

Weapons		Armor		
1st Tier (base cost: 100 gp)		Tag	Cost	Properties
Tag	Properties	Armor Proofing 1	1000 gp	You have Defeect 6 slashing damage.
Balanced	+1 attack rolls	Armor Proofing 2	2000 gp	You have Defeect 7 slashing and piercing damage.
Keen	+1 damage rolls	Armor Proofing 3	3000 gp	You have Defeect 8 slashing, piercing, and bludgeoning damage.
Extension	Crit chance +1	Breathable	100 gp	While wearing this armor, you have advantage on saving throws you make against exhaustion effects due to extreme heat.
Coated	Coated in a special metal (i.e Silvered Weapon)	Burnished	10 gp	This armor has been polished to a mirror finish. While wearing it, you may have advantage on Charisma based skill checks when interacting with certain humanoids, as determined by the DM. This tag is automatically removed after 24 hours of wear or at the end of a combat.
Runic*	Can be imbued with Runic Magics			
*Must be applied by a runesmith				
2nd Tier (base Cost 1000 gp)		Climbing Harness	100 gp	This armor has been affixed with a climbing harness around the midriff, comprising leather straps and quick-draws. While wearing it, you make Strength (Athletics) checks to scale vertical surfaces with advantage when using a rope or similar aid.
Tag	Properties	Decorated	5 gp	This armor or shield is adorned with a holy symbol and can be used as a spellcasting focus for cleric and paladin spells.
Brutal	When you roll the maximum damage for an attack with this weapon, you can roll the weapon damage dice again and add the new roll to the damage of the attack. If you roll the maximum amount again, you can repeat this process until you don't.			
Protected*	This weapon ignores effects that would damage or destroy the weapon otherwise.			
Flanged	When you hit a creature wearing medium or heavy armor with this weapon you sunder its armor, inflicting a noncumulative –1 penalty to its Armor Class until the armor is repaired.	Insulated	100 gp	This armor counts as cold weather gear in conditions of extreme cold
Weaved*	You gain a +1 bonus to spell attack rolls while using this weapon as a spellcasting focus.	Locking Joints	150 gp	This armor is made with hinged joints that can be locked by a quick motion from the wearer. While wearing it, you make Strength (Athletics) checks to oppose attempts to shove you with advantage.
Saw Toothed	Attacks with this weapon deal an extra 1d4 slashing damage. No effect against constructs or undead.	Muffled	50 gp	This armor no longer confers disadvantage on Dexterity (Stealth) checks.
Superior	The damage die of this weapon is increased by one size (for example, 1d6 becomes 1d8, and 1d10 becomes 1d12) to a maximum of 1d12.	Quick Release Clasps	200 gp	You can doff this armor as an action.
*Must be applied by a spellcaster		Reinforced	300 gp	This armor or shield has been reinforced at the joints and other weak points. While wearing it, critical damage you take from non magical attacks is reduced by 3.
3rd Tier (base cost 10,000 gp)		Runic	400	This armor or shield can be imbued with
Tag	Properties			
Adroit	This weapon ignores resistances and defelect to its damage type. Additionally when you hit a creature with a critical hit with this weapon the creature takes an additional amount of damage dice of the weapon equal to your Proficiency Mod.			
Arcane*	You gain a +1 bonus to your spell save DC while using this weapon as a spellcasting focus.			
*Must be applied by a spellcaster				

Tag	Cost	Properties
	gp	rune magic.*
Spiked	250 gp	This armor has been modified with spikes, barbs, or other similar features, and deals 1d4 piercing damage to creatures attacking with unarmed strikes or natural weapons that aren't magical.

Rune Stones	
Rarity	Name
Common	Alchemist, Mariner, Thief, Warrior
Uncommon	Arrow-Catcher, Bound Armor, Bound Weapon, Cat, Chaos, Daywalker, Elemental Shield, Featherfoot, Knock, Nondetection, Serpent
Rare	Bastion, Berserker, Chalice, Death, Hunt, Journey, Magebane, Phoenix, Soultrap, Spelleater, Superconductor, Warmage
Very Rare	Blood Weapon, Displacement, Dragon Slayer, Earthshaker, Giant Slayer, Mark/Recall, Overshield, Retribution, Wolfsbane
Legendary	Force of Will, Mime, Tempest, Volant

### Alchemist

*Common | A suit of armor*

Effect: While wearing this armor, you regain 2 additional hit points when you drink a potion of healing.

### Arrow-Catcher

*Uncommon | A shield*

Effect: This runestone has three charges. When you or a friendly creature within 10 feet of you is the target of a ranged weapon attack, you can expend a charge as a reaction to impose disadvantage on the attack. The runestone regains 1d3 charges daily at dawn.

### Bastion

*Rare | A gauntleted suit of armor or a shield*

Effect: While wearing (armor) or wielding (shield) this item, you can create a 10-foot radius immobile dome of force as a bonus action. The dome repels nonmagical ranged attacks, and the area inside is difficult terrain. Can be used once per day.

### Berserker

*Rare | A simple or martial weapon*

Effect: When you hit a creature with this weapon, you can expend Hit Dice to add damage. You take damage equal to the extra damage dealt. Can be used once per day.

### Blood Weapon

*Very rare | A simple or martial melee weapon*

Effect: When you score a critical hit, you regain hit points equal to the damage dealt, up to the target's lost hit points. No effect against constructs or undead.

### Bound Armor

*Uncommon | A suit of armor*

Effect: As a bonus action, you can make the armor appear or vanish instantly.

### Bound Weapon

*Uncommon | A simple or martial weapon*

Effect: As a bonus action, you can make the weapon appear or disappear instantly.

