Handbook of Magicry

Many Isles

Handbook of Magicry

Adventurers thrive in the glory of magical items; often, their one goal in exploring ancient ruins of powerful empires is to lay their hands on just one of these things.

To that effect, a number of 5eS - adapted magic items are presented here. Feel free to use them in your adventures, inspire yourself for your own games in the Many Isles, or just ruthlessly steal them for your own game!

About this Handbook

This module serves as a resource of all things magic for your games. In the first part, *Magic Items A-Z*, we present you with great new magic items to spice up your game. In the second part, *Magical Spices*, we present a number of special flairs to give mundane magic items. In the third part, *Focus Arcana*, we offer great flavor for your spellcasting foci.

Spells

Some of the items below may be used to cast spells, written in italics such as *Slashing Light*. You can find a complete list of these on our official Spell List.

Random Magic Items

In the DMG, you are given random tables to determine the specific magic items found when looting. Two further tables, J and K, are included here. More powerful items are found towards the top, and K contains more powerful items than J.

Random Magic Items Table J

d100	Item
1-5	Amulet of Amplification (iron)
6-10	Axe of Ignition
11-15	Book of Insults
16-20	Bracers of Insults
21-26	Bracers of Force
27-31	Cloak of Many Colors
32-37	Coral Armor
38-42	Globe of Truth
43-46	Ring of Exalted Fortune
47-53	Shovel of Keeping Dead Dead
54-58	Shield of Regrowth
59-64	Sword of Curing Wounds
65-69	Sword of Surprise
70-75	All-Seeing Eye
76-81	Amulet of Amplification (mithral)
82-86	Amulet of Tears
87-93	Analey's Dead Eye
94-96	Garnish
97-00	Ceremonial Armor

Random Magic Items Table K

d100	Item
1-5	Armor of Winter
6-10	Box of Breath
11-15	Cantrip Blaster
16-20	Handy Hand Crossbow
21-25	Helm of Elemental Chaos
26-30	Law
31-35	Lighthouse
36-40	Lolth's Decree
41-45	Rapier of Defensive Dueling
46-49	Serpent Staff
50-54	Shield of Protection
55-59	Stormcaller
60-64	Trident of Niamor
65-68	Weapon of Choice
69-73	Amulet of Amplification (orichalcum)
74-76	Pain
78-80	Panic
81-85	Crimson Dawn
86-89	Dwarven Gem
90-95	Royal Scythe
96-00	Icedawn

Magic Items A-Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

Amulet of Amplification

Wondrous Item, rarity varies (requires attunement)

This golden amulet engraved with the symbol of High Magic can be used improve spell's power. When casting a spell, a creature attuned to this amulet can use a number of charges to improve the effective level at which the spell was cast.

Iron (Uncommon) amulets have 1d4 charges, which are renewed at dawn. It can affect spells of 3rd level or lower, and improve spells by a maximum of 1 level.

Mithral (Rare) amulets have 1d8 charges, which are renewed at dawn. It can affect spells of 5th level or lower, and can improve spells by up to 3 levels.

Orichalcum (Very Rare) amulets have 1d12 charges, which are renewed at dawn. It can affect spells of 7th level or lower, and can improve spells by up to 4 levels.

Amulet of Tears

Wondrous Item, rare (requires attunement)

This wooden amulet is adorned with a crying female face. You can cast a spell you know using a spell slot of 1 level higher than the one you actually expend. Once you used this ability, you must take a long rest to use it again.

Curse

This amulet is cursed and has 4 charges, regaining one charge for every full day it is left unused. It loses a charge each time its ability is used. If its ability is used when it has 0 charges, the caster must make a DC 18 Constitution saving throw as the amulet drains their own magic to fuel the spell, taking 1d10*the spell's level damage on a fail.

Analey's Dead Eye

Wondrous item, rare

This eye was taken from an undead creature that had once been a great archer. To be used, this eye must be placed in the stead of a creature's real eye. It cannot see through this eye.

While using this eye, you gain a +2 bonus to ranged damage rolls. Additionally, creatures do not profit from half or three-quarters cover when you make a ranged attack against them.

Armor of Winter

Armor (any Plate), rare (requires attunement)

This beautiful plate armor was forged in the coldest depths, and automatically reforms to suit your size, also replacing any missing limbs and serving as if those limbs were present.

