

TOTEM OF FOCUS

Wand, rare (requires attunement by Druid)

This wand has 5 charges. While holding it, when you cast a spell that requires concentration, you can expend 1 charge so that the wand maintains concentration on it so that you don't have to.

Maintaining concentration on a spell in this regard requires using a bonus action to expend another charge each turn.

Additionally, if you fail a concentration check to maintain a spell, you can expend 1 charge to continue maintaining the spell instead of losing concentration.

You may cancel concentration any time. The wand replenishes 1d4 charges every dawn.

AVENGER'S SHIELD

Armor (shield), rare

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

This shield is a magic weapon. When you hurl it and speak its command word, it glows with a bright light towards two targets within 30 feet. Make a ranged weapon attack against each target. On a hit, the target takes damage from the shield plus 1d6 radiant damage. The shield automatically returns to your grip after the attack.

This shield property can't be used again until the next dawn. In the meantime, the shield can still be used as magic armor.

RAZOR BOW

Weapon (longbow or shortbow), rare

This bow has 3 charges. You can use a bonus action to expend 1 charge. When you do, the bow forms an aura of razor sharp serrated blades that lasts for 1 minute. When you make a ranged attack roll with this weapon while the aura is active, you do not get disadvantage on the attack roll if you are within 5 feet of a hostile creature.

The bow regains 1d3 expended charges daily at dawn.

GLOVES OF BLINK

Wondrous item, rare (requires attunement)

These gloves have 3 charges. While you wear these gloves, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

In addition, if you have at least one hand free, you may use a bonus action to expend 1 charge to teleport up to 30 feet to an unoccupied space that you can see.

The gloves regain 1d3 expended charges daily at dawn.

SHARDBLADE

Weapon (any sword that deals slashing damage), legendary (requires attunement)

When needed, you can summon the Shardblade from an unknown place to appear in your hand. The process of summoning takes an action. When summoned, it forms as if condensing from mist, water beading along the metal length. When the sword is dropped or you are disarmed, it disappears unless you will it to stay.

When the bearer of a Shardblade dies, the weapon appears next to the dead bearer. When taken up by someone different, the Shardblade bonds with the person who picks it up, but it still must be attuned before gaining its properties.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the attack, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d6 slashing damage from the hit.

SHARDPLATE

Armor (plate), legendary

While you wear this plate, you gain a +3 bonus to AC and your walking speed becomes 40 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump four times the normal distance, though you can't jump farther than your remaining movement would allow.

While you wear this plate, your Strength score increases by 2, as does your maximum for that score. In addition, it grants you advantage to all Strength checks and this armor has no Strength requirement. In addition, you are resistant to bludgeoning, slashing, and piercing damage while wearing it.

Shardplate has 3 charges. If an enemy lands a critical hit on you, you lose a charge. Once the Shardplate reaches 0 charges the plate is broken, and you lose all the benefits of the armor. Taking any amount of damage from a Shardblade automatically expends a charge, but as long as you have at least one charge remaining, you are immune from decapitation from a Shardblade.

Shardplate regains 1 expended charge every dawn.