### Cat

*Uncommon | A simple or martial weapon*

Effect: While wielding this weapon, you can activate the rune to see normally in darkness for 1 hour. Can be used once per day.

### Chalice

*Rare | Any armor or weapon*

Effect: Stores spells cast into it, holding up to 5 levels worth. Wearer can cast the stored spells using the original caster's stats.

### Chaos

*Uncommon | A simple or martial weapon*

Effect: On a critical hit, roll on the Wild Magic Surge table to create a magical effect.

### Daywalker

*Uncommon | A suit of armor with a helmet or hood*

Effect: While wearing this armor with the hood drawn, you are unaffected by sunlight sensitivity.

### Death

*Rare | A simple or martial weapon*

Effect: When you kill a Small or Medium humanoid, it rises immediately as a zombie under your control for 1 minute.

### Displacement

*Very rare | A suit of light or medium armor*

Effect: Whenever you take damage, you can teleport up to 30 feet to an unoccupied space.

### Dragon Slayer

*Very rare | A martial weapon*

Effect: Deals extra damage to dragons and can ground flying dragons on a failed saving throw.

### Earthshaker

*Very rare | A simple or martial melee weapon with the heavy property*

Effect: Can create a seismic disturbance as per the earthquake spell with a duration of 1 round.

## Elemental Shield

*Uncommon | A suit of armor or a shield*

Effect: Reduces damage of a chosen type by twice your character level + your Constitution modifier, with a level of exhaustion as a cost. Can change the chosen type after a short or long rest.

## Featherfoot

*Uncommon | Any armor or weapon*

Effect: Provides a standing jump distance equal to your walking speed.

## Force of Will

*Legendary | A suit of armor*

Effect: Grants immunity to enchantment magic.

## Giant Slayer

*Very rare | A martial weapon*

Effect: Deals extra damage to giants and can make them fall prone on a failed saving throw.

## Hunt

*Rare | A simple or martial weapon with the ammunition property*

Effect: Can mark a creature to teleport to it upon hitting with a ranged attack. Can be used once per day.

## Journey

*Rare | A suit of armor*

Effect: Increases speed by 10 feet, allows traveling at a fast pace without penalty to passive Wisdom (Perception) checks, and halves food and water requirements.

## Knock

*Uncommon | A gauntleted suit of armor*

Effect: Allows you to cast the knock spell by rapping your fist on an object. Can be used once per day.

## Magebane

*Rare | A simple or martial weapon*

Effect: Has three charges. When you hit a creature, you can expend a charge to end spell effects of 3rd level or lower on the target. Regains 1d3 charges daily at dawn.

## Mariner

*Common | A simple or martial weapon*

Effect: Weapon or ammunition repels water, no disadvantage on attack rolls when underwater.

## Mark/Recall

*Very rare | A suit of armor*

Effect: Allows marking a location and teleporting to it with willing creatures after concentrating for 1 minute. Can mark once per day.

## Mime

*Legendary | Any armor or weapon*

Effect: Can mimic the properties of magic items. Can copy one item's properties at a time, gaining charges from spells targeting you.

## Tempest

*Legendary | A simple or martial weapon*

Effect: Deals extra lightning damage on each hit. Lightning leaps to up to three additional creatures within 30 feet.

## Thief

*Common | A suit of armor*

Effect: Once per day, allows rerolling a failed Dexterity check while wearing the armor.

## Volant

*Legendary | A suit of armor*

Effect: Provides a flight (hover) speed equal to twice your walking speed.

## Warmage

*Rare | A suit of armor or a shield*

Effect: Has three charges. Can be expended to reroll a concentration saving throw. Can recover charges by expending a spell slot.

## Warrior

*Common | A simple or martial weapon*

Effect: Prevents disarming of the weapon while conscious.

## Wolfsbane

*Very rare | A simple or martial melee weapon*

Effect: In darkness, sheds moonlight, creating bright light in a 15-foot radius. Deals extra damage and forces a Constitution saving throw on shapechangers.

## Nondetection

*Uncommon | Any armor or weapon*

Effect: While wearing (armor) or wielding (weapon or shield) this item, you are hidden from divination magic.

## Overshield

*Very rare | A suit of heavy armor*

Effect: Gains 8 temporary hit points at the start of each turn.

## Phoenix

*Rare | A suit of armor*

Effect: When reduced to 0 hit points, casts fireball centered on you. Regain hit points at the start of your next turn. Can be used once per day.

## Retribution

*Very rare | A suit of armor or a shield*

Effect: When damaged by a creature, gain advantage on your next attack roll against creatures of that type.

## Serpent

*Uncommon | A simple or martial weapon*

Effect: When you hit a creature, you can attempt to poison it. Can be used once per day.

## Soultrap

*Rare | A simple or martial weapon*

Effect: When you kill a creature with a CR equal to or higher than your level, you regain one expended spell slot.

## Superconductor

*Rare | A simple or martial weapon*

Effect: Captures and stores magical potential for short-term use.

Can hold a number of spell levels equal to your proficiency bonus.

### Runesmithing Requirements

Rarity	Gemstone Value	Runesmith DC
Common	10 gp	10
Uncommon	50 gp	15
Rare	500 gp	20
Very Rare	1000 gp	25
Legendary	5000 gp	28

### Gemstone Types

Quality	Value	Examples
Ornamental	10 gp 10 gp per carat	Malachite Lapis
Semi-Precious	50 gp	Onyx Moonstone
Fancy	100 gp	Amethyst Garnet
Precious	500 gp	Black Pearl Aquamarine
Jewels	1000 gp	Corundum Emerald
Gemstone	5000 gp 200 gp per carat	Ruby Jacinth

*\*Factors can affect value i.e.: Color, clarity, impurities, shape, location*