

MAGICAL ITEMS VOLUME ONE



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COMPATIBLE FOR



By: Robert Buckley

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Terran Empire Publishing

1761 Hillside Ct.

Placerville, CA 95667



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AMULET OF AMPLIFIED EMOTION

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are able to influence any creature who can meet your gaze, amplifying a specific emotion based on the color of the amulet's gemstone. A Wisdom saving throw is allowed against a DC11 to resist the effect.

Black - Nervous

Gray - Anxious

Violet - Passionate

Blue - Happy

Blue Green - Relaxed

Green - Jealous

Amber - Hatred



AMULET OF FIENDISH PROTECTION

Wondrous item, very rare (requires attunement)

You are protected against the harmful effects of the innate powers of fiends. You gain advantage to saving throws against any spell cast against you by a fiend, and your AC increases by 4 when targeted by a fiend.

AMULET OF LYCANTHROPE PROTECTION

Wondrous item, rare (requires attunement)

You are immune to the curse of lycanthropy while wearing this amulet. If bitten while wearing the amulet, the curse does not take hold. However, if you are already cursed with lycanthropy, the amulet does not cure you of the affliction - instead, you do not succumb to the curse while wearing the amulet.



BOOTS OF DECEPTION

Wondrous item, rare (requires attunement)

These boots always appear distressed, as though having endured a lifetime of use, but never seem to rip or otherwise fall apart. While wearing these boots, you are able to magically silence or amplify your footsteps on any terrain. You are also able to choose whether or not your steps leave tracks on any terrain. This does not prevent you from being tracked by other means.



BOOTS OF STOMPING

Wondrous item, uncommon

These metal boots are sized to fit a medium sized creature, however, they can shrink or enlarge to accommodate any sized foot. While wearing these boots, you are able to deliver a stomping blow to any creature who is at least one size category smaller than you. This is a melee attack that deals 1d10 + Strength modifier bludgeoning damage. The attack is also considered magical.



CALTROPS OF WOUNDING

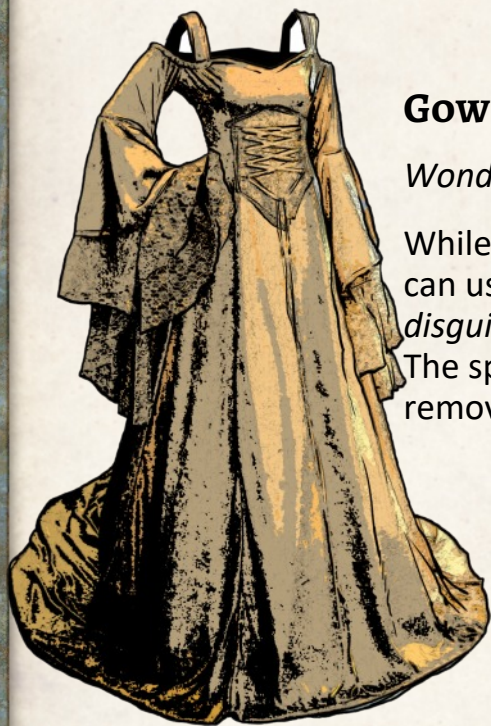
Wondrous item, uncommon

Damage dealt by these caltrops can only be healed by magical means.

EVERGREEN CLOAK

Wondrous item, very rare (requires attunement)

While wearing this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage so long as you are in a wooded environment. In addition, you are able to assume the form of a evergreen tree. While in this form, you cannot move, but you heal through photosynthesis and nutrients found in the soil. Three hours as a tree can heal you to full health, as long as there is ample sunshine and rich soil. This ability cannot be used again until 24 hours have passed since its previous use.



GOWN OF DISGUISE

Wondrous item, uncommon

While wearing this gown, you can use an action to cast the *disguise self* spell from it at will. The spell ends if the gown is removed.

