



D. COLEMAN

Weapons of Legacy

New magic weapons that grow in power with those that wield them
for your fifth edition campaign

Dungeons
ON DEMAND

Legacy Items At a Glance

Crownfall. This longsword is looking to make up for bloodshed from its storied past. In the hands of a paladin, the item confers its nobility, although it cannot escape its stigma. Useful for adding supplemental healing and ruggedness to a character.

Devilstring. This bow was fashioned to do great good, but events have seen it strung with the ligaments from a fiend most evil. It has a useful ability to conjure its own ammunition of myriad types, which is sure to be a great boon to its wielder.

Gnorm's Puzzle Box. This arcane focus may bring a Rubik's Cube to mind, but its use is far more complex. An ideal item in the hands of an inquisitive character that likes to explore and isn't bothered by puzzles or riddles in lieu of combat.

Heart Carver. A sad story of jilted lovers haunts this woodsman's axe, and it longs to find such love again. Its powers are themed in such respect, and is a useful thrown weapon as well. A lot of role-playing opportunities with this one!

Last Word. A tally is notched into the handle of this terrific maul for every kill it makes. When given to a barbarian, you can be sure there will be many more tallies to come. All of its abilities are combat-centric, so be prepared for its PC to become just as bloodthirsty as the weapon!

Northwind's Grace. This fine vestment of gold rings and red silk is the only remnant of the lost Storm Council of Evergale. While a monk that wields it may seek structure and discipline, it yearns to ride the winds through the open sky, and requires some dramatic (and dangerous!) role-playing opportunities to unlock its tiers.

Sons of Slate. This pair of daggers used to be the tools of the trade for a relatively unknown assassin (that's how you know he was good at his job). A fine set for a rogue or otherwise specialized dual wielder.

Splinter of Branchworth. The druid Tyranna was gifted this tree limb from the treant Branchworth, and it has grown to become a symbol of the forest and preservation of the natural world ever since. A druid will find the staff highly versatile, offering enhancement to both his or her spells and Wild Shapes.

Viperkiss. While it's unknown which duelist originally had this blade commissioned, the countless corpses it has left in its path is undeniable. The weapon is beautiful and vain, and seeks to kill for the entertainment of others and to be showered with their compliments.

What is a Weapon of Legacy?

A *weapon of legacy* is a powerful magic item with a rich history and special use... although it may not appear as such when first discovered. Similar to sentient magic items and artifacts, a weapon of legacy is typically fashioned for a special purpose, or is “born” at the height of a dramatic event or in the hands of a heroic figure. When wielded by one that resonates with such an item’s philosophy or purpose, it grows in power to the heights that rival even legendary arms.

Legacy Tiers and Powers

Like many magic items, legacy items require attunement to a player character, and some items can only be attuned to characters of specific classes, races, or alignments. However, a legacy item does not grant its wielder the benefits of all its magical properties right away. Instead, more and more of its powers are unlocked as the wielder’s experience, actions, and rapport with the item develops.

A legacy item’s magical abilities are divided into *legacy tiers*; when an attuned character satisfies all of the prerequisites of a new legacy tier, they gain access to the abilities listed for that tier instead of the previous one. Legacy tiers are determined by an item’s wielder, not the item itself, and a newly attuned wielder always begins at legacy tier 1. A character resumes whichever legacy tier he or she last left on with a legacy item should they lose attunement to it, and attune to it again in the future.

For instance, if a player at legacy tier 3 with an item relinquishes it, and a different character attunes to it, the new wielder begins at legacy tier 1 with the item. If the original wielder were to attune to the same item in the future, they would resume at legacy tier 3.

The Game Master has final say over what does, or does not, fulfill an item’s prerequisites for a wielder to move to the next legacy tier, and there are no hard and fast rules over what actions may cause a wielder to slide back *down* this scale. Certainly, if the player consistently behaves in a manner conflicting to the item’s personality, it is likely the item will withhold these powers!

Legacy Tier Prerequisites

The prerequisites for each legacy item are designed to preserve game balance and to promote role-playing; these items may ask more of your players, or your game world, than you might be prepared for. It’s up to you whether or not a character knows the prerequisites to gain a new legacy tier. The decision is yours – a character might know them as soon as he or she attunes to the item, they may be required go on a quest to seek a wise sage to reveal them, or you may prefer to not reveal them at all, and see what happens naturally.

Legacy Items vs. Sentient Items

The presented items “remember” their legacy – and they have a way of communicating this to their wielders. Each legacy item has a listed personality which describes their outlook and how they behave when its wielder is operating within or outside of its views. This is very similar to how sentient items operate.

Unlike sentient items, however, these items do not possess senses or ability scores, and do not communicate to its wielder other than sending signals when it approves of or enjoys a course of action. If you prefer the items to behave like sentient items, feel free to add the relevant statistics to each (*DMG pg. 214*).

Make this Your Own

As with any *Dungeons on Demand* product, you’re encouraged to make the items presented in this document your own. Rename these items. Change their histories. Alter their powers. Tweak their personalities. Rewrite their descriptions. You just may discover you (and your players) are making weapons with legacies of your own.

Crownfall

This longsword proves to be of uncanny craftsmanship, withstanding the ravages of countless years. The cross-guard bears the image of a coat of arms, some forgotten kingdom or family you cannot place, and the pommel is fashioned into an ornate crown that encircles a dark amethyst. The sword handles well enough, although there's an odd weight to it – as if burdened by some unseen weight it seeks to rid itself of.

HISTORY

Crownfall was the ancestral sword and birthright to the Paladin Kings of Autumnsmet, although in their time the weapon was known by a different name, *Kingsrise*. The coronation of a new king of Autumnsmet was a celebration that would last for days, ultimately concluding in a ceremony in which the blade would be presented to the new sovereign. The sword served dozens of kings, serving them through uncounted battles and wars, a symbol of their lineage and dominance.

The sword passed through the line's successors until it was given to *King Janus Stoutheart*. Janus had served stoically for decades, and knew his time was coming to an end when he fell ill with a fever that robbed him of his sight, and shackled him to his bed. Of Janus' two twin sons, *Rosen* and *Darius*, the dying king named Rosen as his successor, surprising all. Darius, the assumed successor, was immensely crestfallen at his father's decision, and noticeably absent during his brother's coronation.

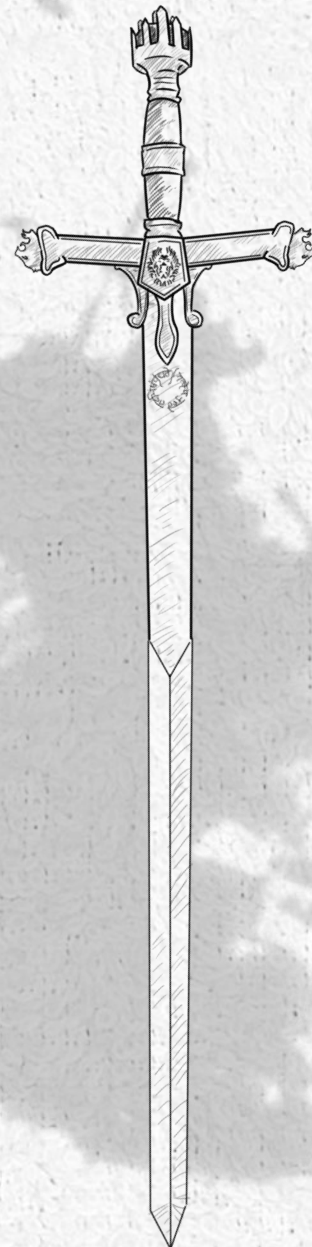
When it came time for the new heir to receive the sword and begin his reign as king, the macabre truth was discovered: Darius had slain his twin brother, and had been impersonating Rosen since. Even Janus could not tell the difference, nearly blind in his illness. Had Rosen's bloodied corpse not been found at the last moment, perhaps Darius would have gotten away with this ruse long enough to become king.

Enraged and grieved, Janus cut down his surviving son with the very sword he was to hand to him. The king succumbed to his illness less than a day later. Bereft of kings, the sword was forever renamed *Crownfall*, and was discarded from the kingdom.

PERSONALITY

Crownfall is proud and noble, and despises the morbid history that marks its final days as a symbol of kingship. It is ambitious for prestige, even to its own detriment, and seeks a wielder with the same aspirations. It recognizes the conviction of a paladin, and in the hands of such, *Crownfall* flourishes.

