

ARCANE TREASURES EPIC ITEMS



ARCANE TREASURES

EPIC ITEMS PREVIEW

INTRODUCTION

Congratulations, treasure seeker! Your support of Arcane Treasures on Kickstarter unlocked this book as a stretch goal. It contains ten new magic items for your favorite fantasy RPG. Each item has multiple power tiers, allowing the item to gain new features as your character gains levels.

An adventure hook is provided for each of the epic item's power tiers. The GM should decide if an item upgrades to the next tier when your character reaches the suggested level, when they reach a milestone in the campaign, or a combination of both.

Arcane Treasures was created for use with the 5th edition of the world's most popular TTRPG but can be adapted for other tabletop games. Magic items and spells that are *italicized* and monsters that are **bolded** can be found in this book or in the SRD 5.1.

LEGAL

This work includes material taken from the System Reference Document 5.1 ("SRD 5.1") by Wizards of the Coast LLC and available at <https://dnd.wizards.com/resources/systems-reference-document>.

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New homebrew magic items are added each week at <https://arcadian.tv> and on our social media pages.

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POWER TIERS

To help Game Masters determine which player character levels an arcane treasure is appropriate for, each item is assigned a power tier.



Tier 1: Levels 1 - 4
Common and Uncommon items for characters still learning their abilities.



Tier 2: Levels 5 - 10
Uncommon and Rare items for characters who are seasoned adventurers.



Tier 3: Levels 11 - 16
Very Rare items for characters who are established masters of their class.



Tier 4: Levels 17 +
Legendary items for characters who are like superheroes or demigods.

An item's power tier is only a suggestion, and the GM should consider how each item would best fit with their campaign and player characters.

ARCANE TREASURES EPIC ITEMS

BOOM HATCHET

Weapon (handaxe), uncommon [Tier 1]
(requires attunement)

Damage: 1d6+1 slashing (handaxe)
or 2d8+1 piercing (blunderbuss)

Weight: 4 lbs.

Properties: Ammunition (Range 30/90), Loading

This gnomish weapon combines a handaxe and a blunderbuss. Originally wielded by the notorious Boom Brigade, boom hatchets allow warriors to fire ranged attacks before closing in for melee attacks with the axe.

While attuned to the boom hatchet, you have a +1 bonus to attack and damage rolls made with this magic weapon.

At Tier 1, the hatchet can fire 2 shots before it must be reloaded. It can fire 1 shot per round, regardless of how many attacks you have.

RARE [TIER 2] UPGRADE

When you achieve level 5 while attuned to the boom hatchet, you have a +2 bonus to attack and damage rolls made with this magic weapon.

The hatchet can fire 5 shots before it must be reloaded. It can fire 2 shots per round, and its range increases to 40/100.

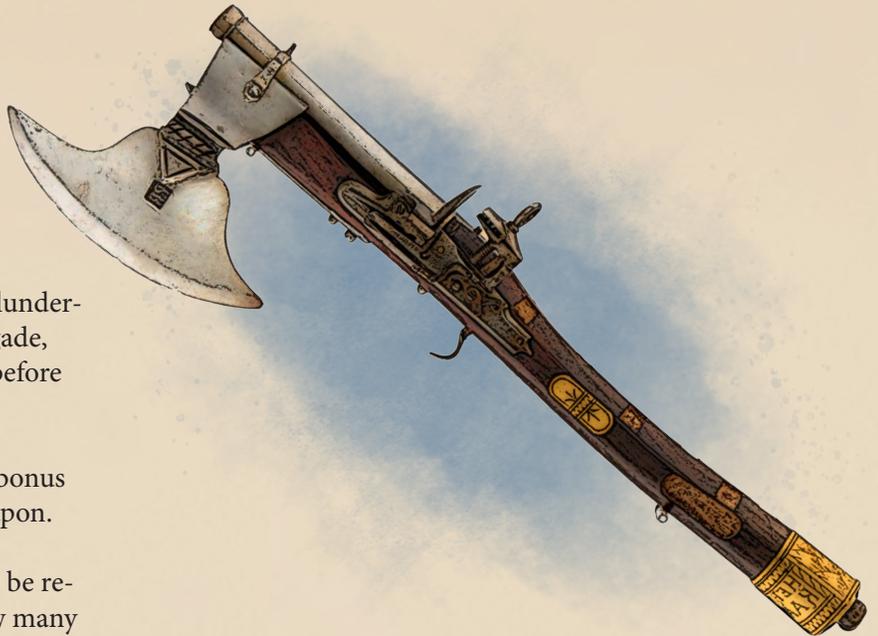
Boom Blast. Once per round, you can add powerful kinetic energy to a blunderbuss shot. On a hit, a creature must make a DC 15 Dexterity saving throw. If it fails, you either knock the target prone or push it 10 feet away from you (your choice). This feature can be used a number of times per day equal to your proficiency bonus.

VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the boom hatchet, you have a +3 bonus to attack and damage rolls made with this magic weapon.

The hatchet can fire 10 shots before it must be reloaded. It can fire 3 shots per round, and its range increases to 50/150.

Thunder Boom. As an action, you can cast thunderwave at 1st level without expending a spell slot. This feature can be used a number of times per day equal to your proficiency bonus.



LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the boom hatchet, you have a +3 bonus to attack and damage rolls made with this magic weapon and a +4 bonus against creatures made of inorganic material such as stone, crystal, or metal.

The hatchet magically creates bullets and does not need to be reloaded. It can fire 4 shots per round, and its range increases to 60/180.

Shatter Shot. Once per round, you can add explosive energy to a blunderbuss shot. On a hit, each creature in a 10-foot-radius sphere centered on the target must make a DC 17 Constitution saving throw. A creature takes 3d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw. This feature can be used a number of times per day equal to your proficiency bonus.

TIER 1 ADVENTURE: THE BOOM BRIGADE

For many months, the village of Stilbury has suffered raids from a gang of **bandits** called the Red Tusks. The gang is led by a vicious **wereboar** named Ugden Snogg. During the most recent raid, an elderly gnome named Pottlebob was killed while defending his repair shop.

You are hired by Pottlebob's friends Tobi and Jobima to bring the Red Tusks to justice and recover a magic weapon stolen by Snogg. Tobi and Jobima, an elderly married couple, are the last surviving members of the Boom Brigade, an elite force of gnomish gunners who once defended the land.

Ugden Snogg and the Red Tusk gang have fortified an abandoned lumber mill as a base, raiding local villages for supplies. Snogg wield the *boom hatchet* that he stole from Pottlebob. Add these actions to the wereboar stats.

Boom Hatchet Melee (Humanoid or Hybrid Form Only). *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 8 (1d6 + 4) slashing damage.

Boom Hatchet Ranged (Humanoid or Hybrid Form Only). *Ranged Weapon Attack:* +4 to hit, range 30/90, one target. *Hit:* 6 (1d8 + 1) piercing damage.

If you defeat Snogg and his bandit gang, Tobi and Jobima award you Pottlebob's *boom hatchet* and you are proclaimed an honorary member of the Boom Brigade.

TIER 2 ADVENTURE: THE SLEEPING BEAST

While traveling a forest road, you discover a scene of carnage. Maimed and half-eaten bodies of several gnomes and ponies are scattered around two overturned wagons. You find the lone survivor, a gnome arcanist named Regibel Bindlespire, hiding beneath one of the wagons.

Regibel is afraid to speak, motioning that something is in the trees above and trying to warn you to be silent. If you make any sound louder than a whisper, you wake the **chimera** that is sleeping off its meal. The three-headed creature immediately attacks.

If you slay or drive off the chimera, Regibel is grateful and shows you how to unlock the Tier 2 powers of your *boom hatchet*.

TIER 3 ADVENTURE: THUNDERSTRUCK

An ancient castle floats above the countryside, cloaked in dark clouds. The flying fortress is ruled by the **cloud giant** Stratia and is in pursuit of a peasant who stole the giant's golden harp.

