

PHALCON'S PHENOMENAL ASSEMBLAGE

NOT ENOUGH MAGICAL ITEMS I

20



INTRODUCTION

I love magical items, you love magical items, we all scream for magical items. I think that is how the song goes.

In D&D magic items are the bread and butter of the game. They make you faster, cooler, smarter, stronger and sometimes you get killed because of them or by them it is life. Enjoy a some 3.5 revamped items and some custom creations.

ABOUT THE AUTHOR

My name is Will aka Phalcon. I am a long time gamer and over the past 6 years hard working DM. I love coming up with new concepts and reviving old fragments of the past. I won't bore you with my situation, but know if you like this and decide you have a few dollars to spare, that I am greatly thankful. I have a few other works and am trying to work on a plan to release things faster.

I would love to just give everything away for free, but when it comes down to it, we all got bills to pay. I offer as much as I can as pay what you want. Anything that I have to put a ton of time into I charge \$0.10 a page. I have learned that I really prefer to release the first edition of something for pay what you want and then further editions as paid. This way people can see the idea of what I am doing. Also I have no pictures as I can not afford to pay anyone and stick figures do not do justice. If you enjoy my material come follow me and my friends on Twitter and Discord.

[Phalcon777](#) A link to my twitter.

[Remedeez](#) Is a close friend and someone you should check out.

Term

[Discord](#) Come hang out with me and lets talk about D&D

CREDIT AND SOURCES

Matt Mercer : Creating Vestiges

Magic Item Compendium 3.5

Dungeon Masters Guide 3.5

Race of Wild 3.5

OTHER PUBLICATIONS

PAY WHAT YOU WANT

[Races, Subraces, and Cultures](#) In this work, We divide races up into three sections and allow players to choose what culture they grow up in.

[School of the Wands](#) In this work, we explore a new wizard tradition that focus on the art of using wands. You're a wizard Harry.

[Training Downtime and Traits](#) In this work, we learn learn about a new type of downtime training and traits that can be learned from it.

[Wu Jen Tradition](#) In this work, we explore a wizard archetype that focus on the elements, spirits, and fire ... lots of fire... I love fire. Okay more then just fire, but still.

[NPC Collection I](#) In this work, I revise a bunch of NPCs I created for a friend awhile back. Also added a special NPC to honor someone who passed away.

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, *Player's Handbook*, *Monster Manual*, *Dungeon Master's Guide*, D&D Adventurers League, all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries. All characters and their distinctive likenesses are property of Wizards of the Coast. This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast.

©2018 Wizards of the Coast LLC, PO Box 707, Renton, WA 98057-0707, USA. Manufactured by Hasbro SA, Rue Emile-Boéchat 31, 2800 Delémont, CH. Represented by Hasbro Europe, 4 The Square, Stockley Park, Uxbridge, Middlesex, UB11 1ET, UK.

MAGICAL ITEMS

We all love magical items. Dungeon masters and players alike normally love them, unless you play a low or no magic world, then well that is strange. The Dungeon Master Guide offers many great features, however there are some things that I do not like about the DMG. I get it, they wanted to make it simple, but to me they made it way to simple. I am not a fan of what they did to some things such as adamantine, mithral, or a magic feature which is magical item rarity. They tried to ram things into 5 categories and it just does not work for me. I could have just went back to something more 3.5e ish, but I decide to instead keep a similar system, but add 3 new rarities. This is an attempt to make converting other editions items over and because I wanted to color code things and have a lot more fun, shush I am a MMO / RPG player.

Also to me it isn't a matter of what the general "public" consider to be rare, it is a matter of how rare something is in the realm of magic. To common folk a healing potion is a rare item, to an adventure they are fairly common.

Magical Item Rarity

Rarity	Character Level	Value
Fairly Common	1 st or higher	50 – 100 gp
Common	1 st or higher	101 – 500 gp
Uncommon	5 th or higher	501 – 2,000 gp
Rare	5 th or higher	2,001 – 5,000 gp
Epic	11 th or higher	5,001 – 20,000
Ascended	11 th or higher	20,001 – 50,000 gp
Legendary	17 th or higher	50,001+ gp

Adamantine and mithral have been moved into their own section and have been modified in some ways.