Additionally, this armor has 5 charges, and regains 1 charge for each day spent in cold temperatures. As a bonus action, you can use a charge, consuming a shield of ice that hovers before you for 1 minute. Your dAC increases by 2 and you gain resistance to cold damage while the shield is active.

Axe of Ignition

Weapon (any Axe), uncommon

This axe is a dark red decorated with stylized red dragon parts, and has two small vents beneath the head. It has 5 charges, and regains 1d3 charges daily at dawn.

When you hit a creature or object with this axe, you can use a charge to vent a 5-foot cube of gas out. It is invisible, but shimmers slightly as if it were very hot. Any creature in that area suffocates.

The gas lingers for three rounds, or until dispersed. While it remains, any spark can ignite it. If you hit metal when releasing the gas, there is a 50% chance it ignites immediately. When ignited, all creatures within 5 feet of the gas must make a DC 15 Dexterity saving throw, taking 2d8 fire damage on a failed roll, or half as much on a success.

Book of Insults

Wondrous Item, uncommon

This thick black tome contains insults in a number of languages. When found, it contains three random languages of the DM's choice. You may note down insults in another language if you or another creature knows it sufficiently, at the DM's discretion.

When you cast *Vicious Mockery* using a language noted in the book that isn't common and the target understands the language you are using, it takes an additional die of damage.

Box of Breath

Wondrous Item, rare

This is a small blue box with a single hole on one side and a lid. If the lid is removed, this item becomes a nonmagical box and an air elemental is released.

As an action, a creature can stick its finger into the hole and be transported into the box. They can exit the box by pushing against the lid as an action (this does not release the elemental) and reappearing in an unoccupied space within 5 feet of the box.

The box holds up to 10 hours of breathable air for one medium creature, and its size grows automatically depending on how many creatures are in it. Small creatures use half an hour's worth of air in an hour, large creatures twice as much, and so on. The box's air supply replenishes by 1 hour for each hour it is left unused.

Bracers of Force

Wondrous Item, uncommon

When you hit a critical hit when performing an unarmed attack against a creature, it is immediately knocked unconscious if it has less than 80 HP. You cannot use this ability again until the next dawn.

Cantrip Blaster

Wondrous Item (Wand), rare (requires attunement)

You gain a +2 bonus to spell attack and damage rolls on cantrips cast with this wand. You can use it as spell focus.

Quick Shot. You gain a +2 bonus to initiative if your first action is used to cast a cantrip using this wand.

Overcharge. When you cast a cantrip using a spell attack roll using this wand, you can choose to have -4 on the attack roll but deal an additional 10 damage of the weapon's type on a hit. When you do this, roll a d6: on a 1, the wand overcharges and you can't use it again until the end of your next turn.

Ceremonial Armor

Armor (Lamellar), very rare (requires attunement)

This mighty armor is adorned with golden strips and brass chainmail covering the joints. This armor grants an additional +2 bonus to hAC.

Additionally, whenever a creature you can see within 10 feet of you must make a saving throw, you can use your reaction to grant them a bonus on the roll equal to your Wisdom modifier (minimum of +0).

Cloak of Many Colors

Wondrous Item, uncommon

This fine cloak has 5 charges, and regains 1 charge whenever it is dunked in a pot of paint.

As a bonus action, the cloak's wearer can spend a charge to will the cloak to become a different color. This can be a solid color, a simple pattern of up to three colors, or it can take on the appearance of a basic material, such as hewn wood, grass, or metal.

As an action, the wearer may spend two charges to become invisible. This invisibility ends if the wearer attacks, casts a spell, or the cloak is subjected to brigh light.

The cloak can be unfolded to make a 6' x 6' square of cloth, which has the same magical attributes as the cloak form. Folding or unfolding the cloak takes an action. This can be used to make a curtain that causes a hallway to look like a smooth section of a wall or a covering for a pitfall. The cloak's color can be changed by any individual who is either wearing it or can touch it with a free hand.

When within an antimagic field, the cloak loses all stored charges, but it retains its current appearance. It has no "true form".

Coral Armor

Armor (any metallic armor), uncommon (requires attunement)

This armor is encrusted with beautiful corals. It has 20 charges, and regains 1d6 charges for every hour spent in running water.

Whenever you are hit by an attack, you can use your reaction to increase your hAC by a number equal to the charges spent. If your hAC is now higher than the enemy's hAttack roll, the attack misses.