The village where you are staying is threatened when the harp thief, a halfling farm boy named Velmo, tries to seek refuge at the tavern. Huge rocks rain down from the castle, hurled by Stratia's **stone golem** called Slag. Each creature within 5 feet of a point where a rock lands must make a DC 12 Dexterity saving throw. A creature takes 4d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

If you return the golden harp to Stratia, she ends the attack and rewards you by upgrading your boom hatchet to Tier 3. If Stratia is killed, her flying castle starts to descend at a rate of 60 feet per round. Each creature still in the castle when it hits the ground must make a DC 15 Dexterity saving throw. A creature takes 8d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

Even if Stratia dies, the secret to upgrading your *boom hatchet* might still be found in the ruins of her castle.

TIER 4 ADVENTURE: THE BIG BOOM

An explosion atop Mount Bilango has sent shockwaves through the nearby town Hopsmead. A priestess of the volcano goddess Pulaii went to the mountain to investigate, but she never returned. You are hired to find the missing priestess, a gnome named Gilda Goodberry.

The blast was caused by Skrixxik'chaar, an **adult red dragon** who wants to reignite the long dormant volcano. Gilda is the dragon's prisoner, but she has been well treated. The two have spent many hours discussing their shared interest in volcanology. Although Skrixxik'chaar pretends to be friendly and intellectual, the red dragon wants nothing more than to watch the world burn.

Skrixxik'chaar is using Gilda's knowledge to determine where its fire breath has the best chance of igniting the heart of the volcano. If you rescue Gilda and prevent an eruption of Mount Bilango, the gnome priestess upgrades your *boom hatchet* to Tier 4.

BOOTS OF COLOR GLIDING

Wondrous Item, uncommon [Tier 1]
(requires attunement)

Weight: 1 lb.

These fine leather boots glide upon colorful pads of energy. While you wear these boots, your walking speed becomes 35 feet, unless your walking speed is higher.

Color Glide. As a bonus action, you can activate the boots. For up to 1 minute, your footsteps leave no tracks and make no sound, regardless of the surface you are moving across. You have advantage on Dexterity (Stealth) checks that rely on moving silently. Once this feature is used, it can't be used again until the next dawn.

RARE [TIER 2] UPGRADE

When you achieve level 5 while attuned to the boots, your walking speed becomes 40 feet, unless your walking speed is higher.

Improved Color Glide. While this feature is active, opportunity attacks against you are made with disadvantage and you can Dash as a bonus action. This feature can now be used a number of times per day equal to your proficiency bonus.

Color Steps. As a bonus action, you can activate this feature with a command word. For up to 1 minute, you have a flying speed equal to your walking speed. You move as if walking up or down stairs. If you are in the air when the effect ends, you float gently to the ground. Once this feature is used, it can't be used again until the next dawn.

VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the boots, your walking speed becomes 45 feet, unless your walking speed is higher.

Color Slice. You can make a melee attack action with the boot's color blade on 1 target within 10 feet, adding your Dexterity and proficiency bonuses to your attack roll. On a hit, the target takes 1d8+3 radiant damage and must succeed a DC 18 Constitution saving throw or be blinded until the end of its next turn.



Color Slide. If you take a Dash action and end your movement in the air, you can make 1 Color Slice attack as a bonus action.

LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the boots, your walking speed becomes 50 feet, unless your walking speed is higher.

Legendary Color Glide. This feature is now active at will and does not require a bonus action to activate.

Legendary Color Steps. This feature can now be used a number of times per day equal to your proficiency bonus.

Color Launch. As a bonus action, you can launch yourself up to 60 feet into the air with a blast of energy. Each creature of your choice within 10 feet of you must make a DC 15 Constitution saving throw, taking 4d6 radiant damage on a failed save, and half as much damage on a successful one. This feature can be used a number of times per day equal to your proficiency bonus.

TIER 1 ADVENTURE: THE FISSURE

Early one morning, the village where you are staying is shaken by an earthquake. A farmer runs into town, telling everyone that his barn was swallowed by a massive crack in the ground. When he approached the fissure, he was attacked by a small fiery creature.

If you investigate, you discover that the fissure exposed the ruins of a long-buried temple dedicated to a being called Vyurmester. Several **magma mephits** lurk around the fissure, attacking anyone who gets close.

When the last mephit is reduced to zero hit points, it utters “Vyurmester!” before its death burst. Treasure that you find in the ruins include ancient gold coins, the *boots of color gliding*, and a brass medallion marked with a symbol of a flaming crescent moon.

TIER 2 ADVENTURE: CULT OF THE FLAMING MOON

Two **salamanders** called Scorch and Char burn a trail of destruction across the countryside, followed by **cultists** bearing banners marked with a flaming crescent moon. They are dedicated to a being called Vyurmester or “the Fire Lord”.

The cult of the flaming moon is going to the temple exposed by the fissure. Once there, they will attempt to open a portal to the elemental plane of fire. Scorch and Char add their flames to a brass brazier, casting a 5 minute ritual spell. If the spell is completed, several **fire elementals** emerge from a temporary portal to the elemental plane of fire. The spell is disrupted if either salamander is destroyed.

If you prevent the cult from opening the portal, you receive a blessing from a mysterious being called Aerulian. The *boots of color gliding* upgrade to Tier 2.

TIER 3 ADVENTURE: FIRE AND AIR

The cult of the flaming moon has returned with a new leader. An **efreeti** warlord named Thrax dominates the cultists and two **fire elementals**. Thrax is cunning and charismatic, seducing villagers with promises that Vyurmester will cleanse their sins and “bring light to the darkness.”

All of the cult’s followers have been commanded to congregate in a large building with no windows and one door. Thrax plans to burn everyone inside as a sacrifice to Vyurmester, sealing the only exit while the two elementals set the building on fire.

You learn about Thrax’s plan from a note in a package from Aerulian. The package also includes a magic bottle that, when broken, releases a rain cloud. The cloud creates heavy rain in a 30 foot radius. Everything within the area of heavy rain is lightly obscured, and creatures in the area have disadvantage on Wisdom (Perception) checks that rely on sight. Heavy rain also extinguishes open flames and imposes disadvantage on Wisdom (Perception) checks that rely on hearing.

If you defeat Thrax and the fire elementals, the cultists you save from a fiery death reject Vyurmester and return home to their families. Aerulian reveals that they are a **djinni** and upgrades your *boots of color gliding* to Tier 3. They also offer a *ring of fire resistance* if you will commit to a dangerous quest.

TIER 4 ADVENTURE: THE CITY OF BRASS

Aerulian needs your help rescuing their twin Kaerulius from the prisons of the elemental fire lord Vyurmester, deep in the City of Brass. The djinni provides a magic crystal that can lead you to Kaerulius, then *plane shifts* you to the elemental plane of fire.

As you navigate the City of Brass, there are many creatures you may encounter.

2d6 magmin repairing a bridge, using captive azers as labor.

1d4+1 fire elementals going about their daily business.

Three efreeti guards patrolling the city as a unit.

A pair of fire giant mercenaries looking for their next job.

An adult red dragon on its way to meet Vyurmester.

If you find and free Kaerulius, they upgrade your *boots of color gliding* to Tier 4. You will need them to escape the fire lord Vyurmester and the City of Brass.

CHAMPION SPEAR

Weapon (spear), uncommon [Tier 1]
(requires attunement)

Damage: 1d6+1 piercing

Weight: 4 lbs.

Properties: Thrown (range 20/60), Versatile (1d8+1)

This double-headed spear was wielded by the elite warriors who defended Advin Talius, the first emperor of Andoria. While attuned to the spear, you gain a +1 bonus to attack and damage rolls made with this weapon.

Bonus Attack. If you attack with the spear as part of the Attack action on your turn, you can use a bonus action immediately after to make a melee attack with it.

RARE [TIER 2] UPGRADE

When you achieve level 5 while attuned to the spear, you have a +2 bonus to attack and damage rolls made with this magic weapon.

First Strike. While wielding the spear, you have a +5 bonus on initiative rolls. During your first turn, any hit with the spear against any creature that hasn't taken a turn deals an additional 1d6 piercing damage.

