



# SOBROS MASTERWORKING & ENCHANTING

## PRIMARY MASTERWORKING RULES

- Can only masterwork mundane weapons and armors
- Masterworked items **can** be infused
- Masterwork items permanently remain "mundane" items, unless a class feature determines it otherwise.
- You cannot masterwork more than one piece of armor (including shields), and only one two-handed or two one-handed weapons.
- Can only ever have one masterwork property per rarity on an item, and you must be of the appropriate level to apply those properties.
- Once you begin masterworking an item, it becomes "bonded" to you, you forge its weight, its grip, its measurements etc in perfect alignment with your own person. It cannot be exchanged, sold, or handed to anyone else, and its inherent value never exceeds the base item cost.
- You can opt to have a second masterwork property of a *lower tier* in place of a higher tier one. i.e if you can apply up to rare masterwork properties, instead of 1 common, 1 uncommon, and one 1 rare property, you can apply 1 common and 2 uncommons.
- You can not apply two of the same mastercraft features to a single item.

### MASTERWORK COST TABLE

Masterwork Quality	Cost	Downtime	Rarity
Masterwork	200gp	10DT	Common
Fine Masterwork	600gp	30DT	Uncommon
Superb Masterwork	1,000gp	50DT	Rare
Exceptional Masterwork	3,000gp	90DT	Very rare

All features within the masterworking document, as well as costs are subject to rebalancing at any time.

## WEAPONS [COMMON] (PAGE 1 OF 3)

Prefix	Suffix	Additional Requirement	Description
Acolyte's	of the Acolyte		The bearer gains a +1 bonus to Wisdom (Religion) checks.
Arctic	of Snow		Icy wind and snowflakes bluster around this weapon, even in warm environments. The bearer can walk on the surface of the lightest snow, leaving no footprints.
Artist's	of the Artist		The bearer may use this weapon to make colored marks on any surface. The marks will fade away in 24 hours.
Barbed	of Barbs		After an attack roll, the bearer may use their reaction to add 1d4 to the damage roll and take 1d4 damage.
Binding	of Binding		When you hit a creature with this weapon, the ground beneath binds to its feet, slowing its speed by 5 feet until the end of its next turn. This has no effect on creatures that are flying or swimming.
Blind	of Eyes		Garrish eyes are painted on this weapon. The bearer can use an action to see/unsee through the eyes, even if their own senses are compromised.
Blithe	of Mirth		The bearer is filled with inexplicable joy. All charisma skill and saving throw rolls gain a +1 bonus, but all wisdom skill and saving throw rolls gain a -1 penalty.
Caustic	of Corrosion		The bearer may choose to deal Acid damage with this weapon and gain a +1 bonus to damage.
Chained	of Chains		The bearer can spend an action to mystically bind or unbind themselves to this weapon. While bound, the bearer can no longer be disarmed but cannot switch out or throw this weapon.
Charged	of Lightning		The bearer may choose to deal Lightning damage with this weapon and gain a +1 bonus to damage.
Chill	of Chills		The air around the bearer of this weapon is always unnaturally cold. One's breath becomes visible, and frost continually forms on the surface of the bearer's hair, weapons, and armor. The bearer suffers no ill effect from being in extremely cold environments.
Civilized	of the Capital		The bearer gains +1 to intelligence saving throws.
Compassionate	of Compassion		Wounds inflicted with this weapon cause no pain.
Courser's	of the Hostler		The bearer can placate and calm any mount not under the influence of a spell or possession.
Crawling	of Vermin		The crawling things of the earth, such as insects, snakes, and vermin, are attracted to this item. When placed on the ground, such creatures will scurry toward the item like moths drawn to the flame.
Cruel	of Cruelty		The bearer may re-roll damage from critical hits scored with this weapon and take the second result.
Dark	of Darkness		The bearer may choose to deal Necrotic damage with this weapon and gain a +1 bonus to damage.
Defensive	of Defense		Whenever the bearer takes a dodge or disengage action, they may move an additional 5 feet that round.
Delver's	of the Delver		While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest path leading upward.
Double			This weapon gains the Double property. Double. This weapon has two damage-dealing ends. When you use the Attack action and make an attack with this weapon, you can use your bonus action to make an additional attack with it; you do not add your proficiency bonus to the damage.
Draconic	of Dragons		Treat as a +1 weapon when attacking Dragons.
Draining	of Draining		When the bearer makes a successful attack against a hostile creature with this weapon, they gain 10% of the damage as temporary hit points (round down, minimum of 1) for the following minute.
Drunkard's	of Taverns		The bearer always knows the direction to the nearest tavern in a 60-mile radius.

