



# SOBROS MASTERWORKING & ENCHANTING

## PRIMARY MASTERWORKING RULES

- Can only masterwork mundane weapons and armors
- Masterwork items become magical items, but do not count towards a character's limit of magical items. (Cannot be used as Hex Weapons, or have infusions applied to them, etc)
- 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.
- If a masterwork property "becomes a +2 weapon", it overrules a lesser property of the same effect. This does not apply to properties that only affect to-hit modifiers, or damage modifiers.
- 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

## WEAPONS [COMMON] (PAGE 1 OF 2)

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		The bearer can use an action to see through their weapon, rather than their own eyes. All of the bearer's usual senses apply (darkvision, blindsight, etc.), however any conditions affecting the bearer do not (such as being blinded). The exchange requires concentration (as though concentrating on a spell) and lasts for 1 minute or until dismissed. The weapon cannot be further than 60 feet from the bearer, otherwise the effect ends. Once used, this effect cannot be used again until the end of a long rest.
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. <b>Double.</b> 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 ability modifier to the damage.

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

Prefix	Suffix	Additional Requirement	Description
Dragonbane	of Dragon Slaying		The bearer has +1 and advantage on attacks against dragons and kobolds.
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.
Enigmatic	of Mysteries		The bearer gains a +1 bonus to Intelligence checks. Additionally, you can cast the Detect Magic spell once per day without expending a spell slot.
Friendly	of Friendship		You gain a +1 bonus to persuasion checks. Additionally, you can cast the Friends cantrip without verbal or somatic components.
Glorious	of Glory	Character of Good alignment	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.
Malediction	of Misfortune		This item allows the bearer to cast the Bane spell once per day at 1st level without expending a spell slot and without concentration. Additionally, whenever the bearer casts Bane this way, the range is doubled.
Parrying	of Defense		As a reaction, this item grants a bonus to AC equal to half your proficiency bonus rounded down when you are hit by a melee attack and can see the attacker. You can use this feature a number of times equal to your proficiency bonus per long rest.
Pernicious	of the Snake		The bearer may choose to deal Poison damage with this weapon and gain a +1 bonus to damage.
Resonant	of Resonance	Monk	As a bonus action, a monk can regain 1 ki point. This can be done a number of times equal to half your proficiency bonus (rounded down) per long rest.
Rosen	of Roses		Each month the rose-shaped setting at the centre of this weapon produces a ruby worth 30gp which can be removed and sold. The weapon grows a new ruby at the end of the month. Additionally, the weapon always smells of roses while the ruby is in its setting.
Runic	of Runes		Whenever bearer casts a levelled spell, this weapon deals additional damage equal to the bearer's proficiency bonus until the beginning of their next turn.
Shielding	of Shielding		This weapon contains a single charge of the Shield spell, which when consumed as a reaction, replenishes after a long rest. The bearer can cast the spell additional times by consuming their own spell slots.
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.
Transcendant	of Transcendance	A 1st level spell slot	The bearer gains an additional 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 aided 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	of the Weave		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.

