

ARTIFACTS OF THE LOCKED COURT

THIRD EYE EDGE (SHADED)

Greatsword, legendary (requires attunement)

An ornately-detailed golden greatsword, recovered from the ruins of Edrahil, with three diamonds embedded in the guard, detailed as eyes. The pommel contains a design of an octagon, with the top-most section embossed.

The damage of this greatsword is 1d12 slashing. You have a +1 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you gain the following benefits:

- You have a +1 bonus to initiative.
- You can't be surprised, except when incapacitated by something other than nonmagical sleep.

The greatsword has 1 charge. It regains 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Locate Object (1 charge).

THIRD EYE EDGE (DAWNING)

Greatsword, legendary (requires attunement)

An ornately-detailed golden greatsword, recovered from the ruins of Edrahil, with three diamonds embedded in the guard, detailed as eyes. The pommel contains a design of an octagon, with the top-most section embossed.

The damage of this greatsword is 1d12 slashing. You have a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you gain the following benefits:

- You have a +2 bonus to initiative.
- You can't be surprised, except when incapacitated by something other than nonmagical sleep.
- When you roll a 1 for an Attack you make with this weapon, you can reroll the die and must use the new roll, even if the new roll is a 1.

The greatsword has 3 charges. It regains 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Locate Object (1 charge), or Divination (2 charges).

THIRD EYE EDGE (LUMINARY)

Greatsword, legendary (requires attunement)

An ornately-detailed golden greatsword, recovered from the ruins of Edrahil, with three diamonds embedded in the guard, detailed as eyes. The pommel contains a design of an octagon, with the top-most section embossed.

The damage of this greatsword is 1d12 slashing. You have a +3 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you gain the following benefits:

- You have a +3 bonus to initiative.
- You can't be surprised, except when incapacitated by something other than nonmagical sleep.
- When you roll a 1 for an Attack you make with this weapon, you can reroll the die and must use the new roll, even if the new roll is a 1.

Once per dawn, you can activate the clairvoyant magic of this greatsword. Until the start of your next turn, all attacks made with this greatsword that hit are critical hits. You can also take an additional Attack action, so long as you have not or do not use another feature that provides an additional action since the start of your turn, and before the start of your next turn.

The greatsword has 5 charges. It regains 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Locate Object (1 charge), Divination (2 charges), or True Seeing (3 charges).

MIRAGE (SHADED)

Shortbow, legendary (requires attunement)

A smoke-coloured shortbow with an ethereal bowstring, rescued from the shipwreck of the "First of Infinite". The upper limb contains a design of an octagon, with the top-right section embossed.

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

While attuned to this weapon, you gain the following benefits:

- You have a +1 bonus to Dexterity (Stealth) checks.
- You can attempt to hide even when you are only lightly obscured, such as by foliage, heavy rain, falling snow, mist, and other natural phenomena.

The shortbow has 1 charge. It regains 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Blur (1 charge).

MIRAGE (DAWNING)

Shortbow, legendary (requires attunement)

A smoke-coloured shortbow with an ethereal bowstring, rescued from the shipwreck of the "First of Infinite". The upper limb contains a design of an octagon, with the top-right section embossed.

You have a +2 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you gain the following benefits:

- You have a +2 bonus to Dexterity (Stealth) checks.
- You can attempt to hide even when you are only lightly obscured, such as by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- When you roll damage for an attack using this weapon, you can reroll any roll of 1 on the damage dice, but you must use the new roll, even if it is another 1.

The shortbow has 3 charges. It regains 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Blur (1 charge), or Greater Invisibility (2 charges).

MIRAGE (LUMINARY)

Shortbow, legendary (requires attunement)

A smoke-coloured shortbow with an ethereal bowstring, rescued from the shipwreck of the "First of Infinite". The upper limb contains a design of an octagon, with the top-right section embossed.

You have a +3 bonus to attack and damage rolls made with this magic weapon.

