

## MAGIC ITEMS

Whether enchanted by a being of immense arcane power, willed into reality by a deity, or assembled using innately wondrous materials, magic items allow their users to perform unimaginable exploits in or outside combat. Because of their fate-altering properties, magic items are coveted by all but the most accomplished adventurers.

Magic items often take the aspect of masterfully crafted equipment: gleaming platebodies, unbreakable helms, and peerless weaponry. Most of these pieces come with a storied legacy — one that continues to grow as its wearer achieves increasingly incredible feats. Other pieces, however, lie dormant deep within crypts or ruins, awaiting worthy heroes to liberate them from their stupor.

### Conqueror's Crown



#### *Wondrous item, very rare (requires attunement)*

This adamantine war diadem coated in gold earned its moniker by partaking in some of the most famous battles in Runeterra. Legends say that it has never lost a campaign — not the least because of the magical properties it bestows upon its wearer. Unfortunately, its pristine sheen often catches covetous eyes, and the wearer never lives long because of it.

**Adamantine.** This piece of equipment is reinforced with adamantine, one of the hardest substances in existence. While you are wearing it, any critical hit against you becomes a normal hit.

**Golden Aegis.** As a bonus action, cast a personal protective barrier around you. The barrier has 2d8 Hit Points. Any time you would take damage, the barrier takes damage instead. If the damage reduces the barrier to 0 Hit Points, you take the remaining damage, and the effect ends.

While *Golden Aegis* is active, each enemy within 5 feet of you must make a DC 15 Wisdom saving throw at the beginning of their turn or be *slowed*. An affected target's speed is halved, it takes a -1 penalty to AC and Dexterity saving throws, and it cannot use reactions. On its turn, it can use either an action or a bonus action, not both. Regardless of the creature's abilities or magic items, it cannot make more than one melee or ranged attack during its turn. If the creature attempts to cast a spell with a casting time of 1 action, roll a d20. On an 11 or higher, the spell does not take effect until the creature's next turn, and the creature must use its action on that turn to complete the spell. If it cannot, the spell is wasted.

*Golden Aegis* cannot be used again until the next dawn.

### Draconic Ossuary



#### *Armor (plate), very rare*

Stitched with bones from felled wyrms, the resulting patchwork was reinforced by hardened steel plates and seared by the breath of a gold dragon. Initially worn as the armor of choice by a fabled dragonslayer, *Draconic Ossuary* is now safely locked inside the vault of a Demacian dungeon. Its curator, a young prince, itches for the day when he can finally don the armor on the battlefield and subject his foes to its impenetrable defenses.

**Draconic Durability.** You gain a +1 bonus to your AC.

**Draconic Ire.** The bones that constitute this armor enrage all draconic creatures that have a clear line of sight to you. The affected creature must succeed on a DC 15 Charisma saving throw at the beginning of their turn or must use their next action to move towards you or attack you. The affected creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to it for the next 24 hours.

**Flame-Blessed.** While you are wearing *Draconic Ossuary*, you have resistance to fire damage.

### Cataclysm



#### *Wondrous item, legendary (requires attunement)*

These resplendent sabatons are much lighter than they appear — so much so that they purportedly allow the wearer to leap high in the sky and crash down with devastating force. This power is mostly hearsay, however, as the whereabouts of one of the pair have been lost to history.

**Cataclysm.** You can use your action to jump 30 feet in the air and crash down (you do not take any fall damage) on any creature within a 30-foot radius of you. As a bonus action, you can make a melee attack against that creature.

On impact with a Large or smaller target, you can choose to create a circular wall of stone around it. The wall has a radius of 15 feet, is 6 inches thick, and is composed of ten 10-foot-by-10-foot panels.

If the wall cuts through a creature's space when it appears, the creature is pushed to one side of the wall (your choice). If a creature would be surrounded by the wall (or the wall and another solid surface), that creature can make a DC 17 Dexterity saving throw. On a success, it can use its Reaction to move up to its speed so that it is no longer enclosed by the wall.

The wall is an object made of stone that can be damaged and thus breached. Each panel has AC 15 and 60 Hit Points. Reducing a panel to 0 Hit Points destroys it.

You can dismiss the effect at the beginning of your turn. This does not count as an action or bonus action.

*Cataclysm* cannot be used again until the next dawn.

### Drakebane



#### *Weapon (pike), legendary (requires attunement)*

Most man-made weapons cannot hope to pierce the tough hide of dragons; *Drakebane* is not of one of them. Eponymously named for its knack for toppling these winged beasts, this absurdly large pike is even more adept at going through large swaths of men. However, its unconventional design makes it difficult to wield. Only the most disciplined warriors can, over time, harness the weapon's full potential.

