

5 PIECES OF ARMOR TO USE IN YOUR NEXT ADVENTURE

FLINT AND STEEL GAUNTLETS

Armor (gauntlets) Uncommon (requires attunement)

A set of gauntlets coated in oil. Use a free action to slap them together to catch fire, adding 1d6 fire damage to melee-based attacks for 1 minute. (Has 1 charge per long rest)

STONE-GRIP GAUNTLETS

Armor (gauntlets) Uncommon (requires attunement)

These gauntlets were forged to hit the enemy hard. While wearing these gauntlets, rolling a 19 on your attack roll with a melee weapon will count as a critical hit.

STIMULATING SLEEVES

Armor (gauntlets) Rare (requires attunement)

Activating the sleeves during a free action sends electric pulses through your arms, significantly boosting your muscle capacity. You gain +5 to strength checks and saving throws but reduce max hp by 20% (rounded down) for one hour. Can only be used once per long rest.

LEADER'S CLOAK

Armor (cloak) Rare (requires attunement)

A cloak of kings who claim that it was fate that chose them to lead and that donning it imbued followers with strength. While wearing this cloak, allies within 10 feet of you gain +2 to hit with all attacks.

HELIOPHILE'S SCARF

Armor (scarf) Uncommon (requires attunement)

A scarf of earthy tones, with vines and flowers stretching out towards the sun. Taking a short rest in the sun while wearing the scarf grants an extra 1d4 for each hit dice.