While attuned to this weapon, you gain the following benefits:

- You have a +3 bonus to Dexterity (Stealth) checks.
- You can attempt to hide even when you are only lightly obscured, such as by foliage, heavy rain, falling snow, mist, and other natural phenomena.
- When you roll damage for an attack using this weapon, you can reroll any roll of 1 on the damage dice, but you must use the new roll, even if it is another 1.

Once per dawn, you can activate the hallucinatory magic of this shortbow. Magical darkness spreads from the shortbow to fill a 100-foot-radius cube until the start of your next turn. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it. Up to 8 creatures of your choice, including yourself, can see through this darkness.

The shortbow has 5 charges. It regains 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Blur (1 charge), Greater Invisibility (2 charges), or Programmed Illusion (3 charges).

TEMPEST AEGIS (SHADED)

Shield, legendary (requires attunement)

A large, octagonal shield, with a mother-of-pearl-like surface. Found in a sanctuary in the foothills of the Heavenly Mountains. The center contains a design of an octagon, with the right-most section embossed.

While holding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

While attuned to this shield, you gain the following benefits:

- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

The shield has 1 charge. It regains 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Shatter (1 charge).

You can also use an action to cast the Fire Bolt cantrip from the shield without using any Charges.

TEMPEST AEGIS (DAWNING)

Shield, legendary (requires attunement)

A large, octagonal shield, with a mother-of-pearl-like surface. Found in a sanctuary in the foothills of the Heavenly Mountains. The center contains a design of an octagon, with the right-most section embossed.

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

While attuned to this shield, you gain the following benefits:

- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- You have advantage on saving throws against evocation magic.

The shield has 3 charges. It regains 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Shatter (1 charge), or Storm Sphere (2 charges).

You can also use an action to cast the Fire Bolt or Sacred Flame cantrips from the shield without using any Charges.

TEMPEST AEGIS (LUMINARY)

Shield, legendary (requires attunement)

A large, octagonal shield, with a mother-of-pearl-like surface. Found in a sanctuary in the foothills of the Heavenly Mountains. The center contains a design of an octagon, with the right-most section embossed.

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

While attuned to this shield, you gain the following benefits:

- You can perform the somatic components of spells even when you have weapons or a shield in one or both hands.
- You have advantage on saving throws against evocation magic.

Once per dawn, you can activate the evocative magic of this shield. You can use your reaction to reflect a melee or ranged attack back at the source. The source must make a DC 19 Dexterity saving throw. The source takes double the original damage on a failed save, or half as much damage on a successful one. The original damage type or types are converted to force damage.

The shield has 5 charges. It regains 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Shatter (1 charge), Storm Sphere (2 charges), or Chain Lightning (3 charges).

You can also use an action to cast the Fire Bolt, Sacred Flame, or Word of Radiance cantrips from the shield without using any Charges.

PLATE OF THE ASTRAL WEAVER (SHADED)

Armor (plate), legendary (requires attunement)

A gold and silver set of plate armor, covered in mystic runes. Discovered deep in a Githyanki fortress in the Astral Sea. The chest piece features a design of an octagon, with the bottom-right section embossed.

While wearing this armor, you have a +1 bonus to AC. This armor does not impose disadvantage on Dexterity (Stealth) checks.

While attuned to this armor, you gain the following benefits:

- Moving through difficult terrain costs you no extra movement.
- You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 10 feet of you. This object can be no larger than 5 feet on a side and weigh no more than 15 pounds, and its form must be that of a nonmagical object that you have seen. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

The armor has 1 charge. It regains 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Misty Step (1 charge).

PLATE OF THE ASTRAL WEAVER (DAWNING)

Armor (plate), legendary (requires attunement)

A gold and silver set of plate armor, covered in mystic runes. Discovered deep in a Githyanki fortress in the Astral Sea. The chest piece features a design of an octagon, with the bottom-right section embossed.

While wearing this armor, you have a +2 bonus to AC. This armor does not impose disadvantage on Dexterity (Stealth) checks.