**Unorthodox Craftsmanship.** Most warriors have never seen a pike as large or strange as *Drakebane*. You cannot wield this weapon if you do not have proficiency with martial weapons, 16 Strength, and 16 Dexterity.

**Sunder.** Any creature you hit with this weapon takes a -1 penalty to its AC until the end of the battle. This effect is not cumulative.

**Fury of the Dragons.** You can use a bonus action to make one melee attack with this weapon when you use your action to Dash. You gain a +3 bonus to the attack damage's roll (for a total of +5 bonus).

If you move at least 10 feet in a straight line immediately before taking this bonus action and the target is no more than one size larger than you, make a Strength (Athletics) check contested by the target's Strength (Athletics) check. If you win the contest, you knock the target prone.

**Extendible Tip (Recharge 5-6).** *Drakebane*'s tip can extend up to 15 feet, allowing you to make one ranged attack with this weapon from 20 feet. Immediately after you make this attack, *Drakebane*'s tip retracts back to its shaft.

#### The Standard



*Wondrous item, very rare*

Demacian soldiers love ascribing their victories to their martial prowess. Little do they know that the Standard has played no small part in their success. Far from a simple piece of cloth, the Standard is in reality a transmogrified totem that can emit a galvanizing aura. Not even the Demacian lords know the true nature of this object, but they certainly know how to exploit its electrifying effects on the battlefield.

**Exhortation.** You can use an action to plant *The Standard* on the ground adjacent to you or throw it in any direction for up to 60 feet. *The Standard* grants every allied creature within a 30-foot radius +2 bonus to AC and advantage on Dexterity saving throws. This effect persists as long as the *The Standard* remains planted.

The effect acts as a 4th-level evocation and can be dispelled accordingly. The effect also ends if the *The Standard* is manually dislodged from the ground. A hostile creature can use its action to manually remove the *The Standard* by succeeding on a DC 10 Strength check. A non-hostile creature can use its action to remove the *The Standard* without the DC check.

#### Command and Discipline



*Wondrous item, rare (requires attunement)*

To secure their legacy, renowned generals usually impart their battlefield tactics in field manuals and other texts. One individual, however, contracted a lich to imbue his military experience into a pair of bronze gauntlets. Warriors wearing these mitts benefit from his wisdom and instinctively fight in a fashion that reflects his poise and discipline.

**Martial Cadence.** Your first melee weapon attack on any new target deals an extra 1d6 damage of the weapon's type.

#### Art Credits — Jarvan

- Helm: Mikedeangelo — Deviant Art
- Plate: Jonah Lobe
- Boots: Path of Exile — Grinding Gear Games, Tencent
- Pike: ggwpcollections — Ebay
- Flag: Stock image #295053856 — T Studio
- Gauntlets: Granblue Fantasy — Cygames
- Background image (parchment texture): aop-san — freepik

#### Heaven's Warden



*Wondrous item, very rare (requires attunement)*

Every Ionian general knows that the best way to immortalize their name is to single-handedly challenge wave upon wave of enemies on the battlefield. The night before the battle, devout warriors intending to attempt this feat would pray to their patron deity for protection. *Heaven's Warden*, a magical helm that protects the wearer from projectiles, is proof that these calls have been sometimes answered.

**Crescent Guard.** You can use a bonus action to gain immunity to all nonmagical sources of damage dealt by projectiles and thrown objects for one round. You can extend the duration of this effect indefinitely as long as you make at least one melee attack against a hostile creature on your turn.

*Crescent Guard* cannot be used again until the next dawn.

#### Dragon Talons



*Wondrous item, rare (requires attunement)*

Touched by the magic of an archfae, this notorious pair of boots is what Ionian mages call a poisonous gift. While the fae's enchantment inspires spectacular confidence in the wearer, it also compels them to attempt daredevil acts. Its owners have all met the same fate—slain in combat, having jumped into the fray by their lonesome.

**Audacious Charge.** If a hostile target is within 60 feet, you can use an action to Dash to it. Upon arrival, you can use a bonus action to make a melee attack against it.

If you have dealt damage to your target prior to using this effect, the range of your Dash is doubled.

*Audacious Charge* cannot be used again until the next dawn.

#### Relentless Advance



*Wondrous item, very rare (requires attunement)*

As effective as the warrior wearing them, these magical bracers lie dormant on the forearms of novices but awaken for the consummate soldier. The magic inside

revels in committing carnage, granting superhuman vigor to its master perpetrating it.

**Determination.** Whenever you successfully make three melee attacks against at least one hostile creature as part of your action, gain 2d4 Hit Points.

#### Sky Piercer



##### *Weapon (glaive), legendary (requires attunement)*

Legend says that one good thrust from this glaive can split the sky in half. There is some truth to it, as this weapon was used to slay cloud giants in a war long forgotten. Though both the human kingdoms and the giant tribes who had participated in this conflict have perished, this glaive still stands tall today.