## 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 normal 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 has 5 charges. While holding it, the bearer may use an action to expend a charge and plant this weapon in the ground in their space, releasing the magic of Autumn. While planted in the ground the weapon conjures a cascade of falling leaves causing creatures within 10 feet to have half cover. At the end of your next turns if the weapon is still planted it expends another charge. The effect lasts until you remove the weapon from the ground as a bonus action, or the weapon runs out of charges. The weapon regains 1d6-1 (minimum of 1) charges when you finish a Long Rest.
Booming	of Thunder		The bearer may choose to deal Thunder damage with this weapon and gain a +1 bonus to damage.
Braided	of Knots	Whips & Martial weapons with the reach property	The bearer may use their action to cause the weapon to become a 50 ft length of silk rope. They can similarly use an action to cause the weapon to revert to its original form.
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	of Contortion	Martial Weapon that lacks the heavy or special properties	This weapon gains the Collapsible property. <b>Collapsible</b> . 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 use an action to permanently animate this weapon. Use the Flying Sword stat block from the Monster Manual p. 20, changing the damage type of its attack to Slashing or Bludgeoning depending on the weapon. The weapon can be commanded telepathically (no action required) while within 60 ft of the bearer, otherwise only defending itself. It can't otherwise communicate with the bearer. Once the animated weapon is reduced to 0 hp it becomes an inanimate object that can not be animated until the bearer finishes a Long Rest.
Dead	of Rigor Mortis		If this weapon is entombed within a corpse for 8 hours, the corpse is consumed and the bearer may treat it as a +1 magic weapon that deals necrotic damage until the end of their next long rest.
Diplomatic	of Diplomacy		As part of a long rest the bearer can choose one additional langage they can speak (but not read or write). Each long rest the bearer can choose a different langage.
Dreamscribe's	of the Dreamscribe		The bearer can read books they are touching while sleeping.
Eager	of Yearning		The bearer does not need to use an item interaction to draw or sheath this weapon

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

Prefix	Suffix	Additional Requirement	Description
Eastern	of the East		The bearer gains +1 to wisdom saving throws.
Enchanting	of the Enchantress		Treat this as a +1 weapon as long as the bearer is under the effects of a spell from the enchantment school of magic.
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 use their reaction to gain advantage on saves that would alter their memories.
Gripping	of powerful grip	Worn, unarmed, or integrated weapons, or whips	The bearer has advantage on athletics (grapple) checks while this weapon is equipped.
Haunted	of Haunting		The bearer gains ethereal sight out to 20 feet.
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 start of your 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 $1d4$ charges of the Jump spell which can be cast at 1st level which replenish after a long rest.
Liar's	of Lies		The bearer has advantage on deception checks when lying.
Northern	of the North		The bearer gains +1 to constitution saving throws
Nullifying	of Nullification		When the bearer makes a saving throw forced by a spell of 1st level or lower there is a 10% chance the spell is nullified. Applies
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.
Perfectly Balanced	of Balance	Martial Weapon	Meticulously balanced to produce a weapon that is nearly effortless to wield. They provide a +1d4 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
<b>Returning</b>	of Loyalty	Martial melee weapon with Light and Throw	After being thrown, this weapon magically returns to your hand after it hits or misses.
<b>Shading</b>	of Shade		The bearer suffers no harm or discomfort in temperatures as high as 120 degrees Fahrenheit.
<b>Shame</b>	of Disgrace		Any creature hit with this weapon must succeed on a DC 15 constitution saving throw or lose all of the hair on their head and face.
<b>Slayer's</b>	of Slaying		Treat as a +1 weapon when attacking Demons and Devils.
<b>Smuggler's</b>	of Smuggling		This weapon contains a small, secret compartment. Any creature actively searching the bearer must succeed on a DC 20 Wisdom (Perception) check to reveal the compartment.
<b>Southern</b>	of the South		The bearer gains +1 to dexterity saving throws.
<b>Tithing</b>	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.
<b>Visionary</b>	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)
<b>Warded</b>	of Warding	Melee Weapon	As an action the bearer may draw a line or shape no longer than 30 foot that lasts for 1 minute. They must use their movement to complete the line, and once established, any Undead must succeed on a DC 15 wisdom saving throw to cross over it. A creature may try to cross over again on its next turn, repeating the save.