If you expend this armor's last charge, roll a d6: on a 1-3, the coral dies off and the armor becomes nonmagical.

Crimson Dawn

Weapon (Dagger), legendary (requires attunement)

This fine black blade was crafted by drow. You gain a +2 bonus to hAttack and damage rolls with this weapon. Additionally, it has 5 charges, and regains one charge whenever it draws the blood of a pure elf. The same creature can only be used once a year to regain a charge.

You can expend 1 charge as a bonus action to become invisible until the end of your next turn.

You can expend 2 charges to cast the spell *Darkfire*.

You can expend 4 charges as a bonus action to seal the fate of a creature. The area becomes dead silent around the creature. If you attack during the same turn, you have advantage on the attack roll, and any hit is a critical hit if the target creature is a pure elf.

Dwarven Gem

Weapon (Warhammer), legendary

This mighty ruby-red warhammer has an ornate goldened head. You have a +3 bonus to hAttack and damage rolls with this weapon.

While carrying the warhammer, you know Dwarvish and have advantage on any History or Religion checks made about dwarven culture.

This weapon has 1 charge, which recharges at dawn. You can spend a bonus action to consume the charge. When you do so, you emit a faint reddish aura in the same color as the hammer, and you deal double damage on your attacks for the next two turns, after which the glow fades and you gain a slight beard.

Handy Hand Crossbow

Weapon (Hand Crossbow), rare

This +1 magic hand crossbow imbues bolts fired from it with transmutation magic. When a bolt is fired from the crossbow, it can be transformed mid-flight into either:

A net, which can restrain a creature like a normal net, but delivered from greater range.

A magical piton, which embeds itself into a solid surface with a successful attack roll against an object before lowering a length of knotted rope up to 30 ft long. It can be removed from the surface with a DC 15 Athletics check, or without check by the bearer of the crossbow.

The crossbow can transform a bolt in this way once per day, but recovery of the net or the piton allows the wielder to use the ability again. If not recovered within an hour, both items turn into ruined crossbow bolts.

Helm of Elemental Chaos

Wondrous Item (Helmet), rare (requires attunement)

This steel helm has a mighty six-plumed crest on its front. Each plume is a distinct color, and has gems of that color set into them. The central point of the plumes is a golden disc engraved with the rune of high magic, with a single diamond set in its center.

As an action, you can pull out one of the gems from one of the plumes. You cast a spell (save DC 16, attack bonus +6) at base level depending on the color of the gem you pulled: red *Scorching Ray*, light blue *Skywrite*, blue-yellow *Lightning Bolt*, green *Cure Wounds*, grey *Cloud of Daggers* and blue *Hydrophobia*.

If you pull out the diamond, roll a d6: on a 1-3, you cast *Destroy Weak Magic*. On a 1-3, all remaining gems are activated simultaneously, each targeting a random creature within range.

Once all the gems have been used, the helmet becomes nonmagical.

Garnish

Weapon (Dagger), rare

After hitting an attack with this weapon, you can use your bonus action to make an additional attack, hitting a crit on a 19-20.

Globe of Truth

Wondrous Item, uncommon

This transparent globe has 1 charge. Every day at dawn, roll a d4: on a 4, it regains 1 charge.

As an action, you can say the command word and follow it up with a statement or question, then say the command word again. This uses 1 charge. The globe will give a truthful answer to your statement in one word, usually true or false. If this is not possible, such as in a subjective statement, it will instead respond with "undefined".

Icedawn

Weapon (Shortbow), artifact (requires attunement by an Acolyte of Auril)

Crafted from solid ice, this shortbow of Auril glows with a soft dawn light, and burns to hold with a deep, biting cold.

Icedawn is a sentient chaotic evil weapon with an Intelligence of 9, a Wisdom of 12, and a Heroism of 12. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak and read Primordial, Common, Draconic, and Sylvan.

A sadistic adult white dragon, which is a fey creature, lives within Icedawn. The fey dragon, Jukyr, values hunting intelligent beings and doling out pain. It compliments its wielder whenever they hunt and takes pleasure in harming others.

Dormant

The shortbow grants the following additional benefits in its dormant state when you are attuned to it:

You can speak, read, and write Sylvan, Elvish, and Primordial.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this shortbow, you can deal an extra 2d6 piercing damage to the target. If you do, you take 1d6 cold damage, which can't be reduced by any means. The shortbow deals double damage when you are in terrain of extreme cold (below freezing temperature).

