

ISTVA LEGENDS

ITEMS OF ISTVA

VOLUME 1



CODICES

CODEX DISCIDIUM

Wonderous item, artifact (requires attunement)

Often assumed to have been created by the gods themselves, this book was actually written by Anu Ninba-Ishtar, the primordial elf who managed to stem the war between the various factions of the Age of Chaos and bring about the peace that would follow in the Time of Order. This book, sometimes referred to as the Discidium Laws, is the oldest codex in Istva and dives into the relationship between the Physical World and the Spirit World.

This codex gives a firsthand account of the creation of the Spirit World, the death of the Old Gods, the birth of the New Gods, and the origins and rules of magic.

Anu combined their wisdom and the raw power of the other races, to craft and bind the Codex Discidium. In turn the book itself bound and limited the primordial beings, ending the Age of Chaos and preventing such a war from ever happening again. This book governs the Spirit World, and subjugates the ability to enter or leave it.

The Wall Between Worlds

While this book resides in the Physical World, it limits the ability of the Primordial Factions to cross from one world to another en masse.

Eyes of the Gatekeeper

You gain the *Spirit Sight* ability.

Spirit Sight. As a bonus action you can see 60 ft. into the Spirit World from your current position when in the Physical World, and vice versa. The duration is concentration.

Keeper of Worlds

Twice per day you can cast *World Shift*.

World Shift. As an action, you and up to eight creatures that are in physical contact with you are transported through the Wall Between Worlds.

Forbiddance

Once per day, you may spend a minute to add or remove a name from the List of Forbidden. The list has room for 20 names, and currently has 4d4+4 names on it.

A creature whose name appears on this list is prevented from crossing the Wall Between Worlds.

CODEX AQUAS

Wonderous item, artifact (requires attunement)

Written by the Atroan shaman Vaimiti Paewai, the codex aquas contains all knowledge of water in its various forms. Some say it even binds the Infinite Sea; preventing it from flooding the Physical World as was foretold by the Third Farseer, Allina.

With codex in hand, Vaimiti brought about the unification of the Kohoma and Kahiki tribes and established Atroa as a unified nation. The codex was passed down from generation to generation until it was stolen by the Vaeringjar of Setsuni as they began to raid farther and farther from their

icy seas. Since then, the codex aquas has only resurfaced a few times throughout history with a new master.

The codex last appeared in Northern Zeetithican during The Fall. Mastered by an unnamed mage, the tome was used to prevent the imperial city Hiru from being overrun by a legion of devils before once again melting out of history.

Magister of Water

Your water and ice spells deal their maximum damage. In addition, whenever you cast a spell that conjures or controls water (or ice), there is a 50% chance you do not use a spell slot. You can breath underwater and gain a base swim speed equal to your walking speed.

Ice Ward

An invisible ward surrounds you. The ward manifests visibly when you're attacked—slabs of ice form in the air juxtaposing themselves between you and the threat. You gain a +2 bonus to your AC from the ward. Additionally you gain resistance to non-magical piercing, bludgeoning, and slashing damage.

Life Guard

If you drop to 0HP, a Water Elemental immediately arrives and acts on initiative count 20. The elemental is constructed of water from the Spring of Shenwoe, and it has the Water of Life ability. The elemental puts your safety above all else, even ignoring your commands to ensure your survival. It remains in the Physical World for 1 minute before returning to the Spirit World. This ability cannot be triggered again until the next dawn.

Water of Life. As a bonus action, the elemental can transfer 2d10 health from itself to a creature it can touch. This ability has no effect on undead or constructs.

Shape of Water

Once, while holding the codex aquas, you may assume the form of a Primordial Water Elemental. The form lasts until Moonrise or Moonset, whichever comes first, at which point the primordial turns to ice and shatters. You must make a DC 18 Constitution saving throw to survive the fragmentation. The codex aquas itself survives the fragmentation and, regardless of whether the transformee lives, relocates itself somewhere safer, and the Shape of Water ability recharges upon the next full moon.

