

# Magic Items in Cydra

## TABLE OF CONTENTS

Random Weapon Determination	page 2
Random Armor Determination	page 4

### RANDOM MAGIC ITEMS BY RARITY

Common	page 5
Uncommon consumable	page 7
Rare consumable	page 8
Very rare consumable	page 9
Legendary consumable	page 10
Uncommon	page 11
Rare	page 17
Very rare	page 24
Legendary	page 30

RANDOM TREASURE GENERATION- METHOD 2	page 32
Treasure types	page 32
Random gem base value	page 34
Random art object base value	page 34
Random magic item table	page 34
Table I (Potions and Bottles)	page 35
Table II (Scrolls and Written Works)	page 37
Table II.A (Spell Scrolls)	page 38
Table II.B (Spell Scroll Type)	page 38
Table III (Rods, Staves and Wands)	page 39
Table IV (Jewelry)	page 42
Table V (Clothing)	page 46
Table VI (Armor)	page 50
Table VII (Weapons)	page 54
Table VIII (Miscellaneous)	page 58
New magic items	page 66

# **RANDOM WEAPON DETERMINATION**

When characters discover a random magical weapon, the DM can use the following charts to determine exactly what type of weapon it is. In other cases, a weapon might specify that it is a sword, axe, any melee or any ranged. Specific charts follow for axes, swords, and ranged weapons; if it is “any melee”, roll on the Random Weapon (Any) charts and simply re-roll ranged weapons.

## **RANDOM WEAPON (Any)**

First, determine which of the following charts to roll upon (50% chance of either). Then, roll 1d12+1d8 to determine the specific weapon involved.

<b>d12 + d8</b>	<b>Random Weapon</b>	<b>d12 + d8</b>	<b>Random Weapon</b>
2	Club	2	Blowgun
3	Trident	3	Pike
4	Lance	4	Sling
5	Light Hammer	5	War Pick
6	Light Crossbow	6	Warhammer
7	Javelin	7	Heavy Crossbow
8	Mace	8	Maul
9	Greataxe	9	Rapier
10	Longsword	10	Shortsword
11	Greatsword	11	Longbow
12	Dagger	12	Battleaxe
13	Spear	13	Handaxe
14	Glaive	14	Scimitar
15	Flail	15	Shortbow
16	Halberd	16	Morningstar
17	Hand Crossbow	17	Quarterstaff
18	Greatclub	18	Dart
19	Whip	19	Sickle
20	Net	20	Other exotic

## **RANDOM AXE**

<b>d% Roll</b>	<b>Axe Type</b>
01-30	Battleaxe
31-70	Greataxe
71-80	Halberd
81-00	Handaxe

## RANDOM HAMMER

<b>d% Roll</b>	<b>Hammer Type</b>
01-25	Light hammer
21-70	Maul
76-00	Warhammer

## RANDOM SWORD

<b>d% Roll</b>	<b>Sword Type</b>
01-25	Greatsword
26-50	Longsword
51-70	Rapier
71-80	Scimitar
81-00	Shortsword

## RANDOM RANGED WEAPONS

<b>d% Roll</b>	<b>Weapon Type</b>
01-05	Blowgun
06-12	Dart
13-22	Hand crossbow
23-36	Heavy crossbow
37-48	Light crossbow
49-71	Longbow
72-76	Net
77-89	Shortbow
90-00	Sling

## RANDOM AMMUNITION

<b>d% Roll</b>	<b>Ammunition Type</b>
01-60	Arrow
61-90	Bolt
91-00	Bullet

## RANDOM POLE ARM

<b>d% Roll</b>	<b>Ammunition Type</b>
01-30	Glaive
31-60	Halberd
61-85	Lance
86-00	Pike

# **RANDOM ARMOR DETERMINATION**

When characters discover a random suit of armor, the DM can roll on the following chart to determine what type of armor it actually is, with specific charts for specific armor types.

## **RANDOM ARMOR (Any)**

<b>d% Roll</b>	<b>Armor Type</b>
01-08	Breastplate
09-18	Chain mail
19-25	Chain shirt
26-30	Half plate
31-37	Hide
38-47	Leather
48-50	Padded
51-60	Plate
61-67	Ring mail
68-72	Scale mail
73-87	Shield
88-94	Splint
95-00	Studded leather

## **RANDOM ARMOR (Light)**

<b>d% Roll</b>	<b>Armor Type</b>
01-50	Leather
51-63	Padded
64-00	Studded leather

## **RANDOM ARMOR (Medium)**

<b>d% Roll</b>	<b>Armor Type</b>
01-25	Breastplate
26-46	Chain shirt
47-62	Half plate
63-83	Hide
84-00	Scale mail

## **RANDOM ARMOR (Heavy)**

<b>d% Roll</b>	<b>Armor Type</b>
01-30	Chain mail
31-62	Plate
63-81	Ring mail
82-00	Splint

# **RANDOM MAGIC ITEMS- Method**

## **1: Items by Rarity**

### **Table A (Common)**

<b>d200 Roll</b>	<b>Result</b>		
001-002	Abacus of Calculation	051	Canoe of Portage
003	Acrobat Boots	052	Chalk of Invisible Marks
004	Ammunition of Distance	053	Chime of Warning
005	Amulet of Emotions	054	Coat of the Seas
006	Amulet of Fortune Prevailing	055	Collar of Disguise
007-008	Arcanist's Glasses	056	Cool Armor
009	Armband of Elusive Action	057-058	Couch of Comfortable Seating
010-011	Arrow of Illumination	059	Crystal Mask of Detection
012-013	Arrowhead of Marking	060	Crystal Mask of Discernment
014	Avian Attraction Ball	061	Crystal Mask of Dread
015	Badge of Freedom	062-063	Crystal Mask of Languages
016	Ball of Endless String	064	Crystal of Adamant Armor
017	Barrel of Rolling	065	Crystal of Adamant Weaponry
018	Bear Helm	066	Crystal of Return
019-020	Bedroll of Dryness	067	Crystal of Security
021-022	Bell of Alarm	068	Cue Ball
023-027	Blessed Bandage	069	Dark Clover
028	Bodokod Potion	070	Decoy Dust
029	Boots of Agile Leaping	071-072	Dew Tent
030	Boots of Carrying	073	Dust of Amorousness
031	Boots of Landing	074	Dust of Fertilization
032	Boots of Travel	075-076	Dust of Repair
033	Bottle of Preservation	077-078	Dwarfmug
034	Brawler's Gauntlets	078	Earring of the Sea
034	Bridle of Aquiescence	079	Everfull Inkwell
035-036	Bridle of Control	080-081	Everfull Pipe
037	Brooch of Stability	082	Fan of Revival
038-039	Broom of Sweeping	083	Fanged Mask
040	Brush of Colors	084	Flame Rose
041	Brush of Detangling	085	Foot Ball
042	Brush of Grooming	086	Ghoul Candle
043	Brute Gauntlets	087	Goodberry Bracelet
044	Calming Brush	088	Halfling Pipe
045	Candle Elixir	089	Hammer of Tempering
046	Candle of Brilliance	090-091	Harrowheart
047	Candle of Darkness	092	Hat of Hairiness
048	Candle of Fresh Air	093	Hat of Hairlessness
049-050	Cane of Detection	094	Horn of Animal Calls
		095	Instaclean
		096	Jar of Comprehension
		097-098	Jar of Preservation
		099	Jug of Dyeing
		100	Kaylan's Wooden Tray
		101	Key of Reunion
		102	Lens of Speed Reading
		103	Lens of Valuation

104	Magic Totem	164	Silver Seeker's Notebook
105	Map of Misleading	165	Sphere of Awakening
106-107	Mapping Scroll	166	Spike of Silence
108	Mirror of Vanity	167	Stair of Ascending
109	Murdock's Insect Ward	168	Stair of Descending
110-111	Needle of Repair	169-170	Standard of Courage
112	Nightcap of Vision	171-172	Standing Tent
113	Oars of Speed	173	Stench Stone
114	Obedient Hourglass	174	Sticks of Poison Neutralizing
115	Oil of Armor	175	Stirrups of Horsemanship
116-117	Oil of Durability	176	Sundial of Direction
118	Oil of Feather Falling	177	Survival Candle
119-120	Oil of Magic Weapon	178	Talisman of Preparation
121-122	Oil of Repair	179	Talisman of the Disc
123	Oil of the Pickpocket	180	Talisman of the Faerie
124-125	Pan of Cooking	181	Thimble of Repair
126	Parchment of Selective Reading	182	Trauma Bracers
127	Platter of Purity	183	Turban of Discernment
128-129	Pot of Brewing	184	Turban of Multiplication
130	Potion of Beast Control	185	Vasharan Offal Bag
131	Potion of Perspicaciousness	186	Veil of Genderbending
132	Potion of Sneaking	187	Vial of Icy Sheets
133-137	Potion of Sweet Water	188	Wand of Inspired Alacrity
138	Potion of Ventriloquism	189-190	Watcher's Horn
139	Pouch of Security	191	Watchful Spirit Totem
140	Powder of Magic Detection	192	Wax of Careful Hearing
141	Powder of the Hero's Heart	193-194	Weapon of Returning
142	Protection Pouch	195	Wheel of Floating
143	Ring of Antivenom	196	Wheel of Lighting
144	Ring of Harmlessness	197-198	Whetstone of Keening
145	Ring of Instant Escape	199-200	Zymurgist's Mug
146-147	Ring of Protection from Pickpockets		
148-149	Ritual Candle		
150	Saddle Key		
151	Saddle of Blow-Taking		
152	Saddle of Stability		
153	Salve of Scar Removal		
154	Sandals of Sprinting		
155	Scabbard of Hiding		
156	Scabbard of Holding		
157	Scarf of Style		
158	Seafaring Anchor		
159	Seed of Growth		
160	Shield of Defiance		
161	Shield of Deflection		
162	Shovel of Digging		
163	Silver Flute		

## **Table B (Uncommon Consumable)**

<b>d% Roll</b>	<b>Result</b>
01-02	Air Balloon
03-04	Air Spores
05-06	Ammunition of Climbing
07-08	Ammunition of Refilling
09-10	Arrow of Aggravation
11-12	Arrow of Penetration
13-14	Bead of Accuracy
15-16	Black Cave Pearl
17-18	Blessed Soil
19	Blood Seeking Ammunition
20-21	Brightleaf
22-23	Candle of Disruption
24-25	Candle of Propitiousness
26-27	Candle of Truth
28-29	Creeping Gatevine
30-31	Dust of Appearance
32-33	Dust of Blandness
34-35	Dust of Dispersion
36-37	Dust of Durability
38-39	Dust of Sleeping
40-41	Dust of Tracelessness
42-43	Extract of Blood Rock
44-45	Faerie Fire Arrow
46-47	Flaming Arrow
48-49	Flash Pellet
50-51	Fundamental Ice
52-53	Glain's Crystal Sphere
54-55	Glitter Stone
56-57	Incense of the Spheres.
58-59	Ink of Mistaken Missives
60-61	Inspirational Elixir
62-63	Instant Watchman
64-65	Jug of Jestng
66-67	Liquid Road
68-69	Oil of Buoyancy
70-71	Oil of Unlocking
72-73	Potion of Anger
74-75	Potion of Danger Detection
76-77	Potion of Freedom
78-79	Potion of Rainbow Hues
80-81	Potion of Recall
82-83	Potion of Speech
84-85	Powder of Coagulation

86-87	Powder of the Black Veil
88-89	Ritual Residuum
90-91	Scroll of Protection from Paralyzation
92-93	Soap Balloon
94-95	Soap of Washing
95	Spirit Oil
96-97	Staff of Cirulon
98-99	Thread of Commands
00	Zwieback of Zymurgy

## **Table C (Rare Consumable)**

<b>d% Roll</b>	<b>Result</b>		
01-02	Air Mask	64-65	Potion of Delusion
03-04	Ammunition of Blinding	66	Potion of Elasticity
05-06	Ammunition of Burning	67	Potion of Golden Silence
07	Ammunition of Disarming	68-69	Potion of Polymorph
08-09	Ammunition of Dispelling	70	Potion of Protection from Immiscibility
10	Ammunition of Holding	71	Potion of Teleportation
11	Aroma of Dreams	72-73	Potion of Treasure Finding
12-13	Arrow of Misdirection	74-75	Potion of Watchfulness
14	Black Dragon Bile	76	Potion of Wraithform
15	Blight Stone	77	Quarrel of Quarrel
16-17	Bolt of Fire	78-79	Scarab of Enraging Enemies
18-19	Bolt of Lightning	80-81	Scroll of Protection from Energy
20	Burrowing Arrow	82-83	Scroll of Protection from Nonmagical Weapons
21-22	Caustic Whetstone	84-85	Scroll of Protection from Petrification
23	Dread of Nightshade	86-87	Scroll of Protection from Poison
24	Dust of Blending	88-89	Scroll of Protection from Traps
25	Dust of Negation	90	Scroll of Recipes
26	Dust of Paralyzation	91-92	Silversheen
27	Egg of Wonder	93-94	Sling Bullet of Impact
28	Elixir of Heroic Action	95	Sling Stone of Pulverizing
29-30	Exploding Ammunition	96	Slip-Tip
31	Festering Arrow	97	Starella's Aphrodisiac
32	Grains of Discomfort	98	Stone of Stunning
33	Ichor of Terror	99-00	Web Arrow
34-35	Incense of Obsession		
36	Incense of Repose		
37-38	Javelin of Piercing		
39	Liquid Iron		
40	Methven Candle		
41	Mind Dust		
42-43	Missile of Accuracy		
44	New Leaf		
45	Oil of Elemental Plane Invulnerability		
46-47	Oil of Fiery Burning		
48-49	Oil of Fumbling		
50-51	Oil of Immovability		
53-53	Oil of Stillness		
54-55	Ointment of Mage Smelling		
56-57	Ointment of Second Sight		
58	Poison Balloon		
59-60	Potion of Blindness		
61	Potion of Craftsmanship		
62-63	Potion of Deafness		



## **Table D (Very Rare Consumable)**

<b>d% Roll</b>	<b>Result</b>
01-02	Ammunition of Multiplicity
03	Antimagic Ammunition
04-05	Apple of Bragi
06-07	Armor in a Bottle
08-09	Arrow of Acid
10-11	Arrow of Biting
12-13	Arrow of Bow-Breaking
14-15	Arrow of Screaming
16-17	Arrow of Signaling
18-19	Arrow of Sybele
20-21	Chaos Draught
22-23	Charge Stone
24	Curdled Death
25-26	Cursed Scroll
27	Desert Rose
28	Diadem of Discernment
29	Dust of Disintegration
30	Dust of Illusion
31	Egg of Reason
32-33	Elixir of Madness
34	Furyondy's Amulet
35	Glassteel Shard
36-37	Incense of Meditation
38-39	Mordenkainen's Ointment
40	Oil of Cloaking
41	Oil of Eating
42	Oil of Great Devotion
43-44	Oil of Impact
45-46	Oil of Rust Proofing
47	Ointment of Mental Blankness
48-49	Ointment of Regeneration
50-51	Philter of Glibness
52-53	Philter of Persuasiveness
54-55	Philter of Stammering and Stuttering
56-57	Piranha Bolt
58-59	Potion of Agility
60	Potion of Aging
61-62	Potion of Confusion
63	Potion of Digging
64	Potion of Dragon Control
65	Potion of Dreamspeech
66	Potion of Elemental Control
67-68	Potion of Fortitude

69	Potion of Genius
70-71	Potion of Giant Control
72-73	Potion of Humanoid Control
74-75	Potion of Petrification
76	Potion of Plant Control
77-78	Potion of Superheroism
79-80	Potion of Undead Control
81	Powdered Dragon's Blood
82-83	Residium Restorative
84	Rust Balloon
85	Scarab of Deception
86	Scarab of Insanity
87	Scroll Case of Renewal
88	Scroll of Protection from Magical Weapons
89	Scroll of the Death Servant
90	Sealing Wax
91	Simulacrum Elixir
92-93	Soldier Tooth
94	Stone of Shielding
95-96	Stone Salve
97	Thread of Aging
98	Thread of Embroidery
99-00	Unguent of True Seeing

## **Table E (Legendary Consumable)**

<b>d% Roll</b>	<b>Result</b>
01-09	Arrow of Piercing
10-17	Bag of Bones
18-26	Dust of Foresight
27-34	Egg of Revival
35-42	Elixir of Life
43-50	Hummingbird Nectar
51-58	Life Savers
59-66	Nail of Building
67-75	Oil of Timelessness
76-83	Potion of Archmagedom
84-91	Seed of Wealth
92-00	Whetstone of Terrible Wounds

## **Table F (Uncommon)**

<b>d500 Roll</b>	<b>Result</b>
001	Abacus of Miscalculation
002	Adventurer's Symbol
003	Agent's Journal
004	Amulet of Arachnid Control
005	Amulet of Charm Resistance
006	Amulet of Cheetah Speed
007	Amulet of Extension
008	Amulet of False Life
009	Amulet of Far Reaching
010	Amulet of Horrible Visions
011	Amulet of Inescapable Location
012	Amulet of Mighty Fists
013	Amulet of Protection
014	Amulet of Teamwork
015	Anchoring Armor
016	Angry Dhali Totem
017	Anklet of Hobbling
018	Aquatic Weapon
019	Armband of Healing
020	Armband of Music
021	Armband of Salutation
022	Armband of Strength
023	Armor of Agility
024	Armor of Stamina
025	Armored Caparison
026	Artificer's Monocle
027	Artist's Gloves
028	Assassin's Cloak
029	Autumn Harvest Totem
030	Awl of Hole Punching
031	Axe of Cleaving
032	Badge of the Svirfneblin
033	Bag of Teeth
034	Bag of Traveling
035	Bag of Treats
036	Bagpipes of Feline Attraction
037	Bagpipes of Headaches
038	Banner of Ferocity
039	Banner of Friendship
040	Barding of the Protective Rider
041	Battle Ribbon
042	Battleforged Plate
043	Battleforged Shield

044	Battlestrider Greaves
045	Bear Spirit Armor
046	Belt of Growth
047	Belt of Inspirational Vigor
048	Belt of Sacrifice
049	Belt of Vigor
050	Berserker Armor
051	Bimbomushi
052	Biwa of Calm
053	Blazing Sun Ring
054	Blighter's Hex-Eye
055	Blindfold of Dexter
056	Bloodguard Shield
057	Bloodsoaked Bracers
058	Bloodsoaked Shield
059	Bloodthirst Bracers
060	Blushine Armor
061-062	Boccob's Blessed Book
063	Bodokod Belt
064	Bold Victory Armor
065	Bone of Animation
066	Bone of Bruising
067	Bone Ring
068	Book of Holy Knowledge
069	Boots of Attraction
070	Boots of Concealing
071	Boots of Desperation
072	Boots of Easy Passage
073	Boots of Riding
074	Boots of Stomping
075	Boots of Striding
076-077	Boots of Teleportation
078-079	Boots of Varied Tracks
080	Bottle of Endless Sand
081	Bow of Neverending Arrows
082	Bowl of Blood
083	Bowl of Han Zo
084	Bowling Ball
085	Bracers of Arcane Freedom
086	Bracers of Attraction
087	Bracers of Blasting
088	Bracers of Brachiation
089	Bracers of Combat Superiority
090	Bracers of Desperation
091	Bracers of Inspired Spellcasting
092	Bracers of Mental Might
093	Bracers of Spell Lethality

094	Bracers of the Dog Soldier	142	Dagger of Deadly Precision
095	Bracers of the Mermaid	143-144	Dagger of Returning
096	Bracers of Wound Closure	145	Dagger of Unlimited Opportunity
097	Bridle of Listening	146	Darks skull
098	Bridle of Rapid Action	147	Deadly Weapon (lesser)
099	Bridle of Speech	148	Deadwalker's Ring
100	Bucket of Fire Snuffing	149	Deck of Prognostications
101	Button of Fastening	150	Deflecting Weapon
102	Canoe of Travel	151-152	Devastation Gauntlets
103	Caparison of Silence	153	Diadem of Acuity
104	Cape of Reeking	154	Dime
105	Cape of the Viper	155	Dorus' Lyre
106	Captain's Lantern	156	Dowsing Key
107	Catstep Slippers	157	Dragon Slippers
108	Cauldron of Foretelling	158	Dragon Spirit Cincture
109	Chalice of Colors	159	Drums of Silence
110	Chameleon Cloak	160	Drunk's Vest
111	Champion's Helm	161	Duelist's Weapon
112	Charnel Reaper	162	Dwarfstone
113	Chicken Heart	163	Dwarven Greaves
114	Circlet of Authority	164	Dynamic Belt
115	Circlet of Mages	165	Earthreaving Pick
116	Circlet of Solace	166	Ectoplasmic Feedback Armor
117	Circlet of Wild Surging	167	Emerald Frog
118	Cloak of Cadence	168	Empirical Ring
119	Cloak of Comfort	169	Envoy's Veil
120	Cloak of Fame	170-171	Everlasting Feedbag
121	Cloak of Heroism	172-173	Everlasting Provisions
122	Cloak of Stone	174	Familiar's Belt
123	Cloak of Survival	175	Fan of Charming
124	Clockwork Orb	176	Featherweight Boots
125	Codpiece of Fatherhood	177	Figurine of Wondrous Advice
126	Codpiece of Impotence	178	Filtering Scarf
127	Cold Iron Bracers.	179	Fire Horn
128	Collar of Healing	180	Flaming Weapon
129	Contact Medallion	181	Flask of Curses
130	Copper Horn	182	Forinthian Shield
131	Coral Dragon	183	Fork of Travel
132	Cornucopia	184	Frog Feet
133	Crashing Wave of the Sea Queen	185	Frost Weapon
134	Crucible of Melting	186	Gauntlet of Lassitude
135	Crystal Mask of Knowledge	187	Gauntlets of Destruction
136	Crystal Mask of Mindarmor	188	Gauntlets of Eldritch Energy
137	Crystal of Stamina	189	Gauntlets of Extended Range
138	Crystal Parrot	190	Gauntlets of Smiting
139	Cursed Ring of Jumping	191	Gauntlets of the Blazing Arc
140-141	Daern's Instant Tent	192	Gem of Curing

193	Gem of Scroll Reading	246	Hourglass of Relentlessness
194	Ghost Net	247	Hungry Spirits Totem
195	Ghost Shoes	248	Inkwell of Concealment
196	Gilled Armor	249	Iron Ring of the Dwarf Lords
197	Girdle of Endurance	250	Jewel of Stonecunning
198	Girdle of Freshness	251	Jungle Ring
199	Girdle of Skulls	252	Kangaroo Pouch
200	Girdle of the Stag	253	Kit of Incredible Disguise
201	Girdle of the Unicorn	254	Kite of Reconnaissance
202	Glove of Storing	255	Knockback Weapon
203	Gloves of Agile Striking	256	Kocho Orb
204-205	Gloves of Dexterity	257	Laughing Mask
206	Gloves of Fortunate Striking	258	Lenses of Ultravision
207	Gloves of Quick Manipulation	259	Lethal Scabbard
208	Gloves of Tapping	260	Libram of Identification
209	Gloves of the Uldra Savant	261	Life Drinker
210	Goggles of Foefinding	262	Lion Heart
211	Grey Mask	263-264	Loadstone
212	Guardian Shield	265	Lockpicks of the Unseen Intruder
213	Hand of the Mage	266	Lucky Ring of the Wild Coast
214	Hand of the Oak Father	267	Lucky Weapon
215-216	Handbane Weapon	268	Maiming Weapon
217	Harp of Deeper Slumber	269	Mantle of Faith
218	Harp of Healing	270	Mantle of Mist
219	Harp of Throbbing	271	Mantle of the Lawkeeper
220	Harthorn Headband	272	Map of Secret Doors
221	Hat of Anonymity	273	Martyr's Saddle
222	Head of Auguries	274	Mask of Attractiveness
223	Hefiz' Superb Shiny Shoes	275	Mask of Comedy
224	Helm of Battle	276	Mask of Mockery
225	Helm of Heroes	277	Mask of Sweet Air
226-227	Helm of Opposite Alignment	278	Mask of Tragedy
228-229	Helm of Underwater Action	279	Medallion of Empathy
230	Helm of Weaponry	280	Medallion of Inspiration
231	Helmet of Sense Protection	281-282	Medallion of Thought Projection
232	Helmet of Subterranean Sagacity	283	Merciful Weapon
233	Hinge of Opening	284	Midnight Blade
234	Hinge of Shrieking	285	Mirror Mask
235	Horizon Goggles	286	Moonstone Rabbit
236-237	Horn of Bubbles	287	Murderer's Gloves
238	Horn of Dolphins	288	Music Box of the Gentle Lullaby
239-240	Horn of Fog	289	Nephilium Wand of Purification
241	Horn of Goodness and Evil	290-291	Net of Entrapment
242	Horn of Signaling	292-293	Net of Snaring
243	Horn of Valor	294	Noble Pennon
244	Horn Tusk Armor	295	Obsidian Wand
245	Horseshoe of Luck	296	Orb of Blinding

297	Orb of Invasive Fortune	345	Ring of Sustenance
298	Orb of Sanguinary Repercussions	346	Ring of the Icy Soul
299	Panther Spirit Armor	347	Ring of the Landwalker
300	Parrying Weapon	348	Ring of Vitals Protection
301	Pendant of Devotion	349	Rod of Electrification
302	Perfumed Scarf of Clean Air	350	Rod of Entrapment
303	Periapt of Wisdom	351	Rod of Equestrians
304	Pet Rock	352	Rod of Escape
305	Piercer Cloak	353	Rod of First Blood
306	Pipe of Insight	354	Rod of Forceful Invocation
307	Pipe of Smoke	355	Rod of Hope Triumphant
308	Pipes of Sounding	356	Rod of Ilmixie
309-310	Platinum Pouch	357	Rod of Parrying
311	Poker of Fire Control	358	Rod of Reaving
312	Poker of Searing	359	Rod of Sand Repelling
313	Polychromatic Tent	360	Rod of Sliding
314	Portable Foxhole	361	Rod of Smoke
315	Precise Weapon	362	Rod of the Legendary Mariner
316	Prosthetic of Functionality	363	Rogue's Gloves
317	Psychokinetic Weapon	364	Rope of Constriction
318	Pure Spirit Totem	365	Rope of Tripping
319	Qanun of Quiet	366	Sacred Scabbard
320	Quickhit Bracers	367	Safewing Amulet
321	Quill of Dictation	368	Sash of Immolation
322	Quiver of Flames	369	Scarf of Razors
323	Rag of Swift Striking	370-371	Scarf of Water Breathing
324	Rake of Smoothing	372	Scimitar of Shame
325	Rat Leathers	373	Scroll of Divine Identification
326	Razor Bracers	374	Scroll of Seeing
327	Recoil Shield	375	Sea Steed's Bridle
328	Rending Gauntlets	376	Sepulchral Vest
329	Repelling Gauntlets	378	Serpent Amulet
330	Revelation Crystal	379	Shadowfell Gloves
331	Ring of Apathy	380	Shark Totem
332	Ring of Arcane School Affliction	381	Sheath of Weapon Changing
333	Ring of Arcane School Resistance	382	Shell of Protection from Sharks
334	Ring of Blinking	383	Shield of Dramos
335	Ring of Cantrips	384	Shield of Haste
336	Ring of Cirulon	385	Shield of the Griffon
337	Ring of Enemy Awareness	386	Shimmering Sash
338	Ring of Fearlessness	387	Shoes of Fharlanghn
339	Ring of Fortitude	388	Shoes of the Streets
340	Ring of Icebolts	389	Shovel of Animation
341	Ring of Linguistic Learning	390	Shovel of Clangor
342	Ring of Liquid Identification	391	Silvering Quiver
343	Ring of Quickness	392	Silveriron Weapon
344	Ring of Rapid Recovery	393	Skirmisher Boots

394	Smuggler's Boat	442	Totem of Strogass
395	Snakeblood Tooth	443	Tracker's Scarf
396	Snuffer of Dousing	444	Trauma Bracers
397-398	Spade of Colossal Excavation	445	Triangle of Fire
399	Spectacles of Arcane Investigation	446	True Strike Gauntlets
400	Spectacles of Awareness	447	<i>Two Fingers</i>
401	Spectacles of Intellect Sight	448	Two-Way Stair
402	Spider Fang	449	Unending Spool
403	Spoon of Medication	450	Unseen Listener
404	Spoon of Sugar	451	Urn of Oil
405	Spyglass of Distant Sight	452	Vambraces of Lethality
406	Spyglass of the Misty Isles	453	Vambraces of Sure Striking
407	Squire's Sword	454	Vanguard Treads
408	Staff of Fiery Might	455	Vanishing Weapon
409	Staff of Winter	456	Vat of Deconstruction
410	Stair of Slipping	457	Veil of Fire
411	Stalker's Poncho	458	Veil of Seduction
412	Standard of Heroism	459-460	Veil of Water Breathing
413	Steadfast Saddle	461	Verdant Staff
414	Steadying Robe	462	Wand of Burdening
415	Stocking of Mystery	463	Wand of Defoliation
416-417	Stone of Alarm	464	Wand of Eldritch Rain
418	Stone of Mysterious Sounds	465	Wand of Feathers
419	Stone of Sampling	466	Wand of Flame Extinguishing
420	Sword Cult Blade	467	Wand of Glorious Victory
421	Sword of Insanity	468	Wand of Grim Exchange
422	Sword of Perx	469	Wand of Illusion
423	Sylvan Armor	470	Wand of Melf
424	Symbol of Imperial Authority	471-472	Wand of Metal and Mineral Detection
425	Symbol of Leadership	473	Wand of Obliteration
426	Symbol of Life	474	Wand of the Masked Avenger
427	Symbol of Power	475	Wand of the Pyromancer
428	Symbol of Radiance	476	Wand of the Underdark
429	Symbol of the Noble Hawk	477	Wand of Warding
430	Table of Plenty	478	Wand of Wind
431	Talisman of the Beast	479	Warden's Amulet
432	Talisman of the Chimera	480-481	Warlock's Bracers
433	Tauren Shield	482	Wavestridders
434	Tent of Excellent Restfulness (one person)	483	Weapon of Assured Success
435	Third Eye Freedom	484	Weapon of Fortunate Striking
436	Third Eye Repudiate	485	Weapon of Swiftiness
437	Thunderwave Staff	486	Weapon of the Wielder's Health
438	Tome of the Replenishing Flame	487	Whistle of Stopping
439	Torc of Courage	488-489	Whistle of Training
440	Torc of Cowardice	490	White Cloak of the Spider
441	Torc of Heroic Sacrifice	491	White Copper Ring of Fire
		492	Window of Dressing

493	Window of Peeping
494	Window of Spying
495	Wolf Collar
496	Xylograph
497	Yantra of Fascination
498	Yoke of Underwater Action
499	Zither of Speed
500	Zither of Zombie Control



## **Table G (Rare)**

<b>d600 Roll</b>	<b>Result</b>
001	Aag Choker
002	Acid Armor
003	Airy Sphere
004	Amber Talisman
005	Amulet of Amity
006	Amulet of Bless
007	Amulet of Catapsi
008	Amulet of Charming
009	Amulet of Defiance
010	Amulet of Inviolable Form
011	Amulet of Life Protection
012	Amulet of Magic Resistance
013	Amulet of Metamagic Influence
014	Amulet of Mitigation
015	Amulet of Orbis
016	Amulet of Protection from Turning
017	Amulet of Sleeplessness
018	Amulet of Spell Conversion
019	Anarchic Weapon
020	Anchor Ring
021	Angelsteel Armor
022	Angelsteel Shield
023	Aquan Weapon
024	Arcanist's Gloves
025	Armband of Might
026	Armor of Fear
027	Armor of Gaseous Form
028	Armor of Pursuit
029	Armor of Quickness
030	Armor of Speed
031	Armor of the Silver Rose
032	Armor of Vitals Protection
033	Arrow of Direction
034	Arrow-Deflecting Shield
035	Astral Fire Armor
036	<i>Astralis</i>
037	Auran Weapon
038	Axe of Hurling
039	Axe of Sundering
040	Axe of Terror
041	Axiomatic Symbol
042	Axiomatic Weapon
043	Azler's Harp

044	Bag of Boulders
045	Bag of Endless Caltrops
046	Bag of Eyes
047	Bag of Transmuting
048	Bagpipes of Despondent Weeping
049	Bagpipes of Droning
050	Bagpipes of Fear
051	Banishing Weapon
052	Banner of Attraction
053	Banner of Privacy
054	Barding of Easy Travel
055	Barding of Flight
056	Barrel of Monkeys
057	Bashing Shield
058	Battle Cloak
059	Bear Cloak of the Sulhaut Mountains
060	Bear Totem
061	Beast Slayer Weapon
062	Beast Tamer's Whip
063	Beating Heart
064	Bell of Thirst
065	Bell of Warning
066	Bell's Palette of Identity
067	Bellows of Breezes
068	Belt of Inspired Action
069	Birth Spoon
070	Biwa of Charming
071	Biwa of Discord
072	Black Kumade
073	Black Sun of Bleak
074	Bladeturning Ring
075	Blanket of Sleeping
076	Blazing Skylance
077	Blindfold of Readiness
078	Blinking Armor
079	Bloodcut Armor
080	Blurring Armor
081	Bone of Turning
082	Bonewand
083	Book of the Planes
084	Book of Undeniable Fire
085	Boots of Balance
086	Boots of Dancing
087	Boots of Leagues
088	Boots of Many Steps
089	Boots of Pinching
090	Boots of Shifting Allegiance

091	Boots of the Goat	138	Cloak of Predatory Vigor
090	Boots of Tremorsense	139	Cloak of the Salamander
091	Bottle of Air	140	Cloak of Thorns
092	Bow of Lir	141	Clockwork Kocho
093	Bow of Rapid Shooting	142	<i>Codex Anathema</i>
094	Bowl of Delicacies	143	Codpiece of Flame
095	Bracers of Bold Maneuvering	144	Cold Iron Shield
096-097	Bracers of Defenselessness	145	Collar of Stiffness
098	Bracers of Deflection	146	Collar of Venom
099	Bracers of Great Collision	147	Collar of Virulent Venom
100	Bracers of Infinite Blades	148	Comb of Meditation
101	Bracers of Iron Arcana	149	Corrosive Weapon
102	Bracers of Mighty Striking	150	Courier Key
103	Bracers of Opportunity	151	Couters of Second Chances
104	Bracers of Optimism	152-153	Crossbow of Distance
105	Bracers of Potent Magic	154-155	Crossbow of Speed
106	Bracers of Rejuvenation	156	Crown of Eyes
107	Bracers of Repulsion	157	Crystal of Bent Sight
108	Bracers of Respite	158	Crystal of Death Scrying
109	Bracers of Suffering	159-160	Cube of Frost Resistance
110	Bracers of the Entangling Blast	161	Cursed Well Stone
111	Bracers of the Perfect Shot	162	Dagger of Defiance
112	Breach Bracers	163-164	Dagger of Throwing
113	<i>Breath of Life</i>	165	Darkleaf Armor
114	Bronze Serpent	166	Darkleaf Shield
115	Brooch of Avoidance	167	Dart of Biting
116	Brooch of Bones	168	Dart of Dispelling
117	Buckle of Armor	169	Dart of Homing
118	Bugle of Reviving	170	Dart of Penetrating
119	Bugle of Waking	171	Dart Ring
120	Bullhorn of Voices	172-173	Deadly Weapon (standard)
121	Cabinet of Ministering	174	Death Spike
122	Cabinet of Security	175	Deathguardian Bracers
123	Cage of Shelter	176	Delver's Armor
124	Cane of Armament	177-178	Dense Weapon
125	Cask of the Wind Spy	179-180	Depetrification Ring
126	Cat of Felkovic	181	Desperate Resolve Vestments
127	Catstaff	182	Desperation Chain
128	Censer of Meditation	183	Diadem of Disenchantment
129	Chaos Diamond	184	Dimensional Mine
130	Charging Weapon	185	Direbeast Shield
131	Cheetah Cloak	186	Dispelling Cord
132	Chime of Hunger	187	Display Window
133	Circlet of Persuasion	188	Divine Retribution Armor
134	Circlet of Warning	189	Dolphin Harness
135-136	Cloak of Charisma	190	Dolphin's Bane
137	Cloak of Jerakai	191	Dragondaunt Shield

192	Dragonstein	240	Gem of Psychic Poison
193	Draw Poker	241	Ghastrobe
194	Dreaming Blindfold	242	Ghost Touch Armor
195	Druid's Cudgel	243	Ghostphase Robes
196	Druid's Vestment	244	Ghoul Shell
197	Drums of Deafening	245-246	Girdle of Femininity/Masculinity
198	Drums of Marching	247	Girdle of Gnomely Might
199-200	Drums of Panic	248	Githborn Talisman
201	<i>Dyerwaen</i>	249	Glass of Preserved Words
202	Eager Weapon	250	Gloves of Object Reading
203	Eagle's Claw Talisman	251	Gloves of Piercing
204	Earring of Fame	252	Gloves of Spell Disruption
205	Eladrin Boots	253	Gloves of the Balanced Hand
206	Elven Leather	254	Gloves of the Gladiator
207	Enduring Beast Armor	255	Gloves of Toughness
208	Enduring Spirit Vestments	256	Goggles of Black Visions
209	Engineer's Tome	257	Goggles of Lifesight
210	Exalted Armor	258	Goggles of the Moon
211	Exodus Knife	259	Golden Bridle
212	Exoskeleton Armor	260	Golden Sickle
213	Extendable Hand of Enjoyment	261	Gong of Dispelling
214	Extreme Violins	262	Graceful Spear
215	Fang Dagger	263	Grave Key
216	Favor of Fervor	264	Greatreach Bracers
217	Favor of the Lost Lady	265	Grim Defender
218	Feral Spirit Totem	266	Grumbling Rod
219	Feykiller	267	Guardian's Cape
220	Feyleaf Vambraces	268	Guildmaster's Gloves
221	Fireburst Robes	269	Harrow Rod
222	Fireflower Pendant	270	Hasty Wheel
223	Flag of Terror	271	Hat of Headlessness
224	Flag of Untrue Colors	272	Hat of the Rake
225	Flame Bracers	273	Healer's Kit of Aresh
226	Flamedrinker Shield	274	Healer's Shield
227	Fleshshifter Armor	275	Heaven's Thorn
228	Flute of Dismissing	276	Hellcat Gauntlets
229	Flute of the Dancing Satyr	277	Helm of Glorious Recovery
230	Forceful Hammer	278	Helm of the Eagle
231	Formless Vest	279	Helm of the Reaver
232	Full Awl	280	Helping Hand
233	Gauntlets of Battlemastery	281	Holy Weapon
234	Gauntlets of Giantfelling	282	Hookah of Reasoned Discourse
235	Gauntlets of Gripping	283	Horn of Amplification
236	Gauntlets of Heat	284-285	Horn of the Tritons
237	Gauntlets of the Ram	286	Horn of the Vast Swamp
238	Gauntlets of Throwing	287-288	Horned Helm
239	Gauntlets of Weaponry Arcane	289	Hourglass of Speed Control

290	House Boat	337	Meteoric Knife
291	Hunter's Bow	338	Methild's Harp
292	Hunter's Bracer	339	Mindbreaker Vambraces
293	Hunting Beast Armor	340	Mirror of Enlightenment
294	Hunting Weapon	341	Mirror of Recall
295	Hypnotic Disk	342	Mirror of Suggestion
296	Ice Sickle	343	Mirrored Caparison
297	Ignan Weapon	344	Misfortune's Tooth
298	Indomitable Resolve Vestments	345	Mist Tent
299	Inkwell of Spell Copying	346	Mordant Blade
300	Iron of Spite	347	Mountain Shield
301	Ironskin Belt	348	Mushroom Cap
302	Jewel of Attacks	349	Necklace of Ugliness
303	Jewel of Obsession	350	Net of Landing
304	Jousting Shield	351	Net of Paralyzation
305	Jumping Caltrops	352	Oathbreaker's Bracelet
306	KalnaKaa's Black Cloak	353	Obfuscating Mask
307	Key of Windows	354	Ocean Orb
308	Ki Straps	355	Old Grandmother's Cane
309	Kinslayer Totem	356	Orb of Autumn
310	Kyton Shirt	357	Orb of Drastic Resolutions
311	Lance of Light	358	Orb of Indisputable Gravity
312	Lance of Unhorsing	359	Orb of Inevitable Continuance
313	Lantern of Spying	360	Orb of Spring
314	Larmacian Holy Symbol	361	Orb of Summer
315	Last Resort	362	Orb of Winter
316	Life Vine Armor	363	Pact Blade +1
317	Lifeblood Armor	364	Paper of Forms
318	Lightning Tunic	365	Pearl of Protection from Fire
319	Lockpicks of Swiftess	366	Pearl of the Sea Queen
320	Longtooth	367	Pearl Trident
321	Loquacious Lyre	368	Perpetual Resolve Vestments
322	<i>Luring Footwork</i>	369	Personal Oasis
323	<i>Luring Withdrawal</i>	370	Phallus of Froth
324	Lute of Sadness	371	Phylactery of Faithfulness
325	Mage Hunter's Cloak	372	Phylactery of Monstrous Attention
326	Magic Bedroll	373	Pick of Iceparting
327	Magical Axle	374	Pillow of Regeneration
328	Mantle of Hidden Faith	375	Pipe of Erudite Discourse
329	Mantle of Protection	376	Pipe of Grief
330	Mantle of the Seventh Wind	377	Portable Breach
331	Map of Magic	378	Portable Spring
332	Map of Traps	379	Pouch of Fool's Gold
333	Mask of Deception	380	Pouncing Beast Armor
334	Master Ring	381	Predator's Armor
335	Merchant's Veil	382	Quickling Lock
336	Mesmerist's Gloves	383	Quiver of Returning

384	Rageblood Armor	432	Ring of Weeping
385	Raistlin's Cursed Money	433	Ring of Windwarding
386	Rake of Retrieval	434	Ring of 1 Wyr
387	Rapidstrike Bracers	435	Robe of Blending
388	Razor Scale	436	Robe of Bones
389	Razor Shield	437	Robe of the Netherworld
390	Rebuking Armor	438	Robe of Vermin
391	Red Coins of Greed	439	Robe of Vitamancy
392	Reflective Shield	440	Rock Robe
393	Resounding Weapon	441	Rod of Ash
394	Respectful Orb	442	Rod of Binding Awe
395	Ricochet Shield	443	Rod of Brilliant Wrath
396	Ring of Adamantine Touch	444	Rod of Corruption
397	Ring of Armoring	445	Rod of Death's Grasp
398	Ring of Clear Thoughts	446	Rod of Eldritch Power
399	Ring of Clumsiness	447	Rod of Grievous Wounds
400	Ring of Combat Prowess	448	Rod of Harvest
401	Ring of Command	449	Rod of Magical Precision
402	Ring of Contrariness	450	Rod of Resurgent Valor
403	Ring of Dashing Derring-Do	451	Rod of the Pyre
404-405	Ring of Delusion	452	Rod of Transposition
406	Ring of Distraction	453	Rogue's Vest
407	Ring of Enduring Arcana	454	Rubicund Frenzy
408	Ring of Famulus	455	Rudder of Guidance
409	Ring of Flying	456	Rudder of Speed
410	Ring of Health	457	Runestaff of Night
411	Ring of Holiness	458	Ruthless Raider's Weapon
412	Ring of Invisibility Negation	459	Saddle of Strength
413	Ring of Lightning Flashes	460	Saddle of the Shark
414	Ring of Magic Detection	461	Sandform Ring
415	Ring of Magical Opportunity	462	Saw of Mighty Cutting
416	Ring of Mystic Defiance	463	Scabbard of Holthro
417	Ring of Mystic Fire	464	Scabbard of Poison
418	Ring of Mystic Force	465	Scabbard of Surety
419	Ring of Mystic Frost	466	Scale of Judgment
420	Ring of Mystic Healing	467	Scarlet Sash of the Swashbuckler
421	Ring of Mystic Lightning	468	Scepter of Defense
422	Ring of Regrouping	469	Scourge of Regenerators
423	Ring of Remedies	470	Seal of Deception
424	Ring of Shocking Grasp	471	Shackles of Silence
425	Ring of Sorcery	472	Shadowflow Leather
426	Ring of the Eagle	473	Shadowflow Shield
427	Ring of the Little People	474	Shadowstrike Weapon
428	Ring of Tongues	475	Shared Valor Armor
429	Ring of Truth	476	Sharkdoom Spear
430	Ring of Vengeance	477	Sharksbane
431	Ring of Vocalization	478	Shield of Spell Blocking

479	Shock Weapon	526	Sunleaf Mantle
480	Shoo Horn	527	Sword of Assassination
481	Short Sword of Skewering	528	Sword of Black Flame
482	Shovel of Gravedrugging	529	Sword of Chopping
483	Sickle of the Harvest	530	Sword of Night
484	Silver Spoon	531	Sword of Overthrow
485	Singing Skull	532	Sword of Rage
486	Skald's Armor	533	Symbol of Battle
487	Skie's Locks and Bolts	534	Symbol of Deadly Smiting
488	Skull Bracers	535	Symbol of Hope
489	Skull of Fear	536	Symbol of Victory
490	Slave Ring	537	Table of Contents
491	Sling of Seeking	538	Talisman of Prolepsis
492	Slippers of Masterful Movement	539	Talking Skull
493	Snuffer of Exploding	540	Tallin's Tightrope
494	Spear of the Bloody Wall	541	Tax Collector's Badge
495	Spectacles of Watchfulness	542	Tent of Excellent Restfulness (two person)
496	Spider Rod		
497	Spiritshield Leather	543	Terran Weapon
498	Spoon of Mixing	544	Third Eye Concentrate
499	Spoon of Stirring	545	Third Eye Dominate
500	Squirrel Medallion	546	Third Eye Improvisation
501	Staff of Air and Water	547	Thought Bottle
502	Staff of Alliance	548	Thundering Weapon
503	Staff of Combat	549	<i>Tide of Iron</i>
504	Staff of Curing	550	Tiger Spear
505	Staff of Dispelling	551	Tome of Arrest
506	Staff of Distant Shielding	552	Tome of Forty Steps
507	Staff of Rain	553	Tome of Monsters
508	Staff of Silence	554	Tome of the North Wind
509	Staff of Slinging	555	Torc of Burning Rage
510	Staff of Storms	556	Torc of Stability
511	Staff of Stunning	557	Torc of the Unstoppable
512	Staff of the Pharoah	558	Transposer Cloak
513	Staff of the Sunburst	559	Traveler's Leather
514	Staff of Vision	560	Unbreakable Weapon
515	Staff of Wrath	561	Undead Slayer
516	Standard of No Retreat	562	Unholy Weapon
517	Steel Cloth	563	Unnecessary Violins
518	Stone of the Well	564	Urn of Oozes
519	Storm Gauntlets	565	Veil of Poison
520	String Cage	566	Velvet Crown
521	Strongbox of Immobility	567	Vengaurak Mask
522	Stun Bolt	568	Vigorous Resolve Vestments
523	Stunshot Sling	569	Vocalization Choker
524	Styptic Armor	570	Wallbreaker Pick
525	Summer Growth Totem	571	Wand of Armory

572	Wand of Corridor
573	Wand of Earth and Stone
574	Wand of Eyes
575	Wand of Illumination
576	Wand of Malford
577	Wand of Missile Enhancement
578	Wand of Negation
579	Wand of Ritual Conduction
580	Wand of Telekinesis
581	Wand of Viscid Globs
582	Warlord's Weapon
583	Warlord's Helm
584	Warstar of the Manticore
585	Wayfarer's Wand
586	Weapon of Balance
587	Weapon of Deception
588	Weapon of Divine Wrath
589	Wheel of Fire
590	Whip of Disarming
591	Whip of Zeif
592	Winch of Power
593	Windrunner's Shirt
594	Winter's Grasp Totem
595	Woodwalk Armor
596	Xaphoon of Mellow Meeting
597	Xenolith of Passage
598	Yellowjacket Dart
599	Zebra Cloak
600	Zoster of Zeal

## **Table H (Very Rare)**

<b>d500 Roll</b>	<b>Result</b>
001	Admiral's Bicorn
002	Aerial Anchor
003	Agile Resolve Vestments
004	Amulet of Dramatic Death
005	Amulet of Leadership
006-007	Amulet of Natural Armor
008	Amulet of Power
009	Amulet of Second Chances
010	Amulet of the Beast
011	Amulet of the Hidden Minister
012-013	Amulet Versus Undead
014	Ankh of Ascension
015	Ankh of Power
016	Anklet of Adversity
017	Armband of Maximized Healing
018	Armor of Acidic Secretion
019	Armor of Mobility
020	Armor of Retaliation
021	Assassin Whip
022	Assassin's Blade
023	Auquhol's Hourglass
024	Averter
025	Awl Inn
026	Axe of Aggravated Damage
027	Axeblock Armor
028	Backpack of Infinite Food
029	Backbiter Spear
030	Backstabber
031	Bag of Duplication
032	Bagpipes of Confusion
033	Barrel of Hiding
034	Barrel of Poverty
035	Bark Armor
036	Basilisk Helm
037	Battle Bridle
038	Beaker of Plentiful Potions
039	Bearskin Armor
040	Beastskin Armor
041	Beauregard's Beautiful Bauble
042	Bell of Doom
043	Bellows of Breath
044	Belmondo's Useful Tool

045	Belt of Battle
046	Black Book of Strogass
047	Black Iron Armor.
048	Black Mace
049	Bloodfang Dagger
050	Bloodshored Shield
051	Bloodthread Robes
052	Bloodvine Armor
053	Bodyguard's Armor
054	Bolder's Cloak of the Rogue
055	Boneblade Rod
056	Bonebreaker
057	Book of Coordination
058	Book of Fate
059	Boots of the Infinite Stride
060	Bow of Marksmanship
061	Bow of Songs
062-063	Bowl of Watery Death
064	Bracers of Brandishing
065	Bracers of Tactical Blows
066	Bracers of the Blinding Strike
067-068	Brazier of Sleep Smoke
069	Brazier of Visions
070	Brooch of Number Numbing
071	Browdow's Ring of Utmost Weapon Harm
072	Bubble Cloak
073	Bucknard's Everfull Purse
074	Bullhorn of Command
075	Bullion Cube
076	Called Armor
077	Cameo of Appearance
078	Carpet of Diving
079	Celestial Bane Rod
080	Censer of Meditation (greater)
081-082	Censer of Summoning Hostile Air Elementals
083	Chaining Rod
084	Chasuble of Fell Power
085	Chime of Interruption
086	Choir Bell
087	Circlet of Rapid Casting
088	Clasp of Garnet
089	Claw of Magic Stealing
090	Cloak of Blackflame
091	Cloak of Dodging
092	Cloak of Etherealness



093	Cloak of Feywild Escape	142	Eyes of Petrification
094	Cloak of Many Colors	143	Fiendhunter's Helm
095	Cloak of Pestilence	144	Figurehead of Blessing
096-097	Cloak of Poisonousness	145	Figurehead of Protection
098-099	Cloak of Resistance	146	Flaring Shield
100	Cloak of Turn Resistance	147	Flesh-Eating Rod
101	Coffin of Creation	148	Flute of Perfect Inspiration
102	Collar of Change	149	Foldbox
103	Collar of Quick Command	150	Folding Moat
104	Commander's Armor	151	Forinthian Standard
105	Consumptive Weapon	152	Foxhide Armor
106	Counterstrike Bracers	153	Frog Boat
107	Crossbow of the Wand	154	Furious Totem
108	Crown of Command	155	Gauntlet of Gruumsh
109	Crown of Summation	156	Gauntlets of Absorption
110	Crystal Coffin	157	Gauntlets of Fumbling
111	Crystal Echoblade	158	Gauntlets of Rust
112	Crystal Hypnosis Ball	159	Gem of Atonement
113	Cube of Containment	160	Gem of Ideas
114	Curseforged Armor	161	Ghost Bridle
115	Dark Crown	162	Ghost Helm
116	Dart of Disarming	163	Girdle of Combat Skill
117-118	Deadly Weapon (greater)	164-165	Girdle of Many Pouches
119	Deathcut Armor	166	Glass Sword
120	Deck of Chance	167	Gloves of Eldritch Admixture
121	Deepdweller Armor	168	Gloves of Strangulation
122	Defective Backfiring Wand (non- legendary)	169	Gloves of the Octopus
123	Delphinat Robes	170	Gloves of the Slug
124	Demon Staff	171	Gnomeblade
125	Demonlayer	172	Goblet of the End
126	Devilslayer	173	Greatstone Club
127	Diamond Bracers	174	Guarding Cloak
128	Diamond Mace	175	Hammer of Shattering
129	Disastrous Totem	176	Hammer of Stunning
130	Dislocator	177	Hammer of Willpower
131	Divination Sink	178	Hammerblock Armor
132	Doomwarding Dagger	179	Hand of Glory
133	Dove's Harp	180-181	Harp of Charming
134	Dragon Amulet	182	Harp of Gold
135	Earthplate Armor	183	Harsh Songblade
136	Eladrin Chain	184	Hat of Stupidity
137	Electric Eel Armor	185	Hawkfeather Armor
138	Elemental Twist Dagger	186	Heart of Stone
139	Everfull Sails	187	Heavenly Burst Weapon
140	Explosive Sling	188	Heward's Fortifying Bedroll
141	Eyes of Doom	189	Holy Shield
		190	Hook of Dissolution

