set of godsteel, unbreakable chains that shimmer with a faint, crimson light. Upon command, they spring to life, extending and retracting with the will of their wielder. These chains are rumored to have been used by the god of war to bind enemies and demonstrate dominance on the battlefield.

You have a +1 bonus to AC while the chains are on your person.

In addition, whenever you take the Attack action on your turn, you can replace one of your attacks with a melee chain attack. This attack has a reach of 60 feet, you are considered proficient with it, and you add your Strength modifier to the attack roll. On a hit, the chain deals 2d10 piercing damage and chains the target. While chained, a creature has its speed halved, can't teleport or use the dash action, and takes an extra 11 (2d10) piercing damage at the start of each of its turns. The chained creature or another creature within 5 feet of it can use an action to remove the chains.

Curse: Bloodthirst. These chains are cursed, and becoming attuned to them extends the curse to you. As long as you remain cursed, you are unwilling to part with the chains, keeping them within reach at all times. While cursed, you cannot retreat from battle; instead, you fight until you fall unconscious or die.



⌘⌘⌘⌘⌘⌘ Gaia Stone ⌘⌘⌘⌘⌘⌘

Wondrous item, rare (requires attunement)

The *Gaia Stone* is a smooth, palm-sized gem that pulsates with a deep green light. Encased in a simple, yet sturdy, silver setting, it can be worn as a pendant or held.

The *Gaia Stone* holds 5 charges. It regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the stone vanishes in a flash of light, lost forever.

Nature's Bounty. As an action, you can expend 1 charge to regain 2d4 + 2 hit points.

Earth's Embrace. As a reaction to being pushed, pulled, or knocked prone, you can expend 3 charges to reshape the earth beneath you. Until the end of your next turn, you become immune to effects that would push, pull, or knock you prone, and you regain 4d8 + 4 hit points.