HEADBAND OF MARTIAL PROWESS

Wondrous item, rare (requires attunement)

While wearing this headband, you gain proficiency in martial weapons. If you already have proficiency in martial weapons, you gain a +2 to any attack while wielding them.



HORN OF BRONZE DRAGON CONTROL

Wondrous item, very rare

By using this horn, you are able to dominate the mind of any one bronze dragon within 60 feet of its activation. The dragon must be able to hear the horn to be dominated and it is allowed a Wisdom saving throw against DC16 to resist. If you or creatures that are friendly to you are fighting the target dragon, it is given advantage on the saving throw.

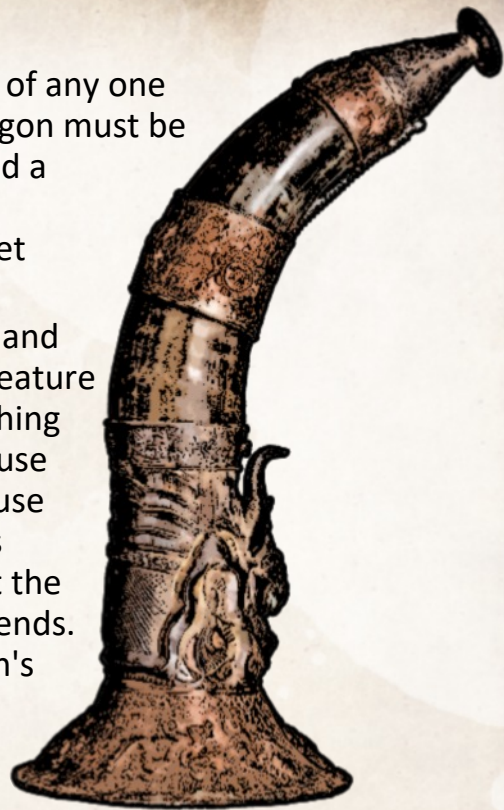
On a failed save, you can use your action to take total and precise control of the target. For the next hour, the creature only takes the actions you choose and cannot do anything that you don't allow. During this time, you can also cause the dragon to use a reaction, but this requires you to use your own reaction as well. Each time the dragon takes damage, it makes a new Wisdom saving throw against the horn's effect. If the saving throw succeeds, the effect ends. The older the dragon is, the more resistant to the horn's effects it is.

Wyrmiling: +0 to the saving throw

Young: +1 to the saving throw

Adult: +2 to the saving throw

Ancient: +3 to the saving throw



MASK OF DEVIL CONTROL

Wondrous item, legendary (requires attunement)

While wearing this mask, you are able to dominate the mind of any one fiend (devil) that is within 60 feet of your position and in your line of sight. The fiend (devil) must succeed on a Wisdom saving throw against DC20 or be charmed by you for the duration. If you or creatures that are friendly to you are fighting the target fiend (devil), it has advantage on the saving throw.

On a failed save, you can use your action to take total and precise control of the target. For the next hour, the fiend (devil) only takes the actions you choose and cannot do anything that you don't allow. During this time, you can also cause the fiend (devil) to use a reaction, but this requires you to use your own reaction as well. Each time the fiend (devil) takes damage, it makes a new Wisdom saving throw against the mask's effect. If the saving throw succeeds, the effect ends. The more powerful the fiend (devil) is, the greater it's chance to resist the mask's effect.