191	Hook of Rending	240	Morganti Weapon
192	Horn of Baldagyr	241	Necklace of Demons
193	Horn of Collapsing	242	Necklace of Strangulation
194	Horn of Nausea	243	Neutron Rod
195	Horned Mask	244	Nightcap of Sleep
196	Hydra Armor	245-246	Nightstick
197	Hypnotic Shield	247	Nihlist's Shift
198	Iceheart (lesser)	248	Oozefighter's Belt
199	Icicle Rod	249	Orb of Absorption
200	Impaling Weapon	250	Orb of Environmental Adaptation
201	Impenetrable Barding	251	Overreaching Pole Arm
202	Indestructible Rod	252	Owlfeather Armor
203	Inkwell of Scrollmaking	253	Pact Blade +2
204	Inner Warmth Armor	254	Paintbrush of Passage
205	Jester's Cap	255	Pearl of Puissance
206-207	Jewel of Flawlessness	256	Pearl of the Ebbing Tide
208	Key of Entrance	257	Pearl of the Rising Tide
209	Last Man Standing	258-259	Pearl of Wisdom
210	Leaden Plate	260	Pelarium Shield
211-212	Lens of Detection	261	Penance Armor
213	Lens of the Desert	262	Perfect Hunter's Weapon
214	Lilting Songblade	263	Periapt of Foul Rotting
215	Lunar Brooch	264	Peryton Horn Weapon
216	Lyre of Building	265	Phylactery of Long Years
217	Lyre of Wounding	266	Piercing Songblade
218	Mace of Crushing	267	Pipe of Visions
219	Mace of Freedom	268	Pipes of Pain
220	Mace of Pain	269	Poker of Summoning
221	Magebane Weapon	270	Portable Bridge
222	Magic-Eating Armor	271	Portable Dolmen
223	Manticore Shield	272-273	Portable Shadow
224	Mantle of the Mundane	274	Portable Store
225	Manual of Stratagems	275	Prismatic Burst Weapon
226	Mask of Combat	276	Quarter Deck
227	Mask of Mental Armor	277	Quickening Rod
228	Mask of Terror	278	Quiver of Poison
229	Mask of the Skull	279	Rat Blade
230	Mask of the Wraith	280	Revealing Weapon
231	Mattock of the Titans	281	Revenant Ankh
232	Maul of the Titans	282	Ring of Arcane Supremacy
233	Medallion of Spell Exchange	283	Ring of Bureaucratic Wizardry
234	Megrim Horn	284	Ring of Elemental Metamorphosis
235	Metamagic Wandgrip	285	Ring of Geiger
236	Mirror of Curing	286	Ring of Jolting
237	Mithral Shield of Radiance	287	Ring of Lore
238	Monarch's Plate	288	Ring of Magical Reprisal
239	Monk's Belt	289	Ring of Mighty Summons

290	Ring of Projection	341	Runestaff of Fire
291	Ring of Quick Action	342	Runestaff of Forced Happiness
292	Ring of Randomness	343	Runestaff of Frost
293	Ring of Restitution	344	Runestaff of Illumination
294	Ring of Silence	345	Runestaff of Insanity
295	Ring of Spell Eating	346	Runestaff of Necromancy
296	Ring of Spell Penetration	347	Runestaff of Opening
297	Ring of the Darkhidden	348	Runestaff of Passage
298	Ring of Thunder	349	Runestaff of the Architect
299	Ring of True Seeing	350	Runestaff of the Artisan
300	Ring of Vapors	351	Runestaff of the Assassin
301-302	Ring of Weakness	352	Runestaff of the Undead Slayer
303	Ring of 2 Wyr	353	Runestaff of the Undying
304	Roaring Armor	354	Runestaff of Time
305	Robe of Arcane Might	355	Runestaff of Transmutation
306	Robe of Powerlessness	356	Runestaff of Transportation
307	Robe of Repetition	357	Runestaff of Vision
308	Robe of Shapechanging	358	Rust Blade
309	Roc Armor	359	Saddle of Taming
310-311	Rod of Cancellation	360	Saddle of the Nightmare
312	Rod of Dark Reward	361	Scale of Power
313	Rod of Distortion	362	Scarab of Death
314	Rod of Dual Invocation	363	Scarab of Life
315	Rod of Elemental Might	364	Scarab of Uncertainty
316-317	Rod of Flailing	365-366	Scarab Versus Golems
318	Rod of Green Slime	367	Scarf of Pedophilia
319	Rod of Piercing Cold	368	Scarf of the Dry Steppes
320	Rod of Retributive Justice	369	Scarf of the Seven Veils
321	Rod of Scouring Justice	370	School Cap
322-323	Rod of Splendor	371	Scroll of Creation
324	Rod of Welkwood	372	Scroll of Spell Catching
325	Rod of Wrathful Dismissal	373	Seal of Vigor
326	Ruby Slippers	374	Serpent Armor
327	Rudder of Propulsion	375	Shackles of Apathy
328	Runestaff of Abjuration	376	Shadowsword
329	Runestaff of Cacophony	377	Shield of Advantage
330	Runestaff of Charming	378	Shield of Eyes
331	Runestaff of Conjuraton	379	Shield of Huma
332	Runestaff of Destruction	380	Shield of Protection
333	Runestaff of Divination	381	Shield of the Guardian
334	Runestaff of Earth of Stone	382	Shield of the Unvanquished
335	Runestaff of Enchantment	383	Shield of Vandreu
336	Runestaff of Entrapment	384	Shield of Warding
337	Runestaff of Ethereal Action	385	Shieldbreaker Weapon
338	Runestaff of Evocation	386	Shifter's Collar
339	Runestaff of Eyes	387	Shimmerlight Shield
340	Runestaff of Fiendish Darkness	388	Shirt of Angels

389	Shirt of Bone	436	Talisman of the Cockatrice
390	Shirt of Demonskin	437	Tapestry of Ruin
391	Shirt of Ironskin	438	Tent of Captivity
392	Shirt of Slaadskin	439	Tent of Luxury
393	Shirt of the Inevitable	440	Tent of Excellent Restfulness (four person)
394	Shirt of the Leech	441	Third Eye Aware
395	Shirt of the Treant	442	Third Eye Clarity
396	Shroud of Disintegration	443	Third Eye Dampening
397	Silver Bow	444	Third Eye Penetrate
398	Silver Seeker's Blade	445	Thorn Pouch
399	Singing Sword	446	Throwing Shield
400	Skull Mace	447	Thurbrand's Protector
401	Skystrider Horseshoes	448	Tigerskin Armor
402	Slippers of Kicking	449	Tombforged Armor
403	Slow Burst Weapon	450	Tome of Arcane Breadth
404	Soul Brazier	451	Tome of Dogmatic Methods
405	Spearblock Armor	452	Tome of Study
406	Spellblade	453	Torc of Fury
407	Spellguard Rings	454	Tooth of Chaos
408	Sphere of Protection	455	Totem of Ghost Walking
409	Spring Renewal Totem	456-457	Trident/Military Fork
410	Staff of Fury	458	Trident of Festering Wounds
411	Staff of Provocation	459	Trident of Planar Penetration
412	Staff of Spell Focusing	460-461	Trident of Submission
413	Staff of the Couatl	462-463	Trident of Yearning
414	Staff of the Druids	464	Trollhide Bracers
415	Staff of the Moonglow	465	Trollskin Armor
416	Staff of the Shark	466	Trump
417	Staff of the Wayfarer	467	Twilight Hunter
418	Staff of Thimbleton	468	Urn of Cremation
419	Star Opal Ring	469	Vampire Torc
420	Sticky Shield	470	Vampiric Weapon
421	Stonewall Shield	471	Vanishing Armor
422	Storm Pendant	472	Veil of Assassins
423	Storm Shield	473	Venom Lance
424	Storm Star	474	Vest of Escape
425	Stormrider Boots	475	Vest of the Master Evoker
426	Stormrider Cloak	476	Vile Weapon
427	Stormwalker's Cloak	477	Villain's Cloak
428	Strength Sapper	478	Violin of Dancing Dead
429	Sudden Escape Armor	479-480	Wand of Conjuraton
430	Summoner's Tome	481	Wand of Darkness
431	Supple Armor	482	Wand of Elemental Transmogrification
432	Sword of Subtlety	483-484	Wand of Force
433	Symbol of Delayed Doom	485	Wand of Fumbling
434	Tablecloth of Feasting	486	Wand of Misplaced Objects
435	Talisman of Elemental Travel		

487	Wand of Prime Material Pockets
488	Wand of Rusting
489	Wand of Storms
490	Warding Spirit Armor
491	Warp Marble
492	Weapon of Slowing
493	Weapon of Unclosing Wounds
494	Whirlwind Weapon
495	Wildling Clasp
496	Winged Dagger
497	Witchslayer Weapon
498	Wyrmtooth Dagger
499	Yoke of Bile
500	Zombie Cauldron

## **Table I (Legendary)**

<b>d% Roll</b>	<b>Result</b>
01	Almanac of Nature
02	Amulet of Perpetual Youth
03	Amulet of Perpetual Youth and Inexperience
04	Angelkiller
05	Armor of the Triple Goddess
06	Armor of the Unending Hunt
07	Bell of Discord
08	Belt of Titan's Blows
09	Bloodsword
10	Book of Exalted Deeds
11	Book of Infinite Spells
12	Book of Vile Darkness
13	Bounce Ball
14-15	Bracelet of Friends
16	Bracelet of Wishes
17	Cane of Age
18	Cloak of Legendary Resistance
19	Contracts of Nepthas
20-21	Crossbow of Accuracy
22	Dancing Wand
23	<i>Deddez</i>
24-25	Defective Backfiring Wand (legendary)
26	Dragonrider Armor
27	Equalizer Sword
28	Extremist's Almanac
29	Flameburst Weapon
30	Gauntlet of Utterdeath
31	Gauntlets of Might
32	Gem of Creation
33	Grim Grimoire
34	Halo of Fallen Stars
35	Harp of Shattering
36	<i>Heartseeker</i>
37	Heartseeking Spear
38	Hourglass of Age
39	Iceheart (greater)
40	Iron Armbands of Power
41	<i>Krakentooth</i>
42	<i>Legendmaker</i>
43	Libram of Gainful Conjuraton
44	Libram of Ineffable Damnaton

45	Libram of Inner Power
46	Libram of Silver Magic
47	Libram of the Metamagician
48	Loincloth of Potency
49	Mace of Spellwarding
50	Manual of Puissant Skill at Arms
51	Manual of Stealthy Pilfering
52	<i>Meteor</i>
53	Mirror of Mental Prowess
54	Mirror of Opposition
55	Mudship
56	Music Book of Legendary Songs
57	Orb of Storms
58	Orrery of the Inner Planes
59	Pact Blade +3
60-61	Pavilion of Perfect Recovery
62	Poisonsword
63	Proton Rod
64	Reptiliad Orb of Dominance
65	Ring of Human Influence
66	Ring of Magic Resistance
67	Ring of Rings
68	Ring of Spell Holding
69	Ring of the Phoenix
70	Ring of Universal Resistance
71-72	Ring of Wizardry
73	Ring of 3 Wyrđ
74	Rod of Beguiling
75	Rod of Building
76	Rod of Generalship
77	Rod of Many Wands
78	Rod of Ruin
79	Rug of Welcome
80	Runestaff of Power
81	Scarab of Invulnerability
82	Shirt of the Fey
83	Slippers of Sidestepping
84	Snuffer of Death
85	Soulforged Plate
86	Spikard
87	Staff of the Elements
88	Sword of the Planes
89	Sword of Vampiric Regeneration
90	Talisman of Zagy
91	Thunderburst Weapon
92	Time Buttress
93	Timeless Tome

94	Tome of Item Creation
95	<i>Unceasing Violence</i>
96	Vacuous Grimoire
97	Vile Spell Ring
98	Vile Weapon Ring
99	Warding Light Armor
00	Writ of the Holy Mission

## RANDOM MAGIC ITEMS- Method

### 2: Treasure Types

### TREASURE TYPES

When generating random treasure, first note that unintelligent creatures usually don't have treasure at all. If the creature or creatures in question do gather treasure, first rate the treasure holder as **destitute**, **poor**, **comfortable**, **wealthy**, **exceptionally wealthy** or **incredibly wealthy**. Then generate treasure based on the number of creatures in the treasure holding group.

Usually, individual treasure is in addition to the treasure amount held by the group as a whole.

Some monsters will have no treasure at all. Others might have twice the normal amount for their wealth level. In addition, certain types of creatures are prone to collect certain types of things.

Random magic items can be determined by desired rarity or via a completely random method.

**DESTITUTE** creatures usually have basically no treasure. Examples include peasants, slave kobolds and slave goblins. If numbered in the **dozens**:

- 20% chance of 1d6 x 100 cp
- 10% chance of 1d6 x 100 sp
- 10% chance of 2d10 ep
- 10% chance of 2d10 gp
- 10% chance of 1d4 random gems

If numbered in the **hundreds**:

- 85% chance of 1d10 x 1,000 cp
- 75% chance of 1d4 x 1,000 sp
- 50% chance of 1d10 x 100 ep
- 40% chance of 1d10 x 25 gp
- 20% chance of 1d6 random gems
- 10% chance of **1 random magic item**

**POOR** creatures usually have little treasure. Examples include most craftsmen, dwarves, free kobolds or goblins and bandits. **Individually**:

- 2d6 cp
- 1d10 sp
- 50% chance of 1d6 ep

If numbered in the **dozens**:

- 70% chance of 1d10 x 100 cp
- 50% chance of 1d6 x 100 sp
- 30% chance of 1d4 x 10 ep
- 60% chance of 1d8 x 5 gp
- 25% chance of 1d4 random gems
- 10% chance of 1d4 art objects
- 10% chance of **1d4 random potions**

If numbered in the **hundreds**:

- 1d10 x 1,000 cp
- 75% chance of 1d8 x 1,000 sp
- 50% chance of 1d12 x 100 ep
- 40% chance of 3d6 x 50 gp
- 20% chance of 1d6 random gems
- 20% chance of 1d6 art objects
- 50% chance of **1d4 random potions**
- 25% chance of **1 random magic item**

**COMFORTABLE** creatures usually have a decent but not excessive amount of treasure. Examples include wealthy city folk, such as bankers or priests, hobgoblins, gnolls, orcs, thieves' guilds and weak fiends such as quasits. **Individually**:

- 2d10 cp
- 2d6 sp
- 1d8 ep
- 1d4 gp
- 10% chance of 1 random gem

If numbered in the **dozens**:

- 1d4 x 1,000 cp
- 75% chance of 1d12 x 500 sp
- 45% chance of 1d8 x 50 ep
- 70% chance of 1d8 x 50 gp
- 25% chance of 1d6 random gems
- 10% chance of 1d4 art objects
- 20% chance of **1d4 random potions**
- 10% chance of **1 random magic item**

If numbered in the **hundreds**:

- 3d6 x 1,000 cp
- 3d6 x 1,000 sp
- 85% chance of 1d6 x 500 ep
- 75% chance of 3d10 x 200 gp
- 30% chance of 2d6 random gems



30% chance of 2d4 art objects  
75% chance of **2d4 random potions**  
40% chance of **1d3 random magic items**

**WEALTHY** creatures usually want for very little. Examples include aristocrats or major figures in the Army or banking industry, young dragons that have found lairs, trolls who lair in lucrative locations, dwarven guilds and successful low-level adventurers.

**Individually:**

1d20 x 5 ep  
2d10 gp  
20% chance of 1 random gem  
10% chance of **1 random potion**

**If numbered in the dozens:**

25% chance of 1d4 x 1,000 cp  
50% chance of 1d6 x 1,000 sp  
75% chance of 2d6 x 500 ep  
70% chance of 3d10 x 100 gp  
35% chance of 2d20 pp  
50% chance of 2d4 random gems  
30% chance of 1d6 art objects  
40% chance of **1d4 random magic items**

**If numbered in the hundreds:**

25% chance of 1d4 x 1,000 cp  
50% chance of 1d6 x 1,000 sp  
75% chance of 3d10 x 1,000 ep  
5d10 x 1,000 gp  
50% chance of 2d10 x 5 pp  
80% chance of 2d10 random gems  
50% chance of 3d6 art objects  
40% chance of **2d6 random magic items**

**EXCEPTIONALLY WEALTHY** creatures have the money to buy anything. Examples include successful mid- or high-level adventurers, adult dragons with lairs, behirs, medusae, hags and oni. **Individually:**

1d10 x 100 gp  
50% chance of 3d6 pp  
50% chance of 1d6 random gems  
30% chance of **1d4 random potions**  
25% chance of **1 random magic item**

**If numbered in the dozens:**

25% chance of 1d10 x 1,000 cp

35% chance of 1d10 x 1,000 sp  
75% chance of 2d10 x 2,000 ep  
70% chance of 3d10 x 1,000 gp  
50% chance of 2d8 x 50 pp  
50% chance of 2d8 random gems  
50% chance of 2d6 art objects  
75% chance of **2d4 random potions**  
40% chance of **1d6 random magic items**

**If numbered in the hundreds:**

1d4 x 10,000 cp  
1d6 x 5,000 sp  
50% chance of 2d6 x 10,000 ep  
3d6 x 10,000 gp  
75% chance of 2d10 x 100 pp  
80% chance of 4d10 random gems  
80% chance of 3d6 art objects  
**2d6 random potions**  
40% chance of **2d6 random magic items**

**INCREDIBLY WEALTHY** creatures have truly absurd wealth. Examples include ancient dragons, liches, major demons and devils and fey royalty.

**Individually:**

1d10 x 1,000 cp  
1d10 x 1,000 sp  
1d10 x 1,000 ep  
1d10 x 1,000 gp  
1d6 x 500 pp  
50% chance of 1d6 random gems  
30% chance of **1d4 random potions**  
25% chance of **1 random magic item**

**If numbered in the dozens:**

25% chance of 1d10 x 10,000 cp  
35% chance of 1d10 x 10,000 sp  
2d10 x 20,000 ep  
3d10 x 10,000 gp  
2d8 x 5,000 pp  
2d12 random gems  
50% chance of 2d6 art objects  
75% chance of **2d4 random potions**  
40% chance of **1d6 random magic items**

**If numbered in the hundreds:**

25% chance of 1d10 x 10,000 cp  
35% chance of 1d10 x 10,000 sp

1d8 x 100,000 ep  
 3d6 x 100,000 gp  
 2d6 x 20,000 pp  
 4d12 random gems  
 4d8 art objects  
**3d6 random potions**  
 90% chance of **2d6 random magic items**

In addition to the above, there are the following additional considerations: **creatures that only collect shinies, creatures that are interested in lore** and creatures that can use armor and weapons, called **practical creatures** in this context.

**CREATURES THAT COLLECT SHINIES** should use the following table in lieu of the ones above.

50% chance of 3d10 cp  
 50% chance of 3d10 sp  
 25% chance of 3d10 ep  
 50% chance of 3d10 gp  
 10% chance of 1d10 pp  
 50% chance of 1d4 gems

**CREATURES INTERESTED IN LORE** roll normally, but are supplemented as follows.

**Individually:**

35% chance of 1d4 **random spell scrolls**  
 10% chance of 1 **random scroll or written work**.

If numbered in the **dozens:**

2d4 **random spell scrolls**  
 25% chance of 1d3 **random scroll or written works**

If numbered in the **hundreds:**

3d8 **random spell scrolls**  
 50% chance of 1d6 **random scroll or written works**

**PRACTICAL CREATURES** roll treasure normally. However, some or all of their treasure might be in the form of upgraded equipment or special weapons, such as ballistae or catapults. If practical creatures have random magic items, first roll on the table below:

<b>d20 Roll</b>	<b>Result</b>
1-3	Magic armor
4-7	Magic weapon
8-20	Generate normally

## **Random Gem Base Value**

<b>d% Roll</b>	<b>Base Value</b>	<b>Description</b>
01-25	10 gp	Ornamental stone
26-50	50 gp	Semiprecious stone
51-70	100 gp	Fancy stone
71-90	500 gp	Precious stone
91-99	1,000 gp	Gemstone
00	5,000 gp	Jewel

## **Random Art Object Base Value**

<b>d% Roll</b>	<b>Base Value</b>
01-20	1d20 gp
21-35	2d10 x 5 gp
35-50	3d10 x 10 gp
51-80	1d10 x 100 gp
81-90	2d6 x 300 gp
91-95	2d8 x 500 gp
96-98	2d6 x 1,000 gp
99-00	2d6 x 5,000 gp

## **Random Magic Item Table**

<b>d% Roll</b>	<b>Result</b>
01-02	Treasure Map*
03-10	Recipe (roll again to determine what recipe is found)*
11-30	Potion or bottle
31-45	Scroll or other written work
46-52	Rod, staff or wand
53-59	Jewelry
60-65	Clothing
66-75	Armor
76-95	Weapon
96-00	Miscellaneous

\*Not actually a magic item.

## **Table I (Potions and Bottles)**

<b>d1000 Roll</b>	<b>Result</b>		
<b>001-008</b>	<b>Alchemy Jug</b>	186-187	Oil of Durability
009-010	Armor in a Bottle	188	Oil of Eating
011-012	Aroma of Dreams	189	Oil of Elemental Plane Invulnerability
013-014	Beaker of Plentiful Potions	<b>190-199</b>	<b>Oil of Etherealness</b>
015-016	Black Dragon Bile	200-202	Oil of Feather Falling
017-018	Bodokod Potion	203-207	Oil of Fiery Burning
019-021	Bottle of Air	208-211	Oil of Fumbling
022-023	Bottle of Endless Sand	212-213	Oil of Great Devotion
024-026	Bottle of Preservation	214-215	Oil of Immovability
027-028	Candle Elixir	216-219	Oil of Impact
029-031	Chaos Draught	220-226	Oil of Magic Weapon
032	Curdled Death	227-230	Oil of Repair
<b>033-047</b>	<b>Decanter of Endless Water</b>	231-233	Oil of Rust Proofing
048-049	Dread of Nightshade	<b>234-248</b>	<b>Oil of Sharpness</b>
<b>050-052</b>	<b>Efretei Bottle</b>	<b>249-268</b>	<b>Oil of Slipperiness</b>
<b>053-082</b>	<b>Elixir of Health</b>	269-270	Oil of Stillness
083-084	Elixir of Heroic Action	270-271	Oil of the Pickpocket
085	Elixir of Life	272	Oil of Timelessness
086-088	Elixir of Madness	273-274	Oil of Unlocking
<b>089-096</b>	<b>Eversmoking Bottle</b>	275-276	Ointment of Mage Smelling
097-100	Flask of Curses	277-278	Ointment of Mental Blankness
101	Hummingbird Nectar	279-280	Ointment of Regeneration
102-103	Ichor of Terror	281-282	Ointment of Second Sight
104-106	Ink of Mistaken Missives	283-286	Philter of Glibness
107-108	Inkwell of Concealment	<b>287-312</b>	<b>Philter of Love</b>
109-110	Inkwell of Scrollmaking	313-316	Philter of Persuasiveness
111-112	Inkwell of Spell Copying	317-320	Philter of Stammering and Stuttering
113-115	Inspirational Elixir	321-322	Pot of Brewing
116-117	Instant Watchman	323-324	Potion of Agility
<b>118-120</b>	<b>Iron Flask</b>	325	Potion of Aging
121-122	Jar of Comprehension	326-328	Potion of Anger
123-126	Jar of Preservation	<b>329-338</b>	<b>Potion of Animal Friendship</b>
127-128	Jug of Dyeing	339	Potion of Archmagedom
129-130	Jug of Jestng	340-343	Potion of Beast Control
<b>131-160</b>	<b>Keoghtom's Ointment</b>	344-346	Potion of Blindness
161-162	Liquid Iron	<b>347-356</b>	<b>Potion of Clairvoyance</b>
163-164	Liquid Road	<b>366-371</b>	<b>Potion of Climbing</b>
165-167	Mordenkainen's Ointment	372-373	Potion of Confusion
168-169	Murdock's Insect Ward	374-375	Potion of Craftsmanship
<b>170-179</b>	<b>Nolzur's Marvelous Pigments</b>	376-378	Potion of Danger Detection
180-181	Oil of Armor	379-381	Potion of Deafness
182-183	Oil of Buoyancy	382-387	Potion of Delusion
184-185	Oil of Cloaking	388-389	Potion of Digging
		<b>390-398</b>	<b>Potion of Diminution</b>
		399-400	Potion of Dragon Control
		401	Potion of Dreamspeech
		402-403	Potion of Elasticity

404-406	Potion of Elemental Control	978	Spirit Oil
<b>407-423</b>	<b>Potion of Fire Breath</b>	979-980	Starella's Aphrodisiac
<b>424-441</b>	<b>Potion of Flying</b>	981-983	Stone Salve
442-443	Potion of Fortitude	984-985	Thought Bottle
444-445	Potion of Freedom	086-987	Unguent of True Seeing
<b>446-460</b>	<b>Potion of Gaseous Form</b>	<b>988-998</b>	<b>Universal Solvent</b>
461	Potion of Genius	999-1000	Vial of Icy Sheets
462-464	Potion of Giant Control		
<b>465-484</b>	<b>Potion of Giant Strength</b>		
485	Potion of Golden Silence		
<b>486-500</b>	<b>Potion of Growth</b>		
<b>501-620</b>	<b>Potion of Healing</b>		
<b>621-680</b>	<b>Potion of Healing, Greater</b>		
<b>681-710</b>	<b>Potion of Healing, Superior</b>		
<b>711-725</b>	<b>Potion of Healing, Supreme</b>		
<b>726-740</b>	<b>Potion of Heroism</b>		
741-742	Potion of Humanoid Control		
<b>743-758</b>	<b>Potion of Invisibility</b>		
<b>759-773</b>	<b>Potion of Invulnerability</b>		
<b>774-778</b>	<b>Potion of Longevity</b>		
<b>779-793</b>	<b>Potion of Mind Reading</b>		
794-797	Potion of Perspicaciousness		
798-800	Potion of Petrification		
801-803	Potion of Plant Control		
<b>804-828</b>	<b>Potion of Poison</b>		
829-831	Potion of Polymorph		
832-833	Potion of Protection from Immiscibility		
834-835	Potion of Rainbow Hues		
836-837	Potion of Recall		
<b>838-865</b>	<b>Potion of Resistance</b>		
866-868	Potion of Sneaking		
869-872	Potion of Speech		
<b>873-889</b>	<b>Potion of Speed</b>		
890-893	Potion of Superheroism		
894-897	Potion of Sweet Water		
898-900	Potion of Teleportation		
901-904	Potion of Treasure Finding		
905-908	Potion of Undead Control		
909-911	Potion of Ventriloquism		
<b>912-923</b>	<b>Potion of Vitality</b>		
924-926	Potion of Watchfulness		
<b>927-956</b>	<b>Potion of Water Breathing</b>		
957	Potion of Wraithform		
958-960	Salve of Scar Removal		
961-965	Silversheen		
966	Simulacrum Elixir		
<b>967-977</b>	<b>Sovereign Glue</b>		

## **Table II (Scrolls and Written Works)**

<b>d500 Roll</b>	<b>Result</b>
001	Almanac of Nature
002-003	Black Book of Strogass
004-007	Boccob's Blessed Book
008-009	Book of Coordination
010	Book of Exalted Deeds
011-013	Book of Fate
014	Book of Holy Knowledge
015	Book of Infinite Spells
016-017	Book of the Planes
018-019	Book of Undeniable Fire
020	Book of Vile Darkness
021	<i>Codex Anathema</i>
022-027	Cursed Scroll
028-029	Engineer's Tome
030	Extremist's Almanac
031	Grim Grimoire
032	Libram of Gainful Conjunction
033-034	Libram of Identification
035	Libram of Ineffable Damnation
036	Libram of Inner Power
037	Libram of Silver Magic
038-039	Libram of the Metamagician
040-042	<i>Luring Footwork</i>
<b>043</b>	<b>Manual of Bodily Health</b>
<b>044</b>	<b>Manual of Gainful Exercise</b>
<b>045</b>	<b>Manual of Golems (Clay)</b>
<b>046</b>	<b>Manual of Golems (Flesh)</b>
<b>047</b>	<b>Manual of Golems (Iron)</b>
<b>048</b>	<b>Manual of Golems (Stone)</b>
049	Manual of Puissant Skill at Arms
<b>050</b>	<b>Manual of Quickness of Action</b>
051	Manual of Stealthy Pilfering
052	Manual of Stratagems
053-056	Map of Magic
057-059	Map of Misleading
060-062	Map of Secret Doors
063-065	Map of Traps
066-068	Mapping Scroll
069	Music Book of Legendary Songs
070-071	Paper of Forms
072-073	Parchment of Selective Reading
074-075	Scroll of Creation
076-078	Scroll of Divine Identification

079-085

086-093

094-098

099-106

107-114

115-120

121-135

136-139

140-145

146-151

152-155

156-160

161-168

169-176

177-191

192

193-195

196

197-198

199-200

201-225

226-310

311-379

380-410

411-436

437-452

453-460

461-465

466-468

469

470-471

472-474

475

476-477

478-479

480

481-482

483-484

485

486

487-489

490-492

493-494

Scroll of Protection (from Aberrations)

Scroll of Protection (from Beasts)

Scroll of Protection (from Celestials)

Scroll of Protection (from Elementals)

Scroll of Protection from Energy

Scroll of Protection (from Fey)

Scroll of Protection (from Fiends)

Scroll of Protection from Magical Weapons

Scroll of Protection from Nonmagical Weapons

Scroll of Protection from Paralyzation

Scroll of Protection from Petrification

Scroll of Protection (from Plants)

Scroll of Protection from Poison

Scroll of Protection from Traps

Scroll of Protection (from Undead)

Scroll of Recipes

Scroll of Seeing

Scroll of Spell Catching

Scroll of the Death Servant

Silver Seeker's Notebook

Spell Scroll (Cantrip)

Spell Scroll (1<sup>st</sup> level)

Spell Scroll (2<sup>nd</sup> level)

Spell Scroll (3<sup>rd</sup> level)

Spell Scroll (4<sup>th</sup> level)

Spell Scroll (5<sup>th</sup> level)

Spell Scroll (6<sup>th</sup> level)

Spell Scroll (7<sup>th</sup> level)

Spell Scroll (8<sup>th</sup> level)

Spell Scroll (9<sup>th</sup> level)

Summoner's Tome

*Tide of Iron*

Timeless Tome

Tome of Arcane Breadth

Tome of Arrest

Tome of Clear Thought

Tome of Dogmatic Methods

Tome of Forty Steps

Tome of Item Creation

Tome of Leadership and Influence

Tome of Monsters

Tome of Study

Tome of the North Wind

495-496	Tome of the Replenishing Flame
<b>497</b>	<b>Tome of the Stilled Tongue</b>
<b>498</b>	<b>Tome of Understanding</b>
499	Vacuous Grimoire
500	Writ of the Holy Mission

### **Table II.A (Spell Scrolls)**

<b>01-05</b>	<b>Spell Scroll (Cantrip)</b>
<b>06-30</b>	<b>Spell Scroll (1<sup>st</sup> level)</b>
<b>31-50</b>	<b>Spell Scroll (2<sup>nd</sup> level)</b>
<b>51-64</b>	<b>Spell Scroll (3<sup>rd</sup> level)</b>
<b>65-75</b>	<b>Spell Scroll (4<sup>th</sup> level)</b>
<b>76-85</b>	<b>Spell Scroll (5<sup>th</sup> level)</b>
<b>86-93</b>	<b>Spell Scroll (6<sup>th</sup> level)</b>
<b>94-97</b>	<b>Spell Scroll (7<sup>th</sup> level)</b>
<b>98-99</b>	<b>Spell Scroll (8<sup>th</sup> level)</b>
<b>00</b>	<b>Spell Scroll (9<sup>th</sup> level)</b>

### **Table II.B (Spell Scroll Type)**

01-20	Bard
21-34	Cleric
35-42	Druid
43-46	Paladin
47-50	Ranger
51-60	Sorcerer
61-65	Warlock
66-00	Wizard

65% of spells are from the *Players Handbook*.

5% of spell scrolls are of a lower-level spell cast in a higher level slot.

### **Table III (Rods, Staves and Wands)**

<b>d1200 Roll</b>	<b>Result</b>		
001-002	Boneblade Rod	164-165	Rod of Escape
003-004	Bonewand	166-167	Rod of First Blood
005-006	Cane of Age	178-180	Rod of Flailing
007-009	Cane of Detection	181-182	Rod of Forceful Invocation
010-011	Catstaff	183	Rod of Generalship
012	Celestial Bane Rod	184-185	Rod of Green Slime
013-014	Chaining Rod	186-187	Rod of Grievous Wounds
015	Dancing Wand	188-189	Rod of Harvest
016-019	Defective Backfiring Wand	190-191	Rod of Hope Triumphant
020	Demon Staff	192	Rod of Ilmixie
021	Flesh-Eating Rod	<b>193-197</b>	<b>Rod of Lordly Might</b>
022-023	Grumbling Rod	198-199	Rod of Magical Precision
024-025	Harrow Rod	200-201	Rod of Many Wands
026-027	Icicle Rod	202-203	Rod of Parrying
<b>028-077</b>	<b>Immovable Rod</b>	204-205	Rod of Piercing Cold
078-081	Indestructible Rod	206-207	Rod of Rage
082-083	Iron Rod of Hedrada	208-209	Rod of Reaving
084-085	Nephilium Wand of Purification	210-211	Rod of Resurgent Valor
086	Neutron Rod	<b>212-216</b>	<b>Rod of Resurrection</b>
087-089	Nightstick	217-218	Rod of Retributive Justice
090-091	Obsidian Wand	219	Rod of Ruin
092-093	Old Grandmother's Cane	<b>220-234</b>	<b>Rod of Rulership</b>
094-095	Phallus of Froth	235-236	Rod of Sand Repelling
096	Proton Rod	237-238	Rod of Scouring Justice
097-098	Quickening Rod	<b>239-258</b>	<b>Rod of Security</b>
<b>099-103</b>	<b>Rod of Absorption</b>	259-260	Rod of Sliding
<b>104-128</b>	<b>Rod of Alertness</b>	261-262	Rod of Smoke
129-130	Rod of Ash	263-274	Rod of Splendor
131-132	Rod of Beguiling	275-276	Rod of the Legendary Mariner
133-134	Rod of Binding Awe	<b>277-306</b>	<b>Rod of the Pact Keeper</b>
135-136	Rod of Brilliant Wrath	307-308	Rod of the Pyre
137-138	Rod of Building	309-310	Rod of Transposition
139-142	Rod of Cancellation	311-312	Rod of Welkwood
143-144	Rod of Corruption	313-314	Rod of Wrathful Dismissal
145-146	Rod of Dark Reward	315	Runestaff of Abjuration
147-148	Rod of Death's Grasp	316	Runestaff of Cacophony
149-150	Rod of Distortion	317	Runestaff of Charming
151-152	Rod of Dual Invocation	318	Runestaff of Conjuraton
153-155	Rod of Eldritch Power	319	Runestaff of Destruction
156-157	Rod of Electrification	320	Runestaff of Divination
158-159	Rod of Elemental Might	321	Runestaff of Earth of Stone
160-161	Rod of Entrapment	322	Runestaff of Enchantment
162-163	Rod of Equestrians	323	Runestaff of Entrapment
		324	Runestaff of Ethereal Action
		325	Runestaff of Evocation
		326	Runestaff of Eyes
		327	Runestaff of Fiendish Darkness

328	Runestaff of Fire	596-597	Staff of the Elements
329	Runestaff of Forced Happiness	<b>598-602</b>	<b>Staff of the Magi</b>
330	Runestaff of Frost	603-604	Staff of the Moonglow
331	Runestaff of Illumination	605-606	Staff of the Pharoah
332	Runestaff of Insanity	<b>607-632</b>	<b>Staff of the Python</b>
333	Runestaff of Necromancy	633-634	Staff of the Shark
334	Runestaff of Night	635-636	Staff of the Sunburst
335	Runestaff of Opening	637-639	Staff of the Wayfarer
336	Runestaff of Passage	<b>640-659</b>	<b>Staff of the Woodlands</b>
337	Runestaff of Power	660-661	Staff of Thimbleton
338	Runestaff of the Architect	<b>662-676</b>	<b>Staff of Thunder and Lightning</b>
339	Runestaff of the Artisan	677-678	Staff of Vision
340	Runestaff of the Assassin	679-690	Staff of Winter
341	Runestaff of the Undead Slayer	<b>691-705</b>	<b>Staff of Withering</b>
342	Runestaff of the Undying	706-707	Staff of Wrath
343	Runestaff of Time	<b>708-717</b>	<b>Tentacle Rod</b>
344	Runestaff of Transmutation	718-719	Thunderwave Staff
345	Runestaff of Transportation	720-721	Verdant Staff
346	Runestaff of Vision	722-723	Wand of Armory
347-348	Scepter of Defense	<b>724-738</b>	<b>Wand of Binding</b>
349-350	Spider Rod	739-740	Wand of Burdening
351-352	Staff of Air and Water	741-754	Wand of Conjuraton
353-354	Staff of Alliance	755-757	Wand of Corridora
<b>355-379</b>	<b>Staff of Charming</b>	758-759	Wand of Darkness
380-382	Staff of Cirulon	760-767	Wand of Defoliation
383-384	Staff of Combat	768-780	Wand of Earth and Stone
385-388	Staff of Curing	781-783	Wand of Eldritch Rain
389-391	Staff of Dispelling	784	Wand of Elemental Transmogrification
392-393	Staff of Distant Shielding	<b>785-819</b>	<b>Wand of Enemy Detection</b>
394-395	Staff of Fiery Might	820-821	Wand of Eyes
<b>396-420</b>	<b>Staff of Fire</b>	<b>822-844</b>	<b>Wand of Fear</b>
<b>421-445</b>	<b>Staff of Frost</b>	845-846	Wand of Feathers
446-447	Staff of Fury	<b>847-878</b>	<b>Wand of Fireballs</b>
<b>448-487</b>	<b>Staff of Healing</b>	879-884	Wand of Flame Extinguishing
<b>488-492</b>	<b>Staff of Power</b>	885-895	Wand of Force
493-494	Staff of Provocation	896-899	Wand of Fumbling
495-496	Staff of Rain	900-901	Wand of Glorious Victory
497-498	Staff of Silence	902-903	Wand of Grim Exchange
499-500	Staff of Slinging	904-916	Wand of Illumination
501-502	Staff of Spell Focusing	917-930	Wand of Illusion
503-504	Staff of Storms	931-932	Wand of Inspired Alacrity
<b>505-544</b>	<b>Staff of Striking</b>	<b>933-962</b>	<b>Wand of Lightning Bolts</b>
545-546	Staff of Stunning	<b>963-1002</b>	<b>Wand of Magic Detection</b>
<b>547-566</b>	<b>Staff of Swarming Insects</b>	<b>1003-1032</b>	<b>Wand of Magic Missiles</b>
<b>567-591</b>	<b>Staff of the Adder</b>	1033-1034	Wand of Malford
592-593	Staff of the Couatl	1035-1036	Wand of Melf
594-595	Staff of the Druids	1037-1049	Wand of Metal and Mineral Detection



1050	Wand of Misplaced Objects
1051-1052	Wand of Missile Enhancement
1053-1065	Wand of Negation
1066-1067	Wand of Obliteration
<b>1068-1087</b>	<b>Wand of Paralysis</b>
<b>1088-1112</b>	<b>Wand of Polymorph</b>
1113	Wand of Prime Material Pockets
1114-1126	Wand of Ritual Conduction
1127-1128	Wand of Rusting
<b>1129-1153</b>	<b>Wand of Secrets</b>
1154-1155	Wand of Storms
1156-1157	Wand of Telekinesis
1158-1159	Wand of the Masked Avenger
1160-1161	Wand of the Pyromancer
1162-1163	Wand of the Underdark
<b>1164-1120</b>	<b>Wand of the War Mage +1</b>
<b>1121-1127</b>	<b>Wand of the War Mage +2</b>
<b>1128-1132</b>	<b>Wand of the War Mage +3</b>
1133	Wand of Viscid Globbs
1134-1135	Wand of Warding
<b>1136-1160</b>	<b>Wand of Web</b>
1161-1162	Wand of Wind
<b>1163-1197</b>	<b>Wand of Wonder</b>
1198-1200	Wayfarer's Wand

Total 331. DMG: 869.

38 DMG items.

25 from DMG = 356. (844 remaining amongst 33 items.)

## Table IV (Jewelry)

### d1000 Roll Result

001-003	Amulet of Amity
004-005	Amulet of Arachnid Control
006-007	Amulet of Bless
008	Amulet of Catapsi
009-011	Amulet of Charm Resistance
012-013	Amulet of Charming
014-015	Amulet of Cheetah Speed
016-017	Amulet of Defiance
018	Amulet of Dramatic Death
019-022	Amulet of Emotions
023-024	Amulet of Extension
025-026	Amulet of False Life
027-028	Amulet of Far Reaching
029-030	Amulet of Fortune Prevailing
<b>031-045</b>	<b>Amulet of Health</b>
046-047	Amulet of Horrible Visions
048-050	Amulet of Inescapable Location
051-052	Amulet of Inviolable Form
053-054	Amulet of Leadership
055-057	Amulet of Life Protection
058-059	Amulet of Magic Resistance
060-061	Amulet of Metamagic Influence
062-066	Amulet of Mighty Fists
067-068	Amulet of Mitigation
069-072	Amulet of Natural Armor
073-074	Amulet of Orbis
075	Amulet of Perpetual Youth
076	Amulet of Perpetual Youth and Inexperience
077	Amulet of Power
<b>078-107</b>	<b>Amulet of Proof Against Detection and Location</b>
108-110	Amulet of Protection
111	Amulet of Protection from Turning
112-113	Amulet of Second Chances
114-115	Amulet of Sleeplessness
116-117	Amulet of Spell Conversion
118-119	Amulet of Teamwork
120-121	Amulet of Tenacity
122-123	Amulet of the Beast
124-125	Amulet of the Hidden Minister

### 126-135

136-139

140-141

142-143

144-145

146-147

148-149

150-151

152-153

154-155

156-159

160

161-163

164-165

166

### 167-196

197-198

199-200

201-202

203-204

205-206

### 207-216

217-218

219-222

223-224

225-226

227-228

229-230

231-232

233-234

235

236-237

238

239-240

241-242

243-244

245-246

247-248

249-250

251-252

253-256

257-258

259-260

261-262

263-265

266-267

### Amulet of the Planes

Amulet Versus Undead

Anchor Ring

Anklet of Adversity

Anklet of Hobbling

Badge of Freedom

Badge of the Svirfneblin

Bladeturning Ring

Blazing Sun Ring

Bone Ring

Bracelet of Friends

Bracelet of Wishes

Brooch of Avoidance

Brooch of Bones

Brooch of Number Numbing

### Brooch of Shielding

Brooch of Stability

Browdow's Ring of Utmost Weapon Harm

Buckle of Armor

Chicken Heart

Circlet of Authority

### Circlet of Blasting

Circlet of Mages

Circlet of Persuasion

Circlet of Rapid Casting

Circlet of Solace

Circlet of Warning

Circlet of Wild Surging

Clasp of Garnet

Contact Medallion

Crown of Command

Crown of Eyes

Crown of Summation

Crystal of Adamant Armor

Crystal of Adamant Weaponry

Crystal of Bent Sight

Crystal of Death Scrying

Crystal of Return

Crystal of Security

Crystal of Stamina

Cursed Ring of Jumping

Dark Crown

Dart Ring

Deadwalker's Ring

Depetrification Ring

Diadem of Acuity

268-269	Diadem of Discernment	487-489	Ring of Cantrips
270-271	Diadem of Disenchantment	490-492	Ring of Cirulon
272	Dragon Amulet	493-494	Ring of Clear Thoughts
273-276	Earring of Fame	495-498	Ring of Clumsiness
277-278	Earring of the Sea	499-500	Ring of Combat Prowess
279-280	Empirical Ring	501-502	Ring of Command
281-282	Fireflower Pendant	503-506	Ring of Contrariness
283-284	Furyondy's Amulet	507-508	Ring of Dashing Derring-Do
285-287	Goodberry Bracelet	509-512	Ring of Delusion
288-289	Harthom Headband	513-514	Ring of Distraction
290-291	Heart of Stone	<b>515-519</b>	<b>Ring of Djinni Summoning</b>
292-293	Iron Armbands of Power	<b>520-524</b>	<b>Ring of Elemental Command (Air)</b>
294-295	Iron Ring of the Dwarf Lords	<b>525-529</b>	<b>Ring of Elemental Command (Earth)</b>
296-297	Jungle Ring	<b>530-534</b>	<b>Ring of Elemental Command (Fire)</b>
298-299	Lion Heart	<b>535-539</b>	<b>Ring of Elemental Command (Water)</b>
300-301	Lucky Ring of the Wild Coast	540	Ring of Elemental Metamorphosis
302-303	Lunar Brooch	541-542	Ring of Enduring Arcana
304	Master Ring	543-546	Ring of Enemy Awareness
305-306	Medallion of Empathy	<b>547-558</b>	<b>Ring of Evasion</b>
307-308	Medallion of Inspiration	559-560	Ring of Famulus
309-310	Medallion of Spell Exchange	561-562	Ring of Fearlessness
311-314	Medallion of Thought Projection	<b>563-576</b>	<b>Ring of Feather Falling</b>
<b>315-334</b>	<b>Medallion of Thoughts</b>	577-578	Ring of Flying
<b>335-354</b>	<b>Necklace of Adaptation</b>	579-580	Ring of Fortitude
355	Necklace of Demons	<b>581-590</b>	<b>Ring of Free Action</b>
<b>356-373</b>	<b>Necklace of Fireballs</b>	591	Ring of Geiger
<b>374-384</b>	<b>Necklace of Prayer Beads</b>	592-594	Ring of Harmlessness
385-388	Necklace of Strangulation	595-596	Ring of Health
389-391	Necklace of Ugliness	597-598	Ring of Holiness
392-393	New Leaf	599-600	Ring of Human Influence
394-395	Oathbreaker's Bracelet	601-602	Ring of Icebolts
396-398	Pendant of Devotion	603-604	Ring of Instant Escape
399-401	Periapt of Foul Rotting	<b>605-613</b>	<b>Ring of Invisibility</b>
<b>402-416</b>	<b>Periapt of Health</b>	614-616	Ring of Invisibility Negation
<b>417-441</b>	<b>Periapt of Proof Against Poison</b>	617-618	Ring of Jolting
442-444	Periapt of Wisdom	<b>619-629</b>	<b>Ring of Jumping</b>
<b>445-459</b>	<b>Periapt of Wound Closure</b>	630-631	Ring of Lightning Flashes
460-461	Ring of Adamantine Touch	632-634	Ring of Linguistic Learning
<b>462-468</b>	<b>Ring of Animal Influence</b>	635-636	Ring of Liquid Identification
469-471	Ring of Antivenom	637-638	Ring of Lore
472-473	Ring of Apathy	639-641	Ring of Magic Detection
474-476	Ring of Arcane School Affliction	642	Ring of Magic Resistance
477-479	Ring of Arcane School Resistance	643-644	Ring of Magical Opportunity
480-481	Ring of Arcane Supremacy	645	Ring of Magical Reprisal
482-483	Ring of Armoring	646-647	Ring of Mighty Summons
484-485	Ring of Blinking	<b>648-657</b>	<b>Ring of Mind Shielding</b>
486	Ring of Bureaucratic Wizardry	658-659	Ring of Mystic Defiance

660-661	Ring of Mystic Fire	858-859	Ring of Vocalization
662-663	Ring of Mystic Force	<b>860-871</b>	<b>Ring of Warmth</b>
664-665	Ring of Mystic Frost	<b>872-883</b>	<b>Ring of Water Walking</b>
666-667	Ring of Mystic Healing	884-886	Ring of Weakness
668-669	Ring of Mystic Lightning	887-888	Ring of Weeping
670	Ring of Projection	889-890	Ring of Windwarding
<b>671-690</b>	<b>Ring of Protection</b>	891	Ring of Wizardry
691-693	Ring of Protection from Pickpockets	892-893	Ring of Wyrd
694-695	Ring of Quick Action	<b>894-898</b>	<b>Ring of X-Ray Vision</b>
696-697	Ring of Quickness	899-902	Safewing Amulet
698-699	Ring of Randomness	903-904	Sandform Ring
700-702	Ring of Rapid Recovery	905-906	Scarab of Death
<b>703-707</b>	<b>Ring of Regeneration</b>	907-908	Scarab of Deception
708-709	Ring of Regrouping	909-911	Scarab of Enraging Enemies
710-712	Ring of Remedies	912-914	Scarab of Insanity
<b>713-735</b>	<b>Ring of Resistance</b>	915	Scarab of Invulnerability
736-737	Ring of Restitution	916	Scarab of Life
738-739	Ring of Rhyming	<b>917-926</b>	<b>Scarab of Protection</b>
740	Ring of Rings	927-928	Scarab of Uncertainty
741-744	Ring of Shocking Grasp	929-932	Scarab Versus Golems
<b>745-752</b>	<b>Ring of Shooting Stars</b>	933-934	Serpent Amulet
753-754	Ring of Silence	935-936	Shell of Protection from Sharks
755-757	Ring of Sorcery	937	Slave Ring
758-759	Ring of Spell Eating	938-939	Spellguard Rings
760	Ring of Spell Holding	940	Spikard
761-762	Ring of Spell Penetration	941-942	Squirrel Medallion
<b>763-774</b>	<b>Ring of Spell Storing</b>	943-944	Star Opal Ring
<b>775-779</b>	<b>Ring of Spell Turning</b>	945-946	Storm Pendant
780-783	Ring of Sustenance	947	Talisman of Elemental Travel
<b>784-798</b>	<b>Ring of Swimming</b>	948-950	Talisman of Tongues
<b>799-808</b>	<b>Ring of Telekinesis</b>	951-952	Tax Collector's Badge
809-810	Ring of the Darkhidden	953-954	Third Eye Aware
811-812	Ring of the Eagle	955-956	Third Eye Clarity
813-814	Ring of the Icy Soul	957-958	Third Eye Concentrate
815-816	Ring of the Landwalker	959-960	Third Eye Dampening
817-818	Ring of the Little People	961-962	Third Eye Dominate
819	Ring of the Phoenix	963-964	Third Eye Freedom
<b>820-833</b>	<b>Ring of the Ram</b>	965-966	Third Eye Improvisation
<b>834-838</b>	<b>Ring of Three Wishes</b>	967-968	Third Eye Penetrate
839-840	Ring of Thunder	969-970	Third Eye Repudiate
841-843	Ring of Tongues	971-972	Torc of Burning Rage
844-846	Ring of True Seeing	973-975	Torc of Courage
847-849	Ring of Truth	976-978	Torc of Cowardice
850	Ring of Universal Resistance	979-980	Torc of Fury
851-852	Ring of Vapors	981-982	Torc of Heroic Sacrifice
853-854	Ring of Vengeance	983-984	Torc of Stability
855-857	Ring of Vitals Protection	985-986	Torc of the Unstoppable

987-988	<i>Two Fingers</i>
989-990	Vampire Torc
991	Vile Spell Ring
992	Vile Weapon Ring
993-995	Warden's Amulet
996-997	White Copper Ring of Fire
998-1000	Wildling Clasp

## Table V (Clothing)

### d1200 Roll Result

001-002	Aag Choker
003-004	Acrobat Boots
005-006	Admiral's Bicornes
007-008	Agile Resolve Vestments
009-011	Air Mask
012-013	Arcanist's Gloves
014-015	Armband of Elusive Action
016-018	Armband of Healing
019-020	Armband of Maximized Healing
021-022	Armband of Might
023-024	Armband of Music
025-026	Armband of Salutation
027-028	Armband of Strength
029-030	Artist's Gloves
031-032	Assassin's Cloak
033-034	Battle Bridle
035-036	Battle Cloak
037-038	Battle Ribbon
039-040	Bear Cloak of the Sulhaut Mountains
041-042	Belt of Battle
<b>043-057</b>	<b>Belt of Dwarvenkind</b>
<b>058-072</b>	<b>Belt of Giant Strength (Hill)</b>
<b>073-084</b>	<b>Belt of Giant Strength (Stone or Frost)</b>
<b>085-094</b>	<b>Belt of Giant Strength (Fire)</b>
<b>095-100</b>	<b>Belt of Giant Strength (Cloud)</b>
<b>101-104</b>	<b>Belt of Giant Strength (Storm)</b>
105-106	Belt of Growth
107-108	Belt of Inspirational Vigor
109-110	Belt of Inspired Action
111-112	Belt of Sacrifice
113-114	Belt of Titan's Blows
115-116	Belt of Vigor
117-118	Blighter's Hex-Eye
119-120	Blindfold of Dexter
121-122	Blindfold of Readiness
123-124	Bloodthread Robes
125-126	Bodokod Belt
127-128	Bolder's Cloak of the Rogue
129-130	Boots of Agile Leaping
131-132	Boots of Attraction
133-134	Boots of Balance