## WEAPONS [COMMON] (PAGE 2 OF 3)

Prefix	Suffix	Additional Requirement	Description
Dryad's	of the Dryad		When the bearer is outdoors, harmless creatures such as squirrels and birds flock to them when they sing songs for a minute or longer.
Earthen	of Rooting		The bearer of this weapon is firmly rooted to the ground. When standing on solid earth or stone, if an effect would move the bearer against his will the distance is reduced by 5 feet.
Enigmatic	of		The bearer gains +1 to charisma saving throws.
Etched	of Allegories		Ancient glyphs adorn the surface of this weapon, telling a story with a moral of the player's choosing (such as "One good turn deserves another" or "United we stand, divided we fall"). The glyphs spread across the entire skin of the bearer and the moral of the story becomes a bond trait for this character.
Feathered	of Feathers		The bearer may use their reaction to reduce fall damage by 1d6 until the end of turn.
First	of Speed		The bearer gains a +1 bonus to initiative rolls. As long as the bearer is first in the initiative order, their speed increases by 5 feet.
Force	of Force		The bearer may choose to deal Force damage with this weapon.
Friendly	of Friendship		Contains 1d4 unreplenishable charges of the Animal Friendship spell (1st level).
Frozen	of Ice		The bearer may choose to deal Cold damage with this weapon and gain a +1 bonus to damage.
Glorious	of Glory		The bearer may choose to change the damage type of weapon to Radiant.
Haunted	of Vengeful Spirits	Martial Melee Weapon	Smoke rises from this weapon revealing the apparitions that haunt it. They lash out at living targets every time the bearer scores a hit, doing an additional +1 necrotic damage.
Healing	of Healing		This weapon contains a healing gemstone. The bearer can use the gem as an action to heal 1d4 hit points at touch range a number of times equal to their proficiency bonus per long rest.
Honed Edge	-	Martial Melee Weapon	Crafted to hurt. They provide a bonus equal to half of the wielder's proficiency bonus (round down) to damage rolls with that weapon.
Malediction	of Malediction		Contains 1d4 unreplenishable charges of the Bane spell (1st level).
Maligning	of Maligning		This weapon does an additional 1d4 damage on attacks of opportunity.
Masked	of Still Winds		The bearer and all of their possessions are completely odorless.
Parrying	of Parrying		The bearer may use their reaction to gain a +1 AC bonus until the end of the turn.
Patient	of Patience		Whenever the bearer readies an action, they have advantage on constitution saving throws to maintain concentration.
Precision	-		This weapon gains the Precision property. Precision. Once per turn, you can deal an extra 1d4 damage to one creature you hit with this weapon if you have advantage on the attack roll.
Reliable	of Reliance		When attacking with this weapon, crit fails (rolling 1) on attack rolls do not automatically miss the target.
Resonant	of Resonance		The bearer can spend an action and 1 ki point to treat this as a +1 weapon for 1 minute.

## WEAPONS [COMMON] (PAGE 3 OF 3)

Prefix	Suffix	Additional Requirement	Description
Rosen	of Roses		A ruby worth 30gp is the center stone in a rose-shaped setting on the weapon. If the bearer removes the ruby, the weapon grows a new one at the end of the month. The weapon always smells of roses while the ruby is in its setting.
Runic	of Runes		Whenever bearer casts a levelled spell, treat this weapon as a +1 weapon until the beginning of their next turn.
Seige	of Sieges		This weapon does maximum damage against man-made, inanimate objects.
Shielding	of Shielding		This weapon contains a single charge of the Shield spell, which when consumed as a reaction, replenishes after a long rest.
Skyward	of Unusual Gravity		This weapon falls up instead of down. Its weight does not contribute towards encumbrance.
Smoldering	of Flame		The bearer may choose to deal Fire damage with this weapon and gain a +1 bonus to damage.
Striding	of Strides		This weapon contains 1 charge of the Longstrider spell (1st level), which when consumed, replenishes on a long rest.
Swift	of Reflexes		If the bearer is first in the initiative order, they may treat this as a +1 weapon for the duration of that combat.
Translucent	of Translucence	A 1st level spell slot	The bearer gains an extra level one spell slot, which recovers only after a full moon rises.
Unity	of Unity		Whenever the bearer of this weapon takes a help action in combat, the ally may treat their weapon as a +1 magic weapon until the end of their next turn.
War Leader's	of the War Leader		The bearer can use an action to amplify their voice three times louder than normal.
Western	of the West		The bearer gains +1 to charisma saving throws.
Weave Dipped	-		Imbued with magic of the weave. The weapon becomes magical for the purpose of overcoming resistance and immunity.
Wild	of the Wilds		The bearer gains +1 to strength saving throws.
Winged	of Wings		Once per long rest, the bearer may use an action to transform this weapon into a magical raven that can deliver a message to anyone in a 50 mile radius, provided the bearer knows their name and face. When the raven returns, it reverts into its weapon form. If the bird should die en route, it reverts into weapon form and unattunes from the bearer.
Woodsman's	of Felling		This weapon does maximum damage against plant creatures.

## WEAPONS [UNCOMMON] (PART 1 OF 3)

Prefix	Suffix	Additional Requirement	Description
Adamantine	of Adamantine		This item is indestructible.
Aerodynamic		Martial Weapon with Thrown property	The thrown range of this weapon doubles
Ancient	of Old		This worn weapon inscribed with ancient runes can be used as a Spellcasting Focus
Automatic		Martial ranged weapon with Ammunition	When you make an attack with this weapon on your turn, you can choose to make two attacks with disadvantage instead. These attacks always have disadvantage, regardless of circumstance. These attacks use double the normal amount of ammunition.
Autumn	of Falling Leaves		The weapon contains a reservoir of natural magic that can sustain a cascade of falling leaves for up to 30 seconds. The bearer may use an action to plant this weapon in the ground and release this magic. While planted and undepleted, creatures within 10 feet of this weapon have half cover. A long rest restores 1d6 seconds of energy to the weapon's reservoir.
Booming	of Thunder		The bearer may choose to deal Thunder damage with this weapon and gain a +1 bonus to damage.
Braided	of Knots		The bearer may use their action to cause the weapon to become a 50 ft length of hemp rope at will.
Captivating	of Saving Graces		While the bearer is at 0 hp, they begin to hear the most beautiful music they have ever heard. The bearer has advantage on death saving throws and cannot recall details about the music if they wake.
Civilized	of the Capital		The bearer gains +1 to intelligence saving throws.
Collapsible		Martial Weapon	This weapon gains the Collapsible property. Collapsible. This weapon has hollowed out portions, usually in the handle, allowing you to collapse it in on itself for ease of storage and concealment. While stowed, you have advantage on Dexterity (Stealth) checks made to conceal this weapon.
Corrosive	of Dissolving		When the bearer hits a creature with this weapon, they may deal their proficiency bonus in acid damage to a different creature within 5 feet of the target.
Dancing	of Strings		The bearer may spend an action to permanently animate this weapon. Use the Flying Sword stat block from the Monster Manual p. 20. Also, the weapon retains any other magical properties. Once the animated weapon is reduced to 0 hp or unattuned, the weapon shatters like glass.
Dead	of Rigor Mortis		If this weapon is entombed within a corpse for 8 hours, the bearer may treat it as a +1 magic weapon until the end of their next long rest.
Diplomatic	of Diplomacy		The bearer gains one language proficiency.
Dreamscribe's	of the Dreamscribe		The bearer can read books they are touching while sleeping.
Eager	of Yearning		The bearer does not require an interaction to draw or sheath this weapon
Eastern	of the East		The bearer gains +1 to wisdom saving throws.
Effulgent	of Light		The bearer can use this item to cast the Light cantrip on itself at will. While lit, it deals radiant damage instead of its usual damage type.
Enchanting	of the Enchantress		Treat this as a +1 weapon as long as the bearer is enchanted by a spell from the enchantment school of magic.