## 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 +2 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.
Anointed	of the Righteous		This weapon deals an additional 1d8 radiant damage on a hit. This additional damage increases to 2d8 radiant damage if the target is a fiend or undead.
Assassin's	of the Assassin		The bearer may add 1d4 poison damage to attacks against creatures who have not taken a turn.
Blessed	of Parables		Whenever the bearer of this item receives magical healing from a spell they gain an additional amount of hit points equal to their Wisdom (Religion) skill.
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			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 longer than they normally could before the onset of suffocation.
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 with the heavy or large property	On a hit with this weapon, the target must make a DC 15 Strength saving throw or be knocked prone.
Effortless	of Ease		This weapon takes only one minute to attune.
Eidolic	of Apparitions		The bearer of this weapon makes a dark pact during its creation. This weapon deals an additional 1d4 necrotic damage. When the bearer reduces a humanoid to 0 hit points with this weapon the body is consumed and vanishes. Once 666 bodies have been consumed, the weapon becomes a permanent +3 weapon.
Invigorating	of Invigoration	Monk	Once per long rest, the bearer may spend one minute contemplating the patterns etched on this weapon's surface and regain a number of expended ki point equal to half their proficiency bonus.
Equanimous	of Balance	Neutral aligned characters	This weapon has a +2 attack bonus during the day, and a +2 damage bonus at night.
Goading	of Duels		When the bearer lands a critical hit with this weapon they can use their reaction to cast Compelled Duel on the target. The spell has a DC of 15 and does not require concentration. This effect can be used a number of times equal to half the bearer's proficiency bonus, rounded down per long rest.
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 hour, all 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		When the bearer lands a critical hit with this weapon they can use their reaction to cast Crown of Madness on the target. The spell has a DC of 15 and does not require concentration. This effect can be used a number of times equal to half the bearer's proficiency bonus, rounded down per long rest.
<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. When the bearer lands a critical hit with this weapon the target must succeed a DC 15 Constitution saving throw or loose the ability to use verbal spell components for 1d4 rounds.
<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>Memorial</b>	of Memories		When the bearer reduces a creature to 0 hit points with this weapon, they can use their reaction to absorb the essence of the target. It is then treated as a +2 weapon against the same creature type until the bearer finishes a long rest. Absorbing the essence of one creature replaces any previously stored essence.
<b>Mindscour</b>	of Countermeasures		This weapon disrupts all telepathic communication within 60 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		When the bearer reduces a creature to 0 hit points this weapon, they can use their reaction to cast Speak with Dead on the target. Additionally, the bearer has advantage on any checks they may have to make during the subsequent interrogation. Once used, this effect cannot be applied again until the bearer finishes a long rest.
<b>Murderous</b>	of Slaughter		When the bearer reduces a creature to zero hit points they may a bonus action to move their movement speed towards another hostile creature.
<b>Painstrike</b>	of Pain		When below 50% of their hitpoints, the bearer has advantage on the first attack they make each turn.
<b>Pious</b>	of Piety		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 use their reaction to change the elemental damage type of a spell they cast (acid, cold, lightning, fire, or thunder) to another kind. This can be done a number of times equal to half the bearer's proficiency bonus rounded down per long rest.
<b>Renaissance</b>	of the Renaissance		Once per long rest, the bearer may use their reaction to gain a bonus to any skill check equal to their proficiency bonus.
<b>Psychotic</b>	of Psychosis	Martial Weapon	This weapon deals an additional 1d6 psychic damage on a hit. This additional damage increases to 1d12 psychic damage on a critical hit.