Spinning Defense. You can use an action to rapidly spin the spear in a defensive pattern. Until the start of your next turn, you and any friendly creature within 5 feet of you gain a +2 bonus to AC.

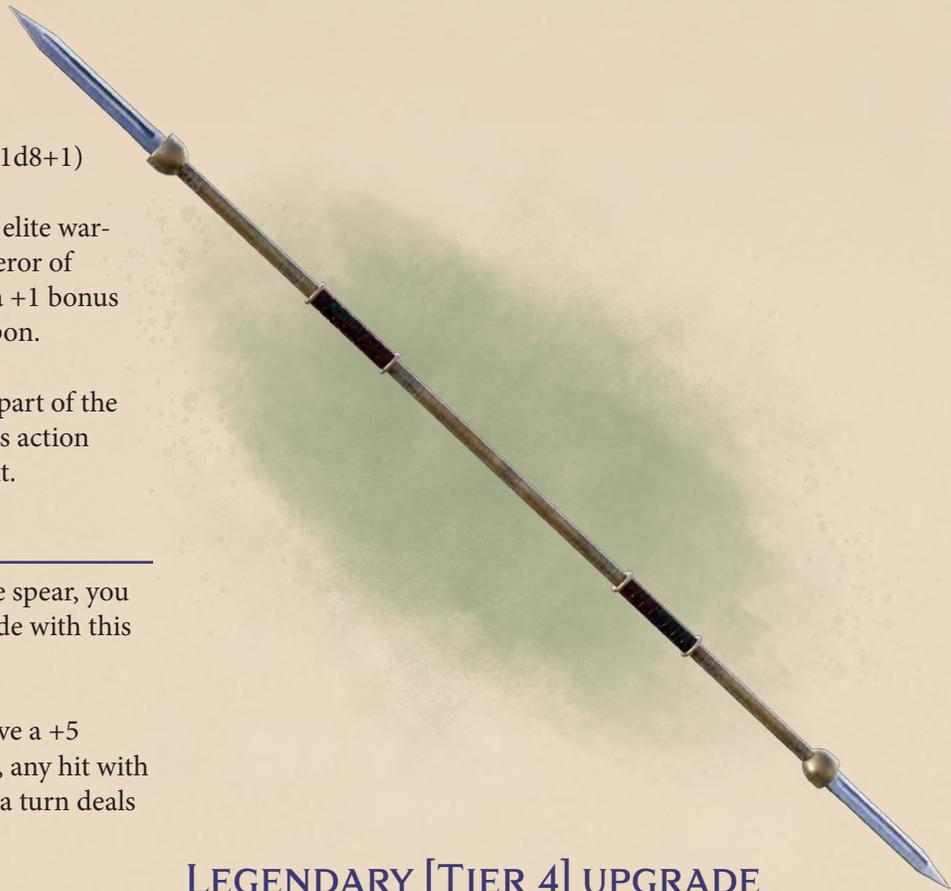
VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the spear, you have a +3 bonus to attack and damage rolls made with this magic weapon.

Bonus Attacks. If you attack with the spear as part of the Attack action on your turn, you can use a bonus action immediately after to make 2 melee attacks with it.

Protective Aura. You can use a bonus action to create a glowing aura with the spear. You and any friendly creature within 15 feet of you gain advantage on saving throws for 1 minute. This feature can be used a number of times per day equal to your proficiency bonus.

Return. When you make a ranged attack with the spear, it teleports back to your hand at the end of your turn.



LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the spear, you have a +4 bonus to attack and damage rolls made with this magic weapon.

Legendary First Strike. While wielding the spear, you have advantage on initiative rolls instead of a +5 bonus. During your first turn, any hit with the spear against any creature that hasn't taken a turn deals an additional 3d6 piercing damage.

Lightning Strike. When you hurl the spear and speak a command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a spear when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the spear plus 4d6 lightning damage. This feature can be used a number of times per day equal to your proficiency bonus.

TIER 1 ADVENTURE: THE TURNCOAT

An Andorian Imperial **knight** named Varrick rides into town. He carries a double-headed spear and says he is on a secret mission. Varrick needs a new squire who can guide him to a nearby swamp.

Many of the town's youth are interested in the position, but you soon discover that Varrick's story doesn't add up. The knight is actually on the run after betraying his queen and country. He stole a *champion spear* and secret documents that he plans to sell to a foreign nation. The newly recruited squire will be given to a **green hag** in exchange for safe passage through her swamp.

Varrick may be a traitor, but he's still a formidable warrior. Replace the **knight's** Greatsword attacks with Champion Spear attacks.

Champion Spear. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 10 (2d6 + 4) piercing damage.

If you defeat Varrick, you can claim his champion spear and 150 gp. But someone will surely come looking for the secret documents he stole.

TIER 2 ADVENTURE: THE CUTTHROAT

An Andorian Imperial **knight** named Dalia Brom, her squire Kevlin, and two hirelings ride into town looking for information about Varrick. Dalia offers a handsome reward for the documents stolen by the traitor. But she informs you that the *champion spear* is property of the Andorian Empire.

Varrick's contact is also looking for the fallen knight and his stolen documents. Disguised as a traveling merchant named Belior, the dangerous **assassin** will stop at nothing to complete his mission. You and anyone who knows about the secret documents are in danger.

If you defeat the assassin, Dalia agrees to let you keep the *champion spear* and shows you how to unlock the weapon's Tier 2 powers.

TIER 3 ADVENTURE: THE ABOMINATION

A peaceful night in the city is shattered by screams and muffled explosions from within the wizards tower. One young apprentice named Eschan is the only one to escape the carnage. He reports that his master accidentally freed an "Abomination" that was half ape, half boar. A spell has contained the creature within the tower, but the spell will end in less than an hour.

Eschan pleads for you to save his friends who have barricaded themselves somewhere in the tower. If you dare go in, you discover that the Abomination is actually a **nalfeshnee** demon that calls itself Dargorg the Devourer. The half-eaten remains of its victims are scattered throughout the tower.

If you defeat the demon, the surviving wizards reward you with an uncommon magic item (GM's choice). They also magically unlock the *champion spear's* Tier 3 powers.

TIER 4 ADVENTURE: THE ANCIENT

Something dark lurks in the forests north of Andoria. An **ancient green dragon** named Verdicallis has emerged from a decades long slumber. She is served by a tribe of **goblins** who raid caravans for treasure to add to the dragon's horde.

The forest's last defender is a **treant** named Gnarlroot. They can help you gather intelligence about the dragon by listening to the trees. Gnarlroot can also tap into the forest's magic to help you upgrade the *champion spear* to Tier 4. You'll need the extra power to face Verdicallis in her dark forest lair.

In addition to the ancient green dragon's Lair Actions and Regional Effects, you will have to contend with numerous traps laid by the goblins. If you defeat the dragon, you can claim her considerable horde. Any surviving goblins proclaim you their new leader.



CROSSBOW OF VERSATILITY

Weapon (crossbow), rare [Tier 2]
(requires attunement)

Damage: 1d8+1 piercing*

Weight: 4 lbs.

Properties: Loading, (Range 80/320), Two-Handed

This crossbow fires bolts of energy. It creates one bolt per round and you can fire only one piece of ammunition from it when you use an action, bonus action, or reaction to fire it, regardless of the number of attacks you can normally make.

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

* **Versatile Damage.** Before making an attack with the crossbow, choose the type of damage it will deal on a hit: acid, bludgeoning, cold, force, fire, lightning, necrotic, piercing, poison, psychic, radiant, slashing, or thunder.

VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the crossbow, you have a +2 bonus to attack and damage rolls made with this magic weapon.

Versatile Bolts. You can use the crossbow to create a bolt that crackles with power. Before making your attack roll, choose which power you want the bolt to possess.

- **Darkness Bolt.** A creature hit by this arrow takes 2d6+2 necrotic damage and the target is also hit by a Darkness spell.
- **Explosive Bolt.** A creature hit by this arrow takes 2d6+2 fire damage and must succeed a DC15 Constitution saving throw or be pushed back 5 feet and knocked prone.
- **Nightmare Bolt.** A creature hit by this arrow takes 2d6+2 psychic damage and must succeed a DC15 Wisdom saving throw or be frightened until the start of your next turn.
- **Restraining Bolt.** A creature hit by this arrow takes 2d6+2 force damage and must succeed a DC15 Dexterity saving throw or be restrained until the start of your next turn.

