

# MAGICAL ITEMS VOLUME TWO



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COMPATIBLE FOR



**By: Robert Buckley**

**ARMOR OF DAYLIGHT'S EMBRACE, PG 5**

**ARMOR OF INCREASED APTITUDE, PG 5**

**ARMOR OF PANICKED ESCAPE, PG 5**

**ARMOR OF RETRIBUTION, PG 6**

**EAGLE EYE HELM, PG 6**

**EXO-ARMOR, PG 6**

**HELM OF ILL OMEN, PG 8**

**HELM OF IMPALING, PG 9**

**HELM OF THE HYDRA, PG 9**

**SHIELD OF FRIGHTFUL PRESENCE, PG 9**

**SHIELD OF RADIANT GLORY, PG 10**

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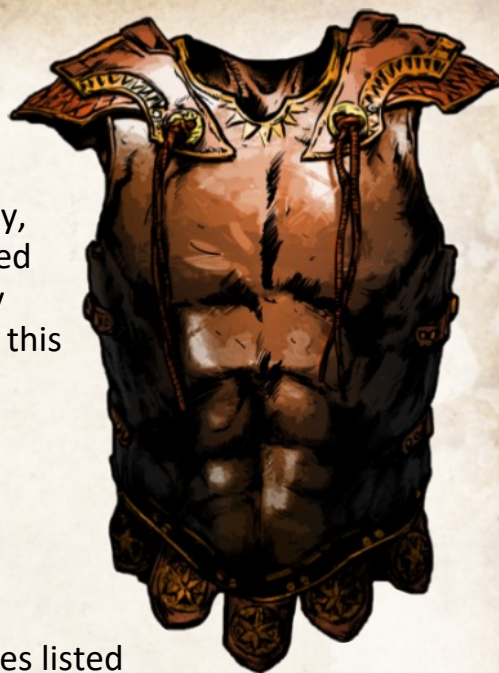
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### ARMOR OF DAYLIGHT'S EMBRACE

*Armor (leather), rare (requires attunement)*

While wearing this armor, you gain resistance to necrotic damage and are immune to the charm ability of vampires. Upon successfully grappling a vampire, you can activate the armor's special ability, dealing 20 radiant damage every round it is grappled with no save. Vampires receives a -2 to their ability check to escape the grapple while you are wearing this armor.



### ARMOR OF INCREASED APTITUDE

*Armor (plate), very rare (requires attunement)*



In addition to the properties listed below, this armor grants a +2 to your armor class, as well as a +2 to all saving throws and ability checks. On your turn, by using an bonus action, you can activate one of the following abilities:

- Increase your base speed by 30 feet for 4 rounds
- Make one extra attack (as a reaction) every round for 4 rounds
- Gain resistance to one damage type for 4 rounds

Once an ability is activated, another ability cannot be activated until you have finished a short or long rest.

### ARMOR OF PANICKED ESCAPE (CURSED)

*Armor (half-plate), rare (requires attunement)*

This armor functions as a suit of half-plate +2. However, following attunement, the curse becomes active and, when you engage in combat while wearing the suit, you must succeed in a Wisdom saving throw against a DC14. Failure results in you fleeing at your full base speed away from combat, possibly provoking an opportunity attack. A save is required anytime you use the Attack action while wearing the suit. The curse does not take effect until the suit is attuned to you. Once the armor is attuned, you cannot remove it unless a *remove curse* spell is cast on you first. The curse is only identifiable with the casting of a *legend lore* spell.





### **ARMOR OF RETRIBUTION**

*Armor (plate), rare (requires attunement)*

Anytime you are subjected to melee damage while wearing this armor, your attacker takes an immediate 6 points of piercing damage. When you are struck with a critical strike in melee combat, you may have the armor reflect an equal amount of damage to that which you received back onto your attacker. This ability is useable once before finishing a long rest and must be declared by you after you are struck with a critical strike.

