



Cold Embrace

The Burned Ring

Cold Embrace

(Rapier, Very Rare, Requires Attunement)

When you hit a *creature* with an attack using this weapon, the target takes cold damage instead of piercing damage.

In freezing environmental temperatures, whenever you have to roll a Saving Throw against a fire based attack, you can roll an additional **1d4** and add the result to your Saving Throw.

If someone other than the attuned person tries to use this weapon, the tail around its blade will slither around their arm and the *Charm Person* spell with **DC 12** is casted on them.

The Burned Ring

(Ring, Very Rare, Requires Attunement)

This ring has 2 charges.

When you are unconscious & in the Death Saving Throw phase and a *creature* would normally hit you with an attack, you can **spend 1 charge** so they instead have to roll a **Wisdom Saving Throw** with **DC 14**.

On a success, the attack takes place like normally. On a failure, the attack misses and they take **1d10** fire damage.

Eye of the Beholder

(Ring, Very Rare, Requires Attunement)

Whenever you have to roll a Saving Throw as the result of a Spell Effect, you can choose to instead spend **1 Spell Slot** of the same level or higher as the opposing spell's level as a



Dagger of Zalgra

Eye of the Beholder

Lesradriel's
Sword of Truth

reaction to automatically succeed.

Optionally, you can spend a **Spell Slot** that is 1 level below the opposing spell's level to gain **Advantage** on your Saving Throw.

Dagger of Zalgra

(Dagger, Legendary, Requires Attunement)

This weapon inflicts necrotic damage.

If you roll a **Critical Fail** with your attack roll, you roll damage as usual, but instead lose HP equal to the result and heal the target creature by the same amount.

If you roll a **Critical Success** with your attack roll, you recover HP equal to your damage roll and the target creature's maximum HP are temporarily decreased by half your damage roll.

This item comes in pairs and can only be attuned as such.

Lesradriel's Sword of Truth

(Any Sword, Artifact, Requires Attunement)

The gem in the center of its blade charges it up with an energy signature similar to the angel's own one and causes additional radiant damage.

Whenever you hit with this weapon, it deals **2d8** additional radiant damage.

Any creature that touches this sword has to tell the truth and can't lie, no matter the personality or origin of the creature.



Lunar Dragon Set

Lunar Sword

(Any Sword, Very Rare, Requires Attunement)

Using an **Action**, you can infuse the sword's blade with the ice of a *Lunar Dragon* for **10 minutes**.

Whenever you hit with this weapon in its infused state, it deals **1d6** additional cold damage and the target has to roll a **Constitution Saving Throw** with **DC 16** or have its movement speed halved until your next turn.

Lunar Spear

(Spear, Legendary, Requires Attunement)

Once per Dawn, you can use an **Action** to unleash the stored power of the Lunar Dragon in a **30 feet cone**, starting from your position.

Each creature in the cone's covered area has to roll a **Dexterity Saving Throw** with **DC 16**, taking **8d6** cold damage on a fail or half as much on a success.

Lunar Staff

(Quarterstaff, Very Rare, Requires Attunement)

This weapon inflicts cold damage.

Whenever you hit with this weapon for the first time in your turn and the target is a *creature* and not resistant or immune to cold damage, you can make 1 additional attack with it but deal non-magical bludgeoning damage instead of cold damage.

Lunar Shield

(Shield, Legendary, Requires Attunement)

Twice per Long Rest, as a **Bonus Action**, you can make the shield's icy aura partly freeze the ground in a radius of **15 feet** with a magical ice that turns the area into difficult terrain for everyone but *Lunar Dragons* for **10 minutes**.

The area follows the shield.

Using an **Action**, you can release this aura into a burst attack in a **cone of 20 feet**. Any creature inside of that cone has to succeed a **Constitution Saving Throw** with **DC 16** or have their movement speed reduced to 0 until the end of their next turn. Any affected creature also has **Disadvantage** on **Attack Rolls** during this duration.

Lunar Dagger

(Dagger, Rare)

This weapon deals **1d4** additional cold damage on a successful hit.

Lunar Bow

(Any Bow, Rare)

This bow can be loaded without spending arrows by using a **Bonus Action**, as long as there is no fire or similarly hot heat source within **20 feet** of it.

The arrow created by doing this inflicts **1d6** additional cold damage on a successful hit.



Bloodbone Greataxe

Bloodbone Greataxe

(Greataxe, Very Rare, Requires Attunement)

The first time you hit a creature with this weapon, it deals **1d8** additional necrotic damage and the creature has to roll a **Constitution Saving Throw** with **DC 14**.

On a failure, the creature is now bleeding and takes **1d4** necrotic damage at the start of each of its turns. It also has **Disadvantage** on **Dexterity Saving Throws**.

The affected creature can repeat the saving throw on each of its turns to stop the bleeding on a success.

The Burned Sword

(Longsword, Legendary, Requires Attunement)

Whenever you hit with this weapon, it inflicts **1d8** additional fire damage.

The edge of this weapon's blade is silvered.

If you are attuned to other *The Burned*-series magic items, they regain 1 charge per Long Rest.

Using 1 charge of another *The Burned*-series magic item you are attuned to, you can pierce this weapon into the ground and summon a powerful fire storm in a **20 feet** radius around you. The fire storm lasts **1 minute** or until you move away or lose concentration.