This ability can be used once per round and can be used a number of times per day equal to your proficiency bonus. The crossbow recharges after you take a long rest.



LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the crossbow, you have a +3 bonus to attack and damage rolls made with this magic weapon.

The crossbow now creates 2 magic bolts per round, 1 of which can be a Versatile Bolt. The crossbow can be fired twice per round, regardless of the number of attacks you can normally make.

Legendary Versatile Bolts. You gain new options when choosing a power for the bolt.

- **Gas Bolt.** A creature hit by this arrow takes 2d6+3 poison damage and is hit by a *Stinking Cloud* spell. (DC 15 Constitution save.)
- **Lightning Bolt.** A creature hit by this arrow takes 2d6+3 lightning damage and the creature must make a DC 15 Constitution save or become stunned until the end of its next turn.
- **Tracking Bolt.** The target takes no damage and does not notice the hit. For the next 24 hours, you know the direction and distance to the target, as long as it's on the same plane of existence. If the target is on a different plane, you know which one, but not the exact location there. Only one target can be tracked at a time using this feature.
- **Web Bolt.** The target takes no damage but is hit by a *Web* spell. (DC 15 Dexterity save or be restrained.)

TIER 2 ADVENTURE: SPIRIT HUNTER

A small town's protector, a ranger named Aeric Thornroot, has gone missing. The mayor hires you to find Aeric and either rescue him or retrieve his remains and belongings. The ranger did not return from a patrol in the dense forest of Eldergrove.

You discover a sinkhole in the forest and signs that Aeric entered the hole. Danger waits below. Near the bottom of the hole, you find Aeric's body with no visible injuries. A **wraith** and several **specters** lurk in the darkness, ready to drain the life from their next victim.

If you destroy the wraith, the remaining specters disappear. The spirit of Aeric Thornroot appears and thanks you for freeing him to move on to the afterlife. The ranger bequeaths his *crossbow of versatility* to you and tells you that it can be upgraded with a blessing from a **dryad** named Dewdrop.

TIER 3 ADVENTURE: DINO HUNTER

Deep in the forest of Eldergrove, there is a massive elkwood tree. The **dryad** Dewdrop lives within the tree. Lately, Dewdrop's tree and the surrounding area have been threatened by a creature she can not identify. The huge, three-horned lizard is tearing down trees and trampling vegetation.

Upon seeing the creature, a successful DC 10 Intelligence (Nature) skill check identifies the creature as a **triceratops**. The dinosaur does not belong in the area and



is acting in an usual manner, clearing and leveling several acres in an organized circular pattern.

A tiefling **mage** named Rexander has summoned and dominated the triceratops. He remains hidden by greater invisibility while he controls the dinosaur's work. Rexander plans to raise a magical tower for his master and has little regard for the nature he destroys while preparing for its construction.

If you prevent further destruction of the forest, Dewdrop rewards you with a blessing that upgrades your *crossbow of versatility* to Tier 3. Amongst other treasures, Rexander possesses a ring bearing a golden skull.

TIER 4 ADVENTURE: LICH HUNTER

After you return to civilization, a mysterious organization called the Consortium of Dawn reaches out to you. Aeric Thornroot was a member of the secretive group of undead hunters, and his spirit told them you were worthy to wield the *crossbow of versatility*.

The Consortium identifies Rexander's ring as a symbol of a **lich** called "The Gaunt One". Long ago, the powerful undead spellcaster coated its skeletal remains in gold and jewels. It is served by a small army of mages and assassins. The Gaunt One created the *crossbow of versatility* many centuries ago and is obsessed with reclaiming the magic item.

A ritual spell conducted by the Consortium of Dawn can upgrade the *crossbow of versatility* to Tier 4, with an offer to join the group. Even if you choose not to join, the Consortium is willing to provide resources and advice to aid your fight against the lich and its minions.

CROWN OF THE MAGE KING

*Wondrous Item, rare [Tier 2]
(requires attunement by an arcane spellcaster)*

Weight: 1 lb.

This golden crown was created by a conclave of wizards for Tiberian Jayne, the Mage King of Dargas. It passed down through several generations of Mage Kings and Queens, each adding fragments of their magic to the crown.

Aura of Protection. While you wear the crown and aren't wearing armor, you have an Armor Class of 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

Magic Resistance. As an action, you can speak a command word to activate the crown. For up to 1 minute, you have advantage on saving throws against spells and other magical effects. Once this feature is used, it can't be used again until the next dawn.



VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the crown, it gains improvements and new features.

Improved Aura of Protection. While you wear the crown and aren't wearing armor, you have an Armor Class of 15 + your Dexterity modifier. The aura now extends to any friendly creature within 5 feet of you.

Improved Magic Resistance. You can now activate this feature as a bonus action. This feature can now be used a number of times per day equal to your proficiency bonus.

Wrath of the Magi. When a creature you can see within 60 feet of you damages you with a spell or other magical effect, you can use your reaction to release spirits of the crown's past wearers. The creature that damaged you must make a DC 13 Dexterity saving throw. It takes 4d6 force damage on a failed save, or half as much damage on a successful one. Once this feature is used, it can't be used again until the next dawn.

LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the crown, it gains more improvements and new features.

Legendary Aura of Protection. While you wear the crown and aren't wearing armor, you have an Armor Class of 18 + your Dexterity modifier. The aura now extends to any friendly creature within 15 feet of you.

Legendary Magic Resistance. If you fail a saving throw against a spell and other magical effect, you can use your reaction to succeed instead. Once this feature is used, it can't be used again until after a long rest.

Mind of the Magi. You have access to the collective knowledge of the crown's past wearers. You have advantage on Intelligence (Arcana) checks. You can also cast legend lore without a material component once per day.

TIER 2 ADVENTURE: THE CURSED CATACOMBS

The ancient city of Dargas is plagued by a series of magical disturbances emanating from the long-abandoned catacombs beneath the city. You are hired by Lady Aria, the Archmage of Dargas, to venture into the catacombs and find the source of the disturbances.

Zones of wild magic have appeared throughout the catacombs, triggered by the opening of a long-hidden vault. Strange creatures materialize then disappear minutes later. Spells go off at random or have unexpected effects.

Two weeks ago, a **chain devil** broke into the secret vault of Malakar the Mad to steal the *crown of the mage king* for its archfiend master. But the devil activated a curse that prevented it from leaving for thirteen days and caused the magical disturbances.

Only hours remain before the chain devil can escape with the crown. If you break the curse, defeat the chain devil, and recover the crown, Lady Aria rewards you with 500 gp and your choice of a rare magic item. However, she wants the crown of the mage king for herself. Only a powerful display of arcane magic will convince the **archmage** to let you keep the crown.

TIER 3 ADVENTURE: THE BROKEN PACT

If you give the *crown of the mage king* to Lady Aria, she returns it to you the next day. The powerful **archmage** can not attune to the crown, and she hopes you can explain why. If you attune to the crown, you hear whispers from the mage kings and queens who once wore it.

“Aria the pact breaker,” they say. If you tell her this, she is visibly upset but denies knowing anything about a pact. Despite the wizard’s denials, she has broken her deal with an archfiend for the crown of the mage king. An **erinyes** and several **barbed devils** enter the material plane through the catacombs beneath Dargas, seeking vengeance and the crown their master is owed.

If you defend the *crown of the mage king* from the fiends, they will be happy to claim Lady Aria instead. If you protect the archmage, she shows you the spellbook of Tiberian Jayne, the first Mage King of Dargas. If Aria is dragged to hell, you might find the book in her library.

The tome contains high level spells and rituals to upgrade the crown to Tier 3. It also contains a ritual to upgrade the crown to Tier 4, but the ritual requires the central ruby of the crown. The ruby is missing.