135-137	Boots of Carrying
138-139	Boots of Concealing
140-143	Boots of Dancing
144-145	Boots of Desperation
146-147	Boots of Easy Passage
<b>148-177</b>	<b>Boots of Elvenkind</b>
178-179	Boots of Landing
180-181	Boots of Leagues
<b>182-201</b>	<b>Boots of Levitation</b>
202-203	Boots of Many Steps
204-205	Boots of Pinching
206-208	Boots of Riding
209-210	Boots of Shifting Allegiance
<b>211-225</b>	<b>Boots of Speed</b>
226-227	Boots of Stomping
228-229	Boots of Striding
<b>230-244</b>	<b>Boots of Striding and Springing</b>
245-247	Boots of Teleportation
248-249	Boots of the Goat
250-251	Boots of the Infinite Stride
<b>252-266</b>	<b>Boots of the Winterlands</b>
267-268	Boots of Travel
269-270	Boots of Tremorsense
271-273	Boots of Varied Tracks
274-275	Bridle of Aquiescence
276-277	Bridle of Control
278-279	Bridle of Listening
280-281	Bridle of Rapid Action
282-283	Bridle of Speech
284-285	Bubble Cloak
<b>286-310</b>	<b>Cap of Water Breathing</b>
311	Cape of Reeking
312-313	Cape of the Viper
<b>314-328</b>	<b>Cape of the Mountebank</b>
329-330	Catstep Slippers
331-332	Chameleon Cloak
333-334	Cheetah Cloak
<b>335-349</b>	<b>Cloak of Arachnida</b>
350-351	Cloak of Blackflame
352-353	Cloak of Cadence
354-358	Cloak of Charisma
359-360	Cloak of Comfort
<b>361-375</b>	<b>Cloak of Displacement</b>
376-377	Cloak of Dodging
<b>378-407</b>	<b>Cloak of Elvenkind</b>
408-409	Cloak of Etherealness
410-412	Cloak of Fame

413-414	Cloak of Feywild Escape	572-573	Favor of Fervor
415-416	Cloak of Heroism	574-575	Favor of the Lost Lady
<b>417-426</b>	<b>Cloak of Invisibility</b>	576-577	Featherweight Boots
427-428	Cloak of Jerakai	578-579	Filtering Scarf
429	Cloak of Legendary Resistance	580-581	Fireburst Robes
430-431	Cloak of Many Colors	582-583	Formless Vest
432-433	Cloak of Pestilence	584-585	Frog Feet
434-436	Cloak of Poisonousness	586-587	Ghastrobe
437-438	Cloak of Predatory Vigor	588-589	Ghost Bridle
<b>439-469</b>	<b>Cloak of Protection</b>	590-591	Ghost Shoes
470-473	Cloak of Resistance	592-593	Ghostphase Robes
474-475	Cloak of Stone	594-595	Girdle of Combat Skill
476-478	Cloak of Survival	596-597	Girdle of Endurance
<b>479-493</b>	<b>Cloak of the Bat</b>	598-601	Girdle of Femininity/Masculinity
<b>494-508</b>	<b>Cloak of the Manta Ray</b>	602-603	Girdle of Freshness
509-510	Cloak of the Salamander	604-606	Girdle of Gnomely Might
511-512	Cloak of Thorns	607-611	Girdle of Many Pouches
513	Cloak of Turn Resistance	612-613	Girdle of Skulls
514-515	Coat of the Seas	614-615	Girdle of the Stag
516-517	Collar of Change	616-617	Girdle of the Unicorn
518-519	Collar of Disguise	618-622	Glove of Storing
520-521	Collar of Healing	623-624	Gloves of Agile Striking
522-523	Collar of Quick Command	625-628	Gloves of Dexterity
524-525	Collar of Stiffness	629-631	Gloves of Eldritch Admixture
526-527	Collar of Venom	632-633	Gloves of Fortunate Striking
528-529	Collar of Virulent Venom	<b>634-648</b>	<b>Gloves of Missile Snaring</b>
530-531	Crystal Mask of Detection	649-650	Gloves of Object Reading
532-533	Crystal Mask of Discernment	651-652	Gloves of Piercing
534-535	Crystal Mask of Dread	653-654	Gloves of Quick Manipulation
536-537	Crystal Mask of Knowledge	655-656	Gloves of Spell Disruption
538-539	Crystal Mask of Languages	657-658	Gloves of Spell Transfer
540-541	Crystal Mask of Mindarmor	659-660	Gloves of Strangulation
542-543	Delphinat Robes	<b>661-680</b>	<b>Gloves of Swimming and Climbing</b>
544-545	Desperate Resolve Vestments	681-682	Gloves of Tapping
546-547	Desperation Chain	683-684	Gloves of the Balanced Hand
548-549	Dolphin Harness	685-686	Gloves of the Gladiator
550-551	Dragon Slippers	687-688	Gloves of the Octopus
552-553	Dragon Spirit Cincture	689-690	Gloves of the Slug
554-555	Dreaming Blindfold	691-692	Gloves of the Uldra Savant
556-557	Druid's Vestment	<b>693-712</b>	<b>Gloves of Thievery</b>
558-559	Drunk's Vest	713-715	Gloves of Toughness
560-561	Dynamic Belt	716-717	Goggles of Black Visions
562-563	Eladrin Boots	718-719	Goggles of Foefinding
564-565	Enduring Spirit Vestments	720-721	Goggles of Lifesight
566-567	Envoy's Veil	<b>722-741</b>	<b>Goggles of Night</b>
568-569	Familiar's Belt	742-743	Goggles of the Moon
570-571	Fanged Mask	744-746	Goggles of Underwater Vision

747-748	Golden Bridle	896-897	Mask of the Wraith
749-750	Grey Mask	898-899	Mask of Tragedy
751-752	Guardian's Cape	900-901	Merchant's Veil
753-754	Guarding Cloak	902-903	Mesmerist's Gloves
755-756	Guildmaster's Gloves	904-905	Mirror Mask
757-759	Hat of Anonymity	906-907	Mirrored Caparison
<b>760-769</b>	<b>Hat of Disguise</b>	908-909	Monk's Belt
770-772	Hat of Hairiness	910-911	Murderer's Gloves
773-775	Hat of Hairlessness	912-913	Mushroom Cap
776-777	Hat of Headlessness	914-915	Nightcap of Sleep
778-780	Hat of Stupidity	916-917	Nightcap of Vision
781-782	Hat of the Rake	918-919	Nihlist's Shift
<b>783-797</b>	<b>Headband of Intellect</b>	920-921	Obfuscating Mask
798-799	Hefiz' Superb Shiny Shoes	922-923	Oozefighter's Belt
800-801	Helping Hand	924-925	Perfumed Scarf of Clean Air
802-803	Horizon Goggles	926-927	Perpetual Resolve Vestments
804-805	Horned Mask	928-930	Phylactery of Faithfulness
<b>806-815</b>	<b>Horseshoes of a Zephyr</b>	931-932	Phylactery of Long Years
<b>816-825</b>	<b>Horseshoes of Speed</b>	933-935	Phylactery of Monstrous Attention
826-827	Indomitable Resolve Vestments	936-937	Piercer Cloak
828-829	Ironskin Belt	938-939	Robe of Arcane Might
830-831	Jester's Cap	940-942	Robe of Blending
832-833	KalnaKaa's Black Cloak	943-944	Robe of Bones
834-835	Ki Straps	<b>945-959</b>	<b>Robe of Eyes</b>
836-837	Laughing Mask	960-962	Robe of Powerlessness
838-840	Lethal Scabbard	963-964	Robe of Repetition
841-842	Lightning Tunic	<b>965-974</b>	<b>Robe of Scintillating Colors</b>
843	Loincloth of Potency	975-976	Robe of Shapechanging
844-845	Mage Hunter's Cloak	<b>977-986</b>	<b>Robe of Stars</b>
846-847	Mantle of Faith	<b>987-991</b>	<b>Robe of the Archmagi</b>
848-849	Mantle of Hidden Faith	992-993	Robe of the Netherworld
850-851	Mantle of Mist	<b>994-1013</b>	<b>Robe of Useful Items</b>
852-853	Mantle of Protection	1014-1016	Robe of Vermin
<b>854-868</b>	<b>Mantle of Spell Resistance</b>	1017-1018	Robe of Vitamancy
869-870	Mantle of the Lawkeeper	1019-1020	Rock Robe
871-872	Mantle of the Mundane	1021-1022	Rogue's Gloves
873-874	Mantle of the Seventh Wind	1023-1024	Rogue's Vest
875-877	Martyr's Saddle	1025-1026	Ruby Slippers
877-879	Mask of Attractiveness	1027-1029	Sacred Scabbard
880-881	Mask of Combat	1030-1031	Sandals of Sprinting
882-883	Mask of Comedy	1032-1033	Sash of Immolation
884-885	Mask of Deception	1034-1035	Scabbard of Hiding
886-887	Mask of Mental Armor	1036-1037	Scabbard of Holding
888-889	Mask of Mockery	1038-1039	Scabbard of Holthro
890-891	Mask of Sweet Air	1040-1041	Scabbard of Poison
892-893	Mask of Terror	1042-1043	Scabbard of Surety
894-895	Mask of the Skull	1044-1045	Scarf of Pedophilia



1046-1047	Scarf of Razors	1150-1151	Veil of Fire
1048-1049	Scarf of Style	1152-1154	Veil of Genderbending
1050-1051	Scarf of the Dry Steppes	1155-1156	Veil of Poison
1052-1053	Scarf of the Seven Veils	1157-1158	Veil of Seduction
1054-1056	Scarf of Water Breathing	1159-1161	Veil of Water Breathing
1057-1058	Scarlet Sash of the Swashbuckler	1162-1163	Velvet Crown
1059-1060	School Cap	1164-1165	Vengaurak Mask
1061-1062	Sea Steed's Bridle	1166-1167	Vest of Escape
1063-1064	Sepulchral Vest	1168	Vest of the Master Evoker
1065-1066	Shadowfell Gloves	1169-1170	Vigorous Resolve Vestments
1067-1068	Sheath of Weapon Changing	1171-1172	Villain's Cloak
1069-1070	Shifter's Collar	1173-1174	Vocalization Choker
1071-1072	Shimmering Sash	1175-1176	Wavestriders
1073	Shirt of Angels	1177-1178	White Cloak of the Spider
1074	Shirt of Bone	1179-1180	Windrunner's Shirt
1075	Shirt of Demonskin	<b>1181-1190</b>	<b>Winged Boots</b>
1076	Shirt of Ironskin	1191-1192	Wolf Collar
1077	Shirt of Slaadskin	1193-1194	Yoke of Bile
1078	Shirt of the Fey	1195-1196	Yoke of Underwater Action
1079	Shirt of the Inevitable	1197-1198	Zebra Cloak
1080	Shirt of the Leech	1199-1200	Zoster of Zeal
1081	Shirt of the Treant		
1082-1083	Shoes of Fharlanghn		
1084-1085	Shoes of the Streets		
1086-1087	Shroud of Disintegration		
1088-1089	Skirmisher Boots		
1090-1091	Skystrider Horseshoes		
1092-1093	Slippers of Fancy Footwork		
1094-1095	Slippers of Kicking		
1096-1097	Slippers of Masterful Movement		
1098	Slippers of Sidestepping		
<b>1099-1119</b>	<b>Slippers of Spider Climbing</b>		
1119-1120	Stalker's Poncho		
1121-1122	Steadfast Saddle		
1123-1124	Steadying Robe		
1125-1126	Stirrups of Horsemanship		
1127-1128	Stocking of Mystery		
1129-1130	Stormrider Boots		
1131-1132	Stormrider Cloak		
1133-1134	Stormwalker's Cloak		
1135-1136	Sunleaf Mantle		
1137-1138	Talisman of the Faerie		
1139-1141	Tracker's Scarf		
1142-1143	Transposer Cloak		
1144-1145	Turban of Discernment		
1146-1147	Turban of Multiplication		
1148-1149	Veil of Assassins		

## **Table VI (Armor)**

### **d1200 Roll    Result**

001-002	Acid Armor
<b>003-009</b>	<b>Adamantine Armor</b>
010-011	Anchoring Armor
012-013	Angelsteel Armor
014-015	Angelsteel Shield
<b>016-020</b>	<b>Animated Shield</b>
<b>021-110</b>	<b>Armor +1</b>
<b>111-150</b>	<b>Armor +2</b>
<b>151-170</b>	<b>Armor +3</b>
171-172	Armor of Acidic Secretion
173-174	Armor of Agility
175-176	Armor of Fear
177-178	Armor of Gaseous Form
<b>179-183</b>	<b>Armor of Invulnerability</b>
184-185	Armor of Mobility
186-187	Armor of Pursuit
188-189	Armor of Quickness
<b>190-214</b>	<b>Armor of Resistance</b>
215-216	Armor of Retaliation
217-218	Armor of Speed
219-220	Armor of Stamina
221-222	Armor of the Silver Rose
223-224	Armor of the Triple Goddess
225	Armor of the Unending Hunt
226-227	Armor of Vitals Protection
<b>228-242</b>	<b>Armor of Vulnerability</b>
243-244	Armored Caparison
<b>245-259</b>	<b>Arrow-Catching Shield</b>
260-261	Arrow-Deflecting Shield
262-263	Astral Fire Armor
264-265	Averter
266-267	Axeblock Armor
268-270	Barding of Easy Travel
271-272	Barding of Flight
273-275	Barding of the Protective Rider
276-277	Bark Armor
278-279	Bashing Shield
280-281	Basilisk Helm
282-283	Battleforged Plate
284-285	Battleforged Shield
286-287	Battlestrider Greaves
288-289	Bear Helm

290-291	Bear Spirit Armor
292-293	Bearskin Armor
294-295	Beastskin Armor
296-297	Berserker Armor
298-299	Black Iron Armor
300-301	Blinking Armor
302-303	Bloodcut Armor
304-305	Bloodguard Shield
306-307	Bloodshored Shield
308-309	Bloodsoaked Bracers
310-311	Bloodsoaked Shield
312-313	Bloodthirst Bracers
314-315	Bloodvine Armor
316-317	Blueshine Armor
318-319	Blurring Armor
320-321	Bodyguard's Armor
322-323	Bold Victory Armor
324-325	Bracers of Arcane Freedom
<b>326-340</b>	<b>Bracers of Archery</b>
341-342	Bracers of Attraction
343-344	Bracers of Blasting
345-346	Bracers of Bold Maneuvering
347-349	Bracers of Brachiation
350-351	Bracers of Brandishing
352-353	Bracers of Combat Superiority
<b>354-405</b>	<b>Bracers of Defense</b>
406-409	Bracers of Defenselessness
410-411	Bracers of Deflection
412-413	Bracers of Desperation
414-415	Bracers of Great Collision
416-418	Bracers of Infinite Blades
419-420	Bracers of Inspired Spellcasting
421-422	Bracers of Iron Arcana
423-424	Bracers of Mental Might
425-426	Bracers of Mighty Striking
427-428	Bracers of Opportunity
429-430	Bracers of Optimism
431-432	Bracers of Potent Magic
433-434	Bracers of Rejuvenation
435-436	Bracers of Repulsion
437-438	Bracers of Respite
439-441	Bracers of Spell Lethality
442-443	Bracers of Suffering
444-445	Bracers of Tactical Blows
446-447	Bracers of the Blinding Strike
448-450	Bracers of the Dog Soldier
451-452	Bracers of the Entangling Blast

453-454	Bracers of the Mermaid	593-594	Flamedrinker Shield
455-456	Bracers of the Perfect Shot	595-596	Flaring Shield
457-458	Bracers of Wound Closure	597-598	Fleshshifter Armor
459-460	Brawler's Gauntlets	599-600	Forinthian Shield
461-462	Breach Bracers	601-602	Foxhide Armor
463-464	Brute Gauntlets	603-604	Gauntlet of Gruumsh
465-467	Called Armor	605-606	Gauntlet of Lassitude
468-469	Caparison of Silence	607	Gauntlet of Utterdeath
470-471	Champion's Helm	608	Gauntlets of Absorption
472-474	Codpiece of Fatherhood	609-610	Gauntlets of Battlemastery
475-476	Codpiece of Flame	611-612	Gauntlets of Destruction
477-479	Codpiece of Impotence	613-615	Gauntlets of Eldritch Energy
480-481	Cold Iron Bracers	616-617	Gauntlets of Extended Range
482-483	Cold Iron Shield	618-620	Gauntlets of Fumbling
484-485	Commander's Armor	621-622	Gauntlets of Giantfelling
486-487	Cool Armor	623-624	Gauntlets of Gripping
488-489	Counterstrike Bracers	625-626	Gauntlets of Heat
490-491	Couters of Second Chances	627-628	Gauntlets of Might
492-493	Curseforged Armor	<b>629-643</b>	<b>Gauntlets of Ogre Power</b>
494-495	Darkleaf Armor	644-645	Gauntlets of Rust
496-497	Darkleaf Shield	646-648	Gauntlets of Smiting
498-499	Deathcut Armor	649-650	Gauntlets of the Blazing Arc
500-501	Deathguardian Bracers	651-652	Gauntlets of the Ram
502-503	Deepdweller Armor	653-654	Gauntlets of Throwing
504-505	Delver's Armor	655-656	Gauntlets of Weaponry Arcane
<b>506-514</b>	<b>Demon Armor</b>	657-658	Ghost Helm
515-516	Devastation Gauntlets	659-660	Ghost Touch Armor
517-518	Diamond Bracers	661-662	Ghoul Shell
519-520	Direbeast Shield	663-664	Gilled Armor
521-522	Divine Retribution Armor	<b>665-679</b>	<b>Glamoured Studded Leather</b>
<b>523-531</b>	<b>Dragon Scale Mail</b>	680-681	Greatreach Bracers
532-533	Dragondaunt Shield	682-683	Grim Defender
534-535	Dragonrider Armor	684-685	Guardian Shield
536-537	Dwarven Greaves	686-687	Hammerblock Armor
<b>538-555</b>	<b>Dwarven Plate</b>	688-689	Hawkfeather Armor
556-557	Earthplate Armor	690-694	Healer's Shield
558-559	Ectoplasmic Feedback Armor	695-696	Hellcat Gauntlets
<b>560-568</b>	<b>Efreeti Chain</b>	697-698	Helm of Battle
569-572	Eladrin Chain	<b>699-703</b>	<b>Helm of Brilliance</b>
573-574	Electric Eel Armor	<b>704-723</b>	<b>Helm of Comprehending Languages</b>
575-580	Elven Leather	724-725	Helm of Glorious Recovery
581-582	Enduring Beast Armor	726-727	Helm of Heroes
583-584	Exalted Armor	728-731	Helm of Opposite Alignment
585-586	Exoskeleton Armor	<b>732-741</b>	<b>Helm of Telepathy</b>
587-588	Feyleaf Vambraces	<b>742-751</b>	<b>Helm of Teleportation</b>
589-590	Fiendhunter's Helm	752-753	Helm of the Eagle
591-592	Flame Bracers	754-755	Helm of the Reaver

756-759	Helm of Underwater Action	879-880	Rending Gauntlets
760-761	Helm of Weaponry	881-882	Repelling Gauntlets
762-763	Helmet of Sense Protection	883-884	Ricochet Shield
764-765	Helmet of Subterranean Sagacity	885-886	Roaring Armor
766-767	Holy Shield	887-888	Roc Armor
768-769	Horn Tusk Armor	<b>889-907</b>	<b>Sentinel Shield</b>
769-773	Horned Helm	908-909	Serpent Armor
774-775	Hunter's Bracer	910-911	Shadowflow Leather
776-777	Hunting Beast Armor	912-913	Shadowflow Shield
778-779	Hydra Armor	914-915	Shared Valor Armor
780-781	Hypnotic Shield	<b>916-1005</b>	<b>Shield +1</b>
782-783	Impenetrable Barding	<b>1006-1045</b>	<b>Shield +2</b>
784-785	Inner Warmth Armor	<b>1046-1065</b>	<b>Shield +3</b>
786-787	Jousting Shield	1066-1067	Shield of Advantage
788-789	Kyton Shirt	1068	Shield of Blocking
790-791	Last Man Standing	1069-1075	Shield of Defiance
792	Leaden Plate	1076-1077	Shield of Deflection
793	<i>Legendmaker</i>	1078-1079	Shield of Dramos
794-795	Life Vine Armor	1080	Shield of Eyes
796-797	Lifeblood Armor	1081-1082	Shield of Haste
798-799	<i>Luring Withdrawal</i>	1083-1084	Shield of Huma
800-801	Magic-Eating Armor	<b>1085-1009</b>	<b>Shield of Missile Attraction</b>
802-803	Manticore Shield	1100-1101	Shield of Protection
<b>804-823</b>	<b>Mariner's Armor</b>	1102-1104	Shield of Spell Blocking
824-825	Mindbreaker Vambraces	1105-1106	Shield of Striking
<b>826-832</b>	<b>Mithral Armor</b>	1107-1108	Shield of the Griffon
833-834	Mithral Shield of Radiance	1109-1110	Shield of the Guardian
835	Monarch's Plate	1111-1112	Shield of the Unvanquished
836	Moonmetal Armor	1113-1114	Shield of Vandreu
837-838	Mountain Shield	1115-1116	Shield of Warding
839-840	Owlfeather Armor	1117-1118	Shimmerlight Shield
841-842	Panther Spirit Armor	1119-1120	Skald's Armor
843-844	Pelarium Shield	1121-1122	Skull Bracers
845-846	Penance Armor	1123-1124	Soulforged Plate
<b>847-851</b>	<b>Plate Armor of Etherealness</b>	1125-1126	Spearblock Armor
852-853	Pouncing Beast Armor	<b>1127-1133</b>	<b>Spellguard Shield</b>
854-855	Predator's Armor	1134-1135	Spiritshield Leather
856-857	Quickhit Bracers	1136-1137	Sticky Shield
858-859	Rageblood Armor	1138-1139	Stonewall Shield
860-861	Rapidstrike Bracers	1140-1141	Storm Gauntlets
862-866	Rat Leathers	1142-1143	Storm Shield
867-868	Razor Bracers	1144-1145	Styptic Armor
869-871	Razor Scale	1146-1147	Sudden Escape Armor
872-873	Razor Shield	1148-1149	Supple Armor
874-875	Rebuking Armor	1150-1151	Sylvan Armor
875-876	Recoil Shield	1152-1153	Tauren Shield
877-878	Reflective Shield	1154-1157	Throwing Shield

1158-1159	Thurbrand's Protector
1160-1161	Tigerskin Armor
1162-1163	Time Buttress
1164-1165	Tombforged Armor
1166-1167	Trauma Bracers
1168-1170	Traveler's Leather
1171-1172	Trollhide Bracers
1173-1174	Trollskin Armor
1175-1176	True Strike Gauntlets
1177	<i>Unceasing Violence</i>
1178-1183	Vambraces of Lethality
1184-1185	Vambraces of Sure Striking
1186-1187	Vanguard Treads
1188-1189	Vanishing Armor
1190-1191	Warding Light Armor
1192-1193	Warding Spirit Armor
1194-1196	Warlock's Bracers
1197-1198	Warlord's Helm
1199-1200	Woodwalk Armor

## **Table VII (Weapons)**

<b>d1200 Roll</b>	<b>Result</b>
<b>001-094</b>	<b>Ammunition +1</b>
<b>095-134</b>	<b>Ammunition +2</b>
<b>135-154</b>	<b>Ammunition +3</b>
155-157	Ammunition of Blinding
158-160	Ammunition of Burning
161-163	Ammunition of Climbing
164-165	Ammunition of Disarming
166-168	Ammunition of Dispelling
169-171	Ammunition of Distance
172-174	Ammunition of Holding
175-176	Ammunition of Multiplicity
177-179	Ammunition of Refilling
180-183	Anarchic Weapon
184	Angelkiller
185-186	Antimagic Ammunition
187-188	Aquan Weapon
189-192	Aquatic Weapon
193-195	Arrow of Acid
196-198	Arrow of Aggravation
199-201	Arrow of Biting
202-203	Arrow of Bow-Breaking
204-207	Arrow of Illumination
208-210	Arrow of Penetration
211-213	Arrow of Piercing
214-216	Arrow of Screaming
217-219	Arrow of Signaling
<b>220-224</b>	<b>Arrow of Slaying</b>
225-228	Arrow of Sybele
229-230	Assassin Whip
231-232	Assassin's Blade
233	<i>Astralis</i>
234-235	Auran Weapon
236-238	Axe of Aggravated Damage
239-241	Axe of Cleaving
242-244	Axe of Hurling
245-246	Axe of Sundering
247-248	Axe of Terror
249-252	Axiomatic Weapon
253-255	Backbiter Spear
256-257	Backstabber
258	Banishing Weapon
259-261	Beast Slayer Weapon
262-264	Beast Tamer's Whip

<b>265-284</b>	<b>Berserker Axe</b>
285-286	Black Kumade
287-288	Black Mace
289-290	Blazing Skylance
291-292	Blight Stone
293-295	Blood Seeking Ammunition
296-297	Bloodfang Dagger
298	Bloodsword
299-302	Bolt of Fire
303-306	Bolt of Lightning
307-308	Bonebreaker
309-310	Bow of Lir
311-312	Bow of Marksmanship
313-314	Bow of Neverending Arrows
315-316	Bow of Rapid Shooting
317-318	Bow of Songs
319-321	Burrowing Arrow
322-323	Cane of Armament
324-325	Charging Weapon
326-327	Charnel Reaper
328-329	Consumptive Weapon
330-331	Corrosive Weapon
332-333	Crossbow of Accuracy
334-336	Crossbow of Distance
337-339	Crossbow of Speed
340	Crossbow of the Wand
341-342	Crystal Echoblade
343-344	Dagger of Deadly Precision
345-346	Dagger of Defiance
347-350	Dagger of Returning
351-354	Dagger of Throwing
355-357	Dagger of Unlimited Opportunity
<b>358-367</b>	<b>Dagger of Venom</b>
<b>368-373</b>	<b>Dancing Sword</b>
374-375	Dart of Biting
376-377	Dart of Disarming
378-379	Dart of Dispelling
380-382	Dart of Homing
383-384	Dart of Penetrating
385-390	Deadly Weapon (lesser)
391-394	Deadly Weapon (standard)
395-397	Deadly Weapon (greater)
398-399	Death Spike
400	<i>Deddez</i>
<b>401-410</b>	<b>Defender</b>
411-412	Deflecting Weapon
413-414	Demonslayer

415-416	Dense Weapon	563-564	Heavenly Burst Weapon
417-418	Devilslayer	<b>565-569</b>	<b>Holy Avenger</b>
419-420	Diamond Mace	570-573	Holy Weapon
421-422	Dislocator	574	Hook of Dissolution
423-424	Dolphin's Bane	575	Hook of Rending
425-426	Doomwarding Dagger	576-575	Hunter's Bow
<b>427-436</b>	<b>Dragon Slayer</b>	576-577	Hunting Weapon
437-438	Druid's Cudgel	578-579	Ice Sickle
439-440	Duelist's Weapon	580-581	Ignan Weapon
<b>441-450</b>	<b>Dwarven Thrower</b>	582-583	Impaling Weapon
451	<i>Dyerwaen</i>	<b>584-598</b>	<b>Javelin of Lightning</b>
451-452	Eager Weapon	599-601	Javelin of Piercing
453-454	Earthreaving Pick	602-604	Jumping Caltrops
455-456	Elemental Twist Dagger	605-606	Knockback Weapon
457-458	Equalizer Sword	607	<i>Krakentooth</i>
459-461	Exodus Knife	608-609	Lance of Light
462-464	Exploding Ammunition	610-612	Lance of Unhorsing
465-466	Explosive Sling	613-614	Last Resort
467-470	Faerie Fire Arrow	615-616	Life Drinker
471-472	Fang Dagger	617-618	Lilting Songblade
473-475	Festering Arrow	619-621	Longtooth
476-477	Feykiller	<b>622-626</b>	<b>Luck Blade</b>
<b>478-487</b>	<b>Flame Tongue</b>	627-628	Lucky Weapon
488-489	Flameburst Weapon	629-631	Mace of Crushing
490-493	Flaming Arrow	<b>632-636</b>	<b>Mace of Disruption</b>
494-496	Flaming Weapon	637-638	Mace of Freedom
497-498	Forceful Hammer	639-640	Mace of Pain
<b>499-508</b>	<b>Frost Brand</b>	<b>641-648</b>	<b>Mace of Smiting</b>
509-511	Frost Weapon	649-650	Mace of Spellwarding
512-513	Ghost Net	<b>651-655</b>	<b>Mace of Terror</b>
<b>514-528</b>	<b>Giant Slayer</b>	656-657	Magebane Weapon
529	Glass Sword	658-659	Maiming Weapon
530	Gnomeblade	660-661	Maul of the Titans
531-532	Golden Sickle	662-663	Merciful Weapon
533-534	Graceful Spear	664	<i>Meteor</i>
535-536	Greatstone Club	665	Meteoric Knife
537-538	Hammer of Shattering	666-667	Midnight Blade
539-540	Hammer of Stunning	668-669	Misfortune's Tooth
541-542	Hammer of Tempering	670-672	Missile of Accuracy
<b>543-547</b>	<b>Hammer of Thunderbolts</b>	673-674	Mordant Blade
548-549	Hammer of Willpower	675	Morganti Weapon
550-552	Handbane Weapon	676-678	Net of Entrapment
553-555	Harrowheart	679-680	Net of Landing
556-557	Harsh Songblade	681-682	Net of Paralyzation
558	<i>Heartseeker</i>	683-685	Net of Snaring
559-560	Heartseeking Spear	<b>686-696</b>	<b>Nine Lives Stealer</b>
561-562	Heaven's Thorn	<b>697-704</b>	<b>Oathbow</b>

705-707	Overreaching Pole Arm	817-819	Stone of Stunning
708-713	Pact Blade +1	820-821	Storm Star
714-715	Pact Blade +2	822-823	Strength Sapper
716-717	Pact Blade +3	824-826	Stun Bolt
718-719	Parrying Weapon	827-828	Stunshot Sling
720-721	Pearl Trident	<b>829-833</b>	<b>Sun Blade</b>
722-723	Perfect Hunter's Weapon	834-835	Sword Cult Blade
724-725	Peryton Horn Weapon	<b>836-845</b>	<b>Sword of Answering</b>
726-727	Pick of Iceparting	846-847	Sword of Assassination
728-729	Piercing Songblade	848-849	Sword of Black Flame
730-732	Piranha Bolt	850-851	Sword of Chopping
733	Poisonsword	852-853	Sword of Insanity
734-735	Precise Weapon	<b>854-861</b>	<b>Sword of Life Stealing</b>
736-737	Prismatic Burst Weapon	862-863	Sword of Night
738-739	Psychokinetic Weapon	864-865	Sword of Overthrow
740-742	Quarrel of Quarrel	866	Sword of Perx
743-744	Rat Blade	867-868	Sword of Rage
745-746	Resounding Weapon	<b>869-875</b>	<b>Sword of Sharpness</b>
747-748	Revealing Weapon	876-877	Sword of Subtlety
749-750	Rust Blade	878-879	Sword of the Planes
751-752	Ruthless Raider's Weapon	880	Sword of Vampiric Regeneration
753-754	Scimitar of Shame	<b>881-892</b>	<b>Sword of Vengeance</b>
<b>755-763</b>	<b>Scimitar of Speed</b>	<b>893-902</b>	<b>Sword of Wounding</b>
764-765	Scourge of Regenerators	903-904	Terran Weapon
766-767	Shadowstrike Weapon	905-906	Thunderburst Weapon
768-769	Shadowsword	907-909	Thundering Weapon
770-771	Sharkdoom Spear	910-911	Tiger Spear
772-773	Sharksbane	912-913	Tooth of Chaos
774-775	Shieldbreaker Weapon	914-915	Trident/Military Fork
776-778	Shock Weapon	916-917	Trident of Festering Wounds
779-780	Short Sword of Skewering	<b>918-934</b>	<b>Trident of Fish Command</b>
781-782	Sickle of the Harvest	933	Trident of Planar Penetration
783-784	Silver Bow	934-935	Trident of Submission
785-786	Silver Seeker's Blade	936-937	Trident of Yearning
787-789	Silveriron Weapon	938-939	Twilight Hunter
790	Singing Sword	940-942	Unbreakable Weapon
791-792	Skull Mace	943-945	Undead Slayer
793-795	Sling Bullet of Impact	946-949	Unholy Weapon
796-798	Sling of Seeking	950	Vampiric Weapon
799-801	Sling Stone of Pulverizing	951-952	Vanishing Weapon
802-803	Slip-Tip	953-954	Venom Lance
804-805	Slow Burst Weapon	<b>955-979</b>	<b>Vicious Weapon</b>
806-807	Spear of the Bloody Wall	980	Vile Weapon
808-809	Spellblade	<b>981-985</b>	<b>Vorpal Sword</b>
810-811	Spider Fang	986-987	Wallbreaker Pick
812-813	Squire's Sword	988-989	Warlord's Weapon
814-816	Stench Stone	990-991	Warstar of the Manticore



<b>992-1096</b>	<b>Weapon +1</b>
<b>1097-1136</b>	<b>Weapon +2</b>
<b>1137-1146</b>	<b>Weapon +3</b>
1147-1148	Weapon of Assured Success
1149-1150	Weapon of Balance
1151-1152	Weapon of Deception
1153-1154	Weapon of Divine Wrath
1155-1156	Weapon of Fortunate Striking
1157-1160	Weapon of Returning
1161-1162	Weapon of Slowing
1163-1164	Weapon of Swiftess
1165-1166	Weapon of the Wielder's Health
1167-1168	Weapon of Unclosing Wounds
<b>1169-1183</b>	<b>Weapon of Warning</b>
1184-1186	Web Arrow
1187-1188	Whip of Disarming
1189-1190	Whip of Zeif
1191-1192	Whirlwind Weapon
1193-1194	Winged Dagger
1195-1196	Witchslayer Weapon
1197-1198	Wyrmtooth Dagger
1199-1200	Yellowjacket Dart

## **Table VIII (Miscellaneous)**

### **d2400 Roll    Result**

001-003	Abacus of Calculation
006-009	Abacus of Miscalculation
010-011	Adventurer's Symbol
012	Aerial Anchor
013-014	Agent's Journal
015-017	Air Balloon
018-021	Air Spores
022-023	Airy Sphere
024-025	Amber Talisman
026-027	Angry Dhali Totem
028	Ankh of Ascension
029-031	Ankh of Power
<b>032-036</b>	<b>Apparatus of Kwalish</b>
037-040	Apple of Bragi
041-042	Arcanist's Glasses
043-046	Arrow of Direction
047-049	Arrow of Misdirection
050-053	Arrowhead of Marking
054-056	Artificer's Monocle
057-058	Auquhol's Hourglass
059-060	Autumn Harvest Totem
061	Avian Attraction Ball
062-063	Awl Inn
064-065	Awl of Hole Punching
066-067	Axiomatic Symbol
068-069	Azler's Harp
070-072	Backpack of Infinite Food
<b>073-084</b>	<b>Bag of Beans</b>
085-086	Bag of Boulders
<b>087-101</b>	<b>Bag of Devouring</b>
102-103	Bag of Duplication
104-106	Bag of Endless Caltrops
107-108	Bag of Eyes
<b>109-183</b>	<b>Bag of Holding</b>
184-185	Bag of Teeth
186-188	Bag of Transmuting
189-190	Bag of Traveling
191-192	Bag of Treats
<b>193-207</b>	<b>Bag of Tricks</b>
208-209	Bagpipes of Confusion
210-211	Bagpipes of Despondent Weeping
212-214	Bagpipes of Droning

215-217	Bagpipes of Fear
218-220	Bagpipes of Feline Attraction
221-222	Bagpipes of Headaches
223-224	Ball of Endless String
225-226	Banner of Attraction
227-228	Banner of Ferocity
229-230	Banner of Friendship
231-232	Banner of Privacy
233-234	Barrel of Hiding
235	Barrel of Monkeys
236-237	Barrel of Poverty
238-239	Barrel of Rolling
240-242	Bead of Accuracy
<b>243-257</b>	<b>Bead of Force</b>
258-259	Bear Totem
260-261	Beating Heart
262-263	Beauregard's Beautiful Bauble
264-265	Bedroll of Dryness
266-268	Bell of Alarm
269-270	Bell of Discord
271	Bell of Doom
272-273	Bell of Thirst
274-275	Bell of Warning
276-277	Bell's Palette of Identity
278-279	Bellows of Breath
280-281	Bellows of Breezes
282-283	Belmondo's Useful Tool
284-285	Bimbomushi
286-287	Birth Spoon
288-289	Biwa of Calm
290-291	Biwa of Charming
292-293	Biwa of Discord
294-296	Black Cave Pearl
297-298	Black Sun of Bleak
299-300	Blanket of Sleeping
301-306	Blessed Bandage
307-309	Blessed Soil
310-311	Bone of Animation
312-313	Bone of Bruising
314-315	Bone of Turning
316	Bounce Ball
317-318	Bowl of Blood
<b>319-323</b>	<b>Bowl of Commanding Water</b>
	<b>Elementals</b>
324-325	Bowl of Delicacies
326-328	Bowl of Han Zo
329-330	Bowl of Watery Death

331-332	Bowling Ball	464-466	Chalk of Invisible Marks
<b>333-337</b>	<b>Brazier of Commanding Fire</b>	467-468	Chaos Diamond
	<b>Elementals</b>	469-472	Charge Stone
338-339	Brazier of Sleep Smoke	473-474	Chasuble of Fell Power
340-341	Brazier of Visions	475-477	Chime of Hunger
342-344	<i>Breath of Life</i>	478-480	Chime of Interruption
345-347	Brightleaf	<b>481-502</b>	<b>Chime of Opening</b>
348-349	Bronze Serpent	503-504	Chime of Warning
<b>350-364</b>	<b>Broom of Flying</b>	505-506	Choir Bell
365-366	Broom of Sweeping	507	Claw of Magic Stealing
367-368	Brush of Colors	508	Clockwork Kocho
369-370	Brush of Detangling	509-510	Clockwork Orb
371-372	Brush of Grooming	511-512	Coffin of Creation
373-374	Bucket of Fire Snuffing	513-514	Comb of Meditation
375	Bucknard's Everfull Purse	515-516	Contracts of Nepthas
376-377	Bugle of Reviving	517-518	Copper Horn
378-379	Bugle of Waking	519-520	Coral Dragon
380-381	Bullhorn of Command	521-522	Cornucopia
382-383	Bullhorn of Voices	523-525	Couch of Comfortable Seating
384	Bullion Cube	526-527	Courier Key
385-386	Button of Fastening	528-529	Crashing Wave of the Sea Queen
387-388	Cabinet of Ministering	530-532	Creeping Gatevine
389-390	Cabinet of Security	533-535	Crucible of Melting
391-392	Cage of Shelter	<b>536-555</b>	<b>Crystal Ball</b>
393-394	Calming Brush	556-557	Crystal Coffin
395-396	Cameo of Appearance	558-560	Crystal Hypnosis Ball
397-399	Candle of Brilliance	601-602	Crystal Parrot
400-402	Candle of Darkness	603-604	Cube of Containment
403-405	Candle of Disruption	<b>605-609</b>	<b>Cube of Force</b>
406-408	Candle of Fresh Air	610-613	Cube of Frost Resistance
<b>409-418</b>	<b>Candle of Invocation</b>	<b>614-618</b>	<b>Cubic Gate</b>
419-421	Candle of Propitiousness	619-620	Cue Ball
422-424	Candle of Truth	621-622	Cursed Well Stone
425-426	Canoe of Portage	<b>623-637</b>	<b>Daern's Instant Fortress</b>
427-428	Canoe of Travel	638-642	Daern's Instant Tent
429-430	Captain's Lantern	643-645	Dark Clover
431-432	Carpet of Diving	646-647	Darks skull
<b>433-442</b>	<b>Carpet of Flying</b>	648-649	Deck of Chance
443-444	Cask of the Wind Spy	<b>650-659</b>	<b>Deck of Illusions</b>
445-446	Cat of Felkovic	<b>660-664</b>	<b>Deck of Many Things</b>
447-448	Cauldron of Foretelling	665-666	Deck of Prognostications
449-452	Caustic Whetstone	667-670	Decoy Dust
<b>453-457</b>	<b>Censer of Controlling Air Elementals</b>	671-673	Desert Rose
458-459	Censer of Meditation	674-677	Dew Tent
460-461	Censer of Summoning Hostile Air	678-679	Dime
	Elementals	680-681	Dimensional Mine
462-463	Chalice of Colors	<b>682-693</b>	<b>Dimensional Shackles</b>

694-695	Disastrous Totem	889-890	Extreme Violins
696-697	Dispelling Cord	<b>891-905</b>	<b>Eyes of Charming</b>
698-699	Display Window	906-907	Eyes of Doom
700	Divination Sink	<b>908-922</b>	<b>Eyes of Minute Seeing</b>
701-702	Dorus' Lyre	923-924	Eyes of Petrification
703-704	Dove's Harp	<b>925-939</b>	<b>Eyes of the Eagle</b>
705-707	Dowsing Key	940-941	Fan of Charming
708-709	Dragonstein	942-943	Fan of Revival
710-711	Draw Poker	944-945	Feral Spirit Totem
<b>712-741</b>	<b>Driftglobe</b>	946	Figurehead of Blessing
742-744	Drums of Deafening	947-948	Figurehead of Protection
745-746	Drums of Marching	949-951	Figurine of Wondrous Advice
747-749	Drums of Panic	<b>952-964</b>	<b>Figurine of Wondrous Power: Bronze Griffon</b>
750-751	Drums of Silence	<b>965-978</b>	<b>Figurine of Wondrous Power: Ebony Fly</b>
752-755	Dust of Amorousness	<b>979-991</b>	<b>Figurine of Wondrous Power: Golden Lions</b>
756-760	Dust of Appearance	<b>992-1004</b>	<b>Figurine of Wondrous Power: Ivory Goats</b>
761-763	Dust of Blandness	<b>1005-1017</b>	<b>Figurine of Wondrous Power: Marble Elephant</b>
764-766	Dust of Blending	<b>1018-1030</b>	<b>Figurine of Wondrous Power: Obsidian Steed</b>
<b>767-786</b>	<b>Dust of Disappearance</b>	<b>1031-1043</b>	<b>Figurine of Wondrous Power: Onyx Dog</b>
787-789	Dust of Distintegration	<b>1044-1056</b>	<b>Figurine of Wondrous Power: Serpentine Owl</b>
790-791	Dust of Dispersion	<b>1057-1069</b>	<b>Figurine of Wondrous Power: Silver Raven</b>
<b>792-801</b>	<b>Dust of Dryness</b>	1070-1071	Fire Horn
802-805	Dust of Durability	1072-1073	Flag of Terror
806-809	Dust of Fertilization	1074-1075	Flag of Untrue Colors
810-811	Dust of Foresight	1076-1078	Flame Rose
812-814	Dust of Illusion	1079-1082	Flash Pellet
815-816	Dust of Negation	1083-1084	Flute of Dismissing
817-819	Dust of Paralyzation	1085-1086	Flute of Perfect Inspiration
820-823	Dust of Repair	1087-1088	Flute of the Dancing Satyr
824-826	Dust of Sleeping	1089	Foldbox
<b>827-841</b>	<b>Dust of Sneezing and Choking</b>	<b>1090-1099</b>	<b>Folding Boat</b>
842-846	Dust of Tracelessness	1100	Folding Moat
847-849	Dwarfsmug	1101-1102	Foot Ball
850-851	Dwarfstone	1103-1104	Forinthian Standard
852-853	Eagle's Claw Talisman	1105-1106	Fork of Travel
854	Egg of Reason	1107	Frog Boat
855	Egg of Revival	1108-1109	Full Awl
856-858	Egg of Wonder	1110-1112	Fundamental Ice
<b>859-868</b>	<b>Elemental Gem</b>		
869-870	Emerald Frog		
871-873	Everfull Inkwell		
874-877	Everfull Pipe		
878	Everfull Sails		
879-880	Everlasting Feedbag		
881-883	Everlasting Provisions		
884-885	Extendable Hand of Enjoyment		
886-888	Extract of Blood Rock		

1113-1114	Furious Totem	1280-1281	Horn of Nausea
1115	Gem of Atonement	1282-1284	Horn of Signaling
<b>1116-1125</b>	<b>Gem of Brightness</b>	1283-1287	Horn of the Tritons
1126-1127	Gem of Creation	1288-1289	Horn of the Vast Swamp
1128-1130	Gem of Curing	<b>1290-1304</b>	<b>Horn of Valhalla (Silver)</b>
1131-1132	Gem of Ideas	<b>1305-1316</b>	<b>Horn of Valhalla (Brass)</b>
1133-1134	Gem of Psychic Poison	<b>1317-1324</b>	<b>Horn of Valhalla (Bronze)</b>
1135-1136	Gem of Scroll Reading	<b>1325-1330</b>	<b>Horn of Valhalla (Iron)</b>
<b>1137-1146</b>	<b>Gem of Seeing</b>	1331-1333	Horn of Valor
1147-1149	Ghoul Candle	1334-1335	Horseshoe of Luck
1150-1151	Githborn Talisman	1336	Hourglass of Age
1152-1153	Glain's Crystal Sphere	1337-1338	Hourglass of Relentlessness
1154-1155	Glass of Preserved Words	1339-1340	Hourglass of Speed Control
1156-1158	Glassteel Shard	1341	House Boat
1159-1161	Glitter Stone	1342-1343	Hungry Spirits Totem
1162	Goblet of the End	1344-1345	Hypnotic Disk
1163-1164	Gong of Dispelling	1346-1347	Iceheart (lesser)
1165-1167	Grains of Discomfort	1348	Iceheart (greater)
1168-1169	Grave Key	1349-1352	Incense of Meditation
1170-1172	Halfling Pipe	1353-1356	Incense of Obsession
1173	Halo of Fallen Stars	1357-1359	Incense of Repose
1174-1175	Hand of Glory	1360-1363	Incense of the Spheres
1176	Hand of the Mage	1364-1367	Instaclean
1177-1178	Hand of the Oak Father	<b>1368-1373</b>	<b>Instrument of the Bards: Anstruth Harp</b>
1179-1181	Harp of Charming	<b>1374-1379</b>	<b>Instrument of the Bards: Canaith Mandolin</b>
1182-1183	Harp of Deeper Slumber	<b>1380-1385</b>	<b>Instrument of the Bards: Cli Lyre</b>
1184	Harp of Gold	<b>1386-1391</b>	<b>Instrument of the Bards: Doss Lute</b>
1185-1187	Harp of Healing	<b>1392-1397</b>	<b>Instrument of the Bards: Fochlucan Bandore</b>
1188	Harp of Shattering	<b>1398-1403</b>	<b>Instrument of the Bards: Mac-Fuirmidh Cittern</b>
1189-1190	Harp of Throbbing	<b>1404-1409</b>	<b>Instrument of the Bards: Ollamn Harp</b>
1191-1192	Hasty Wheel	<b>1410-1414</b>	<b>Ioun Stone of Absorption</b>
1193-1194	Head of Auguries	<b>1415-1419</b>	<b>Ioun Stone of Agility</b>
1195-1197	Healer's Kit of Aresh	<b>1420-1424</b>	<b>Ioun Stone of Awareness</b>
1198-1200	Heward's Fortifying Bedroll	<b>1425-1429</b>	<b>Ioun Stone of Fortitude</b>
<b>1201-1240</b>	<b>Heward's Handy Haversack</b>	<b>1430-1434</b>	<b>Ioun Stone of Greater Absorption</b>
1241-1242	Hinge of Opening	<b>1435-1439</b>	<b>Ioun Stone of Insight</b>
1243-1244	Hinge of Shrieking	<b>1440-1444</b>	<b>Ioun Stone of Intellect</b>
1245-1246	Hookah of Reasoned Discourse	<b>1445-1449</b>	<b>Ioun Stone of Leadership</b>
1247-1248	Horn of Amplification	<b>1450-1454</b>	<b>Ioun Stone of Mastery</b>
1249-1251	Horn of Animal Calls	<b>1455-1459</b>	<b>Ioun Stone of Protection</b>
1252-1253	Horn of Baldagyr	<b>1460-1464</b>	<b>Ioun Stone of Regeneration</b>
<b>1254-1268</b>	<b>Horn of Blasting</b>	<b>1465-1469</b>	<b>Ioun Stone of Reserve</b>
1269-1270	Horn of Bubbles		
1271-1272	Horn of Collapsing		
1273	Horn of Dolphins		
1274-1276	Horn of Fog		
1277-1279	Horn of Goodness and Evil		

<b>1470-1474</b>	<b>Ioun Stone of Strength</b>	1608	Mirror of Recall
<b>1475-1479</b>	<b>Ioun Stone of Sustenance</b>	1609-1610	Mirror of Suggestion
<b>1480-1494</b>	<b>Iron Bands of Bilarro</b>	1611-1613	Mirror of Vanity
1495	Iron of Spite	1614-1617	Mist Tent
1496-1498	Jewel of Attacks	1618-1619	Moonstone Rabbit
1499-1500	Jewel of Flawlessness	1620	Mudship
1501-1502	Jewel of Obsession	1621-1622	Music Box of the Gentle Lullaby
1503-1505	Jewel of Stonecunning	1623	Nail of Building
1506-1507	Kaylan's Wooden Tray	1624-1626	Needle of Repair
1508-1510	Kangaroo Pouch	1627-1628	Noble Pennon.
1511-1512	Key of Entrance	1629-1630	Oars of Speed
1513-1514	Key of Reunion	1631-1632	Obedient Hourglass
1515-1516	Key of Windows	1633-1634	Ocean Orb
1517-1518	Kinslayer Totem	1635-1636	Orb of Absorption
1519-1521	Kit of Incredible Disguise	1637-1638	Orb of Autumn
1522-1523	Kite of Reconnaissance	1639-1640	Orb of Blinding
1524-1525	Kocho Orb	1641-1642	Orb of Drastic Resolutions
<b>1526-1545</b>	<b>Lantern of Revealing</b>	1643-1644	Orb of Environmental Adaptation
1546-1547	Lantern of Spying	1645-1646	Orb of Indisputable Gravity
1548-1549	Larmacian Holy Symbol	1647-1648	Orb of Inevitable Continuance
1550-1552	Lens of Detection	1649-1650	Orb of Invasive Fortune
1553-1554	Lens of Speed Reading	1651-1652	Orb of Reversed Polarities
1555-1556	Lens of the Desert	1653-1654	Orb of Sanguinary Repercussions
1557-1559	Lens of Valuation	1655-1656	Orb of Spring
1560-1561	Lenses of Ultravision	1657-1658	Orb of Storms
1562-1563	Life Savers	1659-1660	Orb of Summer
1564-1567	Loadstone	1661-1662	Orb of Winter
1568-1570	Lockpicks of Swiftmess	1663	Orrery of the Inner Planes
1571	Lockpicks of the Unseen Intruder	1664-1665	Paintbrush of Passage
1572	Loquacious Lyre	1666-1668	Pan of Cooking
1573-1574	Lute of Sadness	1669-1671	Pavilion of Perfect Recovery
1575	Lyre of Building	<b>1672-1686</b>	<b>Pearl of Power</b>
1576	Lyre of Wounding	1687-1689	Pearl of Protection from Fire
1577-1580	Magic Bedroll	1690	Pearl of Puissance
1581-1582	Magic Totem	1691	Pearl of the Ebbing Tide
1583	Magical Axle	1692	Pearl of the Rising Tide
1584-1585	Mattock of the Titans	1693-1694	Pearl of the Sea Queen
1586-1587	Megrim Horn	1695	Pearl of Wisdom
1588	Metamagic Wandgrip	1696	Personal Oasis
1589-1590	Methild's Harp	1697-1698	Pet Rock
1591-1593	Methven Candle	1699-1700	Pillow of Regeneration
1594-1596	Mind Dust	1701-1702	Pipe of Erudite Discourse
1597-1598	Mirror of Curing	1703-1704	Pipe of Grief
1599-1600	Mirror of Enlightenment	<b>1705-1713</b>	<b>Pipes of Haunting</b>
<b>1601-1605</b>	<b>Mirror of Life Trapping</b>	1714-1715	Pipe of Insight
1606	Mirror of Mental Prowess	1716-1718	Pipe of Smoke
1607	Mirror of Opposition	1719-1720	Pipe of Visions

