

LOOT!

ARMOUR OF THE ZEALOT

Armour (Breast Plate), uncommon

This armour is made from blue iron, and gives off a dazzling shine. Adorned with a sigil across the chest that resembles the wearers god. Wearing it bestows you with unwavering faith to your deity.

Proselytizing Voice You get +4 to all persuasion skill checks when talking about faith and religion.

Holy Power When you score a critical hit, roll quadruple the amount of radiant damage dice, rather than double.

HELMET OF BLIND FAITH

Wondrous item, legendary

This warriors helmet is a dulled gold colour and features etched inscriptions written in celestial on every free surface. Bestowed upon a powerful warrior that was blinded in battle, it has a masked visor that totally covers the wearers eyes and face.

Blindness You are physically blinded.

Faith combat You get advantage on all attack rolls made against targets that you can see, and they do not get advantage against you.

Critical Accuracy Your weapon attacks additionally score critical hits on a die value of 19.

RINGS OF THE LOVERS

Wondrous items, uncommon

These two silver rings have matching florally etched bands. The inside of both are inscribed with the words "Amor vincit omnia".

Protective impulse If the wearer of the other ring is rendered unconscious by an attack, you may use your reaction to end the current creatures turn. You immediately get an additional turn this round of combat. Upon its use, both rings are destroyed.

VELSHAROON'S MEDALLION

Wondrous item, legendary

This medallion is adorned with a thin gold chain, the medallion contains an embedded ruby, intricately carved into the shape of a bloodrose.

Veins of ice You gain resistance to poison, acid and necrotic damage.

Velsharoon's gift Your wisdom is increased by 2, this may increase your wisdom above 20.

Sense of unease Wearing this gives you an impending sense of doom, and the feeling that you're being watched..

SWORD OF THE MEEK

Weapon (Greatsword), rare

This sword is immensely large, with the blade having a burnt black complexion. Only the strongest of warriors have the capacity to hold it, let alone swing it.

Heavy blade You require a strength of 18 to equip this sword.

Powerful aura You get +2 to all intimidation checks.

Crushing strike Before you make a melee attack with this weapon you can choose to take a -5 penalty to the attack roll. If the attack hits, the target must make a DC (10 + your STR modifier) constitution saving throw. On a fail they are dazed for one turn.

BOOTS OF ELVENKIND

Wondrous item, uncommon

These dark green boots appear to be made of a silken leather sole and precisely stitched leaves.

Silence While you wear these boots, your steps make no sound regardless of the surface you are moving across. You also have advantage on Dexterity (stealth) checks that rely on moving silently.