

Heart of Steel

armor (breastplate, half-plate or plate), rare (requires attunement)

An amulet of pure steel, shaped like an anatomical heart. Although it does not beat, the subtle sound of heartbeats can be heard from it.

As a bonus action, you may activate the heart, turning it into a magical +1 armor which you instantly don. In addition, while the amulet is activated, you gain the following features:

- **Steel Banner.** Creatures within 10 feet of you have a +1 to their AC
- **Steel Retort.** At the start of your turn, if you've taken damage from three or more attacks since the start of your last turn, the armor begins to glow. You may use your action to shoot out a orb of energy in a 120-foot long, 5-foot wide line. When the orb encounters a creature, the creature must make a DC 15 Dexterity saving throw. On a failure, the orb collides with the creature and explodes, dealing 4d10 force damage and be pushing it back 15 feet. On a success, the creature dodges the orb, which keeps going until it encounters another creature or hits a wall. Once you've used this feature, you can't do so until you've finished a short or long rest.
- **Steel Will.** If you and an ally within 10 feet are forced to make a Constitution or Strength saving throw, you or the ally can make the saving throw at advantage.

Upon performing a deed of great valor (such as rescuing an innocent from the clutches of a devil or cleansing a city from a plague, the item magically changes material, evolving into a heart of gold.

Heart of Gold

armor (breastplate, half-plate or plate), very rare (requires attunement)

(Upgraded Heart of Steel). bAn amulet of pure gold, shaped like an anatomical heart, with a ruby in its center. Although it does not beat, the subtle sound of heartbeats can be heard from it.

As a bonus action, you may activate the heart, turning it into a magical +1 armor which you instantly don. In addition, while the amulet is activated, you gain the following features:

- **Gold Banner.** Creatures within 30 feet of you have a +2 to their AC
- **Gold Retort.** At the start of your turn, if you've taken damage from three or more attacks since the start of your last turn, the armor begins to glow. You may use your action to shoot out an orb of energy in a 120-foot long, 5-foot wide line. When the orb encounters an enemy, it must make a DC 15 Dexterity saving throw. On a failure, the orb collides with the creature and explodes, dealing 4d10 force damage and be pushing it back 15 feet. On a success, the creature dodges the orb, which keeps going until it encounters another creature or hits a wall. When the orb encounters an ally, the orb explodes, and the ally regains 4d10 hit points and can end one instance of the charmed, frightened, paralyzed, poisoned, petrified or stunned condition. Once you've used this feature, you can't do so until you've finished a short or long rest.
- **Gold Will.** If you and an ally within 10 feet are forced to make a Constitution, Dexterity, or Strength saving throw, you or the ally can make the saving throw at advantage.