1721-1722	Pipes of Pain	1940	Reptiliad Orb of Dominance
1723-1724	Pipes of Sounding	1941-1945	Residuum Restorative
<b>1725-1733</b>	<b>Pipes of the Sewers</b>	1946-1944	Respectful Orb
1734-1736	Platinum Pouch	1948-1949	Revelation Crystal
1737-1739	Platter of Purity	1950	Revenant Ankh
1740-1742	Poison Balloon	1951-1954	Ritual Candle
1743-1744	Poker of Fire Control	1955-1960	Ritual Residuum
1745-1746	Poker of Searing	<b>1961-1985</b>	<b>Rope of Climbing</b>
1747-1748	Poker of Summoning	1986-1988	Rope of Constriction
1749-1751	Polychromatic Tent	<b>1989-2003</b>	<b>Rope of Entanglement</b>
1752-1753	Portable Breach	2004-2005	Rope of Tripping
1754-1755	Portable Bridge	2006-2007	Rubicund Frenzy
1756	Portable Dolmen	2008	Rudder of Guidance
1757-1759	Portable Foxhole	2009	Rudder of Propulsion
<b>1750-1789</b>	<b>Portable Hole</b>	2010	Rudder of Speed
1790-1792	Portable Shadow	2011	Rug of Welcome
1793-1794	Portable Spring	2012-2013	Rust Balloon
1795	Portable Store	2014-2015	Saddle Key
1796-1797	Pouch of Fool's Gold	2016-2017	Saddle of Blow-Taking
1798-1799	Pouch of Security	2018-2019	Saddle of Stability
1800-1802	Powder of Coagulation	2020-2021	Saddle of Strength
1803-1806	Powder of Magic Detection	2022-2023	Saddle of Taming
1807-1809	Powder of the Black Veil	<b>2024-2038</b>	<b>Saddle of the Cavalier</b>
1810-1812	Powder of the Hero's Heart	2039-2040	Saddle of the Nightmare
1813-1815	Powdered Dragon's Blood	2041-2042	Saddle of the Shark
1816-1819	Prosthetic of Functionality	2043-2045	Saw of Mighty Cutting
1820-1821	Protection Pouch	2046-2047	Scale of Judgment
1822-1823	Pure Spirit Totem	2048-2049	Scale of Power
1824-1825	Qanun of Quiet	2050	Scroll Case of Renewal
<b>1826-1837</b>	<b>Quaal's Feather Token: Anchor</b>	2051	Seafaring Anchor
<b>1838-1849</b>	<b>Quaal's Feather Token: Bird</b>	2052-2053	Seal of Deception
<b>1850-1861</b>	<b>Quaal's Feather Token: Fan</b>	2054-2055	Seal of Vigor
<b>1862-1873</b>	<b>Quaal's Feather Token: Swan Boat</b>	2056-2058	Sealing Wax
<b>1874-1885</b>	<b>Quaal's Feather Token: Tree</b>	2059-2061	Seed of Growth
<b>1886-1897</b>	<b>Quaal's Feather Token: Whip</b>	2062	Seed of Wealth
1898-1899	Quarter Deck	<b>2063-2087</b>	<b>Sending Stones</b>
1900-1901	Quickling Lock	2088-2089	Shackles of Apathy
1902-1904	Quill of Dictation	2090-2091	Shackles of Silence
<b>1905-1924</b>	<b>Quiver of Ehlonna</b>	2092-2093	Shark Totem
1925-1926	Quiver of Flames	2094-2095	Shoo Horn
1927-1928	Quiver of Poison	2096-2097	Shovel of Animation
1929-1930	Quiver of Returning	2098-2100	Shovel of Clangor
1931-1932	Rag of Swift Striking	2101-2103	Shovel of Digging
1933-1935	Raistlin's Cursed Money	2104-2105	Shovel of Gravedrugging
1936	Rake of Retrieval	2106-2107	Silver Flute
1937-1938	Rake of Smoothing	2108	Silver Spoon
1939	Red Coins of Greed	2109-2111	Silvering Quiver

2112-2113	Singing Skull	2201-2202	Summer Growth Totem
2114-2115	Skie's Locks and Bolts	2203-2204	Sundial of Direction
2116-2117	Skull of Fear	2205-2207	Survival Candle
2118	Smuggler's Boat	2208-2209	Symbol of Battle
2119-2120	Snakeblood Tooth	2210-2212	Symbol of Deadly Smiting
2121	Snuffer of Death	2213-2214	Symbol of Delayed Doom
2122-2123	Snuffer of Dousing	2215-2216	Symbol of Hope
2124-2125	Snuffer of Exploding	2217-2218	Symbol of Imperial Authority
2126-2129	Soap Balloon	2219-2220	Symbol of Leadership
2130-2132	Soap of Washing	2221-2222	Symbol of Life
2133-2134	Soldier Tooth	2223-2224	Symbol of Power
2135	Soul Brazier	2225-2226	Symbol of Radiance
2136-2138	Spade of Colossal Excavation	2227-2228	Symbol of the Noble Hawk
2139-2141	Spectacles of Arcane Investigation	2229-2230	Symbol of Victory
2142-2144	Spectacles of Awareness	2231-2232	Table of Contents
2145-2146	Spectacles of Intellect Sight	2233-2234	Table of Plenty
2147-2149	Spectacles of Watchfulness	2235-2236	Tablecloth of Feasting
<b>2150-2154</b>	<b>Sphere of Annihilation</b>	2237-2238	Talisman of Preparation
2155-2157	Sphere of Awakening	2239-2240	Talisman of Prolepsis
2158	Sphere of Protection	<b>2241-2245</b>	<b>Talisman of Pure Good</b>
2159-2160	Spike of Silence	2246-2247	Talisman of the Beast
2161-2162	Spoon of Medication	2248-2249	Talisman of the Chimera
2163-2164	Spoon of Mixing	2250-2251	Talisman of the Cockatrice
2165	Spoon of Stirring	2252-2253	Talisman of the Disc
2166-2167	Spoon of Sugar	<b>2254-2258</b>	<b>Talisman of the Sphere</b>
2168-2169	Spring Renewal Totem	<b>2259-2263</b>	<b>Talisman of Ultimate Evil</b>
2170-2172	Spyglass of Distant Sight	2264	Talisman of Zagy
2173-2174	Spyglass of the Misty Isles	2265-2266	Talking Skull
2175-2176	Stair of Ascending	2267-2268	Tallin's Tightrope
2177-2178	Stair of Descending	2269	Tapestry of Ruin
2179-2180	Stair of Slipping	2270-2271	Tent of Captivity
2181-2182	Standard of Courage	2272-2279	Tent of Excellent Restfulness (one person)
2183-2184	Standard of Heroism	2280-2283	Tent of Excellent Restfulness (two person)
2185-2186	Standard of No Retreat	2284-2285	Tent of Excellent Restfulness (four person)
2187-2189	Standing Tent	2286-2289	Tent of Luxury
2190	Steel Cloth	2290-2293	Thimble of Repair
2191-2193	Sticks of Poison Neutralizing	2294-2295	Thorn Pouch
2194-2196	Stone of Alarm	2296	Thread of Aging
<b>2197-2201</b>	<b>Stone of Controlling Earth</b>	2297-2298	Thread of Commands
	<b>Elementals</b>	2299-2300	Thread of Embroidery
<b>2202-2211</b>	<b>Stone of Good Luck</b>	2301-2302	Totem of Ghost Walking
2212-2214	Stone of Mysterious Sounds	2303-2304	Totem of Strogass
2215	Stone of Sampling	2305-2306	Triangle of Fire
2216-2217	Stone of Shielding	2307-2309	Triangle of Light
2218	Stone of the Well		
2219	String Cage		
2200	Strongbox of Immobility		



2310	Trump
2311-2312	Two-Way Stair
2313-2315	Unending Spool
2316-2317	Unnecessary Violins
2318-2320	Unseen Listener
2321-2322	Urn of Cremation
2323-2324	Urn of Oil
2325-2326	Urn of Oozes
2327-2328	Vasharan Offal Bag
2329-2330	Vat of Deconstruction
2331-2332	Violin of Dancing Dead
2333-2334	Warp Marble
2335-2336	Watcher's Horn
2337-2338	Watchful Spirit Totem
2339-2341	Wax of Careful Hearing
2342	Wheel of Fire
2343-2344	Wheel of Floating
2345-2346	Wheel of Lighting
2347-2350	Whetstone of Keening
2351-2353	Whetstone of Terrible Wounds
2354-2355	Whistle of Stopping
2356-2357	Whistle of Training
2358	Winch of Power
<b>2359-2373</b>	<b>Wind Fan</b>
2374-2375	Window of Dressing
2376-2377	Window of Peeping
2378-2379	Window of Spying
2380-2381	Winter's Grasp Totem
2382-2383	Xaphoon of Mellow Meeting
2384-2385	Xenolith of Passage
2386-2387	Xylograph
2388-2389	Yantra of Fascination
2390-2391	Zither of Speed
2392-2393	Zither of Zombie Control
2394	Zombie Cauldron
2395-2397	Zwieback of Zymurgy
2398-2400	Zymurgist's Mug

# **NEW MAGIC ITEMS**

## **Aag Choker**

*Wondrous item, rare (requires attunement by an evil character)*

If you are good, merely touching this item makes you feel nauseous, and it seems to stink of death.

This choker allows you to use a bonus action to momentarily transform your head and neck into that of an aag. Your neck grows to be about 3' long and supple, you momentarily lose your hair, grow corpse-gray, grow long fangs and pointed ears and gain enlarged, yellow eyes. This transformation lasts until the end of your turn.

While you have the head of an aag, you can use a bite attack when you use the Attack action. If you have the Extra Attack class feature, you can make multiple attacks with the bite. The bite uses your Strength and you gain your proficiency bonus to the attack. It has a reach of 10'. If you hit, you deal 1d10 + your Strength bonus piercing damage, and the target must succeed on a DC 17 Constitution saving throw or contract a disease that lasts until it is cured. While diseased, the target is poisoned and must repeat the saving throw each time it completes an extended rest. If it fails three of these saves, it dies. If it succeeds on three of these saves, the disease is cured. If another creature tends the diseased creature during an extended rest and succeeds at a DC 15 Wisdom (Medicine) check, the diseased creature has advantage on its Constitution save at the end of that extended rest. However, the creature making the Wisdom (Medicine) check cannot benefit from that same extended rest.

## **Abacus of Calculation**

*Wondrous item, common*

If any creature within 10' of this magical abacus speaks a mathematical formula involving numbers aloud, the abacus' beads slide and clack about for a round, and then a ghostly voice speaks the answer aloud in the same tongue that the question was asked.

## **Abacus of Miscalculation**

*Wondrous item, uncommon*

If any creature within 10' of this magical abacus speaks a mathematical formula involving numbers aloud, the abacus' beads slide and clack about for a round, and then a ghostly voice speaks aloud in the same tongue that the question was asked, giving an answer. However, the answer is wrong, and the *abacus of miscalculation* includes a subtle enchantment such that listeners believe the answer. (A creature that might notice the inaccuracy must succeed on a DC 13 Intelligence saving throw or think it made a math error itself.)

## **Acid Armor**

*Armor (any), rare*

This armor is designed to help you against creatures grappling you. When you are grappled, it magically secretes a slimy acid that doesn't hurt you or anything you wear or carry. Any creature grappling you takes 2d4 acid damage at the end of its turn.

## **Acrobat Boots**

*Wondrous item, common (requires attunement)*

While you wear these boots, you have proficiency in Acrobatics. If you are already proficient, you can apply twice your proficiency bonus to Acrobatics checks. In addition, standing up from prone only costs you 5' of movement.

## **Admiral's Bicorn**

*Wondrous item, very rare (requires attunement by a creature proficient in water vehicles)*

This blue felt hat is embroidered with golden thread and has a cockade claiming fealty to the lost Sword Empire. While you wear it, you gain a bonus of 1d4 to any water vehicle checks you make.

In addition, the *admiral's bicorn* amplifies your voice when you wish it, making you clearly audible 100' away, even over the noise of the sea.

Finally, when you command a ship that you're on, members of its crew that can see you gain a bonus of +1d4 to attack rolls, saves and checks.

## **Adventurer's Symbol**

*Wondrous item, uncommon (requires attunement)*

This magical device functions as a holy symbol if you are a follower of Lester. It appears as a hand giving a thumbs up. While you carry it, if you fail a skill check, you can reroll that check. Once you use this power, you cannot use it again until the next dawn.

## **Aerial Anchor**

*Wondrous item, very rare*

This miniature golden anchor measures only 3" and needs only a string or thread as a cable. When dropped from any flying vehicle or creature, it keeps the creature or object steady at a point in the air despite any wind or other air movement. The *aerial anchor* even overpowers hurricane force winds, and it can't be moved until a creature uses an action to touch it and speak the command word.

## **Agent's Journal**

*Wondrous item, uncommon*

A magical book of this sort is used by many different organizations to relay information from agents back to a central authority. When created, an *agent's journal* is keyed to a master book; up to ten journals can be keyed to the same master book. Anything written within the keyed *agent's journals* also appears in the master book, regardless of distance.

## **Agile Resolve Vestments**

*Wondrous item, very rare (requires attunement by a cleric, druid, paladin or ranger)*

While you are robed in these vestments, which can fit over armor, and are at half your pit points or fewer, your Dexterity score increases by 2 (to a maximum of 20).

## **Air Balloon**

*Wondrous item, uncommon*

If you carefully puncture this magical balloon with a straw or reed, it slowly releases its air, which you and other creatures can inhale via the straw, allowing you to breathe in airless conditions. When fully inflated, an *air balloon* holds sufficient air for 16

man-hours of breathing. Once it is punctured, it slowly releases all of its air despite any attempts to plug the leak.

## **Air Mask**

*Wondrous item, rare*

This magical mask fits over the entire face. While you wear it, it provides you with fresh air, allowing you to breathe in airless conditions and making you immune to the effects of inhaled gasses, spores and the like.

## **Air Spores**

*Wondrous item, uncommon*

This strange, pollen-like powder is activated by inhaling it. It is usually found in a jar containing 1d6+10 uses.

When you consume a dose of *air spores*, they grow in your lungs for 24 hours. While they do so, you do not need air to breathe.

## **Airy Sphere**

*Wondrous item, rare*

This tiny glass globe is only 2" in diameter. It has 3 charges, which it regains each dawn. You can use an action to expend a charge and cause an *airy water* effect to cling to a single creature. The sphere will remain for 1 hour.

## **Almanac of Nature**

*Wondrous item, legendary*

This book is a repository of natural wisdom that is greatly beneficial to a barbarian, druid or ranger of any neutral alignment. It requires a week of constant study to learn its secrets. Upon doing so, a neutral barbarian, druid or ranger gains enough experience points to reach the midpoint of the next level (and must take the level in barbarian, druid or ranger).

A barbarian, druid or ranger with no neutral alignment component finds the almanac quaint and laughable, yet finds that the ideas contained within haunt him or her. The creature suffers a penalty of 50% to earned experience until it receives a *remove curse* or *atonement* spell.

A creature that is not a barbarian, druid or ranger that reads this work cannot make anything of it, but finds its thinking subtly influenced. It must make a DC 15 Charisma saving throw or adopt a neutral alignment component that it doesn't already have. A true neutral creature ignores this effect.

Once a creature reads this book, it can never benefit from such a work again, and the book itself vanishes.

## **Amber Talisman**

*Wondrous item, rare (requires attunement)*

A talisman of this sort resembles a wand with a ball of amber atop it, within which a tiny lizard is preserved. While you bear the *amber talisman* upon your person, you gain resistance to lightning damage and immunity to the paralyzed condition. In addition, the talisman grants you two additional powers.

***Arc of Lightning.*** You can use your action to create a 5' wide line of lightning leading from you to one target of your choice within 20'. If the target is a creature, it may make a DC 13 Dexterity save; the target takes 6d6 lightning damage on a failed save, or half that on a success. Once you use this ability, you cannot use it again until the next dawn.

***Hold Person.*** You can use an action to cast the *hold person* spell. Once you use this ability, you cannot use it again until the next dawn.

## **Ammunition of Blinding**

*Ammunition (any), rare*

When this magical piece of ammunition hits a creature, it explodes in a brilliant flash of light. Each creature within 60' that can see the target must make a DC 13 Constitution save to avoid being blinded for 1 minute. A blinded creature can repeat the save at the end of each of its turns, ending the effect on a success.

## **Ammunition of Burning**

*Ammunition (any), rare*

When you hit a creature with this piece of ammunition, in addition to the normal effects of the hit, the target bursts into flames, taking 1d10 fire damage at the start of each of its turns until a creature uses an appropriate action to put it out.

## **Ammunition of Climbing**

*Ammunition (arrow or bolt), uncommon*

This item works as a normal piece of ammunition, but its magic only works if it is fired into an object such as a wall or ceiling, at which time it fastens securely to the the object and magically produces a 50' length of rope that drops down behind the point of entry. The rope supports up to 1,000 lbs, but disappears after 10 minutes or if you deliberately pull it free. The missile disappears with the rope.

## **Ammunition of Disarming**

*Ammunition (any), rare*

This magical ammunition has a +2 bonus to hit, but no damage bonus. When you fire it at a creature that is holding one or more objects, instead of damaging the creature, you can choose to force it to make a DC 15 Dexterity save or drop an item of your choice that it is holding. If the creature is holding the item in more than one limb, or if the item is tied to the creature (such as a shield), it gains advantage on this saving throw.

## **Ammunition of Dispelling**

*Ammunition (any), rare*

This magical piece of ammunition has a +1 bonus to hit and damage. If it hits a creature, it also emits a burst of antimagic energy that functions as a *dispel magic* cast at the target.

## **Ammunition of Distance**

*Ammunition (arrow or bolt), common*

When fired, this magical arrow or bolt doubles its long (but not short) range.

## **Ammunition of Holding**

*Ammunition (arrow or bolt), rare*

This magical piece of ammunition does only 1 point of damage upon hitting a target. However, the target must then make a DC 13 Wisdom save. If it fails, it is held, as if by a *hold person* spell, for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success. (Creatures not subject to a *hold person* spell are immune to this effect.)

## **Ammunition of Multiplicity**

*Ammunition (any), very rare*

This piece of magical ammunition is more potent the more distant the target. You have a +2 bonus to hit with it, and for every full 30' it flies before striking its target, it creates a duplicate missile. Thus, if you were to fire an *arrow of multiplicity* at a target 100' away, three duplicates would form, and you would roll to hit (and potentially damage) a total of four times.

## **Ammunition of Refilling**

*Ammunition (any), uncommon*

When you leave this piece of ammunition in a partially-empty container designed for it (such as a quiver for arrows, case for bolts or bag designed for sling stones) that contains at least 1 other piece of ammunition for the duration of a long rest, the *ammunition of refilling* will magically conjure 1d20 more normal missiles, up to the maximum that the container is designed to hold.

## **Amulet of Amity**

*Wondrous item, rare (requires attunement)*

This amulet bears a simple smiley face. While wearing it, you gain a +3 bonus to Charisma (Persuasion) checks.

In addition, if you have not attacked or cast a spell yet in an encounter, a creature must make a DC 15 Wisdom save to target you with an attack or a damaging spell. (Spells that affect an area and are not cast directly upon you are exempt from this.) Once you attack, this ability ceases to function until you complete a short and long rest.

## **Amulet of Arachnid Control**

*Wondrous item, uncommon (requires attunement)*

This magical amulet allows you to control arachnids, such as spiders, scorpions and ticks, including creatures who have assumed arachnid form. You can use an action to attempt to control one or more arachnids you can see within 50'. When you use this ability, up to 50 hit points of arachnids that you choose must make DC 13 Wisdom saving throws,

becoming charmed by you on a failure. (Chosen arachnids are affected starting with the lowest hit point total first.) While charmed, arachnids obey your mental commands as long as they can see you or feel you in a web. The effect lasts as long as you concentrate on it, to a maximum of 1 hour. Once the effect has ended on an arachnid or it has made its saving throw, it cannot be affected by the amulet's power again for 24 hours.

## **Amulet of Bless**

*Wondrous item, rare (requires attunement)*

This amulet shows an image of a man holding his rapier before his face in salute, the symbol of Bless, god of lost causes and hopeless quests. Whenever you attack or make a save against a creature whose CR is above your level, you gain the benefits of a *bless* spell and add 1d4 to the attack or saving throw.

## **Amulet of Catapsi**

*Wondrous item, rare*

This amulet constantly hums and emits a 30' radius area of telepathic noise. It is impossible to detect thoughts or communicate telepathically (including issuing telepathic commands) in the radius.

## **Amulet of Charm Resistance**

*Wondrous item, uncommon (requires attunement)*

While you wear this amulet, you are immune to the charmed condition.

## **Amulet of Charming**

*Wondrous item, rare (requires attunement)*

This amulet emanates a subtle mind-influencing effect that causes other creatures to view you more favorably. Whenever you talk to a creature for at least 1 minute, that creature must make a DC 11 Wisdom save or be charmed by you for the next 10 minutes. Charmed creatures see you as a pleasant person whose company they enjoy, even if they don't know you well, and remember everything they said and did after the charm effect wears off in that light.

## **Amulet of Cheetah Speed**

*Wondrous item, uncommon (requires attunement)*

Your speed increases by 20' while you wear this amulet. In addition, you can use the amulet's power to Dash as a bonus action, but once you do so, you must complete a long rest before doing so again.

## **Amulet of Defiance**

*Wondrous item, rare*

This amulet has 3 charges, and it regains them each morning at dawn. When you fail a saving throw, you can use your reaction to spend a charge from the amulet to reroll the saving throw, but you must accept the second roll.

## **Amulet of Dramatic Death**

*Wondrous item, very rare (requires attunement)*

Only a few of these prized items exist, each originally created for a high-level thief in the service of two powerful spellcasters who combined their skills to create these amulets. The amulet activates when you suffer a particular attack form that would kill (or petrify) you, as determined on the chart below. When it activates, the amulet completely protects you from the triggering attack or effect, turns you invisible, and then creates a powerful and realistic illusion of you dying, as appropriate to the attack form. This effect happens automatically, and only direct tactile examination can reveal the illusion for what it is.

<b>D6 Roll</b>	<b>Protection from...</b>
1	Fire
2	Lightning
3	Cold
4	Petrification
5	Bludgeoning, piercing or slashing
6	Necrotic

## **Amulet of Emotions**

*Wondrous item, common*

Once you don this amulet, it can't be removed without the aid of a *remove curse* spell. While you wear it, you notice no effects, but it causes your appearance to match your emotions, but grossly exaggerates them. Thus, if you are angry, your face

appears hideous and enraged, if you are nervous, you look terrified, and so on. While you wear this amulet, other creatures have advantage on Wisdom (Insight) checks made to try to figure out how you are feeling or to see through your attempt to deceive them.

## **Amulet of Extension**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

While you wear this amulet, some spells that you cast have their duration extended. When you cast a spell of 2<sup>nd</sup> level or lower with a duration other than instantaneous or permanent, that spell's duration is doubled. When you cast such a spell of 3<sup>rd</sup> or 4<sup>th</sup> level, the spell's duration is extended by 50%.

If your concentration on an extended spell is interrupted, the extension doesn't help, and the spell ends immediately.

## **Amulet of False Life**

*Wondrous item, uncommon*

This amulet allows you to cast *false life*. Once you do so, it will not function again until the next dawn.

## **Amulet of Far Reaching**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

While you wear this amulet, some spells that you cast have their range increased. When you cast a spell of 2<sup>nd</sup> level or lower with a range measured in feet, that spell's range is doubled. When you cast such a spell of 3<sup>rd</sup> or 4<sup>th</sup> level, the spell's range is increased by 50%.

## **Amulet of Fortune Prevailing**

*Wondrous item, common (requires attunement)*

While you wear this delicate gold amulet, you can use your reaction to reroll a saving throw after you see the die but before you know the results. Once you have done so, the amulet won't function again until the next dawn.

## **Amulet of Horrible Visions**

*Wondrous item, uncommon (requires attunement)*

While you wear this amulet, you are cursed with horrible visions of impending danger. Because of this, you are never surprised, and attacks on you never gain advantage, but you have trouble sleeping or resting, and recover only half as many Hit Dice as normal from taking a long rest.

## **Amulet of Inescapable Location**

*Wondrous item, uncommon (requires attunement)*

This cursed amulet appears to an *amulet of proof against detection and location*, but in fact, it makes it far easier to detect and scry you. You have disadvantage on any saving throw against scrying or detection. The amulet cannot be removed without a *remove curse* spell.

## **Amulet of Inviolate Form**

*Wondrous item, rare (requires attunement)*

This amulet has seven red garnets set in its face. Whenever you are subjected to a spell that will significantly change your form or composition, before you make any applicable save, you can cause one of the garnets to turn dull gray to negate the effect on you. This includes polymorphing, petrifying, gaseous form and transformative attacks such as an aboleth's ability to change your skin to mucus. Once the last gem has gone dark, the amulet loses its powers.

## **Amulet of Leadership**

*Wondrous item, very rare (requires attunement)*

This amulet enhances your prestige and reputation and calls loyal followers and men-at-arms to serve you. If you remain in a base for at least one month, never leaving it for a period of greater than twelve hours during this time, you attract 10d10 followers. Most of them are guards (MM 247), but the fewer followers you get, the more elite the officers among them are. If you gain 60 or fewer followers, a few of them are elite, as noted on the chart below. All elite are taken from the overall number of followers gained.

<i>Followers</i>	<i>Elite Followers</i>
51-60	2 scouts
41-50	4 scouts, 2 thugs
31-40	4 scouts, 2 thugs, 2 spies
21-30	2 scouts, 2 spies, 4 veterans
10-20	2 spies, 6 veterans, 1 knight, 1 priest

Followers who die or are otherwise lost from your service are replaced at a rate equal to your Charisma bonus per month. If your Charisma modifier is less than +1, you replace one follower every two months. In all cases, the lowest CR followers are replaced first.

## **Amulet of Life Protection**

*Wondrous item, rare (requires attunement)*

This magical amulet serves as a ward for the soul. You cannot be possessed while you wear it; in addition, if you die, your soul enters the amulet for 7 days, during which time your body does not decay. While your soul is in the amulet, spells that restore you to life treat you as though you had died 1 round ago. If the amulet is destroyed while your soul is within it, your soul is annihilated forevermore.

## **Amulet of Magic Resistance**

*Wondrous item, rare (requires attunement)*

This item provides some degree of magic resistance to you, although it is limited. When you must make a saving throw against a spell or magical effect, you can use your reaction to gain advantage on that saving throw. If you fail the saving throw, the amulet ceases to function until you complete a long rest.

## **Amulet of Metamagic Influence**

*Wondrous item, rare (requires attunement by a sorcerer)*

An amulet of this sort improves your metamagic abilities. Whenever you use a metamagic ability, you can use the metamagic ability twice. For example, if you use a careful spell, you can choose a number of creatures up to twice your Charisma modifier, or if you use an extended spell, its duration is tripled.

A few metamagic powers, such as quicken spell and subtle spell, are not materially affected by this amulet.

## **Amulet of Mighty Fists**

*Wondrous item, uncommon*

While you wear this amulet, your unarmed attacks gain a +1 bonus to attack and damage and a +2d6 bonus to critical severity.

## **Amulet of Mitigation**

*Wondrous item, rare (requires attunement)*

Whenever you suffer a critical hit, reduce the severity of it by 1d6. Whenever you suffer damage, reduce it by 1.

## **Amulet of Natural Armor**

*Wondrous item, very rare (requires attunement)*

While you wear this amulet and don't wear armor, your AC is 14 + your Dexterity bonus.

## **Amulet of Orbius**

*Wondrous item, rare (requires attunement)*

This amulet resembles a great, staring eye. While you wear it, you gain a +2 bonus on any Intelligence check you make to remember lore about a monster, spell or magic item.

## **Amulet of Perpetual Youth**

*Wondrous item, legendary (requires attunement)*

This amulet glows continuously with a faint blue light. While you wear it, you are immune to both natural and magical aging; the amulet grows older instead of you. The amulet can absorb 30 years of aging when newly crafted; as it absorbs years of aging, it gradually dims until its light finally dies upon absorbing its last year of age, at which point the amulet's magic is forever lost.

## **Amulet of Perpetual Youth and Inexperience**

*Wondrous item, legendary (requires attunement)*

This amulet appears to all tests to be an *amulet of perpetual youth*. However, once you are attuned to it, you can't remove it without first receiving a *remove*

*curse* cast with a 5<sup>th</sup> or higher level slot.

In addition to the normal effects of an *amulet of perpetual youth*, while you wear this item, you cannot gain xp.

## **Amulet of Power**

*Wondrous item, very rare (requires attunement by a spellcaster)*

It takes 30 days to attune to this item. The *amulet of power* can boost your magical puissance. You can use an action to activate it, gaining one spell slot each of 5<sup>th</sup>, 6<sup>th</sup> and 7<sup>th</sup> level, even if you can't normally cast spells of those levels. These slots remain for 1 minute. For each of those slots that you used, the amulet expends one of your highest level spell slots. If you have insufficient unexpended spell slots, you gain one level of exhaustion for each slot you can't 'pay for'.

Once you use this amulet, you must complete a long rest before you can use it again.

## **Amulet of Protection**

*Wondrous item, uncommon*

This amulet gives you a +1 bonus to saving throws.

## **Amulet of Protection from Turning**

*Wondrous item, rare (requires attunement)*

While you wear this amulet, you have advantage on saving throws against effects that turn you.

## **Amulet of Second Chances**

*Wondrous item, very rare (requires attunement)*

This tiny golden hourglass amulet allows you to reverse disaster. You can use a bonus action to activate it. If you do, time reverses to the start of your turn, undoing everything that you have done so far. This includes any damage, effects, movement, etc, with the sole exception that the *amulet of second chances* remains expended.

Once you use the amulet's power, it won't function again until the next dawn.



## **Amulet of Sleeplessness**

*Ring, rare (requires attunement)*

While you wear this ring, you don't need to sleep, although you still need to rest to gain the benefits of a long rest.

## **Amulet of Spell Conversion**

*Wondrous item, rare (requires attunement by a spellcaster who prepares spells)*

This octagonal bronze amulet is covered by mystic runes that extend from each side, meeting in the middle where they cross to form abstract patterns. You must wear it for a week to attune to it.

While you wear the *amulet of spell conversion*, you can focus on it while still and taking no actions for 1 minute to activate its power. If you do so, you may change one of your prepared spells to another spell of your choice that you can prepare. Once you use the amulet's power, it won't function again until the next dawn.

## **Amulet of Teamwork**

*Wondrous item, uncommon (requires attunement)*

While you wear this amulet, you gain advantage on attacks against creatures you're flanking.

## **Amulet of Tenacity**

*Wondrous item, very rare (requires attunement)*

This amulet allows you to cling to life even when you might otherwise die. It takes 6 failed death saves, not 3, to kill you. In addition, a single blow must deal your hit point maximum + 10 points past reducing you to 0 hit points in order to instantly kill you.

## **Amulet of the Beast**

*Wondrous item, very rare (requires attunement)*

This magical amulet is ivory on one side, silver on the other. Both sides show an image of a wild, wolfish beast bound in chains. The amulet functions very differently indeed for a lycanrope or for a non-lycanrope, and only reveals its effectiveness at staving off lycanrope if *identified* with a spell slot of less than 3<sup>rd</sup> level.

When you attune to this item, you cannot

willingly remove it or even speak about it, though a *remove curse* spell cast with a 5<sup>th</sup> or higher level spell slot will allow you to do so. While you wear it, unless you are a lycanrope, you are afflicted with a curse that gives you werewolf lycanrope as long as you wear the amulet.

***Suppress Lycanrope (requires attunement by a lycanrope):*** While you wear the amulet, your lycanrope is suppressed.

## **Amulet of the Hidden Minister**

*Wondrous item, very rare (requires attunement)*

This amulet's face shows a wise-looking, bearded face. It was actually created by Lucifer's so-called Hidden Minister, Glaisig.

While you wear it, the amulet will advise you aloud. It will urge you to seek power and domination over large groups of others, whether militarily or politically. If you are not amenable, it will begin to watch for a new wearer more in line with its own wishes and ambitions.

The amulet has 3 charges, which it renews each night at midnight. You can spend 1 charge to cast *dominate person*.

Alternatively, you can use a bonus action to spend a charge to ask the amulet for advice on how to overcome an obstacle. If you take the amulet's advice, you gain advantage on any attacks or checks made to do so until the end of your next turn.

## **Amulet Versus Undead**

*Wondrous item, very rare (requires attunement)*

This amulet empowers you against the undead. If you can't already turn undead, you can use an action to turn undead as if you were a cleric. You do not gain access to the cleric's Destroy Undead class feature. Once you use this amulet's power, it will not function again until the next noon.

If you are a cleric, this amulet instead enhances your own undead turning ability. If you turn undead while you wear it, your save DC increases by 1, and you are considered 3 levels higher for purposes of your Destroy Undead class feature.

## **Anarchic Weapon**

*Weapon (any), rare (requires attunement by a chaotic creature)*

When you hit a lawful creature with this weapon, you deal an extra 2d6 psychic damage.

## **Anchor Ring**

*Ring, rare*

This ring of lead has a setting shaped like an anchor. It is impossible for teleportation to function within 40' of the ring; creatures can neither teleport into nor out of the area.

## **Anchoring Armor**

*Armor (any heavy), uncommon*

This magic armor gives you advantage on Strength saves to avoid being moved against your will.

## **Angelkiller**

*Weapon (greataxe, greatsword or maul), legendary (requires attunement)*

This weapon has a +3 bonus to hit and damage. If it hits a celestial, that celestial must make a DC 17 Constitution save or die.

## **Angelsteel Armor**

*Armor (chain mail or chain shirt), rare*

This armor shimmers with the light of the Seven Heavens, shedding bright light for 20' and dim light for an additional 20' beyond that. In addition, the armor has 3 charges, which renew each morning at dawn. If you make a saving throw, you can use your reaction to spend a charge from the armor. If you do so, you gain advantage on saving throws using the same ability score for 1 minute (but not on the triggering saving throw).

## **Angelsteel Shield**

*Armor (shield), rare*

This shield shimmers with the light of the Seven Heavens, shedding bright light for 20' and dim light for an additional 20' beyond that. In addition, the shield has 3 charges, which renew each morning at dawn. When a creature within 5' of you has to make a Dexterity saving throw, you can use your reaction to

spend a charge to grant that creature advantage on the save.

## **Angry Dhali Totem**

*Wondrous item, uncommon (requires attunement by a druid, ranger or barbarian)*

This item is made of clay, shaped into the image of an erupting volcano. Chips of basalt and obsidian are baked into it. The whole thing is about 1' square and weighs about 10 lbs.

While you bear the *Angry Dhali totem*, whenever you take damage that reduces you to half your hit points or fewer, you can use your reaction to make one melee weapon attack against each creature of your choice within your reach.

## **Ankh of Ascension**

*Wondrous item, very rare (requires attunement by a cleric)*

This ankh is crudely carved from splintering wood. It has 3 charges, which it regains each morning at dawn. Each time you use the final charge, there is a 1 in 6 chance that the ankh loses its powers forever. While you hold it in your hand, the ankh will function as a clerical spellcasting focus for you. While you hold it, you can use a bonus action to sacrifice a spell slot. If you do, the next spell of that level or lower that you cast before the end of your turn is treated as if you had used a spell slot 4 levels higher.

## **Ankh of Power**

*Wondrous item, very rare (requires attunement by a cleric)*

While you are attuned to it, this ankh sheds bright light to 60' and dim light for an additional 60' beyond that. If you willingly attempt to conceal its light, the ankh shatters.

You can use the ankh as a clerical spellcasting focus. If you do, whenever you cast a spell that restores hit points based on the roll of one or more dice, roll an extra two dice when determining how many hit points you heal.

While you bear this ankh, you are immune to disease and the poisoned condition.

## **Anklet of Adversity**

*Wondrous item, very rare (requires attunement)*

This anklet is fashioned as a snake biting a weasel. The whole thing is made of wrought silver; the snake's scales are small chips of jet and the weasel's eyes are picked out in turquoise.

While you wear this item, if a hostile creature starts its turn within 5' of you under the effects of a concentration spell or effect cast by a different creature, that effect ends.

## **Anklet of Hobbling**

*Wondrous item, uncommon*

This magical locking anklet is designed to prevent captives from easily escaping. Once locked around the ankle of a creature, the anklet causes its speed to drop by half.

The lock cannot be opened by normal attempts to pick it; doing so requires the proper key or magical means.

## **Antimagic Ammunition**

*Ammunition (any), very rare*

This magical piece of ammunition gives you a +2 bonus to hit, but does no damage on a hit. Instead, it causes an *antimagic field* to spring up in a 15' radius around the target.

## **Apple of Bragi**

*Wondrous item, rare*

A magical apple of this sort remains fresh forever until eaten. When eaten, it will do any one of the following: remove a curse from the eater, remove one level of exhaustion from the eater or end a condition that a *lesser restoration* can end.

## **Aquan Weapon**

*Weapon (any), rare*

This weapon has a +1 bonus to hit and damage. In addition, if you hit a creature wholly or partially made of fire, such as a fire elemental, you deal an extra 2d6 damage to that creature, and you automatically penetrate any damage resistance or immunity it has.

## **Aquatic Weapon**

*Weapon (any melee non-piercing), uncommon*

When you wield this weapon underwater, it cuts through water resistance as if it were air. You suffer no penalties for using it underwater.

## **Arcanist's Glasses**

*Wondrous item, common (requires attunement by a creature proficient in Arcana)*

While you wear these spectacles, you gain a +1 bonus to Intelligence (Arcana) checks.

## **Arcanist's Gloves**

*Wondrous item, rare (requires attunement by a sorcerer or wizard)*

While you wear these gloves, whenever you cast a 1<sup>st</sup> level spell, you may treat it as though it were cast with a spell slot one level higher than you actually used.

## **Armband of Elusive Action**

*Wondrous item, common (requires attunement by a fighter)*

While you wear this armband, you can use a bonus action to Disengage. Once you have done so, the armband won't function again until you complete a short or long rest.

## **Armband of Healing**

*Wondrous item, uncommon (requires attunement)*

This armband has 3 charges, which it regains each dawn. When you cast a spell that restores hit points to the target, you can spend a charge from the armband instead of rolling to see how many hit points you restore. If you do so, instead of rolling, you heal the maximum amount possible for the spell.

## **Armband of Maximized Healing**

*Wondrous item, very rare (requires attunement)*

This armband has 3 charges, which it regains each day at dawn. You can use a bonus action to spend a charge. If you do so, until the end of your turn, any healing spells you cast heal the maximum possible number of hit points.

## **Armband of Might**

*Wondrous item, rare (requires attunement by a barbarian or fighter)*

While you wear this armband, any time you hit with a weapon that you wield in two hands, you gain a +2 bonus to damage.

## **Armband of Music**

*Wondrous item, uncommon*

This item appears to be a beneficial armband of some sort, such as an *armband of healing*. When you activate it, however, in addition to its normal abilities, the armband emits the sound of a brass band (with drums) and plays a rousing march for 10 minutes. This noise is clearly audible up to 60' away, regardless of barriers such as walls and doors, and may well attract nearby creatures.

Once you clasp the armband around your arm, you can't remove it without first receiving a *remove curse* spell.

## **Armband of Salutation**

*Wondrous item, uncommon*

An armband of this sort bears a fleur-de-lis symbol. To all tests, it appears to enhance your combat skill. In fact, whenever combat begins, you must use your first turn's action, bonus action and reaction to salute your enemies.

## **Armband of Strength**

*Wondrous item, uncommon*

An armband of this sort bears the symbol of a lion. It has 3 charges, which it regains each day at dawn. You can use a bonus action to spend a charge to raise your Strength score to 18 for 1 minute; if your Strength is already 18 or higher, you gain no benefit from it.

If you spend the armband's last charge, you gain one level of exhaustion.

## **Armor in a Bottle**

*Potion, very rare*

If you pour this potion over the body of a creature, it hardens into a flexible, magical sheath that provides some armor to the creature. The longer you

let the potion soak into the target, the more effective it is; however, during this time, the target cannot take any actions or move, or the *armor in a bottle* stabilizes in its current state. The protection provided depends on how long the subject waits for the potion to work.

Once the potion has stabilized and gone into effect, it lasts for 1 hour.

<i>Length of Time</i>	<i>AC Granted</i>
1 round	11 + Dex bonus
2-4 rounds	13 + Dex bonus
5-9 rounds	15 + Dex bonus
10+ rounds	17 + Dex bonus

## **Armor of Acidic Secretion**

*Armor (any non-shield), very rare*

A suit of this armor is horribly cursed. Though it appears to be beneficial armor to all tests, each time you take damage while wearing it, the armor and its padding (if any) begin to secrete a horribly corrosive acid, dealing 1d4 acid damage to you at the start of each of your subsequent turns. The acid keeps seeping from the armor for 1d20 rounds. Unlike most cursed items, you can freely remove the armor.

## **Armor of Agility**

*Armor (any light), uncommon*

While you wear this magic armor, you gain a +1 bonus to Dexterity saves.

## **Armor of Fear**

*Armor (any heavy), rare (requires attunement)*

This magical armor has 20 charges when first created. When its final charge is lost, the armor becomes nonmagical. You can use a bonus action to spend a charge and cause the armor to radiate fear in a 30' radius, causing each creature within the radius to make a DC 15 Wisdom save or become frightened of you for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

Once you have spent 4 charges from the armor, it won't function again until the next midnight.

## **Armor of Gaseous Form**

*Armor (any), rare (requires attunement)*

This magical armor allows you to cast *gaseous form*. Once you do so, you can't use the armor's power again until the next dawn.

## **Armor of Mobility**

*Armor (any light), very rare (requires attunement)*

While you wear this armor, you gain the benefits of the Mobile feat.

## **Armor of Pursuit**

*Armor (any), rare (requires attunement)*

This magical armor has a +1 bonus. In addition, the armor has three charges, with which it can activate the following ability. Each morning at dawn, the armor regains all spent charges.

***Pursuit:*** If an enemy starts its turn within 5' of you but ends its turn further from you, you may spend your reaction to expend a charge from the armor and move up to your speed to a space adjacent to that enemy.

## **Armor of Quickness**

*Armor (any light or medium), rare (requires attunement)*

While you wear this armor, you gain a +5' bonus to speed.

## **Armor of Retaliation**

*Armor (any), very rare (requires attunement)*

This armor gives you a +1 bonus to AC. In addition, whenever you take 10 or more damage when a creature hits you with a melee attack, the armor magically deals 1d6 psychic damage to that creature. If the attack reduces you to 0 hit points, the armor instead deals 3d6 psychic damage to the creature.

## **Armor of Speed**

*Armor (any), rare (requires attunement)*

This armor has 3 charges, which it regains at dawn. At the start of your turn, you can use your reaction to expend a charge and invoke a *haste* effect on yourself. The *haste* only lasts until the end of your turn.

## **Armor of Stamina**

*Armor (any), uncommon*

While you wear this magic armor, you gain a +1 bonus to Constitution saves.

## **Armor of the Silver Rose**

*Armor (any medium or heavy), rare (requires attunement)*

This armor is decorated with trios of silver roses, the symbol of Garnet. When you don this armor within an hour of completing a long rest, you may choose two willing creatures that you can see. You and those two creatures gain the ability to communicate to each other telepathically. When you next complete a long rest, this ability ends (but you can again designate two creatures).

## **Armor of the Triple Goddess**

*Armor (any), legendary (requires attunement by a cleric or paladin of Garnet)*

This armor gives you a +2 bonus to AC while you wear it. In addition, it gives you resistance to psychic damage.

Furthermore, you can use a bonus action to split into three versions of yourself. One occupies your original space and the others occupy unoccupied spaces of your choice adjacent to it (if there is insufficient unoccupied space adjacent to you, you can't use this ability). Each version of you is considered to have used its bonus action, but can take its action and movement normally. Each has all of your abilities, spells and knowledge. At the end of your turn, two of the versions of you vanish; you choose which one remains. All resources, charges, spell slots, etc used by any of the versions is expended by you once the other two vanish, so if one version uses a magical scroll and the other two casts spells using 5<sup>th</sup> level slots, when only one of you remains, it has expended the scroll and two 5<sup>th</sup> level spell slots. Once you use this power, it won't function again until the next dawn.

## **Armor of the Unending Hunt**

*Armor (chain mail), legendary (requires attunement)*

This +2 *chain mail* was forged by elven smiths for their rangers. While you wear it, you treat your exhaustion as three levels lower than it actually is.

## **Armor of Vitals Protection**

*Armor (any), rare*

This magical armor protects its wearer from critical hits. When you suffer a critical hit while wearing it, the armor reduces the critical severity by 2d6.

## **Armored Caparison**

*Wondrous item, uncommon (requires attunement by a mount)*

While your mount wears this caparison, its AC is 13 + its Dex bonus.

## **Aroma of Dreams**

*Potion, rare*

This magical perfume requires one minute to apply. For ten minutes afterward, you give off a scent that magically puts to sleep creatures within 5' of you. Each creature that comes or starts its turn within 5' of you must make a DC 13 Wisdom saving throw, falling magically asleep for 1 minute on a failure. A sleeping creature can be awakened by spending an action to do so, and if it takes damage, it wakes up automatically. A creature that makes this saving throw or wakes from this magical sleep is immune to *aroma of dreams* for 24 hours.

A bottle of this perfume usually has 1d10+2 applications in it when found.

## **Arrow of Acid**

*Ammunition (arrow), very rare*

When an arrow of this sort is loosed, it becomes a spray of acid. If it hits, it deals 2d6 acid damage to the target and 1d6 acid damage to each creature and object within 15' of it. If you miss the target, the arrow still sprays everything within 15' of its impact point for 1d6 points of acid damage.

## **Arrow of Aggravation**

*Ammunition (arrow), uncommon*

When this magical arrow hits a creature, that creature becomes filled with anger for 1 minute. While filled with anger, the creature must attempt to attack you on its turn, in melee if possible, and gains advantage on melee attack rolls against you. However, it grants advantage on attacks made against it. At the end of each of its turns, the creature can make a DC 11 Wisdom save to end the effect.

## **Arrow of Biting**

*Ammunition (arrow), very rare*

When this arrow hits a creature, it transforms into a poisonous snake. In addition to taking normal damage, the target must make a DC 13 Constitution save, taking 2d10 poison damage on a failure or half that on a success. The snake then dies.

## **Arrow of Bow-Breaking**

*Ammunition (arrow), very rare*

To all tests, this appears to be a +3 *arrow*, but when you loose it, it automatically misses and causes your bow to explode into flinders.

## **Arrow of Direction**

*Wondrous item, rare*

An *arrow of direction* typically appears to be a sculpture of an arrow, usually made of a light metal or wood. It is obviously not designed to be used as ammunition from a bow.

You can use your action to toss the arrow into the air while naming one of the following features—staircase up or down, sloping passing up or down, dungeon entrance or exit, or a specific room or chamber that you have been in. The arrow comes to the ground pointing in the direction of the nearest instance of the named location. You can subsequently hurl the arrow into the air again seven more times in the next 70 minutes, and each time, it will point toward the originally named object. Once you have used the *arrow of direction's* power, it cannot be used again until the next morning at dawn.

## **Arrow of Illumination**

*Ammunition (arrow), common*

This arrow has no head on it. When fired, it loops around and comes to rest about 3' above your head and begins to glow as if a *light* spell had been cast upon it. It will follow you, adjusting its height if the ceiling lowers and even dropping back behind you in tight quarters, for 4 hours. During this time, the arrow gradually becomes more fragile and weak, finally disintegrating to dust at the end of the fourth hour.

## **Arrow of Misdirection**

*Wondrous item, rare*

This item appears to all tests to be an *arrow of direction*, but it always points the wrong way.

## **Arrow of Penetration**

*Ammunition (any), uncommon*

This magical arrow phases through obstacles between you and its target. You ignore cover when you fire it.

## **Arrow of Piercing**

*Ammunition (any), very rare*

This armor is laid with a powerful enchantment that allows it to ignore armor and magical protections. Only appropriate ability score bonuses (usually Dexterity, but some creatures, such as barbarians and monks, might be able to use more than one) and natural armor apply against the arrow.

If an *arrow of piercing* hits, the arrow's damage die is automatically maximum, but other damage (such as sneak attack) is rolled normally.

## **Arrow of Screaming**

*Ammunition (arrow), very rare*

When you fire this arrow, it unleashes a terrifying scream. Creatures that aren't your allies that are within 30' of the target or the arrow's flight path must make DC 13 Wisdom saves, becoming frightened of you for 1 minute on a failure. An affected creature can repeat the save at the end of each of its turns, ending the effect on a success.

## **Arrow of Signaling**

*Ammunition (arrow), rare*

If you fire this arrow directly upward, it will fly 500 yards up, leaving a trail of sparkling light behind it, and then explode in a brilliant sphere of light 150' in radius. The burst of light is visible for 20 miles in almost any condition, and up to 60 miles under ideal conditions.

## **Arrow of Sybele**

*Ammunition (arrow), rare*

Named for the Whore Empress Sybele, a magical arrow of this sort gives you a +2 bonus to hit. If you hit a creature with it, the arrow staples the creature to the ground, a nearby wall or tree, or whatever else is available. A creature with no nearby surfaces or large objects will not be affected by the arrow's special power.

A stapled creature is restrained. It can use an action to make a DC 10 Strength check to free itself, dealing an additional 1d4 points of damage to itself in the process. Alternatively, it can spend an action to make a DC 15 Wisdom (Medicine) check to free itself without taking damage.

## **Arrow-Deflecting Shield**

*Armor (shield), rare (requires attunement)*

While you have this shield equipped, when you are the target of a ranged weapon attack, after the die is rolled but before you know the result, you can use your reaction to gain a +4 bonus to AC against that attack.

## **Arrowhead of Marking**

*Wondrous item, common*

These stone arrowheads are usually found in groups of 2d6. The *arrowhead of marking* is designed to aid its user in avoiding becoming lost. You can use an action to press the arrowhead against a stone surface and speak a command word; this causes the arrowhead to meld into the surface, making a very obvious and clearly visible marker.

## **Artificer's Monocle**

*Wondrous item, uncommon (requires attunement by a creature proficient in Arcana)*

While you wear this monocle, you can spend 1 hour examining a known magic item. Make an Intelligence (Arcana) check with a DC based on the item's rarity- common, DC 11; uncommon, DC 13; rare, DC 15; very rare, DC 17; or legendary, DC 19. If you succeed, you *identify* the item.

## **Artist's Gloves**

*Wondrous item, uncommon (requires attunement)*

While you wear these gloves, you have a +2 bonus on any check you make to create a work of art. You can also cast *paint memory*, but once you do so, you cannot cast it again until the next dawn.

## **Assassin Whip**

*Weapon (whip), very rare (requires attunement)*

This magical whip has 2 charges, which it regains each dawn. If you hit a creature with it, you can expend a charge. If you do, vines magically erupt from the ground near the target, restraining it and dealing 2d6 bludgeoning damage to it at the start of each of its turns. The target can use an action to make a DC 17 Strength check to burst free, and another creature can also make the check if within reach of the target. When the target escapes or after 5 rounds, the vines wither into dust.

## **Assassin's Blade**

*Weapon (dagger), very rare*

If you coat this weapon with poison, it magically increases the save DC of that poison by 2. If the poison is somehow removed from the blade, it loses the augmented DC.

## **Assassin's Cloak**

*Wondrous item, uncommon (requires attunement by a rogue)*

This nondescript gray or black hooded cloak gives you advantage on initiative checks and lets you reroll 1s on sneak attack damage. (You must accept the second roll, even if it is another 1.)

## **Astral Fire Armor**

*Armor (chain mail), rare (requires attunement by a creature that can channel divinity)*

This chain mail has small crystals embedded in its links, and it glitters like a starry sky when light hits it. While you wear it, you have disadvantage on Dexterity (Stealth) checks involving being unseen if you are in bright light. However, whenever you use a channel divinity power, the crystals momentarily glow with holy power. Until the end of your next turn, you shed bright light in a 20' radius and dim light for an additional 20' beyond, and you gain a +2 bonus to AC and Constitution, Wisdom and Charisma saving throws.

## **Astralis**

*Weapon (short sword), unique (rare power level)*

This sword is constructed of some strange milky-white metal, and its hilt is wrapped in purple leather. A shard of some sort of stone is set into the pommel of the sword.

*Astralis* has a +1 bonus to hit and damage. Against a creature from the astral plane or an outer plane, it instead has a +2 bonus to hit and damage and deals an extra 1d6 psychic damage on a hit.

## **Auquhol's Hourglass**

*Wondrous item, very rare (requires attunement by a spellcaster)*

This hourglass is made of lead, crystal and jade, and is about 9" high. While you hold it in hand, any spell you cast with a duration other than concentration lasts twice as long as normal.

## **Auran Weapon**

*Weapon (any), rare*

This weapon has a +1 bonus to hit and damage. In addition, if you hit a creature wholly or partially made of earth, such as an earth elemental, you deal an extra 2d6 damage to that creature, and you automatically penetrate any damage resistance or immunity it has.



## **Autumn Harvest Totem**

*Wondrous item, uncommon (requires attunement by a druid)*

This length of bone wood has shards of bone and autumn leaves attached to it. It functions as a druidic focus for you, and if you use a spell to deal damage to a creature that is at half its hit points or less, you deal an extra 1d6 damage to it.

## **Averter**

*Armor (shield), very rare*

This shield has 3 charges, which refresh each dawn. You can use a bonus action to expend a charge and activate the shield; in this case, each hostile creature that can see the *avert* must make a DC 17 Wisdom save. Creatures that fail cannot willingly approach within 30' of you for 1 minute. Such a creature repeats the save at the end of each turn, ending the effect on a success.

## **Avian Attraction Ball**

*Wondrous item, common*

This item appears as a translucent ball of crystal about 8" in diameter. If it is left out in bright light, any avian creature with an Intelligence score of 3 or lower that comes within 40' of the ball and can see it must make a DC 11 Wisdom save or be attracted to and fascinated by the ball until the creature takes damage or the ball is out of sight of the avian or is no longer in bright light. The avian can repeat the save at the end of each minute, ending the effect on a success. A ball of this sort is typically used by the wealthy or those seeking status to enhance bird feeders, rock gardens, pools, etc.