CODEX MALEDICTUM

Wonderous item, artifact (requires attunement by a spellcaster)

The book of curses and sacrifices, the codex maledictum was written by Ashkann the Blood Master during the Time of Order. Not much is known about the tome, only that it's considered an unholy abomination by most of the temples of men. The most notable legend surrounding the codex is that it was once mastered and expanded upon by Saint Mellok before his ascension, giving him the title Architect of Curses.

Commander of Inflicted

All creatures within a mile of you, that are under the influence of a curse, are unwavering loyal to you. Once per day, such a creature can attempt a DC 18 Wisdom saving throw to resist your influence until dawn.

Curse Authority

Once per long rest you can cast Bestow Curse or Remove Curse at 5th level, without expending a spell slot. You can also use this ability to curse a creature with lycanthropy or vampirism.

Ritual of Form Changing

While attuned to the codex maledictum you can reshape your being to better suit your needs. By sacrificing a hit die in a ten minute ritual, you can gain or remove an adaptation. You can have a maximum of two adaptations at a time. A hit die spent to gain an adaptation isn't regained until the adaptation is removed.

Wings of the Celestial

A pair of white or black feathery wings sprout from your back. You gain a fly speed of 60 ft.

Breath of the Elemental

Your lungs transform, allowing you to draw oxygen from nearly any source of matter. As long as you are not in a vacuum, you are able to breath. In addition you gain the Breath of Elements ability.

Breath of Elements. Once per short rest, as an action, you can expel one of the four elements from your lungs.

- Fire: Multicolored fire erupts from your maw in a 15ft cone. Each creature must make a DC 15 Dexterity saving throw, taking 4d10 fire damage on a failure, or half as much on a success.
- Water: Ranged weapon attack, range 30/60ft. You spray a thin, lightning fast, jet of water out of your mouth. On a hit the creature takes 10d6 piercing damage.
- Air: You expel a blast of air in a 15ft cone. Each creature must make a DC 15 Strength saving throw. On a failure, the creature is pushed back 15ft and knocked prone.
- Earth: You expel fine sand from your lungs in a 15ft cone. Each creature must make a DC 15 Dexterity saving throw. On a failure, the creature is blinded until they use an action to rub the sand from their eyes.

Skin of the Monstrous

Your skin thickens and hardens, giving it a strange leathery appearance. Your AC increases by two, regardless of if you're wearing armor. In addition you gain resistance to slashing, piercing, and bludgeoning damage.

Talons of the Fey Your fingers and toes transform into hooked talons. You gain a burrow speed of 20 ft. In addition you can use your Talons as a melee weapon, you are proficient with them and they deal 2d8 magical slashing damage.

Tail of the Devil

You grow a long tail with a sharp leaf shaped tip. As a bonus action you can make a melee weapon attack with your tail. You are proficient with your tail and it has a reach of 10ft. On a hit the tail deals 1d6 piercing damage and 2d8 poison damage.

Blood of the Dead

Your blood turns black and you grow a small pair of fangs. Your constitution score increases by 4 to a maximum of 30. In addition you gain the Blood Bite ability.

Blood Bite: melee attack. As an action you attempt to bite a creature with your fangs, you are considered proficient with this attack. On a hit you deal 2d8 necrotic damage to the target, and you regain that many hit points.

Eyes of the Demon

Your eyes turn solid black and you gain the ability to see normally in darkness; both normal and magical. In addition you gain the Sight Stealer ability.

Sight Stealer. As an action you force a creature you can see, that can also see you, to make a DC 15 Wisdom saving throw. On a failure, the creature becomes blinded until the end of your next turn. If the creature fails the saving throw by 5 or more, it is paralyzed for the same duration.

Mark of the Master

You can spend one minute bestowing or removing a Mark on a creature you can touch. The mark remains for a week; otherwise requiring an 8th level Remove Curse spell to remove. A creature can only have one mark on them and you can only have two creatures marked at a time.

Mark of the Servant. As long as you are within 1 mile of the marked creature you can speak with it telepathically, see through its eyes, and control its actions as if it were your familiar.