While attuned to this armor, you gain the following benefits:

- Moving through difficult terrain costs you no extra movement.
- Your speed increases by 10 feet.
- You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 15 feet of you. This object can be no larger than 10 feet on a side and weigh no more than 30 pounds, and its form must be that of a nonmagical object that you have seen. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

The armor has 3 charges. It regains 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Misty Step (1 charge), or Dimension Door (2 charges).

PLATE OF THE ASTRAL WEAVER (LUMINARY)

Armor (plate), legendary (requires attunement)

A gold and silver set of plate armor, covered in mystic runes. Discovered deep in a Githyanki fortress in the Astral Sea. The chest piece features a design of an octagon, with the bottom-right section embossed.

While wearing this armor, you have a +3 bonus to AC. This armor does not impose disadvantage on Dexterity (Stealth) checks.

While attuned to this armor, you gain the following benefits:

- Moving through difficult terrain costs you no extra movement.
- Your speed increases by 10 feet.
- You can use your action to conjure up an inanimate object in your hand or on the ground in an unoccupied space that you can see within 20 feet of you. This object can be no larger than 15 feet on a side and weigh no more than 45 pounds, and its form must be that of a nonmagical object that you have seen. The object disappears after 1 hour, when you use this feature again, or if it takes or deals any damage.

Once per dawn, you can activate the conductive magic of this armor. You can use your action to cast the Teleport spell, with the alterations that you can only teleport yourself, and that the destination does not need to be on the same plane of existence.

The armor has 5 charges. It regains 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Misty Step (1 charge), Dimension Door (2 charges), or Scatter (3 charges).

ILMATER'S BANE (SHADED)

Cloak, legendary (requires attunement)

A night black cloak, with a golden chevron pattern on the lower third, and a fine, dark-green lining. Taken from Xian Xia, Empress of the Fenhen Empure. The inner nape features a design of an octagon, with the bottom-most section embossed.

While wearing this cloak, you have a +1 bonus to saving throws against magic.

While attuned to this cloak, you gain the following benefits:

- Your hit point maximum can't be reduced.
- When you make a death saving throw and roll a 19 or higher, you regain 1 hit point.

The cloak has 1 charge. It regains 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Ray of Enfeeblement (1 charge).

ILMATER'S BANE (DAWNING)

Cloak, legendary (requires attunement)

A night black cloak, with a golden chevron pattern on the lower third, and a fine, dark-green lining. Taken from Xian Xia, Empress of the Fenhen Empure. The inner nape features a design of an octagon, with the bottom-most section embossed.

While wearing this cloak, you have a +2 bonus to saving throws against magic.

While attuned to this cloak, you gain the following benefits:

- Your hit point maximum can't be reduced.
- When you make a death saving throw and roll a 18 or higher, you regain 1 hit point.
- You are resistant to necrotic damage.

The cloak has 3 charges. It regains 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Ray of Enfeeblement (1 charge), or Blight (2 charges).

ILMATER'S BANE (LUMINARY)

Cloak, legendary (requires attunement)

A night black cloak, with a golden chevron pattern on the lower third, and a fine, dark-green lining. Taken from Xian Xia, Empress of the Fenhen Empure. The inner nape features a design of an octagon, with the bottom-most section embossed.

While wearing this cloak, you have a +3 bonus to saving throws against magic.

While attuned to this cloak, you gain the following benefits:

- Your hit point maximum can't be reduced.
- When you make a death saving throw and roll a 17 or higher, you regain 1 hit point.
- You are resistant to necrotic damage.

Once per dawn, the animative magic of the cloak can be activated. If the wearer would drop to 0 hit points as a result of taking damage, they can choose instead to drop to 1 hit point. Alternatively, if the wearer is subjected to an effect that would kill them instantaneously without dealing damage, they can choose that that effect is instead negated against the wearer.

The cloak has 5 charges. It regains 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Ray of Enfeeblement (1 charge), Blight (2 charges), or Circle of Death (3 charges).

