



ARMAMENTS OF LEGACY



New options for using magical weapons, armor, and spellcasting foci for characters of any level

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AUTHOR'S NOTES

Nine years ago, I started a World of Greyhawk™ campaign using some pre-written mods. It wasn't long before the story took on a life of its own and the player characters were on to becoming heroes of legend. As with most adventure campaigns, they gained more powerful magic items as they increased in experience.

When we were deep into the story, I introduced sentient weapons designed specifically for their characters.

Their abilities and personalities linked to each character's backgrounds. They also had an important role in the campaign's storyline. But, I planned for the campaign to go at least another 10 levels. I had to figure out how to prevent these weapons from being outshined by newer, more powerful items.

We were playing an earlier edition of D&D, so this was a fairly easy task and it got the players engaged with the way the items worked. I wanted to do the same for my current games, but 5th Edition maintains a finer balance between the bonuses and abilities characters gain from their items.

I adapted existing magic items into ones that would increase in power alongside the characters. This gave me the basics I needed to create storied items without introducing elements that would break a game. Also, it eliminated the "item bloat" that comes as an unfortunate side effect of high-level games. What are your players going to do with that collection of fifteen +1 weapons they're carrying in their *portable hole*?

This product is an introduction to the concept using the magic items found in the *Dungeon Master's Guide*. It's meant to be both simplistic and dynamic as is intended for most things in 5th Edition D&D. Hope you have fun with it!





USING LEGACY ITEMS

LEGACY ITEMS ARE EXTRAORDINARY MAGICAL armaments whose powers evolve and develop alongside its user. Some are crafted by master artificers while others bear no known origin, their true history shrouded in myth and legend. They can be passed down through heritage or reward, gained through victory over a dangerous foe, or simply appear at the right place at the right time when fate deems it so.

Similar to any magic item, how they are introduced and used in your game depends on your campaign world and style of play.

LEGACY ITEMS IN YOUR GAME

Most legacy items carry the same power and potential as a magical weapon, armor, staff, or wand found in the *Dungeon Master's Guide*. The main difference is the item's ability to evolve. As a character grows in experience, so does their legacy item, gaining additional properties and features.

The following options are recommended for introducing and utilizing legacy items in your campaign.

REPLACING THE STANDARD

You can use legacy items in place of the standard selection of weapons, armor, rods, staves, and wands. This method streamlines the number of magic items that appear in your game and prevents the accumulation of lower tier items that eventually see little to no use. It also gives you the ability to bestow these items with a greater level of value and mystique without the concern that they may be quickly outgrown or replaced.

A COMBINATION OF BOTH

Instead of outright replacement, you can keep using many of the standard items while using legacy items as a limited feature or a plot point for your campaign. This method leaves you with the existing variety of items and allows more versatility to the Dungeon Master.

If you go with this method, you may wish to consider giving legacy items a distinct appearance compared to other magic items. Another option is to reveal their nature right away when examined by a character skilled in Arcana or with use of the *identify* spell.

UNVEILED AT A LATER STAGE

You can reserve use of legacy items until an important point in an adventure or campaign storyline. Even when introduced in an existing campaign, legacy items can provide additional hooks and content for characters to explore.

This is similar to using the "combination of both" option above, however, when these items are discovered, their grades should be immediately increased to your campaign's current challenge level (see "Grades of Power").

CHOOSING AN ORIGIN

The Special Features tables listed in chapter 7 of the *Dungeon Master's Guide* provide a wealth of ideas to help create a detailed history for any magic item. It's recommended you refer to these tables whenever creating a legacy item, as these items are intended to stay with characters through the majority of their adventuring career. In addition to those tables, you can add another layer of detail by giving the item a legacy bond.



LEGACY BONDS

Similar to the bonds chosen during character creation, legacy bonds provide a way to integrate a legacy item's history into your campaign or its wielder's background. The following tables provide some legacy bonds to apply to your items, separated by bonds focusing on the campaign and those focusing upon the wielder. You can roll to determine an item's bond, choose one for yourself, or use these to develop your own depending on your needs.

CAMPAIGN LEGACY BONDS

d8	Bond
1	The item belonged to or was created by a heroic NPC with considerable ties to the campaign's story.
2	The item was wielded by a powerful NPC villain of consequential importance to the campaign.
3	The item bears a significant connection to a place or settlement located in the setting.
4	The item is a historical relic connected to one of the setting's major deities or faiths.
5	The item was used at a time or place of importance to the campaign's story background.
6	The item is a part of a set scattered across different locations/events that appear during the campaign.
7	The item was forged for or gifted to the characters to perform a specific goal connected to the story.
8	The item contains the essence or soul of a supernatural entity connected to the storyline, such as a legendary figure or an elemental spirit.

CHARACTER LEGACY BONDS

d10	Bond
1	The item belonged to or was created by the character's parent, sibling, or close relative.
2	The item has been passed down through various generations of the character's ancestral line.
3	The item belonged to or was created by the character's mentor, commander, or spiritual leader.
4	The item bears historical significance to the character's adventuring faction.
5	The item was a reward for tasks requested by members of a specific membership group.
6	The item belonged to or was created by an arch-rival of the character's faction.
7	The item bears a vital connection to the character's homeland or cultural history.
8	The item was bequeathed to the character once they reached adulthood or performed a rite of passage.
9	The item was once wielded by an NPC responsible for significant events in the character's destiny.
10	The item was discovered by the character in a place or event connected to a specific destiny or prophecy.