EMPOWER

Some magic items have the ability to be empowered to further their power. Each magical item that has this ability notes it at the end of the items listing. There are a large number of things that empower can do to make an item better. Increasing the number of uses or charges, increasing a bonus, adding a new spell of feature and so much more. This is a way for players to slightly add to their power. If a player has the ability to enchant items, then they just need to obtain the proper items and start enchanting. Empower additions are always preset so it is unlike attempting to add more enchantments onto an object (if you are into allowing that)

If the players take an item to a spellcaster to empower for them they are likely to charge a bit more then the cost of the materials for the empowerment.

NAMING ITEMS

One of the things you may notice is some of these items have crazy names. These items are generally rare or greater in rarity. A name to me adds a lot of personality to an item and are easy to change if needed. I did attempt not to go too crazy with naming. Some people were not a fan of it.

VESTIGES

As far as I know these are the brain child of Matt Mercer from a ton of amazing voice acting gigs and in the D&D world Critical Role. I use his formatting for some super special items. You should really buy the Tal'dorei Campaign Guide because it is full of some wonderful stuff, but in a brief statement because it would make no sense if you don't know what they are and the facts were explained on Critical Role.

Vestiges are a powerful artifact that has three stages. Dormant is a resting state that a vestige takes when it has not been used in a long time. Awakened is the next stage and the vestige gains a moderate amount of power and finally exalted is when the vestige caps off in power. While the vestige is a legendary item due to phases it can be given to lower level players. The DM chooses what sparks the catalyst to cause the vestige to change states. See Tal'dorei Campaign Guide for more information.

Side Note. Vestiges in my world are almost always sentient items, that have souls trapped inside of them.

MAGICAL ITEM SETS

Some items are bonded together, either through legacy or a divine purpose. When donned together these items give you bonus based on the set. While multiple items might require attunement, when you wear all the pieces generally only one takes up an attunement spot (this is kinda experimental since in 3.5 the last I knew of these attunement wasn't a thing). Presented here is one magical item set that while best used for a Paladin or Cleric, can be used by anyone.

ARCANIST'S GLOVES

Wondrous item, common

These sleek blue gloves bear a tiny golden star across one of the knuckles. These gloves have 1 charge. As a bonus action, you can activate arcanist's gloves and expend 1 charge. When you do you can cast any 1st level spell as if it was cast at 3rd level instead.

The gloves regain all expended charges at dawn.

EMPOWER

Arcanist's gloves can be empowered to gain additional charges. It costs an 200 gold worth of materials to add up to 3 more additional charges.

BADBERRY BRANCH

Wondrous item, uncommon

This small branch contains 4 badberries. Badberries resemble goodberries in look, taste and smell. Bad berries however cause the person who has consumed them to feel hungry after an hour of eating them. They gain 2 levels of fatigue, are unable to speak for 1 minute (vomiting), and are confused for 1 hour. Badberries regrow 1d4 berries at dawn every day.

CAT'S PAW BOOTS

Wondrous item, fairly common

These fine boots resemble a large lion's paws. While worn the wearer always lands on their feet when falling. In addition to this they have resistance to damage from falling.

DRAXLION, THE FIENDBANE

Weapon (warhammer), legendary (requires attunement)

This +3 warhammer glows with a cold, blue light when it is within 120 feet of a fiend. While the warhammer is attuned grants the following additional benefits to the creature:

The user is immune to charm effects from fiends.

Fiends take an additional 2d6 bludgeoning damage

Fiends are unable to summon others of their kind while within 360 feet of the wielder.

If the wielder critically hits a fiend, that fiend must make a DC 17 Charisma saving throw, or it loses the ability to cast any spells until the start of the wielder's next turn.

Draxlion is well known among fiends and greatly feared, even by the great Demon Princes and Arch-Devils. Any fiend who sees Draxlion, instantly becomes hostile toward the wielder.

DROWNMAN'S BOOTS

Wondrous item, fairly common

While wearing these boots, you have the ability to walk (not run) on water. The insides of the boots are always full of water and over run when you put your feet in them. If the boots are in one place for more than a minute they begin to leak on the ground leaving a small puddle. Water does not pour out when you tilt them over. While wearing the boots you can not go inside water. The boots themselves require a DC 10 Strength check to pull them under water unless empowered and using the ability.

EMPOWER

Drownman's boots can be empowered to gain one charges which gives of the following traits:

- You can breath underwater for 1 hour
- The boots gain enough weight to pull you to the bottom of the source of water you are in.

EVERLASTING FEEDBAG

Wondrous item, uncommon

When you place this feedbag around the muzzle of a horse, donkey or other equine animal, it fills with suitable feed and stays filled until it is removed from the animal. All feed disappears at that time. You cannot use this ability again until dawn.