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

Prefix	Suffix	Additional Requirement	Description
Scarlet	of Bleeding		This weapon perpetually drips the blood of a monstrous race, chosen by the player at creation. When attacking creatures of that race the weapon deals additional damage equal to their proficiency bonus. Additionally, the bearer can speak that race's language and has advantage on intimidation checks against monsters of that race when the weapon is visible.
Shadow	of Shadows		The bearer has advantage on stealth checks. Additionally, the weapon is treated as a +2 magic weapon when in magical darkness.
Shamanic	of Rituals	Can cast ritual spells	The bearer gains one additional ritual spell from their spell list, which they can swap for a different spell during a long rest. Additionally, whenever the bearer is casting a spell as a ritual, they have advantage to maintain concentration during the ritual.
Solemn	of Solemnity		The bearer may use a bonus action to stabilize a dying creature within 30 feet. This feature can be used a number of times equal to half the bearer's proficiency bonus rounded down.
Spring	of Spring Rain	Martial melee weapon	The weapon contains a pool of healing energy that can restore a number of hit points up to 5x the bearer's proficiency bonus. 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 5hp. Once the weapon is used this way, it cannot do so again until after finishing a long rest.
Strapping	of the Undaunted		Whenever the bearer breaks a grapple, they may choose to push the grappler up to 15 feet away from them as a bonus action.
Summer	of the Scorching Sun	Martial melee weapon	The weapon contains a reservoir of searing light that can deal up to 5x the bearer's proficiency bonus points 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 start their turn within 10 feet of the weapon are brightly illuminated and seared for 5 radiant damage per round. Once the weapon is used this way, it cannot do so again until after finishing a long rest.
Hexed	of Curses		When the bearer lands a critical hit with this weapon they can use their reaction to cast Hex on the target without requiring concentration. Once used the Hex cannot be transferred to another creature. This effect can be used a number of times equal to half the bearer's proficiency bonus, rounded down per long rest.
Victorious	of Victory		Whenever the bearer reduces a creature to 0 hit points 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 Perception checks.
Violent	of Violence		Every time the bearer lands a critical hit with this weapon, it gains 1 charge. When the bearer hits a creature with this weapon, as a reaction they can spend charges up to the number of current amount stored, dealing extra damage with the attack equal to their proficiency bonus for each charge spent. All charges are lost at the end of a long rest.
Vital	of Vitality		The bearer's maximum hit points increases by their level.

## 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>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>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>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
Swift	of Swiftness	Light Armor	The wearer gains +5 feet to their movement speed while wearing this armor.
Swiftfoot	of Fleetness	Light Armor	Infused with magic, this armor enhances the wearer's agility, granting advantage on Dexterity saving throws against traps and hazards.
Swiftsteel	of Swiftness	Medium Armor	Crafted with lightweight alloys, this armor doesn't hinder the wearer's mobility, granting +5 feet to their movement speed.
Templar	of Righteousness	Heavy Armor	Engraved with sacred symbols, this armor grants advantage on saving throws against being charmed.
Thunderous	of Thunder	Medium Armor	When struck, this armor emits a booming sound like distant thunder, granting the wearer advantage on Intimidation checks.
Thunderous	of Roaring	Heavy Armor	As the wearer moves, this armor emits a deep, thunderous sound, granting advantage on Charisma (Performance) checks.
Trickster's	of Illusions		The armor grants advantage on Dexterity (Sleight of Hand) checks made to perform tricks or create illusions with objects.
Verdant	of Nature	Light Armor	Covered in vines and leaves, this armor blends seamlessly with natural surroundings, granting advantage on Wisdom (Survival) checks.
Wanderer's	of Journeys		The bearer gains proficiency in one skill of their choice related to exploration or travel, such as Survival, Nature, or Navigation.
Weaver's	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.
Wildheart	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>Ember</b>	of Flame	Medium Armor	Infused with ember-like enchantments, this armor provides resistance to fire damage.
<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>Frostforged</b>	of Frost	Medium Armor	Crafted in icy forges, this armor provides resistance to cold damage.
<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.
<b>Meteoric</b>	of Impact	Heavy Armor	Fashioned from meteoric ore, this armor provides resistance to fire damage.

## 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>Stormwrought</b>	of Tempest	Medium Armor	Woven with storm essence, this armor provides resistance to lightning damage.
<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 to radiant damage.
<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.
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.

## ARMOR [UNCOMMON] (3 OF 3)

Prefix	Suffix	Additional Requirement	Description
Stoneforged	of Resilience	Heavy Armor	Crafted from magically reinforced stone, this armor provides resistance to non-magical slashing, piercing, and bludgeoning damage.