While holding this weapon, you have advantage on Wisdom (Survival) checks made to track creatures of a type other than Beast.

Awakened

When the shortbow reaches an awakened state, it gains the following additional properties while you are attuned to it:

The weapon’s bonus to attack and damage rolls increases to +3.

While holding this weapon, you ignore difficult terrain.

You resist cold damage, piercing damage, and fire damage, and your skin becomes tinted blue.

Exalted

When the shortbow reaches an exalted state, it gains the following properties:

The weapon’s bonus to attack and damage rolls increases to +4.

When you have fewer hit points than half your hit point maximum, the shortbow deals an extra 2d6 piercing damage on a hit.

As an action, you can use the shortbow to cast Auril's Flowers with it (save DC 17). Once you cast the spell using this shortbow, you can't use this ability again until the next dawn.

Law

Weapon (Rifle), rare (requires attunement by an Acolyte)

This rifle has golden wings encrusted above the trigger. It has 1 charge. Each day at dawn, roll 1d6: on a 5-6, it recharges.

As a bonus action when you fire this weapon, you can summon divine radiance to smite your enemies. Bright light erupts in a 5 foot wide 80 foot long line pointing at the spot where you shot. Each creature in the blast line must make a Dexterity saving throw, taking 10d10 radiant damage on a fail, or half as much on a success.

Lighthouse

Wondrous Item, rare (requires attunement)

When you attune to this small white orb, it floats up and circles your head, emitting dim light in a 10 foot radius at all times. As an action, you can mark a soul, object, or location that is in the lighthouse's light that you can see. At any time in the future, when you ask the lighthouse for the location of the marked creature, it will hover in that direction. You can only mark one thing at a time.

Lolth's Decree

Weapon (whip), rare

This whip is made out of tanned hide of horrible monsters and a adorned with black spiders, inspiring terror in any slave of the drow.

When you hit a creature with this whip, they must succeed on a DC 13 Constitution saving throw or be poisoned for a minute.

Additionally, once per day, you can cast the spell *Charm Monster* using this whip, with a save DC of 13.

Pain

Weapon (any Sword), very rare (requires attunement)

When you make a successful hit on an enemy, the target is left with a magical mark, which diffuses after 1 minute. You can create this mark up to 4 times a day. It can also be removed through any kind of magical healing. You may use a bonus action to make up to three creatures that have a mark take 3d10 necrotic damage. When a creature takes damage in this way the mark is removed.

Panic

Weapon (any Sword), very rare (requires attunement)

When you hit a creature you may force them to make a Wisdom saving throw (DC 17). You can use this ability up to 4 times a day. On a fail, they go into a state of panic for 30 seconds. During this panic they are prone and stunned. At the end of each of their turns, they may make the save again, ending the effect on a success.

Rapier of Defensive Dueling

Weapon (Rapier), rare

This +1 magic rapier is scalpel-sharp and pulls itself into position to expertly deflect blows, even from ranged attacks. Once per short rest, when a bearer wielding the rapier and no other weapons is hit by an attack from an attacker they can see, they can reduce the attack's damage by half.

Furthermore, if its bearer takes the Dodge action while wielding the rapier and no other weapons, they can use its ability regardless of whether they've already used it, and without triggering its cooldown, until the start of their next turn.

Ring of Exalted Fortune

Wondrous Item (Ring), uncommon (requires attunement)

While attuned to this ring, whenever you roll a 1 or a 20 on a d20, you must reroll the die and use the new roll.

This ring has 3 charges. As a reaction, when a creature makes an attack roll against you with advantage, you can cause the attack to not have advantage.

Royal Scythe

Weapon (Warscythe), legendary

This magnificent scythe, adorned on one side with the rune of the sun and on the other with that of the moon, grants you a +3 bonus to hAttack and damage rolls.

At dawn each day, you can choose to make this scythe's base damage be 1d10 radiant or necrotic, or revert it to slashing.

Once every 5 days, you can call upon the power of the lost kings. Make an attack roll with advantage; on a hit, you deal an additional 9d10 damage of the weapon's type.

Serpent Staff

Staff, rare (requires attunement by a green Nigfodsel or a Yuan-Ti

This mithral staff resembles a tree branch with a hooded cobra wrapped around one end. While attuned to this staff, you have advantage on saving throws related to poison and have resistance to poison damage.

