

"THE AURELYTH STARSHARDS"

THE BONDING BAND

Wondrous Item (Ring), Very Rare (Requires Attunement)

While wearing this ring, you gain an additional Reaction on each of your turns.

Whenever a creature that can see and hear you within 30 ft would make a Constitution saving throw, you may spend your Reaction to grant them a bonus equal to your Proficiency Bonus. If this causes the creature to pass the saving throw, you and that creature gains an amount of Temporary Hit Points equal to the creature's Constitution bonus (a minimum of 1).

Additionally, whenever a creature that can see and hear you within 30 ft would fail Constitution saving throw you may spend a Reaction and take a point of Exhaustion. If you do, the creature is considered to have passed the Constitution saving throw. This point of Exhaustion cannot be removed until you complete your next Long Rest.

This magic item is part of a set. When worn with other pieces of the set (Listed below), ignore the requirement for attunement for this item and gain the following benefits depending on the number of pieces of the set worn:

OTHER PIECES IN SET

The Bracer of Beauty, Fleetfoot Anklet, The Mimic Chord, Morphogenesis Earrings

BONUSES PROVIDED

1 Other Set Piece; Increase the amount of Temporary Hit Points a creature gains from this equipment to 1d4+ the creature's Constitution bonus.

2 Other Set Pieces; This item's second trait becomes the following; Additionally, whenever a creature that can see and hear you within 30 ft would fail a Constitution saving throw you may spend a Reaction and make a Constitution saving throw with the same DC. If you succeed, the creature is considered to have passed the Constitution saving throw. If you fail, you gain a point of Exhaustion and the creature is considered to have passed the Constitution saving throw. This point of Exhaustion cannot be removed until you complete your next Long Rest.



3+ Set Pieces; This item's first trait becomes the following; Whenever a creature that can see and hear you within 60 ft would make a Constitution saving throw, you may spend your Reaction to grant them a bonus equal to double your Proficiency Bonus. If this causes the creature to pass the saving throw, you and that creature gains an amount of Hit Points equal to the creature's number of Hit Dice.

Complete Set Bonus; This item's first trait becomes the following; Whenever a creature that can see and hear you within 60 ft would make a Constitution saving throw, you may spend your Reaction to grant them a bonus equal to double your Proficiency Bonus. If this causes the creature to pass the saving throw, you and that creature gains an amount of Hit Points and Temporary Hit Points equal to the creature's number of Hit Dice.

THE BRACER OF BEAUTY

Wondrous Item (Bracelet), Rare (Requires Attunement)

This bracelet comes with 1d6+1 charges. As a Reaction to being targeted with an attack (Spell, Ranged or Melee), by a creature that you can see and hear you may spend an amount of charges listed to activate the following ability.

Too Beautiful to Harm (2 Charges). A creature targeting you with an attack must succeed on a DC 14 Wisdom saving throw. On a failure the creature is Charmed by you and may not attack you this turn. The creature loses its action this way as it falls into adoration of you instead. If a creature is immune to the Charmed condition, these charges are spent and the creature instead adds 1d6 extra damage as you are caught off guard by the attack. This item regains 1d6 charges every morning at dawn.

This magic item is part of a set. When worn with other pieces of the set (Listed below), ignore the requirement for attunement for this item and gain the following benefits depending on the number of pieces of the set worn:

OTHER PIECES IN SET

The Bonding Bond, Fleetfoot Anklet, The Mimic Chord, Morphogenesis Earrings

BONUSES PROVIDED

1 Other Set Piece; This item gains the following additional trait.

Sorrow at its Destruction (2 Charges). When a creature hits you with an attack, as a Reaction you may spend two charges and have it make a DC 14 Wisdom saving throw. On a failure the creature takes an amount of Psychic damage equal to the amount of damage it dealt to you this turn. If a creature would take at least 15 Psychic damage this way it makes a Wisdom saving throw with a DC equal to the damage it dealt to you. On a failure it is Stunned until the end of your next turn.

2 Other Set Pieces; The DC of saving throws made

to resist this item's effects increases to 16.

3+ Set Pieces; This item gains the following additional trait.

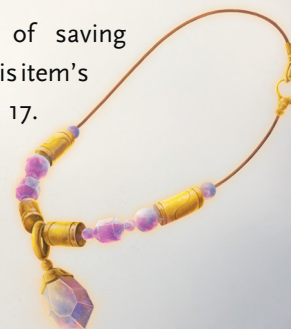
Beautiful and Terrible (4 Charges). As a Reaction to being targeted by an attack (Spell, Ranged or Melee), by a creature that you can see and hear you may spend 4 charges. If you spend charges this way the creature makes a DC 16 Charisma saving throw. On a failure the creature becomes Frightened of you for the next minute. Additionally whilst Frightened this way as a Bonus action on each of your turns you may have the creature take 10 (3d6) Psychic damage.

Complete Set Bonus; This item's *Beautiful and Terrible* trait becomes the following:

Beautiful and Terrible (3 Charges). As a Reaction to being targeted by an attack (Spell, Ranged or Melee), by a creature that you can see and hear you may spend 3 charges. If you spend charges this way the creature makes a DC 17 Charisma saving throw. On a failure the creature becomes Frightened of you for the next minute. Additionally whilst Frightened this way as a Bonus action on each of your turns you may have the creature take 10 (3d6) Psychic damage.