While wielded by a paladin in pursuit of order and honor, the sword is a beacon of hope and inspiration. Those around it act in confidence and zeal. The sword abhors deceit, treachery, and wanton murder; these things remind it of the awful deeds that ended its glory. If the sword is present for such deeds, haunting whispers and the echoes of weeping kings emanate about from it in a terrifying fashion.



CROWN FALL

Weapon (longsword); legacy (requires attunement by a paladin)

When you attune to this weapon, the amethyst set in its pommel fills with a deep, purple glow, as if it encased a thundercloud. You immediately become familiar with the weapon's history and personality, and you know if a creature you can see has attuned to the weapon in the past 100 years.

If this is your first time attuning to the weapon, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the weapon before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the weapon's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Attacks made with this weapon are magical. Nobility. While the weapon is on your person, other creatures' Charisma (Intimidation) checks against you have disadvantage.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher You must use the weapon to win a contest, challenge, or test of skill. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Nobility. While the weapon is on your person, other creatures' Charisma (Intimidation) and Charisma (Persuasion) checks against you have disadvantage. Ominous. While holding this weapon, you can use it to cast <i>bane</i> as a 1st level spell (save DC 14). This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher The weapon must be used in a prominent role of a knighting ceremony. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Nobility. While the weapon is on your person, other creatures' Charisma (Intimidation) and Charisma (Persuasion) checks against you have disadvantage, and your Charisma (Persuasion) checks have advantage. Ominous. While holding this weapon, you can use it to cast <i>bane</i> as a 1st level spell (save DC 15). This ability cannot be used again until the next dawn. Rectify. While the weapon is on your person, your paladin class level counts as 2 higher for the purpose of your <i>lay on hands</i> class feature. Sovereignty. While holding this weapon, you can use your reaction when you are critically hit by a creature you can see to treat the attack as a normal hit. You cannot use this ability if you are incapacitated. This ability cannot be used again until the next dawn.
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LEGACY TIER 4

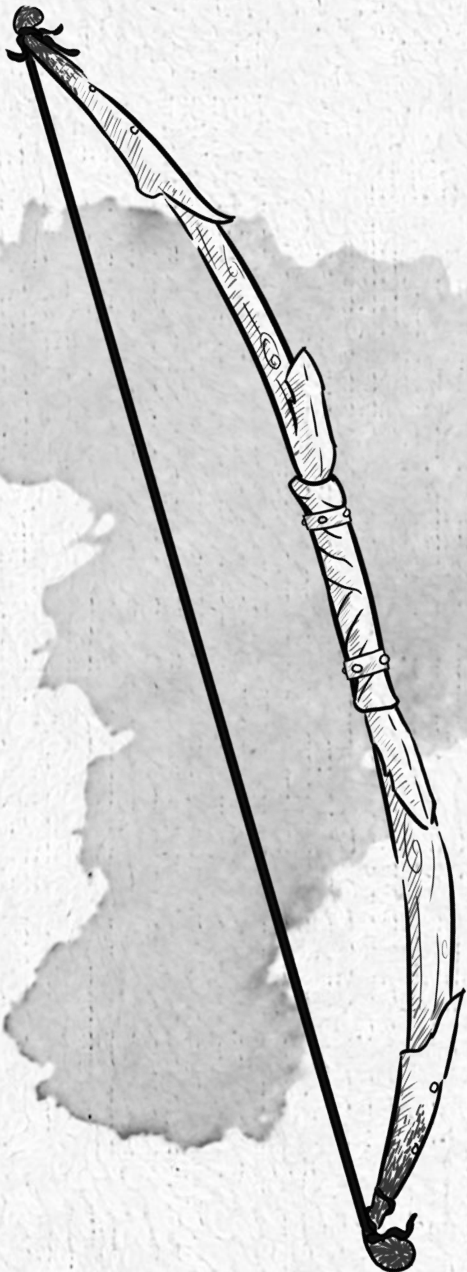
<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher The weapon must be used for the public execution of a traitor or otherwise heinous criminal. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Nobility. While the weapon is on your person, other creatures' Charisma (Deception), Charisma (Intimidation), and Charisma (Persuasion) checks against you have disadvantage, and your Charisma (Persuasion) checks have advantage. Ominous. While holding this weapon, you can use it to cast <i>bane</i> as a 1st level spell (save DC 16). This ability cannot be used again until the next dawn. Rectify. While the weapon is on your person, your paladin class level counts as 4 higher for the purpose of your <i>lay on hands</i> class feature. Sovereignty. While holding this weapon, you can use your reaction when you are critically hit by a creature you can see to treat the attack as a normal hit. You cannot use this ability if you are incapacitated. This ability can be used twice and regains both uses daily at dawn.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher Twin brothers must both grip the weapons blade at the same time, and forgive it of its dark history. The weapon must be used in a prominent role in the coronation of a new king or ruler of a nation. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Nobility. While the weapon is on your person, other creatures' Charisma (Deception), Charisma (Intimidation), and Charisma (Persuasion) checks against you have disadvantage, and your Charisma (Persuasion) checks have advantage. Ominous. While holding this weapon, you can use it to cast <i>bane</i> as a 1st level spell (save DC 17). This ability cannot be used again until the next dawn. Rectify. While the weapon is on your person, your paladin class level counts as 6 higher for the purpose of your <i>lay on hands</i> class feature. Sovereignty. While holding this weapon, you can use your reaction when you are critically hit by a creature you can see to treat the attack as a normal hit. You cannot use this ability if you are incapacitated. This ability can be used three times and regains all uses daily at dawn.
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Devilstring

There's a certain contradiction at work in this longbow. Its handle and limbs are fashioned from pristine white wood, banded in silver and ivory. The bowstring, however, is a thick, dark strand of sinew born of no earthly creature you can imagine. It bears the blackness of empty midnight. Dark burns mar the wood on the top and bottom of the bow's nocks, as if some great conflagration had seared this foul string into place.



HISTORY

Brandehild Oakheel was a wise and patient elf, and prominent arcane archer. She spent much of her life with those that shared her ardor for knowledge, discovery, and, above all, justice. It was these passions of Brandehild's that led her directly into the depths of Hell of itself, in the company of some of the strongest adventurers the world had ever known. Brandehild and her companions had tasked themselves with recovering a relic, guarded by none other than an Archduke of Hell, swearing not to rest until it was reclaimed.

The elf's was never far from her iconic longbow, and from the weapon Brandehild launched volley after volley of arrows, each imbued with some of her magical power. It's unknown what fate befell Brandehild and her allies, or whether or not they were successful in their endeavor, but one thing was known: at some point, Brandehild's bowstring was severed.

In a grand, and gruesome, act of desperation, Brandehild restrung her longbow with the only option available – a fibrous ligament from a slain devil lord. Henceforth, the elf called her weapon *Devilstring*, and it served her until her dying day.

PERSONALITY

Devilstring shares much of the same perspective as Brandehild; it is calm, patient, and seeks justice above all else. When in pursuit of an evil-doer, or used in battle against fiends, the bow seems to shimmer with an opalescent aura. It is resistant to acting recklessly or hastily, and users have found it difficult to draw in such situations.

If there's one thing *Devilstring* loathes, it's the fiendish tendon that serves as its own bowstring. Though the sinew is wound taunt along its string nocks, small tendrils seem to shift and squirm as if grasping to be freed of it. However, whatever method Brandehild used to bind the string to her bow has proven to be uncannily resilient – the bowstring remaining despite *Devilstring's* future wielders' many attempts to untie or sever it. It would seem the elf did not want to face having an unstrung bow ever again.

DEVILSTRING

Weapon (longbow); legacy (requires attunement)

When you attune to this weapon, the seared portion of the bow flares with heat and red embers, occasionally producing tufts of ash. You immediately become familiar with the weapon's history and personality, and you know if a creature you can see has attuned to the weapon in the past 100 years.