Attacks made with this staff deal an additional 1d6 poison damage, and you can use an action to animate the snake on the end of the staff. While animated, the snake has the same stats as a poisonous snake with an hAC equal to your spellcasting ability. Once the snake drops to 0 HP, it stops animating, and can be summoned again after the next dawn. You can dismiss an active snake as a bonus action.

Shovel of Keeping Dead Dead

Weapon (Warhammer), uncommon (requires Special attunement

This battered shovel has seen many years serving great clerics in their holy mission of keeping the dead in the ground.

To attune to this weapon, you must bury a body. While attuned, you know the *Mold Earth* cantrip and can cast it at will. Additionally, whenever you bury a body using this shovel, it cannot be awakened into undeath as long as it remains in the grave.

Shield of Protection

Shield, rare (requires attunement)

This might white and gold tower shield offers a +3 bonus to hAC, instead of +2. It has 2 charges, and regains them daily at dawn. You can use a reaction when an attack targets a creature within 5 feet of you to cast *Shield* on them.

Shield of Regrowth

Shield, uncommon (requires attunement)

This thick natural shield is inset with a thick green gem. It has 2 charges, and regains a charge daily at dawn. You can use a bonus action to touch a willing creature and restore it 2d6 hit points.

Stormcaller

Weapon (any Sword), rare (requires attunement)

This finely crafted silvered blade has elven runes upon its hilt reading "stormcaller". You gain a +1 bonus to hAttack and damage rolls made with this weapon.

Additionally, this weapon has two charges. As an action, you can expend a charge to cast *Lightning Bolt* using this blade, with a save of 15. The blade regains all expended charges at dawn.

Curse

You cannot unattune from this object. Every time you witness a storm, you must make a DC 15 Heroism save or become inherently chaotic; if you are using alignment, your alignment becomes chaotic. If your attunement to this weapon ends, the curse on you ends.

Sword of Curing Wounds

Weapon (any Sword), uncommon (requires attunement)

You gain a +1 bonus to hAttack and damage rolls made with this weapon. Additionally, once per day, you can use this to cast *Cure Wounds* without using a spell slot. Your spell modifier is +2 for this spell.

Curse

This weapon is cursed. You cannot unattune from it, except through *Remove Curse* or similar magic. You keep this blade by your side at all times.

Whenever you cast a spell or make an attack, you must roll a DC 10 Wisdom saving throw or the target is affected by *Cure Wounds* cast by this weapon.

If this weapon leaves your possession while you are attuned to it, you gain a long-term madness effect.

Sword of Surprise

Weapon (Shortsword), uncommon

This looks like a normal blade, except its handle is slightly longer. As a bonus action, a creature may twist the sword's pommel, extending it into a spear. Any single creature in range must make a DC 12 Dexterity saving throw or take 1d6 piercing damage.

After 1 minute or when the pommel is twisted the other way, the spear retracts back into a sword. It cannot transform again until the next dawn.

The All-Seeing Eye

Wondrous Item (Amulet), uncommon (requires attunement)

This little clay amulet has 1 charge, and regains it daily at dawn. Whenever it regains a charge, roll a d20 and record the number.

At any time when you see a creature that makes a d20 roll, before they roll, you may define their result as that which you rolled earlier by expending a charge. Once you do this, you gain truesight to a range of 15 feet for 1 turn.

Trident of Niamor

Weapon (Trident), rare

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

You can use this weapon as a spellcasting focus.

Additionally, whenever you hit an attack with this weapon, you deal an additional 1d4 damage of an elemental type: fire, poison or cold. You can change the damage dealt at dawn.

Weapon of Choice

Wondrous Item, rare (requires attunement)