PHYSICAL CHARACTERISTICS

Legacy items each have their own origin and unique design characteristics. Those with the magical ability to fashion such items can come from different worlds, cultures, eras, or planes of existence. Defining an item's distinctive aspects—such as an item's origin, creator, and backstory—can also guide the item's overall appearance, design, and style.

LEGACY ITEM FEATURES

Each legacy item has a list of special features that increase in effectiveness depending upon their power grade. The item's power grade is dependent upon the level of its wielder. (see "Grades of Power").

STANDARD FEATURES

Legacy items have four categories: armor, focus, shield, and weapon. Regardless of their type, all items from a specific category share the following standard features.

LEGACY ARMOR

You can don or doff this suit of armor as an action.

As a bonus action, you can speak a command word to change the armor's color and style, but you can't alter the armor's primary material (metal, leather, cloth, etc.) or any existing symbols or markings. The armor also retains its normal bulk and weight.

LEGACY FOCUS

Legacy foci can take the form of a rod, staff, or wand as defined in chapter 7 of the *Dungeon Master's Guide*. Spells cast from a focus require no material components. An attuned legacy focus can be used as a spellcasting focus.

Charges. Many foci have charges that increase with each power grade. If you expend a focus's last charge, roll a d20. On a 1, the focus loses one power grade. An initiate grade item immediately shatters and is destroyed.

LEGACY SHIELD

This shield is made from wood or metal and is carried in one hand. Wielding it increases your Armor Class by 2. You can benefit from only one shield at a time.

You can equip or unequip this shield as a bonus action. In addition, you can expend a bonus action to change the shield's color and style but can't alter its physical material (metal or wood), nor can you change any existing symbols or emblems with this feature.

LEGACY WEAPON

Damage from this weapon ignores resistances to nonmagical damage regardless of its power grade. Proficiency with the weapon's type allows you to add your proficiency bonus to the attack roll for any attack you make with it.

Ammunition. When a weapon's ammunition property is used, the weapon imbues any ammunition it uses with its special features. For example, a crossbow that grants a bonus to attack and damage would instead imbue its bolts with the bonus to attack and damage. Likewise, a longbow that deals radiant damage would instead surround its arrows with glowing beams when fired. Magical ammunition (for example, *ammunition +1* or an *arrow of slaying*) receive no benefits or bonuses from a legacy weapon, functioning as if they were fired from a standard, nonmagical weapon.

GRADES OF POWER

A legacy item's power grade is determined by the level of the character wielding it as defined in the Legacy Item Power Grade table. Likewise, the item's grade determines the its rarity (see "Rarity" in chapter 7 of the *Dungeon Master's Guide*).

A legacy item adopts its grade into its name, for example, a charger crossbow that attains a master grade is considered a *master charger crossbow*.

When a legacy item reaches a new grade, it gains the properties defined in the item's description. Some of the new features replace those attained from the prior grade. If a character gains enough experience to where their item would attain a new grade, the item's gains the properties of its new grade after the character completes a short or long rest.

LEGACY ITEM POWER GRADE

Character Level	Power Grade	Item Rarity
1st or higher	Initiate	Uncommon
5th or higher	Superior	Rare
10th or higher	Master	Very rare
15th or higher	Epic	Legendary

ITEM ATTUNEMENT

A legacy item that requires attunement and isn't attuned to a creature functions as a normal item of its type until a creature attunes to it, regardless of its previous owner. When a creature attunes to a legacy item, the item evolves and attains the grade that corresponds to the attuning creature's level.

LIST OF LEGACY ITEMS

Items are listed in alphabetical order. An item's description contains its name, category, rarity, and properties.

BATTLE FOCUS

Focus, legacy (requires attunement by a Spellcaster)

While holding this focus, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

Superior. The bonus to attack rolls increases to +2

Master. The bonus to attack rolls increases to +3

Epic. While holding the focus, you can use action to regain one spell slot of the highest level you can cast. You can't use this property again until you finish a long rest.

CHARGER WEAPON

Weapon (two-handed melee), legacy (requires attunement)

This weapon provides defense against distant foes. It has the following properties.

- You have a +1 bonus to AC against ranged attacks.
- You have advantage on Strength and Dexterity saving throws made against effects that would knock you prone.

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 to attack and damage rolls made with this weapon.
- The AC bonus against ranged attacks increases to +2.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- If a creature within 10 feet of you makes a ranged weapon attack, you can use your reaction to make an opportunity attack against that creature.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3
- Ranged attacks against you are made with disadvantage. This replaces the AC bonus gained at the initiate and superior grades.
- When you take the Dash action, your speed increase equals twice your speed, after applying any modifiers.



CONTROLLER'S FOCUS

Focus, legacy (requires attunement by a Bard, Cleric, Druid, Sorcerer, Warlock, or Wizard)

While holding this focus, you can use an action and expend 1 of its 10 charges to cast *charm person*, *command*, or *comprehend languages* from it using your spell save DC.