If this is your first time attuning to the weapon, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the weapon before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the weapon's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Attacks made with this weapon are magical. Conjure Ammunition. By pulling upon the bowstring, the weapon magically conjures an arrow, nocked into place, ready to shoot.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher You must have sworn an oath to a local authority or ruler to uphold the law. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Conjure Ammunition. By pulling upon the bowstring, the weapon magically conjures an arrow, nocked into place, ready to shoot. Warded. While holding this weapon, you can use it to cast <i>protection from evil and good</i> targeting yourself only. This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher You must have used the weapon in an effort to uphold the law or enact justice, such as chasing down a wanted man or slaying a known murderer. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Conjure Ammunition. By pulling upon the bowstring, the weapon magically conjures an arrow, nocked into place, ready to shoot. You can choose for an arrow fired in this fashion to deal cold, fire, or lightning damage instead of piercing damage, determined before the attack roll is made. Alert. While holding this weapon, you have advantage on Wisdom (Perception) checks that rely on sight. Fiend-Slayer. Fiends hit by this weapon take an extra 1d10 radiant damage. Warded. While holding this weapon, you can use it to cast <i>protection from evil and good</i> targeting yourself only. This ability cannot be used again until the next dawn.
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LEGACY TIER 4

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher You must initiate contact with a fiend of significant power, only to warn it you will kill it. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Conjure Ammunition. By pulling upon the bowstring, the weapon magically conjures an arrow, nocked into place, ready to shoot. You can choose for an arrow fired in this fashion to deal acid, cold, fire, lightning, or thunder damage instead of piercing damage, determined before the attack roll is made. Alert. While holding this weapon, you have advantage on Wisdom (Perception) checks. Fiend-Slayer. Fiends hit by this weapon take an extra 1d10 radiant damage. Warded. While holding this weapon, you can use it to cast <i>death ward</i> and <i>protection from evil and good</i> targeting yourself only once each. Once used, the spell cannot be used again until the next dawn.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher You must have dealt the killing blow to a fiend of significant challenge with the weapon. The weapon must be used in the name of great justice, such as assisting the overthrow of a despot or slaying a corrupt and treacherous noble. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Conjure Ammunition. By pulling upon the bowstring, the weapon magically conjures an arrow, nocked into place, ready to shoot. You can choose for an arrow fired in this fashion to deal acid, cold, fire, force, lightning, or thunder damage instead of piercing damage, determined before the attack roll is made. Alert. While holding this weapon, you have advantage on Wisdom (Perception) checks. So long as you are not blinded, deafened, or incapacitated, you have advantage on Dexterity saving throws against effects you can see, such as traps and spells. Fiend-Slayer. Fiends hit by this weapon take an extra 1d12 radiant damage. Warded. While holding this weapon, you can use it to cast <i>death ward</i> and <i>protection from evil and good</i> targeting yourself only once each. Once used, the spell cannot be used again until the next dawn.
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Gnorm's Puzzle Box

This cube is fashioned from dark wood. Grooves divide its faces, and small panels bearing symbols, shapes, numbers, and colors decorate each panel. It looks like you could move these panels along its faces, but despite your best effort, they don't budge. Just as you're about to give into frustration, you imagine a panel shifting in your mind, and at the same time the corresponding panel on the box moves as well - gliding through some unseen force. As if pleased by your efforts, the box jostles itself free of your grasp, and floats gently above your palm as you concentrate upon it.

HISTORY

Whatever world *Gnorman Gjonbaronn* originally came from, it certainly wasn't *this* one.

The gnome wayfarer counted as many different worlds in his lifetime as most people count seasons in their own. Whether *Gnorm* came to this in exploration, or out of plain boredom, his arrival has had a lasting impact. The absent-minded gnome mistakenly dropped a puzzle box of foreign-make (*very* foreign-make) in one of the venues he visited, shortly before he unceremoniously left for new realm to explore.

Since then, the puzzle box has been handled by an innumerable amount of creatures. Most of them have not thought more of it than an amusing token, and only a very few have managed to unlock its powers. Those that bored the box by staying in the same place for too long have, inexorably, found it missing the next time they've gone to look for it.

In this way, the box has found its way to continue to explore where *Gnorm* left off.

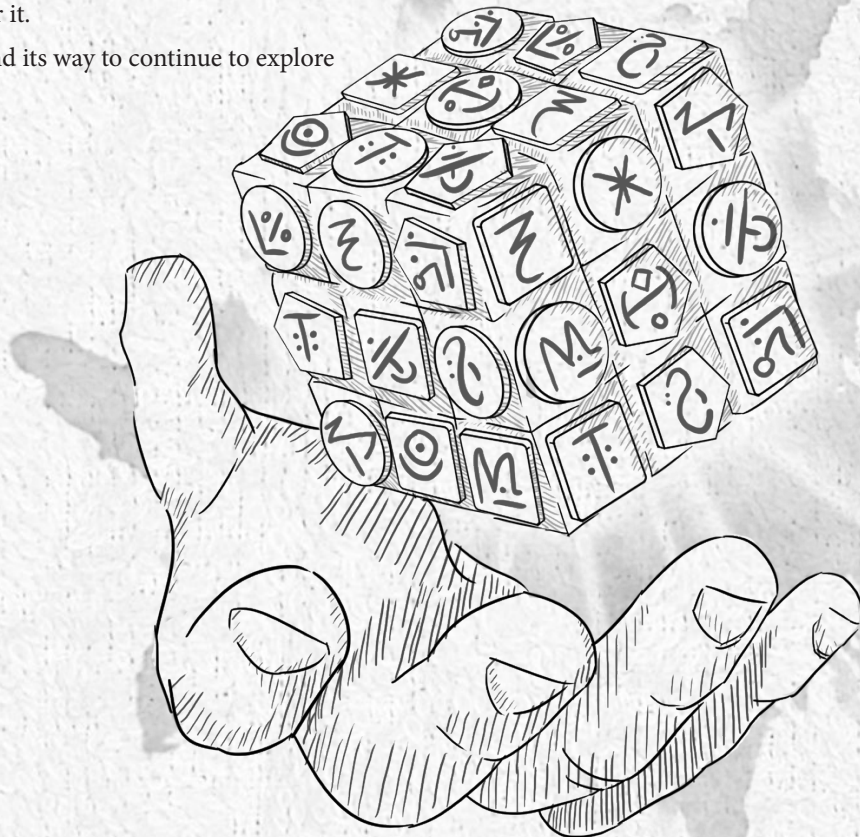
PERSONALITY

Gnorm's Puzzle Box aptly loves puzzles and riddles; when its user engages in such its buoys with excitement, constantly shifting the panels about its faces.

It is also fond of travel and exploration; when its user is exploring an unknown area, it is similarly excitable.

The puzzle box gets bored if it's kept in the same place for too long, especially if its user does not attempt to solve it frequently.

If left unattended in the same place for the period of a year, the puzzle box *teleports* to a random location, awaiting a new user to accompany and travel with.



GNORM'S PUZZLE BOX

Wondrous item; legacy (requires attunement by a sorcerer, warlock, or wizard)

When you attune to this item, it magically floats in your hands, and you can shift the tiles on its faces into different positions by concentrating upon them. You immediately become familiar with the item's history and personality, and you know if a creature you can see has attuned to the item in the past 100 years.

If this is your first time attuning to the item, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the item before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the item's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Arcane Focus. The item can be used as an arcane spellcasting focus. Mindful. While holding this item, you have advantage on Wisdom (Insight) checks.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher You must explore a relatively unknown area, such as an old catacomb or mountain cave. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Arcane Focus. The item can be used as an arcane spellcasting focus. While holding it, you have a +1 bonus to spell attack rolls. Magic Sensitive. While holding this item, you can use it to cast <i>detect magic</i>. This ability cannot be used again until the next dawn. Mindful. While holding this item, you have advantage on Wisdom (Insight) checks and you gain a bonus equal to half your proficiency bonus on Intelligence (Investigation) checks.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher You must assist in solving a major puzzle or challenge of mind while exploring a new area, such as dungeon puzzle or deducing the answer to a riddle that opens a secret door. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Arcane Focus. The item can be used as an arcane spellcasting focus. While holding it, you have a +1 bonus to spell attack rolls. Labyrinthine. While holding this item, your spell save DC is increased by 1. Magic Sensitive. While holding this item, you can use it to cast <i>detect magic</i>. This ability can be used twice and regains both uses daily at dawn. Mindful. While holding this item, you have advantage on Wisdom (Insight) checks and you gain a bonus equal to half your proficiency bonus on Intelligence (Investigation) checks. Reserve. You can use an action to cause the puzzle box to open and regain one expended spell slot of up to 3rd level. Once you use this ability, the box immediately closes and the box cannot be used in this manner again until the next dawn.
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LEGACY TIER 4