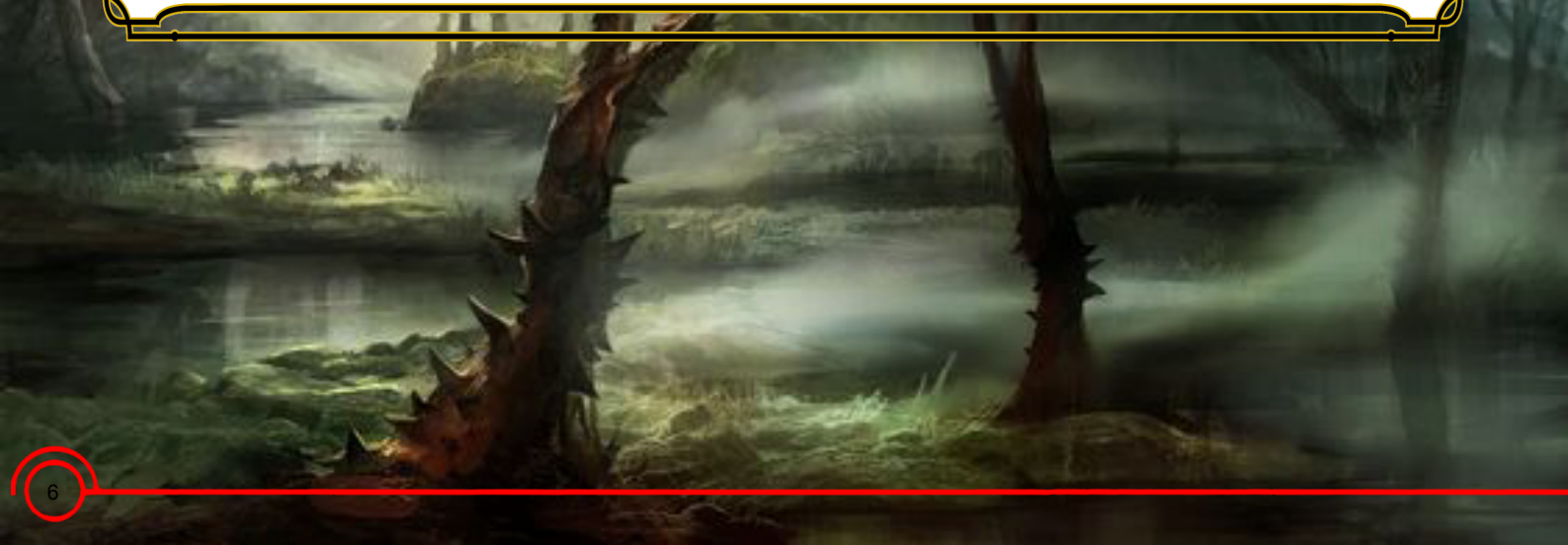
Every dawn, this flask fills with a silver liquid. It has four charges. Within a minute of drinking from the flask, expending a charge, a creature can make a DC 10 Deception check as part of their movement. On a success, it ignores difficult terrain, can walk on water, and gains a climbing speed equal to their walking speed.

Magical Spices

Standard +X weapons can be seen as boring, and are definitely in need of a little spices.

Do you have a magic item that requires some flavor to round off its mechanics? Roll a d20 and use this table of magical spices!

d20	Name	Enchantment
1	Dwarvenkind	Requires attunement. After finishing a long rest, anyone attuned to this weapon will wake up with a full beard.
2	Thirsting	This weapon drinks blood. It will absorb stains and slowly lap up puddles, gradually turning red as it does so. The redness fades after a short rest.
3	Remembering	This weapon has a mirror polish, but only reflects images of its previous owners, in their moment of death.
4	Dandy	Requires attunement. While attuned, you always smell pleasant, as if from perfumes and spices.
5	Elegy	When this weapon deals a killing blow, it sings a short phrase in Celestial or Infernal. This phrase describes the final resting place of the deceased creature's soul.
6	Critterkind	This weapon attracts a certain type of tiny animal. 1d4-1 of such animals are summoned as part of each long rest. (1 = rat, 2 = cat, 3 = frog, 4 = raven, 5 = scorpion, 6 = lizard)
7	Chromatic	Anything struck by this weapon is stained a random brilliant color for about an hour.
8	Vandalizing	This weapon wants to scratch symbols, messages, and images into walls and floors. When used in this way, it grants its wielder perfect artistic talent.
9	Leading	When placed on a flat surface, this weapon will spin to point in a particular direction, perhaps leading its owner to a place of interest.
10	Babbling	While holding this weapon, a creature gains the ability to speak and understand a certain language. (1 = Deep Speech, 2 = Undercommon, 3 = Primordial, 4 = Sylvan, 5 = Abyssal, 6 = Infernal)
11	Blazing	This weapon burns with heatless flames of a random color (1 = orange, 2 = green, 3 = blue, 4 = violet, 5 = silver, 6 = black). It emits bright light in a 5 foot radius, and dim light 5 feet beyond that.
12	Chameleon	While holding this weapon, the wielder can will it to shift its appearance to match any substance (wood, diamond, stone, etc). This change is purely illusory, and lasts until the wielder wills a new appearance.
13	Sparking	When this weapon strikes a surface, it emits a shower of sparks. It can be used as a flint and tinder.
14	Concealable	This weapon has a command word. When spoken with a bonus action, it transforms into a 2-inch long metal rod, or back into its normal form.
15	Smuggling	There is a small button near the handle of this weapon. Pressing it opens an extradimensional space large enough to hold a 6 inch cube.
16	Menacing	While holding this weapon you can cast the Thaumaturgy cantrip without verbal components.
17	Puppeted	Requires attunement. You may wield this weapon without hands, by instead holding the regular number of hands (one or two, depending on the weapon) empty, behind your back. While doing so, the weapon floats in midair in your space, moving as you desire.
18	Shockwave	(melee only) Once per turn, as an attack, this weapon can be swung with such force that it unleashes a blast of compressed air. Pick an enemy within 30 feet and line of sight, and make a melee weapon attack. On a hit, you deal your weapon's normal damage.
19	Assassin's	(ranged only) Ammunition loosed from this weapon has a 50% chance of instantly returning to its wielder's pack, and a 50% chance of disappearing completely, after striking or missing a target. Either way, it leaves no trace.
20	Boasting	Requires attunement. This weapon weighs 200 more lbs when anyone unattuned attempts to lift it.