## **Awl Inn**

*Wondrous item, very rare*

You can use an action while holding this item to create a magical door that hangs in thin air. The door remains in place for 10 minutes, and any creature can pass through it normally to find a normal, friendly inn behind it. The inn offers normal food, drink and a good night's lodging, though at ten times the normal price. The inn has a manager, chef and barkeep, 50 furnished rooms, and 1d20 other visitors of various

types (often including the monstrous).

The magic power of the inn prevents any creature from attacking, stealing from or casting a hostile spell on another, and all creatures within the inn are magically compelled to obey the manager.

Outside the inn, a gray mist that cannot be entered cloaks the surroundings. After breakfast, all guests leave the inn, returning to whence they came.

## **Awl of Hole Punching**

*Wondrous item, uncommon*

With an action, you can use this magical tool to punch a 1/2" diameter hole up to 5' deep in any nonliving material less hard than adamantine. This has no effect on the item other than to put a small hole in it (which can be peeked through, and through which gas, liquid and sufficiently small things can pass).

## **Axe of Aggravated Damage**

*Weapon (any axe), very rare*

This axe has a +1 bonus to hit and damage. Damage inflicted by it cannot be healed magically.

## **Axe of Cleaving**

*Weapon (any axe), uncommon (requires attunement)*

This axe gives you a +1 bonus to damage. In addition, whenever you drop a creature to 0 hit points with a melee attack with this weapon, you can immediately make another melee attack against a creature in your reach (without moving first). This additional attack does not count against your normal number of attacks for the round.

## **Axe of Hurling**

*Weapon (hand axe), rare*

This hand axe has a +1 bonus to attack and damage in melee. When you use it as a ranged weapon, it has a +2 bonus to hit, deals double normal base damage and gains a +1d4 bonus to critical severity.

## **Axe of Sundering**

*Weapon (battle axe or greataxe), rare*

This axe has a +1 bonus to hit and damage. When you hit a wooden creature or object with it, it

deals double weapon damage dice (though other damage dice, such as sneak attack, don't double).

## **Axe of Terror**

*Weapon (any axe), rare (requires attunement)*

This axe has a +1 bonus to hit and damage. In addition, it has 3 charges, which it regains each night at midnight. When you hit a creature with it, you can spend a charge as part of the action. If you do so, the target must make a DC 13 Wisdom save or become frightened of you for 1 minute, during which time it must use its movement to move as far from you as it can as long as it can see you. If it fails the save by 5 or more, it also drops everything in its hands, and the only action it can take is to Dash or attempt to end an effect that prevents it from escaping from you. The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

## **Axeblock Armor**

*Armor (any light or heavy), very rare (requires attunement)*

While you wear this armor, you gain a +1 bonus to AC. In addition, you have resistance to slashing damage.

## **Axiomatic Symbol**

*Wondrous item, rare (requires attunement by a lawful creature)*

This device appears as a disc showing a single arrow pointing upward- an obscure, ancient, obsolete symbol of Law. While you are attuned to this symbol, you cannot voluntarily lie or break your word or promise.

The *axiomatic symbol* also helps you resist effects that would charm you or force you to make an attack against your will. You have advantage on all saves against such effects.

In addition, the symbol has 7 charges, which it regains each day at dawn. Spending a charge allows you to use the following powers.

- You can use a bonus action to invoke the power of law to aid yourself. Until the end of your next turn, instead of rolling dice, treat all d4s as if you had rolled a 3, d6s as if you had rolled a 4, d8s as if you had rolled a 5, d10s as

if you had rolled a 6, d12s as if you had rolled a 7 and d20s as if you had rolled a 12. Once

- You can use a bonus action to invoke the power of law to hinder another creature that you can see within 120'. Until the end of your next turn, treat all d4s as if the target had rolled a 1, all d6s as if it had rolled a 2, all d8s as if it had rolled a 3, all d10s as if it had rolled a 4, all d12s as if it had rolled a 5 and all d20s as if it had rolled a 7.

## **Axiomatic Weapon**

*Weapon (any), rare (requires attunement by a lawful creature)*

When you hit a chaotic creature with this weapon, you deal an extra 2d6 psychic damage.

## **Azler's Harp**

*Wondrous item, rare (requires attunement by a proficient creature)*

When you play this harp, each creature within 10' is immune to the charmed and frightened conditions. Any charms in effect are suppressed.

## **Backpack of Infinite Food**

*Wondrous item, very rare*

As an action, you can pull any food item you can think of from this backpack. One action allows you to pull enough food for a meal for one Medium creature from it. Food not consumed within 24 hours vanishes.

## **Backbiter Spear**

*Weapon (spear or trident), very rare*

To all tests, a spear of this sort seems to be beneficial. Indeed, the spear has a +2 bonus to hit and damage. However, each time you use it in combat, there is a 1 in 20 cumulative chance that it reveals its true nature. When it does so, it twists to attempt to stab you, using your own attack roll (but with advantage) and damage.

From that point on, the weapon only attacks you. You can't get rid of it; it always appears in your hand when combat begins, and you can't voluntarily lose it until combat ends. If you throw it away or

destroy it, it magically reappears in your hands at the start of the next round of combat.

It requires a *remove curse* cast with a 6<sup>th</sup> level spell slot to allow you to be rid of this cursed item.

## **Backstabber**

*Weapon (any finesse), very rare (requires attunement by a rogue)*

This weapon has a +1 bonus to hit. Whenever you inflict sneak attack damage with it, you deal an extra 2d6 sneak attack damage.

## **Badge of Freedom**

*Wondrous item, common (requires attunement)*

This small metal pin looks like a pair of wings above an open shackle. While you bear it, if you are paralyzed, grappled or restrained, you can use a bonus action to end the condition and slip free of any physical bonds holding you. Once you use it, the badge crumbles to metal shavings.

## **Badge of the Svirfneblin**

*Wondrous item, uncommon (requires attunement)*

This brooch appears as little more than a gray rock studded with a number of colorful, uncut gems and wrapped in wire. While you wear it, you gain darkvision to a range of 30' and have advantage on Dexterity (Stealth) checks to Hide in rocky surroundings. In addition, the badge allows you to cast *blur*. Once you have done so, it can't do so again until the next dawn.

## **Bag of Bones**

*Wondrous item, legendary (requires attunement by a cleric or a necromancer)*

This small sack full of bones works once, then its magic is lost. You can use an action to scatter the bones in the bag before you. If you do so, at the start of each of your turns, 8 skeletons rise from the ground in the closest unoccupied spaces to you available. These skeletons attack your enemies but don't obey your commands. Skeletons continue to rise each round until a total of 80 skeletons have risen. The skeletons act immediately after you. Except for the turn it rises, if a skeleton ends its turn and it hasn't attacked or been

attacked in the last round, it dies and crumbles into dust.

## **Bag of Boulders**

*Wondrous item, rare*

This item appears like any other magical bag. It has 3 charges, which it regains at dawn. You can use an action to spend 1 or more charges to pull a pebble from within the bag and cast it at a target within 50'. As it flies, the pebble transforms into a boulder whose size (and damage) depend on how many charges you spent. Make a Strength or Dexterity ranged attack, treating yourself as proficient. If you spent 1 charge, the rock is about 1' in diameter and deals 2d6 bludgeoning damage on a hit. If you spent 2 charges, it is about 2' in diameter and deals 3d6 bludgeoning damage on a hit. If you spent 3 charges, it is 3' in diameter and deals 4d6 bludgeoning damage on a hit.

## **Bag of Duplication**

*Wondrous item, very rare*

This bag appears to be a finely-made leather pouch. It has 3 charges, which are renewed each dawn. If you spend the last charge, there is a 1 in 8 chance that the magic of the bag is lost. You can place an item of up to 3 lbs inside the pouch, so long as that item is no larger than 6" in its largest dimension. Any nonmagical item worth up to 500 gp that remain in the pouch for 3 rounds activates its magic and spends a charge. An exact duplicate of the item appears in the pouch. This duplicate radiates magic and can be dispelled, but is otherwise permanent.

## **Bag of Endless Caltrops**

*Wondrous item, rare*

The *bag of endless caltrops* has 5 charges, which it renews each dawn. You can spend an action to pour enough caltrops from this bag to cover a 5' x 5' area.

## **Bag of Eyes**

*Wondrous item, rare (requires attunement)*

This bag has eyes stitched onto it and can hold 100 coins. If you completely fill it with coins of any type(s), it grants you 60' darkvision for the next hour

as long as you carry it. If you already have darkvision, its range increases by 30'. Once the hour is up, the coins vanish, consumed by the bag's magic. If you open the bag before the darkvision expires, the coins vanish and the darkvision ends early.

## **Bag of Teeth**

*Wondrous item, uncommon*

This small bag is made of fish skin and contains a handful of quipper teeth. By using an action to scatter the contents in a body of water, you magically create a swarm of quippers. You have no control over them, and once they have been created, the bag's power is lost.

## **Bag of Transmuting**

*Wondrous item, rare*

This magical bag appears to be a *bag of holding* to all tests, and functions as one for 1d4+6 days. However, it is imperfectly made, and at this point, the magic field in the bag will waver and fail, transforming precious metals and gems to common metals, rocks and glass of no worth, and magic items into ordinary wood, glass or lead. Once this happens, the bag bursts, spilling forth its contents and being ruined.

A *bag of transmuting* has no effect on artifacts or relics.

## **Bag of Traveling**

*Wondrous item, uncommon*

This small pouch weighs 30 lbs. It magically contains one week's rations, a two-person tent, bedding, tinderbox, cooking utensils, six torches, six iron spikes, one flask of oil, one lantern, one full water skin, one empty wineskin, three stakes and a mallet, two large sacks and four small sacks. Any item can be easily drawn out of or replaced into the *bag of traveling*, but no other objects (except replacements for those used up) can be put into the pouch.

## **Bag of Treats**

*Wondrous item, uncommon*

This magical bag appears to be full of treats for an animal, such as a dog or cat. It can dispense 5 treats

before running out, but it magically refills each dawn.

When you make a Charisma (Animal Handling) check, you can offer a treat to the animal as part of the check. If you do so, you can add 1d4 to the check.

***Healing Treat (requires attunement by a ranger):*** You can feed a beast a treat as an action. If you do so, the beast regains 1d8 hit points.

## **Bagpipes of Confusion**

*Wondrous item, very rare*

If you attempt to play these bagpipes, every creature within 60', including you, must succeed at a DC 17 Wisdom save or become affected by the *confusion* spell.

## **Bagpipes of Despondent Weeping**

*Wondrous item, rare (requires attunement by a proficient creature)*

These magical bagpipes produce a very mournful sound when played. They have 3 charges, which are regained each morning at dawn. You can use your action to play these pipes and spend a charge, causing creatures in a 30' cone extending outward in the direction you're facing to fall down weeping despondently. Each creature in the cone except for those immune to the charmed condition must make a DC 13 Wisdom saving throw or fall prone and be incapacitated for 1 minute. At the end of each of the creature's turns, it can repeat the saving throw, ending the effect on a success. In addition, if a creature affected by the bagpipes takes damage or must make a saving throw, the effect ends on it.

If you are a bard, you can choose to target only a single creature within 30' instead of all creatures in a cone.

## **Bagpipes of Droning**

*Wondrous item, rare (requires attunement by a proficient creature)*

You can use action to play a monotonous drone on these bagpipes and invoke their power. Each creature within 60' must make a DC 15 Wisdom save or fall asleep for 30 minutes. Any creature can wake a sleeping creature with an appropriate action, but noise won't be enough.

Once you use the bagpipe's power, it won't function again until the next dawn.

## **Bagpipes of Fear**

*Wondrous item, rare (requires attunement by a proficient creature)*

You can use action to play a frightful tune on these bagpipes and invoke their power. Each creature within 60' must make a DC 15 Wisdom save or become frightened of the bagpipes for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Once you use the bagpipe's power, it won't function again until the next dawn.

## **Bagpipes of Feline Attraction**

*Wondrous item, uncommon (requires attunement by a proficient creature)*

You can use action to play these bagpipes and invoke their power. Each feline creature with an Intelligence of 3 or below is compelled to approach you and listen to the bagpipes for as long as you keep playing; many will yowl along. Smarter felines may make a DC 13 Wisdom save to resist the call of the bagpipes. The felines are fascinated, but not sufficiently distracted to make them easy to surprise or attack. However, while they listen to you play, the felines have disadvantage on saves against any effect that includes the charmed condition.

Once you stop playing, the felines depart without attacking unless compelled otherwise.

## **Bagpipes of Headaches**

*Wondrous item, uncommon*

If you use an action to play these cursed bagpipes, you and each other creature within 60' must make a DC 13 Wisdom save or get a horrible headache, suffering disadvantage on Intelligence, Wisdom and Charisma checks.

## **Ball of Endless String**

*Wondrous item, common*

This 4" diameter ball of string never winds down, no matter how much string you draw from it. 25% of these balls produce colored yarn instead.

## **Banishing Weapon**

*Weapon (any melee), rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. In addition, if you hit a creature, you can use a bonus action to cast *banishment* on it. Once you have used this power, you can't use it again until the next dawn.

## **Banner of Attraction**

*Wondrous item, rare*

This banner is designed to be affixed above a door, passageway or other entry point. It bears a bright and cheerful-looking message that reads "Enter Here!" Any creature that sees the banner must make a DC 13 Wisdom save or investigate the opening, and the first time it encounters any creature within 1 minute of doing so, it is automatically surprised.

## **Banner of Ferocity**

*Wondrous item, uncommon (requires attunement)*

You can plant this banner in the ground as an action. If you do so, you and your allies within 60' of the banner gain advantage on saves against effects that include the frightened condition.

## **Banner of Friendship**

*Wondrous item, uncommon*

You can plant this banner in the ground as an action. While it is planted, any creature within 200' that can see it must make a DC 13 Wisdom save before it can attack or cast a hostile spell. However, once a creature has either attacked or been attacked (including via hostile spells), all other creatures within 30' of it are freed from the banner's effect.

The *banner of friendship* has no effect on creatures that have attacked or been attacked (including via hostile spells) within the last minute.

Once it has been uprooted, the banner will not function again until the next dawn.

## **Banner of Privacy**

*Wondrous item, rare (requires attunement)*

This banner bears a highly visible message- "Keep Out!" When hung over a door, portal, passage or other entryway, the banner forces creatures to make

a DC 13 Wisdom save to enter the marked passageway. A creature that fails its save is unwilling to do so for the next 24 hours (and must then attempt to make the save again). A creature that succeeds is immune to this particular banner's power.

## **Barding of Easy Travel**

*Armor (any barding), rare*

When you speak the command word of this barding as an action, it magically self-assembles and conjures a war horse within it. The horse remains until dusk and cannot be summoned again until dawn. Each time you use the barding, it conjures a new horse, so if the horse is slain, the barding can be used again come the next dawn.

## **Barding of Flight**

*Armor (leather barding), rare (requires attunement by a mount)*

When your mount attunes to this magical barding, wings spring forth from its back, giving it a flight speed of 60'. For every hour the mount flies, it must make a DC 13 Constitution save or gain 1 level of exhaustion.

## **Barding of the Protective Rider**

*Armor (any barding), uncommon (requires attunement by a rider and mount)*

For this barding to function, both you and your mount must attune to it. Whenever an attack hits your mount while you are riding it, you can choose to take the damage in lieu of it harming your mount. Alternatively, you can choose to take half the damage (rounded up), allowing your mount to take the other half.

## **Barrel of Hiding**

*Wondrous item, very rare*

Anything placed inside this barrel is utterly undetectable by magic or sight. Creatures or objects within are rendered invisible, and spells such as *detect magic*, *see invisibility*, *locate object*, etc, will completely fail to discern the creatures or objects in the barrel. *True sight* will foil the powers of a *barrel of hiding*.

## **Barrel of Monkeys**

*Wondrous item, rare*

If a creature looks inside this magical barrel, it must immediately make a DC 15 Wisdom save or be polymorphed into a monkey. At the same time, monkeys begin to emerge from the barrel at a rate of 1 per round until 100 have come forth or until a *dispel magic* or *remove curse* spell is cast upon it (either of which destroy the barrel's magic).

If the barrel is moved by hand, it loses its magic. However, if moved by device, *telekinesis* or other means that don't involve actual physical handling by creatures, it keeps it.

## **Barrel of Poverty**

*Wondrous item, very rare*

When you look within this barrel, you are stricken with a terrible curse. All the items you carry on your person immediately vanish, shoulder straps appear across the top of the barrel and its bottom falls out, allowing you to wear it as a suit of medium armor that gives you a +2 bonus to AC. The barrel's special properties are then lost.

## **Barrel of Rolling**

*Wondrous item, common*

This barrel has three command words, each of which can be spoken as a bonus action. If you speak the first command word while touching the barrel, the top locks securely, closing the barrel's contents within an air-tight seal. If you touch the barrel and speak the second command word while it is on its side, it begins to roll away from you at a speed of 20'. The barrel can roll itself up a slope as steep as 1/2, can navigate stairs, etc. The barrel always travels in a straight line. If you speak the third command word while the barrel is rolling itself and you can see the barrel, you can cause it to stop rolling. (If it is on a slope, it may well begin rolling downhill.)

## **Bark Armor**

*Armor (special), very rare (requires attunement by a druid)*

*Bark armor* is just that- armor composed of

tree bark magically enhanced to protect its wearer. While you wear this armor, your Armor Class is never less than 16.

## **Bashing Shield**

*Armor (shield), rare*

When you hit an enemy with a melee weapon attack while you have this shield equipped, you can force that enemy to make a DC 13 Strength saving throw or be pushed 15' away from you.

## **Basilisk Helm**

*Wondrous item, very rare (requires attunement)*

This helmet is fashioned to resemble the head of a basilisk. If a creature that you can see within 25' of you makes an attack against you, you can use your reaction to force it to make a DC 15 Wisdom saving throw. If it fails, its speed is reduced to 0. At the end of each of its turns, it can repeat the save, ending the effect on a success.

## **Battle Bridle**

*Wondrous item, very rare*

While you are mounted on a beast with the *battle bridle* on, you gain a +5 bonus to any checks you make to control your mount in battle. In addition, you and your mount share the higher AC between you while you are mounted.

## **Battle Cloak**

*Wondrous item, rare (requires attunement)*

If an enemy misses you with a melee weapon attack, you can use your reaction to attempt to entangle the weapon. The attacker must make a DC 15 Dexterity save or its weapon is trapped in the cloak. As long as the creature retains its grip on the weapon (or if you trap a creature's natural weapon), you are both grappled. The creature can free its weapon by using an action to make a successful DC 15 Strength or Dexterity check.

If you are not wearing the cloak but are instead carrying it, you can cause it to stiffen and strike with it (effectively casting *shillelagh*).

## **Battle Ribbon**

*Wondrous item, uncommon (requires attunement by a fighter)*

While you wear this ribbon, whenever you use your second wind, you can also spend up to three of your Hit Dice.

## **Battleforged Plate**

*Armor (plate), uncommon (requires attunement by a fighter)*

Magical plate armor of this sort aids you when you use your second wind, healing you of an extra 1d6 hit points per fighter level you have.

## **Battleforged Shield**

*Armor (shield), uncommon*

While you use this shield, if a creature within 5' of you regains hit points, you can use your reaction to allow it to regain additional hit points as if it had spent a Hit Die.

## **Battlestrider Greaves**

*Wondrous item, uncommon (requires attunement by a creature proficient in heavy armor)*

If you attach these to a suit of heavy armor, you gain a +5' bonus to your speed while wearing that armor.

## **Bead of Accuracy**

*Wondrous item, uncommon*

You can throw this bead as a ranged weapon attack at a target within 60'. If you hit, the bead affixes itself to the target and magically becomes a ring of concentric circles on it for 1 minute. Ranged attacks against the target gain advantage while this effect lasts.

A creature can remove the *bead of accuracy* from itself by using an action to make a DC 15 Strength check. Once it is removed or the effect ends, the button returns to its normal form.

**Proficiency (requires attunement):** You are considered proficient in the bead.

## **Beaker of Plentiful Potions**

*Wondrous item, very rare*

This beaker has three different random potions

layered within it. There are three doses of each potion provided, and you must drink the three potions in sequence (you cannot get at the second one before you finish the first). Once the last dose is used up, the beaker loses its magic.

## **Bear Cloak of the Sulhaut Mountains**

*Wondrous item, rare (requires attunement)*

This cloak, made from the hide of a cave bear, includes the head and claws of the bear as a part of it. It can't be worn with other headgear.

While you wear it, the cloak allows you to cast *speak with animals*. Once you have done so twice, this power of the cloak won't function again until the next dawn.

The cloak also allow you to cast a version of *hold monster* that only affects beasts. Once you have used this power, it won't function again until the next dawn.

Finally, you can use the cloak to cast *enhance ability* (strength or constitution only). Once you have done so, this power won't function again a week has passed.

## **Bear Helm**

*Wondrous item, common (requires attunement by a barbarian)*

While you rage, you reduce the severity of critical hits on you by 2d6.

## **Bear Spirit Armor**

*Armor (leather or hide), uncommon (requires attunement)*

This armor is made from toughened bear hide inscribed with invocations to the animal's spirit. It helps to grant you the fortitude of a bear.

Whenever you complete a short rest while wearing this armor, you gain temporary hit points equal to 5 + your Constitution bonus.

***Bear's Fortitude (requires attunement by a barbarian or ranger).*** When you are hit by a melee weapon attack, you can use your reaction to gain 10 temporary hit points. Once you use this ability, it can't be used again until you complete a long rest.

## **Bear Totem**

*Wondrous item, rare (requires attunement by a barbarian or druid)*

A *bear totem* is a collection of sticks bound together and wrapped in bear fur. Bear claws and teeth protrude from the bundle. While you carry it on your person, your hit point maximum increases by 5, and you gain a +1 bonus on Strength and Constitution saving throws. In addition, the totem grants you the following power.

***Ferocity.*** If you are reduced to 0 hit points, you can choose to remain standing. You are still dying and must still make death saves normally. The only action you can take while at 0 hit points is the Attack action, and your speed is reduced by half. Once you use this ability, you must complete a long rest before you can use it again.

## **Bearskin Armor**

*Armor (hide), very rare (requires attunement)*

Made from the hide of a great bear, this armor gives you a bonus of +1 to AC and to any check you make to grapple or escape a grapple.

In addition, while you wear it, you gain a keen sense of smell that grants you advantage on Wisdom (Perception) checks relying on smell.

Finally, the armor's gloves have bear claws set into them, allowing you to attack with them as light weapons dealing a base 1d6 damage. As long as you are proficient in this armor, you are proficient with the claws.

## **Beast Slayer Weapon**

*Weapon (any), rare (requires attunement)*

This weapon deals an extra 2d6 damage against beasts.

## **Beast Tamer's Whip**

*Weapon (whip), rare*

When you hit a beast with this whip, it must make a DC 11 Wisdom saving throw or be frightened of you until the end of your next turn.



## **Beastskin Armor**

*Armor (leather or hide), very rare (requires attunement by a druid)*

This magic armor gives you a +1 bonus to AC. If you change form, it still gives you a +1 bonus to AC in your alternate form.

## **Beating Heart**

*Wondrous item, rare (requires attunement)*

This small golden heart is often mounted on a thin chain. As an action, you can transfer one of your hit dice to the *beating heart*. If you do so, you lose access to that hit die, but you are immune to possession (including via *magic jar*) and the life drain special attack form.

In addition, if you fall to 0 hit points, the *beating heart* automatically spends the hit die within it, healing you at the cost of your immunities.

While it contains a hit die, the *beating heart* is warm and beats with the rhythm of your own heartbeat.

## **Beauregard's Beautiful Bauble**

*Wondrous item, very rare*

This small stone looks like a robin's egg. It has a soothing effect on creatures within 30' that can see it. Each such creature must make a DC 17 Wisdom save, becoming calm and at peace for as long as the stone is in view plus one hour on a failure. A creature calmed by the stone takes no aggressive actions, is immune to the frightened condition and, if it is in a rage, that rage ends immediately.

The effect ends on a creature that takes damage. A creature that sees an ally take damage can repeat the save with advantage, ending the effect on it on a success.

## **Bedroll of Dryness**

*Wondrous item, common*

This bedroll, as well as any creature that sleeps within it, always remains dry despite any precipitation. Should it be completely submerged or buried, the bedroll's magic fails until it is completely dry.

## **Bell of Alarm**

*Wondrous item, common (requires attunement)*

You can use an action to command this bell to watch, designating up to ten creatures plus yourself for the bell to ignore. If it detects any other creature, it immediately begins to ring loudly and continues until you use a bonus action to command it to end its watch.

The bell can see and hear up to 60'. Its ringing is clearly audible within 60' and awakens any sleeping creatures not magically asleep.

## **Bell of Discord**

*Wondrous item, legendary (requires attunement)*

If you use an action to ring this bell, each other creature within 90' not immune to the charmed condition must make a DC 19 Wisdom save or become enraged, attacking the nearest creature with intent to kill. An affected creature can repeat the save at the end of each of its turns, ending the effect on a success, but if you ring the bell again, it must save again.

## **Bell of Doom**

*Wondrous item, very rare*

If you use an action to ring this bell, an oni appears within 30' of you. You have no control over the oni.

## **Bell of Thirst**

*Wondrous item, rare (requires attunement)*

If you use an action to ring this bell, each creature within 30' must make a DC 15 Wisdom save or be affected by *insatiable thirst*. Once you use the bell's power, it won't function again until the next dawn.

## **Bell of Warning**

*Wondrous item, rare*

This magical bell has 30 charges when first created. It never regains charges, and when its last charge is expended and its last watch is up, it loses its magic.

When you hang this bell from a branch or rafter and then use an action to speak the command word, it activates. Thereafter, if an invisible, ethereal, or astral creature approaches within 30' of the bell, it

peals. It likewise peals if a creature attempts to move silently or hide within 30' of it. It continues to sound until the creature that it sensed leaves its detection radius.

Once you activate it, the bell remains active for 12 hours.

## **Bell's Palette of Identity**

*Wondrous item, rare (requires attunement)*

This magical device protects you against spells that alter your physical appearance or shape. The item is an artist's palette; it is covered with an assortment of bright pigments, some of which shimmer and glow. To use the item, you spend at least 8 hours painting a self-portrait. You need have no special expertise when painting the portrait, but must do your best to create an accurate likeness.

As long as you carry the portrait on your person, whenever you are affected by a spell or magical effect that would change your appearance or shape, such as a *polymorph* spell or a medusa's gaze, the portrait suffers the effect of an unsuccessful saving throw. If there is a partial effect on a successful saving throw, the portrait suffers that effect instead of you, as well.

Once a portrait has been affected by one such effect, it no longer accurately represents you and will no longer protect you.

*Bell's palette of identity* has enough pigment to create 1d4+1 portraits before running out.

## **Bellows of Breath**

*Wondrous item, very rare*

This large bellows appears to be the sort that would be worked at a forge. If you pump it and speak the command word as an action, it emits a 25' cone of poison gas. Each creature within the cone must make a DC 17 Constitution save, taking 4d10 poison damage on a failure or half that on a success. A creature that fails its save is also poisoned for 1 minute, repeating the save at the end of each turn and ending the effect on a success. Once the bellows' power has been used, it won't function again until the next dawn.

## **Bellows of Breezes**

*Wondrous item, rare*

If you speak this item's command word and pump it as an action, it emits a great wind in a 60' cone. Each creature in the cone must make a DC 15 Strength save or be pushed back 10' directly away from the bellows and knocked prone. Once the bellows' power has been used, it won't function again until the next dawn.

## **Belmondo's Useful Tool**

*Wondrous item, very rare*

The original *Belmondo's useful tool* is an artifact, and somewhere it is out there, growing ever more intelligent and crafty over time. In its quest for meaning, it has attempted to reproduce itself many times, but has only been able to create these (lesser) versions of itself, which lack sentience.

In its true form, a *Belmondo's useful tool* is a cube of metal that is easily manipulated by the user's hands, like clay. As an action, you can shape it into a tool of your choice up to the size of a 10' pole, capable of giving you advantage on an appropriate ability check. For example, you could use an action to turn it into superior thieves' tools, a hammer, a crowbar, surgical tools, climbing aids, etc. Once it has been transformed, *Belmondo's useful tool* remains in the form in question until you use an action to reshape it again.

*Belmondo's useful tool* cannot be shaped into weapons or non-practical objects, only actual tools.

## **Belt of Battle**

*Wondrous item, very rare (requires attunement)*

While you wear this leather belt, you can't be surprised. In addition, it has 3 charges, which it regains at dawn. You can expend one or more charges on your turn to make one weapon attack per charge without using an action or bonus action.

## **Belt of Growth**

*Wondrous item, uncommon (requires attunement)*

While you wear this belt, you can cast *enlarge* on yourself. Once you do so, it won't function again until the next dawn.

## **Belt of Inspirational Vigor**

*Wondrous item, uncommon (requires attunement)*

This belt has a broad buckle that depicts a shield deflecting flames, arrows and blades. Whenever you magically regain hit points, each of your allies within 10' regains hit points equal to its Constitution bonus (minimum of 1).

## **Belt of Inspired Action**

*Wondrous item, rare (requires attunement)*

If you have inspiration, you can expend it to take an extra action on your turn. Once this belt has functioned, it won't work again until the next dawn.

## **Belt of Sacrifice**

*Wondrous item, uncommon (requires attunement)*

While wearing this belt, you can use a bonus action to spend one Hit Die. If you do so, you don't recover any hit points, but one creature within 25' of you that you can see regains one spent Hit Die.

## **Belt of Titan's Blows**

*Wondrous item, legendary (requires attunement)*

While you wear this belt, you gain a +10 bonus to the damage of your melee weapon attacks.

## **Belt of Vigor**

*Wondrous item, uncommon (requires attunement)*

While you wear this belt, you gain a +1 bonus to the amount of hit points regained from each Hit Die you spend.

## **Berserker Armor**

*Armor (leather or hide), uncommon (requires attunement by a barbarian)*

If you enter a rage while wearing this armor, you gain a +2 bonus to melee weapon damage.

## **Bimbomushi**

*Wondrous item, uncommon (requires attunement)*

This item appears as a stone or gem. While you bear it on your person, if you are in a combat in which at least one enemy has a CR above your level, you gain a +2 bonus to AC.

## **Birth Spoon**

*Wondrous item, rare*

If you use an action to place this silver spoon in the mouth of an infant not more than a day old, that child gains 1 Wyr.

## **Biwa of Calm**

*Wondrous item, uncommon (requires attunement by a proficient creature)*

This biwa (a stringed instrument similar to the lute; if you are proficient in the lute, your proficiency also applies to the biwa) is of fine and tasteful construction, and its dulcet tones produce a calming effect when well-played. If you play the instrument for 1 minute and make a DC 15 Charisma (biwa) check, you can force each creature within 30' that can hear the music to make a DC 13 Wisdom save or become calm and nonviolent for as long as your performance lasts plus 10 minutes. If a creature takes damage or has to make a save, the effect ends on it.

If you fail the Charisma (biwa) check, you produce poor, monotonous and unharmonious music. The biwa will not function again as long as any creature that heard its poor performance (other than you) is present.

## **Biwa of Charming**

*Wondrous item, rare (requires attunement by a proficient creature)*

This biwa (a stringed instrument similar to the lute; if you are proficient in the lute, your proficiency also applies to the biwa) appears like a high-quality but unexceptional instrument. However, when you play it for at least 1 minute and you make a DC 20 Charisma (biwa) check, you can cast *suggestion*.

## **Biwa of Discord**

*Wondrous item, rare (requires attunement by a proficient creature)*

This magical lute-like instrument appears to be a beneficial sort of magical biwa, but when played it emits painful and discordant tones that enrage each creature other than you within 30'. Enraged creatures have a 50% of attacking you and a 50% chance of

attacking the closest creature. At the end of each of its turns, an affected creature can make a DC 15 Wisdom save to end the effect.

## **Black Book of Strogass**

*Wondrous item, very rare*

This odious black tome's cover is made of the skin of some sort of black-winged creature. Evil runes and glyphs adorn the cover. While you touch it with your bare hand, you can speak and understand Abyssal. In addition, if you hold the tome in your bare hands, you can use an action to attempt to exert very limited and momentary control over a demon within 100' of you. The demon makes a DC 15 Wisdom save; failure indicates that you can force it to attack a creature of your choice on its next turn. Once you use this power against a demon, it is immune to the power thereafter.

## **Black Cave Pearl**

*Wondrous item, uncommon*

Created by giant clams in underground realms with magically tainted waters, one of these pearls is typically about 1/2" in diameter and obviously flawed. You can expend it as an additional material component when you cast a spell that causes one or more creatures to make a saving throw to avoid the charmed condition. If you do so, one target has disadvantage on its save.

## **Black Dragon Bile**

*Wondrous item, rare*

Distilled from the bile of a black dragon through a combination of alchemy and magic, this foul-smelling frothy yellow-amber liquid can be used to enhance magic involving acid. When you cast a spell that deals acid damage, you can expend the *black dragon bile* as an additional material component. If you do so, you can reroll all 1s on the acid damage dice for that spell, but you must accept the second result.

## **Black Iron Armor**

*Armor (any heavy), very rare*

While you wear this armor, you gain resistance

to fire and necrotic damage.

## **Black Kumade**

*Weapon (javelin), rare (requires attunement)*

If you hurl this javelin, it returns to you at the end of the turn. You can also use a bonus action to spin it in place, giving you a +2 bonus to AC until the start of your next turn or you attack with it again.

## **Black Mace**

*Weapon (mace), very rare (requires attunement)*

This mace has a +1 bonus to hit and damage. While it is in your hand, undead treat you as if you were invisible. Finally, if you hit an undead creature, it must make a DC 17 Wisdom save or be turned (as if by a cleric).

## **Black Sun of Bleak**

*Wondrous item, rare (requires attunement by a cleric of Bleak)*

This device appears as a black orb, often on a chain. It represents Bleak, the god of darkness. While you hold it in hand, if a creature fails a saving throw against one of your cleric spells by 5 or more, it is blinded in addition to the other effects of the spell. This blindness lasts for 1 minute, but the target can make a Wisdom save against your spell save DC to end the effect at the end of each of its turns.

## **Bladeturning Ring**

*Ring, rare (requires attunement)*

A ring of this type often has a small image of a shield as its face. It helps you to defeat the attacks of metal weapons. If a creature attacks you with a metal weapon, before it rolls the dice, you can use your reaction to force one such attack to miss.

## **Blanket of Sleeping**

*Wondrous item, rare*

If you wrap or cover a creature with this blanket, it must make a DC 13 Wisdom save or fall into a deep slumber. The creature remains asleep until it takes damage or is uncovered.

## **Blazing Skylance**

*Weapon (lance), rare (requires attunement)*

This magical lance has a +1 bonus to hit and damage. In addition, it has 3 charges, which it regains each dawn. You can use an action to spend a charge and cause a 15' cone of flame to emit from the lance's tip. Each creature in the cone must make a DC 15 Dexterity save, suffering 5d6 fire damage on a failure or half that on a success.

## **Blazing Sun Ring**

*Ring, uncommon (requires attunement)*

You must wear this ring for 1 week to attune to it, and if you remove it, your attunement is broken. While you wear this ring, you gain immunity to fire damage but vulnerability to cold damage.

## **Blessed Bandage**

*Wondrous item, common*

These magical bandages are usually found in batches of 1d4+4. You can use a bonus action to apply one to a dying creature within your reach, automatically stabilizing it. This expends the *blessed bandage*.

## **Blessed Soil**

*Wondrous item, uncommon*

This dirt is usually found in a sack containing 1d4+4 pounds of it. If you use an action to sprinkle one pound of it onto the grave of a creature, that creature can't rise as or be animated as an undead (unless it is first removed from the grave).

## **Blight Stone**

*Ammunition (bullet), rare*

If you use a sling to cast this stone, it shatters on impact, dealing no damage but releasing a burst of greenish vapor in a 10' radius sphere. Each plant in that area must make a DC 15 Constitution save, suffering 5d6 poison damage on a failure or half that on a success.

## **Blighter's Hex-Eye**

*Wondrous item, uncommon (requires attunement)*

Often found in the hands of orcs, one of these

devices appears as a black leather eyepatch with a crimson pentagram drawn on it, often crudely.

The eyepatch has 3 charges, which it regains at dusk. You can use a bonus action to spend a charge to activate the *hex-eye*. If you do, until the end of your next turn, your melee attacks deal an extra 2d6 necrotic damage against plants, elves and half-elves.

## **Blindfold of Dexter**

*Wondrous item, uncommon*

This strip of white cloth is tied across the eyes to serve as a blindfold. While you wear it, you are blinded, but you gain a perfect awareness of the location of living creatures within 100' of you. In addition, you can use your action to give off a flash of brilliant light that emanates in a 25' radius from you. Each enemy within the flash must make a DC 11 Constitution save or be blinded for 1 minute. At the end of each of the blinded creature's turns, it can repeat the save, ending the effect on a success.

## **Blindfold of Readiness**

*Wondrous item, rare (requires attunement)*

While you wear this blindfold, you are blind, but gain blindsight 30'. In addition, you have advantage on initiative rolls.

## **Blinking Armor**

*Armor (any non-shield), rare*

While you wear this armor, you can spend a bonus action to cast *blink*. Once you use this ability, it won't function until the next dawn.

## **Blood Seeking Ammunition**

*Ammunition (any), uncommon*

This magical ammunition flies around cover and even around corners to strike its target. It ignores all cover, and you can fire it (albeit with disadvantage) at a target that you don't have line of sight to.

## **Bloodcut Armor**

*Armor (leather or hide), rare (requires attunement)*

Armor of this sort is tinged crimson. When you are at half your maximum hit points or fewer, the armor glows red, and you gain resistance to piercing

and slashing damage from nonmagical weapons.

## **Bloodfang Dagger**

*Weapon (dagger), very rare (requires attunement by a rogue)*

When you sneak attack with this weapon, roll d10s instead of d6s for your sneak attack damage.

## **Bloodguard Shield**

*Armor (shield), uncommon (requires attunement)*

This shield has 3 charges, which it renews each morning at dawn. When you suffer a critical hit, you can spend a charge to gain resistance against the damage and reduce the severity by 1d8.

## **Bloodshored Shield**

*Armor (shield), very rare (requires attunement)*

While you are at half your hit points or less, you gain a +2 bonus to AC. In addition, when you or a creature within 5' of you is damaged by an attack while you are at half your hit points or less, you can use your reaction to reduce the damage by half.

## **Bloodsoaked Bracers**

*Wondrous item, uncommon*

These studded leather bracers tremble with power while you are at half hit points or less. While you are at half your maximum hps or less, you gain a +3 bonus to damage rolls.

## **Bloodsoaked Shield**

*Armor (shield), uncommon (requires attunement)*

While you are below your maximum hit points, you ignore the first 1 point of bludgeoning, piercing and slashing damage from nonmagical weapons. In addition, while you are at half your maximum hit points or less, when you suffer a critical hit, the severity is reduced by 1d4.

## **Bloodsword**

*Weapon (long sword or great sword), legendary (requires attunement)*

This weapon has a glassy gray blade, but when it strikes, it sucks blood into it, becoming tinted with scarlet.

This sword gives you a +1 bonus to hit and damage, or +3 against creatures with blood. When you hit a living creature with blood, it must make a DC 19 Constitution save. If it fails, it takes an additional 1d10 damage from blood loss. Every point of blood loss is converted by the sword into one charge. However, at the start of each of your turns, the sword loses 1 charge.

You can spend 10 charges when you hit with the *bloodsword* to roll your damage twice and take the better result.

You can use your reaction to spend 20 charges to gain advantage on a Strength check or save.

You can use an action to spend 30 charges to heal yourself, regaining 3d10 hit points.

## **Bloodthirst Bracers**

*Wondrous item, uncommon (requires attunement)*

These bracers have 3 charges, which they renew each morning at dawn. When you hit a creature with a melee attack, you can spend a charge to cause the wound you inflict to bleed, dealing 1d4 damage to the target at the start of each of its turns. The wound continues to bleed until the target regains hit points or until a creature uses its action to make a DC 10 Wisdom (Medicine) check to bind or stuff the wound.

## **Bloodthread Robes**

*Wondrous item, very rare (requires attunement)*

This scarlet robes has magical threads of enchanted blood woven into it. It is warm to the touch, and traces of deeper red seem to move within the robe.

While you are at half your maximum hit points or fewer, you gain a +2 bonus to Armor Class and saving throws.

## **Bloodvine Armor**

*Armor (hide), very rare (requires attunement by a barbarian, druid or ranger)*

This +1 *hide armor* is made of thick hide, but it is woven with thick, root-like tendrils. When you are struck in combat, the tendrils work to compensate, thickening in otherwise weak areas and hardening over your vitals.

If you are hit by a weapon attack, you can use your reaction to increase your AC by 1. This lasts as

long as you concentrate on it, to a maximum of 1 minute, and the effect is cumulative, to a maximum of +4.

## **Blueshine Armor**

*Armor (any medium or heavy), uncommon*

This magic armor glistens with a blue-black sheen. It is immune to rusting effects and to acid damage (though it provides you with no protection).

When you make a Dexterity (Stealth) check to hide in a dark area, the armor grants you a +2 bonus.

## **Blurring Armor**

*Armor (any non-shield), rare (requires attunement)*

This magical armor allows you to cast *blur*. Once you have done so, you must complete a short or long rest before you can do so again.

## **Boccob's Blessed Book**

*Wondrous item, uncommon*

This well-made tome is surprisingly small and light and weighs only 1 lb. It is waterproof and very durable; it can take 3 extra wear points without anything worse than cosmetic damage. (Normally, an item with 1 wear point has suffered cosmetic damage; an item with 2 wear points has a -1 penalty where appropriate; and an item with 3 wear points is destroyed.)

This book functions as a spellbook, but it has 200 pages instead of 100. Copying a spell into this book costs half as much as normal.

## **Bodokod Belt**

*Wondrous item, uncommon (requires attunement)*

This belt is made of sewn together bits of chitin from a type of giant beetle called a bodokod that dwarves use as a beast of burden. While you wear it, your speed is reduced by 5', but whenever you must spend extra movement to move through an area because of its physical nature (e.g. rubble, brush, waist-deep water), you spend 1' less than normal per 1' of movement. (This means that you ignore most difficult terrain).

## **Bodokod Potion**

*Potion, common*

After you drink this potion, your speed is reduced by 5', but whenever you must spend extra movement to move through an area because of its physical nature (e.g. rubble, brush, waist-deep water), you spend 1' less than normal per 1' of movement. (This means that you ignore most difficult terrain). This effect lasts for 1 hour.

## **Bodyguard's Armor**

*Armor (any), very rare (requires attunement)*

This suit of armor is designed to aid you in protecting your allies. While you wear it, any ally within 5' of you gains a +1 bonus to Armor Class. In addition, if an enemy within your reach makes an attack against one of your allies, you can use your reaction to make a single melee weapon attack against that target.

## **Bold Victory Armor**

*Armor (any), uncommon*

This armor grants you two powers. First, it allows you to tell when a creature is at half its hit points or less.

Second, the armor has 3 charges, which it regains each morning at dawn. Whenever you or one of your allies within 25' reduces an enemy to half its point or less, the armor automatically spends a charge, granting you or the ally a d6 that it can add to an attack or saving throw that it makes or subtract from an attack roll that the bloodied enemy makes. If the creature doesn't spend the d6 by the end of its next turn, it is lost.

## **Bolder's Cloak of the Rogue**

*Wondrous item, very rare (requires attunement by a rogue)*

This plain, unassuming cloak enhances your thieving ability. While you wear it, you gain a +2 bonus to ability checks made to pick pockets, open locks, find or remove traps, move silently, hide in shadows or climb walls.

In addition, when you sneak attack, you can roll two extra d6s of damage and then discard the two

lowest d6s from the roll.

The cloak also contains two pockets that act as small *bags of holding*, each capable of holding up to 30 lbs. These pockets are invisible to everyone but you.

Finally, whenever you are subject to a *detect magic* spell, you may make a Wisdom save. If you succeed, neither you nor anything you carry detects as magical.

## **Bolt of Fire**

*Ammunition (bolt), rare*

This magical crossbow bolt has a large, round, red head. When you fire it, if you hit, it explodes in a 10' radius sphere of fire. A creature directly hit suffers 6d6 fire damage from the bolt; other creatures in the sphere must succeed at DC 13 Dexterity saves or suffer the same damage, taking half on a success.

## **Bolt of Lightning**

*Ammunition (bolt), rare*

This magical crossbow bolt has an extended head made of copper. When you fire it, if you hit, it explodes in a blast of lightning. A creature directly hit suffers 6d6 lightning damage from the bolt; other creatures within 10' must succeed at DC 13 Dexterity saves or suffer the same damage, taking half on a success.

## **Bone of Animation**

*Wondrous item, uncommon*

If you hold this rune-scribed femur in hand and speak the command word as a bonus action, it animates as a skeleton in an unoccupied space within 5' of you. The skeleton goes immediately after your turn and obeys your verbal commands. The bone remains animate for 1 minute before transforming back into a femur, or transforms back into a femur if reduced to 0 hit points or turned. Once it has been used, the *bone of animation* will not function again until the next midnight.

## **Bone of Bruising**

*Wondrous item, uncommon*

You can use an attack to hurl this bone at a

creature as an improvised weapon. If you hit, you deal no damage, but the bone continuously dances through the air, battering at the creature. At the start of each of its turns, the creature must make a DC 13 Constitution save to maintain concentration on a spell or effect.

## **Bone of Turning**

*Wondrous item, rare*

By using an action to brandish this bone and call out in a loud voice, you can turn undead as a cleric. Once you use this power, it won't function again until the next dawn.

## **Bone Ring**

*Ring, uncommon (requires attunement)*

This ring has 30 charges when first created. When you are subject to the life drain special ability or an effect that would reduce your strength, the ring automatically expends one charge and protects you from the triggering effect. Once its last charge is spent, the ring shatters, dealing 1d6 slashing damage to you.

## **Boneblade Rod**

*Weapon (mace), very rare (requires attunement by an orc or half-orc)*

This rod is fashioned from the thighbone of an orcish ancestor of the Boneblade clan, a clan of orcs from Valonia known for making weapons from their ancestors' bones. This rod will function as a +2 *mace*. In addition, when you hit a creature with it twice on the same turn, that creature must make a DC 13 Strength save, being pushed back 10' on a failure, *and* a DC 13 Dexterity save, falling prone on a failure.

This rod is very sturdy, and can take a total of 4 wear points before suffering more than cosmetic damage.

## **Bonebreaker**

*Weapon (any hammer or mace), very rare*

A magic weapon of this sort is heavy and brutal-looking, with a flanged head. It grants a +2 bonus to attack and damage rolls.

***Bonebreak (requires attunement).*** When you roll a natural 19 or 20 with this weapon, you can choose to break one of the target's bones. The target



takes an extra 2d8 points of damage, and roll on the following chart. If this attack is a critical hit, the extra damage dice double normally, and the effect below is in addition to any critical effects.

<b>D% Roll</b>	<b>Bone Broken</b>
01-30	Arm (disadvantage on tasks that use it)
31-60	Leg (speed is halved)
61-90	Ribs (disadvantage on Constitution checks and saves)
91-00	Skull (stunned; at the end of each turn, the target makes a DC 15 Con save to recover)

## **Bonewand**

*Wand, rare (requires attunement)*

A wand of this sort is always fashioned from bone. It has 6 charges and regains 1d4+1 charges each midnight. If you spend the last charge, there is a 1 in 20 chance that the *bonewand* loses all power.

You can use an action to expend a charge and spray a volley of sharp shards of bone in a 60' long, 10' wide line. Each creature in the line must make a DC 15 Dexterity save, suffering 6d4 points of magical slashing damage on a failure or half that on a success.

***Animate Dead (requires attunement by a cleric or wizard):*** You can expend 2 charges from the wand to cast *animate dead*.

## **Book of Coordination**

*Wondrous item, very rare (requires attunement)*

While you bear this book, you gain several benefits.

- Whenever you and your allies roll for initiative, you may switch initiative results with a willing ally that you can see and hear and that can see and hear you within 30'.
- On your turn, you may use an action to move half your speed and allow up to two allies that you can see and hear and that can see and hear you within 30' to move up to half their speed.
- When at least one ally is within 5' of you, you gain a +1 bonus to AC.
- When you cast a spell that targets one willing creature, you can instead target two willing creatures in range. Once you use this ability, it

will not function again until the next dawn.

## **Book of Exalted Deeds**

*Wondrous item, legendary*

This holy book is named after the original artifact. It is sacred to good-aligned clerics. Reading it requires a full week of constant study, but upon completion a good cleric will gain enough experience points to reach the midpoint of the next level (and must take the level in cleric).

A good aligned creature that is not a cleric but is a paladin also gains some benefit from perusing the tome for a week. Until the creature gains a level, it earns experience at twice the normal rate.

A good creature that is not a cleric or paladin that reads the book for a week gains a 10% bonus on earned experience until it gains a level.

A cleric that is neutral with respect to good and evil feels distinctly uneasy upon examining the book. If it persists in reading the tome, the cleric gains no benefit and is plagued by moral doubts. It can either choose to become Good aligned or be plagued by moral questions for the next month, during which time it has disadvantage on spell attacks and saving throws against its spells have advantage.

A creature that is neutral with respect to good and evil and is not a cleric receives no benefit from examining the book and cannot comprehend its precepts and tenets.

An evil cleric or paladin that looks upon the *Book of Exalted Deeds* feels a sharp pain. Touching it makes the creature nauseous, and attempting to read it provokes a severe migraine. If the creature persists and spends a week reading, it falls into a state of profound remorse and self-loathing. While this lasts, the cleric cannot earn experience and has 3 levels of exhaustion that cannot be removed. This effect can only be ended if the creature receives an *atonement* spell from a cleric of its own deity.

An evil creature that is not a cleric or paladin that looks upon the book feels uneasy, and reading it induces a mild nausea. The concepts and ideas of the book are foreign, confusing and threatening to such a creature; if it spends a week doing so, it gains 3 levels of exhaustion, which it can recover from normally.

Once fully read, the *Book of Exalted Deeds*

vanishes. You can never be affected by this tome twice.

## **Book of Fate**

*Wondrous item, very rare (requires attunement)*

If you spend 10 days reading this book for at least 8 hours a day, you gain 1 Wyr. The book then vanishes.

## **Book of Holy Knowledge**

*Wondrous item, uncommon (requires attunement)*

If you spend 1 minute looking through this book while making an Intelligence (Religion) check, you gain advantage on the check. If you use this ability more than once before completing a short or long rest, you gain one level of exhaustion. Each additional time you use it before completing a short or long rest, you gain an additional level of exhaustion.

## **Book of Infinite Spells**

*Wondrous item, legendary (requires attunement)*

This magical book contains 1d8+22 pages, but once a page is flipped, it cannot be turned back (reading through the book is a one-way trip). Each page's contents are determined randomly, as noted below. If the page the book is open to contains a spell, you can cast that spell as if you had prepared it or selected it as one of your spells known. In addition, you can cast it once, but must then complete a long rest before doing so again.

You need not bear the book to benefit from its powers; you must merely be attuned to it. In addition, your attunement is not broken unless another creature attunes to it, you die or you spend a year and a day without touching it.

Each time you cast a spell provided by the book, there is a chance that the page turns spontaneously. When the last page turns, the book vanishes. The base chance of a page turning is 10%, modified as follows:

- The spell is not on any of your class' spell lists: +10%
- You cannot normally cast spells of the spell's level: +10%
- You cannot normally cast spells at all: +10%

To determine the contents of a page from the book, roll on the following chart.

D% Roll	Page Contains...
01-30	Blank page
31-40	Bard spell (level 1d10-1)
41-55	Cleric spell (level 1d10-1)
56-65	Druid spell (level 1d10-1)
66-68	Paladin spell (level 1d5)
69-71	Ranger spell (level 1d5)
72-80	Sorcerer spell (level 1d10-1)
81-85	Warlock spell (level 1d10-1)
86-00	Wizard spell (level 1d10-1)

## **Book of the Planes**

*Wondrous item, rare*

If you study this book for 250 days, you gain proficiency in Intelligence checks involving the lore of other planes. The tome then vanishes.

## **Book of Undeniable Fire**

*Wondrous item, rare (requires attunement by a spellcaster)*

While you hold this book in hand, if you cast a spell that deals fire damage, you can use a bonus action to cause that fire damage to ignore fire resistance, but you gain a level of exhaustion.

## **Book of Vile Darkness**

*Wondrous item, legendary*

This unholy work is named after the original artifact. It contains dark blasphemies that are the meat and drink of evil clerics. Reading it requires a full week of constant study, but upon completion an evil cleric will gain enough experience points to reach the midpoint of the next level (and must take the level in cleric).

An evil aligned creature that is not a cleric but is a paladin also gains some benefit from perusing the tome for a week. Until the creature gains a level, it earns experience at twice the normal rate.

An evil creature that is not a cleric or paladin that reads the book for a week gains a 10% bonus on earned experience until it gains a level.