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher You must challenge and defeat another person or intelligent creature to a contest of riddles. There must be significant stakes or a wager that depends on the contest's outcome. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Arcane Focus. The item can be used as an arcane spellcasting focus. While holding it, you have a +2 bonus to spell attack rolls. Labyrinthine. While holding this item, your spell save DC is increased by 1. Magic Sensitive. While holding this item, you can use it to cast <i>detect magic</i>. This ability can be used twice and regains both uses daily at dawn. Mindful. While holding this item, you have advantage on Wisdom (Insight) checks and you gain a bonus equal to half your proficiency bonus on Intelligence (Arcana) and Intelligence (Investigation) checks. Reserve. You can use an action to cause the puzzle box to open and regain one expended spell slot of up to 4th level. Once you use this ability, the box immediately closes and the box cannot be used in this manner again until the next dawn.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher You must explore a wholly exotic new location, such as a different plane of existence or a continent that has recently risen from the sea. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Arcane Focus. The item can be used as an arcane spellcasting focus. While holding it, you have a +2 bonus to spell attack rolls. Labyrinthine. While holding this item, your spell save DC is increased by 2. Magic Sensitive. While holding this item, you can use it to cast <i>detect magic</i>. This ability can be used three times and regains all uses daily at dawn. Mindful. While holding this item, you have advantage on Wisdom (Insight) checks and you gain a bonus equal to half your proficiency bonus on Intelligence (Arcana) and Intelligence (Investigation) checks. Reserve. You can use an action to cause the puzzle box to open and regain one expended spell slot of up to 5th level. Once you use this ability, the box immediately closes and the box cannot be used in this manner again until the next dawn.
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Heart Carver

At first look, this appears to be an ordinary handaxe – small enough to be held in one hand with a short haft and falcate blade. Holding it, however, fills you with an almost dizzying sense of melancholy, a kind of sorrow comparable to that of horrible loss. It passes in the moment, allowing you to collect your senses, but there's no denying there's some tragedy inseparable from the axe – a tragedy it remembers.

HISTORY

No one living may know the sad story of the human *Neville Smith* and the elf *Vashti Dawnblossom*, but *Heart Carver* carries the sorrow of the jilted lovers to this day. Neville was but sixteen years old when became a lumberjack, given the axe to use for clearing brush and falling small timber. It wasn't a job the boy was particularly fond of, he was more likely to sing songs of axes than he'd be to carry one, and Neville often found himself day-dreaming and wandering through the forests he serviced.

It was in such a daydream, one day, he stumbled upon Vashti. She was alone in a clearing, petting a fawn, singing in Elvish. He was immediately taken with her, intrigued by her mystique and sylvan beauty. Vashti was enamored with him as well, admiring his strong build yet gentle soul. Henceforth, Neville would vanish from the logging camps to return to Vashti's grove day after day, and their relationship deepened with each meeting. Neville made sure to record each visit with Vashti by notching out a heart in a tree trunk with his axe.

Neville's fellow lumberjacks quickly grew suspicious of the youngster's long disappearances – particularly when he would return with only a meager pile of logs to show for them. One day, when Neville crept away to find Vashti, these woodsmen shadowed his footsteps to spy upon the boy and the elf. In a fit of jealousy and anger, the loggers returned later to Vashti's grove, clearing it of every tree in a manner of hours.

Upon discovering her decimated grove, Vashti was inconsolable. She cursed and fled from Neville, never to be seen again. The boy could not stand the thought of losing his love, and chased after her. For days he wandered the forest aimlessly, calling her name, until he expired of hunger and exhaustion. The rest of the woodsmen found his corpse, gripping the axe in his hand, at the base of an oak tree. Carved into its trunk was a heart.

PERSONALITY

Heart Carver remembers the great love, and greater sorrow, of the two young lovers, and passes these emotions onto its wielder. When its wielder fights to protect love, or in the pursuit of love, the axe is comfortably warm to hold. The natural world around it seems more beautiful – bird song seems to loft among the air, flowers carry a certain vibrancy, the wind is sweet and soft, and the smell of summer is ever present.



By contrast, *Heart Carver* cannot abide callousness, or any actions to separate two that truly love each other. If its wielder acts with such heartlessness, the weapon is ice cold to touch. The air about it is sharp and silent, and the natural world becomes imbued with a certain grayness only perceptible to its wielder. It feeds a feeling of doubt and melancholy to the one that holds it, in an effort to stop whatever maliciousness is at hand.

HEART CARVER

Weapon (handaxe); legacy (requires attunement)

When you attune to this weapon, a heart is magically engraved upon its wooden handle, encircling the letters "NV". You immediately become familiar with the weapon's history and personality, and you know if a creature you can see has attuned to the weapon in the past 100 years.

If this is your first time attuning to the weapon, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the weapon before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the weapon's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Attacks made with this weapon are magical. Somber. While holding this weapon, you have advantage on saving throws against being charmed.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher True lovers must share a kiss while each has a hand on the weapon. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Somber. While holding this weapon, you have advantage on saving throws against being charmed. Lonely. While holding this weapon, you can use it to cast <i>charm person</i> as a 1st level spell (save DC 14). This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher The weapon must have a prominent role as a prop in a marriage ceremony. The couple being married must be of some significance, such as a duke and duchess or other couple of import. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Somber. While holding this weapon, you have advantage on saving throws against being charmed. Lonely. While holding this weapon, you can use it to cast <i>charm person</i> as a 1st level spell (save DC 15). This ability cannot be used again until the next dawn. Requite. Immediately after you make a ranged attack with this weapon, it magically flies back to your hand. Lovestruck. While holding this weapon, you can use an action to force a creature that can see you to succeed on a DC 15 Charisma saving throw or be magically charmed by you for 1 hour. If you are of a species and gender the creature is attracted to, it regards you as its true love while charmed. This ability cannot be used again until the next dawn.
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LEGACY TIER 4

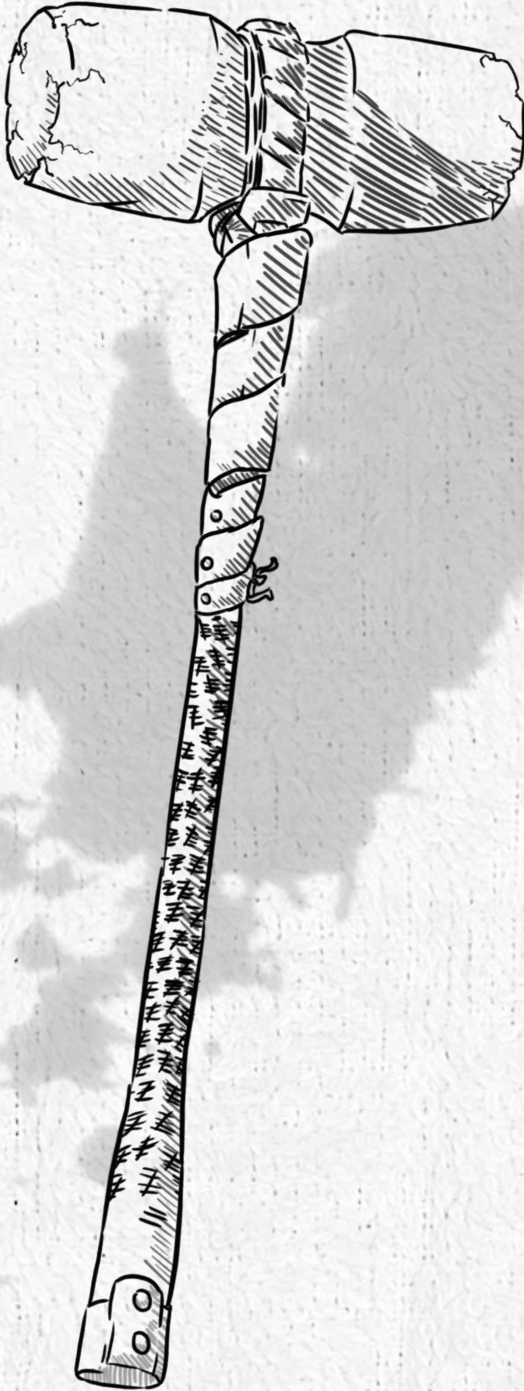
<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher You must have used the weapon to fall a tree whose wood is made into a marriage podium. The tree must be rare or of special significance, and not easily attained. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Somber. While holding this weapon, you have advantage on saving throws against being charmed or frightened. Lonely. While holding this weapon, you can use it to cast <i>charm person</i> as a 1st level spell (save DC 16). This ability cannot be used again until the next dawn. Requite. Immediately after you make a ranged attack with this weapon, it magically flies back to your hand. Lovestruck. While holding this weapon, you can use an action to force a creature that can see you to succeed on a DC 16 Charisma saving throw or be magically charmed by you for 8 hours. If you are of a species and gender the creature is attracted to, it regards you as its true love while charmed. This ability cannot be used again until the next dawn.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher You must have used the weapon in an effort to assist true love, such as slaying a monster that had captured the princess's betrothed, or harvesting an herb to cure the farmer's ailing wife. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Somber. While holding this weapon, you have advantage on saving throws against being charmed or frightened. Lonely. While holding this weapon, you can use it to cast <i>charm person</i> as a 1st level spell (save DC 17). This ability cannot be used again until the next dawn. Requite. Immediately after you make a ranged attack with this weapon, it magically flies back to your hand. Lovestruck. While holding this weapon, you can use an action to force a creature that can see you to succeed on a DC 17 Charisma saving throw or be magically charmed by you for 24 hours. If you are of a species and gender the creature is attracted to, it regards you as its true love while charmed. This ability cannot be used again until the next dawn.
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Last Word