Focus Arcana

An arcane focus is the concentration of all magic for a spellcaster. It is where you channel your powers, the thing that calls forth the strands of the Weave and arranges them to your bidding, so you can bring forth utter destruction or great health.

Your focus will be crafted of four materials of your choice, which will bind together to form a channel attuned to your soul.

Metal

The very base of an arcane focus is its shape mated of a rare metal seeped in magic. Selecting which metal to use might be the most important choice of all, as it will decide how your soul accesses your magical power.

Some of these metals grant special benefices to the user of the focus.

> You can find all these metals in the Handbook of Mystical Materials.

Adamantium

A dark and extremely heavy metal found only in the greatest depths of the world, wielding an adamantine focus is sometimes described as heavy or ponderous, yet its magic is extremely stable, and its power is nigh unstoppable. Adamantine foci draw power from their wielder's spiritual and emotional fortitude.

Mithral

Mithral is very similar to steel, but it is much lighter and is slightly shinier and of a lighter color. For that reason, it is often used for armor and weaponry to use instead of steel, if the metal is available. It is the most psychically sensitive, and using it to cast complex spells requires a most deft and subtle touch. Mithral foci draw power from their wielder's emotions, especially love and sorrow.

Orichalcum

A great golden metal tied inexorably to the Weave, this heavy metal is sometimes used to increase the damage output of heavy weapons. It breaks as soon as it is disconnected from the Weave, turning a coppery shade and becoming extremely heavy. Orichalcum aids a spellcaster to gain a connection with the Weave, increasing the power of their spells. It draws power from the wielder's aptitude of manipulating the Weave.

Your Spell Save DC and spell attack bonus both increase by 1.

Pearl

Found in the greatest depths of Waterlond, pearl is a whitish shimmering material that resonates with the power of great waves. Very easy to enchant thanks to its connection with the seas and their inherent magic, pearl foci draw might from their wielder's willpower and determination.

Gem

Every focus is inlaid with a gem in its center, that serves as the focus of magical energy through the whole item. Each gem, next to supporting the caster with its special vibrant energy, is also bound to a certain spell that the wielder can cast extremely easily, hardly depleting themselves at all.

You can cast the gem spell of your focus at base level without expending a spell slot, as long as you have a slot of the required level available.

Amber

A petrified piece of tree sap, this gem still vibrates with life energy. Its gem spell is that of *Animal Friendship*.

Amethyst

This light purple stone grants its power to those with analytical minds studying the advanced arcane, criticising and calmly observing all that they see. Its gem spell is that of *Analyze Magic*.

Aquamarine

Still thriving with the torrentious power of the seas, this light blue crystal is used by those that are adventurous and ever-changing. It contains within it the spell *Jump*.

Diamond

A proud stone, it stands for those that stand true to their beliefs and are pure of heart, ready to sacrifice themselves to help others. Its gem spell is that of *Heroism*.

Emerald

A well-structured and clear green stone, it grants its power to those that admire the underlying truth on their quest for greater knowledge. Its gem spell is *Comprehend Languages*.