Mark of the Defender. While marked the creature gains an extra attack action. In addition one of its ability scores is increased by 2, to a maximum of 30.

Mark of the Deathless. Upon death the marked creature will not pass on to the afterlife. Instead it will rise as a wraith in 1d10 days. You can bring the creature to back to life by expending half of your hit die in an hour long ritual.

Mark of the Abandoned. While marked, one of the creature's ability scores is reduced by 4. In addition its base speed is reduced by 10ft and their Max HP is reduced by 3d8 (leaving them with a minimum of 1 HP).

MAGIC ITEMS

ARMOR OF ST. AINE

Armor (half-plate), legendary (requires attunement by a paladin)

This ornate white metal armor is trimmed with gold and has intricate patterns etched into its surface. While wearing this armor, you gain a +3 bonus to AC, you are immune to necrotic damage, and you can understand and speak Celestial. In addition you can use a bonus action to make the armor radiate dim light out to 15 feet or disable this effect.

ASHOK'S SHIELD OF SPITE

Armor (shield), very rare (requires attunement)

This heavy black metal shield was made by the dragonkin in the Age of Magic. Close inspection reveals scale-like patterns in the metal.

A creature gains a +1 bonus to Armor Class while wielding this shield. This bonus is in addition to the shield's normal bonus to AC. The shield has three charges.

When a creature within 5 feet of you that you can see hits you with an attack, you can use your reaction to expend 1 charge to cause the creature to make a Dexterity saving throw (DC 17). The creature takes 2d8 force damage on a failed saving throw, and half as much damage on a successful one.

1d4-1 (minimum 1) charges are regained at dawn.

BLINK DAGGER

Weapon (dagger), rare (requires attunement)

The hilt of this dagger is made from the bone of a Blink Dog. You gain a +1 bonus to attack and damage rolls made with this dagger.

Once per day, as a bonus action, if the dagger is within 60ft of you, you can say the dagger's command word and cause it to teleport back to your empty hand. This ability recharges at dawn.

If a medium or smaller sized creature or object is pierced by the dagger when it teleports, it must make a Wisdom saving throw (DC 15) or be teleported with the dagger. The creature or object appears in the closest unoccupied space to you.

BLOODSHED AXE

Weapon (battleaxe), uncommon (requires attunement)

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

This battleaxe deals an additional 1d8 force damage to creatures that match your race/ancestry.

BURKHART'S SWORD OF MAGIC PIERCING

Weapon (longsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this mundane looking sword.

Attacks made with this sword ignore any AC bonuses, resistances, and immunities granted by spells or magic items.

In addition, once per day you can cast the counterspell spell at 3rd level using strength as your spellcasting ability for this weapon. This ability recharges at dawn.

CLOAK OF WARDING

Wonderous item, rare (requires attunement)

This dark grey cloak has hundreds of small silver runes stitched into its fabric.

While wearing this cloak you have resistance to non-magical bludgeoning, slashing, and piercing damage.

CROWN OF INDALETE

Wonderous item, legendary (requires attunement)

This silver crown, forged into the shape of leaves, is rumored to have been tempered by the flames of a golden dragon. While wearing this crown you have advantage on saving throws against spells.

The crown has four charges, and regains 1d4 charges at dawn.

Bow Before Me. As a bonus action, you can expend one charge to command a creature that can see and hear you to bow. The creature must succeed on a DC 18 wisdom saving throw or fall prone until the end of its next turn.

Wisdom of Kings. As a reaction, if you would otherwise fail a saving throw, you can spend two charges to instead choose to succeed.

DOORWAY OF SPIRITS

Wonderous item, rare

This nine hundred pound, medium sized, iron doorway was crafted by Albaab the Seeker in the Age of Magic. Fitted into the frame is a door of white oak which features a carving of two intertwined trees.

The doorway creates a two way portal through the Wall Between Worlds. It is visible and accessible from the Spirit World as long as the door remains fitted into the frame.