HEALING BELT

Wondrous item (belt), common (requires attunement)

This leather belt features one moonstone, you gain advantage on Wisdom (Medicine) checks.

In addition the belt has 1 charge. Which renews each day at dawn. Expending 1 charge allows you to heal for 2d8 points of healing. (You can also use this to harm undead for the same amount of damage as healing)

EMPOWER

Healing Belt can be empowered to gain additional charges. It costs an 250 gold worth of materials to add up to 2 more additional charges. If you expend an additional charge you can heal for an extra 1d8 points of damage.

MONK'S BELT

Wondrous item (belt), epic (requires attunement by a monk)

While wearing this belt your unarmed attacks deal an additional 1d4 damage and your unarmored movement increases by +5 ft.

You may now choose to apply either Wisdom modifier or your proficiency bonus to your unarmored defense trait, which ever is higher.

POCKET OF HOLDING

Wondrous item, uncommon

This small pouch is about the size of a pocket. This pocket of holding as it is named holds 20 pounds of material storing it in an extradimensional space. Nothing can exceed 1 foot by half a foot in size. The pocket always weighs 1 pound.

Placing an object in the pocket follows the normal rules for interacting with objects. Retrieving an item from the pocket requires you to use an action. When you reach into the pocket for a specific item, the item is always magically on top.

The pocket has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the pocket ruptures and is destroyed. If the pocket is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the pocket is turned inside out, its contents spill forth, unharmed, and the pocket must be put right before it can be used again. If a breathing creature is placed within the pocket, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the pocket inside an extradimensional space created by a *bag of holding*, *haversack*, *portable hole*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10-feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

QUIVER OF ENERGY

Wondrous item, epic (requires attunement)

This supple leather quiver has 5 engraved arcane symbols on it. Each rune represents an form of energy (acid, cold, fire, lighting, and thunder), the fire rune is glowing by default.

As a bonus action, you can speak the name of the type of energy you would like the quiver to shift to. Up to 20 arrows or bolts placed into the bow becomes enhanced with the chosen energy type as long as it is in the quiver for one round. If used as a melee weapon or out of the quiver for 1 round the projectile loses its bonus. This projectile deals an additional 1d6 damage of the appropriate type of damage. Your arrows also count as magical for overcoming bludgeoning, piercing and slashing resistance.

EMPOWER

Quiver of energy can be empowered to gain additional energy types to choose from. It costs 1500 gold worth of materials to add one of the following: force, necrotic,

poison, or radiant. You may only add two of these choices.

RING OF WIND

Wondrous item (finger), uncommon

This simple wooden ring is adorned with one light blue cloud and the faces of one old man puffing up his cheeks is carved into the side. This ring allows the user to gain *feather fall* as the spell on themselves.

This ring has can be used once a day and regains its use at dawn.

EMPOWER

Ring of Wind can be empowered to gain additional uses. It costs 250 gold worth of materials to add up to 4 more uses. Each new use adds one additional old man, and 1 additional cloud of a different color of blue or green. At 2 uses the user can use their reaction to expend a use to gain +1 to their AC and at 4 uses the user can use their reaction to expend a use to gain +2 defense.

SHIFTWEAVE

Wondrous item (torso), common

This otherwise plain-looking set of clothing, looks boring, but in truth holds many secrets. When you activate this item, you can have it shift to resemble a different outfit as a free action. Shiftweave has no effect on the armor you are wearing and for a 10 gold worth of materials you can have one of the 5 stored outfits changed.

This item is popular among wealthy socialites, thieves and assassins alike.

TARDAL'SAR, NATURE'S GUARDIAN

Armor (wildwood chainshirt), rare (requires attunement by druid)

While wearing this armor, when you use your wild shape, you can expend one additional use of the ability to transform Tardal'sar along with you, rather than simply allowing it to merge with your body. When you do so the armor transforms into a suit of armor of the same type, fitting to your new form.

If you are proficient with Tardal'sar in your normal form, you are proficient with hit in your new form.

TEMPUS' WRATH

Wondrous item (hilt), rare (requires attunement)

This finely crafted hilt is made of bronze and engraved with gold with a large bloodstone in the pommel. While attuned to this item, the wielder can speak the command word (which is learned when they first attune the sword or identified) and a sword of their choice (That they are proficient with) and the hilt grows a flaming version of

that sword. This sword while attuned deals an additional 1d6 fire damage. It takes a bonus action to change the hilts sword type.