TIER 4 ADVENTURE: WRATH OF THE MAGE KING

During your adventures, you find clues about the crown’s missing ruby. They say Tiberian Jayne gave the gem to an archfiend in exchange for immortality. But instead of living forever as a king, Jayne was transformed into a **pit fiend** and forced to serve the archfiend. Enraged, the former mage king stole the ruby and hid it from the devil who tricked him.

Now, centuries later, Tiberian Jayne has returned. Large sections of Dargas collapse as a fiery rift appears in the catacombs and the transformed mage king emerges. Replace the pit fiend’s Multiattack and Spellcasting features with the following:

Multiattack. The pit fiend makes four attacks: one with its bite, one with its claw, one with its mace, and one with its tail. It can replace its bite and mace attacks with a use of spellcasting.

Spellcasting. The pit fiend’s spellcasting ability is Charisma (spell save DC 21). The pit fiend can innately cast the following spells, requiring no material components:

At will: *detect magic, invisibility, fireball, lightning bolt*
3/day each: *counterspell, hold monster, wall of fire*
1/day each: *finger of death, globe of invulnerability*

It’s a race against time to find the missing ruby, return it to the crown of the mage king, and complete the ritual to upgrade the crown to Tier 4 before you face the powerful fiend that Tiberian Jayne has become.



DOUBLE TROUBLE FLAIL

Weapon (Flail), rare [Tier 2]
(requires attunement)

Damage: 1d8+1 bludgeoning

Weight: 2 lbs.

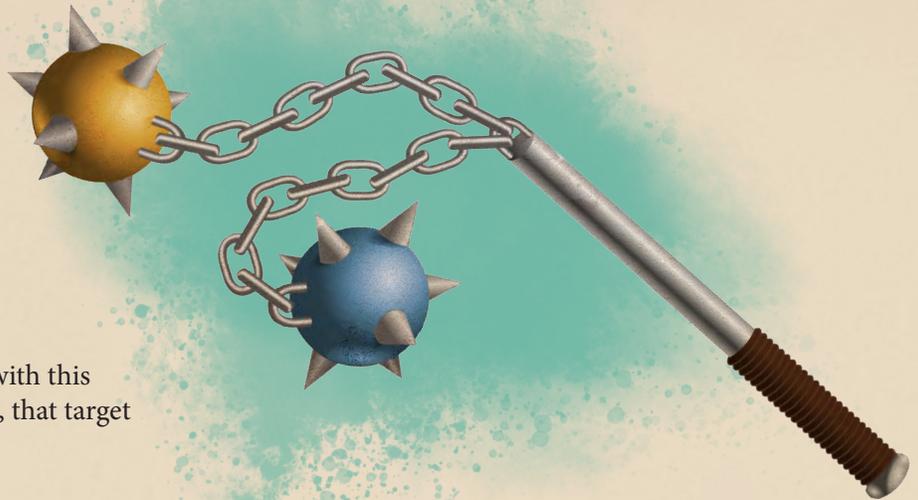
Properties: Special*

This magic flail has two heads. One is golden and warm to the touch. The other is blue and cold. While attuned to the flail, you have a +1 bonus to attack and damage rolls made with this magic weapon.

* While wielding the flail with two hands, the weapon has the Finesse property for your attacks with it, and you gain +1 AC.

Double Damage. When you attack a creature with this weapon and roll a 20 or higher on the attack roll, that target takes double your rolled damage.

Fire and Ice. You can use an action to cast a *fire bolt* or *ray of frost* cantrip.



VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the flail, you have a +2 bonus to attack and damage rolls made with this magic weapon.

Mirror Double. You can use an action to create an illusory double of yourself in your space. For up to 1 minute, the double moves with you and mimics your actions, shifting position so it's impossible to track which image is real.

Each time a creature targets you with an attack, roll a d20 to determine whether the attack instead targets you or your double. If you roll an 11 or higher, the attack targets your double and has no effect on you.

A double's AC equals 10 + your Dexterity modifier. If an attack hits the double, the double is destroyed. You can use a bonus action to dismiss the illusory double. This feature can be used a number of times per day equal to your proficiency bonus.

LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the flail, you have a +3 bonus to attack and damage rolls made with this magic weapon.

Ball of Fire. You can use an action to fling the golden head off the flail. It streaks to a point within 120 feet and explodes. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. A target takes 6d6 fire damage on a failed save, or half as much damage on a successful one. The fire spreads around corners and ignites flammable objects in the area that aren't being worn or carried. The golden head reappears on the flail at the end of your turn. This feature can be used 2 times per day.

Ball of Ice. You can use an action to fling the blue head off the flail. It streaks to a point within 120 feet and explodes. Each creature in a 20-foot-radius sphere centered on that point must make a Dexterity saving throw. On a failed save, a target takes 4d6 cold damage and it is restrained by ice until the start of your next turn. On a successful save, a target takes half as much damage and it is not restrained. The blue head reappears on the flail at the end of your turn. This feature can be used 2 times per day.

TIER 2 ADVENTURE: DOUBLE DANGER

Townfolk are on edge, wary of the city guard. Duke Devonshire has ordered twice as many patrols as usual, and the guards are arresting people for the smallest offenses. Rumors say the usually benevolent duke has been acting strangely, throwing even his closest advisors and family into the dungeons.

You overhear a jailer talking about one of the many prisoners. He says the man is kept solitary, his face covered with a steel mask. However, the prisoner claims that he is the real duke. The jailer wonders if Duke Devonshire was secretly replaced by an evil twin. His suspicions are not far off. The duke and two advisors are actually **doppelgangers**.

The fake duke has claimed the *double trouble flail* from the city's treasury. While he is armed with the flail, replace the doppelganger's Slam attack with Flail attacks.

Flail. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 9 (1d8 + 5) bludgeoning damage.

If you expose the doppelgangers and free the real Duke Devonshire, you are awarded the *double trouble flail* and 350 gp.

TIER 3 ADVENTURE: TWO HEADS PLUS ONE

"Giant Slayers Needed," reads a sign outside the tavern. The sign was posted by Gunther Galenite, a grumpy dwarf-mechanist whose workshop was recently raided by a pair of loathsome creatures. Gunther offers to upgrade one of your magic weapons if you slay the giants and return his stolen property.

Several miles outside of town, the dwarf's workshop is half demolished. Large tracks lead to a crude encampment not far away, where a two-headed **ettin** called HobbleGobble is bossing around a larger but much younger **hill giant** called Lemmy. They have taken a huge rock-slinging mechanism from the raided workshop and are planning how to use it against the nearest town.

If you thwart the giants and return Gunther's mechanism, he upgrades the *double trouble flail* to Tier 3. He can also add a +1 enchantment to a nonmagical weapon or armor of your choice.

TIER 4 ADVENTURE: DOUBLE DRAGON

The small island nation Karijhuku needs your help. A gargantuan **dragon turtle** has emerged from the ocean to attack coastal villages. The already terrifying creature is made worse by the fact that it has two heads.

The second head has an Energy Breath attack. Also, replace the dragon turtle's Multiattack action with the following:

Multiattack. The dragon turtle makes four attacks: two with its bite and two with its claws. It can make one tail attack in place of its two claw attacks. It can make one steam breath or energy breath attack in place of a bite attack.

Energy Breath (Recharge 5–6). The dragon turtle exhales a beam of energy in a 90-foot line that is 10 feet wide. Each creature in that area must make a DC 18 Dexterity saving throw, taking 49 (9d10) force damage on a failed save, or half as much damage on a successful one.

Dozens of **sahuagin** raiders ride upon the mutated dragon turtle, decimating everything in their path. The Waverider monks of Karijhuku hold the secret to unlocking the Tier 4 powers of the *double trouble flail*, and they will gladly do so if you agree to help defend their home.

FAN OF FEATHERS

*Wondrous Item, uncommon [Tier 1]
(requires attunement)*

Damage: 1d6 slashing

Weight: ¼ lb.

Properties: Light, Thrown (Range 60/120)

This foldable fan is constructed from soft black feathers. With a command word, you can make the feathers hard and razor sharp. The fan can be wielded as a melee weapon that deals 1d6 slashing damage. While attuned to the fan, you are proficient with it as a weapon.