FOREBODING LOCK

Wonderous item, uncommon

This ancient, black metal, lock has a scowling face worked into its surface.

While locked, any creature that can see the lock must make a DC 15 Wisdom saving throw. On a failed save, dark whispers enter the mind of the creature and it becomes frightened of the lock. This effect lasts until the creature loses line of sight of the lock. If the creature is holding the lock's key, they automatically succeed on the save.

GLOVES OF THE GRIFFIN TAMER

Wonderous item, uncommon

These thick leather gloves are often used by the Knights of the Red Guard while taming their mounts. While wearing these gloves you gain advantage on Wisdom (animal handling) checks.

HOURLASS OF ST. DRY'AND

Wonderous item, legendary

This fist sized hourglass is encrusted with rubies and contains sand from the Desert of Lost Souls.

You can use an action to turn the hourglass over to cast the *Time Stop* spell.

This hourglass has 3 charges. Each use of the hourglass consumes one charge. When all three charges are used up the sand inside it turns to dust and dissipates. The hourglass regains all 3 charges when it is replenished with sand from the Desert of Lost Souls.

KAAMIL'S RING OF BINDING

Ring, rare (requires attunement)

This silver ring is made of three interwoven bands of silver. The ring has 4 charges. It regains 1d4 expended charges daily at dawn.

Hold Person. You can expend 1 charge as an action to cast hold person from the ring (save DC 15).

Hold Monster. You can expend 2 charges as an action to cast hold monster from the ring (save DC 15).

KIRIN TEARS

Potion, very rare

Legends say it's impossible for the gods to cry. That if a god were to ever become so distraught that it wished to cry, its kirin would begin to cry in their place.

When you drink this potion, you regain 2d6+4 hit points and are cured of any disease or poison affecting you.

For the next minute, at the start of your turn you regain 1d6+2 hit points.

RAUL'S BOX OF REPEATING

Wondrous item, common (requires attunement)

This simple looking small oak wood box has a hinged top with a silver clasp keeping it shut. The lid has a carving of two people talking.

As an action, while holding the box, you may speak its command word followed by a short message of twenty-five words or less. This message will be remembered by the box.

As a bonus action you can open or close the box. While open the box will repeat its remembered message once every minute. This message can be heard up to 120ft away.

RAUL'S POTION OF VOICE

THROWING

Potion, uncommon

After drinking this potion, when you speak, you can cause your voice to emit from any location you can see within 120ft. This effect fades after ten minutes.

SHIELD OF HALBOR

Armor (shield), legendary (requires attunement)

This adamantite shield was forged by the Dwarves of Awknoth. All craftsdwarfship is of the highest quality. Legend says it can only be used by a true leader of men.

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition while using this shield, any critical hit against you becomes a normal hit.

SWORD OF NATURE

Weapon (longsword), very rare (requires attunement by a ranger)

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

When you hit one of your favored enemies with this sword, vines erupt from the blade and wrap around the creature. The creature must make Strength saving throw using your spell save DC, on a failure the creature becomes restrained by the magical vines. A creature restrained by the vines can use it's action to make a Strength check against your spell save DC. On a success, it frees itself and the vines disappear.

SWORD OF SPIRIT SLAYING

Weapon (longsword), rare (requires attunement)

Forged from a temple bell that had been used for seven years, seven months, and seven days, this sword was crafted for the sole purpose of dispatching spirits.

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

When you hit a spirit with this weapon, the spirit takes an extra 3d6 damage. For the purpose of this weapon, "spirit" refers to any creature with the fey type.

ZEDL'S SOUL SHATTERING HAMMER

Weapon (maul), very rare (requires attunement)

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

When you roll a 20 on an attack roll made with this weapon you deal an extra 2d6 psychic damage. In addition, the target must succeed on a DC 15 Intelligence saving throw or have their astral body rent from their physical being and cast into the Wall Between Worlds. While a creature's astral body remains separated in this manner, their physical body is unconscious. After 1d6 rounds the astral body will be pulled back to its physical body and the creature will awaken at the end of its turn.