The focus regains 1d8 + 2 expended charges daily at dawn.

Superior. When the focus reaches this grade, it gains the following properties.

- If you are holding the focus and fail a saving throw against an enchantment spell that targets only you, you can choose to succeed instead. You can't use this property of the focus again until the next dawn.
- If you succeed on a save against an enchantment spell that targets only you, with or without the focus's intervention, you can use your reaction to expend 1 charge from the focus and turn the spell back on its caster as if you had cast the spell.

Master. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you have resistance to psychic damage.
- As an action, you can expend some of its charges to cast one of the following spells from it, using your spell save DC: *compulsion* (4 charges), *dominate person* (5 charges), or *suggestion* (2 charges).

Epic. When the focus reaches its epic grade, it gains the following properties.

- While holding the focus, you can't be charmed or frightened.
- When you use the focus to cast *charm person* or *command*, you cast those spells at 4th level.

DEFENDER WEAPON

Weapon (any melee), legacy (requires attunement)

These weapons have traits that focus on defending the wielder. While the weapon is on your person, you have advantage on initiative rolls and you can't be surprised unless you are incapacitated.

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- As an action, you can cast *armor of agathys* with the focus as a 3rd level spell. You can't use this feature again until you finish a long rest.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The first time you attack with the weapon on each of your turns, you can transfer some or all of the weapon's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +1 bonus to AC. The adjusted bonuses remain in effect until the start of your next turn, although you must hold the weapon to gain a bonus to AC from it.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- The casting level of the *armor of agathys* spell increases to 5.

DEMOLISHER WEAPON

Weapon (any bludgeoning melee), legacy (requires attunement)

This weapon is built to devastate the frames of constructs, structures, and vehicles. When you roll a 20 on your attack roll with this weapon, the target takes an extra 3 bludgeoning damage or 7 bludgeoning damage if it's a construct.

In addition, when you hit a structure or object (not being worn or carried) with an attack using this weapon, you deal extra bludgeoning damage as if you had scored a critical hit on a construct.



Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The damage from this weapon bypasses a vehicle's damage threshold.
- The extra bludgeoning damage dealt increases to 7, or 14 if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The extra bludgeoning damage dealt increases to 14, or 27 if it's a construct. If a construct has 50 hit points or fewer after taking this damage, it is destroyed.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- You deal the extra damage when you roll a 19 or 20.
- The extra damage dealt is considered to be force damage instead of bludgeoning.

DURABLE ARMOR

Armor (medium or heavy), legacy (requires attunement)

This armor is fashioned from premium materials that are resilient to being damaged. While wearing this armor, any critical hit against you becomes a normal hit.

Superior. You have a +1 bonus to AC while wearing this armor.

Master. When the armor reaches this grade, it gains the following properties.

- The bonus to AC increases to +2.
- Bludgeoning, piercing, and slashing damage that you take from nonmagical weapon attacks is reduced by 3. This feature is cumulative with the similar benefit gained from the Heavy Armor Master feat.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +3.
- While wearing this armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks.

ENERGY WEAPON

Weapon (any), legacy (requires attunement)

This weapon generates energy that deals additional damage of a specific damage type. It often bears physical traits related to this energy type (surrounded by fire, frost, lightning, etc.).

You deal an extra 1d6 damage of a specific damage type to any target you hit with this weapon. The DM chooses the damage type or determines it randomly. At the DM's discretion, the weapon's base damage can also be of the same damage type.

If the weapon is a melee weapon, it may shed bright light in a radius and dim light in an additional radius defined by the designated damage type. The light can be extinguished or reactivated with a bonus action.



d6	Designation	Damage Type	Radius (bright/dim)
1	<i>Defiler</i>	Necrotic	None
2	<i>Firebrand</i>	Fire	40 ft. / 40 ft.
3	<i>Frostbrand</i>	Cold	10 ft. / 20 ft.
4	<i>Lightbrand</i>	Radiant	30 ft. / 30 ft.
5	<i>Ruiner</i>	Acid	None
6	<i>Skystrike</i>	Lightning	20 ft. / 30 ft.

Superior. The extra damage increases to 2d6.

Master. While you hold this weapon, you have resistance to damage of its chosen damage type.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- You gain a +2 bonus to attack and damage rolls made with this weapon.
- You are immune to all damage of the weapon's chosen damage type.
- The weapon ignores resistances to damage of its chosen damage type.

EXPLORER ARMOR

Armor (any), legacy (requires attunement)

This armor provides additional features for surviving in any environment. While you wear this armor, you automatically succeed on saving throws made against exposure to extreme heat or extreme cold.



Superior. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- While wearing this armor, your walking speed increases by 10 feet.

Master. When the armor reaches this grade, it gains the following properties.

- The bonus to AC increases to +2.
- While wearing this armor, you can stand on and move across any liquid surface as if it were solid ground.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +3.
- When you fall a distance of up to 200 feet, you can use your reaction to take no damage from the fall.

FROSTFIRE FOCUS

Focus, legacy (requires attunement by a Druid, Sorcerer, Warlock, or Wizard)

This focus has 7 charges. While holding it, you can use an action and spend 1 of its charges to cast *burning hands* or *fog cloud* from it using your spell save DC.