The head of this maul is crudely fashioned from stone, and small chips and fissures along its surface tell the tales of countless battles it must have witnessed. The weapon is roughshod, clearly made to serve its purpose rather than to look impressive, but its construction is solid. Running down its stock to its handle are rows upon rows of tallies, notched into its woodwork. If these are an accurate count of its wielders' victories, then this weapon is responsible for the deaths of thousands.



HISTORY

The warlords of the numerous barbarian clans which roamed the vast wilds often sported immense mauls, great weapons of force only those of incredible strength could wield. Of the warlords that possessed such weapons, none was more terrifying or bloodthirsty than *Schall Rageheart, Scourge of Five Empires*. The barbarian was cruelly efficient in his conquests, leaving a trail of corpses and rubble in his wake as he led his clan from city to city, and back again. His maul was named *Last Word*, because the warlord always had it, and for each kill he made the barbarian tallied a notch upon its shaft.

Such was Schall's reputation that seeing his banners on the horizon no longer caused cities to muster an army in resistance, instead prompting them to prepare food and gifts in hopes the clan would spare their homes from raid. Schall earned his namesake as the Scourge of Five Empires, as at one time five separate kings and sovereigns bowed to his whims, terrified to incur his wrath and see their provinces left in ruin.

Last Word passed to Schall's sons and grandsons after the warlord died, but his memory remains with the weapon. The maul has a way of winning others over, building armies around its wielder of faithful soldiers. The legend says Schall's spirit still travels with the old maul, evoking his blood thirst wherever it goes. There may not be any truth to this legend, but without fail, whenever *Last Word* makes a kill, another tally is added to its count.

PERSONALITY

Last Word possesses the intensity and passion that fueled Schall Rageheart to his victories. It wants nothing more than its wielder to charge into combat and batter its foes with abandon. It seeks to test the mettle, courage, and strength of one that wields it, and stokes his or her enemies to strike at them with great fury as well. *Last Word* only finds true solace in the clash of metal that makes the song of war.

The maul boasts its victories, eager to display its score. Each time the maul makes a kill, another tally is added to its death toll, tracked in notches upon its shaft. Should the user wish to add notches of their own, the maul is sure to "correct" its total to an accurate listing. It feels superior to all other arms, especially those fashioned in extravagance, and proudly wears these tallies as a measure of its bloodshed.

LAST WORD

Weapon (maul); legacy (requires attunement by a barbarian)

When you attune to this weapon, you always know the exact amount of tallies upon its handle without need to count. You immediately become familiar with the weapon's history and personality, and you know if a creature you can see has attuned to the weapon in the past 100 years.

If this is your first time attuning to the weapon, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the weapon before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the weapon's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Attacks made with this weapon are magical. Strength of Schall. While holding this weapon, your Strength score increases by 2 and can exceed 20, but not 30.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher You must have dealt the killing blow to a creature of significant challenge that was Large-sized or larger with the weapon. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Strength of Schall. While holding this weapon, your Strength score increases by 2 and can exceed 20, but not 30. Warlord. While holding this weapon, you can use it to cast <i>heroism</i> as a 1st level spell, using your Strength modifier for its effect. This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher You must have used the weapon to break down a wall, door, or barrier to reach and kill an enemy. You must have convinced a group of strangers to assist you in combat. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Strength of Schall. While holding this weapon, your Strength score increases by 3 and can exceed 20, but not 30. Bloodthirst. While you are raging, one per round when you deal a critical hit with this weapon to a creature that is not a construct or undead, you regain 2d8 hit points. Indomitable. While you are raging and holding this weapon you cannot be knocked prone. Warlord. While holding this weapon, you can use it to cast <i>heroism</i> as a 3rd level spell, using your Strength modifier for its effect. This ability cannot be used again until the next dawn.
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LEGACY TIER 4

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher You must have dealt the killing blow to a creature of significant challenge that was Huge-sized or larger with the weapon. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Strength of Schall. While holding this weapon, your Strength score increases by 3 and can exceed 20, but not 30. Bloodthirst. While you are raging, one per round when you deal a critical hit with this weapon to a creature that is not a construct or undead, you regain 3d8 hit points. Indomitable. While you are raging and holding this weapon you cannot be knocked prone. When you hit a creature with an opportunity attack with this weapon, that creature takes an additional 1d10 bludgeoning damage. Warlord. While holding this weapon, you can use it to cast <i>heroism</i> as a 5th level spell, using your Strength modifier for its effect. This ability cannot be used again until the next dawn.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher You must have used the weapon to slay an enemy warlord or leader in war. You must have convinced a group of strangers to follow you into a dangerous locale, such as a battlefield or another plane of existence. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Strength of Schall. While holding this weapon, your Strength score increases by 4 and can exceed 20, but not 30. Bloodthirst. While you are raging, one per round when you deal a critical hit with this weapon to a creature that is not a construct or undead, you regain 3d8 hit points. Indomitable. While you are raging and holding this weapon you cannot be knocked prone. When you hit a creature with an opportunity attack with this weapon, that creature takes an additional 2d10 bludgeoning damage. Warlord. While holding this weapon, you can use it to cast <i>heroism</i> as a 5th level spell, using your Strength modifier for its effect. This ability can be used twice and regains both uses daily at dawn.
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Northwind's Grace

This set of four gilded ringlets are bound in a row with a red silk wrap that flows from it like a pair of fine scarves. Faint white stitches, imperceptible at first, become apparent upon examination; they embroider the garment with a cloud motif. You can slip the ringlets between your fingers, and as soon as you do the silk wraps about your open palm and up forearm, comfortably securing itself there. As you grip the vestment in your fist, a small breeze gathers around you. Your hair and clothes jostle in its path for a moment before it fades.

HISTORY

It is customary for the wind-worshippers of *Evergale* to appoint their strongest monks as heads of the *Storm Council* – each representative coming from one of the nation's four regions. These leaders were decorated with vestments fitting their station – elegant garments of gold and silk, loose and flowing to ensure they'll be carried upon the winds that caress the peaks of their homelands. Even to lay eyes upon such an outfitted Storm Councilor was considered an honor.

It's said the day *Jevyn Su* was appointed as a Storm Councilor, the clouds cried in joy. The woman was everything the people could ask for in a Councilor – strong of body and will, devout in the teachings of the Wind God, and unwavering in her leadership. Upon taking office, she was presented with a red arm wrap so beautiful she claimed it to be the north wind made manifest. *Jevyn* thusly named the garment *Northwind's Grace*, and her image was forever entwined with that of the red scarves wrapped upon her forearm.

A time would come when *Jevyn Su*, and the rest of the Storm Council, needed to retreat to the Wandering Cliffs to meditate and discuss policy. They never returned.

Evergale was struck a mighty blow, bereft of their coveted Councilors, forced to appoint new ones amid the turmoil of their loss. What happened to lost Storm Council remains a mystery, as no remnants of the Councilors was ever found – with a single exception. A year to the day after the disappearance, *Northwind's Grace* was discover, sailing upon the wind like a red omen in the sky. Whether the omen was for good or ill is yet to be decided.