Any creature that enters or leaves the fire storm and is not attuned to a *The Burned*-series magic item has to roll a **Dexterity Saving Throw** with **DC 18**. On a failure, the creature takes **4d10** fire damage. On a success, it takes half a much damage.

The fire storm ignites objects in its area that are flammable.



The Burned Sword

Ooze Earrings

Ooze Earrings

(Wondrous Item, Uncommon)

Earrings made from the gelatinous material of an elemental ooze.

Whenever you are hit by an attack that matches the damage type of the earring, you can reduce the damage you would take by **1d4**.

A number of times equal to your *Proficiency Bonus*, if the attack is a melee attack and the source of the attack is a creature, it has to succeed a **Dexterity Saving Throw** with **DC 13** or it is now sticking to you until the start of its next turn and is unable to attack, use any reactions or move away.

Water Ooze Earrings

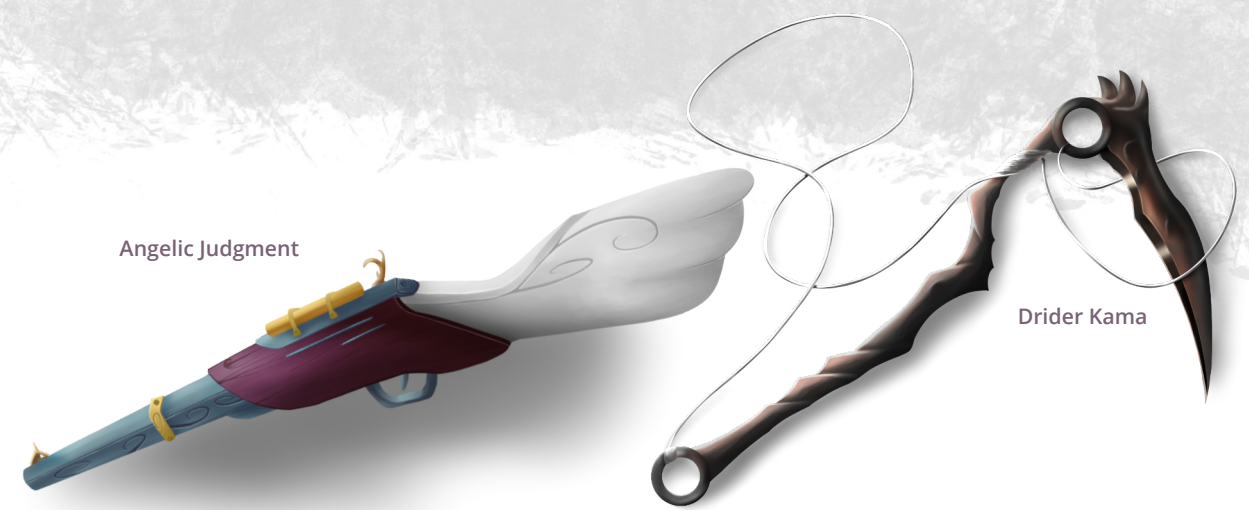
(Wondrous Item, Rare)

Earrings made from the gelatinous material of a water elemental ooze.

You have resistance to fire damage.

Whenever you are hit by an attack that inflicts acid or poison damage, you can reduce the damage you would take by **1d4**.

A number of times equal to your *Proficiency Bonus*, if the attack is a melee attack and the source of the attack is a creature, it has to succeed a **Dexterity Saving Throw** with **DC 16** or it is now sticking to you until the start of its next turn and is unable to attack, use any reactions or move away.



Angelic Judgment

Drider Kama

Angelic Judgment

(Rifle / Any Crossbow, Very Rare)

A rifle made from an ore that radiates celestial energy.

Whenever you attack a creature of the type *Fiend* or *Fey* with this weapon, you have **Advantage** and a successful hit inflicts **1d6** additional radiant damage.

Once per Long Rest, when a madness effect of fiendish origin would affect you, you can roll a **Wisdom Saving Throw** with **DC 18** and withstand the effect on a success.

Drider Kama

(Kama / Dagger, Uncommon)

When you are dual-wielding Kamas, you can sacrifice the first damage roll of the first attack of your turn to throw the Drider Kama at a creature in a straight line within **30 feet** that you can see.

You can pull yourself onto an unoccupied space directly in front of the creature.

The creature has to succeed an **Athletics Check** with **DC 10 + Your Proficiency Level**. On a **failure**, the creature is grappled.

This weapon inflicts force damage.

Starless Sky

(Greatsword, Legendary, Requires Attunement by a Spellcaster)

You have a +1 bonus to attack and damage rolls made with this magic weapon.

Starless Sky uses your Spellcasting Modifier instead of the Strength Modifier and you have Disadvantage in any Dexterity based Checks and Saving Throws for as long as you have this weapon equipped.

As a **Bonus Action**, you can use a Spellslot to temporarily turn your attacks with Starless Sky into Spell Attacks that deal force damage.

Whenever you do this, the Attack Roll and Damage Roll are increased by the level of the Spellslot used.

The number of attacks this effect applies to is equal to the level of the Spellslot used.



Starless Sky