*Sky Piercer* is currently in the safeguard of an ancient storm giant. Alone in a contemplative state inside her temple high up in the clouds, she awaits for a worthy champion to come claim it.

**Rend the Sky.** You gain a +1 bonus to attack rolls made with this weapon.

**Wind Becomes Lightning.** Whenever you score a critical hit with this weapon, roll one additional glaive damage die to determine your damage roll. Furthermore, you can choose to unleash a 60-foot-long and 5-foot-wide line of lightning in front of you. This effect deals 3d10 lightning damage to the target and any creature in its path.

**Heavenly Strikes.** Few can withstand repeated strikes from this weapon. Whenever you successfully make three melee attacks with this weapon against the target as part of your action, it must succeed on a DC 20 Constitution saving throw or fall prone.

#### Art Credits — Xin Zhao

- Helm: Fuge Craft Workshop
- Boots: Final Fantasy XIV — Square Enix
- Gauntlets: Wyrmwick Creations Ltd.
- Glaive: Granblu Fantasy — Cygames
- Background image (parchment texture): aop-san — freepik

#### Colossus Steel



##### *Armor (plate), legendary*

Possibly the most ambitious suit of armor ever produced by Demacian foundries, *Colossus Steel* is heavy enough to encumber an ox. Powerful magic infuses its every rivet, rings, and stud, granting the plate armor unparalleled resilience. It is said that anybody who dons it can fight uninterrupted for days on end — seemingly unperturbed by harm that would invalidate others.

A replica of completely mundane properties is sometimes seen worn by Demacia's foremost champion and general. The real thing is most likely buried under an ancient battlefield.

**Cumbersome.** You cannot wear this armor if you do not have 18 Strength.

**Unyielding.** You gain a +2 bonus to your AC and resistance to all sources of nonmagical damage.

**Perseverance.** After each battle, regain Hit Points equal to a roll of your Hit Die + your Constitution modifier. Starting at the 16th level, roll two Hit Dice.

**Courage.** You can use a bonus action to gain advantage on all saving throws for one round.

*Courage* cannot be used again until the next dawn.

#### Sunfire Cape



##### *Wondrous item, very rare*

Over time and space, spellcasters of all stripes have had an inexplicable fascination with enchanting cloaks with fire. Evidently, the vast majority of these endeavors have floundered, as these garments are very much flammable.

The *Sunfire Cape* is the result of one such experiment that did not end in failure. Imbued with a subdued *Fire Shield*, the *Sunfire Cape* grants excellent protection from physical and cold damage to its wearer.

**Protective Cloaking.** The heavy cape firmly clings to your shoulders, protecting your backside from harm. While you are wearing this cape, bludgeoning, piercing or slashing damage coming from behind is reduced by 2.

**Beacon of Warmth.** Cold damage you take is reduced by 2.

Additionally, the cape emanates dim light in a 10-foot radius.

**Flame Retaliation.** Whenever a creature within 5 feet of you hits you with a melee attack, it takes 1d4 fire damage. Creatures that end their turn in a grapple with you also take 1d4 fire damage.

#### Judgment



##### *Weapon (greatsword), legendary (requires attunement)*

What if we made a greatsword that is twice as long and four times as heavy as its standard-issued version and charged it with divine energy from Mount Celestia? Such is the genius that animated the Demacian magesmiths who forged this unbearably large contrivance.

While the process for creating *Judgment* was relatively straightforward, weapons like it are no longer possible to make today. Gods have become thrifty with sharing their power, and people have found out that such weapons are nigh impossible to wield effectively in practice. *Judgment* sits in the Demacian royal barrack, gathering dust.

**Prohibitively Heavy.** Ergonomics was not considered during the forging of this weapon. You cannot wield this weapon if you do not have proficiency with martial weapons and 18 Strength.

**Crushing Blows.** When wielding this weapon, you suffer a -1 penalty to attack rolls and gain a +2 bonus to damage rolls.

**Prodigious Sweep (Recharge 5-6).** You can use your action to make one melee weapon attack against all hostile creatures adjacent to you. You must use the same attack and damage rolls against all targets.

**Demacian Justice.** *Judgment* culls the weak. Whenever you make a melee weapon attack against a creature and reduce its Hit Points to less than half of its total Hit Points for the first time, you can deal an extra 4d8 radiant damage.

If you are a paladin, you can use your *Divine Smite* feature at your highest Spell Level to deal the radiant damage instead. Doing so does not expend a spell slot.