PERSONALITY

In sharp contrast to *Jevyn Su*'s adherence to discipline and structure, *Northwind's Grace* has grown to become capricious and flighty, as carefree as the wind itself. It does not seem to mind a wielder like that of *Jevyn*, indeed it doesn't seem to mind any wielder at all, so long as it is free to move.

When properly adorned, *Northwind's Grace* is a spectacle to behold, its silken lengths constantly moving as if tossed by an unseen breeze. It loathes to be used in any other manner – those that have found *Northwind's Grace* have attempted to knot it into a sash or belt, all the while the wrap wriggling to be free of them.

Nothing has kept the vestment from the open sky it so strongly seeks to dance upon; its former wielders have perished at the bottom of the sea and underground tombs, yet inevitably, *Northwind's Grace* will be found, floating in the wind, shortly thereafter.



NORTHWIND'S GRACE

Wondrous item; legacy (requires attunement by a monk)

When you attune to this item, it magically wraps about your forearm, and you are constantly circled by a pleasant breeze. You immediately become familiar with the item's history and personality, and you know if a creature you can see has attuned to the item in the past 100 years.

If this is your first time attuning to the item, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the item before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the item's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Your unarmed strikes count as magical while you wear this item. Soar. While wearing this item, you can spend 1 ki point to gain a flying speed of 60 feet for the turn.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher The user must give his blessing to the Wind God on a blustery day while wearing the item. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to your unarmed strike attack and damage rolls while you wear this item. These attacks count as magical. Soar. While wearing this item, you can spend 1 ki point to gain a flying speed of 60 feet for the turn. Gale. While wearing this item, you can use it to cast <i>gust of wind</i>. This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher The item must be loosed in the winds of a thunderstorm, and not touched again until it hits the ground. The user remains attuned to the item during this time. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to your unarmed strike attack and damage rolls while you wear this item. These attacks count as magical. Soar. While wearing this item, you can spend 1 ki point to gain a flying speed of 60 feet for 1 minute. Gale. While wearing this item, you can use it to cast <i>gust of wind</i>. This ability cannot be used again until the next dawn. Feather Falling. While wearing this item, you descend 60 feet per round and take no falling damage. Wind Armor. While wearing this item, you gain a +1 bonus to your Unarmored Defense against ranged weapon attacks. When you use your Deflect Missiles feature, you reduce the damage done to you by an additional 3.
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LEGACY TIER 4

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher The item must be purposefully flung from the top of a mountain to sail upon the wind, and not touched again until it hits the ground. The user remains attuned to the item during this time. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +2 bonus to your unarmed strike attack and damage rolls while you wear this item. These attacks count as magical. Soar. While wearing this item, you can spend 1 ki point to gain a flying speed of 60 feet for 1 minute. Gale. While wearing this item, you can use it to cast <i>gust of wind</i>. This ability can be used twice and regains both uses daily at dawn. Feather Falling. While wearing this item, you descend 60 feet per round and take no falling damage. Wind Armor. While wearing this item, you gain a +2 bonus to your Unarmored Defense against ranged weapon attacks. When you use your Deflect Missiles feature, you reduce the damage done to you by an additional 3.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher The item must stay aloft in the air through some fantastic measure for at least 24 hours, such as the flag of a castle built in the clouds, or adorning the collar of a sleepless dragon in flight. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +3 bonus to your unarmed strike attack and damage rolls while you wear this item. These attacks count as magical. Soar. While wearing this item, you can spend 1 ki point to gain a flying speed of 60 feet for 10 minutes. Gale. While wearing this item, you can use it to cast <i>gust of wind</i>. This ability can be used three times and regains all uses daily at dawn. Feather Falling. While wearing this item, you descend 60 feet per round and take no falling damage. Wind Armor. While wearing this item, you gain a +2 bonus to your Unarmored Defense against ranged weapon attacks. When you use your Deflect Missiles feature, you reduce the damage done to you by an additional 6.
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Sons of Slate

It's easy to see each of these two daggers was designed with the other in mind. Both are crafted from fine steel, curved like crescent moons, and bear menacing fullers which run the length of each blade. One has a hilt wrapped in white leather, its pommel studded with an onyx. The other's hilt is as black as midnight, its pommel boasting a white pearl. They're both incredibly light for their size, and cut through the air without sound. There's something sinister and beautiful about them, like the calm before a hurricane.

HISTORY

The most well-known assassins are, given the clandestine nature of their work, perhaps the *worst* of their trade.

It might be considered an honor, then, that the assassin known simply as *Slate* lived and died in relative obscurity. Certainly his pair of daggers, the *Sons of Slate*, would never be known by such a name, as there are no minstrel songs carrying Slate's name or deeds this day. The assassin performed his odious duties with ruthless effectiveness; he never sought glory nor credit for his kills, and, above all, carried out each in a manner that never attracted undue attention.

Slate had his daggers, the tools of his trade, custom made by a reclusive smith six days ride from the nearest vestiges of civilization. He paid the smith handsomely, making the smith promise not to tell a soul of the commission. Then, Slate returned under the cover of night to ensure the smith's promise would be kept forever.

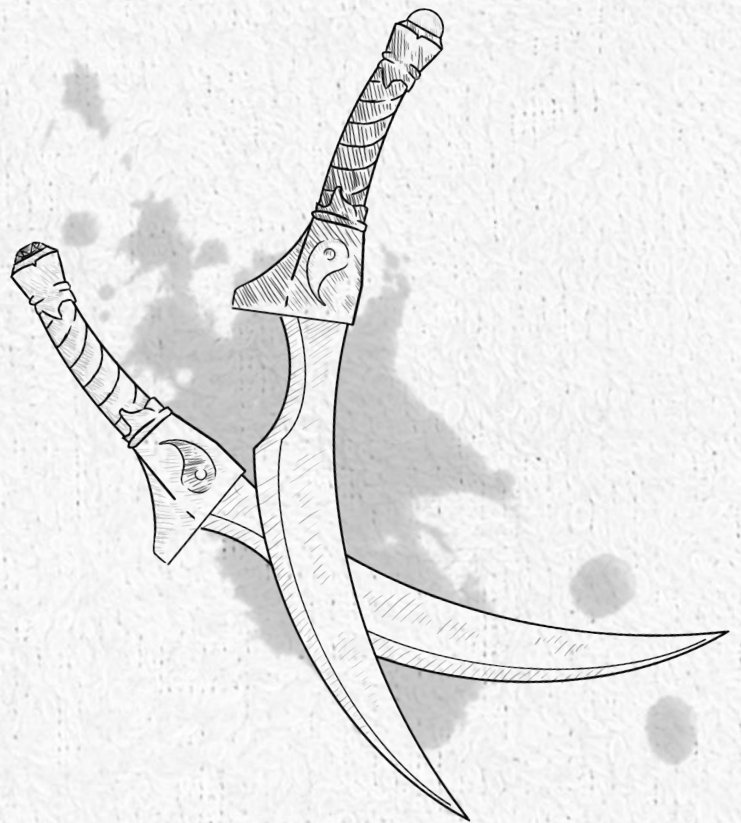
The *Sons of Slate* are the assassin's philosophy given form – motifs of black and white, good and evil, and balance in everything. The daggers accompanied Slate everywhere, and when he called upon them, bodies littered the ground.

The daggers have long out-lived Slate, but their duty hasn't changed. Those that have found the *Sons of Slate* find ease at taking them to task, and in doing so Slate's legacy continues. It is remarkable the daggers have continued to pass from wielder to wielder as a pair, and a credit to their craftsmanship that they remain as sharp as silence.

PERSONALITY

The *Sons of Slate* are, true to their namesake, silent and purposeful. They wish to perform their jobs without seeking credit or glory, and do not tolerate a wielder that does. They are most content by a wielder that walks divided between light and dark, a wielder that believes in balance in all things.

In the hands of such, the Sons are deftly quiet – even dropping the daggers upon a stone floor produces only the softest of sounds – and onlookers seem to take no special notice of them, despite their inspired design.



If the Sons of Slate are displeased with their wielder, he or she will experience quite the opposite effect. Floorboards creek under their footsteps, the air cries with the daggers' use, and all that see the *Sons* marvel at their craftsmanship.

