

## AIRBLADE

*Weapon (any sword), uncommon, requires attunement*

This blade grants you a +1 bonus to attack and damage rolls. Additionally, the weapon has five charges. As an action, you can spend a charge and use the blade to strike at a distance with a blast of superheated air. You make a melee weapon attack roll against a target up to 30 feet away that you can see. On a success, you deal the weapon's damage dice (without your Strength modifier) in fire damage.

You can also spend a charge as part of a successful melee attack to create a blast of wind. The target of the attack must make a DC 13 Strength save or be pushed back 5 feet. On a successful save, the target is not pushed back, but still takes damage from the weapon as normal. Creatures that are larger than the wielder have advantage on the saving throw. Creatures that are two or more sizes smaller than the wielder have disadvantage on the saving throw. The blade regains 1d4+1 charges at dawn.

## KYANITE BLADE

*Weapon (short sword), rare, requires attunement*

These blades are created from alchemically and magically treated chunks of Kyanite. Holding these weapons imparts a clarity of thought and mind, and a faint tinkling of silver bells can sometimes be heard when they slice through the air. While you wield these weapons, you are immune to being frightened.

Additionally, once per day, if you fail a saving throw against an enchantment or illusion spell, you can bolster your mental defenses, adding 5 to your result, possibly changing the result. Once this special ability has been used, it cannot be used until the next dawn.

## OBSIDIAN NEEDLES

*Wondrous item, rare*

These acupuncture needles carved from black obsidian are prized by divine healers and those that face necromancers or undead creatures. You can treat yourself or another character with these needles, a process that takes 10 minutes. For the next 4 hours, the treated character has resistance to necrotic damage. Once these needles have been used, they cannot be used again until the next dawn.

## BARITE ROSE

*Wondrous item, uncommon (requires attunement)*

This chunk of barite has been molded and carved to represent a flower and is designed to be worn on a chain around the neck. This item has three charges. As a reaction, the wearer can spend a charge to grant themselves advantage on a Constitution saving throw. The item regains 1d4-1 charges at dawn.

Additionally, the stone can be crumbled to dust as an action and administered to yourself or another creature. If this is done, the item is destroyed, but you grant yourself resistance to poison damage and advantage on saving throws against poison for 24 hours.

## DESERT MARBLES

*Wondrous item, uncommon (requires attunement by a Druid, Sorcerer, or Wizard)*

These round stones swirl with yellows, blues, and reds and are always warm to the touch. Designed to be strung on a necklace, these stones increase in power the more that are brought together.

- 1 – Increase the damage of any spells that you cast that deal fire damage by 1.
- 3 – Increase the save DC of any spell that you cast that deals first damage by 1.
- 5+ - Spells you cast that deal fire damage ignore the fire resistance of creatures.

Additionally, as a free action, you can choose to expend the power of a desert marble, granting yourself advantage on a spell attack roll that deals fire damage, impose disadvantage on a target's saving throw against a spell that causes fire damage, or reroll the damage of a spell that does fire damage (the second result is final). When used in this way, the desert marble crumbles into sand.