The focus regains 1d6 + 1 expended charges daily at dawn.

Superior. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you have resistance to fire damage.
- The number of charges increases to 10. The number of charges regained at dawn increases to 1d8 + 2.
- As an action, you can expend a number of its charges to cast one of the following spells from it: *fireball* (3 charges) or *wall of fire* (4 charges).

Master. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you have resistance to cold damage.
- As an action, you can expend a number of its charges to cast one of the following spells from it: *cone of cold* (5 charges) *ice storm* (4 charges), or *wall of ice* (4 charges).

Epic. When the focus reaches its epic grade, it gains the following properties.

- While holding the focus, you gain a +2 bonus to spell attack rolls
- The number of charges increases to 20. The number of charges regained at dawn increases to 2d8 + 4.
- As an action, you can expend a number of its charges to cast one of the following spells from it: *fire storm* (7 charges) or *freezing sphere* (6 charges).

GUARDIAN SHIELD

Armor (shield), legacy (requires attunement)

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

Superior. When the shield reaches this grade, it gains the following properties.

- The shield's AC bonus increases to +2.
- Whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

Master. The shield's AC bonus increases to +3.

Epic. When you use your reaction to become the target of a ranged attack, if the target you replaced is a creature, that creature can use their reaction to make a ranged attack against the attacker.

HEALING FOCUS

Focus, legacy (requires attunement by an Bard, Cleric, or Druid)

This focus has 3 charges. While holding it, you can expend 1 charge as an action to cast *cure wounds* from it, using your spellcasting ability modifier.

The focus regains 1d3 of its charges daily at dawn.

Superior. When the focus reaches this grade, it gains the following properties.

- The number of charges increases to 10. The number of charges regained at dawn increases to 1d6 + 4.
- When you cast *cure wounds* from the focus, you can expend charges to increase the spell's level, 1 charge per spell level, up to 4th.
- As an action, you can expend a number of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *lesser restoration* (2 charges) or *mass cure wounds* (5 charges).

Master. When the focus reaches this grade, it gains the following properties.

- The number of charges increases to 20. The number of charges regained at dawn increases to 1d8 + 4.
- As an action, you can expend 6 charges to cast *heal* from the focus.

Epic. As an action, you can expend 7 charges to cast *resurrection* from the focus. Also as an action, you can expend all of the focus's charges to cast *mass heal* or *true resurrection* from it.

IMPACT WEAPON

Weapon (any), legacy

This weapon exhibits changes in appearance with each grade, becoming more worn, ornate, or decorated. You gain a +1 bonus to attack and damage rolls made with this weapon.

Superior. The weapon's bonus to attack and damage rolls increases to +2.

Master. The weapon's bonus to attack and damage rolls increases to +3.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon scores a critical hit on a roll of 19 or 20.
- The weapon ignores any resistances to the weapon's damage type.

PACT FOCUS

Focus, legacy (requires attunement by a Warlock)

While holding this focus, you have a +1 bonus to spell attack rolls and to the saving throw DCs of your warlock spells.

In addition, you can regain 1 warlock spell slot as an action while holding the focus. You can't use this feature again until you finish a long rest.

Superior. The bonus to attack rolls and saving throw DCs increases to +2.

Master. The bonus to attack rolls and saving throw DCs increases to +3.

Epic. The number of spell slots you regain increases to 2.

POWER FOCUS

Focus, legacy (requires attunement by a Sorcerer, Warlock, or Wizard)

This focus has 7 charges. While holding it, you can use an action and spend 1 of its charges to cast *magic missile* or *ray of enfeeblement* from it using your spellcasting ability modifier.

The focus regains $1d8 + 2$ expended charges daily at dawn.

Superior. When the focus reaches this grade, it gains the following properties.

- While holding the focus, you gain a +1 bonus to AC, saving throws, and spell attack rolls.
- The number of charges increases to 10. The number of charges regained at dawn increases to $1d8 + 2$.
- As an action, you can expend a number of its charges to cast one of the following spells from it: *dispel magic* (3 charges), *flaming sphere* (2 charges), *knock* (2 charges), *levitate* (2 charges), or *web* (2 charges).

Master. When the focus reaches this grade, it gains the following properties.

- The bonus to AC, saving throws, and spell attack rolls increases to +2.
- The number of charges increases to 20. The number of charges regained at dawn increases to $2d8 + 4$.
- As an action, you can expend a number of its charges to cast one of the following spells from it: *cone of cold* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *invisibility* (2 charges), and *wall of fire* (4 charges).

Epic. When the focus reaches its epic grade, it gains the following properties.

- The number of charges increases to 50. The number of charges regained at dawn increases to $4d6 + 2$.
- As an action, you can expend a number of the focus's charges to cast one of the following spells from it: *conjure elemental* (7 charges), *ice storm* (4 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), or *wall of force* (5 charges).
- You can expend an action to cast one of the following spells from the focus without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.
- You can perform a retributive strike (see below).





Retributive Strike. You can use an action to break the focus over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to $16 \times$ the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin, as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 x the number of charges in the focus
11 to 20 ft. away	6 x the number of charges in the focus
21 to 30 ft. away	4 x the number of charges in the focus

PROTECTION ARMOR

Armor (any), legacy (requires attunement)

This armor provides versatile overall protection. While you wear it, you have a +1 bonus to saving throws.