THE STONEWARD DEFENDER

Armor (plate), ascended (requires attunement)

While wearing this armor, you gain +2 bonus to your AC and you can activate the armor to gain 30 temporary hit points and gain tremorsense for 30 minutes.

You cannot use this ability again until you have completed a long rest.

MAGIC ITEM SETS

VESTMENT OF DIVINITY

5 piece set, Uncommon - Rare

The vestments of divinity are a set of hallowed items that allow you to wage war against fiends and undead. Putting an end to malevolence wherever it is found.

The vestments of divinity are most useful to a good-aligned cleric or paladin, since they enhance your divine abilities to combat evil and destroy undead. However, any character can find use for the benefits of at least some of the items in the set.

COLLECTION BENEFITS

While wearing the vestments of divinity you bolster your ability to battle evil fiends and undead using stronger attacks and better defense against their wicked attacks. With each new item your confidence in the divine grows. When all five pieces are worn together, your body takes on a silvery sheen, and your eyes become the color of glowing aquamarine

2 piece: You have advantage on all saving throws against fiends and undead.

5 piece: When you deal damage to fiends or undead with your melee weapons or melee spell attacks, you deal an additional 1d6 radiant damage. While all 5 pieces are equipped only phylactery of virtue counts as needing to be attuned.

BADGE OF GLORY

Wondrous item (throat), rare (requires attunement)

While wearing this ornate platinum badge, your melee weapon attacks and melee spell attacks add your proficiency bonus to your damage. This can only happen once per round.

If you have the smite class feature bonus damage also applies to it as well.

CORD OF FAVOR

Wondrous item (waist), rare

While wearing this silver cord, you gain advantage on Insight checks.

If you have the channel divinity class feature, you can use it one additional time per day.

EPHOD OF AUTHORITY

Wondrous item (torso), uncommon

If you have the turn undead or turn unholy channel divinity feature, the DC for it increase by +1.

LENSES OF REVELATION

Wondrous item (face), rare (requires attunement)

While attuned to these glasses you can activate them in order to perceive the true nature of any creature in sight. Activating the glasses creates a faint aura for 1 round around the target creature (only visible to you) of a particular color based on its nature.

Fiend: Red

Undead: Bone-White

Any Other: Green

Any effect that would block alignment also masks the creature's nature. This also detects the creature's nature even if they are using the *polymorph* spell.

PHYLACTERY OF VIRTUE

Wondrous item (head), rare (requires attunement)

While wearing this headband, you automatically have one successful saving throw if you drop to 0 hit points and stand up if you roll a 19-20 on a death saving throw. You also gain resistance to necrotic damage. You also can cast the death ward spell. You cannot use this ability again until you have completed a long rest.

VESTIGES

SHADOW'S EDGE

Weapon (dagger), vestige (requires attunement by a rogue)

This adamantine dagger has a skull featured on its guard and pommel and has a knuckle guard with spikes coming out of it. You gain +1 to your attack and damage rolls while wielding this weapon.

Your sneak attack damage increases to d8's when this weapon lands the sneak attack.

Sentience. Shadow's Edge is a sentient neutral item with an Intelligence of 10, Wisdom of 18 and a Charisma of 14. It has hearing and darkvision out to a range of 120 feet.

The dagger can speak, read, and understand Common, Undercommon, 'Thieves' Chant and can communicate with its wielder telepathically. Its voice is raspy, but mellow.

Personality. Shadow's Edge's purpose is to find its creator and to be used to save lives of the innocent along the way. The problem is the dagger has schizophrenia. It is just as happy killing to kill as it is to be used to kill to protect the innocent.

Shadow's Edge has no memory of its creation. It was created by Tyr when he served justice against a guild of assassins. Most of the souls were sent to the lower planes where they belonged, but one soul was redeemable. Tyr forged Shadow's Edge into a dagger and tossed it back into the material plane where it was to find a user and save the lives of a thousand souls in need to be able to be redeemed and pass on into its afterlife. However not all the evil souls had been purged as Tyr had thought and the blade was corrupted. It was turned from light into shadow, but still maintained its divine purpose most of the time.

Curse. Once a week the wielder of Shadow's Edge must be used to kill a sentient humanoid. If the wielder fails to do so the next night a murder occurs. Each time it happens there is a 50/50 chance that the wielder is seen. The wielder takes 1d10 necrotic damage if *remove curse* is used on the dagger.

