

ITEMS

Ring of the Round Table

ring, rare (requires attunement)

A golden ring forged by the most trusted craftsmen and enchanted by Merlin. It symbolizes a man's connection to the Round Table and the heart of Camelot.

While wearing this ring, when you fall to 0 hit points, you can activate it as a reaction, regaining 50 hit points. For 1 minute after activation, you have immunity to the frightened condition, and all your weapon attacks deal an additional 1d8 of their damage type.

After you activate the ring, roll a d20. On a 20, the ring retains its power and can be used again. The ring loses its magic for 30 days on any other roll.

Sword of Valor

weapon (any sword), uncommon (requires attunement)

A blade meant for protectors, with its guard in the shape of praying hands. Those who use it must be protectors, not fighters.

At the start of your turn, if you are wielding this magic sword and have not dealt damage since the start of your last turn, you gain 1d6 temporary hit points.

Horned Helmet

wondrous item, rare (requires attunement)

This helm is carved of elven steel and enchanted by the Green Knight. When worn, great stag horns sprout from it, turning the wearer into a fighter of nature.

While wearing it, you gain the following abilities:

Keeper of Nature. You can understand beasts and plants but not speak to them.

Stag Charge. If you move at least 20 feet in a straight line before making a successful melee weapon attack, the target of the attack must also succeed a DC 16 Strength saving throw or be knocked prone.

Visage of Wrath. You have advantage on Charisma (Intimidation) checks.

If you are attuned to the Grove Plate and the Axe of the Wilds, you also gain the following benefit:

Natural Healing. You can cast the *regenerate* spell, without requiring a spell slot or components. Once you do so, you can't cast the spell again in this way for 7 days.