Superior. You have a +1 bonus to AC while wearing this armor.

Master. The bonus to AC increases to +2.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +3.
- The saving throw bonus increases to +2.

METAWEAVE FOCUS

Focus, legacy (requires attunement by a Sorcerer)

While holding this focus, you have a +1 bonus to spell attack rolls and to the saving throw DCs of your sorcerer spells.

In addition, you can regain 1 Sorcery Point as an action. You can't use this property again until you finish a long rest.

Superior. When the focus reaches this grade, it gains the following properties.

- The bonus to attack rolls and saving throw DCs increases to +2
- The number of Sorcery Points you regain increases to 3.

Master. The bonus to attack rolls and saving throw DCs increases to +3

Epic. When the focus reaches its epic grade, it gains the following properties.

- The number of Sorcery Points you regain increases to 5.
- While holding the focus, you can use action to regain one spell slot of the highest level you can cast. You can't use this property again until you finish a long rest.

NATURE FOCUS

Focus, legacy (requires attunement by a Druid)

This focus can only take the form of a rod or staff. The rod can be wielded as a magic club and the staff can be wielded as a magic quarterstaff. While holding this focus, you have a +1 bonus to spell attack rolls and to the saving throw DCs of your druid spells.

The focus has 3 charges. While holding it, you can expend 1 charge as an action to cast *animal friendship*, *goodberry*, or *speak with animals* from it, using your spell save DC.

The focus regains 1d3 of its charges daily at dawn.

Superior. When the focus reaches this grade, it gains the following properties.

- The number of charges increases to 10. The number of charges regained at dawn increases to $1d6 + 4$.
- The bonus to attack rolls and saving throw DCs increases to +3
- You can also use an action to cast the *pass without trace* spell from the focus without using any charges.
- As an action, you can expend a number of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with plants* (3 charges), or *wall of thorns* (6 charges).
- You can use an action to plant one end of the focus in fertile earth and expend 1 charge to transform the focus into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by detect magic. While touching the tree and using another action to speak its command word, you return the focus to its normal form. Any creature in the tree falls when it reverts to normal.

Master. When the focus reaches this grade, it gains the following properties.

- The number of charges increases to 20. The number of charges regained at dawn increases to $1d8 + 4$.
- As an action, you can expend a number of its charges to cast one of the following spells from it: *commune with nature* (5 charges), *transport via plants* (6 charges), *mirage arcane* (7 charges), or *wind walk* (6 charges)
- You can use an action to cast the *beast sense* and *faerie fire* spells from the focus without using any charges.

Epic. When the focus reaches its epic grade, it gains the following properties.

- The bonus to attack rolls and saving throw DCs increases to +3
- You can spend an action to cast either *earthquake* or *tsunami* from the focus. You can't use this feature again until the next dawn.

REBOUND WEAPON

Weapon (melee with thrown property), legacy (requires attunement)

This weapon grants consistent effectiveness both up close and at a distance. You have a +1 bonus to attack and damage rolls made with this weapon.

Immediately after you make a ranged attack with it, the weapon flies back to your hand.

Superior. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The weapon's normal and long range each increase by 30 feet.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- You ignore half cover when making ranged attacks with this weapon.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- When you hit a target with a ranged attack using this weapon, you can use your bonus action to make another ranged attack on the same target or a creature within 20 feet of the target.

RELENTLESS ARMOR

Armor (any), legacy (requires attunement)

This armor protects the wearer against being forcibly moved or obstructed. While you wear it, the first time each turn that a creature makes an opportunity attack against you, you can use your reaction to impose disadvantage on the attack roll.

Superior. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- If an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

Master. The bonus to AC increases to +2.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +3.
- While wearing this armor, you gain the effects of the *freedom of movement* spell.

RESISTANCE ARMOR

Armor (any), legacy (requires attunement)

This armor provides the wearer with protection against a specific type of damage. The damage type is chosen by

the DM or determined randomly. You can use an action to gain resistance to the chosen damage type for 10 minutes. You can't use this feature again until you finish a short or long rest.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

Superior. You have resistance to the chosen damage type. This feature replaces the one provided at initiate grade.

Master. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- If an attack that deals the chosen damage type reduces you to 0 hit points, you are instead reduced to 1 hit point.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +2.
- The armor gains an additional chosen damage type, determined using the table above. If determined randomly, you may reroll if the result is the damage type the armor possesses already.



SEEKING WEAPON

Weapon (ranged: uses ammunition), legacy (requires attunement)

This weapon enables the wielder to find their mark in difficult environments. While you hold this weapon, you have darkvision out to a range of 60 feet. If you already have darkvision, holding the weapon increases its range by 60 feet.

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The weapon's normal range increases by 50 feet.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- You ignore half cover when making ranged attacks with this weapon.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- While holding this weapon, you have truesight out to a range of 120 feet.

SIPHON WEAPON

Weapon (any melee), legacy (requires attunement)

This weapon absorbs energy from living creatures and transfers it to the wielder. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 1d6 necrotic damage if it isn't a construct or undead. You gain 3 temporary hit points.