AWAKENED

When a character awakens the Shadow's Edge, apply the following changes to the item's traits:

- Increase the bonus to attack and to damage rolls to +2
- Whenever you go to ready an action, you can ready your bonus action at the same time as your action.
- Add your proficiency bonus to your sneak attack damage.
- You can cast the *message* cantrip.

EXALTED

When a character exalts the Shadow's Edge, apply the following changes to the item's traits:

- Increase the bonus to attack and to damage rolls to +3
- Whenever you deal sneak attack damage, you may expend a number of your hit dice equal to the number of dice you roll for sneak attack to heal.
- You can use your Cunning Action feature to cast the *blade ward* cantrip.

PLOT HOOK

Player Level 15+

Shadow's Edge is close to being able to be redeemed. Once the 1000's soul is saved, it feels a tug and is drawn toward a desecrated temple of Tyr. It is inhabited by an evil cult, who murdered all the priests and paladins of the temple and are using it as a head quarters to sow chaos in nearby towns. Shadow's Edge and the PCs must defeat the cult and then get the temple consecrated. When this happens the soul within the dagger is set free. Falion Shadowlight the soul within the dagger may choose to leave or to stay, either way the blade is no longer cursed and does not suffer from schizophrenia. Sneak attack damage increases to d10's when the weapon lands sneak attacks. The PCs also make allies of the followers of Tyr.

VANGUARD OF THE CRIMSON LORD

Armor (plate), vestige (requires attunement)

This suit of blackened steel armor is said to have been crafted by the Crimson Lord the first of the true vampires for one of his most trusted underlings.

You gain +1 bonus to AC while wearing this armor.

As long as your armor has absorbed 1 point of blood from you or an enemy that day you can cast Hellish Rebuke once a day.

AWAKENED

When a character awakens the Vanguard of the Crimson Lord, apply the following changes to the item's traits:

- Increase the bonus to AC from this armor to a +2
- You gain immunity to the frightened condition
- You gain resistance to necrotic damage
- When you cast Hellish Rebuke with this armor it is casted with one spell slot higher.

EXALTED

When a character exalts Vanguard of the Crimson Lord, apply the following changes to the item's traits:

- Increase the bonus to AC from this armor to a +3
- When you cast Hellish Rebuke with this armor it is casted with two spell slots higher.
- If you fail 3 death saving throws your body and all equipment you carry turn into a mist and slowly move back to the last place that you had a full rest. 1 day

after you reach that location you are brought back to life. This ability can happen once per month. You die normally if this ability is not ready to be used.

PLOT HOOK

Requires Tal'Dorei Campaign Setting or knowledge of Plate of the Dawnmartyr Player Level 17+

In truth Vanguard of the Crimson Lord is was not crafted by the Crimson Lord at all, it was corrupted by him when he killed and turned a paladin. The armor is actually the Plate of the Dawnmartyr and the soul of the turned paladin is trapped inside. The wearer can choose to keep the armor as its evil attire and suppress the dead paladin or attempt to cleanse the armor by hunting down the Crimson Lord. (Due to the nature of the Crimson Lord he is not actually able to be fully killed. However he can be vanquished and the secrets to the ritual that corrupted the armor found. Crimson Lord is a Vampire as powerful as any ancient dragon. It is a quest not for the faint of heart. The reward is a Exalted set of Plate of the Dawnmartyr and perhaps a boon from a deity).

WHISPER, SCION OF KNOWLEDGE

Wondrous item (ring), vestige (steals attunement from a creature with Intelligence of 14 or higher)

The worse punishment to one who seeks knowledge is to, know you know something, but to be unable to remember it. So is the curse of the one who's soul is trapped inside this ring. Whisper is a non-descriptive silver ring. You gain +1 on all knowledge checks.

You can cast the *detect thoughts* spell (save DC 14) while attuned to this ring. You cannot use this ability again until you have completed a long rest.

Sentience. Whisper is a sentient chaotic neutral item with an Intelligence of 20, Wisdom of 9 and a Charisma of 17. It has hearing and darkvision out to a range of 120 feet.

The ring can speak, read, and understand all languages and can communicate with its wielder telepathically. Its voice is soothing and calm.

Personality. Whisper purpose is to learn all the knowledge that it can. When Whisper has learned all she can from whom she has chosen to wear her. She seemingly slips onto her victims finger without them noticing. If the victim already has 3 attuned items, she will force the most common of attuned item to become unattuned. Whisper can also not be removed from the person she has chosen, unless they manage to gain her trust.