## WEAPONS [UNCOMMON] (PART 2 OF 3)

Prefix	Suffix	Additional Requirement	Description
Epistemological	of Truth		The bearer has advantage on investigation checks to see through illusions. In addition, the bearer can gain advantage on an Insight check to check if someone is lying and disadvantage on all Deception checks.
Fatespun	of Intertwined Fates		Once per short rest, when the bearer crits with this weapon they gain inspiration.
Favored	of the Favored		Once per long rest, the bearer may roll a saving throw with advantage.
Foregrip		Martial Weapon with Reload/Loading	This weapon gains the Foregrip property. Foregrip. This weapon can be used with one or two hands. If used in two hands, its normal and long ranges double.
Forgotten	of the Forgotten		The bearer may spend an action to attempt to ignite the old magic in this weapon with a DC 13 Charisma check. If successful, treat the weapon as a +1 weapon as long as the bearer maintains concentration on this effect, maximum 10 minutes.
Gripping	of powerful grip	Worn, unarmed, or integrated weapons, or whips	The bearer has advantage on athletics (grapple) checks while this weapon is equipped.
Indomitable	of Surging Strength		When the bearer is grappled by multiple targets, they may choose to break the strongest grapple. If they succeed, then all grapples are broken.
Jagged	of Teeth		Once hit by this weapon, the victim cannot regain hit points until the beginning of their next turn.
Large	of Large impact		Weapon damage die increases by 1 ( $Xd4 \rightarrow Xd6 \rightarrow Xd8 \rightarrow Xd10 \rightarrow Xd12$ , 1d12 becomes 2d8, 2d12 becomes 3d8 etc.) The weapon gains the " <u>oversized</u> " trait.
Leaping	of Leaping		Contains 1d4 unreplenishable charges of the Jump spell (1st level).
Liar's	of Lies		Contains 1d4 unreplenishable charges of the Silent Image spell (1st level).
Nonlethal		Martial ranged weapon	This weapon gains the Nonlethal property. Nonlethal. When you reduce a creature to 0 hit points using this weapon, you can choose to knock the creature out, rendering it unconscious, rather than deal a killing blow.
Northern	of the North		The bearer gains +1 to constitution saving throws
Nullifying	of Nullification		Any spell of 1st level or lower that includes the bearer as a target has a 10% chance to fail, cast by both friendly and enemy spellcasters.
Paired		Martial Weapon with Light property	This weapon gains the Paired property. Paired. This weapon comes with a twin weapon using the same statistics. Ideal for two-weapon fighting, you can draw or stow both weapons at the same time. If you lose one of the paired weapons, the remaining weapon loses this property. Removing this property breaks down the twin weapon.
Pernicious	of the Snake		The bearer may choose to deal Poison damage with this weapon and gain a +1 bonus to damage.
Perfectly Balanced	Martial Weapon		Meticulously balanced to produce a weapon that is nearly effortless to wield. They provide a +1 bonus equal to attack rolls with that weapon.
Phantom	of the Phantasm		Damage inflicted with this weapon leaves no physical sign of injury, such as cuts and bruises, and draws no blood.
Preacher's	of the Preacher		This weapon increases the bearer's Channel Divinity range by 5 feet.
Refined	of Quality		This weapon is so finely constructed it never needs maintenance, cannot rust or tarnish, and gains a +1 to damage rolls.

## WEAPONS [UNCOMMON] (PART 3 OF 3)

Prefix	Suffix	Additional Requirement	Description
Returning		Martial melee weapon with Light and Throw	This weapon gains the Returning property. Returning. After being thrown, this weapon returns to your hand at the end of your turn.
Shading	of Shade		The bearer suffers no harm or discomfort in temperatures as high as 120 degrees Fahrenheit.
Slayer's	of Slaying		Treat as a +1 weapon when attacking Demons and Devils.
Smuggler's	of Smuggling		This weapon contains a small, secret compartment. A character must succeed on a DC 20 Wisdom (Perception) check to reveal the compartment when searching the bearer.
Southern	of the South		The bearer gains +1 to dexterity saving throws.
Tithing	of Tithes		The bearer may lay 10 gold coins along the surface of the weapon and pray to a God of their choice for 10 minutes. At the end of this ritual, the weapon becomes a +1 weapon until the next long rest and the 10 gold coins are permanently gone. This boon will be lost if the bearer acts in a way that is contradictory to that deity's teachings.
Visionary	of the Visionary		The weapon does an additional 1 elemental damage based on the color of the bearer's eyes: (amber: lightning, black: necrotic, blue: cold, brown: acid, green: force, gray: thunder, hazel: poison, purple: psychic, red: fire, white: radiant)
Warded	of Warding		Once per long rest the bearer may draw a 20 foot line in the ground with this weapon that lasts for 1 minute. The Undead must succeed on a DC 12 wisdom saving throw to move across this line. If they fail, they cannot move again until their next turn.
Waterborne	of the Sea		The item floats on water or other liquids. Its bearer has advantage on Strength (Athletics) checks to swim.
Weave-touched	of the Weave		Whenever the bearer casts a spell, this weapon gains charges equal to the spell's level. The bearer can use a bonus action to remove 1d3 charges and make this a +1 weapon until the start of the next round. All charges are lost during a long rest.