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The extra necrotic damage and temporary hit points increase to 7.

Master. When the weapon reaches this grade, it gains the following properties.

- The extra necrotic damage and temporary hit points increase to 10.
- When you hit with a melee attack using this weapon and reduce the target to 0 hit points, you regain 10 hit points.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- Whenever you slay a creature with an attack using the weapon, the creature's soul is absorbed into the weapon, and that creature can be restored to life only by means of the *wish* spell. The creature's soul is stored inside the weapon for the next 48 hours. As a bonus action, you can release the captured soul from the weapon to regain hit points equal to the slain creature's maximum hit points.

SPEED WEAPON

Weapon (any one-handed melee), legacy (requires attunement)

This weapon increases a wielder's quickness and fluidity. When used in combat, the increased rate of motion causes your form to slightly blur and shift through the air.

While the weapon is on your person, you gain a +2 bonus to initiative if you're not incapacitated. If you are surprised, you can use your reaction to draw the weapon and make one attack with it.

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The weapon gains the finesse property if it did not already have it.
- You can draw or sheathe this weapon simultaneously with another weapon as part of your attack action.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- You can make one attack with this weapon as a bonus action on each of your turns.



Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- You have advantage to initiative rolls if you're not incapacitated. This replaces the +2 bonus.
- Opportunity attacks against you are made with disadvantage.

SLAYER WEAPON

Weapon (any), legacy

This weapon is lethal to a specific type of creature. The DM chooses the creature type or determines it randomly using the table below. When you hit a creature belonging to the designated type with this weapon, the creature takes an extra 1d6 damage of the weapon's type.

d12	Type	d12	Type
1	Aberration	7	Fiend
2	Beast	8	Giant
3	Celestial	9	Monstrosity
4	Dragon	10	Ooze
5	Elemental	11	Plant
6	Fey	12	Undead

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The extra damage to creatures of the designated type increases to 2d6 and the creature must succeed on a DC 15 Constitution saving throw. On a failed save, they have disadvantage on attack rolls and ability checks until the end of your next turn.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The extra damage to creatures of the designated type increases to 3d6.
- The DC of the Constitution save increases to 17.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- If the creature fails their Constitution save, they are instead stunned and take an additional 33 damage of the weapon's damage type.
- If damage from this weapon reduces a creature belonging to the designated type to 0 hit points, the creature dies instantly. Its body disintegrates and it can be restored to life only by means of a *wish* spell. If the creature dies in this way, you gain 6d10 temporary hit points.

ADDITIONAL CREATURE TYPES

At the DM's discretion, humanoids can be added as a creature type for this weapon, limited to a single subtype. It's recommended this option be connected to a specific legacy bond or major plot point in your campaign's storyline, as it can affect the character's interactions with many NPCs.

SPELLBANE SHIELD

Armor (shield), legacy (requires attunement)

While holding this shield, you have a +1 bonus to AC against spell attacks. This bonus is in addition to the shield's normal bonus to AC. You also have a +1 bonus to saving throws against spells and other magical effects.

Superior. The shield's AC and saving throw bonus increases to +2.

Master. While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you. This feature replaces the benefits gained from the Initiate and Superior grades.

Epic. When the shield reaches its epic grade, it gains the following properties.

- While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.
- If you roll a 20 when making a saving throw against a spell that targets only you (not in an area of effect) and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.



STRIKING FOCUS

Focus, legacy (requires attunement)

This focus can only take the form of a rod or staff. The rod can be wielded as a magic club and the staff can be wielded as a magic quarterstaff. When you use the focus as a weapon, it grants a +1 bonus to attack and damage rolls made with it.

The focus has 3 charges. When you hit with a melee attack using it, you can expend 1 of its charges to deal an extra 1d6 force damage. The focus regains 1d3 expended charges daily at dawn.

Superior. When the focus reaches this grade, it gains the following properties.

- The attack and damage bonus increases to +2
- The number of charges increases to 10. The number of charges regained at dawn increases to 1d6 + 4.
- The number of charges you can expend as an action increases to 2, with each charge dealing an additional 1d6 force damage to the target.

Master. When the focus reaches this grade, it gains the following properties.

- The attack and damage bonus increases to +3
- The number of charges you can expend as an action increases to 3.

Epic. When a target takes the additional force damage, it must succeed on a DC 17 Constitution saving throw or be stunned for 1 minute. The target can repeat the saving throw at the start of each of its turns, ending the effect on a success.

SUNDERING WEAPON

Weapon (any slashing melee), legacy (requires attunement)

This weapon has extremely sharp, hardened edges. When you roll a 20 on your attack roll with this weapon, the target takes an extra 3 damage of the weapon's type.

Superior. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The extra damage dealt when you roll a 20 increases to 7.

Master. When the weapon reaches this grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The extra damage dealt when you roll a 20 increases to 14. After the damage is dealt, you roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +3.
- When you attack an object with this weapon and hit, maximize your weapon damage dice against the target.
- The weapon ignores resistance to slashing damage.
- The weapon's extra damage increases to 27. If the creature you hit has at least one head, instead of rolling another d20, you can choose to 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.