### **EAGLE EYE HELM**

*Wondrous item, rare*

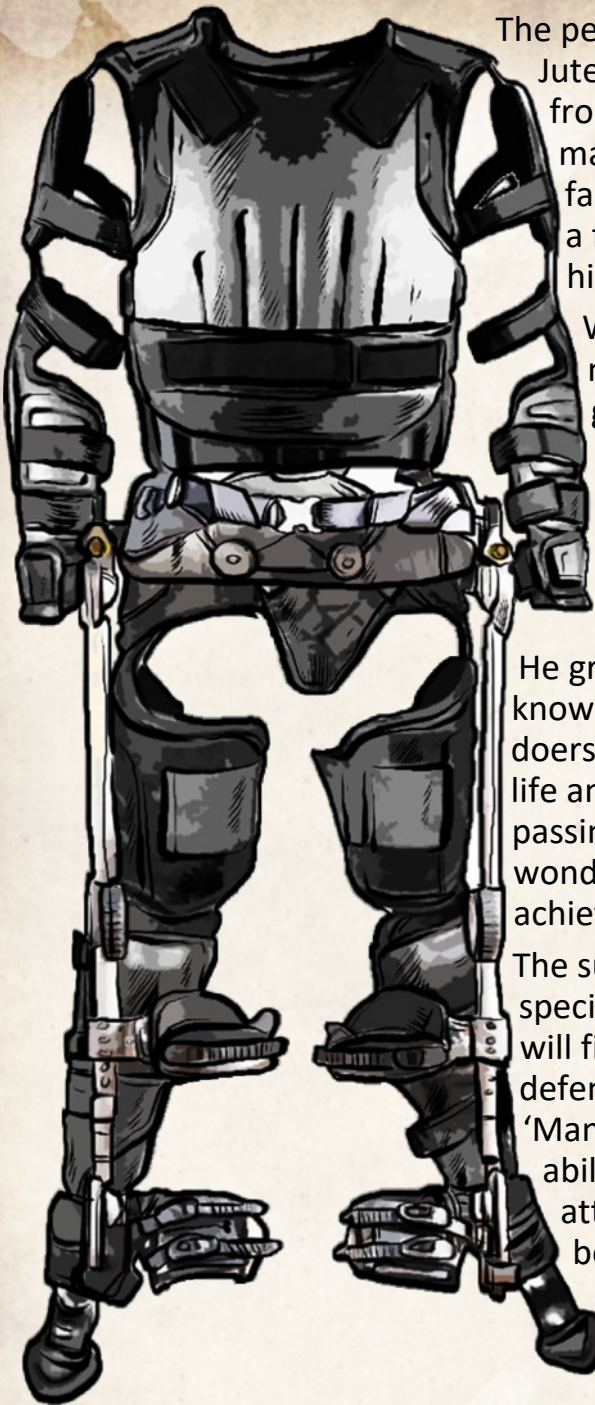
While wearing this helm, and by using your Action, you are able to create a magical sensor that can appear anywhere above you up to a maximum of 400 feet. Through this, you can see from this vantage as if you were actually there, rotating your viewpoint 360 degrees. You perceive with your normal visual senses and cannot penetrate any solid surface, although your sight is unaffected by foliage and the like. You can summon the sensor for a total of 10 minutes before the magic winks out and cannot be used again until you finish a long rest.



### **EXO-ARMOR**

*Armor (plate), artifact (requires attunement)*

Ages past, on the world of Shin'ar, during one of that planet's most turbulent times known as a Lunar Quickening, a human found himself stranded in a place where the fantastic seemed ordinary and magic was a more common occurrence than miracle. The man did not know how he came to the world, only that an experiment of his own, on his planet, went somehow awry. A stranger in a foreign land, he was forced to adapt to his new surroundings - thanks to his quick wit and superior intellect, he did just that and soon managed to gain employment in a village nearby.



The people, who were also human, called themselves Jute and happened to resemble a mix of peoples from his own planet, known not only as great marauders and pillagers, but also as intuitive farmers and learned men. They spoke a version of a few languages he recognized, and this allowed him to blend in as the village's new blacksmith.

Weeks stretched to months, then years, but the man who went by the name of "Tony" never gave up hope of returning to his world. He even learned to harness an extraordinary radiation found in the planet's atmosphere to fuel powerful machinery of his own design. Tony was well-liked by the Jute he lived with and had been accepted as one of their own.

He grew to love his adopted people, using his knowledge to protect them from monsters and evil-doers who would see them harm. Tony lived a long life and sired many children before his eventual passing of extreme old age. Many of his mechanical wonders were lost to time, however, his greatest achievement has endured.

The suit of plate mail armor was constructed specifically for Tony's height and build, however, it will fit anyone of Medium size. While he wore it defending the village, he was known as *Verr Jarn*, or 'Man of Iron'. This armor grants extraordinary abilities to anyone who dons it and manages to attune it, including +3 to your AC and increases to both your Strength and Dexterity ability scores by 4.