A cleric that is neutral with respect to good and

evil feels distinctly uneasy upon examining the book. If it persists in reading the tome, the cleric gains no benefit and is plagued by moral doubts. It can either choose to become Evil aligned or be plagued by moral questions for the next month, during which time it has disadvantage on spell attacks and saving throws against its spells have advantage.

A creature that is neutral with respect to good and evil and is not a cleric receives no benefit from examining the book and cannot comprehend its precepts and tenets.

A good cleric or paladin that looks upon the *Book of Vile Darkness* feels a sharp pain. Touching it makes the creature nauseous, and attempting to read it provokes a severe migraine. If the creature persists and spends a week reading, it falls into a state of profound remorse and self-loathing. While this lasts, the cleric cannot earn experience and has 3 levels of exhaustion that cannot be removed. This effect can only be ended if the creature receives an *atonement* spell from a cleric of its own deity.

A good creature that is not a cleric or paladin that looks upon the book feels uneasy, and reading it induces a mild nausea. The concepts and ideas of the book are foreign, confusing and threatening to such a creature; if it spends a week doing so, it gains 3 levels of exhaustion, which it can recover from normally.

Once fully read, the *Book of Vile Darkness* vanishes. You can never be affected by this tome twice.

## **Boots of Agile Leaping**

*Wondrous item, common (requires attunement)*

While you wear these boots, you can use your Dexterity instead of Strength on Athletics checks made to jump.

In addition, standing up from prone only uses up 5' of your movement.

## **Boots of Attraction**

*Wondrous item, uncommon (requires attunement)*

These magic items appear to be, and function as, *boots of varied tracks*. However, each time you use them to leave tracks, there is a 25% chance that creatures of the type whose tracks you are leaving will arrive to investigate in 1d6 x 10 minutes.

## **Boots of Balance**

*Wondrous item, rare (requires attunement)*

While wearing these magical boots, you can walk across a surface as thin as a rope without losing your balance. You also have advantage on saving throws against slipping, falling prone or being physically moved against your will.

## **Boots of Carrying**

*Wondrous item, common (requires attunement)*

These boots allow you to carry twice the normal amount of weight without being encumbered.

## **Boots of Concealing**

*Wondrous item, uncommon*

You can conceal up to five objects in each of these boots. Each object can be up to 3" wide and 12" long, and causes you no discomfort. It requires a DC 20 Intelligence (Investigation) check to find the hidden items; otherwise, the boots appear normal.

## **Boots of Dancing**

*Wondrous item, rare (requires attunement)*

These boots will expand or contract to fit on the feet of a creature from the size of a gnome to the size of an ogre. They appear to be beneficial magical boots of some sort, but as soon as you make a melee attack, they reveal their true nature. At that point, they begin to force you to dance, exactly as if you were the victim of *Otto's irresistible dance*. It requires a *remove curse* to stop you from dancing once you start; eventually, without magical assistance, you will dance yourself to death. You cannot remove the boots until you stop dancing.

## **Boots of Desperation**

*Wondrous item, uncommon (requires attunement)*

These boots have 3 charges, which they regains each day at dawn. While you are at half your maximum hit points or fewer, you can use a bonus action to expend a charge to increase your speed and make you difficult to hit when you move. For the next 1 minute, you gain a bonus of +30' to your speed, and opportunity attacks against you have disadvantage.

## **Boots of Easy Passage**

*Wondrous item, uncommon (requires attunement)*

These magic boots allow you to ignore nonmagical difficult terrain, excepting that created by creatures' abilities.

## **Boots of Landing**

*Wondrous item, common*

If you fall while you wear these boots, you land on your feet and gain resistance to the falling damage.

## **Boots of Leagues**

*Wondrous item, rare (requires attunement)*

These sturdy, well-worn leather traveling boots have 10 charges. Each morning at dawn, they regain 1d6+2 charges. If you expend the final charge, roll 1d10; on a 1, the boots lose their magic permanently.

You can activate the boots only if you can first meditate peacefully for 1 minute, which means that they can be used only out of combat. When you activate them, you can spend 1 or more charges. For each charge, you step 1 league (3 miles).

When you use these boots, you may arrive off your target; a small error in your direction becomes a larger deviation the greater the distance you travel.

## **Boots of Many Steps**

*Wondrous item, rare (requires attunement)*

These boots appear to all tests to be of another, beneficial sort. However, they are cursed. Whenever you roll a natural 1-5 on an attack or save, you vanish into the timestream. While vanished, no time passes for you. If you are concentrating on a spell that affects anything but you, that spell ends. At the end of each turn you would have taken, you can make a DC 15 Wisdom save; if you succeed, you reappear in the same space that you left or the nearest unoccupied space, if the space you left is now occupied.

Once their curse has activated, you can't remove these boots without a *remove curse* spell.

## **Boots of Pinching**

*Wondrous item, rare*

When you put these boots on, they constrict on your feet, pinching them uncomfortably. You can't remove them without a *remove curse* spell, and while they are on your feet, your speed is reduced by 5'. Each time you complete a short or long rest, your speed is reduced by a further 5', to a minimum of 5'.

Once the boots are removed, you recover your normal movement speed as soon as you complete a short or long rest.

## **Boots of Riding**

*Wondrous item, uncommon*

These riding boots enhance your abilities while you are mounted. If you have to make a Strength, Dexterity or Charisma check or save related to riding, keeping in your saddle or controlling your mount, you gain a +2 bonus to that check or save.

## **Boots of Shifting Allegiance**

*Wondrous item, rare (requires attunement)*

While you wear these boots, you can treat enemies as allies for purposes of determining what abilities you can use. For instance, if you have the Sneak Attack class feature and you attack an enemy, you can sneak attack that enemy if it has one of its own allies within 5'.

## **Boots of Stomping**

*Wondrous item, uncommon (requires attunement)*

These boots have wide, thick metal soles. They have 3 charges, and regain all spent charges at dawn. You can use an action to stomp your foot, expending a charge and creating a 15' cone of force extending away from you along the ground. Each creature in the cone must make a DC 13 Dexterity save, falling prone and suffering 1d4 bludgeoning damage on a failure.

## **Boots of Striding**

*Wondrous item, uncommon (requires attunement)*

While you wear light armor or no armor, you gain a bonus of +5' to your speed.

## **Boots of Teleportation**

*Wondrous item, rare (requires attunement)*

These boots have 3 charges and regain 1d3 charges each morning at dawn. While wearing them, you can use an action and expend 1 charge to cast the *teleport* spell from them.

## **Boots of the Goat**

*Wondrous item, uncommon (requires attunement)*

These shaggy boots are enchanted to give you some of the properties of a goat. They allow you to apply twice your proficiency bonus on any check to climb. In addition, if you move at least 20' and then hit a creature with a melee attack, that creature must make a DC 11 Strength saving throw or be knocked prone.

## **Boots of the Infinite Stride**

*Wondrous item, very rare (requires attunement)*

These magical boots have 9 charges, and regain 1d6+1 charges each morning at dawn. You can spend one or more charges to cast any of the following spells: *dimension door* (3 charges), *misty step*, *plane shift* (7 charges), *teleport* (5 charges).

## **Boots of Travel**

*Wondrous item, common (requires attunement)*

While you wear these boots, you can walk 50% farther than normal in a day's travel without suffering from exhaustion. The boots magic allows up to four other creatures of your choice to keep pace with you, so long as each of those creatures' base speed is at least equal to yours and so long as those creatures keep within 100' of you at all times.

## **Boots of Tremorsense**

*Wondrous item, rare (requires attunement)*

While you wear these boots, you gain tremorsense.

## **Boots of Varied Tracks**

*Wondrous item, uncommon (requires attunement)*

While you wear these magical boots, you can use a bonus action to cause them to change the type of tracks they leave. This effect lasts until you complete a long rest or until you use a bonus action to end it.

Every set of *boots of varied tracks* has the ability to change the size of the tracks it leaves to make you appear to be anywhere from Small to Large sized. In addition, each set has four types of tracks that it can leave, rolled on the table below.

D20 Roll	Result
1	Ape
2	Basilisk
3	Bear
4	Boar
5	Bull
6	Camel
7	Dog
8	Dragon
9	Giant (hill)
10	Goat
11	Horse
12	Kocho
13	Lion (or giant lynx)
14	Mule
15	Rabbit
16	Snake
17	Stag
18	Tiger (or leopard)
19	Wolf
20	Wyvern

## **Bottle of Air**

*Wondrous item, rare*

This item appears to be an empty, corked glass bottle. When taken into any airless environment, such as underwater or in a vacuum, it maintains a supply of air in it at all times. You can use a bonus action to breathe from the bottle.

## **Bottle of Endless Sand**

*Wondrous item, uncommon*

Usually composed of opaque glass of a dark color, this bottle contains a limitless amount of sand. When you remove the stopper and speak a command word as an action, you can produce any of the following effects:

- “Heap” causes the bottle to spill forth 1 cubic foot of fine dry sand per round, continuing until the bottle is stoppered.

- “Dune” causes the bottle to pour out 5 cubic feet per round for four rounds. If left in place on flat ground, this sand will produce a cone-shaped dune with a radius equal to twice the height (this is roughly a 6' diameter dune about one and a half feet high).
- “Sandblast” causes the bottle to spray sand in a powerful line up to 60' long until the end of your turn. You can make a Dexterity attack against a creature in range, and that creature suffers 2d6 bludgeoning damage on a hit. Whenever you use this ability, you must make a DC 10 Strength check or fall prone due to the force of the back pressure.

## **Bottle of Preservation**

*Wondrous item, common*

This magical bottle appears to be a normal glass specimen. However, any object placed within is preserved from decay as long as it remains within the bottle. *Bottles of preservation* come in many sizes, shapes and colors or glass.

## **Bounce Ball**

*Wondrous item, legendary*

This item appears as a small blue ball that can fit easily in the hand of a human. The ball gives if squeezed, but pops back into shape as soon as it is released. No known force or spell can damage a *bounce ball*.

If hurled against an object, a *bounce ball* will deflect from its surface, gaining momentum with each bounce. Only when it hits a creature will the ball cease. However, it is fairly hard to direct a *bounce ball*.

You can use a bonus action to try to plan the ball's route, incorporating a number of bounces up to your Intelligence modifier (minimum of 1). For each bounce you try to incorporate, the target's AC increases by 1. Make a ranged weapon attack against the target; you are not proficient with the *bounce ball* unless you take the time (and risk) to train with it. If you hit, the target takes 1d8 points of bludgeoning damage per bounce of the ball.

If you miss, the ball strikes the nearest available surface behind the target and rebounds,

bouncing around an enclosed area until it hits a creature, enters a body of liquid or flies at least 50' per bounce without hitting a surface. The DM must adjudicate this; in an enclosed area, the ball will probably accumulate an additional 1d6 bounces before attacking a random creature in the area. On this (and subsequent) attacks, the target does *not* get a bonus to its AC based on the number of bounces.

If you miss again, the ball continues to accumulate bounces and attack random targets, becoming more dangerous the more times it misses. In all cases, the ball speeds up as it hits surfaces, so it completes its movement and all of its attacks in the same turn you throw it.

## **Bow of Lir**

*Weapon (any bow), rare*

This +1 *bow* can be fired normally underwater, with normal range and no penalties.

## **Bow of Marksmanship**

*Weapon (any bow), very rare (requires attunement)*

This magical bow has a +3 bonus to hit. In addition, if you spend an action to aim the bow on a turn when you don't move, you can take a bonus action at the end of your turn to make a single ranged weapon attack with the *bow of marksmanship* with advantage.

## **Bow of Neverending Arrows**

*Weapon (any bow), uncommon*

When you draw the string of this magical cherry-wood bow, it magically creates an arrow. 3 rounds after being created, the arrow vanishes.

## **Bow of Rapid Shooting**

*Weapon (any bow), rare (requires attunement)*

This bow has a +1 bonus to hit. In addition, when you take the Attack action with it, you may use a bonus action to fire one additional arrow from it.

## **Bow of Songs**

*Weapon (any bow), very rare (requires attunement by a bard)*

This weapon has a +1 bonus to hit and damage. When you fire an arrow from it, you can expend a

bardic inspiration die to gain a +3 bonus on both your attack and damage roll. (This bonus is in addition to the bow's normal +1.)

## **Bowl of Blood**

*Wondrous item, uncommon*

If you use an action to touch this magical bowl and speak its command word, it fills with fresh human blood. Blood in the bowl won't congeal; it remains fresh and usable as a material component, pigment, etc.

Once the bowl has been used, it won't function again until the next midnight.

## **Bowl of Delicacies**

*Wondrous item, rare*

This beautiful, dark crystal bowl has a lid built in. If the lid is closed and you use a bonus action to touch the bowl and name a delicacy, it fills with one ounce of the name delicacy. The bowl has 10 charges, and each use expends one charge. Each dawn, the bowl regains 1 charge. If the last charge is expended, there is a 1 in 10 chance that the *bowl of delicacies* loses its power.

## **Bowl of Han Zo**

*Wondrous item, uncommon*

This magical wooden rice bowl is inscribed with repeated images of three stalks of rice (one of Han Zo's symbols). When it is filled with hot water, over the course of thirty minutes it magically fills with enough rice to feed three people. Each person who consumes this rice regains hit points as if it had spent one Hit Die, plus a number of bonus points equal to its level (e.g. a 5<sup>th</sup> level fighter would regain 1d10+5 hit points, plus its Constitution bonus). The bowl functions once per day and can be used as part of a short or long rest.

## **Bowl of Watery Death**

*Wondrous item, very rare*

This cursed device resembles a *bowl of commanding water elementals* to all tests. However, when you fill it with water, you must make a DC 17 Wisdom save or be shrunk to the size of a small ant

and plunged into the middle of the bowl. You cannot be physically removed from the bowl unless someone casts *remove curse* or a spell that will enlarge you (such as *enlarge*, *polymorph*, etc). Without such aid, you will drown in 1d4+6 rounds unless the water is poured out of the bowl. If a *potion of sweet water* is poured into the bowl, there is a 50% chance that it will free you.

## **Bowling Ball**

*Wondrous item, uncommon*

This ball measures roughly 3" in diameter. You can use the Attack action to roll it across the ground at a creature, making a ranged weapon attack roll. If you hit, the target must make a DC 13 Dexterity save or fall prone. If you roll a natural 19-20, each creature within 5' of the target is also affected.

## **Bracelet of Friends**

*Wondrous item, legendary (requires attunement)*

This magical silver bracelet has four charms attached to it. You can use an action to attune one charm to a willing creature you can see that touches the charm. (This counts as an attuned item for that creature.) This lasts until the creature dies, a new creature is attuned to that charm or you lose your attunement to this item.

At any point after you have attuned a charm to a creature, you can use an action to break the charm and summon that creature. It appears in an unoccupied space that you choose within 10'.

A charm can be repaired by a master silversmith at a cost of 100 gp. The silversmith requires 8 hours to complete the work.

## **Bracelet of Wishes**

*Wondrous item, legendary*

This bracelet is lined with 1d4+1 precious stones- unusual purple star quartz. For each stone you crush, you can make a *wish*.

## **Bracers of Arcane Freedom**

*Wondrous item, uncommon (requires attunement by a bard, sorcerer, warlock or wizard)*

Once per round when you cast a spell, you

don't need to use any somatic components.

## **Bracers of Attraction**

*Wondrous item, uncommon (requires attunement)*

These bracers seem to all tests to be of another, beneficial sort. However, when you attune to them, they draw your wrists inexorably together until the bracers are stuck to one another. This effect persists until you receive a *remove curse* spell.

While the bracers are stuck together, you have disadvantage on attack rolls and some ability checks (DM's discretion), can't use a shield and must succeed on a Dexterity check to cast a spell; the DC is the spell's level + 10.

## **Bracers of Blasting**

*Wondrous item, uncommon (requires attunement by a creature with a Strength 13 or higher)*

While you wear these bracers, you can use an action to clash them together, creating a 60' cone of thunderous sound. Each creature within the cone must make a DC 13 Constitution save, suffering 1d10 thunder damage and being stunned for 1 round and deafened for 2 rounds on a failure. On a successful save, the creature is deafened for 1 round.

If you use an action to slam the bracers together twice, you create a wave of destructive energy that targets one nonmagical object within 100', dealing 4d10 thunder damage to that object.

Each time you use the bracers after the first without completing a long rest, there is a 10% cumulative chance that they will explode, inflicting 4d10 thunder damage on you.

## **Bracers of Bold Maneuvering**

*Wondrous item, rare (requires attunement)*

While you wear these bracers, opportunity attacks against you have disadvantage. In addition, if an opportunity attack hits you, you can use your reaction to make it miss instead. Once you have done so, that power of the bracers will not function again until the next dawn.

## **Bracers of Brachiation**

*Wondrous item, uncommon (requires attunement)*

As long as you wear these magical bracers, you can brachiate, swinging from vine to vine or limb to limb amongst trees and other foliage, at a rate of 40'. Obviously, you can only do this where the appropriate environmental conditions exist; in non-jungle woodlands, you can brachiate only at a speed of 30'.

## **Bracers of Brandishing**

*Wondrous item, very rare (requires attunement)*

While you wear these bracers, anytime you use an ability that costs charges from a magic item, roll 2d6. One of these is an additional cost, in charges, to use the triggered ability; the other is a reduction in cost, in charges, to use the triggered ability. (Thus, an ability might cost anywhere from 5 more to 5 fewer charges than usual while you wear these bracers.) The minimum cost to use an ability is 0 charges.

If you try to use an ability for which the item has insufficient charges, it is drained to 0 charges without activating that ability.

## **Bracers of Combat Superiority**

*Wondrous item, uncommon (requires attunement by a fighter)*

These bracers make you a superior combatant. They give you advantage on all opportunity attacks, and if you hit a creature with an opportunity attack, it cannot move any further on that turn.

## **Bracers of Defenselessness**

*Wondrous item, rare (requires attunement)*

To all tests, these seem to be *bracers of defense*. However, they actually set your Armor Class to 5, regardless of whether you wear armor or shield. Once put on, it requires a *remove curse* spell to remove these cursed items.

## **Bracers of Deflection**

*Wondrous item, rare (requires attunement)*

When a melee weapon attack hits you, you can use your reaction to add your proficiency bonus to your AC against that attack, possibly making the attack miss.



## **Bracers of Desperation**

*Wondrous item, uncommon*

These bronze bracers are nicked, cut and battered, and have clearly seen many desperate battles. While you wear them and are at half your maximum hit points or less, you score a critical hit on a 19-20 and increase the severity of critical hits you inflict by 1d4.

## **Bracers of Great Collision**

*Wondrous item, rare (requires attunement)*

While you wear these bracers, when you score a critical hit with a bludgeoning weapon, you increase the severity by 1d10 and deal an extra 2d6 damage, or an extra 3d6 damage if you're wielding the weapon in both hands. (This extra damage isn't doubled by the crit.)

## **Bracers of Infinite Blades**

*Wondrous item, rare (requires attunement)*

These metal bracers have hidden sheathes within them. You can draw a +1 *dagger* from the bracers at will, without using an action or using your free interaction with the environment. At the end of your turn, any dagger produced by the bracers that isn't in your hand turns to smoke and vanishes.

## **Bracers of Inspired Spellcasting**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

While you are attuned to these bracers, if you have inspiration, you can use a bonus action to expend it to regain one spent spell slot of up to 1/3 your level (rounded up). Once you have used this power, the bracers won't function again until the next dawn.

## **Bracers of Iron Arcana**

*Wondrous item, rare (requires attunement by a bard, sorcerer, warlock or wizard)*

These bracers have 3 charges, which renew each dawn. When you cast a spell that allows a saving throw, you can use a bonus action to spend a charge from the bracers to give one target of the spell a penalty of 1d4 to its saving throw.

## **Bracers of Mental Might**

*Wondrous item, uncommon (requires attunement)*

These bracers transform your mental power into physical strength. When you make a Strength check while wearing them, you can use your Intelligence instead.

## **Bracers of Mighty Striking**

*Wondrous item, rare (requires attunement)*

When you hit with a melee weapon attack, you gain a +3 bonus to damage.

## **Bracers of Opportunity**

*Wondrous item, rare (requires attunement)*

These bracers have 5 charges. You can expend 1 charge when you make an opportunity attack. If you do, that opportunity attack does not use your reaction. If you use the last charge, roll 1d10; on a 1, the bracers crumble to dust.

The bracers recover 1d3+1 charges each morning at dawn.

## **Bracers of Optimism**

*Wondrous item, rare*

While you wear these bracers, you gain the following personality trait: "I always see the bright side of things." In addition, you gain advantage on saving throws against effects that include the frightened condition. In addition, the bracers have the following additional powers.

***Be Not Afraid (requires attunement).*** You can use an action or a bonus action to end the frightened condition on yourself (even if the effect frightening you restricts your actions) or one ally that you can see within 100'. Once you use this power, you must complete a short or long rest before you can use it again.

***Things are Looking Up (requires attunement).*** You can use your action to restore 2d10+5 hit points to one creature within 40'. Once you use this power, it cannot be used again until the next dawn.

## **Bracers of Potent Magic**

*Wondrous item, rare (requires attunement by a spellcaster)*

While you wear these bracers, whenever you cast a spell that affects a total number of hit points of creatures (such as *sleep*), you can roll an extra 3d8 when determining how many hit points you affect.

## **Bracers of Rejuvenation**

*Wondrous item, rare (requires attunement)*

These wrist guards pulse with red light when you stop to catch your breath. They have 3 charges, which renew each dawn. While you wear these bracers, as long as you don't move on your turn, you can use a bonus action to spend a charge to regain 3d6 hit points and gain a +1 bonus to AC and saving throws until the end of your next turn.

## **Bracers of Repulsion**

*Wondrous item, rare (requires attunement)*

These bracers have 3 charges, which they regain each dawn. You can use a bonus action to expend a charge, forcing each Large or smaller enemy within 10' to make a DC 15 Strength save. A creature that fails is pushed back 5' directly away from you.

## **Bracers of Respite**

*Wondrous item, rare (requires attunement)*

When you or an allied creature within 5' of you regains hit points without spending a Hit Die, you can use your reaction to choose one other creature within 5'. The chosen creature regains 1d8 hit points.

## **Bracers of Spell Lethality**

*Wondrous item, uncommon (requires attunement)*

These bracers increase the severity of critical hits you inflict with spells by 1d8.

## **Bracers of Suffering**

*Wondrous item, rare (requires attunement)*

These bracers have sharp spikes adorning them that bite into your flesh when you strap them on. While you wear them, your current and maximum hit points are reduced by 5; if you take them off, your maximum (but not current) hit points rise by 5.

While you wear the bracers of suffering, you have advantage on saves against effects that include the charmed or stunned conditions.

## **Bracers of Tactical Blows**

*Wondrous item, very rare (requires attunement)*

While you wear these bracers, roll double normal damage dice with opportunity attacks.

## **Bracers of the Blinding Strike**

*Wondrous item, very rare (requires attunement by a fighter)*

While you wear these bracers, you gain a +1 bonus to initiative.

In addition, the bracers have 3 charges, which renew each day at dawn. You can use a bonus action to expend a charge and make two weapon attacks.

## **Bracers of the Dog Soldier**

*Wondrous item, uncommon*

These steel bracers have images of a pair of warriors fighting back to back. While you wear them, you gain advantage on attacks against enemies that you are flanking.

## **Bracers of the Entangling Blast**

*Wondrous item, rare (requires attunement by a spellcaster)*

These bracers are usually jet black and set with an oval of tiny ruby-red stones. They have 3 charges, which they regain each day at dawn. You can use a bonus action to spend a charge. If you do, the next time you cast a spell that deals damage before the end of your turn, it does only half normal damage, but the target is magically restrained. It can use an action to make a Strength check with a DC equal to your spell save DC to break free; otherwise, it remains magically restrained for 1 minute.

## **Bracers of the Mermaid**

*Wondrous item, uncommon (requires attunement)*

While you wear these bracers, you gain a swim speed of 30' and can breathe water.

## **Bracers of the Perfect Shot**

*Wondrous item, rare (requires attunement)*

These bracers have 3 charges, which they regain at dawn each day. When you make a ranged attack roll, you can spend a charge to gain a +4 bonus on that attack.

## **Bracers of Wound Closure**

*Wondrous item, uncommon (requires attunement)*

These bracers are made of copper. Whenever you suffer an effect that deals damage to you at the start of your turn, such as a bleeding wound, acid or poison that continues to damage you over time, being set on fire, etc, these bracers flash white and end the effect. They have no effect on environmental effects, damage that you take from being in a given location or spell's area of effect or similar damage sources.

## **Brawler's Gauntlets**

*Wondrous item, common (requires attunement)*

These gauntlets have 3 charges. While you are unarmed, you can use a bonus action to expend a charge to gain a +2 bonus on grapple checks and unarmed attacks until the end of your turn.

## **Brazier of Sleep Smoke**

*Wondrous item, very rare*

This device appears to be a *brazier commanding fire elementals* to all tests. However, when you light a fire within it, a great cloud of smoke billows forth in a 10' radius around the brazier. Each creature in the smoke must make a DC 15 Wisdom save or magically fall asleep for 1 hour; simultaneously, an enraged fire elemental appears and attacks the sleeping creatures. Sleeping creatures cannot awaken without the aid of magic; a *remove curse*, *dispel magic*, *dawn* or other magical affect that wakes sleeping creatures up will cause them to regain consciousness. The elemental remains until slain.

## **Brazier of Visions**

*Wondrous item, very rare*

If you burn 1,000 gp of exotic incense in this brazier and stare into the smoke for 1 hour, you will receive a vision. With luck, it involves a topic of your

choice, but this is no sure thing.

Choose a topic that would you like the vision to concern, then roll 2d6 and consult the chart below.

<i>Roll</i>	<i>Vision Results</i>
2 to 3	Irrelevant
4 to 6	Incomprehensible
7 to 9	Relevant
10 to 12	Important

*Irrelevant:* The vision does not relate to the topic at hand, though it might be of interest.

*Incomprehensible:* The vision relates to the topic, but is couched in extremely obscure, symbolic or oblique terms and is unlikely to lead to understanding.

*Relevant:* The vision relates to the chosen topic and relates some degree of information about it that you didn't already know.

*Important:* The vision is not only germane to the topic, but reveals or clarifies important or key information about it.

## **Breach Bracers**

*Wondrous item, rare (requires attunement)*

These bracers have 2 charges, which renew each dawn. When you hit a creature with a melee attack, you can spend 1 charge to give the creature that you hit vulnerability to either bludgeoning, piercing or slashing damage until the start of your next turn.

## **Breath of Life**

*Wondrous item, rare*

Instead of smoke, beams of light rise from this censer when oil or incense is burned in it. It has three charges, which renew at dawn. By using an action to touch it and speak a command word, you can expend a charge to have the censer unleash a brilliant flash of light. Each living creature within 30' of it is healed of 3d8 points of damage, while each undead creature within 30' takes 3d8 radiant damage.

## **Bridle of Acquiescence**

*Wondrous item, common*

When you place this bridle on a recalcitrant trained mount or beast of burden, such as a horse,

mule, kocho, etc, the creature must make a DC 13 Wisdom save, and if it fails, it is forced to behave obediently until the bridle is removed. An unbroken, hostile or exceptionally loyal (to another creature) mount can use its action to repeat the save, ending the effect on a success.

## **Bridle of Control**

*Wondrous item, common*

Any mount wearing this bridle gains immunity to the frightened condition.

## **Bridle of Listening**

*Wondrous item, uncommon*

A mount that wears this bridle can understand any language (though it doesn't gain any special intelligence or ability to speak).

## **Bridle of Rapid Action**

*Wondrous item, uncommon*

This fine leather bridle aids you in mounted combat. While your mount wears this bridle, even if you must normally control it when you ride it, you each can act independently.

## **Bridle of Speech**

*Wondrous item, uncommon*

While your mount is equipped with this bridle, it can speak Common. Its comprehension and ability to convey information are limited by its Intelligence score

## **Brightleaf**

*Wondrous item, uncommon*

These bright green leaves have been magically enhanced. When you cast a spell that deals radiant damage, you can expend the brightleaf as an additional material component. If you do so, you can roll two extra damage dice for the radiant damage dealt by the spell, then discard two damage dice of your choice.

## **Bronze Serpent**

*Wondrous item, rare (requires attunement)*

This item appears as a small mechanical serpent of bronze, about 5" long. It is cleverly

articulated and can move, open and close its mouth, etc. You can use a bonus action to speak the command word while touching the serpent, which causes it to magically fly around you, orbiting your head in a manner not unlike that of an *ioun stone*. While the serpent orbits you, you gain resistance to poison damage and immunity to the poisoned condition. In addition, the serpent gives you advantage on all Wisdom (Medicine) checks.

While the serpent orbits you, a creature that is within its natural melee reach of you can attempt to snatch it out of the air by making an attack roll against AC 20. If it does so, the effects of the serpent end.

## **Brooch of Avoidance**

*Wondrous item, rare (requires attunement)*

While you wear this magical brooch, opportunity attacks against you have disadvantage.

## **Brooch of Bones**

*Wondrous item, rare (requires attunement by a druid)*

This magical bone brooch has 3 charges, which it regains at dawn. While you wear it, you can use an action to say the phrase "Undead cannot touch a druid" to activate it. When you do so, you are protected by a field of protection from undead that reduces the damage you take from attacks or spells made or cast by undead to 0. This protection lasts until the start of your next turn.

## **Brooch of Number Numbing**

*Wondrous item, very rare (requires attunement)*

While you wear this brooch in plain view, any creature within 10' conversing with you is subject to a strange magical effect that confuses its knowledge of numbers. Such a creature must make a DC 15 Intelligence saving throw; failure indicates that it forgets the relative value of numbers (though not of materials) for as long as it continues to converse with you, plus 2d6 rounds. A creature that is immune to the charmed condition is immune to this effect, and a creature that makes its save, or for whom the effect ends, is immune to the brooch's effects for 24 hours.

A creature affected by the brooch thinks all numbers are pretty much the same, forgetting the relative values of numbers. It can't recall whether three

is greater than five, and doesn't recognize its inability to remember the value of numbers. It will accept any claim pertaining to the value of numbers and accept almost any financial deal set before it.

Once you stop conversing with the creature, the effect lasts for an additional 2d6 rounds. After it wears off, the victim instantly regains its normal comprehension of numbers, and remembers what it said and did while affected by the brooch, though it probably isn't aware of the cause.

## **Brooch of Stability**

*Wondrous item, common (requires attunement)*

While you wear this brooch, if you are reduced to 0 hit points, you are automatically stable. (You still track death saves failed from damage that you take.)

## **Broom of Sweeping**

*Wondrous item, common*

While you are touching this magical broom, you can use your action to utter the command word to it, followed by a set of instructions pertaining to sweeping, e.g. "Sweep this room and the kitchen, and deposit the dirt outside in the rubbish pile". The broom will animate (along with a small dustpan, if you provide one) and carry out its instructions before returning to the place at which you activated it. The broom does a very good job and cleans a 5' x 5' square each round.

## **Browdow's Ring of Utmost Weapon Harm**

*Ring, very rare (requires attunement by a barbarian, bard of valor, fighter, paladin or ranger)*

This platinum-mithral alloy ring has a small pearl on the top. If you can't attune to it, the ring is magically too small to fit on any of your fingers.

While you wear this ring, you gain a +1 bonus to attacks and a +2 bonus to damage when you attack in melee. In addition, it grants you the following powers.

***Strength of the Dwarven Smith:*** You can spend a bonus action to gain great strength for as long as you concentrate, up to a maximum of 5 rounds. While this effect lasts, you gain advantage on Strength

attacks, saves and checks. Once you use this ability, you can't use it again until the next dawn.

***Puissance of the Dwarven Destroyer:*** You can spend a bonus to put great destructive power behind your blows. This ability lasts for as long as you concentrate on it, to a maximum of 5 rounds. If you hit with a melee attack while this power is in effect, roll double the normal damage dice for your weapon (but don't double extra dice, such as sneak attack or smite damage). Once you use this ability, you can't use it again until the next dawn.

***Endurance of the Dwarven Defender:*** You can spend a bonus action to regain 3d10 hit points. Once you use this ability, you can't use it again until the next dawn.

***Perfect Strike of the Dwarven Warrior:*** You can use a bonus action to make a perfect melee attack. The next time you attack before the end of your turn, you automatically hit. Roll 1d20; on a 20, you score a critical hit. (If you have a wider critical range, it applies here.) Once you use this ability, you can't use it again until the next dawn.

If you expend all the powers of the ring in the same day, you gain a level of exhaustion.

## **Brush of Colors**

*Wondrous item, common*

Originally created by the wizard Orlow, this item will produce enough paint of any color or colors to fill a 2' square surface. It can then be used as a normal paintbrush with normal paint (if available), but at the next dawn its power recharges.

## **Brush of Detangling**

*Wondrous item, common*

This untidy-looking bone and bristle hairbrush instantly untangles the hair of anyone who uses it without pain.

## **Brush of Grooming**

*Wondrous item, common*

You can use an action to command this rune-covered brush to begin grooming a creature of your choice within 10' on its own, following your verbal directions for styling choices.

## **Brute Gauntlets**

*Wondrous item, common (requires attunement by a barbarian, fighter, paladin or ranger)*

These gauntlets have 3 charges, which they regain at dawn. When you hit a creature with a melee weapon attack, you can expend a charge to gain a +3 damage bonus on that attack.

## **Bubble Cloak**

*Wondrous item, very rare (requires attunement)*

This cloak is embroidered with an intricate pattern of interlocking symbols. When you don it, a barely-visible bubble springs into existence around you, surrounding you such that it forms a sphere roughly 1" longer than the longest dimension of your body.

The *bubble cloak* protects you from some harmful effects. If you start your turn in the aura of one or more creatures, you can ignore one of those auras until the start of your next turn.

In addition, if you take cold, fire, lightning or thunder damage, you can use your reaction to gain resistance against that damage.

## **Bucket of Fire Snuffing**

*Wondrous item, uncommon*

If you use an action to brandish this bucket at a nonmagical fire, the fire reacts as though a normal bucket of water had been hurled onto it. Small fires are snuffed, while larger ones hiss and emit steam. You can use the bucket repeatedly on a fire, but it has no effect on a magical fire.

## **Buckle of Armor**

*Wondrous item, rare (requires attunement)*

While you wear this belt buckle, your armor class is 14 + your Dexterity modifier.

## **Bucknard's Everfull Purse**

*Wondrous item, very rare*

When found, this magical leather pouch will be full of coins (and, perhaps, gems). If left empty for 1 hour, it will lose its magic. However, if at least 1 of each type of coin and/or gem that the purse can produce is left inside the purse, the next dawn will find

that it contains 26 of each coin or gem type. (A *Bucknard's everfull purse* that produces gems produces a specific type of 10 gp gem, but each purse might produce a different gem type.)

Roll on the table below to see which types of coins a given purse can produce.

<i>D% Roll</i>	<i>Coins produced</i>
01-50	Silver, electrum, gold
51-90	Copper, electrum, platinum
91-00	Copper, electrum, 10 gp gems

## **Bugle of Reviving**

*Wondrous item, rare (requires attunement by a bard)*

You can use action to play this magical bugle to cast *animate dead*. Once you use the bugle's power, it won't work again until the next dawn.

## **Bugle of Waking**

*Wondrous item, rare (requires attunement)*

As long as you can see it and are within 120', you can use action to command this bugle to play "Reveille", loudly, by itself. When it does, any creature within 30' automatically awakens and can stand up.

## **Bullhorn of Command**

*Wondrous item, very rare (requires attunement)*

If you speak through this cone, it triples the volume of your voice.

In addition, once per day you can cast a *suggestion* spell by speaking through the bullhorn. You may choose to have the *suggestion* either affect one specific creature that you can see or every creature within range. Each target receives a DC 17 Wisdom save to avoid the effect.

## **Bullhorn of Voices**

*Wondrous item, rare*

If you speak through this cone, every non-deaf creature within a mile hears what you say.

## **Bullion Cube**

*Wondrous item, very rare*

When you touch this magical golden cube to a

piece of lead of up to 100 lbs, it transmutes it into gold. After being used, this cube won't work again until 9 days pass.

## **Burrowing Arrow**

*Ammunition (arrow), rare*

If you hit a creature with this arrow, it begins to burrow into the wound. The arrow deals an extra 1d8 piercing damage to the target at the start of each of the target's turns until a creature either succeeds at a DC 20 Dexterity (Medicine) check, removing the arrow without further harm, or succeeds at a DC 10 Strength check, dealing an additional 1d8 points of piercing damage to the target. Once it has hit a target, the arrow's magic is lost.

## **Button of Fastening**

*Wondrous item, uncommon*

You can use an action to fix this small, dark ivory bone button to any cloth item, locking it closed and enabling it to store valuables. The cloth is treated as if you had cast an *arcane lock* upon it.

## **Cabinet of Ministering**

*Wondrous item, rare*

This magical cabinet is made of fine wood and is 5' tall, 4' wide and 3' deep. If you step inside it and close the door, it will automatically use *remove curse*, *lesser restoration* or *cure wounds* (8d8+5 points of healing).

Once it has functioned, the cabinet will not work again until 30 days pass.

## **Cabinet of Security**

*Wondrous item, rare*

This wooden cabinet measures 5' x 4' x 3'. It has resistance to cold and bludgeoning, piercing and slashing damage and immunity to poison and psychic damage. If you use a bonus action to speak its command word while touching it, it will open, but it is otherwise *arcane locked*. A second command word used as a bonus action allows you to carry the cabinet without being encumbered, as if it weighed only 10 lbs (it is otherwise immobile and rooted in place). A third command word causes shelves to appear or disappear.

The *cabinet of security* can contain up to 1,000 lbs of material as long as it fits inside.

## **Cage of Shelter**

*Wondrous item, rare (requires attunement)*

This item appears to be a normal bird cage. However, it has two magical functions.

If you place the cage on the ground and use an action to clap your hands twice, the cage grows into a sturdy, secure, metal-framed tent suitable for eight Medium creatures.

If you place it on the ground and use an action to clap your hands three times, the cage instead grows into a strong cell, 10' on a side. The door is *arcane locked*, though you can open it at any time.

To return the cage or tent to its original form, you simply use an action to clap twice or thrice again. Any creatures in the tent are left on the ground that it occupied, but any creature in the cage suffers 5d6 bludgeoning damage. In this case, the *cage of shelter* breaks and is ruined forever.

## **Called Armor**

*Armor (any), very rare (requires attunement)*

This armor gives you a +2 bonus to AC. In addition, as long as you are on the same plane, you can use an action to summon it onto your body (if you aren't already wearing armor) or to a point you choose within 10' of you (if you are already wearing armor).

## **Calming Brush**

*Wondrous item, common*

This magical groom's brush calms animals when used upon them. If you use an action to run it down a beast's flank, you remove the frightened condition from that beast.

## **Cameo of Appearance**

*Wondrous item, very rare*

This oval piece of jewelery is made of ivory and bears the likeness of a well-known warrior- a knight or gladiator. You can use an action to touch the cameo to summon the depicted creature, which will serve you faithfully for 1 minute. Once you use its power, the cameo won't function again until the next

dawn.

## **Candle Elixir**

*Potion, common*

This thick, stew-like concoction is full of what look to be wet balls of chewed up wood and wax. It smells somewhat like kerosene. When you drink it, you glow for 1 hour, giving off bright light in a 20' radius around yourself and dim light for an additional 20' beyond that.

## **Candle of Brilliance**

*Wondrous item, common*

When lit, this candle sheds bright light in a 60' radius and dim light for an additional 60' beyond that and burns for 4 hours.

## **Candle of Darkness**

*Wondrous item, common*

When lit, this candle sheds darkness, as if a *darkness* spell were centered on it. The candle burns for 1 hour.

## **Candle of Disruption**

*Wondrous item, uncommon*

This small white taper candle burns for 10 minutes. While it burns, any undead that starts its turn within 30' of the candle and can see it suffers 1d4 radiant damage.

## **Candle of Fresh Air**

*Wondrous item, common*

This squat blue candle burns for 24 hours, giving off enough fresh air to sustain up to 20 people as long as it is in an enclosed area with them. It will not burn underwater. The candle can be snuffed early, but any use consumes at least an hour from its life.

## **Candle of Propitiousness**

*Wondrous item, uncommon*

When you light this candle, it burns for an hour before being expended. If you extinguish it early or move the candle while it burns, its magic is lost.

To properly use the candle, you must specify a specific enemy when you light the candle, even if it is

one whose name you don't know. "The leader of the Red Hill bandits" is sufficient, provided that those bandits have such a leader. Any creature within 50' that can see the candle adds 1d4 to attack rolls against the named enemy, and the named enemy subtracts 1d4 from its attack rolls.

## **Candle of Truth**

*Wondrous item, uncommon (requires attunement)*

This white tallow candle, when lit, creates a *zone of truth* in a 5' radius around it (save DC 11). The zone lasts for as long as the candle burns (up to one hour). If you extinguish the candle early, the *zone of truth* ends and the candle's magic is lost; it cannot be lit again.

## **Cane of Age**

*Wondrous item, legendary*

Merely touching this magical cane forces you to make a DC 15 Constitution save or age 20 years. This effect occurs each time a creature touches the cane, to a maximum of once per round.

## **Cane of Armament**

*Wondrous item, rare (requires attunement)*

This item appears to be a normal cane, but you can use a bonus action to transform it into a *+1 greatsword*. You are proficient in this greatsword. The cane remains in greatsword form for 1 hour or until you use a bonus action to turn it back.

## **Cane of Detection**

*Wondrous item, common*

If you use it to tap walls, floors, etc, this cane gives you advantage on Wisdom (Perception) checks to find secret doors.

## **Canoe of Portage**

*Wondrous item, common*

This magical boat functions as an ordinary canoe. However, you can use a bonus action to speak the command word while within 30' of it, at which point all nonliving items not worn or carried by a creature that are touching the inside of the canoe become as light as feathers and adhere to the canoe.



The canoe can thus be carried as if empty; two creatures can carry it between them as if it weighed only 50 lbs.

## **Canoe of Travel**

*Wondrous item, uncommon*

If you use a bonus action to speak the command word while you're in this magic canoe, it ignores all currents and water flow, and is as easy to paddle up or downstream as if it were in perfectly still water. This effect remains until you use another bonus action to speak the command word again, until you leave the canoe or until the canoe comes aground.

## **Caparison of Silence**

*Wondrous item, uncommon*

A mount garbed in this caparison travels silently over any terrain. It has advantage on Dexterity (Stealth) checks relying on being quiet.

## **Cape of Reeking**

*Wondrous item, uncommon*

This magical cape seems to be a beneficial cloak of some sort, but once donned, it causes you to stink of rotten fish. The smell is highly noticeable up to 120' away and ruins all chance of you surprising a creature. You can discard the cloak, but the smell remains until you receive a *remove curse* spell.

## **Cape of the Viper**

*Wondrous item, uncommon (requires attunement)*

This cape has 3 charges, which it regains at dawn. You can use an action to spend 1 charge to polymorph into a poisonous snake, or 3 charges to polymorph into a giant poisonous snake. The transformation lasts for 1 minute or until you use a bonus action to end it.

## **Captain's Lantern**

*Wondrous item, uncommon (requires attunement by a creature proficient in water vehicles)*

To function, you must attune this lantern to a ship you command as well as to yourself. Doing so requires you to spend an hour meditating on the ladder on board the ship. Once properly attuned, the lantern

covers the entire ship in an effect identical to the *alarm* spell, except that it is always audible. You can use a bonus action while holding the lantern to activate or deactivate the *alarm*.

While you hold the lantern, you can use an action or bonus action to create a lantern token while touching a copper coin to the lantern's underside. The coin becomes the token; the *alarm* responds to any creature not bearing such a token. At any time, you can use an action while touching the lantern to dispel all the existing tokens, turning them back into nonmagical copper coins.

## **Carpet of Diving**

*Wondrous item, very rare*

To all tests, this item appears to be a *carpet of flying*. However, as soon as you are at least 200' high on it, it reveals its true nature, suddenly diving at a speed of 100' per round. When it hits the ground, each creature on it suffers 20d6 bludgeoning damage.

## **Cask of the Wind Spy**

*Wondrous item, rare*

This magical cask is of clear crystal with gold hinges and is exquisitely beautiful. It contains a trapped lesser air elemental. If you use an action to open the cask and speak its command word, the lesser elemental will serve you as a scout and spy, though it won't fight for you. It is unusually intelligent (Int 8) and speaks Common.

Once the elemental is released, it can remain outside the cask for up to 8 hours before being magically drawn back within. Once the cask's power has been invoked, it won't function again until the next dawn.

## **Cat of Felkovic**

*Wondrous item, rare (requires attunement)*

This small jade figurine stands barely 1" tall and depicts a domestic cat with a contented expression. You can use an action to speak the command word and toss the figurine to a point on the ground within 60' of you, and it becomes a saber-toothed cat for 1 hour or until you return it to statue form as a bonus action.

The cat obeys your commands as long as it is

fed once per day. If it is recalled before it has finished eating, the kill becomes part of the figurine, appearing in miniature beneath the cat's paw.

If the cat isn't fed for 24 hours, it will animate itself at dusk, preferably when nobody is watching, and seek prey. When it first transforms itself, it becomes a house cat, satisfied by a bird or mouse. However, each day that hunger forces it to hunt, it becomes a larger, more ferocious cat, potentially even hunting you.

While animated by hunger, the cat gains immunity to bludgeoning, piercing and slashing damage and doesn't obey your commands.

## **Catstaff**

*Staff, rare (requires attunement)*

This item appears as a black, 7' staff of stout wood topped with a cat's head. You can use it as a quarterstaff in combat, and it never makes any noise when it strikes, taps or otherwise touches an object or creature. While you bear this staff on your person, you gain a number of benefits.

- You gain darkvision 60'.
- Whenever you make a Dexterity (Stealth) check to hide or move silently or a Strength (Athletics) check to climb, you may add 1d4 to the check result.
- You can use an action to create a 10' radius globe of shadow centered on you. The shadow is dim light; within it, you can take the Hide action and you gain advantage on Dexterity (Stealth) checks. The shadow remains for as long as you concentrate on it, to a maximum of 1 hour, but doesn't move with you. Once you use this ability, you must complete a short or long rest before using it again.

## **Catstep Slippers**

*Wondrous item, uncommon (requires attunement)*

You gain resistance to falling damage and always land on your feet when you fall.

## **Cauldron of Foretelling**

*Wondrous item, uncommon*

If you fill this 50 lb iron cauldron with liquid

and heat it for 1 hour, stirring it constantly, you can cast *augury*. Once the cauldron's power has been used, it won't work again until the next dawn.

## **Caustic Whetstone**

*Wondrous item, rare*

A whetstone of this time is metallic green and smells acrid. It typically has 1d4+2 charges when found. Each time it is used, it loses a charge; when the last charge is used, the whetstone is ruined and loses its magic.

You can use an action to draw a piercing or slashing weapon across the whetstone. If you do so, for the next minute, the weapon deals an extra 1d8 points of acid damage when it strikes. In addition, the target must make a DC 11 Dexterity saving throw; failure indicates that the acid persists, dealing an additional 1d8 acid damage to the target at the start of each of its turns. The target can remove the acid by spending an action to wash it away with water, and it can repeat the save at the end of each of its turns, ending the effect on a success.

## **Celestial Bane Rod**

*Rod, very rare*

Celestials within 60' of this rod suffer disadvantage on attacks, saves and checks.

## **Censer of Meditation**

*Wondrous item, rare or very rare (greater censer)*

A censer of this sort is most rare and wondrous. If you burn at least 25 gp worth of incense in it, you and other creatures can spend a short rest meditating over it in order to regain up to 3 levels of expended spell slots.

A rare few censers of this sort are more powerful, allowing each creature benefiting from it to regain 6 spent spell slots.

In either case, once the censer's power has been used, it will not function again until the next dawn.

## **Censer of Summoning Hostile Air Elementals**

*Wondrous item, very rare*

This device seems to be a *censer of controlling*

*air elementals*. However, when you light incense within it, it summons 1d4 enraged air elementals, which move to attack you immediately. The elementals remain until slain.

## **Chaining Rod**

*Rod, very rare (requires attunement by a spellcaster)*

While you hold this rod in hand, when you cast a spell that targets only one creature, you can instead target three creatures in range with it. Once you use this power, the rod won't function again until the next dawn.

## **Chalice of Colors**

*Wondrous item, uncommon*

This cup constantly changes colors. Any creature within 30' of it must make a DC 13 Wisdom save or be affected as if by a *hypnotic pattern* spell.

## **Chalk of Invisible Marks**

*Wondrous item, common*

A stick of this magical chalk makes marks that only you can see, and that remain visible to you for no less than a year and a day unless erased magically or dispelled. You can make 20 marks with a stick of chalk before it is used up; a "mark" is a single letter, number or other character or simple symbol.

## **Chameleon Cloak**

*Wondrous item, uncommon (requires attunement)*

This cloak constantly changes colors to match the background, giving you advantage on Dexterity (Stealth) checks to hide. In addition, you can attempt to hide while being directly observed if you are at least 20' from the observer.

## **Champion's Helm**

*Wondrous item, uncommon (requires attunement by a fighter)*

While you wear this helm, you can't be surprised. In addition, critical hits on you have their severity reduced by 1d6.

The helm has one additional power. If you are the target of a spell, you can use your reaction to magically gain advantage on your saving throw. If you

do so, this power of the helmet can't be used again until you complete a short or long rest.

## **Chaos Diamond**

*Wondrous item, rare (requires attunement by a chaotic creature)*

A lawful creature that touches or carries this lustrous, uncut diamond the size of a human fist takes 1d10 psychic damage at the start of each of its turns.

The *chaos diamond* has 20 charges. It regains 1d12+3 charges each day at dawn. While you bear it, you can expend charges to cast any of the following spells: *confusion* (5 charges), *dissonant whispers* (1 charge), *magic circle* (3 charges).

If you present the diamond, you can use an action to spend 6 charges and cause it to unleash a flood of chaotic power in a 40' cone. Each creature within the cone must make a DC 17 Dexterity save, suffering 3d6 points each of acid, cold, fire, lightning and psychic damage on a failure and half that on a success. A chaotic creature has advantage on its save and gains immunity to the psychic damage dealt by the cone.

## **Chaos Draught**

*Potion, very rare*

This potion's appearance and odor constantly change. If you consume it, you gain a random chaos trait.

## **Charge Stone**

*Wondrous item, very rare*

By using an action to touch this stone to a charged magic item that normally regains charges each day, you restore 1d6+1 charges to that item. Once you do so, this stone shatters.

## **Charging Weapon**

*Weapon (any), rare*

This weapon has a +1 bonus to hit and damage. In addition, if you are mounted and your mount moves at least 20' in a straight line toward an enemy and you hit it, you deal an extra 2d6 points of damage on your first attack if it hits.

## **Charnel Reaver**

*Weapon (any axe), uncommon*

If you slay a creature with this axe, its remains are utterly consumed, leaving only a greasy stain behind.

## **Chasuble of Fell Power**

*Wondrous item, rare (requires attunement by a warlock)*

This item appears as an outer vestment that can be worn over clothes or armor. While you wear it, your *eldritch blast* deals 2d6 force damage.

## **Cheetah Cloak**

*Wondrous item, rare (requires attunement)*

This cloak is made of the hide of a cheetah. While you wear it, it increases your Dexterity by 3 (to a maximum of 20) and your speed by 15'. In addition, you can Dash as a bonus action.

At night, you can use an action to transform into a mighty cheetah for as long as you concentrate, up to six hours. (Treat the cheetah as a lion with a speed of 60'.)

## **Chicken Heart**

*Wondrous item, uncommon (requires attunement)*

This small golden heart seems to all tests to be a beneficial sort of magic heart, such as a *beating heart* or a *lion heart*. Once you are attuned to it, you refuse to give it up unless a *remove curse* is cast upon you first.

While you wear this item, you have disadvantage on all saves vs. effects that include the frightened condition.

## **Chime of Hunger**

*Wondrous item, rare*

A magical chime of this sort appears to be a *chime of opening*. However, when it is sounded, all creatures within 60' are immediately struck with ravenous hunger, and they must immediately stop everything that they are doing and start eating whatever food is available. An affected creature that has no food must attempt to kill and eat you. At the end of each of its turns, an affected creature can make

a DC 13 Wisdom saving throw to end the effect on itself.

## **Chime of Interruption**

*Wondrous item, very rare*

If you have this chime in your hand and a creature casts a spell with a verbal component, you can use your reaction to sound the *chime of interruption*, creating a resonant tone that interferes with verbal spellcasting. Until the end of your next 3 turns, no spell requiring a verbal component can be cast within 30' of you, and any creature that is concentrating on a spell or effect that starts its turn in that radius must make a DC 15 Wisdom save to maintain concentration.

Once you use the chime, it won't work again until you complete a short or long rest.

## **Chime of Warning**

*Wondrous item, common (requires attunement)*

If you place this chime within 10' of a closure and use an action to command the chime to guard it, the chime will sound loudly if the closure is touched by anyone but you. The chime will remain on guard for 8 hours after being set and is clearly audible up to 120' away.