VERSATILE ARMOR

Armor (light or medium), legacy (requires attunement)

This armor is super-lightweight, functional, and maximizes its utility for any given scenario. It can be worn under normal clothes. At its initiate grade, the armor provides the following benefits:

- If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.
- You automatically succeed on saving throws made against exposure to extreme heat or extreme cold.

Superior. You have a +1 bonus to AC while wearing this armor.

Master. When the armor reaches this grade, it gains the following properties.

- The bonus to AC increases to +2.
- You have a swimming and climbing speed equal to your walking speed.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +3.
- You have advantage to initiative rolls and Dexterity saving throws while wearing this armor.



VIGOR ARMOR

Armor (any), legacy (requires attunement)

This armor grants the user great stamina and endurance. You have advantage on saving throws against being poisoned, and you have resistance to poison damage.

Superior. Your Constitution score is 19 while you wear this armor. It has no effect on you if your Constitution is already 19 or higher without it.

Master. You have a +1 bonus to AC while wearing this armor.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +2.
- You have advantage on death saving throws.

WARDING ARMOR

Armor (any), legacy (requires attunement)

This armor protects the wearer's body and mind from debilitating, paranormal effects. You have advantage on Wisdom saving throws made to avoid being charmed or frightened.

Superior. As an action, you can cast *remove curse* from the armor, targeting yourself. Once you use this feature, you can't use it again until you finish a short or long rest.

Master. When the armor reaches this grade, it gains the following properties.

- You have a +1 bonus to AC while wearing this armor.
- You can use your reaction to grant yourself advantage on a saving throw made to avoid being petrified or paralyzed.

Epic. When the armor reaches its epic grade, it gains the following properties.

- The bonus to AC increases to +2.
- While wearing this armor, you have advantage on saving throws against spells and spell attacks made against you have disadvantage.

WOUNDING WEAPON

Weapon (any slashing or piercing), legacy (requires attunement)

This weapon inflicts severe injuries that are difficult to heal.

Once per turn, when you hit a creature with an attack using this weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1 necrotic damage for each time you've wounded it, and it can then make a DC 13 Constitution saving throw, ending the effect of all such wounds on itself on a success.

Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Superior. When the weapon reaches this grade, it gains the following properties.

- The necrotic damage a wounded creature takes at the start of each of their turns increases to 1d4.
- The DC for the saving throw or skill check to end the effects of wounds increases to 15.
- Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Master. When the weapon reaches this grade, it gains the following properties.

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- The damage a wounded creature takes at the start of each of their turns increases to 1d8 for each time you've wounded it.

Epic. When the weapon reaches its epic grade, it gains the following properties.

- The weapon's bonus to attack and damage rolls increases to +2.
- The DC for the saving throw or skill check to end the effects of wounds increases to 17.
- If a wounded creature takes any actions or reactions other than the Dodge action, they take an additional 1d8 necrotic damage.



SPECIAL OPTIONS

In addition to the item's power grade, legacy items can be given additional properties available to other magic items.

POWER GRADE VARIANTS

Instead of legacy items automatically attaining new power grades based on the character's level, you could optionally require characters meet certain requirements for each legacy item. Using this method allows for a greater level of engagement with the story and provides an alternate focus for a character's overall development.

The following are some suggested requirements for a legacy item to evolve into a new grade:

- The character must reach a point in the campaign's storyline or complete an important story arc.
- The character faces or overcomes an important obstacle tied to their personal development or story.

- The character must complete a certain task or acquire an item connected to the item's legacy bond.
- The character must remain true to a particular alignment or code of conduct.
- The character must seek out a special location or powerful NPC that hold the secrets to increasing the item's abilities.
- The character must unravel a mystery tied to either their own personal history, the item's origin, or its legacy bond.

ITEM SENTIENCE

Many legacy items can be granted sentience, as such items can grow in power and experience much like characters. Rules for granting sentience to magic items can be found in chapter 7 of the *Dungeon Master's Guide*.

A sentient legacy item's abilities, characteristics, and special purpose should work in conjunction with the item's origin and legacy bond. Utilizing these together can provide you with many story and adventure opportunities that expand your campaign setting and storylines.

LEGACY ARTIFACTS

Artifacts are arguably legacy items in their own right, having their own fabled origins and history. You can grant the option for certain legacy items to eventually become artifacts. Such items likely have legacy bonds of a mythical nature such as being created by a deity or harnessing the soul of a powerful immortal.

Legacy items should not be granted the powers of an artifact until they can at least be wielded at an epic power grade. At that point, you can choose for the item to evolve into an artifact depending on certain aspects within your campaign or the character's level. You can also choose to use any of the Power Grade Variant options above. In either case, a legacy item evolving to the status of an artifact should always be considered a major event in your campaign, and limited to an extreme few, if not just one, of these items.

DETERMINING PROPERTIES

When a legacy item becomes an artifact, it gains up to four minor and two major beneficial properties. It also gains up to four minor and two major detrimental properties (see chapter 7 of the *Dungeon Master's Guide*). The item is likely to gain some form of sentience if it has not done so already.

Any additional features and abilities are left to the DM's discretion, though it's suggested these be either related to or an enhancement of powers already possessed by the item.