ASPECTS (SHADED)

Gauntlets, legendary (requires attunement)

A pair of iron-brown gauntlets, formed of dozens of small, interlocking plates. Recovered from the lair of the Seluchin of the Varong Archipelago. The palms feature designs of an octagon, with the bottom-left sections embossed.

While wearing these gauntlets, you have a +1 bonus to spell attack rolls and to your spell casting saving throw DC.

While attuned to this armor, you gain the following benefits:

- You have a climbing speed equal to your walking speed.

The gauntlets have 1 charge. They regain 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from them, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Alter Self (1 charge).

You can also use an action to cast the Prestidigitation cantrip from the gauntlets without using any Charges.

ASPECTS (DAWNING)

Gauntlets, legendary (requires attunement)

A pair of iron-brown gauntlets, formed of dozens of small, interlocking plates. Recovered from the lair of the Seluchin of the Varong Archipelago. The palms feature designs of an octagon, with the bottom-left sections embossed.

While wearing these gauntlets, you have a +2 bonus to spell attack rolls and to your spell casting saving throw DC.

While attuned to this armor, you gain the following benefits:

- You have a climbing speed equal to your walking speed.
- You are immune to any spell or effect that would alter your form, unless you choose otherwise.

The gauntlets have 3 charges. They regain 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from them, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Alter Self (1 charge), or Polymorph (2 charges).

You can also use an action to cast the Prestidigitation or Thaumaturgy cantrips from the gauntlets without using any Charges.

ASPECTS (LUMINARY)

Gauntlets, legendary (requires attunement)

A pair of iron-brown gauntlets, formed of dozens of small, interlocking plates. Recovered from the lair of the Seluchin of the Varong Archipelago. The palms feature designs of an octagon, with the bottom-left sections embossed.

While wearing these gauntlets, you have a +3 bonus to spell attack rolls and to your spell casting saving throw DC.

While attuned to this armor, you gain the following benefits:

- You have a climbing speed equal to your walking speed.
- You are immune to any spell or effect that would alter your form, unless you choose otherwise.

Once per dawn, the temporal magic of the gauntlets can be activated. As an action, you can create a 30-foot-radius sphere of temporal disruption, centered on yourself. Choose to either slow down time, or speed up time. If you choose to slow down time, 1 hour inside the sphere is 1 minute outside. If you choose to speed up time, 1 minute inside the sphere is 1 hour outside. Nothing can pass into or out of the sphere, and it cannot be moved. You can choose to dispel the sphere at any time.

The gauntlets have 5 charges. They regain 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from them, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Alter Self (1 charge), Polymorph (2 charges), or Create Homunculus (3 charges).

You can also use an action to cast the Prestidigitation, Thaumaturgy, or Mending cantrips from the gauntlets without using any Charges.

STAFF OF TARISH (SHADED)

Staff, legendary (requires attunement)

A bone-white staff, with a series of jewels orbiting the top. Retrieved from the Vaults of Xilmys, secluded in the Plane of Air. The handle features a design of an octagon, with the left-most section embossed.

While holding this staff, you have a +1 bonus to saving throws against magic.

While attuned to this weapon, you gain the following benefits:

- You are immune to petrification.
- Once per dawn, if you fail a saving throw, you can choose to succeed instead.

The staff has 1 charge. It regains 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Lesser Restoration (1 charge).

STAFF OF TARISH (DAWNING)

Staff, legendary (requires attunement)

A bone-white staff, with a series of jewels orbiting the top. Retrieved from the Vaults of Xilmys, secluded in the Plane of Air. The handle features a design of an octagon, with the left-most section embossed.

While holding this staff, you have a +2 bonus to saving throws against magic.

While attuned to this weapon, you gain the following benefits:

- You are immune to petrification.
- Twice per dawn, if you fail a saving throw, you can choose to succeed instead.
- You are resistant to radiant damage.

The staff has 3 charges. It regains 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Lesser Restoration (1 charge), or Banishment (2 charges).