Additionally, If a creature targeted by this effect is immune to the Frightened condition it must still make the Charisma saving throw, on a failure the creature's immunity to the Frightened condition is suppressed until this condition ends and it takes an additional 7 (2d6) Psychic damage the first time it would take damage.

Additionally, the DC of saving throws made to resist this item's effects increases to 17.



FLEETFOOT ANKLET

Wondrous Item (Anklet), Uncommon

Whilst wearing this magic item your movement speeds increase by 5ft. This magic item is part of a set. When worn with other pieces of the set (Listed below), gain the following benefits depending on the number of pieces of the set worn:



OTHER PIECES IN SET

The Bonding Bond, The Bracer of Beauty, The Mimic Chord, Morphogenesis Earrings

BONUSES PROVIDED

1 Other Set Piece; The bonus provided to your movement speed is increased to 10ft.

2 Other Set Pieces; Once per day, as an action you can cast one of the following spells without paying its material cost:

Longstrider, Misty Step, Zephyr Strike

3+ Set Pieces; Whilst wearing this item you become immune to the effects of the Stunned condition.

Complete Set Bonus; In addition to the other spells granted by this item you gain the following spells.

Freedom of Movement, Spider Climb, Fly.

Finally, you may cast each spell granted by this item once per day rather than a single spell.

THE MIMIC CHORD

Wondrous Item (Necklace), Very Rare (Requires Attunement)

Whilst wearing this item you gain the following features;

- Your Charisma score becomes 18 if it wasn't already higher.
- You have an advantage on Charisma (Deception) and Charisma (Performance) checks when trying to pass yourself off as a different person.
- You can mimic the speech of another person or the sounds made by other

creatures. You must have heard the person speaking, or heard the creature make the sound, for at least 1 minute. A successful Wisdom (Insight) check contested by your Charisma (Deception) check allows a listener to determine that the effect is faked.

This magic item is part of a set. When worn with other pieces of the set (Listed below), ignore the requirement for attunement for this item and gain the following benefits depending on the number of pieces of the set worn:

OTHER PIECES IN SET

The Bonding Bond, The Bracer of Beauty, Fleetfoot Ankle, Morphogenesis Earrings

BONUSES PROVIDED

1 Other Set Piece; This item gains the following trait; As an action you may cast the *Disguise Self* spell. If you cast the spell using this feature it's duration is increased to 8 hours.

2 Other Set Pieces; When you mimic the speech of another creature you can perfectly recreate the tones and sounds of that voice. A creature may no longer detect a difference between your replicated voice and that of another creature and there is no Insight check to determine your mimicry.

3+ Set Pieces; As an action you may cast the *Alter Self* spell without expending a spell slot. When you cast this spell using this feature you do not need to Concentrate to maintain the effect and the duration is increased to 8 hours.

Complete Set Bonus; Whilst wearing this item your Charisma becomes 22 if it wasn't already higher.



MORPHOGENESIS EARRINGS

Wondrous Item (Earrings), Rare (Requires Attunement)

Whilst attuned to this item you gain the following traits.

Eyepots of Surveillance. Whilst attuned to this item your Passive Perception score becomes 18 for the purposes of spotting hidden creatures, if not already higher.

Additionally, if a creature attacks you whilst you are subject to the Surprised condition it must succeed on a DC 15 Wisdom saving throw. On a failure, the creature becomes Frightened of you until the start of your next turn.

Threat Response. Once per Long rest, as a Bonus action you may have a creature make a DC 15 Wisdom saving throw. On a failure the creature becomes Frightened of you for 1 minute. At the end of each of its turns a creature may remake this saving throw, ending the Condition early on a success. If a creature succeeds this saving throw they are immune to effects of this trait for the next 24 hours.

This magic item is part of a set. When worn with other pieces of the set (Listed below) you gain the following benefits depending on the number of pieces of the set worn:

OTHER PIECES IN SET

The Bonding Bond, The Bracer of Beauty, Fleetfoot Anklet, The Mimic Chord

BONUSES PROVIDED

1 Other Set Piece; When a creature that is Frightened of you takes damage from a source other than you, you may have that creature make a DC 15 Wisdom saving throw. On a failure the creature becomes Frightened of the damage source until the end of its next turn in addition to you.

2 Other Set Pieces; If a creature would be immune to the Frightened condition, as a Reaction to the creature making a Wisdom save you may suppress the effect of that immunity for 1 minute.

3+ Set Pieces; The DC of saving throws made to resist this item's effects increases to 17.

Additionally, you may use your Threat Response trait granted by this item a number of times equal to your Charisma modifier each Long Rest.

Complete Set Bonus; When you deal damage to a creature that is Frightened you may have the condition end early. If you do so, the creature takes 3 (1d6) Psychic damage in addition to the regular damage dealt, for each round remaining on the duration of the Frightened condition. If the source of the Frightened condition would have no duration, the creature instead takes 17 (5d6) Psychic damage and becomes immune to the Frightened condition for 24 hours.