Lemure: +0 to the saving throw

Lesser Devils: +2 to the saving throw

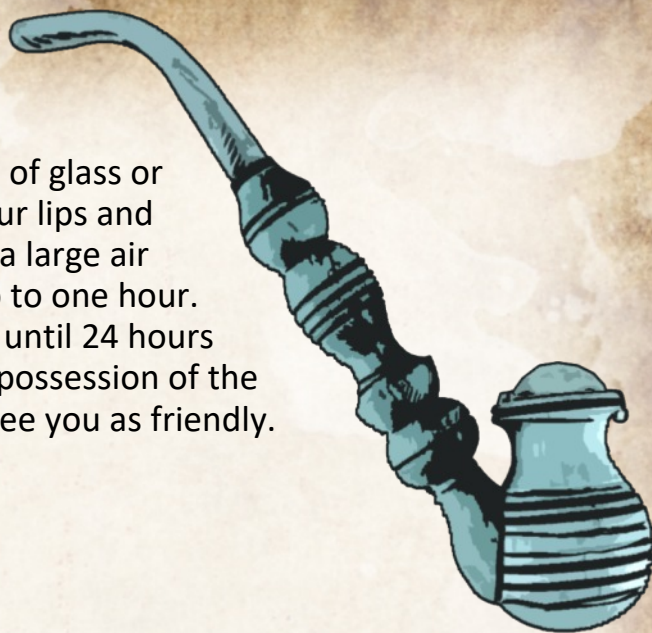
Greater Devils: +3 to the saving throw

Archdevils: Immune

PIPE OF CONTROLLING WINDS

Wondrous item, rare

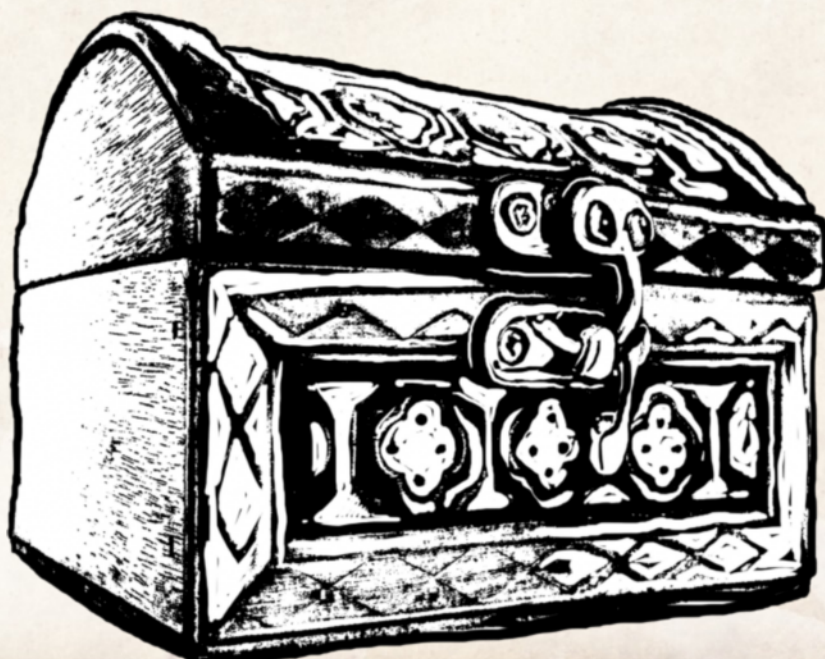
This pipe is usually crafted from a single piece of glass or blue-tinted ceramic. By placing the pipe to your lips and blowing out forcefully, you are able to create a large air elemental under your control that lasts for up to one hour. You cannot summon forth another elemental until 24 hours pass from its last activation. While you are in possession of the pipe, beings from the Elemental Plane of Air see you as friendly.



QUATERMASTER'S CHEST

Wondrous item, legendary

This chest is magically enchanted to bring forth arms and armaments meant to equip a platoon of soldiers quickly. Following the uttering its activation word and a hand placed on its closed lid, the chest will materialize two weapons (or one weapon and one shield) and a suit of armor appropriate for your class and proficiency. If it materializes a ranged weapon, it will also provide 20 rounds of appropriate ammunition. The chest can be used a total of 50 times before its magic is exhausted. A period of 240 hours must pass before it can be used again. The weapons and armor provided are always expertly crafted, but they confer no magical bonuses to their wielders. The arms and armor created by the chest last for 72 hours, at which time they disappear into harmless mist. The arms and armor conjured can be any weapon or armor that has a cost of 50 gp or less.



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