STAFF OF TARISH (LUMINARY)

Staff, legendary (requires attunement)

A bone-white staff, with a series of jewels orbiting the top. Retrieved from the Vaults of Xilmys, secluded in the Plane of Air. The handle features a design of an octagon, with the left-most section embossed.

While holding this staff, you have a +3 bonus to saving throws against magic.

While attuned to this weapon, you gain the following benefits:

- You are immune to petrification.
- Three times per dawn, if you fail a saving throw, you can choose to succeed instead.
- You are resistant to radiant damage.

Once per dawn, the protective magic of the staff can be activated. As an action, you can choose eight willing creatures, including yourself, who are then immune to all damage until the start of your next turn.

The staff has 5 charges. It regains 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Lesser Restoration (1 charge), Banishment (2 charges), or Globe of Invulnerability (3 charges).

HELM OF ABOLETHS (SHADED)

Helm, legendary (requires attunement)

A sickly-green metal helm, with thin eye slots and a circular mouth piece studded with teeth. Retrieved from the Hall of the Dwarf Lord Regmar the Great. The forehead features a design of an octagon, with the top-left section embossed.

While wearing this helm, you have a +1 bonus to spell attack rolls and to your spell casting saving throw DC.

While attuned to this armor, you gain the following benefits:

- You can breathe Underwater, and you have a swimming speed equal to your walking speed.
- You can telepathically speak to any creature within 30 feet of you. You don't need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language.

The helm has 1 charge. It regains 1 charge daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +9 or 17 respectively, whichever is higher: Mind Whip (1 charge).

HELM OF ABOLETHS (DAWNING)

Helm, legendary (requires attunement)

A sickly-green metal helm, with thin eye slots and a circular mouth piece studded with teeth. Retrieved from the Hall of the Dwarf Lord Regmar the Great. The forehead features a design of an octagon, with the top-left section embossed.

While wearing this helm, you have a +2 bonus to spell attack rolls and to your spell casting saving throw DC.

While attuned to this armor, you gain the following benefits:

- You can breathe Underwater, and you have a swimming speed equal to your walking speed.
- You can telepathically speak to any creature within 120 feet of you. You don't need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language.
- You are immune to being charmed, unless you choose otherwise.

The helm has 3 charges. It regains 3 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +10 or 18 respectively, whichever is higher: Mind Whip (1 charge), or Confusion (2 charges).

HELM OF ABOLETHS (LUMINARY)

Helm, legendary (requires attunement)

A sickly-green metal helm, with thin eye slots and a circular mouth piece studded with teeth. Retrieved from the Hall of the Dwarf Lord Regmar the Great. The forehead features a design of an octagon, with the top-left section embossed.

While wearing this helm, you have a +3 bonus to spell attack rolls and to your spell casting saving throw DC.

While attuned to this armor, you gain the following benefits:

- You can breathe Underwater, and you have a swimming speed equal to your walking speed.
- You can telepathically speak to any creature within 300 feet of you. You don't need to share a language with the creature for it to understand you, but the creature must be able to understand at least one language.
- You are immune to being charmed, unless you choose otherwise.

Once per dawn, the bewitching magic of the helm can be activated. As an action, you can target one creature you can see within 30 feet of you. The target must succeed on a DC 19 Wisdom saving throw or be magically charmed until you die or until you are on a different plane of existence from the target. The charmed target is under your control and can't take reactions, and you and the target can communicate telepathically with each other over any distance. Whenever the charmed target takes damage, the target can repeat the saving throw. On a success, the effect ends. No more than once every 24 hours, the target can also repeat the saving throw when it is at least 1 mile away from you.

The helm has 5 charges. It regains 5 charges daily at dawn. You can use an action to expend 1 or more Charges to cast one of the following Spells from it, using your spell attack modifier or spell save DC, or +11 or 19 respectively, whichever is higher: Mind Whip (1 charge), Confusion (2 charges), or Irresistible Dance (3 charges).

You can also use an action to cast the Detect Thoughts spell from the helm without using any Charges.