The *Sons of Slate* believe that one that seeks too much attention will be rewarded with it.

SONS OF SLATE

Weapons (daggers); legacy (requires attunement by a creature of neutral alignment)

You can attune to both these weapons as if they were one item, and you must wield both to gain their abilities. When you do, you immediately become familiar with the weapons' history and personality, and you know if a creature you can see has attuned to the weapons in the past 100 years.

If this is your first time attuning to the weapons, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the weapons before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to them.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the weapons' personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Attacks made with these weapons are magical. Synergy. If you hit the same creature with both of these weapons on your turn, that creature takes 2 additional piercing damage.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher The weapons must be interred in an assassin's grave or tomb overnight. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Attacks made with these weapons are magical. Synergy. If you hit the same creature with both of these weapons on your turn, that creature takes 2 additional piercing damage. Predatory. While holding these weapons, you can use them to cast <i>pass without trace</i> targeting yourself only. This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher Both weapons must be bathed in a mixture of the blood of a good creature and an evil creature, both of which the weapons must have caused the killing blow upon. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with these magic weapons. Synergy. If you hit the same creature with both of these weapons on your turn, that creature takes 3 additional piercing damage. Predatory. While holding these weapons, you can use them to cast <i>pass without trace</i> targeting yourself only. This ability cannot be used again until the next dawn. Dual Wielding. You gain a +1 bonus to AC while holding these weapons in each hand. Wounding. Once per turn, when you hit a creature with an attack using either of these weapons, you can wound it. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on a success.
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LEGACY TIER 4

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher You must have use the weapons to slay a person or creature you were contracted to kill. The person must be of some significance or the process must pose some threat or danger to you. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with these magic weapons. Synergy. If you hit the same creature with both of these weapons on your turn, that creature takes 3 additional piercing damage. Predatory. While holding these weapons, you can use them to cast <i>expeditious retreat</i> and <i>pass without trace</i> targeting yourself only, once each. Once used, the spell cannot be used again until the next dawn. Dual Wielding. You gain a +1 bonus to AC while holding these weapons in each hand. Wounding. Once per turn, when you hit a creature with an attack using either of these weapons, you can wound it. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and can then make a DC 16 Constitution saving throw, ending the effect of all such wounds on a success.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher You must have use the weapons to slay a prominent authority figure, such as a regent or bishop, during a public event, such as while delivering a speech or performing a ceremony. You must not be detected while accomplishing this. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +2 bonus to attack and damage rolls made with these magic weapons. Synergy. If you hit the same creature with both of these weapons on your turn, that creature takes 4 additional piercing damage. Predatory. While holding these weapons, you can use them to cast <i>expeditious retreat</i> and <i>pass without trace</i> targeting yourself only, once each. Once used, the spell cannot be used again until the next dawn. Dual Wielding. You gain a +1 bonus to AC while holding these weapons in each hand. Wounding. Once per turn, when you hit a creature with an attack using either of these weapons, you can wound it. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and can then make a DC 17 Constitution saving throw, ending the effect of all such wounds on a success.
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Splinter of Branchworth

Though old and mottled with moss and dirt, this staff is remarkably sturdy and easily handled. Even calling it a “staff” is a bit of a stretch; it’s girth enough to be wielded as a staff, but its appearance suggests it was a merely a branch severed from its tree ages ago. Its bottom is a mess of splintered wood, and its top curves into a tangle of sticks and leaves – leaves that appear natural, yet defying all reason, should have wilted ages ago. Moments after you pluck one, another grows swiftly in its place.

HISTORY

When *Tyranna Wolfskin* first met the treant *Branchworth*, she didn’t know she was capable of magic. The orphan girl had been through quite an ordeal that led to their meeting, and her nascent abilities were beginning to manifest. Pursued by those that thought her a demon, or worse, *Tyranna* was driven from her home for fear of her life. She found herself trotting barefoot through the forest, eyes welling with tears, with nothing more than a white wolf pelt to keep her warm, and an angry mob at her back.

That’s where she met *Branchworth*, that was the night her life changed forever. *Tyranna* had perched herself within the folds of his roots, catching her breath and doing her best to stay silent despite sobbing. When *Branchworth* moved to examine the small child, she was understandably terrified, though it wasn’t long before he was able to console her.

The two grew to be fast friends, and although their time together was short, the memory of their meeting would prove lasting. *Branchworth* recognized the natural magic within the young girl, and convinced *Tyranna* to embrace her talents. Before parting, the treant plucked a branch from his body, offering it to her as a gift.

Tyranna would grow to become a mighty druid, often stalking her woods as a white wolf. In her human form, she always had the treant’s gift clutched in hand, a symbol of their friendship and her bond to the natural world. On the day she died, the beasts of the forest saw her body properly returned to the earth. Driven within the pile of dirt, and leaves that marks *Tyranna*’s grave, the *Splinter of Branchworth* stands – awaiting her equal to come and claim it.

PERSONALITY

The *Splinter* is an extension of both the treant and the druid, encompassing their values and philosophy. It is fond of the outdoors and natural world, particularly forests, and enjoys the company of beasts and birds. It aims to preserve nature’s beauty and harmony between it and mankind.

When the *Splinter*’s wielder acts accordingly to these values, the staff is lush with color; its wood a healthy mix of browns, the moss that grows upon it a rich green, and its leaves varied greens, yellows, and reds. If its wielder retains the *Splinter* in urban areas, or acts destructively towards nature, the staff appears to wither. In these cases its wood becomes brittle, its color draining to grays, and its moss losing all vibrancy. Its leaves shrivel and wilt, to a point where only stems remain.



Splinter of Branchworth

SPLINTER OF BRANCHWORTH

Staff; legacy (requires attunement by a druid)

When you attune to this staff, more leaves magically sprout from its top. Any time a leaf is removed from the staff, a new one grows in its place seconds later. You immediately become familiar with the staff's history and personality, and you know if a creature you can see has attuned to the staff in the past 100 years.

If this is your first time attuning to the staff, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the staff before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the staff's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Druidic Focus. The staff can be used as a druidic spellcasting focus. Magical. The staff can be wielded as a magic quarterstaff. When you use Wild Shape so the staff merges with your form, weapon attacks in your new form count as magical.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher The staff must be used to dig a plot of dirt in which an acorn or suitable tree seed is planted. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Druidic Focus. The staff can be used as a druidic spellcasting focus. While holding it, you have a +1 bonus to spell attack rolls. Magical. You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. When you use Wild Shape so the staff merges with your form, weapon attacks in your new form count as magical. Pack. You can use the staff to cast <i>animal friendship</i> as a 1st level spell. This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher The staff must be used for a bird to build a nest within, in which the nest must stay for at least 24 hours before it can be safely transferred to a new location. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Druidic Focus. The staff can be used as a druidic spellcasting focus. While holding it, you have a +1 bonus to spell attack rolls. Magical. You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. When you use Wild Shape so the staff merges with your form, weapon attacks in your new form count as magical, and you have a +1 bonus to these attack and damage rolls. Pack. You can use the staff to cast <i>animal friendship</i> as a 3rd level spell. This ability cannot be used again until the next dawn. Nature's Vigor. When you use your Wild Shape so the staff merges with your form, your new form's hit point maximum and current hit points increase by half your druid class level. Resistance. While the staff is on your person or merged in your Wild Shape form, you have advantage on saving throws against spells and magical effects from beasts and plants.
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LEGACY TIER 4