## WEAPONS [RARE] (PART 1 OF 3)

Prefix	Suffix	Additional Requirement	Description
Antikytheran	of Mechanisms		An ancient mechanism is housed within this weapon that never configures the same way twice. Once per long rest the bearer can spend one minute to attempt a DC 20 investigation check to configure the device. If successful, the weapon becomes a +1 weapon until the end of the next long rest.
Arcane	of Arcana		This weapon can project a spectral tome suspended in mid-air that the bearer can interact with like a physical book. This tome can be used as a spellbook and may contain some spells from its previous bearer.
Assassin's	of the Assassin		The bearer may add 1d4 poison damage to all attacks made during surprise rounds.
Blessed	of Parables		Whenever the bearer of this item receives magical healing from a spell on the Cleric's spell list, they gain an additional amount of hit points equal to their Wisdom (Religion) skill.
Blessed	Martial Weapon		This weapon deals an additional 1d8 radiant damage on a hit. This additional damage increases to 1d8 radiant damage if the target is a fiend or undead.
Capricious	of Chance		If the weapon is attuned to a Chaotic aligned character, they may roll a die after completing a long rest. If the result was an even number, treat this as a +1 magic weapon until they finish a long rest.
Cursed	Martial Weapon		This weapon deals an additional 1d6 necrotic damage on a hit. This additional damage increases to 1d12 necrotic damage if the target is a celestial or fey.
Deep	of the Deep		The bearer can hold their breath for 5 minutes before the onset of asphyxiation.
Desperate	of Desperation		The bearer may use an action to release divine magic within, equivalent to the Heal spell being cast at 6th level on all creatures (friend or foe) within 15 feet of the bearer. The weapon is destroyed once this feature is used.
Earthshatter	Martial Weapon		On a hit with this weapon, the target must make a Strength saving throw or be knocked prone.
Effortless	of Ease		This weapon takes only one minute to attune.
Eidolic	of Apparitions		Dark apparitions bound to this weapon haunt the edges of the bearer's peripheral vision, becoming hideously visible to devour the bodies of beings slain by this weapon. Once 666 bodies have been devoured, the apparitions will be released to prey upon our world and the sword becomes a permanent +3 weapon. So far, the weapon has eaten 1d6 x 100 + 3d20 bodies.
Enervating	of Inner Strength		Once per long rest, the bearer may spend one minute contemplating the patterns etched on this weapon's surface and regain 1 expended ki point.
Equanimous	of Balance		When attuned to neutral aligned characters, this weapon has a +1 attack bonus during the day and a +1 damage bonus at night.
Gloating	of Duels		Once per short rest, when the bearer crits with this weapon it casts Compelled Duel on the creature it hit, DC 15.
Harkening	of Eavesdropping		As long as it is on the same plane of existence, the bearer can hear through this weapon as if they were present.
Impact	of Impact		Once per long rest, the bearer may spend an action to activate an ancient mechanism within the weapon. Gears turn and parts shift as the weapon reconfigures itself into a more menacing version of the original. For 1 minute, attacks made with this weapon ignore resistances (but not immunities).
Indifferent	of Indifference		The bearer no longer feels emotions. They have immunity to fear effects but disadvantage on Insight and Performance checks, and cannot Rage.

## WEAPONS [RARE] (PART 2 OF 3)

Prefix	Suffix	Additional Requirement	Description
<b>Inspired</b>	of Inspiration		The bearer gains their Constitution modifier in temporary hit points whenever they gain or use inspiration.
<b>Jester's</b>	of Madness		Once per short rest, when the bearer crits with this weapon it casts Crown of Madness on the creature it hit, DC 15.
<b>Keen</b>	Martial Melee Weapon		This weapon scores a critical hit on a roll of 19 or 20.
<b>Mage Killer's</b>	of the Mage Killer		Ignores the AC bonuses given by spells such as Mage Armor and Shield.
<b>Magnetic</b>		Martial Weapon	This weapon is highly magnetic and is attracted to metal. This weapon deals an additional 1d4 lightning damage on a hit. Additionally, you gain a 1d4 bonus on attack rolls with this weapon against any creature that is wearing metal armor or is primarily composed of metal, such as a construct.
<b>Master's</b>	of Servants		Contains 1d4 unreplenishable charges of the Unseen Servant spell (1st level).
<b>Memorial</b>	of Memories		When the bearer kills a creature with this weapon, treat the weapon as a +2 weapon whenever you fight another creature of this kind. Can only apply to one creature kind at a time, and resets when you complete a long rest.
<b>Mindscour</b>	of Countermeasures		This weapon disrupts all telepathic communication within 20 feet. Psychic attacks are not affected.
<b>Mithral</b>		Martial Melee Weapon	This weapon weighs half as much as it normally would. If a small creature wields a weapon made of Mithral they ignore disadvantage on heavy weapons.
<b>Mortuary</b>	of the Mortal Coil		The bearer's vital signs, such as a pulse and breathing, are masked by this weapon and are undetectable by non-magical inspection.
<b>Mourner's</b>	of Last Words		Contains one charge of the Speak With Dead spell. It regains the charge when the bearer dies.
<b>Murderous</b>	of Slaughter		When the bearer reduces a creature to zero hit points they may use a bonus action to move half their movement speed towards another hostile creature.
<b>Painstrike</b>	of Pain		Treat this as a +1 weapon for 1 minute if the bearer takes 13 or more damage in a single round of combat.
<b>Pious</b>	of the Pious		The bearer may spend ten minutes paying honor to the spirits that govern this weapon, shaving their head in tribute. Once the ceremony is finished, it becomes a +2 weapon until the end of the next long rest. They must wait 10 days until they have long enough hair to re-enact this ritual.
<b>Quicksilver</b>	of Quicksilver		The bearer may use a bonus action to change the form of the weapon to any other simple or martial melee weapon. It always counts as a silvered weapon no matter what form it takes.
<b>Rainbow</b>	of Rainbows		The bearer may change the elemental damage type of a spell they cast once per long rest to another kind.
<b>Renaissance</b>	of the Renaissance		Once per long rest, the bearer may gain +1 to any skill check.
<b>Resonant</b>	Monk	Martial Weapon	This weapon deals an additional 1d4 psychic damage on a hit. This additional damage increases to 1d10 psychic damage on a critical hit.
<b>Restrained</b>	of Subdual		This weapon only deals non-lethal damage to living targets.
<b>Righteous</b>	of Righteousness		This weapon is as a +1 weapon during the day, and +2 if used against undead, devils, or monstrosities.
<b>Scarlet</b>	of Bleeding		This weapon perpetually drips the blood of a monstrous race, chosen by the DM. The bearer can speak that race's language and has advantage on intimidation checks against monsters of that race when the weapon is revealed.