## **Choir Bell**

*Wondrous item, very rare (requires attunement)*

You can use an action to command this bell to listen. If it hears any musical sound within 60', it begins to produce the sound of many dozens of harmonic human voices. The song it creates overpowers and negates any magical music or sound, as well as any thunder damage, within 60'. The singing continues until the music or sound it is countering ends, or until you use a bonus action to deactivate it.

## **Circlet of Authority**

*Wondrous item, uncommon (requires attunement)*

While you wear this circlet upon your brow, you gain proficiency in Intimidation and Persuasion.

## **Circlet of Mages**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

While you wear this circlet upon your brow, you have advantage on all saving throws made to retain your concentration.

## **Circlet of Persuasion**

*Wondrous item, rare (requires attunement by a creature proficient in Persuasion)*

While you wear this circlet, you gain a +2 bonus on Persuasion checks.

## **Circlet of Rapid Casting**

*Wondrous item, very rare (requires attunement by a sorcerer or wizard)*

This circlet has 3 charges, which it renews each dawn. While you wear it, you can use a bonus action to expend one or more charges to cast a spell that normally has a casting time of 1 action with a bonus action. If you spend 1 charge, you can cast a spell of up to 2<sup>nd</sup> level; if you spend 2 charges, you can cast a spell of up to 3<sup>rd</sup> level; and if you spend 3 charges, you can cast a spell of up to 4<sup>th</sup> level.

## **Circlet of Solace**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

When you cast a spell that restores hit points to a creature, that creature also gains advantage on saving throws against disease, poison and necrotic damage until the start of your next turn.

## **Circlet of Warning**

*Wondrous item, rare (requires attunement)*

Worn on your brow, this magical circlet prevents you from being surprised. In addition, if you succeed on a Dexterity save against an effect and would take half damage, you instead take no damage.

## **Circlet of Wild Surging**

*Wondrous item, uncommon (requires attunement by a wild mage sorcerer)*

While you wear this circlet, you trigger a wild surge on a 1 or 2 when you roll to see if you trigger

one.

## **Clasp of Garnet**

*Wondrous item, very rare (requires attunement by a good-aligned creature)*

This small clasp, fashioned in the shape of a silver rose, is the sort that one would use to fasten a cape or cloak. When you wear it, at the end of each long rest, you can designate two creatures that you can see as your battle sisters. Until you begin your next long rest, you can communicate with your battle sisters through a special form of telepathy, even when you cannot see them. This telepathic communication works as long as your battle sisters are within 200' of you, regardless of most interposing barriers. (Certain special materials, such as orichalcum, may stymie this communication.)

## **Claw of Magic Stealing**

*Wondrous item, very rare (requires attunement)*

This peculiar item is usually fashioned in the form of a miniature silver claw (or, rarely, a hand). The claw has 3 charges, which it regains each morning at dawn.

You can use an action to point the claw at a spellcaster within 60' and attempt to steal a spell slot from it. The target must make a DC 13 Wisdom save or else lose one unexpended spell slot at random. If you cast spells, you gain one spell slot of the level stolen by the claw.

## **Cloak of Blackflame**

*Wondrous item, very rare (requires attunement)*

This black cloak resembles a tangle of dark cobwebs or black silk scraps when not worn. When donned, it fastens itself and alters to fit any wearer up to giant size as an over-the-shoulder half cloak.

While you wear it, the *cloak of blackflame* gives you immunity to the life drain special attack and to the paralyzed condition.

## **Cloak of Cadence**

*Wondrous item, uncommon (requires attunement)*

This magical cloak is made of the finest velvet and lined with cloth-of-gold. Small embroidered

images of heroes performing heroic deeds line the cloak. The cloak has the following properties.

**Musical Accompaniment.** While you wear the cloak, you can use a bonus action to cause the cloak to begin emanating a music score that accompanies you. The cloak gives you a unique theme song, which it weaves into the music that emanates from it. The music changes depending on the circumstances, rising in volume and tempo when you are in combat, for instance. While the musical accompaniment plays, you have disadvantage on Dexterity (Stealth) checks that involve being quiet. When you are in combat or the music is otherwise playing loud, you also have disadvantage on Wisdom (Perception) checks that rely on hearing. The musical accompaniment continues until you use a bonus action to stop it, you remove the cloak or you have been dead five minutes (if you die, the cloak plays a mournful funeral tune for you).

**Cadence.** When you are moving overland or through a known urban environment and the cloak's musical accompaniment is playing, you can use a bonus action to cause the music to begin keeping a cadence, encouraging you and creatures within 30' of you that are traveling with you to march. Each affected creature gains a 10' bonus to speed. This bonus is lost whenever you do anything other than simply marching, such as when combat occurs. This ability otherwise lasts until you use a bonus action to stop the cadence or until the musical accompaniment stops.

**Stirring Overture (requires attunement by a bard).** If you aren't surprised, when you roll for initiative, you can use your reaction to cause the cloak to emit a stirring overture that inspires you and each ally within 30' that can hear the cloak. Each affected creature gains a bonus of 1d6 to initiative.

## **Cloak of Charisma**

*Wondrous item, rare (requires attunement)*

While you wear this handsome cloak, you always look your best and never appear dirty or disheveled. You gain proficiency in Charisma saves. In addition, if you fail a Charisma check, you can use your reaction to reroll that check, but you must accept the second result. If the initial check had advantage or disadvantage, so does the reroll. Once you use this ability, you cannot use it again until the next dawn.

## **Cloak of Comfort**

*Wondrous item, uncommon*

While you wear this cloak, it magically keeps you comfortable despite any environmental conditions that aren't hazardous enough to cause you damage. You feel cool in a desert and warm in a snowstorm, are unbothered by the stink of a swamp or garbage pit, find blowing sand and grit to be no more bothersome than a few motes of dust swirling in the air.

**Group Comfort (requires attunement by a ranger):** The cloak's effects extend to each creature you choose within 30' of you.

## **Cloak of Dodging**

*Wondrous item, very rare*

This cloak has 3 charges. When an attack hits you, you can use your reaction to spend 1 charge to instead make that attack miss you. The cloak regains 1d3 charges each morning at dawn. If you remove the cloak while it has no charges, it unravels and is destroyed.

## **Cloak of Etherealness**

*Wondrous item, very rare (requires attunement)*

While you wear this cloak, you can use an action to become ethereal. You remain ethereal for ten minutes or until you use a bonus action to change back.

Once you have been ethereal for ten minutes, the cloak ceases to function until the next dusk.

## **Cloak of Fame**

*Wondrous item, uncommon (requires attunement)*

While you wear this cloak, any creature within 100' that sees your face recognizes you as a person of note. It knows your name and a basic outline of your greatest accomplishments.

## **Cloak of Feywild Escape**

*Wondrous item, very rare (requires attunement)*

While you wear this dark green cloak, you can use an action to choose a willing creature that you can see and then disappear into the Feywild. At the start of your next turn, you reappear within 25' of the chosen

creature.

## **Cloak of Heroism**

*Wondrous item, uncommon (requires attunement by a good creature)*

While you wear this cloak, you are immune to the frightened condition and to confusion effects.

## **Cloak of Jerakai**

*Wondrous item, rare (requires attunement)*

This fancy looking cloak of scarlet and black velvet allows you to cast *Jerakai's embrace*. This causes you to sprout an extra pair of arms, gaining an extra action each round. You can use the Attack (single attack only), Cast a Spell (cantrip only) or Use an Object actions, as well as any action that the DM determines could be reasonably accomplished by an extra pair of hands. While you have the extra arms, you gain a +3 bonus on Acrobatics, Athletics and Intimidation checks. This lasts as long as you concentrate on the effect, up to 1 minute.

Once you use the cloak's power, it will not function again until the next midnight.

## **Cloak of Legendary Resistance**

*Wondrous item, legendary (requires attunement)*

This extraordinary cloak is of the finest and most exotic materials. It bears exquisite embroidery and is studded with many small polished moonstones. The cloak has 3 charges, which it regains each dawn.

When you fail a saving throw, you can expend a charge from the cloak to succeed instead.

## **Cloak of Many Colors**

*Wondrous item, very rare (requires attunement)*

This rare garment constantly shifts its colors. It provides you with resistance to radiant damage and immunity to the effects of prismatic spells, *color spray*, *hypnotic pattern* and other spells and effects relying on colors.

## **Cloak of Pestilence**

*Wondrous item, very rare (requires attunement by an evil creature)*

While you wear this tattered, worm-eaten

cloak, you can cast *contagion* at will. You can also use an action to touch a creature and cure a disease it is suffering from.

## **Cloak of Poisonousness**

*Wondrous item, very rare*

When you don this black cloak, you immediately suffer 6d10 points of poison damage and are poisoned. At the start of each of your turns, you suffer another 6d10 poison damage unless you make a DC 13 Constitution save. You can remove the cloak only if you lose the poisoned condition or if a *remove curse* or *dispel magic* is cast upon the cloak. Once you remove the cloak, the poisoned condition from the cloak ceases to affect you.

## **Cloak of Predatory Vigor**

*Wondrous item, rare (requires attunement by a barbarian)*

This cloak is of leopard skin. It has 2 charges, which it regains at dawn. While you are raging, you can use a bonus action to expend one charge to spend one Hit Die.

## **Cloak of Resistance**

*Wondrous item, very rare (requires attunement)*

Whenever you suffer damage from a source that you can see, you can use your reaction to gain resistance to that damage.

## **Cloak of Stone**

*Wondrous item, uncommon (requires attunement)*

While you wear this gray cloak, you gain advantage on Dexterity (Stealth) checks you make to Hide against a stone background. In addition, you can cast *meld into stone*. Once you have done so, you can't do so again until the next dawn.

## **Cloak of Survival**

*Wondrous item, uncommon*

This thick fur cloak keeps you warm, dry and comfortable in any conditions short of the most extreme. It will keep you dry in any precipitation lighter than a hurricane, blizzard or similar storm, and will keep you comfortable in weather from -30 to 150

degrees Fahrenheit.

In addition, if you have to make a Constitution saving throw or check to avoid exhaustion, the cloak gives you advantage on it.

## **Cloak of the Salamander**

*Wondrous item, rare (requires attunement)*

This cloak is red and black and made from reptilian scales. It has 3 charges, which it regains each dawn. When a creature hits you with a melee weapon attack, you can use your reaction to expend a charge and cause the cloak to ignite, dealing 2d6 points of fire damage to the attacker.

## **Cloak of Thorns**

*Wondrous item, rare (requires attunement)*

This cloak is covered with long thorns. Any time a creature hits you with a natural weapon, the cloak deals 1d4 piercing damage to it.

## **Cloak of Turn Resistance**

*Wondrous item, very rare (requires attunement by an undead creature)*

While you wear this tattered and rotten cloak, you have advantage on saving throws against effects that turn you.

## **Clockwork Kocho**

*Wondrous item, rare*

This strange and splendid, nearly life-sized statue of a kocho, incredibly detailed and fully articulated, with feathers of bronze, copper and silver. Although it must have hundreds of gears in it, it looks surprisingly sturdy and has a saddle big enough for a medium creature atop it.

Mount-like **Machine**: A medium or smaller creature can ride the *clockwork creature* by sitting in the saddle. The kocho is medium sized, and while you ride it, you share its space. While mounted on it, you gain a speed of 40'. The kocho itself is AC 16 and is immune to poison and psychic damage; if it takes 10 damage while you're riding it, you must make a DC 10 Dexterity save or fall prone, and the kocho is disabled until repaired. If you and the kocho are subjected to an effect that requires a saving throw, the kocho makes its

saving throw if you do and fails if you do. If the kocho takes 50 points of damage, it is destroyed.

**Brutal Charger**: If you move at least 20' in a straight line and hit an enemy with a melee weapon attack while mounted on the kocho, you do extra damage equal to the weapon's damage dice.

**Evasive**: If an enemy moves to within 5' of you, you can use your reaction to move up to 15' without triggering an opportunity attack from that enemy.

**Repairing the Kocho**: Repairing the kocho requires that a creature trained in clockwork tools spend 10 minutes and make a successful DC 15 Dexterity (clockwork tools) check. Success restores 2d10 hit points to the kocho. If this check is failed three times, the clockwork kocho is destroyed.

## **Clockwork Orb**

*Wondrous item, uncommon (requires attunement by a sorcerer, warlock or wizard)*

This transparent orb is full of delicate-looking clockwork mechanisms. You can use it as an arcane focus. While you do so, any spell attacks you make against constructs gain a +1 bonus to attack and deal an extra 1d8 damage (of the same type that the spell deals normally). In addition, constructs suffer disadvantage on saving throws made against spells you cast using this as your focus.

## **Coat of the Seas**

*Wondrous item, common*

This oiled leather coat has a hood. It keeps you dry even during precipitation as intense as a hurricane or typhoon. In addition, while you wear the coat, you float at the surface of water and your ability to breathe is unaffected by waves.

## **Codex Anathema**

*Wondrous item, rare*

If you spend a total of 48 hours reading this tome within 18 days, you gain proficiency in a special skill called Aberration Lore. Whenever you encounter a non-unique aberration (and sometimes even then), you may make an Intelligence (Aberration Lore) check to see what you know about it. (The DM will adjudicate the results of this check.)



Upon learning Aberration Lore, you also gain a random form of indefinite madness (DMG 260).

## **Codpiece of Fatherhood**

*Wondrous item, uncommon (requires attunement by a male)*

If you have worn this codpiece for at least four hours in the last 24 hours, it enhances your fertility, doubling the chances of your causing a pregnancy during sex. In addition, any pregnancy you cause is less complicated; problems are 50% less likely to arise, and the Medicine DC to treat any problems related to the pregnancy drops by 2.

## **Codpiece of Flame**

*Wondrous item, rare (requires attunement)*

While wearing this codpiece, you can use an action to cause it to emit a 15' cone of flames. Each creature in the cone must make a DC 11 Dexterity saving throw, suffering 3d8 fire damage on a failure or half that on a success.

Once you use the codpiece's power, you cannot use it again until you complete a short or long rest.

## **Codpiece of Impotence**

*Wondrous item, uncommon (requires attunement)*

This magical codpiece seems to be another, beneficial sort to all tests. However, when you become attuned to it, its true nature becomes apparent, for it strikes you impotent. In addition, you are under a magical compulsion not to reveal your impotence. Both of these effects last until you receive a *remove curse* spell.

## **Coffin of Creation**

*Wondrous item, very rare*

If you place a corpse within this coffin for 48 hours, it will be infused with necromantic power and animate as some type of undead approximately equal in CR to the corpse in life. Often, the undead created are unique beings, and the undead creature usually retains much of its memory, intelligence and personality, though twisted to evil.

## **Cold Iron Bracers**

*Wondrous item, uncommon (requires attunement)*

If a fey creature starts its turn within 5' of you, it must succeed on a DC 13 Wisdom saving throw or else it can take no actions until it is at least 20' from you.

## **Cold Iron Shield**

*Armor (shield), rare (requires attunement)*

This shield makes you immune to the charmed condition. If a charmed creature ends its turn within 5' of you, you can use your reaction to force it to make a saving throw against the effect charming it. The DC is the same as the effect's original save DC; if there was no saving throw, the save DC is 13.

## **Collar of Change**

*Wondrous item, very rare (requires attunement)*

This collar has 3 charges, which it renews at dawn. You can use an action to expend a charge to cast *polymorph* on yourself.

## **Collar of Disguise**

*Wondrous item, common (requires attunement)*

While you wear this magical collar, you can pitch your voice to perfectly imitate any voice that you have heard. Once you have chosen a voice, you can't change it until the effect ends after 1 hour or when you spend a bonus action to end it, and once you've used the collar's power, it won't function again until the next dawn.

## **Collar of Healing**

*Wondrous item, uncommon (requires attunement)*

If you place this collar on a familiar, special mount, animal companion or other similar creature, as long as you are within 120' of it, you can use an action to heal it of up to 50 hit points of damage. The 50 hps is a daily limit, and, similar to a paladin's ability to *lay on hands*, you can apply any amount of it when you use this action, saving the rest until later. Once you have used the collar's healing capacity up, it can't heal again until the next dawn.

## **Collar of Quick Command**

*Wondrous item, very rare (requires attunement)*

This collar is made to fasten around the neck of a beast that you command. While it is properly worn and the beast can see you, you can issue commands to it as a bonus action that would normally require your action.

## **Collar of Stiffness**

*Wondrous item, rare*

While you wear this stiff collar, you are immune to decapitation and other critical effects involving your neck and throat.

## **Collar of Venom**

*Wondrous item, rare (requires attunement)*

While you wear this collar, your natural weapons secrete venom. Whenever you hit a creature with a natural weapon, it must make a DC 15 Constitution save, suffering 1d10 poison damage on a failure.

## **Collar of Virulent Venom**

*Wondrous item, rare (requires attunement by a creature with natural poison)*

While you wear this collar, the DC of all poisons naturally produced by your body rises by 2.

## **Comb of Meditation**

*Wondrous item, rare (requires attunement)*

Combing your hair with this magical comb is very soothing and meditative. If you spend one hour doing so, you can choose one of the following effects.

- You regain 3 spent levels worth of spell slots.
- You regain 2 ki points.
- You can rage one additional time before needing to take an extended rest.
- You regain one spent Hit Die.

Once you have used the comb, it cannot be used again until the next dawn.

## **Commander's Armor**

*Armor (any medium or heavy), very rare (requires attunement by a fighter or paladin)*

Armor of this sort appears very noteworthy and is always clean and shining. It gives you a +1 bonus to AC, and each ally that can see you within 30' gains a bonus of 1d4 on Wisdom and Charisma saves.

In addition, while you wear it, whenever you make a Charisma (Persuasion) check, you gain a bonus of 1d4.

Because it gleams so brightly, this armor gives you disadvantage on attempts to Hide.

## **Consumptive Weapon**

*Weapon (any), very rare*

This weapon has a +2 bonus to hit and damage. In addition, it has 3 charges, which it regains each midnight. You can use a bonus action to spend a charge, activating the weapon. For the next 1 minute, each time it hits a creature other than an undead or a construct, it deals an extra 1d8 necrotic damage.

## **Contact Medallion**

*Wondrous item, uncommon (requires attunement)*

This medallion has 3 charges, which it regains each dawn. You can use a bonus action to expend a charge to make telepathic contact with a creature known to you within 1 mile. The contact lasts for 1 minute.

## **Contracts of Nepthas**

*Wondrous item, legendary*

This magical set of contracts is written in black ink on golden-brown vellum. Usually found in ivory tubes, the contracts are typically found in lots of 1d4+2.

The contracts place a powerful enchantment on creatures signing them of their own free will. Until signed, the wording of the contract will change to suit the agreement being made; once signed, the contracts resist all attempts to change them.

A creature who signs the contract and then fails to keep its end of the bargain is struck permanently deaf, dumb and blind. This effect can only be removed by a *remove curse* spell cast with a 7<sup>th</sup> or higher level

slot.

Contracts signed under the influence of magical charms or other forms of mind control are null and void. A contract made using this item must include a deadline for each parties' responsibilities.

## **Cool Armor**

*Armor (any non-shield), common*

While you wear this armor, you are immune to such effects of hot environments as heat stroke and heat exhaustion, and you gain a +1 bonus on saving throws against effects that deal fire damage.

## **Copper Horn**

*Wondrous item, uncommon*

If you blow this horn, all coins within 10' turn into copper pieces.

## **Coral Dragon**

*Wondrous item, uncommon*

This multicolored dragon figure is a type of *figurine of wondrous power* (DMG 169) and follows the basic rules thereof. When animated, it grows to about 3' long and has the statistics of a young blue dragon, but with no breath weapon and with a Neutral alignment.

The dragon obeys you, scouting or fighting for you, but its greatest ability is its mastery of magical lore. If asked to examine a magic item, the *coral dragon* has a 25% chance of being able to properly identify its history, purpose and powers.

If the dragon is slain, the figurine is ruined.

## **Cornucopia**

*Wondrous item, uncommon (requires attunement)*

This hollow giant ram's horn will produce food and drink upon command. You can use an action to cause it to produce fresh fruit and vegetables sufficient to feed 10 Medium creatures for 1 day. Once used, the horn won't function again until the next dawn.

If the food is not consumed by the next dawn, it spoils. Any creature that eats it must succeed on a DC 13 Constitution save or be poisoned for 24 hours, repeating the save at the end of each hour and ending the effect on a success.

## **Corrosive Weapon**

*Weapon (any), rare (requires attunement)*

A weapon of this sort can't be harmed by acid. You can use a bonus action to utter the command word, causing it to become slick with a layer of acidic slime. This slime won't hurt you, but any other creature that touches it (or that you hit with the weapon) suffers 1d6 acid damage.

## **Couch of Comfortable Seating**

*Wondrous item, common*

This item appears as a carved wooden miniature couch. If you place it on the ground and then speak the command word as an action, it transforms into a long and comfortable couch suitable for up to six individuals to sit on. A second command word returns it to its miniature state.

## **Counterstrike Bracers**

*Wondrous item, very rare (requires attunement)*

While you wear these bracers, when an enemy that you can see within 5' misses you with a melee attack, you can use your reaction to make a single melee weapon attack against that creature.

## **Courier Key**

*Wondrous item, rare*

These keys are usually created in pairs, though they are rarely found together. They are typically used to send secret messages between the two keyholders.

If you touch the key to a creature's head and recite a message of up to 100 words, then use an action to turn the key, you can "lock" the message into the creature's mind. It loses all memory of the message until one of the linked keys is again turned against its head as an action. Only one message may be planted in a given creature's mind at one time.

## **Couters of Second Chances**

*Wondrous item, rare (requires attunement)*

These magical elbow guards function when worn attached to any medium or heavy armor. They have 3 charges, which renew each day at dawn.

When you miss a creature with a melee attack,

you can spend a charge to reroll the attack. Even if the initial attack had advantage or disadvantage, the reroll does not.

## **Crashing Wave of the Sea Queen**

*Wondrous item, uncommon (requires attunement by a cleric, druid, paladin or ranger worshiper of the Sea Queen)*

This pearl and scrimshaw holy symbol of the Sea Queen is beautifully crafted and obviously worth over 500 gp from the value of its materials alone. While you bear it on your person, you gain a swim speed of 30' or half your walking speed (whichever is greater). In addition, you can hold the *crashing wave* in hand and use your action to call forth a wave of water in a 25' cube adjacent to you. Each creature in the wave must make a Strength saving throw or be knocked prone and pushed 20' away from you by the force of the water. Creatures that worship the Sea Queen and your allies gain advantage on this saving throw. Once you have used this ability, it cannot be used again until the next dawn.

## **Creeping Gatevine**

*Wondrous item, uncommon*

This red flowering vine grows on the stones of magical gates and menhirs. You can expend it as an additional material component when casting a spell that allows you to teleport. If you do so, you can teleport twice the distance normally allowed by the spell.

## **Crossbow of Accuracy**

*Weapon (any crossbow), legendary (requires attunement)*

This magical crossbow grants a +3 bonus to hit and damage. In addition, it increases your critical range by 1, so you score a critical hit with it on a 19-20 (or better, if you already have an expanded critical range). Finally, you do not suffer disadvantage for shooting at a target at long range.

## **Crossbow of Distance**

*Weapon (any crossbow), rare (requires attunement)*

This magical crossbow grants a +1 bonus to hit

and damage. In addition, its range (both short and long) is doubled.

## **Crossbow of Speed**

*Weapon (any crossbow), rare (requires attunement)*

This magical crossbow grants a +1 bonus to hit and damage. Furthermore, it cocks itself and draws its own string, and you are thus not limited to making a single attack with it. Finally, you can make a single attack with the *crossbow of speed* as a bonus action.

## **Crossbow of the Wand**

*Weapon (any crossbow), very rare (requires attunement)*

This crossbow has an odd firing slot, wider than a standard bolt, and no string, nor any place designed for a string to go. It does not function as a normal, nonmagical crossbow, but is designed rather to allow you to use wands you could not normally use.

If you slip a wand into the firing slot and you know the wand's command word or activation method, you can use the wand, even if you are not (and even if you could not be) attuned to it.

## **Crown of Command**

*Wondrous item, very rare (requires attunement)*

While wearing this crown, you can use an action to cast *dominate monster* (save DC 17). You can only have one creature dominated at a time with the crown.

## **Crown of Eyes**

*Wondrous item, rare (requires attunement)*

The twelve tips of this crown are fashioned as eyes staring in all directions. While you wear it and all the eyes are upon the crown, you can see in all directions at once. You can also use an action to cause the eyes to fly off and function as twelve *prying eyes* (as if you had cast the spell).

If any of the eyes are destroyed, when the others (if any) return to the crown, it ceases to function until all the eyes are restored. As long as you remain attuned to it, each morning at dawn, one eye regrows. If you lose your attunement to it while there are any missing eyes, the crown shatters and is destroyed.

## **Crown of Summation**

*Wondrous item, very rare*

If placed on the head of a creature within one hour of its death, that creature must succeed on a DC 17 Wisdom save or this crown absorbs the memories of the last 1d6 days.

If the crown is placed on the head of a creature that doesn't die within an hour, it has no effect.

Once the crown has absorbed the memories of a dying creature, another creature can put the crown on to absorb those memories, replaying them as if the creature had actually lived through them. The creature doesn't take damage or suffer from spells or effects that the dead creature suffered, but does recall those effects.

After the *crown of summation* has transferred memories from one creature to another, it loses its magic.

## **Crucible of Melting**

*Wondrous item, uncommon*

This magical crucible doesn't need a furnace or fire. Any nonmagical metal item placed into it melts over the course of 1 round. Magical metal items placed into it gain 1d3 wear points.

Whenever you use the crucible of melting, there is a 5% chance of an explosion that destroys both the crucible and the metal being melted. Each creature within 10' of the crucible must make a DC 13 Dexterity save, suffering 3d10 fire damage on a failure and half that on a success.

## **Crystal Coffin**

*Wondrous item, very rare*

If you willingly lay in this crystal coffin and the lid is closed, you enter a state similar to that of a *feign death* spell. This state lasts until the lid is opened or the coffin breaks; while you are in this state, you don't age or require air, food or drink.

## **Crystal Echoblade**

*Weapon (any sword), very rare*

This weapon has a crystal blade. It gives a +2 bonus to hit and damage.

***Echo of Crystal (requires attunement by a bard):*** If you sing while you attack, the *crystal echoblade* resonates and sings along, harmonizing with your voice and dealing extra thunder damage on each hit equal to one of your bardic inspiration dice.

## **Crystal Hypnosis Ball**

*Wondrous item, very rare (requires attunement)*

This item functions like and detects as a regular *crystal ball*. However, when you use it, you must make a DC 17 Wisdom saving throw or become hypnotized and subject to a *suggestion* from the powerful being, such as a mighty spellcaster, powerful lich, greater demon or devil, elder hag, etc, that actually controls this device. You believe that you see what you desired, but in actuality, the being begins to assume progressively control over you each time you fail the saving throw, and the *suggestion* it sends you can last up to 1 day per time that you have failed the saving throw. If you fail the saving throw 5 times, your personality is destroyed and you become an npc under the control of this item's true master.

## **Crystal Mask of Detection**

*Wondrous item, common (requires attunement)*

While you wear this crystal full-face mask, you gain advantage on Wisdom (Perception) checks made to detect secret doors.

## **Crystal Mask of Discernment**

*Wondrous item, common*

While you wear this crystal full-face mask, you gain a +2 bonus on Wisdom (Insight) checks.

## **Crystal Mask of Dread**

*Wondrous item, common*

While you wear this black and scarlet crystal full-face mask, you gain a +2 bonus on Charisma (Intimidation) checks.

## **Crystal Mask of Knowledge**

*Wondrous item, uncommon (requires attunement)*

This golden crystal full-face mask gives you a +2 bonus on Intelligence checks made to recall lore if

your proficiency bonus applies.

## **Crystal Mask of Languages**

*Wondrous item, common (requires attunement)*

Each of these full-face crystal masks allows you to read and write five specific languages.

## **Crystal Mask of Mindarmor**

*Wondrous item, uncommon (requires attunement)*

This periwinkle crystal mask covers your forehead and eyes. While you wear it, you gain resistance to psychic damage.

## **Crystal of Adamant Armor**

*Wondrous item, common*

This item appears as a small clasp holding a tiny diamond orb with a sphere of steel at its center. If you clip it onto your armor, it locks in place and can't be removed unless that armor is destroyed. That armor can sustain an additional 5 wear points without suffering anything worse than cosmetic damage.

## **Crystal of Adamant Weaponry**

*Wondrous item, common*

This item appears as a small clasp holding a tiny diamond orb with a sphere of steel at its center. If you clip it onto a weapon, it locks in place and can't be removed unless that armor is destroyed. That armor can sustain an additional 5 wear points without suffering anything worse than cosmetic damage.

## **Crystal of Bent Sight**

*Wondrous item, rare (requires attunement)*

This item consists of a small, smoky-looking crystal affixed to a plate of polished silver. As long as you bear it on your person, you can avert your eyes from a creature without suffering advantage on attacks against it. (This is most useful against creatures with gaze attacks.)

## **Crystal of Death Scrying**

*Wondrous item, rare*

This item appears to be a *crystal ball*, but when used, all it will show is the violent deaths of sentient creatures elsewhere in the world. The crystal only

shows events happening in the present, and cannot reveal the future or past. The surroundings and cause of death are clearly visible within the crystal, and anyone within 20' that can see the crystal ball must succeed on a DC 13 Wisdom save or be horrified by the scene and frightened of the ball for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Each time the *crystal of death scrying* is used, there is a 2 in 6 chance that blood will begin to seep from it, flowing down the sides and staining anything that it touches. Though the blood vanishes after 3 rounds, the stains are permanent and cannot be removed without magical aid.

## **Crystal of Return**

*Wondrous item, common (requires attunement)*

This item appears as a small clasp holding a tiny blue crystal. If you clip it onto a weapon, you can use your free interaction to call that weapon into your hand from up to 30' away.

## **Crystal of Security**

*Wondrous item, common (requires attunement)*

This cool silver-colored crystal can be clipped onto a weapon. If you do so, you never drop the weapon unintentionally, and you have advantage on saves and checks to resist being disarmed.

## **Crystal of Stamina**

*Wondrous item, uncommon (requires attunement)*

This dull red crystal pulses in time with your heartbeat once you attune it. While you bear it on your person, you have advantage on Constitution saves against disease or poison effects (not necessarily against all effects that inflict the poisoned condition).

## **Crystal Parrot**

*Wondrous item, uncommon (requires attunement)*

This item is a 12" high statue of a parrot made out of clear crystal. You can use it to detect trespassers in a space where you leave it. You activate it by using an action to set the parrot in place while speaking a command word. The parrot then watches over an 50' x 50' area in front of it. The parrot can see as well as a

normal parrot, and has no special visual powers. Once you activate the parrot, it remains active for 30 days, during which time you maintain attunement to it unless you choose to break it.

When you activate the *crystal parrot*, you must specify what types of intruders it is to observe, from a single specified individual that you know on sight to “all intruders”. Whenever such an intruder enters the watched space before the parrot, you hear a telepathic report about all intruders matching the description, such as “Man with red coat enters” or “Two humans enter”. It tells you only when the specified intruders enter and leave, nothing else. This telepathic alert can travel an unlimited distance but can't cross planes.

The *crystal parrot* is AC 13 and has 12 hp. It is immune to poison and psychic damage and has vulnerability to thunder damage. If reduced to 0 hit points, the parrot's magic is lost.

## **Cube of Containment**

*Wondrous item, very rare (requires attunement)*

This cube is made of translucent crystal. Once per day while holding the cube, you can target one creature within 60' of you with the cube, and unless that creature makes a DC 15 Charisma saving throw, it is sucked within the cube. While within the cube, the target cannot affect or be affected by any other creature. At the end of each of its turns, the creature within the cube may repeat the saving throw, ending the effect on a success. When the effect ends, the creature is ejected from the cube into the nearest space large enough to contain it. If there are multiple eligible spaces and you are still holding the cube, you choose which space the creature returns to; otherwise, it chooses.

## **Cube of Frost Resistance**

*Wondrous item, rare*

This light blue cube fits nicely in your hand. You can use a bonus action to speak the command word while you hold it, creating a visible force field surrounding a 30' cube centered on the cube. Within the force field, the temperature is never less than 65 degrees Fahrenheit. If an effect causes one or more creatures in the cube to take cold damage, the force field negates the damage. However, if the cube suffers

50 points of cold damage in a single round, the force field collapses. Roll 1d20; on a 5 or higher, the cube cannot be reactivated for 1 hour. On a 1 through 4, the *cube of frost resistance* is destroyed.

## **Cue Ball**

*Wondrous item, common (requires attunement)*

This ball is a small white orb that fits nicely in the hand. While you carry it, it can offer you advice. Whenever you are in doubt concerning a decision, the *cue ball* speaks in a language you know, offering its opinion as to the best course of action. The ball always has an opinion, though its opinion is random if no choice has an obvious advantage. The *cue ball* uses your knowledge to arrive at its opinion, and will offer up to 3 opinions before going inert until you complete a long rest.

## **Curdled Death**

*Wondrous item, very rare*

*Curdled death* is a foul-smelling perfume, reputed to be crafted by night hags. When found, a vial typically has 1d4+1 doses in it.

You can use your action to apply the perfume to your body. For the next hour, the foul aroma clings to you, surrounding you. Any beast, fey, humanoid or monstrosity that isn't immune to poison that starts its turn within 10' of you must make a DC 13 Constitution saving throw. A creature that fails and has 10 hit points or less dies instantly. A creature that fails and has more than 10 hit points is poisoned until the start of its next turn. A creature that makes its saving throw is immune to the scent of *curdled death* for the next 24 hours.

## **Cursed Ring of Jumping**

*Ring, uncommon (requires attunement)*

While you wear this ring, you can cast the *jump* spell at will, but you cannot jump a shorter distance than the maximum allowed by the spell.

## **Cursed Scroll**

*Scroll, very rare*

This scroll appears to be of some beneficial sort, but when read, it unleashes a terrible curse on

you. Roll on the chart below to determine what effect happens. After the scroll takes effect, it burns to ash.

D% Roll	Effect
01-25	You must make a DC 15 Wisdom saving throw or be polymorphed into a monster of a CR equal to your level (or CR, if you don't have a level). You then attack any nearby creatures immediately. The effect lasts for 1 hour, during which time you go on a killing rampage; if you survive, you turn back to your normal form at that time.
26-30	You must make a DC 15 Wisdom saving throw or turn to liquid and start to drain away. At the end of your next turn, you must repeat the save. If you succeed, you return to physical form. If you fail, you drain away and die, and all your carried equipment is lost.
31-40	You and all creatures within 20' of you are transported 2d6 x 100 miles in a random direction.
41-50	You and all creatures within 20' of you are transported to a random other plane.
51-75	You contract a disease (DMG 257) that acts with horrifying speed. Treat every hour that passes as a long rest for purposes of determining the disease's progress.
76-90	The scroll explodes. You must make a DC 15 Dexterity saving throw, suffering 8d10 force damage on a failure or half that on a success.
91-00	A random magic item within 30' of you is drained of all magic.

## **Cursed Well Stone**

*Wondrous item, rare*

This item looks like a spherical black piece of granite about the size of your fist. If you place it in a well, the well dries up in 1 hour. A *remove curse* cast directly upon the *cursed well stone* causes it to lose its magic and restores the well.

## **Curseforged Armor**

*Armor (any medium or heavy), very rare*

The secrets of forging this armor are long lost, and were developed by a cabal of tiefling diabolists. It is said that the members of the cabal poured their bitterness into their forges while they crafted it.

This +1 armor can lay a curse on an enemy. When a creature hits you with an attack, you can spend your reaction to curse it. That creature suffers a penalty of 1d4 on attack rolls for 1 minute. Each round at the end of its turn, it may attempt a DC 13 Wisdom saving throw to end the effect. Once you use this power, it cannot be used again until the next midnight.

## **Daern's Instant Tent**

*Wondrous item, uncommon*

You can use an action to place this small strip of canvas on the ground and speak its command word. It grows to become a 20' square tent capable of sleeping 8 Medium creatures in comfort, featuring a fire pit with smoke hole. If you use a bonus action to speak its command word again while touching it, the tent reverts into a strip of canvas.

## **Dagger of Deadly Precision**

*Weapon (dagger), uncommon (requires attunement by a rogue)*

If you sneak attack with this weapon, you deal an extra 1d6 damage.

## **Dagger of Defiance**

*Weapon (dagger), rare (requires attunement)*

This dagger has no bonus to hit and damage; instead, it helps to ward you against certain forms of attack. While you wield it, you are immune to the frightened condition and to the *repulsion* spell and similar magic. You also gain a +1 bonus to saves against effects that would charm, polymorph or petrify you.

## **Dagger of Returning**

*Weapon (dagger), uncommon (requires attunement)*

This magical dagger has a +1 bonus to hit and damage, but only when used as a ranged weapon. If



you throw it and miss, it automatically returns to your hand.

## **Dagger of Throwing**

*Weapon (dagger), rare*

This magical dagger is +1 to hit and damage. However, when thrown, its range is 90'/180'.

## **Dagger of Unlimited Opportunity**

*Weapon (dagger), uncommon (requires attunement)*

This slim dagger enables you to make opportunity attacks without using your reaction. You can do so a number of times each round equal to your Dexterity bonus, to a minimum of 3.

## **Dancing Wand**

*Wand, legendary (requires attunement)*

Though the secrets of making them are long-lost, there was a time when any type of wand could be made into a *dancing wand*. Now, the few remaining *dancing wands* are greatly treasured when found.

A *dancing wand* functions as another type of wand. However, it has an additional property- after you use one of its powers, you can use a bonus action to set it loose, commanding it to “dance”. In this case, the wand floats in the air where you released it. Each round on your turn, it uses the last power that you used from it until it runs out of charges, you use your action to grab it, or until 4 rounds pass.

A creature other than you can attempt to grab the wand by making a Dexterity melee attack against AC 13. If the creature hits, it grabs the wand, but the wand continues to dance, targeting the creature that grabbed it if possible.

## **Dark Clover**

*Wondrous item, common*

This Shadowfell-grown five-leafed clover enhances necrotic energies. When you cast a spell that deals necrotic damage, you can expend this item as an additional material component. If you do so, you can roll one extra damage die for the spell's necrotic damage, then discard the lowest damage die.

## **Dark Crown**

*Wondrous item, very rare (requires attunement)*

This magical metal circlet set with teeth and bones is worn upon the brow. While you wear it, you gain immunity to the frightened, paralyzed and petrified conditions, are immune to magical aging and gain resistance to cold and necrotic damage. In addition, you gain 60' darkvision, and when you see an undead creature, you recognize it as undead even if it isn't currently animated.

You can also attempt to destroy an undead creature by touch. Make a melee weapon attack, as if you were proficient, against an undead creature in your melee reach. You can use either Strength or Dexterity; if you hit, the undead must make a DC 17 Constitution save, taking 10d10 radiant damage on a failure and half that on a success. If the creature fails the save by 5 or more, it explodes into dust, destroyed.

## **Darkleaf Armor**

*Armor (any light), rare*

This +1 *armor* has dark leaves from the grave-trees of the Shadowfell woven into it, giving it an unusual property. The first time you are attacked in a given encounter, you add 1d4 to your Armor Class.

## **Darkleaf Shield**

*Armor (shield), rare*

This shield is covered in overlapping grave-tree leaves. Whenever you are attacked while you are surprised, you add 1d4 to your AC.

## **Darkskull**

*Wondrous item, uncommon*

This skull is carved from ebony and set with glyphs and sigils of evil import. Wherever it is, undead within 60' of it have advantage on saving throws against effects that turn or destroy undead.

## **Dart of Biting**

*Weapon (dart), rare*

If you hit a creature with this dart, the dart transforms into a tiny serpent and injects poison into the wound. The target must make a DC 15 Constitution save, taking 2d10 poison damage on a

failure or half that on a success.

## **Dart of Disarming**

*Weapon (dart), very rare (requires attunement)*

This dart has a +2 bonus to hit and damage. Before you make an attack with it, you can choose to attempt to knock an item from a creature's grasp. Roll to hit normally, but instead of taking damage, if you hit, the target must make a DC 17 Strength save or the targeted object is knocked 10' away from it. If the creature is holding the object in more than one hand, it gain advantage on the save.

## **Dart of Dispelling**

*Weapon (dart), rare*

If you hit a creature with this dart, in addition to doing normal damage, the dart casts *dispel magic* on the target.

## **Dart of Homing**

*Weapon (dart), rare*

A magical dart of this sort is painted bright yellow and green. It has a +2 bonus to hit and damage. However, if you miss with it, instead of falling to the ground, the dart flies around for another attack on your next turn (using your attack bonus). If it misses on this second attack, it falls to the ground.

## **Dart of Penetrating**

*Weapon (dart), rare*

This magical dart ignores all cover less than total cover.

## **Dart Ring**

*Ring, rare (requires attunement)*

Magical rings of this sort are usually crafted by fey. Such a ring adjusts to fit the finger of any wearer's hand. While you wear it, you can use an action to fire a slender wooden dart from the ring. Make a ranged weapon attack; you have proficiency in the ring. If you hit, you deal 1 point of piercing damage, and the target must succeed on a DC 15 Constitution save or be poisoned for 24 hours. It can repeat the save at the end of each hour; if it succeeds three times, the effect ends, but if it fails thrice, it dies.

## **Deadly Weapon**

*Weapon (any), uncommon (lesser), rare (standard) or very rare (greater)*

This weapon enhances the severity of critical hits that it delivers. A lesser deadly weapon adds +1d8 to the severity, a standard deadly weapon adds +2d6 to the severity, and a greater deadly weapon adds +2d8 to the severity of its critical hits.

## **Deadwalker's Ring**

*Ring, uncommon (requires attunement)*

You must wear this ring for a week to attune to it. While you wear it, any time you cast a spell that creates undead, when you roll the undead creatures' hit points, you may reroll any 1s or 2s, but you must accept the second result.

## **Death Spike**

*Weapon (any spear), rare (requires attunement)*

Crafted from cold-wrought iron, this magical spear has a +1 bonus to hit and damage. In addition, if you hit a dying creature with it, you gain 10 temporary hit points.

## **Deathcut Armor**

*Armor (any), very rare (requires attunement)*

This +1 armor helps protect you against the powers of death. While you wear it, whenever you take necrotic or poison damage, you also gain 5 temporary hit points. Furthermore, you are immune to the poisoned condition.

In addition, if an enemy hits you with a melee attack, you can use your reaction to inflict 3d10 necrotic damage to that creature. Once you use this ability, it cannot be used again until the next midnight.

## **Deathguardian Bracers**

*Wondrous item, rare (requires attunement by a bard, sorcerer, warlock or wizard)*

When you take damage, you can use your reaction to expend one spell slot and reduce the damage by 2 points per level of the expended slot.

## Deck of Chance

*Wondrous item, very rare*

When you draw a card from this deck, roll on the chart below to determine its effects. Drawing a second (or subsequent) card has no further effect until the effects of the first card expire, when you next finish a long rest.

<i>2d6 Roll</i>	<i>Effect of Card</i>
2	-2 to hit and damage
3	-2 to saves
4	-2 to AC
5	-2 to damage
6	-2 to hit
7	+1 to hit, damage and saves
8	+2 to hit
9	+2 to damage
10	+2 to AC
11	+2 to saves
12	+2 to hit and damage

## Deck of Prognostications

*Wondrous item, uncommon*

This deck of cards is painted on thin lacquered plaques. There are four suits, but instead of numbered cards, each suit contains a king, queen, prince, knave, merchant, villain, war, journey and jester. You can use it to cast the *augury* spell, but you must complete a short or long rest before using this ability again.

## Decoy Dust

*Wondrous item, common*

This dust is usually found in a pouch containing 1d6+4 pinches. You can place a pinch within 10' of you as a bonus action, and it forms into an illusion of a Small sized snake-like creature. The illusion tries to draw attention and attacks, making hissing noises and moving threateningly but not actually able to attack or move from its space. Weapons merely pass through it harmlessly.

However, if a creature bites it (automatically hitting), it receives a mouthful of dust and suffers 3d6 damage as it coughs and wheezes.

The decoy fades away after 10 minutes.

## Deddez

*Weapon (double axe), unique (legendary power level)*

*Deddez* translates roughly as “they all die” in an elder dialect of Terran spoken by an ancient and powerful line of gargoyles. It was originally wielded by a great gargoyle tyrant who reigned over much of the Underdark. Identifying this item requires using an *identify* spell with a 7<sup>th</sup> or higher level spell slot.

*Deddez* is a double axe, which is an exotic weapon- basically, a battle axe with a head at either end. A creature proficient in the battle axe can treat it as such, except that it is a heavy weapon; a creature proficient in the double axe can make one extra attack with it as a bonus action when it takes the Attack action.

This item is +3 to hit and damage. It also increases the severity of critical hits it inflicts by 2d6. Unless you are attuned to it, it also increases the severity of your fumbles with it by 1d6.

**They All Die (requires attunement by a proficient creature):** You can use an action to make one melee attack with the weapon against each creature within 5' of you. Each hit creature suffers 4d10 + 3 + your Strength bonus slashing damage.

## Deepdweller Armor

*Armor (any), very rare (requires attunement)*

While you wear this armor, you can breathe water and are immune to damage from pressure in extreme depths. In addition, you are immune to cold damage. This armor doesn't weigh you down or otherwise interfere with you when you are swimming. Finally, you can speak with any water-dwelling creature that has a language.

## Defective Backfiring Wand

*Wand, very rare or legendary (attunement varies)*

Some wands are too weak to properly hold their own magic. Improperly made or (rarely) intentionally sabotaged, a *defective backfiring wand* is a wand of a different type, but each time it is used, there is a 25% chance that it backfires, targeting the wielder instead of the designated target. When this happens, there is a 50% chance that the wand explodes in a 10' radius sphere of force. If it does, each creature within the sphere must make a DC 13 Dexterity saving

throw, suffering 4d10 force damage on a failure and half that on a success.

A wand of this sort is of the same rarity as a normal, non-defective wand of its type, with a minimum of very rare.

## **Deflecting Weapon**

*Weapon (any melee), uncommon*

When you wield this weapon, if a ranged weapon attack would hit you, you can use your reaction to deflect the missile, forcing the attacker to reroll its attack. (If the initial attack had advantage or disadvantage, so does the reroll.)

## **Delphinate Robes**

*Wondrous item, very rare (requires attunement)*

These fancy robes have long open sleeves, a high stiff collar and arcane symbols all over them. They are crafted by wizards of the Delphinate to protect themselves from attacks from those of a less sophisticated sort. Originally intended to protect the Delphinite wizards from armed uprisings, these robes soon spread to most Delphinite agents who had to leave the country itself.

While you wear these robes, you gain resistance to bludgeoning, piercing and slashing damage from manufactured weapons. (This does not apply to the natural attacks of creatures.)

## **Delver's Armor**

*Armor (any), rare (requires attunement)*

This armor has 3 charges, which it regains each morning at dawn. If you fail a saving throw, you can use your reaction to spend a charge and reroll the save, but you must accept the second result.

## **Demon Staff**

*Staff, very rare (requires attunement)*

This evil staff is carved to resemble a gloating demonic face atop a mass of suffering humanoids. While you hold it, you can use any of the following powers; however, once you use a given power, it won't function again until the next midnight.

- You can use an action to make a melee weapon attack with the staff. If you hit, in addition to

doing normal damage, the target must make a DC 17 Wisdom save or become frightened of you for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. While it is frightened of you and can see you, the target can take no actions other than to Disengage or Dash, or to take an action to escape an effect that prevents it from moving away from you. If it fails to end its turn further from you than it began, it is paralyzed until the beginning of its next turn.

- You can use an action to make a melee weapon attack with the staff. If you hit, the target takes 4d6 necrotic damage.
- You can use an action to summon a type 1 or 2 demon (MM 52). The demon serves you grudgingly, only willingly committing destructive and evil acts, and remains for up to 1 hour or until slain.
- You can use an action to *polymorph* yourself into a type 1 demon for as long as you concentrate on it, to a maximum of 5 rounds.

## **Demonslayer**

*Weapon (any), very rare*

A weapon of this sort gives you a +1 bonus to hit and damage. When you fight against demons, the weapon's might grows.

***Demon's Bane (requires attunement).*** When you attack a demon, the weapon gives you a +3 bonus to hit (instead of +1) and deals an extra 2d6 points of damage when it hits. Moreover, while you wield it, you are immune to being frightened by demons.

## **Dense Weapon**

*Weapon (any melee bludgeoning), rare*

A *dense weapon* allows you to reroll 1s and 2s on its weapon damage dice, but you must accept the second result. If you can already reroll 1s and 2s on the damage dice, you can instead reroll 1s, 2s and 3s.

## **Depetrification Ring**

*Ring, rare*

One of these golden rings has 15 charges when initially crafted. If placed on the finger of a petrified

creature, it ends the petrified condition on that creature, expending a charge. Once the final charge is expended, this ring turns to stone and then crumbles to dust.

## **Desert Rose**

*Wondrous item, very rare*

Growing only in the most remote desert areas, this yellow flower helps you focus your mind. If you crush it and inhale its perfumes as a bonus action, you gain a +5 bonus to saving throws to maintain your concentration for the next 10 minutes.

## **Desperate Resolve Vestments**

*Wondrous item, rare (requires attunement)*

These vestments will not fit over armor and must be worn on their own.

While you wear *desperate resolve vestments*, if you take damage, you can use your reaction to enter a ghostly state until the end of your next turn. While in this state, you have no Strength modifier, regardless of your actual Strength, and you gain resistance to acid, cold, fire and lightning damage and immunity to bludgeoning, piercing and slashing damage from nonmagical sources. In addition, you can move through other creatures and objects as if they were difficult terrain, but if you end your turn inside another creature or object, you take 3d10 force damage and are shunted to the last space you occupied before entering the creature or object's space.

## **Desperation Chain**

*Wondrous item, rare (requires attunement by a sorcerer or wizard)*

This thin chain is made of alternating links of ivory and green Baatorian steel. While you wear it as a belt, when you are incapacitated or reduced to 0 hit points, you can use your reaction to cast one spell of up to 3<sup>rd</sup> level that has a casting time of 1 action. The spell takes effect after you are incapacitated or reduced to 0 hit points.

## **Devastation Gauntlets**

*Wondrous item, uncommon (requires attunement)*

These gauntlets have 3 charges, which refresh

each morning at dawn. When you score a critical hit with a melee weapon attack, you can expend one or more charges. For each charge you expend, the critical hit deals an extra 1d10 damage.

## **Devilslayer**

*Weapon (any), very rare*

A weapon of this sort gives you a +1 bonus to hit and damage. When you fight against devils, the weapon's might grows.

***Devil's Bane (requires attunement).*** When you attack a devil, the weapon gives you a +3 bonus to hit (instead of +1) and deals an extra 2d6 points of damage when it hits. Moreover, while it is on your person, you are immune to being charmed by demons.

## **Dew Tent**

*Wondrous item, common*

This two-person tent, it pitched and standing all night, collects morning dew on its surface and channels it into a collection pouch, yielding enough water for two Medium creatures for one day in even the most arid conditions.

## **Diadem of Acuity**

*Wondrous item, uncommon (requires attunement)*

This metal headband is set with a tiger's eye. While you wear it, you gain proficiency in Insight and Perception. In addition, you gain a +1 bonus to Insight and Perception checks.

## **Diadem of Disenchantment**

*Wondrous item, rare (requires attunement)*

This golden headband is adorned with a single gem. If the gem is removed, the diadem loses its power.

The *diadem of disenchantment* has 20 charges when first created. While you wear it, if you would be magically put to sleep, subject to the charmed condition, or affected by a *confusion* or *hold* spell, the diadem automatically spends a charge and you are unaffected.

## **Diamond Bracers**

*Wondrous item, very rare (requires attunement)*

These crystal bracers are studded with diamonds. You can use a bonus action to gain resistance to a type of damage that you have taken since the end of your last turn. The resistance lasts until the start of your next turn.

## **Diamond Mace**

*Wondrous item, very rare*

This device is a miniature iron rod topped by a diamond worth 10,000 gp. It is too small and delicate to function as an actual weapon.

The *diamond mace* has 6 charges, and it regains 1d4 charges each day at dawn. When you spend the last charge, there is a 1 in 12 chance that the item loses its powers forever.

While you hold the *diamond mace*, you can use an action to expend a charge and cause a 30' stroke of lightning 5' wide to blast from the diamond. Each creature in the path of the stroke must make a DC 17 Dexterity save, suffering 12d6 lightning damage on a failure and half that on a success.

## **Dime**

*Wondrous item, uncommon*

A *dime* is an unusually small circular silver coin. You can place it in a location and utter the command word to activate it as an action. When you do so, the *dime* becomes invisible for one hour or until triggered. Any creature passing over the dime's location while it is invisible must make a DC 15 Strength saving throw or end its movement and be unable to resume moving until the beginning of its next turn. Once a *dime* has been activated, it cannot be activated again until the next dawn.

## **Dimensional Mine**

*Wondrous item, rare*

This item can take the form of any small object, typically a figurine, ring or other small object. When it is placed in an extradimensional space, such as a *bag of holding* or a *rope trick*, the *dimensional mine* ruptures the space. Everything in the space, including the mine itself, is spewed into the Astral Plane and the extradimensional space is destroyed, along with whatever item or spell created it.