The fan can also be thrown as a ranged weapon (Range 60/120). On a miss, the fan returns to your hand.

Cooling Breeze. While holding the fan, you have advantage on Constitution saving throws to avoid the effects of extreme heat.

Distraction. As a reaction when you are the target of an attack, you can wave the fan as a distraction to gain a +2 bonus to AC, including against the triggering attack, until the start of your next turn. This feature can be used a number of times per day equal to your proficiency bonus.

RARE [TIER 2] UPGRADE

When you achieve level 5 while attuned to the fan, you have a +1 bonus to attack and damage rolls made with this magic weapon.

Feather Shards. You can use an action to hurl a burst of razor sharp feathers in a 15 foot cone. Each creature within its area must make a DC 13 Dexterity saving throw. A creature takes 2d8 piercing damage on a failed save, or half as much damage on a successful one. This feature can be used a number of times per day equal to your proficiency bonus.

Feather Shield. As a bonus action, you can open the fan into a circular shield. Wielding the shield increases your Armor Class by 2. You can benefit from only one shield at a time.

Wind Gust. While holding the fan, you can use an action to cast the gust of wind spell (save DC 13) from it. This feature can be used a number of times per day equal to your proficiency bonus.



VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the fan, the range increases to 80/160 feet and you have a +2 bonus to attack and damage rolls made with this magic weapon.

Return. When you make a ranged attack with the fan, it flies back to your hand at the end of your turn even if the attack hits.

Fan Dance. As an action, you can perform a dance using the fan to confuse and distract your enemies. A creature that you can see within 30 feet must make a DC 13 Wisdom saving throw, doing so with advantage if you or your companions are fighting it. If it fails the saving throw, it has disadvantage on attack rolls against you for 1 minute.

Feather Fall. When you fall while holding the fan, you descend 60 feet per round and take no damage from falling.

Wind Wall. While holding the fan, you can use an action to cast the *wind wall* spell (save DC 13) from it. This feature can be used once per day and recharges at dawn.

LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the fan, the range increases to 100/200 feet and you have a +3 bonus to attack and damage rolls made with this magic weapon.

Feather Flight. While holding the fan, you can use an action to gain a flying speed of 60 feet for 1 minute. This feature can be used a number of times per day equal to your proficiency bonus.

Legendary Fan Dance. The range increases to 60 feet, and the Wisdom save is DC 15. If the target fails the saving throw, it has disadvantage on attack rolls against you and your companions for 1 minute.

Legendary Feather Shards. The area of effect increases to a 30 foot cone, the Dexterity save is DC 15, and the damage increases to 4d8 piercing damage on a failed save, or half as much damage on a successful one.

Legendary Feather Shield. Wielding the shield increases your Armor Class by 4 instead of 2.

TIER 1 ADVENTURE: THE FAN DANCER

While traveling across the desert, you discover the ruins of an ancient city. The ruins seem uninhabited, except for an opulent tent guarded by several **jackals**. The owner of the tent is a beautiful merchant named Talisa Rishaar. She invites you to stay in exchange for tales of your adventures.

Talisa has several servants, including a talented elven dancer named Miral. During an intricate fan dance, Miral slips you a piece of parchment with a single word on it. “Run.”

Your host Talisa Rishaar is actually a **lamia** whose servants are her charmed victims. If you expose Talisa and free her victims, her treasure includes the *fan of feathers* used by Miral.

TIER 2 ADVENTURE: THE NAGA'S GEM

A war party of **berserkers** threaten villages at the edge of the Ashen Wastes, slaughtering innocents and looting everything they can carry before they disappear into the wastelands. Survivors tell you that the raiders were devoted to someone called Tikrizzi the Undying.

If you track the berserkers into the wastelands, you find their hideout in an ancient pyramid that is almost entirely buried by the waste's ash and cinders. Tikrizzi is a **spirit naga** that has used a magical gem to dominate creatures into serving it.

Defeating Tikrizzi frees the berserkers from domination, and they become **commoners** again. One of them can show you how to use the naga's gem to upgrade the *fan of feathers* to Tier 2.

TIER 3 ADVENTURE: BETWEEN A ROC AND A HARD PLACE

You are hired by the Enchanters Guild to free a guildsman named Micah Dobson who was framed for a crime he didn't commit. Micah is being held in the notorious Heaven's Reach Prison, built upon a high plateau.

Unless you can sneak aboard one of the airships that transports prisoners and supplies to the prison, the only way to the top is a narrow stone stairway that winds around and up the plateau. Any creature that uses the dash action or tries to move through another creature's space on the stairs must succeed a DC 12 Dexterity check to avoid falling.

A gargantuan **roc** circles the plateau, picking off anyone it spots trying to go up or down the narrow stairs. Inside the prison, there are only a handful of **guards**, as few prisoners are foolish enough to attempt an escape.

If you free Micah Dobson from Heaven's Reach Prison, the Enchanters Guild pays 500 gp and upgrades the *fan of feathers* to Tier 3.

TIER 4 ADVENTURE: THE DESERT WIND

A wealthy merchant named Hanzi Baba hires you to escort a caravan through a dangerous desert valley. As you depart, a blind beggar cackles, “Beware the desert wind!”

On the second day traveling through the valley, a fierce wind suddenly appears, creating a blinding sandstorm. You hear screams as caravan guards are picked off one by one by an unseen creature.

An **adult blue dragon** called Shriven Vult uses the storm to cover its attacks, burrowing and attacking from under the sand as well as from the sky. If the dragon takes more than 100 hp of damage, it retreats to its nearby lair.

Hanzi Baba has the power to upgrade the *fan of feathers* to Tier 4. He offers a large percentage of Shriven Vult's treasure if you destroy the dragon in its lair.

Ankhegs and **giant scorpions** defend the dragon's lair, along with a pack of **kobolds** that have dyed their skins blue.

MORNINGSTAR OF THE GUARDIAN

Weapon (morningstar), uncommon [Tier 1]
(requires attunement)

Damage: 1d8 piercing

Weight: 4 lbs.

Properties: Simple

Guardian. While wielding the morningstar, you can use your reaction to grant a +2 AC bonus to a friendly creature within 5 feet of you. This bonus lasts until the start of the creature's next turn.

RARE [TIER 2] UPGRADE

When you achieve level 5 while attuned to the morningstar, you have a +1 bonus to attack and damage rolls made with this magic weapon.

Improved Guardian. While wielding the morningstar, you can use your reaction to grant a +3 AC bonus to up to 3 friendly creatures within 5 feet of you. This bonus lasts until the start of the creature's next turn.

Protection. While holding the morningstar, you can use an action to cast the *protection from evil* spell from it. This feature can be used a number of times per day equal to your proficiency bonus.

VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the morningstar, you have a +2 bonus to attack and damage rolls made with this magic weapon.

Defense. When an attacker that you can see hits you with an attack, you can use your reaction to halve the attack's damage against you. This feature can be used a number of times per day equal to your proficiency bonus.

Spirit Guardians. While holding the morningstar, you can use an action to cast the *spirit guardians* spell from it. This feature can be used a number of times per day equal to your proficiency bonus.



LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the morningstar, you have a +3 bonus to attack and damage rolls made with this magic weapon.

Holy Guardian. Three times per day, you can use an action to cast the *guardian of faith* spell from the morningstar.

Legendary Guardian. While wielding the morningstar, you can use your reaction to grant a +5 AC bonus to up to 5 friendly creatures within 10 feet of you. This bonus lasts until the start of the creature's next turn. This feature can be used a number of times per day equal to your proficiency bonus.

TIER 1 ADVENTURE: GUILT OF THE GUARDIAN

Tarin Sturmbrood, the High Guardian of Alondra, needs your help solving a series of murders. Five young people have been found dead in recent weeks, their skulls caved in and their hearts removed. There is no apparent connection between the victims.