LOSING A LEGACY ITEM

Events in your campaign may cause a legacy item to be lost or destroyed. These events can be used to trigger additional quests or story hooks. If the items are of significant importance to either your campaign's story or that of the attuned character, you can grant that character the ability to always know the general location of the legacy item so long as they are on the same plane of existence.





RUNESTONES AND RUNIC LEGACY ITEMS

The concept of legacy items and their use may not fit in with all campaigns or adventure scenarios. There may be limitations in either the storyline or adventure where it doesn't easily allow for a story-centric item system. In those situations, using *runestones* provides a way to have a unique development system for legacy items that lends more toward mechanics than story.

WHAT IS A RUNESTONE?

In the *Sundered Realms* campaign setting, spellcasters record and store spells by inscribing runic sigils into decorative stones. Known as *runestones*, the magical energy stored within them can be released by other spellcasters.

When used in this manner, *runestones* are expendable, single-use items that function in the same manner as magical *spell scrolls*. They also use the same terminology as scrolls. For example, a *runestone* inscribed with the *haste* spell would be called a *runestone of haste*. Unlike scrolls, however, the energy in these stones can also be used to increase the potential of magical armaments.

RUNIC LEGACY ITEMS

If you choose to use *runestones* as part of your legacy item system, each legacy item is fashioned with small indentations or slots. They can be located anywhere upon the item but usually are in a prominent area such as the handle of a focus, a weapon's pommel, or an armor's chestpiece.

Placing *runestones* into these slots evolves a legacy item into a new power grade and also changes the item's rarity.

USING RUNESTONES

Placing a *runestone* onto a legacy item (also referred to as "slotting" the item) requires a creature to spend a short rest while in physical contact with and focused on that item, during which the *runestone* is placed into it. A creature can also attune to the legacy item during this process if it had not already done so. If the creature has already reached their maximum number of attuned items, both the attunement and the placement of the *runestone* automatically fail.

At the end of the short rest, the item evolves to its next power grade if the *runestone* placement was successful (see "Grades of Power").

In addition, the rarity of a *runestone* must be higher than the item into which it's being placed. For example, a rare legacy item can only be slotted with a very rare or legendary *runestone*.

RUNIC ITEM POWER GRADES

The number of *runestones* an item holds determines the item's grade and rarity as defined in the Runic Power Grade table. A legacy item can hold as many *runestones* as defined by the attuned creature's character level, up to maximum of 3. Attempting to place another *runestone* into an attuned item without reaching the required character level automatically fails and the *runestone* disintegrates.

RUNIC POWER GRADE

Runestones	Required Level	Power Grade	Item Rarity
None	1st or higher	Initiate	Uncommon
1	5th or higher	Superior	Rare
2	10th or higher	Master	Very rare
3	15th or higher	Epic	Legendary

REMOVING RUNESTONES

Removing a *runestone* from an item requires a creature to spend a long rest focused only on the item. At the end of the long rest, the creature makes an Intelligence check using smith's tools against a DC determined by the item's rarity (DC 13 for rare, DC 16 for very rare, and DC 19 for legendary). Artificers can make this check with advantage. If the check fails, the *runestone* is destroyed. If successful, the *runestone* is removed and it must be placed into another legacy item within 24 hours or immediately disintegrate.

Only one *runestone* can be removed from an item at a time. If an item holds more than one *runestone*, the rarity of the stone removed is equal to the rarity of the item. After a stone is removed, the item's power grade and rarity changes to reflect the remaining number of stones it holds.

ATTUNEMENT TO RUNIC ITEMS

An item that isn't attuned to a creature functions as a normal item of its type, regardless of the number of *runestones* it holds. If a creature attunes to an item that already holds one or more *runestones*, the item's new grade is limited to the lowest grade defined by either its number of *runestones* or the required character level. Once the item is attuned, any additional *runestones* beyond the item's new grade are destroyed.

For example, if an 18th-level character attunes to a legacy item that holds two *runestones*, the item has a master power grade. Alternatively, if a 6th-level character attunes to a legacy item that holds three *runestones*, the item has a superior power grade and the additional two *runestones* within it are destroyed.

VARIANT: RUNECASTING

If you choose to not introduce *runestones* into your game, you can instead opt to allow *spell scrolls* to be translated into runes to be engraved directly onto a legacy item. Such a practice would require an Intelligence check using the artisan tools that correspond to the item's primary material. (leatherworker's tools, smith's tools, tailoring supplies, etc). The DC for this check and the time required is dependent upon the item's rarity, as defined on Runecasting Variant table below.

Alternatively, you can hire a skilled artificer to perform the task. If paying for the service, no check is required. In either circumstance, and whether the check is successful or not, the *spell scroll* is destroyed in the process.

RUNECASTING VARIANT

Item Rarity	Check DC	Cost	Time
Uncommon	12	2,500 gp	1 day
Rare	15	10,000 gp	5 days
Very rare	18	40,000 gp	10 days

ITEM ATTUNEMENT

Attunement to a legacy item forged through runecasting functions in the same manner as items slotted with *runestones*. However, the engraved runes can't be removed. If a character attunes to an item whose power grade is higher than their required level, the item still only functions at the highest power grade allowed for that character.