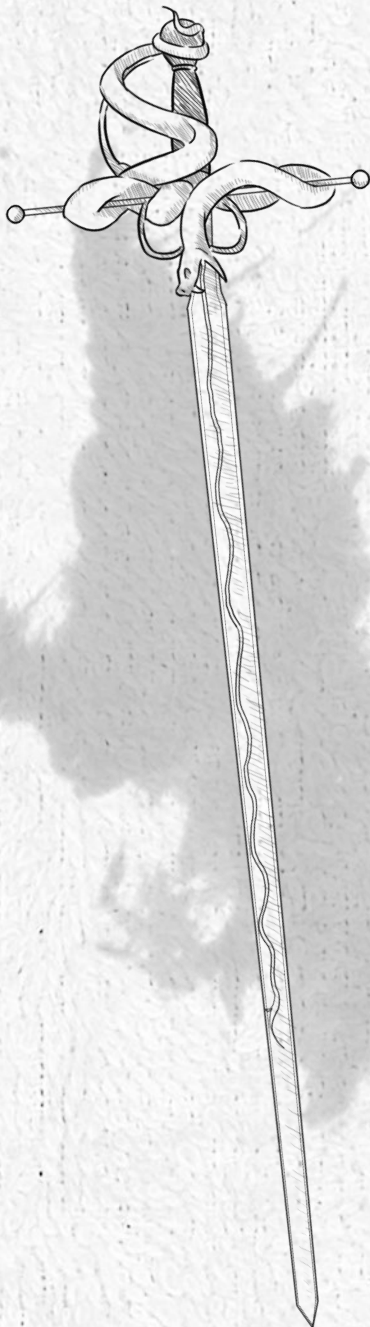
<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher The staff must be present for the birth of a creature of great significance to nature, such as the first sprouts of a treant podling or fiery inception of a phoenix. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Druidic Focus. The staff can be used as a druidic spellcasting focus. While holding it, you have a +2 bonus to spell attack rolls. Magical. You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. When you use Wild Shape so the staff merges with your form, weapon attacks in your new form count as magical, and you have a +2 bonus to these attack and damage rolls. Pack. You can use the staff to cast <i>animal friendship</i> and <i>animal messenger</i> once each as a 3rd level spell. Once used, the spell cannot be used again until the next dawn. Nature's Vigor. When you use your Wild Shape so the staff merges with your form, your new form's hit point maximum and current hit points increase by half your druid class level. Resistance. While the staff is on your person or merged in your Wild Shape form, you have advantage on saving throws against spells and magical effects from beasts, plants, and fey.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher The staff must be on your person while you defend a forest from some great peril, such as extinguishing a forest fire or stopping a war band of orcs from chopping down all of the trees. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Druidic Focus. The staff can be used as a druidic spellcasting focus. While holding it, you have a +2 bonus to spell attack rolls. Magical. You gain a +1 bonus to attack and damage rolls made with this magic quarterstaff. When you use Wild Shape so the staff merges with your form, weapon attacks in your new form count as magical, and you have a +3 bonus to these attack and damage rolls. Pack. You can use the staff to cast <i>animal friendship</i> and <i>animal messenger</i> once each as a 5th level spell. Once used, the spell cannot be used again until the next dawn. Nature's Vigor. When you use your Wild Shape so the staff merges with your form, your new form's hit point maximum and current hit points increase by half your druid class level. Resistance. While the staff is on your person or merged in your Wild Shape form, you have advantage on saving throws against spells and magical effects from beasts, plants, and fey.
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Viperkiss

It only takes a brief glance at this exquisite rapier to appreciate its splendor and craftsmanship. The sword's handle is decorated by a brass serpent, its body coils and contorts in forming the cross-guards, the pommel in the grip of its tail, and the blade protruding from its open mouth. The relief of a forked tongue extends down the flat of the blade, nearly to its tip. You notice a sheen glint off the weapon, as if freshly polished, and you can't help but take note of an acrid tinge to the smell of it.



HISTORY

The Blade Dancers of Mur-Rae were renowned duelers, their skill in swordsmanship out matched only by their unscrupulousness. The art of Blade Dancing was as much a performance as a method of combat, but those that embraced its teachings learned that subtlety was often as deadly as flourish. When two of the order engaged in a duel, the notes of clashing swords heralded their Dance – a spectacle that would end in a spray of blood and one of the dancers' death rattles.

It's proposed the rapier *Viperkiss* was originally commissioned for legendary dancer *Jacob Swift*, but it's impossible to know with any accuracy. The swordsmen were keen on spreading lies and rumors that added to their own intrigue and reputation, and on many occasions victors would claim their opponent's blades as trophies or to replace their own. It can be assumed, however, the rapier was responsible for far more deaths than those slain in duels.

Likely crafted in the snake-touched *Serpraxid Empire*, *Viperkiss* possesses an innate ability to produce a coat of poison upon its blade. Often, the rapier would be claimed from a defeated duelist, only for the victor to die from such poison shortly later, "kissed" by the blade throughout the Dance enough to fall victim to it. Thus, *Viperkiss* has exchanged hands many, many times.

PERSONALITY

Viperkiss enjoys attention and praise. The rapier is truly extravagant, and demands others recognize and commend its beauty.

It's not surprising then, that *Viperkiss* seeks a wielder that is as conceited as it is, one that revels in the admiration of others. When pleased with such a wielder, the brass snake that creates its handle appears polished, and its blade remains reflective and unblemished despite its countless use in battle. It abhors being insulted or belittled, and cannot abide being upstaged by a more exquisite weapon.

The rapier enjoys combat, but has little care for whether or not its wielder lives or dies. It knows it will pass hands from person to person despite who is slain, and sees each new wielder as an opportunity to dance again.

VIPERKISS

Weapon (rapier); legacy (requires attunement)

When you attune to this weapon, the relief of the serpent's tongue upon the blade magically appears to dart and flicker every so often. You immediately become familiar with the weapon's history and personality, and you know if a creature you can see has attuned to the weapon in the past 100 years.

If this is your first time attuning to the weapon, then you gain access to all of the abilities listed under legacy tier 1. If you have attuned to the weapon before, you gain access to all of the abilities of the legacy tier you had qualified for when you were previously attuned to it.

You must satisfy each prerequisite to move to into the next legacy tier. If you consistently act in a manner in contrast to the weapon's personality, you may fall back a tier level (at the GM's discretion).

LEGACY TIER 1

<p>Prerequisites:</p> <ul style="list-style-type: none"> No prerequisites 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. Attacks made with this weapon are magical. Poison. When you score a critical hit against a creature with the weapon, it takes an additional 1d6 poison damage.
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LEGACY TIER 2

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 5 or higher A total stranger must compliment the beauty of the weapon. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Poison. When you score a critical hit against a creature with the weapon, it takes an additional 1d8 poison damage. Dueler. While holding this weapon, you can use it to cast <i>compelled duel</i> (save DC 14). This ability cannot be used again until the next dawn.
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LEGACY TIER 3

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 9 or higher You must have caused the death of another creature through the use of poison via any other method than this weapon's abilities. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +1 bonus to attack and damage rolls made with this magic weapon. Poison. When you score a critical hit against a creature with the weapon, it takes an additional 1d10 poison damage. Poison Resistance. While holding this weapon, you have resistance to poison damage. Dueler. While holding this weapon, you can use it to cast <i>compelled duel</i> (save DC 15). This ability cannot be used again until the next dawn. Venom. You can use an action to cause the blade to become coated in a clear poison that remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. This ability cannot be used again until the next dawn.
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LEGACY TIER 4

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 12 or higher You must have killed a creature with the sole purpose to harvest its natural poison. You must have killed a creature for the entertainment of others. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +2 bonus to attack and damage rolls made with this magic weapon. Poison. When you score a critical hit against a creature with the weapon, it takes an additional 1d12 poison damage. Poison Immunity. While holding this weapon, you are immune to poison damage. Dueler. While holding this weapon, you can use it to cast <i>compelled duel</i> (save DC 16). This ability cannot be used again until the next dawn. Venom. You can use an action to cause the blade to become coated in a clear poison that remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 16 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. A creature poisoned by this weapon takes 3 poison damage at the start of each of its turns. This ability cannot be used again until the next dawn.
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LEGACY TIER 5

<p>Prerequisites:</p> <ul style="list-style-type: none"> Level 15 or higher You must have defeated another creature of significant challenge without assistance, using this weapon alone. A prominent authority figure, such as a king, duke, or baron, must compliment the beauty of the weapon. 	<p>Tier Abilities:</p> <ul style="list-style-type: none"> Magical. You gain a +3 bonus to attack and damage rolls made with this magic weapon. Poison. When you score a critical hit against a creature with the weapon, it takes an additional 1d12 poison damage. Poison Immunity. While holding this weapon, you are immune to poison damage. Dueler. While holding this weapon, you can use it to cast <i>compelled duel</i> (save DC 17). This ability cannot be used again until the next dawn. Venom. You can use an action to cause the blade to become coated in a clear poison that remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 17 Constitution saving throw or take 3d10 poison damage and become poisoned for 1 minute. A creature poisoned by this weapon takes 6 poison damage at the start of each of its turns. This ability cannot be used again until the next dawn.
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