The guardian, a **veteran** soldier, is unable to solve the crimes because he is the one committing them. Tarin is under the influence of a **succubus** that takes control of his body while he sleeps. The fiend is collecting seven hearts for her master. During the day, she lurks in Tarin's darkened bedroom or polymorphs herself into a halfling housekeeper called Nalda.

If you expose the succubus and free Tarin Sturmbrood from her control, the guardian retires his post in shame and vows restitution to the families of his victims. He gives you his *morningstar of the guardian* and tells you that a silver dragon named Vitallica can make it more powerful.

TIER 2 ADVENTURE: THE DEMON AERIE

You learn that the **young silver dragon** named Vitallica lives in an observatory atop Mount Petroas, spending most of her time in the form of an elven scholar. The road to the mountain peak is perilous even in the best of times. But a new danger makes the journey even more difficult.

A **vrock** demon has made a nest halfway up the mountain. Trapped on the material plane, the demon is frustrated by its isolation and eager to eat something besides mountain goats. It eagerly attacks anyone it spots from the cliffside aerie.

If you defeat the vrock, the rest of the journey is uneventful. Vitallica happily welcomes guests and is unaware of the vrock's presence. Her focus is on studies of astronomical events. The silver dragon is happy to upgrade the *morningstar of the guardian* to Tier 2 in exchange for a few tales of your adventures.

TIER 3 ADVENTURE: WHISPERS FROM THE WELL

Something evil lurks beneath the village of Dovescall. Late one night, you see a child sleepwalking towards the village well. He attempts to leap into the well. If you stop him, he wakes up and mutters in fear, "Can't you hear the whispers? They're calling me."

The boy is Cam Landon, son of Dovecall's resident arcanist Dayne Landon. His father reports that the water from the well has recently become foul and slimy. Cam and other people say they can hear beckoning whispers from the well.

If you descend into the well, you discover an underground lake. An **aboleth** has made its way there and is using its mental powers to attract prey. An enslaved **troll** serves the aboleth, dragging victims into the dark lake for its master to consume.

If you destroy the aboleth, the underground lake water returns to normal in a few days. Dayne Landon upgrades the *morningstar of the guardian* to Tier 3 and tells you that a final upgrade can be made by the dwarven arcanist who forged the weapon.

TIER 4 ADVENTURE: THE HERMIT

Bladesmiths and armorers speak in whispers about a reclusive arcanist named Harken Brightforge who comes to town twice a year to enchant weapons and armor. Harken is days overdue for his latest visit, and his associates in town are worried.

Nobody is sure where the dwarven arcanist lives, but a **druid** named Goldenleaf who lives in the forest outside of town can point you in the right direction. Goldenleaf's animal companions have seen Harken Brightforge coming and going from a cave hidden behind a waterfall.

If you investigate the cave, you find a narrow passage that leads to a cavern. Harken's workshop is there, but it is under attack. A drow **mage** named Lar'aralan Torassi wants to steal the arcanist's spellbook and collection of magic weapons. She controls an **iron golem** that is slowly but steadily punching through the workshop's enchanted walls.

Harken Brightforge is trapped inside, worn down and exhausted from concentrating on his magical defenses. If you defeat the drow and her golem, Harken rewards you with several valuable gems and upgrades the *morningstar of the guardian* to Tier 4.

STAFF OF NECROMANCY

Staff, rare [Tier 2]
(requires attunement by a wizard)

Damage: 1d6+1 bludgeoning

Weight: 5 lbs.

Properties: Versatile (1d8+1)

Topped with a hideous grinning skull, this magic staff can be wielded as a quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to activate one of the following effects.

Death Strike. When you hit with a melee attack using the staff, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d4 necrotic damage.

Life Drain. When you hit with a melee attack using the staff, you can expend up to 3 of its charges. For each charge you expend, you regain 1d4 hit points. The number of hit points you regain can not exceed the damage dealt by the attack.

Undead Servant. You can expend 5 charges to cast *animate dead* at 3rd level.

The staff regains 1d6 + 4 expended charges each day at midnight.

VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the staff, you have a +2 bonus to attack and damage rolls made with it.

The staff has 12 charges and regains 1d8 + 4 expended charges each day at midnight.

Death Ray. A black beam of necrotic energy shoots from the staff toward a creature within 60 feet. Make a ranged spell attack against the target. On a hit, the target takes 2d8 necrotic damage. You can expend up to 3 of the staff's charges. For each charge you expend, the target takes an extra 1d4 necrotic damage.

Dominate Dead. You can expend 5 charges to beguile an undead creature that you can see within 60 feet. It must succeed on a Wisdom saving throw or be charmed by you for 1 hour. If you or creatures that are friendly to you are fighting the undead creature, it has advantage on the saving throw. If the target has an Intelligence of 10 or higher, it



has advantage on the saving throw. If it fails the saving throw and has an Intelligence of 12 or higher, it can repeat the saving throw at the end of every hour until it succeeds and breaks free.

Life Harvest. When you kill a creature with necrotic damage, you can expend 2 charges as a reaction to regain 2d8 hit points.

LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the staff, you have a +3 bonus to attack and damage rolls made with it.

While holding the staff, you have resistance to necrotic damage.

The staff has 15 charges and regains 1d10 + 5 expended charges each day at midnight.

Legendary Death Strike. When you hit with a melee attack using the staff, you can expend up to 5 of its charges. For each charge you expend, the target takes an extra 1d6 necrotic damage.

Legendary Death Ray. Make a ranged spell attack against the target within 90 feet. On a hit, the target takes 3d8 necrotic damage. You can expend up to 5 of the staff's charges. For each charge you expend, the target takes an extra 1d6 necrotic damage.

Summon Undead. You can expend 10 charges to magically summon five **skeletons** or **zombies**. The summoned creatures appear in unoccupied spaces within 60 feet of you and obey your verbal commands. They take their turns immediately after yours. Each lasts for 1 hour, until you or it dies, or until you dismiss it as a bonus action.

TIER 2 ADVENTURE: RACE TO THE BOTTOM

Beneath the Sentinel mountains lies the dwarven city Dazaruon, abandoned when the mines it was built around ran out of silver ore. Legends say that a duergar necromancer called Grey Finger broke into Dazaruon's tombs and attempted to raise an army of undead dwarves. Grey Finger was defeated by a party of adventurers and fell into the mine's deepest pit.

You learn that Grey Finger possessed a powerful magic staff that was never recovered. A rival adventuring party, led by a wizard named Thaddeus Kren, is on their way to Dazaruon to find the *staff of necromancy*. You are hired to find and retrieve the staff before Kren's party gets it.

Racing Kren to the bottom of the pit, you must make your way through the eerie, empty streets of Dazaruon. The abandoned mines are now home to scavenging **duergar** and various underdark creatures, but none are as dangerous as your rival Thaddeus Kren. Kren is a **vampire spawn**, serving a mysterious patron called "The Countess". Add the **mage's Spellcasting** action to the **vampire spawn** stats.

At the bottom of the pit, a **black pudding** lurks near the bones of Grey Finger. The necromancer's possessions include gems worth 300 gp, a *handy haversack* that contains his spellbook, and the *staff of necromancy*.

TIER 3 ADVENTURE: THE COUNTESS OF BLOOD

After attuning to the staff of necromancy, you start having dreams of a beautiful woman in a flowing scarlet gown. She beckons to you, whispering promises of power. Each time you cast *animate dead* with the staff, the undead servant that appears will walk away until you give it a command.

If you follow an undead servant, it will lead you to Bloodstone Keep, home of Countess

Mallory De Viers. The woman you saw in your dreams is a **vampire** and the creator of the *staff of necromancy*. You are treated as a guest by Mallory and her well-dressed **ghoul** servants.

The vampiress wants you to replace Thaddeus Kren as her second in command. She has a spell scroll that can upgrade the staff, but she needs a powerful wizard to wield it. If you are not willing, Mallory will attempt to turn you into one of her **vampire spawn**.

Regardless of whether you are an ally or an enemy of the Countess, you can use her scroll to upgrade the *staff of necromancy* to Tier 3.