#### Art Credits — Garen

- Armor: Warcraft (film) — Universal Pictures
- Cape: Order & Chaos Online — Gameloft
- Sword: Dx2 Shin Megami Tensei — Sega
- Background image (parchment texture): aop-san — freepik

#### Throatseeker



#### Wondrous item, rare

The lumbering Noxian shock troops have always struggled against skirmishers and other light infantry, whom had the freedom to pelt the former with all sorts of missiles without fearing retaliation. As a response, the Noxian military commissioned an insidious device: a gauntlet that can be launched like a projectile, grabbing and pulling the first foe it comes into contact with. Colloquially known as "throatseekers," these gauntlets have since become a staple in the arsenals of Noxian elites.

**Apprehend (Recharge 5-6).** You can use an action to pull a Large or smaller creature within 20 feet from you to 5 feet in front of you. This effect fails if the target succeeds on a DC 15 Strength or Dexterity saving throw.

If you successfully pull your target, you gain a +2 bonus on your next attack roll against it.

A target that is pulled loses concentration.

#### Black Carnage



#### Wondrous item, rare

Black as coal, these iron-plated footwear emanate evil that compels its master to commit atrocities at every turn. While the wearer can suppress this influence, their newfound thirst for wanton bloodshed remains unquenchable.

**Corrupting.** When worn, the evil within *Black Carnage* compels you to commit a significant evil deed every 24 hours. This effect can be permanently overcome by succeeding on a DC 13 Charisma saving throw.

If you fail, you can attempt the saving throw again after 24 hours.

**To the Massacre.** Your walking speed increases by 10 feet when you move towards a hostile creature that does not have all its Hit Points.

Your walking speed increases by 30 feet when you move towards a hostile creature that has less than half of its total Hit Points.

#### Distilled Hemorrhage



#### Potion, very rare

Noxian alchemists have recently discovered that the blood of a bearded or horned devil can serve as the base for a potent hemorrhagic solution. A sharp weapon coated with this crimson substance inflicts increased tissue damage, disrupts blood clotting, and has a chance to send the victim into shock. While the mixture elevates the lethality of any weapon that can make use of it, the difficulty in procuring it means that only the most deserving warriors might have a flask of it at their disposal.

You can use the solution to coat one slashing or piercing melee weapon. Applying the solution takes 10 minutes. The solution retains potency for 1 hour before drying.

**Wicked Wounds.** Whenever you use an Attack action and inflict slashing or piercing damage with a weapon coated with this solution, the target must succeed on a DC 15 Constitution saving throw or lose 1d8 Hit Points at the start of each of its turns due to blood loss. Each time you use an Attack action and inflict damage with that weapon again, the damage caused by the blood loss increases by 1d8.

Any creature can take an action to stanch the bleeding with a successful DC 13 Wisdom (Medicine) check. If the bleeding is not stopped within three rounds, the wounded creature must succeed on a DC 20 Constitution check or fall unconscious. The wounded creature gains consciousness only when the bleeding is stopped. If the creature's saving throw is successful, it retains consciousness but continues to take damage from the blood loss.

Creatures devoid of blood are immune to this effect.

#### Warwolf



#### Weapon (greataxe), legendary (requires attunement)

Noxian alchemists have recently discovered that the blood of a bearded or horned devil can serve as the base for a potent hemorrhagic solution. A sharp weapon coated with this crimson substance inflicts increased tissue damage, disrupts blood clotting, and has a chance to send the victim into shock. While the mixture elevates the lethality of any weapon that can make use of it, the difficulty in procuring it means that only the most deserving warriors might have a flask of it at their disposal.

You can use the solution to coat one slashing or piercing melee weapon. Applying the solution takes 10 minutes. The solution retains potency for 1 hour before drying.

**Crushing Blows.** When wielding this weapon, you suffer a -1 penalty to attack rolls and gain a +2 bonus to

damage rolls.

**Decimate (Recharge 5-6).** You can use your action to make one melee weapon attack against all hostile creatures within a 10-foot radius. The damage taken by creatures within a 5-foot radius is halved. You must use the same attack and damage rolls against all targets.

**Crippling Strike (Recharge 5-6).** After making a melee weapon attack against a creature, you can attempt to knock the target down. Make a Strength (Athletics) check contested by the target's Strength (Athletics) check. If you win the contest, you knock the target prone.

If the target is Huge or larger, its speed is halved instead.

**Noxian Guillotine.** *Warwolf* culls the weak. Whenever you make a melee weapon attack against a creature and reduce its Hit Points to less than half of its total Hit Points for the first time, you can deal an extra 4d8 slashing damage.

All hostile creatures within a 15-foot radius that can see the attack must succeed on a DC 17 Wisdom saving throw or be frightened for 1 minute.

#### Art Credits — Darius

- Gauntlet: Granblu Fantasy — Cygames
- Boots: Skyrim — Bethesda Game Studios
- Potion: Eon-Of-Hunger — DeviantArt
- Axe: Santos — Sketchfab
- Background image (parchment texture): aop-san — freepik