Heliodor

The classic stone of wizardry, this golden gem stands for those whose character is larger than life, and those that practice magic for its own sake. It contains within it the spell *Magic Missile*.

Jade

An opaque green stone, jade yields power to those that stand strong in the face of opposition as well as those that are loyal, methodical and contemplative. Its gem spell is *Shield*.

Lapis Lazuli

A mystical stone long associated with royalty and divinity, it yields power to honorable spellcasters whose hearts are filled with wonder and who dream grand dreams. Its gem spell is *Bless*.

Onyx

This dark stone grants its powers to those of an independent mind. It contains within it the spell *Witch Bolt*.

Opal

A white stone that glitters with the lights of a thousand possible futures. It grants power to those whose eyes are ever fixed on distant realms, and grants the gem spell *Faerie Fire*.

Peridot
A stone that supposedly holds the power to escape fate itself. Used by cunning spellcasters who pursue their goals with skill and foresight, it grants the gem spell *Disguise Self*.

Ruby
This fiery stone stands for kingship and glory, and stands for those that strive to achieve greatness. It contains the spell *Unseen Servant*.

Sapphire
A dark blue stone that grants its powers to people with a human temperament, to those that prefer people over things. Its gem spell is *Stunner*.

Seal
An occult seal should be carved in an arcane focus's metal, binding to it a great spirit. That spirit is the soul of the focus, and grows in power as its wielder does, serving as a familiar, servant and friend.

Elemental – Air
It is a mercurial and flighty spirit - often affectionate, always hard to understand, and possessed of a sharp sense of humor. It encourages its wielder to hone their wits and keep their options open. It will also strengthen all spells tied to the element of air.

Elemental – Fire
A proud and willful beast, easily excited and easily angered, it will encourage its wielder to brook no insult, to conquer their enemies, and to never give up or back down. It will also strengthen all spells tied to the element of fire.

Elemental – Stone
Stolid and crafty, inclined towards a stubborn grumpiness, but tenacious and devoted, it will encourage its wielder to build up the strength needed to endure difficulties, and always to be true to themselves. It will strengthen all spells tied to the element of stone.

Elemental – Water
A merry and loving creature, a bit of a prankster, generally inclined to go with the flow. It will encourage its wielder to be in tune with their emotions, and to adapt flexibly to the challenges that face them. It will strengthen all spells tied to the element of water.

Celestial
A messenger of holy wisdom and profound goodness, devoted to furthering the perfection of all things. It will encourage its wielder to do justice, to love mercy, and to walk humbly before the majesty of a divinely ordered universe.

It will also gain traits depending on the wielder's chosen deity, reflecting its temperament and strengthening spells granted by this deity.

Fiend
It is filled with fury at the nature of the cosmos; it is sly, suspicious, and embittered. It will encourage its wielder to pursue their own vision, the stranger the better, and to impose their will upon a recalcitrant world. It will empower the wielder's dark spells.

Fey
Clever and capricious, fond of stories and games and amusements, it will encourage its wielder to pursue beauty in all things, and to live up to their oaths. It will strengthen the wielder's illusory spells.

Umbral
Dour and solemn, but comforting in its own way, it was never mortal, but at home in the realm of death. It will encourage its wielder to face down their mortality and to remember their past. It will strengthen the wielder's necromantic spells.

Shape
The form which a focus takes makes all the difference as in which special ways it can be used in the difficult ways of magic. This is an important choice to make, as it will be a signature of the focus.

Blade
Often a ritual dagger, but possibly a pocket knife or even a shortsword, such a focus will hold a very keen edge. In addition to its utility, a blade focus allows its wielder to draw small amounts of magical energy from the blood that it draws - the wielder's or someone else's.

Orb
Sized to fit perfectly in the wielder's cupped hand, it is able to store a single spell that they prepared in advance, unleashing its effect at their command.

Ring
Although without special powers wited to it, a ring is small and can always be carried along discreetly. It changes appearance to fit the occasion if its true form is out of place, and always remains on the wielder's fingers as long as some are present.

Rod
Anything from a classic wand to a staff, it serves as a powerful channel for magic. It improves the range of all spells cast by its wielder, and enhances the wielder's ability to conjure creatures and things from distant realm.

Talisman
Often engraved with runes or imagery venerating a chosen deity, talismans serve as great holy symbols, as they enance a creature's ability to call upon holy powers to strengthen their own spells.

The Many Isles thank you!

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