## WEAPONS [RARE] (PART 3 OF 3)

Prefix	Suffix	Additional Requirement	Description
Shadow	of Shadows		Treat as a +1 magic weapon when in dim light.
Shamanic	of Rituals		Whenever the bearer is casting a spell as a ritual, they have advantage to maintain concentration during the ritual.
Shaming	of Disgrace		Any humanoid creature hit with this weapon loses all of the hair on their head and face.
Solemn	of Solemnity		The bearer may spend an action to stabilize a dying creature within 5 feet. They cannot do so again until they have completed a long rest.
Spring	of Spring Rain		The weapon contains a pool of healing energy that can restore up to 30 hp. The bearer may use an action to plant this weapon in the ground and release this energy. While planted and undepleted, creatures that end their turn within 10 feet of the weapon are showered in warm rain that restores 1 hp per round. A long rest restores 1d6 hp of energy to the weapon's pool.
Staunch	of Security		Anyone except the bearer must attempt a DC 10+x Charisma check to pick up this weapon, where x is the bearer's level. Any attack made with this weapon against the bearer has disadvantage.
Strange	of the Far Realm		Treat this as a +1 weapon when attacking Aboleths and other creatures from the Far Realm.
Strapping	of the Undaunted		Whenever the bearer breaks a grapple, they may choose to push the grappler up to 10 feet away from them as a bonus action.
Summer	of the Scorching Sun		The weapon contains a reservoir of scorching light that can deal up to 30 hp of radiant damage. The bearer may use an action to plant this weapon in the ground and release this energy. While planted and undepleted, creatures that end their turn within 10 feet of the weapon are brightly illuminated and seared for 1 radiant damage per round. A long rest restores 1d6 hp of energy to the weapon's reservoir.
Surgeon's	of the Surgeon		The bearer may use a bonus action to gain advantage to Wisdom (Medicine) checks for the rest of the turn.
Tenacious	of the Tenacious		When the bearer takes a long rest, they gain back one additional hit die.
Transient	of the Breaking Seal		Over the course of a long rest, the bearer may transfer the other magic properties of this weapon to a melee weapon of their choosing. This weapon then loses those properties.
Trusty	of Resurgence		Treat this as a +2 weapon if the bearer has half their maximum hit points or less.
Twilight's	of the Setting Sun		Once per short rest, when you crit with this weapon it casts Hex on the target. Roll a d6 to determine which of the target's attributes is weakened. The bearer cannot transfer the curse to another creature.
Victorious	of Victory		Whenever the bearer kills a creature with this weapon, they gain temporary hit points equal to the creature's CR (minimum of 1).
Vigilant	of Vigilance		The bearer gains +1 to their Passive Perception.
Violent	of Violence		Every time you crit with this weapon, it gains 1 charge. As a bonus action, use a charge to apply your proficiency bonus to the weapon damage for a single hit. All charges are lost at the end of a long rest.
Vital	of Vitality		The bearer's maximum hit points increases by their Constitution modifier.

## WEAPONS [VERY RARE] (PART 1 OF 1)

Prefix	Suffix	Additional Requirement	Description
<b>Bloodthirsty</b>	of Bloodthirst		The bearer of this weapon spend a bonus action and a hit die to turn this weapon into a +3 magic weapon for 1d6 turns. When the bearer scores a critical hit while the effect is active, an additional die is added to the roll.
<b>Consecrated</b>	of Consecration		Treat as a +3 magic weapon when attacking Undead. Any creature slain with this weapon cannot be brought back to life or raised as undead.
<b>Crashing</b>	of the Crashing Waves		Whenever the bearer deals damage to a hostile creature, this weapon gains a charge. As a bonus action, the bearer can discharge stored charges to deal charge value d4 lightning damage on their next attack. It loses all stored charges after 1 minute.
<b>Fairweather</b>	of Fairweather		Treat this as a +3 weapon if the bearer has more than half of their maximum hit points.
<b>Final</b>	of Last Hope		The bearer may spend an action beseeching the spirits within this weapon. Roll a DC 20 Persuasion check or make a sufficiently impassioned plea. If successful, the spirits will sacrifice themselves so that for the next minute the next attack with this weapon will be a crit. New spirits return to the weapon the following Dusk.
<b>Ghost-Tipped</b>	of the Ranks		Whenever the bearer crits with this weapon, it gains the reach property (10 ft) for 1 minute. If it already had the reach property, increase its reach by 5 ft.
<b>Heroic</b>	of Heroes		Ancient heroes have wielded this weapon throughout the ages, and their courage still lingers. The bearer has advantage on saving throws vs. fear effects.
<b>Iconic</b>	of Symbols		The weapon is inscribed with holy symbols of the God of the player's choice. A cleric or paladin that serves that god may use this weapon as a divine focus, and it gains +2 to attack rolls.
<b>Marquis'</b>	of the Maquis		When you crit with this weapon it casts Command on its target with the word "grovel", DC 18.
<b>Mind's Eye</b>	of the Mind's Eye		The bearer may choose to deal Psychic damage with this weapon and gain a bonus to damage equal to their proficiency bonus.
<b>Nourishing</b>	of Comfort		Once per long rest, the bearer may lay this weapon beside a bowl of water. After a moment, the bowl of water will begin to boil and after 10 minutes it will transform into a hot meal of special significance. Eating this delicious meal is so satisfying that it counts as nourishment for an entire day and provides 4d6 temporary hit points. The meal produced serves up to 5 people before being depleted.
<b>Tsunami</b>	of Crashing Waves		When the bearer crits with this weapon, all creatures other than the bearer within 15 feet of their target (including the target) must roll a DC 18 constitution saving throw or be knocked prone by a wave of concussive force.
<b>Vile</b>	of Villains		Treat this as a +3 weapon at night, the bearer has advantage on stealth checks.
<b>Winter</b>	of Winter Ice		The weapon contains a reservoir of ice magic that can freeze the ground for up to 30 seconds. The bearer may use an action to plant this weapon in the ground and release the ice magic within. While planted and undepleted, the ground in a 20 foot radius of this weapon is treated as though under the effects of "Spike Growth", the damage type is cold. The reservoir of ice magic requires a short rest to regenerate.
<b>Zen</b>	of Zen		Treat this as a +3 weapon for after meditating with it for 10 minutes.

