Items that Grow

Cloak of Leaves
Wondrous Item, Legendary (requires attunement)
This forest green cloak of intertwined leaves is soft and comfortable and when worn feels warm as if bathed in sunlight. Around the collar are three larger leaves that can be easily removed. These regrow at a rate of one per day if the cloak is worn in direct sunlight for at least eight hours each day.

Each leaf may be removed and eaten (or fed to someone else) as an action, and heals 1d4 hp. Removed leaves lose their potency and crumble to dust if not consumed immediately.

Blooming Cloak of Leaves
Wondrous Item, Legendary (requires attunement)
This forest green cloak of intertwined leaves is soft and comfortable and when worn feels warm as if bathed in sunlight. Around the collar are three larger leaves each topped by delicate white and gold flowers. Both leaves and flowers can be easily removed. These regrow at a rate of one leaf or flower per day if the cloak is worn in direct sunlight for at least eight hours each day.

Each leaf or flower may be removed and eaten (or fed to someone else) as an action, leaves heal 1d4 hp while flowers heal 1d8 hp. Removed items lose their potency and crumble to dust if not consumed immediately.

Cloak of Summer
Wondrous Item, Legendary (requires attunement)
This forest green cloak of intertwined leaves is soft and comfortable and when worn feels warm as if bathed in sunlight. Around the collar are three larger leaves each topped by delicate white and gold flowers. Both leaves and flowers can be easily removed. These regrow at a rate of one leaf or flower per day if the cloak is worn in direct sunlight for at least eight hours each day.

Each leaf or flower may be removed and eaten (or fed to someone else) as an action, leaves heal 1d4 hp while flowers heal 1d8 hp. In addition the bearer is sustained by the cloak and does not require food or water while wearing the cloak. Removed items lose their potency and crumble to dust if not consumed immediately.

Cloak of Life
Wondrous Item, Legendary (requires attunement)
This forest green cloak of intertwined leaves is soft and comfortable and when worn feels warm as if bathed in sunlight. Around the collar are three larger leaves each topped by delicate white and gold flowers. In addition the clasp appears to be a small berry. The leaves, flowers and berries can be easily removed. Leaves and berries regrow at a rate of one leaf or flower per day if the cloak is worn in direct sunlight for at least eight hours each day. If the cloak is worn in direct sunlight continuously for a month the berry regrows.

Each leaf or flower or the berry may be removed and eaten (or fed to someone else) as an action, leaves heal 1d4 hp while flowers heal 1d8 hp. The berry provides the benefits of both the heal spell and the greater restoration spell. In addition the bearer is sustained by the cloak and does not require food or water while wearing the cloak. Removed items lose their potency and crumble to dust if not consumed immediately.
Great Big Dollops of Power

Kinstead Brooch
Wondrous Item, Uncommon (requires attunement)

A finely crafted silver brooch in the shape of a tree, typically the most common tree to grow near the Kinstead where it was made. Tiny gemstones in blue, red or gold faintly glow among the leaves and the brooch feels lighter than it should. Attunement to such a brooch is only possible during a ceremony of blessing given by the Kinstead elders.

The brooch is activated by a simple verbal blessing with the accompanying hand motion both of which are taught when the brooch is presented.

When activated you can expend 1 charge as an action to cast the Fly spell from it, or to cast the Sending spell targeting the wardens of a given Kinstead (even if unknown to you) through the Ward Post.

The brooch’s abilities can only be used within 30 feet of a Ward Post (though you may move out of that distance once they are activated).

When presented a brooch has a full 5 charges and regains 1d4 charges each day at dawn as long as it is within half a mile of a Kinstead Hunter’s Arrow
Wondrous Item, Common

Vicious looking barbs stand out on the head of these arrows. With white feathers that contrast the shafts which are painted a midnight black these arrows are instantly recognisable.

Before making taking an attack action with a Hunter’s Arrow you select a target and make an Intelligence (Nature) check against a DC of 12. If successful the arrow of the magic flares and the attack gains +3 to hit and damage against that target.

Once activated the magic expires unless used immediately, after which it becomes a regular arrow. Arrows not activated retain their enchantment and can be collected and re-used like regular arrows.
Items with History

Book of Lost Tales
_Wondrous Item, Legendary (requires attunement)_

Each morning at dawn the pages of this old leather bound and tattered book seem to change, revealing hitherto unknown songs and stories.

You can spend an hour reading from the book, if you do you advantage on the next Charisma (Performance) check or Intelligence (History) check you make. Once the book has been used, it can’t be used again until the next dawn.

Awakened Book of Lost Tales
_Wondrous Item, Legendary (requires attunement)_

Each morning at dawn the pages of this old leather bound and tattered book seem to change, revealing hitherto unknown songs and stories.

If you spend ten minutes reading from the book you have advantage on Charisma (Performance) check s or Intelligence (History) checks (your choice) until dawn the next day. Once the book has been used, it can’t be used again until the next dawn.

Awakened Book of Legends
_Wondrous Item, Legendary (requires attunement)_

Each morning at dawn the pages of this old leather bound and tattered book seem to change, revealing hitherto unknown songs and stories.

If you spend ten minutes reading from the book, you gain one of the following benefits:

- **Insight**: Gain advantage on Charisma (Performance) check s and Intelligence (History) checks until dawn the next day. If the book has been used for this ability, it can’t be used again until the next dawn.

- **Secret Knowledge**: Discover information on a topic equivalent to that provided by the spell _Legend Lore_ without the use of any material components. If the book has been used for this ability, it can’t be used again for a week.

- **Legendary Assistance**: The spirits of 1d4+1 heroes from one of the tales appears within 60 feet of you. The heroes will obey your commands for up to 1 hour or until reduced to 0 hit points. The heroes use the statistics of a veteran except they have; damage resistance against bludgeoning, piercing, and slashing from nonmagical attacks and their attacks are magical. If the book has been used for this ability, it can’t be used again for a month.

Queen’s Mail
_Wondrous Item, Legendary (requires attunement)_

Each suit of Queen’s Mail was crafted to fit a specific member of the queen’s guard and presented in a private ceremony that also allowed it to be attuned.

Awarded only to the most loyal of Xyrthana’s knights, this Plate Mail is enchanted to provide a +1 to all saving throws. In addition once per day you may call on the blessings of Xyrthana. The blessing lasts 1 minute and provides a +2 bonus to your Strength and AC.