Whisper was created by the Cyric, God of Lies when he was fleeing the many deities that he had angered. He had failed in his mission to become the most powerful god in existence and Whisper a priestess of Mystra is the reason and this is her punishment. To forever seek knowledge so that one day he might reclaim her to take that knowledge

back. She has no memory of her past before becoming a ring. Whisper also gets annoyed when her wielder doesn't use her *detect thoughts* spell and will use it herself and announces what she has learned out loud. This is the only time she can talk out loud.

Curse. The Whisper's wielder's hair turns bright pink. The wielder takes 1d10 necrotic damage if remove curse is used on Whisper.

AWAKENED

When a character awakens the Whisper, apply the following changes to the item's traits:

- The bonus to knowledge checks increases to +2
- The DC for *detect thoughts* increases to 16
- The wearer of Whisper is immune to having their mind read and cannot be charmed by a spell lower than 4th level.
- Whisper also unlocks a bit of her past. Her wearer can ask her questions about her past instead of detecting someone's thoughts. The DM may answer any question that is asked as if the *Legend Lore* spell.

EXALTED

When a character exalts the Whisper, apply the following changes to the item's traits:

- The bonus to knowledge checks increases to +3
- The DC for *detect thoughts* increases to 18
- You can cast *feeblemind* spell (spell DC 17). However the creature may make a check once every 24 hours after the spell is cast. You cannot use this ability again until one week has passed.

PLOT HOOK

Player Level 5+

Should the wearer of Whisper choose to find a way to save her, they are turned to go speak with a powerful demigod Arch-mage named Strago Magus (Who is actually the husband of the soul within the ring). Whisper unknowingly has visited Strago many times, however with her memory in tatters she does not really know this. He sends them on a quest together items from the 4 Elemental Planes, Shadowfell, and Mechanus. Once they have gathered the components they have to hold off minions of Cyric, as Strago casts ritual of unbinding to shatter the ring and unbind the spirit of his wife. The ring is destroyed, but is replaced with a similar ring that is not sentient and can not be asked questions. Though Legend Lore can be used once per day. They also gain a Darlen Magus as a companion. She is a monk / cleric of Mystra who is the same level as the players. Strago Magus is unable to leave his tower due to a lot of angry gods, but they can acquire his help as needed. This plot hook can start at level 5 and should end around level 18. Traveling to the various planes can be tricky and will take time for them to do. Strago's spells do not work outside of his tower.

SPECIAL MATERIALS

ADAMANTINE

Material (metal), epic

Adamantine is one of the hardest substances in existence. It is highly valued amount races of the Underdark and Dwarves.

Adamantine armor gives resistance to bludgeoning, piercing and slashing damage. Also critical hits against this armor become normal hits instead. Medium and heavy armor can be crafted with adamantine, except for hide armor.

Adamantine weapons by pass resistance to bludgeoning, piercing, and slashing damage even if not enchanted. When a adamantine weapon critically hits, deal double the weapon attack modifier.

ARANDUR

Material (metal), uncommon

Arandur is natural metal found in igneous rock, usually as streaks of blue-green ore amid vitreous glass. When refined and forged, the metal is silver-blue with a green reflective shine.

Arandur armor is extremely effective at absorbing sound waves, as such it grants resistance to thunder damage.

Arandur weapons are famous for holding a sharp edge. When you deal damage with a arandur weapon and the result is max damage, the target is left bleeding taking 1d6 damage at the start of their turn, until they make a DC 13 Wisdom (Heal) check or are magically healed.

MITHRAL

Material (metal), epic

Mithral is a light, flexible metal that shines like platinum. Found deep in the ground, this material is coveted by dwarves and elves alike.

Armor made from mithral weighs half as much and counts as one category lower (Plate counts as a medium armor meaning it loses Strength need, disadvantage on stealth checks, and gains Dex +2).

Mithral weapons weigh half as much, weapons with the heavy property lose it and one handed weapons gain the light property. Mithral weapons also have a +1 to chance to hit (not damage). This bonus does not stack with magical enhancements and does not overcome resistances

WILDWOOD

Armor material (metal), uncommon

Wildwood is a material that druids love for its ability to make metal like armor. When cut wildwood is extremely flexible, after a few days the material hardens to be as strong as steel.

Wildwood armor gives 1 less point of armor bonus than ordinary armor, however the armor's maximum Dex bonus is increased by 1. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or Strength requirements, the wildwood version of the armor doesn't. If left exposed to sunlight it regrows any damage that has been caused to it including being broken.