## ARMOR [COMMON] (1 OF 2)

Prefix	Suffix	Additional Requirement	Description
<b>Adamantine</b>	of Fortitude	Heavy Armor	Forged from adamantine, this armor provides resistance to critical hits.
<b>Adaptable</b>	of Versatility	Light Armor	The wearer can use their reaction to reduce falling damage by an amount equal to their Dexterity modifier (minimum of 1).
<b>Alert</b>	of Awareness	Light Armor	The wearer gains a +1 bonus to their Passive Perception while wearing this armor.
<b>Arcane</b>	of Spellcraft		The bearer can cast the "Mage Hand" cantrip at will, but it manifests as a spectral gauntlet emerging from the armor.
<b>Crusader</b>	of Crusades	Heavy Armor	Emblazoned with symbols of holy war, this armor grants advantage on attack rolls against undead creatures.
<b>Dreadnought</b>	of Fearlessness	Heavy Armor	Adorned with intimidating motifs, this armor grants advantage on Charisma (Intimidation) checks.
<b>Dreamer's</b>	of Reverie		Once per long rest, the bearer can enter a meditative state for 10 minutes, gaining the benefits of a short rest without actually resting.
<b>Ember</b>	of Flame	Medium Armor	Infused with ember-like enchantments, this armor provides resistance to fire damage.
<b>Featherweight</b>	of Lightness	Light Armor	The armor's weight is reduced by half, and the wearer has advantage on Strength (Athletics) checks made to jump or climb.
<b>Fleet</b>	of Maneuver	Light Armor	Once per short rest, the wearer can use a bonus action to disengage or dash.
<b>Fleetfooted</b>	of Evasion	Light Armor	Once per short rest, the wearer can use their reaction to impose disadvantage on one attack made against them.
<b>Frostforged</b>	of Frost	Medium Armor	Crafted in icy forges, this armor provides resistance to cold damage.
<b>Gleaming</b>	of Brilliance	Medium Armor	Polished to a mirror-like shine, this armor dazzles enemies, granting the wearer advantage on Charisma (Performance) checks.
<b>Guardian</b>	of the Shield	Medium Armor	Adorned with shield motifs, this armor instills a sense of protection, granting advantage on saving throws against being charmed.
<b>Ironclad</b>	of Resolve	Medium Armor	This armor exudes an aura of steadfastness, granting the wearer advantage on Wisdom saving throws against being frightened.
<b>Ironheart</b>	of Steadfastness	Heavy Armor	Infused with the essence of fortitude, this armor grants the wearer advantage on saving throws against being knocked prone.
<b>Meteoric</b>	of Impact	Heavy Armor	Fashioned from meteoric ore, this armor provides resistance to fire damage.
<b>Mirage</b>	of Illusion	Light Armor	This armor shimmers and flickers like a mirage, causing attackers to misjudge their strikes, granting disadvantage on the first attack made against the wearer.
<b>Moonlit</b>	of Moonshadow	Light Armor	When under the moon's light, this armor shimmers with an ethereal glow, granting advantage on Charisma (Persuasion) checks.
<b>Nimble</b>	of Agility	Light Armor	The wearer gains advantage on Dexterity (Acrobatics) checks made to avoid being grappled or restrained.
<b>Phalanx</b>	of Unity	Heavy Armor	Marked with symbols of solidarity, this armor grants advantage on Charisma (Persuasion) checks when rallying allies.
<b>Quick</b>	of Reflexes	Light Armor	The wearer has advantage on Dexterity saving throws against effects that they can see, such as traps or spells.
<b>Sentinel</b>	of Vigilance	Medium Armor	Imbued with a guardian spirit, this armor alerts the wearer to danger, granting advantage on initiative rolls.
<b>Shadow</b>	of Stealth	Light Armor	The wearer has advantage on Dexterity (Stealth) checks made to hide in dim light or darkness.
<b>Shadowforged</b>	of Shadows	Heavy Armor	Crafted from shadowy alloys, this armor grants advantage on Dexterity (Stealth) checks in dim light or darkness.