TIER 4 ADVENTURE: WRATH OF THE CELESTIALS

Even if you willingly join the Countess, she will eventually try to turn you and will have to be destroyed. Amongst her valuable possessions at Bloodstone Keep, you find a glass jar that contains a large, glowing heart. The macabre memento is the heart of a planetar slain by Mallory De Viers.

A pair of celestials, a deva named Ambrosius and a planetar named Gabriela, have descended to the material plane to avenge the death of their friend. Their wrath is focused on anyone who is attuned to the staff of necromancy. If you can convince them that you are good-aligned and not a servant of Countess De Viers, you might be spared. If you're lucky.

Thaddeus Kren's spellbook has a blank page that obviously contains some kind of enchantment. When lit by the glowing celestial heart, it reveals the secret to upgrading the staff of necromancy to Tier 4. You will need the additional powers to survive the wrath of Ambrosius and Gabriela.



STARBLADE RAPIER

Weapon (Rapier), rare [Tier 2]
(requires attunement)

Damage: 1d8+2 radiant

Weight: 1 lb.

Properties: Finesse

This item appears to be a rapier hilt. While grasping the hilt, you can use a bonus action to cause a blade of radiant starlight to spring into existence, or make the blade disappear. While attuned to the starblade, you gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage.

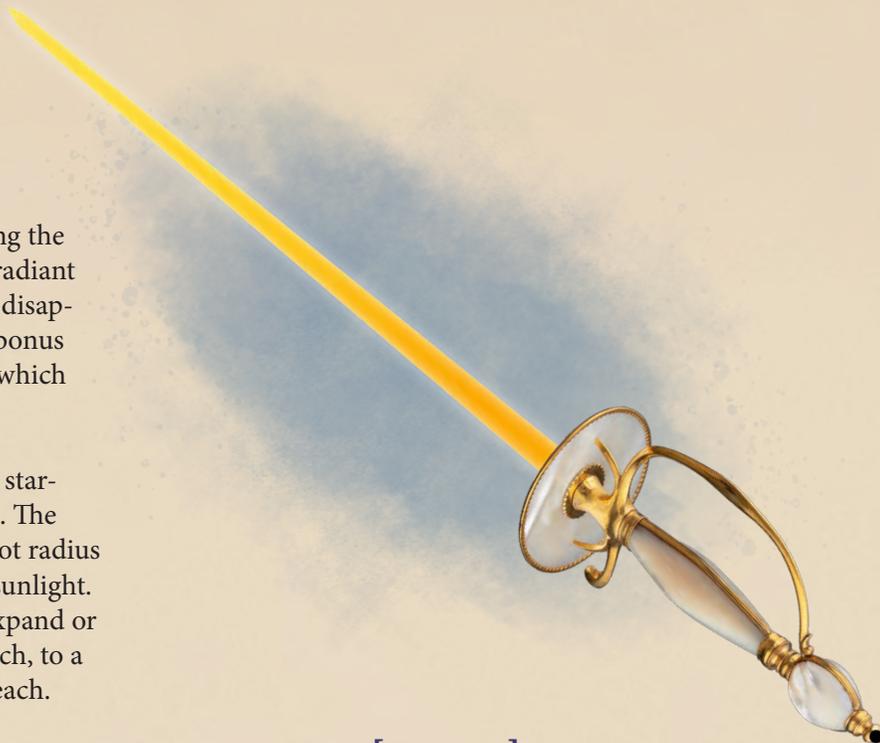
Radiant Blade. When you hit an undead with the starblade, that target takes an extra 1d8 radiant damage. The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

VERY RARE [TIER 3] UPGRADE

When you achieve level 10 while attuned to the starblade, you have a +3 bonus to attack and damage rolls made with this magic weapon.

Improved Radiant Blade. When you hit an undead with the starblade, that target takes an extra 2d8 radiant damage. If a creature takes 10 or more damage from a hit with the blade, that target must succeed a DC 18 Constitution saving throw or be blinded until the end of its next turn.

Star Burst. As an action, the starblade emits a burst of starlight. Each creature of your choice in a 10-foot radius must make a DC 18 Dexterity saving throw, taking 18 (4d8) radiant damage on a failed save, or half as much damage on a successful one. This feature can be used a number of times per day equal to your proficiency bonus.



LEGENDARY [TIER 4] UPGRADE

When you achieve level 17 while attuned to the starblade, you have a +4 bonus to attack and damage rolls made with this magic weapon.

Inspiring Light. As a bonus action, the shining starblade inspires all nonhostile creatures within 120 feet of it until the end of your next turn. Inspired creatures can't be charmed or frightened, and they gain advantage on ability checks and saving throws until the end of your next turn. This feature can be used a number of times per day equal to your proficiency bonus.

Legendary Radiant Blade. The reach of the blade extends to 10 feet. When you hit an undead with the starblade, that target takes an extra 3d8 radiant damage. If a creature takes 10 or more damage from a hit with the blade, that target must succeed a DC 22 Constitution saving throw or be blinded until the end of its next turn.

TIER 2 ADVENTURE: THE SPECTRAL MENACE

An evil presence stalks the halls of the Celestial Temple, home of the Vindu Knights. Several members of the ancient order have fallen victim to an unknown entity that drains life energy, and the remaining knights are baffled and terrified.

You are hired to find whatever is killing the Vindu. If you follow clues to the crypts beneath the temple, you find they are haunted by several **specters**. Many crypts have been opened and ransacked by a **wraith**.

The wraith seeks an ancient tome wanted by its master, a mysterious being called Rivenous the Eternal. If you interfere, the undead creatures attack. The book they are seeking, titled *Journal of the Brinn*, is hidden in the tomb of Benjon Dyos, a legendary Vindu Knight.

If you prevent the wraith and its spectral minions from taking the book, the knights reward you with a starblade rapier.

TIER 3 ADVENTURE: THE VAMPIRE STRIKES BACK

A brutal attack has left the Celestial Temple in ruins. The few Vindu Knights who survived report that the midnight assault was led by Karnin Rayner, a former Vindu who disappeared years ago after betraying his fellow knights. Rayner stole the Journal of the Brinn and escaped, but one of his minions was captured.

The prisoner is a hungry **vampire spawn** who refuses to talk unless you give them fresh blood or succeed a DC 15 Charisma (Persuasion) or Charisma (Intimidation) check (player's choice). They say that Karnin Rayner is now a **vampire** who serves Rivenous the Eternal. The fallen Vindu Knight is taking the stolen journal to his master's hidden fortress in the floating isles of Nimbar.

If you move quickly, you can intercept Rayner and his gang of vampire spawn before they reach the perilous sky islands, home to pirates and many dangerous creatures. The vampires will try to ambush you at night to minimize their

Sunlight Hypersensitivity. Karnin Rayner was a powerful knight before he turned to darkness. Add a Longsword attack to the vampire stats.

Longsword. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage, or 9 (1d10 + 4) slashing damage if used with two hands.

If you recover the Journal of the Brinn, you find that it contains an incantation to upgrade the starblade rapier to Tier 3.

TIER 4 ADVENTURE: REVENGE OF THE LICH

Death strikes from above! A flying island, so large it blots out the sun, has drifted out of the floating isles of Nimbar. The Necro Moon is Rivenous the Eternal's fortress, armed with a powerful Necro Ray that can be fired once every 10 minutes.

Necro Ray. The Necro Moon fires a beam of necrotic energy in a 500-foot line that is 10 feet wide. Each creature in that line must make a DC 20 Dexterity saving throw, taking 88 (16d10) necrotic damage on a failed save, or half as much damage on a successful one. A humanoid creature killed by the ray rises as a **zombie**.

Hordes of undead swarm in the darkness beneath the Necro Moon. If you can get past them and onto the flying island, you'll find the Rivenous the **lich** is eager to add you to his growing army. His phylactery is a huge black diamond at the center of the Necro Moon that powers the Necro Ray and keeps the fortress aloft.

Striking the diamond with the *starblade rapier* upgrades the weapon to Tier 4. To destroy the phylactery, it must take 100 radiant damage in 1 minute or less. If the phylactery is destroyed, the Necro Moon begins to crumble and fall to earth.