In addition, you gain advantage on any Strength and Dexterity saving throw or ability check. You are able to leap great distances, effectively able to cast the *jump* spell at will from the armor. Your base walking speed also increases by 30 feet while wearing this armor, and you are immune to fire and cold damage. However, you are vulnerable to electrical damage.

In addition, you can use the following abilities once a day:

- When you miss with a melee weapon attack, you can instead choose to hit.
- You can fly with of speed of 90 ft. You can sustain this flight for up to 8 rounds.
- When you fail a saving throw or ability check, you can instead choose to succeed.

While wearing the armor, you gain darkvision and truesight to a range of 60 feet. If you already have darkvision or truesight, its range is amplified by 30 feet.

You are able to cast the spells *color spray* and *melf's acid arrow* three times before a short or long rest while wearing the Exo-Armor. Both spells are cast as if using a 5<sup>th</sup> level spell slot.

The armor seems to never take any visible damage, regardless of the blow sustained while wearing it.

All of the suit's functions and abilities, with the exception of its increase in AC and ability scores, only work after the suit is attuned. ***The suit will only attune with someone of good (LG, NG, CG) alignment.***

***Destroying the Armor.*** Attempts to destroy the armor have been made in the past. After Tony's death, the armor passed to his son, Steven, who went on to earn fame on other worlds as a hero and vanquisher of evil. Steven met his demise in Hades, where the armor was deemed too dangerous to exist and was tossed in the River Stix. The armor, however, remained. It floated down the river and eventually ended up in the hands of a powerful archon who bequeathed it to another hero. Down the line of great heroes it traveled, and many came to know the Man of Iron. The suit itself is impervious to damage and heals any cut, scratch, or ding it suffers within minutes. It has resisted acid, flame, and extreme cold.

The armor can only be destroyed by returning it to its planet of origin and bathing it in alchemical solutions that include copious amounts of a substance known as mana crystal. The formula was written by Tony and recorded in two places: his workbook, which has since been lost to time, and a letter to his son, Steven, which he wrote on his death bed. The letter is rumored to be among Steven's effects, left in his father's tower, which has remained magically sealed and warded for centuries with no apparent entry.

### **HELM OF ILL OMEN**

*Wonderous item, uncommon (requires attunement)*

While wearing this helm, you are able to affect the luck of those around you. Anytime a creature makes a saving throw, attack, or ability check within 20 feet of your position and in your line of sight, you can use your reaction and the magic of the helm to force the roll to be made at a disadvantage. You can do this a total of three times before a long rest, but must declare your intent to use the magic of the helm before the roll is made. A Wisdom saving throw against a DC13 is allowed to resist the effect.





### HELM OF IMPALING

*Wondrous item, rare*

While wearing this helm, by speaking the command word, you are able to grow the spikes found on top of the helm by an additional three feet. You may use your Attack Action to attempt to impale a creature, dealing 4d6 piercing damage. The spikes remain elongated for 4 rounds, or until you dismiss them back to their normal length with a bonus action. You may elongate the spikes twice before a short or long rest.

### Helm of the Hydra

*Wondrous item, very rare (requires attunement)*

This powerful helm grants you the abilities of a hydra. While wearing the helm, you can hold your breath for up to one hour. If you sleep while wearing the helm, you gain the benefits of the *alarm* spell, causing the helm to wake you if a Tiny or larger creature comes within 30 feet of your position. In addition, you gain advantage on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. You are also able to use your reaction to make 2 opportunity attacks instead of one anytime you are normally able to.



### SHIELD OF FRIGHTFUL PRESENCE

*Armor (shield), uncommon*

While wielding this shield, you are able to use your Action to cause any creature within 20 feet who can see you to perform a Wisdom saving throw against a DC12. Failure of the save results in them gaining the frightened condition for 1d6 rounds. A successful save makes the creature immune to the shield's magic for 24 hours.

## SHIELD OF RADIANT GLORY

*Armor (shield), very rare (requires attunement)*

This shield is covered with depictions of victorious armies on the march around the snarling face of a medusa which rests in the center. In addition to granting a +2 to your AC, the shield can be made to shine with bright light after combat ends, granting everyone who can see it hit points equal to 2 + their Constitution modifier (if any), as well as curing anyone suffering from petrification, so long as they were petrified by the gaze of a medusa. Creatures cannot gain more hit points than their maximum this way, and any excess healing is lost. This ability can be used once before a short or long rest. While wielding this shield, you are immune to the petrifying gaze of a medusa and gain a +2 to attack rolls and damage against them.



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