## ARMOR [COMMON] (2 OF 2)

Prefix	Suffix	Additional Requirement	Description
<b>Stoneforged</b>	of Resilience	Heavy Armor	Crafted from magically reinforced stone, this armor provides resistance to non-magical slashing, piercing, and bludgeoning damage.
<b>Stormwrought</b>	of Tempest	Medium Armor	Woven with storm essence, this armor provides resistance to lightning damage.
<b>Swift</b>	of Swiftness	Light Armor	The wearer gains +5 feet to their movement speed while wearing this armor.
<b>Swiftfoot</b>	of Fleetness	Light Armor	Infused with magic, this armor enhances the wearer's agility, granting advantage on Dexterity saving throws against traps and hazards.
<b>Swiftsteel</b>	of Swiftness	Medium Armor	Crafted with lightweight alloys, this armor doesn't hinder the wearer's mobility, granting +5 feet to their movement speed.
<b>Templar</b>	of Righteousness	Heavy Armor	Engraved with sacred symbols, this armor grants advantage on saving throws against being charmed.
<b>Thunderous</b>	of Thunder	Medium Armor	When struck, this armor emits a booming sound like distant thunder, granting the wearer advantage on Intimidation checks.
<b>Thunderous</b>	of Roaring	Heavy Armor	As the wearer moves, this armor emits a deep, thunderous sound, granting advantage on Charisma (Performance) checks.
<b>Trickster's</b>	of Illusions		The armor grants advantage on Dexterity (Sleight of Hand) checks made to perform tricks or create illusions with objects.
<b>Verdant</b>	of Nature	Light Armor	Covered in vines and leaves, this armor blends seamlessly with natural surroundings, granting advantage on Wisdom (Survival) checks.
<b>Wanderer's</b>	of Journeys		The bearer gains proficiency in one skill of their choice related to exploration or travel, such as Survival, Nature, or Navigation.
<b>Weaver's</b>	of Threads		Once per day, the bearer can cast the "Mending" cantrip without expending a spell slot, repairing minor damage to the armor or other items.
<b>Wildheart</b>	of the Beast	Medium Armor	Embossed with primal symbols, this armor connects the wearer to their animalistic side, allowing them to communicate with beasts.

## ARMOR [UNCOMMON] (1 OF 3)

Prefix	Suffix	Additional Requirement	Description
<b>Amethyst</b>	of Amethyst	Light Armor	Reduces psychic damage to the bearer by 1.
<b>Artisan's</b>	of the Artisan	Medium or Heavy Armor	This armor is a swiss army knife of enchanted appendages that can take the form of any artisan's tools with 1 minute of preparation.
<b>Astute</b>	of the Astute	Heavy Armor	It takes half the time to don or doff this armor than a normal armor of this type.
<b>Barbarian's</b>	of the Barbarian	Heavy Armor	The bearer gains a +1 bonus to Strength (Athletics) checks.
<b>Bard's</b>	of the Bard		The bearer gains +1 to Charisma (Performance) checks.
<b>Burglar's</b>	of the Burglar	Light Armor	The bearer gains +1 to Dexterity (Sleight of Hand) checks.
<b>Cardinal</b>	of the Lodestone		The wielder always knows which way is north when on the material plane. When the bearer is on a plane without cardinal directions, they are aware of that absence.
<b>Celestial</b>	of Radiance		Once per long rest, the bearer can use the Radiant Consumption feature but the damage is 1d4
<b>Cerulean</b>	of Storms		Reduces lightning damage to the bearer by 1.
<b>Channelling</b>	of Channelling		Once per day, the bearer may ignore the Verbal and/or Somatic components of a spell they are casting.
<b>Charitable</b>	of Charity		If the bearer donates 250gp or more to a temple of a goodly deity, this becomes a +1 armor for the next 24 hours. If they go longer than a month without making any such donations, they gain a -1 AC penalty until a suitable donation is made.
<b>Climber's</b>	of the Climber		This armor is suited with harnesses, rope, and other climbing tools readily in reach. The bearer may treat this armor as a climbing kit.
<b>Consecrated</b>	of Consecration		Treat this as a +1 armor when the bearer is being attacked by Undead.
<b>Dancer's</b>	of the Dancer	Light Armor	The bearer gains a +1 bonus to Dexterity (Acrobatics) checks.
<b>Defensive</b>	of Defence		Whenever the wearer takes a dodge action, they gain +1 AC until the end of the turn.
<b>Deflecting</b>	of Deflection		The bearer may spend their reaction to gain +1 AC vs. ranged weapon attacks until the beginning of their next turn.
<b>Druid's</b>	of the Druid		The bearer gains a +1 bonus to Intelligence (Nature) checks.
<b>Evasive</b>	of Evasion	Light or Medium Armor	Whenever the bearer takes a dodge action, they may move an additional 10 feet.
<b>Favored</b>	of the Favored		Once per day, the bearer may roll a saving throw with advantage.
<b>Feinting</b>	of Feinting		Whenever the bearer uses the help action in combat, they may treat this as a +1 armor until the beginning of their next turn.
<b>First</b>	of Reflexes		The bearer gain a +1 bonus to initiative rolls
<b>Forgotten</b>	of the Forgotten		The bearer may spend an action to attempt to ignite the old magic in this armor with a DC 13 Charisma check. If successful, treat this as a +1 armor as long as the bearer maintains concentration on this effect, maximum 10 minutes.
<b>Fresh</b>	of Cleansing		This armor never gets dirty and remains odorless, even in the most filthy dungeon.
<b>Furious</b>	of Fury		This plain suit of armor takes on a formidable appearance when the bearer goes into a rage. The bearer receives +1 AC when they are raging but -1 AC when they are not.
<b>Garnet</b>	of Garnet		Reduces fire damage to the bearer by 1.

## ARMOR [UNCOMMON] (3 OF 3)

Prefix	Suffix	Additional Requirement	Description
<b>Silent</b>	of the Night		If this armor imposed disadvantage to stealth, it no longer does. Otherwise, the bearer gains a +1 bonus to Dexterity (Stealth) checks.
<b>Slippery</b>	of Sliding		The bearer can dodge as a bonus action.
<b>Solar</b>	of the Sun		The bearer may treat this as +1 armor when in direct sunlight.
<b>Spiked</b>	of Teeth		Whenever a creature begins their turn grappling or being grappled by the bearer, they take piercing damage equal to the bearer's proficiency bonus.
<b>Subtle</b>	of Subtleties		The bearer gains proficiency in Thieves' Cant.
<b>Sun-kissed</b>	of Radiance	Light Armor	Bathed in sunlight, this armor gleams with a warm radiance, providing resistance.
<b>Surgeon's</b>	of the Surgeon		The bearer gains a +1 bonus to Wisdom (Medicine) checks.
<b>Tenacious</b>	of the Tenacious		When the bearer takes a long rest, they gain back one additional hit die.
<b>Tracker's</b>	of the Tracker		The bearer gains a +1 to Wisdom (Survival) checks.
<b>Trusty</b>	of Resurgence		Treat this as +1 armor if the bearer has half their maximum hit points or less.
<b>Twilight</b>	of Twilight		Within 1 hour before or after the rising and setting of the sun, or during a solar eclipse, the armor comes alive with magic and the bearer may treat this as +1 armor.
<b>Vanguard</b>	of the Vanguard		The bearer may spend their reaction to gain a +1 AC bonus vs. melee weapon attacks until the beginning of their next turn.
<b>Veiled</b>	of the Veil	Light Armor	The wearer gains a +1 bonus to Dexterity (Stealth) checks when taking a hide action.
<b>Victorious</b>	of Victory		Whenever the bearer kills a creature while wearing this armor, they gain temporary hit points equal to the creature's CR.
<b>Vile</b>	of Villains		Treat this as +1 armor at night when attuned to an evil aligned character.
<b>Violent</b>	of Violence	Heavy Armor	The bearer may choose to treat the heavy metal gauntlets of this armor as a Mace.
<b>War Leader's</b>	of the War Leader		The bearer can use an action to amplify their voice so that it clearly carries for up to 300 feet.
<b>Watcher's</b>	of the Watcher		Treat as +1 armor when the bearer is surprised.
<b>Waterborne</b>	of the Sea	Light Armor	This armor floats. Its bearer has advantage on Strength (Athletics) checks to swim.
<b>Wild</b>	of the Beast		Once per long rest, the bearer can cast the "Animal Friendship" spell, but it only affects creatures of the same type as the armor's material (e.g., wolves for wolfhide).
<b>Winged</b>	of Wings	Light or Medium Armor	The bearer gains +5 speed.
<b>Wizard's</b>	of the Wizard		The bearer gains a +1 to Intelligence (Arcana) checks.
<b>Zen</b>	of Zen		Treat this as +1 armor for one minute after meditating with it for one minute.
<b>Zircon</b>	of Zircon		Reduces force damage to the bearer by 1.
<b>False</b>	of Falsehoods		The bearer gains a +1 bonus to Charisma (Deception) checks.

## ARMOR [UNCOMMON] (3 OF 3)

Prefix	Suffix	Additional Requirement	Description
Shifting	of Shifting		The bearer may spend an action to change minor aspects of the physical appearance of this item.
Silent	of the Night		If this armor imposed disadvantage to stealth, it no longer does. Otherwise, the bearer gains a +1 bonus to Dexterity (Stealth) checks.
Solar	of the Sun		The bearer may treat this as +1 armor when in direct sunlight.
Spiked	of Teeth		Whenever a creature begins their turn grappling or being grappled by the bearer, they take piercing damage equal to the bearer's proficiency bonus.
Subtle	of Subtleties		The bearer gains proficiency in Thieves' Cant.
Sun-kissed	of Radiance	Light Armor	Bathed in sunlight, this armor gleams with a warm radiance, providing resistance.
Surgeon's	of the Surgeon		The bearer gains a +1 bonus to Wisdom (Medicine) checks.
Tenacious	of the Tenacious		When the bearer takes a long rest, they gain back one additional hit die.
Tracker's	of the Tracker		The bearer gains a +1 to Wisdom (Survival) checks.
Trusty	of Resurgence		Treat this as +1 armor if the bearer has half their maximum hit points or less.
Twilight	of Twilight		Within 1 hour before or after the rising and setting of the sun, or during a solar eclipse, the armor comes alive with magic and the bearer may treat this as +1 armor.
Vanguard	of the Vanguard		The bearer may spend their reaction to gain a +1 AC bonus vs. melee weapon attacks until the beginning of their next turn.
Veiled	of the Veil	Light Armor	The wearer gains a +1 bonus to Dexterity (Stealth) checks when taking a hide action.
Victorious	of Victory		Whenever the bearer kills a creature while wearing this armor, they gain temporary hit points equal to the creature's CR.
Vile	of Villains		Treat this as +1 armor at night when attuned to an evil aligned character.
Violent	of Violence	Heavy Armor	The bearer may choose to treat the heavy metal gauntlets of this armor as a Mace.
War Leader's	of the War Leader		The bearer can use an action to amplify their voice so that it clearly carries for up to 300 feet.
Watcher's	of the Watcher		Treat as +1 armor when the bearer is surprised.
Waterborne	of the Sea	Light Armor	This armor floats. Its bearer has advantage on Strength (Athletics) checks to swim.
Wild	of the Beast		Once per long rest, the bearer can cast the "Animal Friendship" spell, but it only affects creatures of the same type as the armor's material (e.g., wolves for wolfhide).
Winged	of Wings	Light or Medium Armor	The bearer gains +5 speed.
Wizard's	of the Wizard		The bearer gains a +1 to Intelligence (Arcana) checks.
Zen	of Zen		Treat this as +1 armor for one minute after meditating with it for one minute.
Zircon	of Zircon		Reduces force damage to the bearer by 1.
False	of Falsehoods		The bearer gains a +1 bonus to Charisma (Deception) checks.