## **Direbeast Shield**

*Armor (shield), rare (requires attunement)*

This shield is decorated with the hides of dire animals and marked with a wolf's head. While you have it equipped, you add 1d4 to any Constitution check or saving throw you make.

## **Disastrous Totem**

*Wondrous item, very rare*

A *disastrous totem* is a thing made of bound sticks, bones, shells and teeth that is somewhat suggestive of a skull. Foul weather always accompanies it- storms, heat waves, exceptional humidity, or some other form, depending on the environment.

Each morning there is a 10% chance of a minor earthquake, fire, tornado or other natural disaster happening where the totem is.

***Powerful Focus (requires attunement by a druid or ranger):*** You can use this totem as a very powerful focus if you cast druid or ranger spells. When you cast a spell that deals lightning or thunder damage that is measured in dice using the totem, you deal an extra two dice of damage. In addition, you gain a bonus of 1 to the DC of spells you cast using it as a focus.

## **Dislocator**

*Weapon (any), very rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. In addition, it has 3 charges, which it regains each dawn. If you hit a creature, you can expend a charge to teleport it up to 10' in any direction into an unoccupied space.

## **Dispelling Cord**

*Wondrous item, rare (requires attunement by a spellcaster)*

This long silk cord has 5 charges, which are magically represented by five knots in the material. As you expend charges, the knots untie themselves. If you spend the last charge, there is a 1 in 10 chance that the *dispelling cord* loses its magic.

If you wear this cord as a belt, you can expend a charge whenever you cast *dispel magic*. If you do,

the *dispel magic* functions as if it were cast using a slot 3 levels higher.

## **Display Window**

*Wondrous item, rare*

This item appears to be and functions just like a *window of peeping*, except that if you use it to gaze upon a hostile non-humanoid creature, you become paralyzed for 10 minutes and stand in place, holding the window. You may make a DC 15 Wisdom save to end the effect each time you take damage.

## **Divination Sink**

*Wondrous item, very rare*

This item appears to be an anchor-like device with a long top pole. The whole thing is 6' high and about 3' across where its widest elements are. It is activated by performing an 8-hour ritual involving burying it in the ground. The ritual requires at least one 5<sup>th</sup> level spell slot and four 4<sup>th</sup> level spell slots to complete, and demands the participation of at least six spellcasters. Material components expended during the ritual cost no less than 20,000 gp. During the ritual, whoever expends the 5<sup>th</sup> level spell slot specifies a subject, which can be a creature, object or location, but must remain within 1000' of the *divination sink* at all times or the device will cease functioning.

After the ritual is cast, any time a divination spell that contacts an intelligence for the purpose of asking questions of it, such as *commune*, *hand of Lester* or *contact other plane*, any questions concerning the subject of the *divination sink* are intercepted by the *divination sink's* power. Whoever expended the 5<sup>th</sup> level slot during the ritual can answer the question within the limitations of the spell being used, except that the answer need not be correct or honest.

## **Divine Retribution Armor**

*Armor (any), rare (requires attunement by a cleric or paladin)*

This magical armor has 2 charges, which it regains each morning at dawn. When you are hit by a melee attack, you can use your reaction to spend a charge and gain a +5 bonus to damage rolls against the creature that hit you. This damage bonus lasts until the

end of your next turn.

## **Dolphin Harness**

*Wondrous item, rare (requires attunement)*

This harness straps around the body over your armor and clothing. While you wear it, you gain a swim speed equal to your walking speed, you can hold your breath for ten minutes and you can speak and understand the Dolphin and Whale tongues.

## **Dolphin's Bane**

*Weapon (dagger), rare (requires attunement)*

This sahuagin-made dagger has a +1 bonus to attack and damage rolls. Against dolphins, whales and merellin, it deals an extra 1d4 damage on a hit.

## **Doomwarding Dagger**

*Weapon (dagger), very rare (requires attunement)*

This dagger has a +1 bonus to hit and damage. In addition, it has 7 charges when first created; these charges are never recovered, and when they are all used, the dagger becomes a simple +1 *dagger*.

You can use a charge from the dagger at any point, as long as you are carrying it, though never more than once per turn. When you use a charge, you can reroll one attack, save or check.

## **Dorus' Lyre**

*Wondrous item, uncommon (requires attunement by a proficient creature)*

This lyre never falls out of tune and can take a total of 6 wear points without suffering more than cosmetic damage. The lyre has 4 charges, which it renews each dawn. You can expend a charge to cast *animal friendship* (save DC 13) or *speak with animals*.

## **Dove's Harp**

*Wondrous item, very rare (requires attunement by a bard)*

This magical harp plays extremely sweet tones. You can use an action to grant each creature of your choice within 60' regeneration (if the creature has at least 1 hit point at the start of its turns, it regains 3 hit points). This effect lasts as long as you concentrate on it, up to 1 minute. Once you use the power of the harp,

it won't function again until the next dawn.

## **Dowsing Key**

*Wondrous item, uncommon*

A dowsing key has 3 charges, which it regains each dawn. When you use an action to insert this key into the ground and turn it, expending a charge, you “unlock” any underground water present at the location. The amount liberated is typically from about a pint in a desert or dry locale to about four gallons in an optimal, well-watered place.

## **Dragon Amulet**

*Wondrous item, very rare*

An amulet of this sort depicts the face of a dragon. Given to or crafted by dragon priests, these amulets allow the priest (or anyone else who gains control of it) to seek audience with its patron dragon. By concentrating on the amulet as an action, you can cause it to teleport you to the dragon's reception area or to return you from whence you came. Once the amulet has transported you each way once, it will not function again until the next dawn.

## **Dragon Slippers**

*Wondrous item, uncommon*

While you wear these slippers, you can use an action to surround yourself with an illusion that makes you appear to be a Huge dragon with bright yellow scales, a barbed tail and long green fangs. Any creature that touches the illusion may make a DC 15 Intelligence save to recognize it for what it is. The illusion otherwise lasts as long as you concentrate on it, to a maximum of 1 hour.

## **Dragon Spirit Cincture**

*Wondrous item, uncommon (requires attunement by a creature with a breath weapon)*

This wide belt is emblazoned with fire-breathing dragons. While you wear it, your breath weapon does 1 additional die of damage, or an extra 1 point if it does damage that isn't expressed in dice. If your breath weapon doesn't do damage, this cincture has no effect on it.

## **Dragondaunt Shield**

*Armor (shield), rare (requires attunement)*

When a dragon causes damage to you, you can use your reaction to gain resistance to that damage.

## **Dragonrider Armor**

*Armor (scale), legendary (requires attunement)*

This armor is made of dragon scales. While you wear it, you gain a +3 bonus to AC. In addition, you gain resistance to the type of energy breathed by dragon in life.

The armor also gives you advantage on any checks you make to ride a dragon. If you fall more than 5', the armor automatically casts *feather fall* on you.

## **Dragonstein**

*Wondrous item, rare*

A cup of this sort is carved so that a dragon appears to be encircling it, its tail, neck or a wing providing the handle. *Dragonsteins* exist that depict any of the chromatic dragons; it is possible that other such vessels, designed like other types of dragon, exist as well.

You can use an action while holding the stein to cause a thick, syrupy draught to appear in the bottom quarter of the cup. If the liquid leaves the cup by any means other than being drunk, it loses its powers immediately, and once it produces a draught, it can't do so again until the next dawn. However, the liquid remains fresh and potent in the cup, and it can hold four draughts worth of the liquid, if you are patient enough to wait four days.

When you drink a draught of the liquid, you gain resistance to the damage of the type inflicted by the breath weapon of the dragon on the cup. In addition, while the effect lasts, you can use an action to belch forth that same energy in a 10' cone. Each creature in that cone must make a DC 15 Dexterity save, suffering 3d10 damage of the appropriate type on a failure or half that on a success.

The effects last for six hours per draught that you consume.

## **Draw Poker**



*Wondrous item, rare (requires attunement)*

This item appears to be, and functions as, a *poker of fire control*. However, each time you spend a charge, there is a 25% chance that the poker malfunctions, drawing you haplessly into the fire (where you take damage accordingly).

## **Dread of Nightshade**

*Wondrous item, rare*

Usually made by hags, this item appears as a thin violet liquid in a small vial. If a creature tastes the liquid, it must succeed on a DC 17 Constitution save or be poisoned for 1 hour.

When you cast a spell that deals poison damage or inflicts the poisoned condition, you can expend the *dread of nightshade* as an additional material component. If you do so, one target of the spell suffers disadvantage on its saving throw against the spell.

## **Dreaming Blindfold**

*Wondrous item, rare (requires attunement)*

If you wear this black silk blindfold and use an action every round for 1 hour, you can cast *dream*. Once you do so, the *dreaming blindfold* will not function again until the next dusk.

## **Druid's Cudgel**

*Weapon (club), rare (requires attunement by a druid)*

This club has a +1 bonus to hit and damage. If you cast shillelagh on it, it deals 3d4 damage.

## **Druid's Vestment**

*Wondrous item, rare (requires attunement by a druid)*

While you wear these vestments, you can wild shape one additional time before requiring a rest.

## **Drums of Deafening**

*Wondrous item, rare (requires attunement)*

This pair of kettle drums have no effect if only one is struck, but as soon as both are sounded together, each creature within 70' must make a DC 15 Constitution saving throw or be permanently deafened. Creatures within 10' of the drums are also stunned for 1 minute, regardless of the initial saving throw; at the

end of each of a stunned creature's turns, it can repeat the saving throw, ending the effect on a success.

## **Drums of Marching**

*Wondrous item, rare (requires attunement by a bard)*

As long as you play a beat the entire time, you and your allies gain advantage on Constitution checks made to force march.

## **Drums of Panic**

*Wondrous item, rare (requires attunement by a character proficient in drums)*

These kettle drums are unremarkable in appearance. They have 3 charges, which renew each morning at dawn. If you sound both of the pair and spend a charge, each creature within 100' of you, except for those in a 'safe zone' within 20' of you, must make a DC 13 Wisdom saving throw. If it fails, the creature is frightened, and it use its action to Dash and move away from you on its turn. If it cannot Dash because an effect prevents it from moving, it can take an action to end that effect instead if applicable. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## **Drums of Silence**

*Wondrous item, uncommon*

These magical drums produce no sound when struck. They have 3 charges, which they regain each day at dawn. You can expend a charge to cast *silence*.

## **Drunk's Vest**

*Wondrous item, uncommon (requires attunement)*

This magic vest allows you to get as drunk as you like without suffering mechanical penalties or forgetting what you did.

## **Duelist's Weapon**

*Weapon (any finesse), uncommon (requires attunement by a rogue)*

This weapon moves through the air with unnatural suppleness and speed. While wielding it, you gain a +1 bonus to initiative, and whenever you sneak attack with it, you may reroll any damage die that comes up 1. You must accept the second result.

In addition, you can use a bonus action to weave the weapon in front of an enemy within 5' that can see you, distracting it. If you do so, you gain advantage on the next attack you make against that creature with the weapon before the end of your turn. Once you use this power, it cannot be used again until the next dusk.

## **Dust of Amorousness**

*Wondrous item, common*

Usually found in a bag or pouch holding 1d4+4 pinches, this dust is used to arouse the carnal passions of creatures. Sometimes used to aid in the breeding of livestock, it has obvious and sadly common more nefarious uses as well.

When you use an action to sprinkle this powder onto a creature with an Intelligence of 3 or higher that isn't immune to the charmed condition, it must make a DC 11 Wisdom saving throw. If it fails, it becomes extremely amorous toward any creature of an even slightly-compatible race and sexual orientation. Unless directly threatened, the subject must use its action to attempt to find a partner for some amorous action.

If the creature takes damage, as well as at the end of every minute, it can repeat the save, ending the effect on a success.

You can also introduce the powder to a creature via food or drink. Other than the method of application, the effects are exactly the same. Dust used in this fashion loses its potency in 10 minutes.

## **Dust of Appearance**

*Wondrous item, uncommon*

This magical glittering dust is found in a small packet containing 1d6+4 pinches of dust. When the final pinch is used, the dust is expended. You can cast a pinch of dust in a 10' cube, and it causes all invisible creatures and objects in the area to be coated and revealed. In the case of a permanently invisible object or creature, the effect ends after 1 hour.

## **Dust of Blandness**

*Wondrous item, uncommon*

This magical dust is usually found in packets of 1d4+6 doses. It is the product of a very evil man who came up with an ingenious solution to a problem

he often had- would-be victims of poison might detect it by smell or taste.

*Dust of blandness*, thus, deadens the olfactory and taste qualities of the substance it is sprinkled on. Attempts to detect or notice its nature by taste or smell have disadvantage.

This magical dust is also sometimes used to cover up the smell and taste of spoiled food, and some people use it to make foods they don't like more palatable while remaining polite.

## **Dust of Blending**

*Wondrous item, rare*

This pale yellow dust is usually found in crumbly cakes. If you throw one at a creature within 5', it bursts and showers that creature with colored sparks, and the dust immediately changes color to blend in with the surrounding terrain. This effect lasts for 1d3 hours, and while it does, the subject has advantage on Dexterity (Stealth) checks to remain hidden.

The dust can be washed off prematurely with a gallon of water.

## **Dust of Disintegration**

*Wondrous item, very rare*

This dust is usually found in a packet containing enough for a single use. As an action, you can sprinkle it on one willing or incapacitated creature or one immobile object within 5' of you. That creature or object is subject to the *disintegrate* spell.

## **Dust of Dispersion**

*Wondrous item, uncommon*

This dust is usually found in a pouch with 1d4+2 doses in it. You can use an action to throw a dose of this dust to a place within 10', where it forms a 10' cube of haze. Any missile weapons passing through the dust are knocked off course, and have disadvantage.

## **Dust of Durability**

*Wondrous item, uncommon*

This magical dust is usually found in packets of 1d4+3 doses. You can use an action to sprinkle one

dose of the dust on an object that will fit completely within a 5' cube. That object gains the ability to withstand one extra wear point without suffering more than cosmetic damage.

## **Dust of Fertilization**

*Wondrous item, common*

If you sprinkle a pouch of this magical dust on a plant, it gains a full year's worth of growth in only a week.

## **Dust of Foresight**

*Wondrous item, legendary*

This dust comes in a packet containing 1d4+2 uses. To use it, you must inhale a dust. When you do, your mind swims and you begin to see possible futures overlain on the world around you. You gain the effects of the *foresight* spell for the next hour.

## **Dust of Illusion**

*Wondrous item, very rare*

A packet of this shimmering dust usually holds 1d4+4 pinches. When you stare at the dust for more than a few seconds, it seems to change color. If you use an action to apply a pinch of dust to a Medium or smaller creature within your melee reach, it has the effect of a *disguise self* spell (though you choose the creature's new appearance).

## **Dust of Negation**

*Wondrous item, rare*

This dust is usually found in a pouch containing a single application. If you cast it into the air, it creates an *antimagic field* in a 10' radius sphere centered on you. This field goes around corners, but not through barriers. The field lasts for 1 minute.

## **Dust of Paralyzation**

*Wondrous item, rare*

This chalky dust usually comes in a pouch or vial holding 1d3+3 doses. You can use an action to throw a pinch of it at a creature within 10'; that creature must make a DC 15 Constitution save or be magically paralyzed for 1 hour. It can repeat the save at the end of each of its turns, ending the effect on a

success, but if it fails three times, the effects last the full hour.

## **Dust of Repair**

*Wondrous item, common*

This metallic powder smells like oil and mortar and feels tacky if rubbed between two fingers. It comes in a packet containing enough dust for 1d6+1 uses. It can be sprinkled on an object that is damaged to remove one wear point or restore 2d8 hit points of damage to it. It has no effect if used on a creature.

## **Dust of Sleeping**

*Wondrous item, uncommon*

A packet of this shimmering dust usually holds 1d4+4 pinches. You can use an action to cast a handful of dust in a 15' cube adjacent to you. If you do so, roll 7d8 to see how many hit points of creatures you affect; creatures with the lowest hit points are affected first.

## **Dust of Tracelessness**

*Wondrous item, uncommon*

This thin gray powder is usually found in packets of 1d12+12 doses. You can use an action to cast a dose over a 30' cube adjacent to you. That area becomes as dusty, dirty and cobweb-laden as if it had been abandoned and disused for a decade. A pinch of this dust sprinkled along a trail will cause evidence of the passage of as many as a dozen creatures, counting a mount and rider as one creature, to be obliterated for a mile back along the trail.

*Dust of tracelessness* affects the area instantly; its effects don't radiate magic.

## **Dwarfmug**

*Wondrous item, common*

Obviously dwarf-made, this heavy drinking vessel is edged with gold. The sides of it are graven with scenes of drinking and merriment. You can use a bonus action to cause it to fill with hearty, dwarf-brewed ale. If not consumed within ten minutes or if poured out of the mug, the ale vanishes, and the mug will not function for an hour. (If it takes you more than ten minutes to finish that beer, you need a while before the next one.)

## **Dwarfstone**

*Wondrous item, uncommon (requires attunement)*

This rock appears to be carved into the visage of a dwarf. While you bear it, if an effect moves you against your will, the amount you move is reduced by 10'. In addition, you never suffer any mechanical penalties from consuming alcohol, no matter how drunk you become.

## **Dwarven Greaves**

*Wondrous item, uncommon*

If you affix these greaves to a suit of heavy armor and wear it, you cannot be physically moved against your will.

## **Dyerwaen**

*Weapon (long sword), rare (requires attunement by a ranger)*

This long sword has a +2 bonus to hit (but no bonus to damage). In addition, you can use a bonus action to cause the sword to shed bright light in a 10' radius and dim light 10' beyond that for 10 minutes or until you use a bonus action to extinguish the light.

The sword also aids you in hiding in wooded surroundings. If you hold still, you can hide in plain sight, for the weapon changes your color to match the background, effectively camouflaging you.

In addition, if you suspend the weapon from a rope tied to its center of balance, the blade always points north.

## **Dynamic Belt**

*Wondrous item, uncommon (requires attunement)*

This belt has 3 charges, which it regains each evening at dusk. If you fail a Dexterity (Acrobatics) check, you can use your reaction to spend a charge from the belt and reroll the check. You must accept the second result.

## **Eager Weapon**

*Weapon (any), rare (requires attunement)*

This weapon has a +1 bonus to hit and damage. In addition, whenever you roll for initiative, it leaps into your hand unless you choose for it not to do so.

As long as you allow it to do so, you gain advantage on your initiative roll.

Furthermore, the weapon gains a +2 bonus to damage during surprise rounds and in the first round of combat after surprise is over.

## **Eagle's Claw Talisman**

*Wondrous item, rare (requires attunement)*

This item appears to be an eagle's talon dangling from a silver chain. While you bear it, you gain advantage on Strength checks to break objects.

## **Earring of Fame**

*Wondrous item, uncommon*

This small, trumpet-shaped earring is enchanted with a strange property. Whenever anyone within 20 miles speaks your name, you hear it, as well as the following three words.

## **Earring of the Sea**

*Wondrous item, common*

While you wear this earring, you can speak and understand Aquan.

## **Earthplate Armor**

*Armor (plate), very rare (requires attunement)*

This plate armor gives you a +1 bonus to AC. In addition, while you wear it, you can cast *stoneskin* on yourself. Once you do so, you can't use this power again until the next dawn.

## **Earthreaving Pick**

*Weapon (pick), uncommon*

A magical pick of this sort gives you a +1 bonus to hit and damage. In addition, when you hit an object or creature composed of stone, you deal an extra 1d8 damage to it.

## **Ectoplasmic Feedback Armor**

*Armor (any), uncommon*

If a creature with the incorporeal movement trait hits you with a melee attack, it takes 2d6 radiant damage.

## **Egg of Reason**

*Wondrous item, very rare*

This extraordinary magic egg is both potentially dangerous and potentially very rewarding. If you eat it, you must make a DC 17 Constitution save or die. If you succeed, either your Intelligence or your Wisdom (determined randomly) will increase by 1, as will your maximum in that score.

## **Egg of Revival**

*Wondrous item, legendary*

This device appears to be a normal hen's egg, but although it seems fragile, it cannot be broken by accident. You can use your action to smash the egg on a creature that died in the last minute, destroying the egg and bringing the dead creature back to life at 0 hit points. The creature is stable when revived.

## **Egg of Wonder**

*Wondrous item, rare*

This multicolored egg is about the size of a hen's egg. If you use an action to throw it to the ground in an unoccupied space within 20' of you, the egg shatters, and a creature hatches and instantly grows to full size. The creature obeys you thereafter until it dies.

<i>D12 Roll</i>	<i>Creature hatched</i>
1	Ape
2	Axe beak
3	Black bear
4	Boar
5	Constrictor snake
6	Dire wolf
7	Giant lizard
8	Elk
9	Lion
10	Mastiff
11	Poisonous snake
12	Wolf

## **Eladrin Boots**

*Boots, rare (requires attunement)*

These boots have 2 charges, which refresh each day at dawn. While you are wearing them, you can

expend a charge to cast *misty step*.

## **Eladrin Chain**

*Armor (chain mail or chain shirt), very rare*

You gain a +1 bonus to AC while you wear this armor. In addition, if you teleport, the distance you can teleport increases 10'.

## **Electric Eel Armor**

*Armor (hide), very rare*

This suit of hide armor is made from the hides of many electric eels, magically attached to each other. It is black and slimy to the touch. It gives you a +1 bonus to AC. In addition, it is slick; creatures have disadvantage on attempts to grapple you.

***Electric Touch (requires attunement):*** The armor has 3 charges, which it recovers each dawn. You can use an action to expend a charge and try to touch a creature. Make a Dexterity attack, treating yourself as proficient; if you hit, you deal 5d6 lightning damage to the target.

***Electric Burst (requires attunement):*** When you are underwater, you can spend an action to expend a charge and create a burst of electricity in a 5' radius around you. Each creature in the area of effect suffers 2d6 lightning damage.

## **Elemental Twist Dagger**

*Weapon (dagger), very rare*

This dagger has a +1 bonus to hit and damage. It has additional properties that, in the hands of a sorcerer, allow you to turn enemies' ability to resist your damaging spells to your advantage.

***Arcane Focus (requires attunement by a sorcerer):*** You can use this dagger as a focus for your arcane spells.

***Resistance Draw (requires attunement by a sorcerer):*** If you use this dagger as an arcane focus and one or more targets reduce the damage that spell does to them because they have resistance or immunity to the damage, you gain 10 temporary hit points.

***Resistance Twist (requires attunement by a sorcerer):*** If you use this dagger as an arcane focus and one or more targets reduce the damage that spell does to them because they have resistance or immunity to the damage, you can use your reaction to force one

such creature to make a DC 15 Wisdom save. If it fails, you magically negate its resistance or immunity to that damage type for 1 minute, including against the triggering spell. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

## **Elixir of Heroic Action**

*Potion, rare*

When you drink this potion, you gain 4d6 temporary hit points.

## **Elixir of Life**

*Potion, legendary*

If you pour this potion down the throat and across the wounds of a creature that died within the last hour, that creature comes back to life with 1 hit point. Any missing body parts are still missing, but any diseases or poisons that were affecting the creature end.

## **Elixir of Madness**

*Potion, very rare*

When you drink even a sip of this potion, you are compelled to finish it. You are then stricken with a random form of indefinite madness (roll on the table on pg. 260 of the DMG). This lasts until you receive a *greater restoration* or *heal* spell.

## **Elven Leather**

*Armor (leather or studded leather), rare*

While you wear this armor, you can add 1d8 as a bonus to saving throws against effects that reduce your speed or paralyze you. In addition, you can use a bonus action on your turn to move 15'.

## **Emerald Frog**

*Wondrous item, uncommon*

This small carving of a frog is a type of *figurine of wondrous power* (DMG 169) and follows the basic rules thereof. When animated, it becomes a frog. The frog is immune to damage from arachnids, insects or creatures with insect or arachnid components.

You can use an action to command the frog to attack an insect, arachnid or creature with insect or

arachnid traits within 5' of it. It attacks with advantage, and if it hits, the target must make a DC 13 Wisdom save or be shrunk down, pulled into the frog's mouth and devoured. If the creature has 35 hit points or fewer, it dies; otherwise, it takes 4d10 bludgeoning damage before being released and returned to normal size.

## **Empirical Ring**

*Ring, uncommon*

This jade ring is set with a plus symbol. As a bonus action, you can get an exact measure, count or mathematical calculation from the ring. It can count and measure things as far as 100' away from you.

## **Enduring Beast Armor**

*Armor (leather), rare (requires attunement by a druid)*

When you *wild shape* while wearing this armor, your beast form has extra hit points equal to twice its Hit Dice.

## **Enduring Spirit Vestments**

*Wondrous item, rare (requires attunement by a cleric or paladin)*

These robes will fit over armor. While you wear them, anytime you channel divinity, you gain resistance to bludgeoning, piercing and slashing damage until the end of your next turn.

## **Engineer's Tome**

*Wondrous item, rare*

You can use this book as a spellcasting focus when casting any wall spell, a spell that creates or modifies terrain, or a zone spell (such as *zone of revelation*). If you do so, you can increase each dimension of the spell's area by up to 50%.

## **Envoy's Veil**

*Wondrous item, uncommon (requires attunement by someone proficient in Persuasion)*

This veil is embroidered in cloth-of-gold with abstract patterns that are soothing and pleasant to look upon. While you wear it, you can apply twice your proficiency bonus to Charisma (Persuasion) checks.

## **Equalizer Sword**

*Weapon (long sword), legendary (requires attunement by an unaligned or true neutral creature)*

An *equalizer sword* is designed to slay creatures of extreme alignments. Its bonus depends on the target's alignment, as noted on the chart below.

<i>Target's Alignment</i>	<i>Equalizer's Bonuses</i>
N or unaligned	-
CN, NE, NG, LN	+1 to hit, +2 damage
CE, CG, LE, LG	+3 to hit, +6 damage

In addition, if you hit a target with no neutral alignment components (in other word, an extremist), it must make a DC 19 save or be affected by a *disintegrate* spell.

## **Everfull Inkwell**

*Wondrous item, common*

As long as you don't spill it, this inkwell never runs out of ink. If it is spilled, however, its magic is lost.

## **Everfull Pipe**

*Wondrous item, common*

Crafted from meerschaum, this long pipe resembles a cornucopia horn overflowing with bounty. The bowl is fashioned as the top of an apple, and the scorch marks on it show that it has seen a great deal of use. As a bonus action, you can cause the bowl of the pipe to fill with fine quality tobacco. If you remove the tobacco from the pipe, it vanishes.

## **Everfull Sails**

*Wondrous item, very rare*

These sky-blue and silver sails magically conjure a wind to fill themselves when they are fully unfurled. A sailing ship with *everfull sails* always moves at its full speed unless commanded otherwise. q

## **Everlasting Feedbag**

*Wondrous item, uncommon*

This leather feedbag is adorned with a small embossed cornucopia symbol. When you place the bag around the head of a horse, donkey, garen or other

equine creature, suitable feed fills the bag and is continuously replenished until it is removed from the animal, at which time any remaining feed vanishes. Once removed from an animal, the feedbag will not function again until the next dawn.

## **Everlasting Provisions**

*Wondrous item, uncommon*

Each time you complete a long rest, this picnic basket fills with enough food and water to feed five Medium or smaller creatures or one Large creature.

## **Exalted Armor**

*Armor (any), rare (requires attunement)*

This armor glimmers with white radiance. While you wear it, whenever you heal a creature with a spell that you cast, that creature regains an extra 1d6 hit points.

## **Exodus Knife**

*Wondrous item, rare*

A knife of this sort is obviously not suited for combat. However, you can use your action while within reach of a wall or other solid object to draw a doorway onto it. You can then open this doorway to reveal a 20' cube extradimensional space. When the door is open, anyone can see into, enter or affect the extradimensional space, and only a creature inside the space can close the door. Once the door is closed, the space is invisible to anyone outside, and creatures on one side of the door cannot perceive or affect anything on the other side of it.

The extradimensional space lasts for 8 hours. Any creatures still in the space when the effect ends reappear in the closest unoccupied space outside the door.

## **Exoskeleton Armor**

*Armor (any heavy), rare (requires attunement)*

While you wear this armor, whenever you suffer bludgeoning or necrotic damage, reduce that damage by 3.

## **Exploding Ammunition**

*Ammunition (any), rare*

When this magical ammunition hits a target, it explodes, dealing an extra 1d6 slashing damage to the target and each creature within 5' of it.

## **Explosive Sling**

*Weapon (sling), very rare (requires attunement)*

In addition to its normal effects, any missile launched from this sling explodes on a hit. The target suffers an additional 2d6 fire damage, and each other creature within 10' of the target must make DC 17 Dexterity saves, taking 2d6 fire damage on a failure or half that on a success.

## **Extendable Hand of Enjoyment**

*Rod, common (requires attunement by a bard)*

This iron rod is 18" long and has a hand mounted on the end, wrapped in leather. The hand feels warm and alive. You can mentally command it to grasp objects as if it were your hand, and it has an 18 Strength for purposes of grasping or holding things.

In addition, you can use a bonus action to cause the rod to extend up to 30'; it remains as wieldy as ever in its extended form. You can also use a bonus action to create a joint/elbow in the rod wherever you desire (though the rod can only have two elbows at a time). You can attempt to make Dexterity (Sleight of Hand) checks with the hand as if it were your own.

## **Extract of Blood Rock**

*Wondrous item, uncommon*

This reagent is usually found in a jar containing 1d4+2 uses. You can crumble this red, gummy substance and rub it over your hands over the course of 10 minutes, expending it. After you do so, any time you score a critical hit with a spell, the severity increases by 1d4. You can expend two uses of it to instead increase the severity of spell critical hits by 1d8. The effect lasts for one hour per dose that you used.

## **Extreme Violins**

*Wondrous item, rare (requires attunement)*

As long as you bear this violin on your person,

if you score a critical hit with a melee attack, you fly into a reckless rage. You gain advantage on attack rolls, but attacks against you have advantage. While in this reckless rage, you must use the Attack action if possible every round. If you can't reach an enemy but you can see one, you can Dash toward it. At the end of each of your turns, you can make a DC 15 Wisdom save to end the rage.

## **Extremist's Almanac**

*Wondrous item, legendary*

This book is a repository of natural wisdom that is greatly beneficial to a barbarian, druid or ranger of any alignment with no neutral components. It requires a week of constant study to learn its secrets. Upon doing so, an extreme-aligned barbarian, druid or ranger gains enough experience points to reach the midpoint of the next level (and must take the level in barbarian, druid or ranger).

A barbarian, druid or ranger with at least one neutral alignment component finds the almanac disturbing and insane. The ideas contained within haunt him or her. The creature suffers a penalty of 50% to earned experience until it receives a *remove curse* or *atonement* spell.

A creature that is not a barbarian, druid or ranger that reads this work cannot make anything of it, but finds its thinking subtly influenced. It must make a DC 15 Charisma saving throw or adopt a non-neutral alignment component that it doesn't already have. A creature with no non-neutral alignment components ignores this effect.

Once a creature reads this book, it can never benefit from such a work again, and the book itself vanishes.

## **Eyes of Doom**

*Wondrous item, very rare (requires attunement)*

These black lenses with skull pupils fit over your eyes. While you wear them, you can use your action to cast an evil eye at one creature you can see and that can see you within 30'. If you do, that target must make a DC 15 Wisdom saving throw or suffer disadvantage on attacks until the end of its next turn. A creature that is immune to the frightened condition is immune to this effect.



## **Eyes of Petrification**

*Wondrous item, very rare*

When you slip these lenses over your eyes, you must make a DC 15 Wisdom save. If you fail, you are restrained as you begin to turn to stone. If you fail by 5 or more, you turn to stone instantly. At the end of your next turn, repeat the saving throw, ending the effect on a success or turning to stone on a failure.

## **Faerie Fire Arrow**

*Ammunition (arrow), uncommon*

When this arrow strikes a creature, the target must make a DC 13 Dexterity save or be affected by *faerie fire* for 1 minute.

## **Familiar's Belt**

*Wondrous item, uncommon*

This belt comes with a large pouch, which you must keep empty if you are to use it. You can use a bonus action to speak the belt's command word; if you do so, your familiar is instantly teleported into the pouch with no chance of error or mishap. (If you have no familiar, this item is useless.)

## **Fan of Charming**

*Wondrous item, uncommon*

If you use an action to wave this fan at a creature, it must make a DC 13 Wisdom save or be charmed by you for 1 hour. Once you use this power, it won't work again until the next dawn.

## **Fan of Revival**

*Wondrous item, common*

This magical fan has 5 charges, which it regains each day at dawn. You can use an action to wave the fan at a creature that is sleeping or unconscious within 5' and expend a charge. If you do so, the creature wakes up. If it is dying, it is restored to 1 hit point.

## **Fang Dagger**

*Weapon (dagger), rare (requires attunement)*

When you draw this weapon, the blade transforms into a small, coiling, emerald-green serpent

about 6" long. This "blade" can't cut anything or parry and it can't be thrown effectively, but you can attack with it for 1d3 points of piercing damage. If you hit a creature with it, the target must make a DC 15 Constitution save or take an additional 1d10 points of poison damage and be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

## **Fanged Mask**

*Wondrous item, common (requires attunement)*

While you wear this mask, you gain a bite attack that deals a base 1d6 piercing damage. Treat this as a melee weapon that you are proficient in. The mask also has 3 charges, which it regains at dawn. When you hit with the bite, you can expend a charge. If you do, the target must succeed on a DC 11 Constitution save or become stunned until the end of its next turn.

## **Favor of Fervor**

*Wondrous item, rare (requires attunement)*

This lady's garter must be tied around your arm to function. While it is properly attached to you, if any ally within 50' of you falls unconscious or dies, you gain a +1 bonus to attack and damage rolls with melee attacks for 1 minute or until the creature that dropped your ally leaves your sight, dies or becomes helpless.

## **Favor of the Lost Lady**

*Wondrous item, rare (requires attunement)*

This faded kerchief is worn tied around your arm. It bears a fancy crest and monogram, but it is impossible to determine whose.

While you wear the favor on your arm, you gain proficiency in Insight and Persuasion. In addition, when you make an Insight or Persuasion check, you can use a bonus action to gain advantage on that check. Once you use this ability, it can't be used again until the next dawn.

## **Featherweight Boots**

*Wondrous item, uncommon (requires attunement)*

While you wear these boots, you apply no pressure on the ground when you walk, effectively

weighing only as much as a feather. This allows you to avoid triggering pressure plates or similar things.

## **Feral Spirit Totem**

*Wondrous item, rare (requires attunement by a barbarian or ranger)*

This carved length of bone need only be on your person to function. It has 2 charges, and regains them each dawn. When you hit a creature with a weapon attack, you can use a bonus action to spend a charge from the *feral spirit totem*. If you do, translucent, faintly glowing spirits rush from it to attack each creature that you choose within 5' of the creature you hit. Each creature attacked by the spirits must make a DC 15 Wisdom saving throw, suffering 2d10 psychic damage on a failure or half that on a success.

## **Festering Arrow**

*Ammunition (arrow), rare*

A magical arrow of this sort can't be removed from a creature's body without first casting *dispel magic* on it. While the arrow remains in the creature's body, it can't spend Hit Dice or be healed above 75% of its maximum hit points.

## **Feykiller**

*Weapon (any), rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. If you hit a fey with it, you deal an extra 1d10 damage. Moreover, as long as you remain attuned to this weapon, fey cannot magically charm you or put you to sleep.

## **Feyleaf Vambraces**

*Wondrous item, rare*

These arm guards are made of hardened, lacquered bark. They have 3 charges, which renew each dusk. You can spend a charge to cast *misty step*.

## **Fiendhunter's Helm**

*Wondrous item, very rare (requires attunement by a creature proficient with heavy armor)*

When you hit a fiend with a weapon attack while you wear this helm, you deal an extra 1d8

radiant damage.

In addition, the helm has 3 charges, which are regained each dawn. You can expend a charge when you hit a fiend; if you do so, the fiend must make a DC 15 Constitution saving throw or fall prone.

## **Figurehead of Blessing**

*Wondrous item, very rare*

To use this magical device, you must affix it to a ship. Whenever that ship leaves port, it gains temporary hit points equal to 10% of its maximum hit points and its speed increases by 1 mph.

In addition, when the steersman or captain makes an Intelligence or Wisdom check to avoid or detect seaborne hazards, she gains a +2 bonus to the check.

The ship also gains resistance to damage from rough seas and from fire.

## **Figurehead of Protection**

*Wondrous item, very rare*

If this magical figurehead is mounted on a ship, the ship gains resistance to all damage.

## **Figurine of Wondrous Advice**

*Wondrous item, uncommon (requires attunement)*

This small jade figurine is carved in the shape of a human male in the classic “Thinker” pose. You can activate it while you are holding it by using your action to utter a command word, and the figurine will speak to you, offering advice and conversation for up to ten minutes. The figurine has Intelligence, Wisdom and Charisma scores of 13 and is considered trained in Insight. It is unaligned. The figure has no special sources of knowledge, but is unfalteringly honest and polite. It is impossible to offend the statue; it always maintains its equanimity.

The statue knows the sort of basic, everyday knowledge that any inhabitant of the world would know. It also knows what it has experienced, and can see and hear even if it is inactive.

## **Filtering Scarf**

*Wondrous item, uncommon*

A magical scarf of this sort serves to protect

you from foul scents and gasses. You can wrap it across your face as an action; when you do so, it provides you with protection for the next hour, during which time you are immune to scent-based attacks and to poison damage and the poisoned condition, but only if they are delivered by gas.

## **Fire Horn**

*Wondrous item, uncommon*

This brass horn is warm to the touch and covered with symbols of fire and conflagration. It has 5 charges and regains 1d4+1 charges each noon.

If you wind the horn and you are not proficient, you suffer 1d4 fire damage as you burn your lips, but you have no other effect.

If you are proficient and you use an action to blow the horn, you can expend 1 charge. If you do so, in addition to producing its normal music, the horn creates a blast of hot air in a 25' cone extending away from you. Each creature in the cone that doesn't have immunity or resistance to fire damage must succeed on a DC 13 Wisdom save, gaining vulnerability to fire damage for 10 minutes on a failure.

If you are a bard and are proficient, you have an additional option. You can spend 2 charges when you blow the horn to fill a 25' cone extending away from you with flame. Each creature in the cone must make a DC 13 Dexterity save, suffering 3d8 fire damage on a failure or half that on a success.

## **Fireburst Robes**

*Wondrous item, rare (requires attunement)*

If you catch on fire while wearing these robes, the fire goes out at the end of the current turn. In addition, the robes allow you to cast *fire shield* (hot version only). Once you do so, you cannot use that ability again until the next day at noon.

## **Fireflower Pendant**

*Wondrous item, rare (requires attunement)*

This pendant is made of rose gold and shaped into the form of a delicate-looking flower. Many tiny fire opals are set in it. While you wear it, you gain resistance to fire. In addition, if you take fire damage, you may use your reaction to invoke the pendant's greater power, giving you immunity to until the start

of your next turn. You must complete a short or long rest before you can invoke this power again.

## **Flag of Terror**

*Wondrous item, rare*

You can plant this banner in the ground as an action. If you do so, each enemy within 80' must make a DC 15 Wisdom save or be frightened of the flag for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

## **Flag of Untrue Colors**

*Wondrous item, rare*

A magical flag of this type appears (in its true state) as a large rectangular or triangular piece of dull, light-gray fabric. It is meant to be flown over a castle or keep. When placed atop any structure, each creature viewing the *flag of untrue colors* (including via scrying effects) must make a DC 17 Wisdom saving throw or see it either as a bold crest of a family or country the viewer deems friendly, or of any other force the viewer recognizes as benign. Whenever possible, the flag appears the same to each person in a group. Moreover, if blank gray flags are flown from a structure with a *flag of untrue colors*, they also take on the illusory hues and colors of the magical item.

## **Flame Bracers**

*Wondrous item, rare (requires attunement)*

When you score a critical hit with a melee attack while you wear these bracers, in addition to all other effects, the target bursts into flames. It suffers 1d10 fire damage at the start of each of its turns until a creature taken an appropriate action to extinguish the flames.

## **Flame Rose**

*Wondrous item, common*

This beautiful crimson rose has been magically altered to enhance fire spells. When you cast a spell that deals fire damage, you can expend this item as an additional material component. If you do so, the spell deals one extra die of fire damage.

## **Flameburst Weapon**

*Weapon (any), legendary (requires attunement)*

A *flameburst weapon* has a +2 bonus to hit and damage. You can use a bonus action to speak the command word to cause flames to run over its entire surface, although they don't harm you (even if you were to hit yourself with the weapon, the flames it produces have no effect on you; this includes the flames produced by its burst power). While aflame, the weapon sheds bright light in a 30' radius and dim light for another 30' beyond. When the weapon hits, it deals an extra 2d6 fire damage.

In addition, the weapon has 5 charges, regaining all of them each day at noon. When you hit with the weapon, you may choose to expend a charge from the weapon as part of the attack. If you do so, a burst of flames explodes, centered on the target. Each creature within 10' of the target, excluding the target, must make a DC 15 Dexterity saving throw, suffering 6d6 fire damage on a failure and half that on a success.

## **Flamedrinker Shield**

*Armor (shield), rare*

When you or an ally within 5' takes fire damage, you can use your reaction to give that creature resistance to fire damage until the end of the current turn.

## **Flaming Arrow**

*Ammunition (arrow), uncommon*

When fired, this arrow transforms into flame. If it hits, it deals 2d6 fire damage instead of its normal damage. Regardless of whether it hit or missed, the arrow is consumed.

## **Flaming Weapon**

*Weapon (any), uncommon (requires attunement)*

The inferior cousin of the *flame tongue* sword, a *flaming weapon* blazes with fire when you speak the command word as a bonus action. The flames last until the weapon is sheathed, you use a bonus action to speak the command word again, or the weapon leaves your hand. While flaming, the weapon sheds bright light in a 20' radius and dim light for an additional 20' beyond, and it deals an extra 1d4 fire damage to any

target that it hits.

A *flaming weapon* is usually the result of a failed attempt to construct a *flame tongue* or to extend a *flame tongue's* construction to another weapon type.

## **Flaring Shield**

*Armor (shield), very rare*

This brightly polished shield gives you a +1 bonus to AC. In addition, it has 2 charges, which it renews each day at noon. When an enemy misses you with a melee attack, you can use your reaction to spend a charge to cause a bright flash of light to emit from the shield. The triggering enemy must make a DC 15 Constitution save or be blinded for 1 minute. At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

## **Flash Pellet**

*Wondrous item, uncommon*

This item is a small pellet, about the size of a peppercorn. You can use an action to close your eyes and hurl it against a surface within 30'. The pellet then bursts in a brilliant flare. Each creature within 20' of it must make a DC 13 Dexterity save or be blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

## **Flask of Curses**

*Wondrous item, uncommon*

A *flask of curses* might appear as any stoppered container, such as a jug, vial, actual flask, bottle, etc. Some appear to have liquid or gas of some sort within them, but this is a ruse. When you open the flask, you are immediately cursed, as if by the *bestow curse* spell. Once it has functioned, a *flask of curses* will not work again for a year and a day.

## **Flesh-Eating Rod**

*Rod, very rare (requires attunement by a warlock)*

When you hit a creature with your eldritch blast, in addition to all other effects, a glob of acid splatters the target. It takes 1d10 acid damage at the start of each turn until a creature uses an action to wash the acid off. It makes a DC 17 Constitution save at the end of each of its turns, ending the effect on a success. If you

hit the same creature with more than one eldritch blast, it only suffers the effects of one glob.

## **Fleshshifter Armor**

*Armor (leather), rare*

This armor gives you a +1 bonus to AC. In addition, it allows you to use an action to produce an effect identical to the *alter self* spell.

## **Flute of Dismissing**

*Wondrous item, rare (requires attunement by a bard)*

You can use action to play this flute and invoke its power. If you do, each conjured or summoned monster within 60' must make a DC 15 Charisma save or be returned from whence it came.

## **Flute of Perfect Inspiration**

*Wondrous item, very rare (requires attunement by a proficient creature)*

If a creature that you can see within 30' other than yourself spends a bardic inspiration die while you hold this flute, you can use your reaction to play a tune to inspire it yet further. The creature rolls two inspiration dice and takes the better one.

In addition, if a creature that you can see within 30' other than yourself rolls with advantage because it uses its inspiration, you can use your reaction to play a tune to inspire it yet further. The creature rolls 3d20s instead of two and chooses the one it prefers.

## **Flute of the Dancing Satyr**

*Wondrous item, rare (requires attunement by a bard)*

This magical flute allows you to use a bonus action to magically play an elegant, quick tune. When you do so, you can also move 10' without provoking opportunity attacks, and any creature within 20' that you choose can use its reaction to move 10' without provoking opportunity attacks.

## **Foldbox**

*Wondrous item, very rare*

When fully folded closed, this device is a box about 4" wide and 2" high, with a seamed lid. By opening it to another closed face (again with a seam),

you can double the size of the box and the volume it can contain. By repeating this action, you can open it to any size up to a 100' cube. Regardless of the amount of material stored in it, the box weighs 1 lb. in its smallest size, and double that for each iteration of opening it undergoes.

Items placed in the *foldbox* cannot be retrieved if the box is not opened to a size large enough to accommodate them, but they are undisturbed by folding and unfolding the box. Thus, you can store very large items in the box and fold it down to its smallest size to carry it.

## **Folding Moat**

*Wondrous item, very rare (requires attunement)*

This item appears to be a large loop of cloth weighing 10 lbs. When arranged on the ground over a minute, however, it expands to become a 30' wide, 10' deep trench enclosing an area up to 500' x 300'. If you speak a command word as an action while touching the trench, it fills with water until you touch it and speak a second command word as an action. While it is dry, you can spend one minute folding up the moat again.

The *folding moat* can't damage or intersect structures or significant obstacles; it must run over mostly unobstructed, flat ground.

## **Foot Ball**

*Wondrous item, common*

When you use an action to place this ball on a surface and utter its command word, it will roll after you, following you along any surface short of a vertical wall. When you pick it up again, the distance it traveled magically appears on the ball's surface. You can then use a bonus action to utter a second command word to zero out the distance. The *foot ball* can measure a total of 60,000' per day (approximately 11 miles), and is accurate to within 4".

## **Forceful Hammer**

*Weapon (any hammer), rare*

This hammer has a +1 bonus to hit and damage. When you hit a creature with it and you roll a natural 16 or higher on the attack die, the target must make a DC 15 Strength saving throw or be knocked

10' away from you.

## **Forinthian Shield**

*Armor (shield), uncommon (requires attunement)*

This shield is of ancient make and bears a rising sun. It has the markings of an old Forinthian legion upon it, from the days before the Sword Empire. While you have this shield equipped, you and creatures of your choice within 10' of you have advantage on saving throws against effects that include the charmed or frightened condition.

## **Forinthian Standard**

*Wondrous item, very rare*

This old standard shows a golden sun on a white background. Anyone trained in History can recognize it as the symbol of the Forinthian Empire, which predated and evolved into the Sword Empire. Untrained creatures can make an Intelligence (History) check, DC 10, to likewise recognize the symbol.

Once per day, if you spend an action to plant this standard in the ground, it stands upright and firm even on a floor of stone or metal. It magically creates a zone in a 25' radius around the standard that lasts for up to 1 hour or until a creature uses an action to uproot the standard. While within this zone, you and any of your allies deal radiant damage instead of any other damage types with any attack made or spell cast, even if that attack or spell takes effect outside of the zone.

## **Formless Vest**

*Wondrous item, rare (requires attunement)*

This item appears as a simple vest. When you suffer a critical hit, you can use your reaction to activate the vest, making your body momentarily amorphous. You gain resistance to the damage from the critical hit and reduce the severity by 3d6.

## **Fork of Travel**

*Wondrous item, uncommon*

This copper utensil has 3 charges, which it regains each day at dawn. If you drop it at an outdoor intersection of roads or trails and use an action to ask it which way is the safest, most dangerous, shortest or longest route, and it will point accordingly.

## **Foxhide Armor**

*Armor (leather), very rare (requires attunement)*

While you wear this armor, you gain a +1 bonus to AC and to Dexterity (Stealth) checks. In addition, the armor has the following powers:

***Keen Scent.*** You can use a bonus action to gain advantage on Wisdom (Perception) checks that rely on scent for 1 minute. Once you have used this ability thrice, it won't function again until the next dusk.

***Cunning of the Fox.*** You can use a bonus action to gain advantage on Intelligence checks and saves for as long as you concentrate, to a maximum of 10 minutes. Once you have used this ability thrice, it won't function again until the next dusk.

***Pass Without Trace.*** The armor allows you to cast *pass without trace*. Once you have done so, you can't use this power of the armor again until the next dusk.

***Wild Shaper's Ally (requires attunement by a druid).*** When you use your *wild shape* class ability, you can still use the *keen scent*, *cunning of the fox* and *pass without trace* powers of this armor.

## **Frog Boat**

*Wondrous item, very rare*

This amazing item can appear as a boat of any size or type. It can leap through the air. Anyone at the wheel can use a bonus action to command it to do so, and it will jump out of the water to a height of 360' and up to 1,000' in distance. The boat lands gently, its keel sinking only to a depth of 5' and immediately returning to its normal 2' or 3' draft; its landing disturbs neither its crew nor cargo nor passengers.

The frog boat can leap up to thrice before its powers will no longer function until the next dawn.

## **Frog Feet**

*Wondrous item, uncommon (requires attunement)*

While you wear these ridiculous-looking shoes, you can use an action to leap up to 30', clearing a height of half the distance you jump, without triggering opportunity attacks. If you do so, you gain advantage on attacks against each creature within 5' of the you when you land until the end of your next turn.

## **Frost Weapon**

*Weapon (any), uncommon (requires attunement)*

A weapon of this sort is always sheathed in a thin layer of ice (though this causes you no discomfort). When it hits, the weapon deals cold damage instead of bludgeoning, piercing or slashing damage. Any other damage type is unaffected.

In addition, the weapon has 3 charges. When you hit a creature with it, you can use a bonus action to spend a charge. If you do so, the target's speed is reduced by 10'. At the end of each of its turns, it can make a DC 11 Constitution save to end this effect.

## **Full Awl**

*Wondrous item, rare*

You can use an action to insert this awl into a skin containing one or more drops of water, wine, oil or other nonmagical liquid and speak its command word. If you do, the skin fills with the same liquid. After its power has been activated, the *full awl* must recharge for 3 rounds before functioning again.

## **Fundamental Ice**

*Wondrous item, uncommon*

This shard of ice from the Elemental Planes never melts. You can expend it as an additional material component when you cast a spell that deals cold damage. If you do so, you can reroll 1s on the spell's cold damage dice, but you must accept the reroll.

## **Furious Totem**

*Wondrous item, very rare (requires attunement by a barbarian)*

While you are raging, you can use a bonus action to grow one size category, provided there is enough room for you to do so without squeezing. While grown, you gain a +2 bonus on Strength attacks, saves and checks, and when you roll weapon damage against a creature, you roll one extra damage die. Additionally, if your size reaches Large or bigger, your reach increases by 5'. Once you use this ability, you cannot use it again until you complete a short or long rest.

## **Furyondy's Amulet**

*Wondrous item, very rare (requires attunement)*

While you wear this amulet, it will automatically cast *remove curse* upon you whenever you are subjected to an effect that can be ended by that spell or whenever you activate a cursed magic item. The amulet has 3 charges, and when the last charge is expended, it is destroyed.

## **Gauntlet of Gruumsh**

*Wondrous item, very rare (requires attunement)*

This single gauntlet is made of crude iron. On its back, the image of a single bloodshot eye is painted crudely. While you wear it, you can use an action to make a melee attack with the gauntlet, treating yourself as proficient, to touch a creature. If you hit, that creature must make a DC 17 Wisdom save or be blinded for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

## **Gauntlet of Lassitude**

*Wondrous item, uncommon (requires attunement)*

While you wear this single gauntlet, you can make a Strength or Dexterity attack, treating yourself as proficient, at a creature within your natural reach. If you hit, the target is subject to the effects of a *slow* spell for 5 rounds. It can make a DC 13 Wisdom save at the end of each of its turns, ending the effect on a success. Once you have used this power, it won't function again until the next dawn.

## **Gauntlet of Utterdeath**

*Wondrous item, legendary (requires attunement)*

This single gauntlet is constructed of jet-black steel and reeks of brimstone. It has 3 charges, which it regains each midnight. You can use an action while wearing it to expend a charge and make a Strength or Dexterity attack against a creature within your melee reach. If you hit, that creature must succeed on a DC 17 Constitution save or be reduced to a pile of smoldering cinders. If the creature makes its save, it instead takes 5d6 fire damage and 5d6 necrotic damage.

## **Gauntlets of Absorption**

*Wondrous item, very rare (requires attunement by a barbarian, fighter, paladin or ranger)*

These enameled gauntlets are red and yellow, and are emblazoned with flames and electric sparks. If you are affected by a *fireball* or *lightning bolt* while wearing them, you can use your reaction to activate the gauntlets to absorb the spell, negating all of its effects and channeling the power of the magic into your Strength. For each die of damage the spell would have dealt, the gauntlets gain 1 charge. Each round at the start of your turn, they automatically expend one charge, and if you are conscious, you may choose to burn more charges, up to a number that would increase your Strength score to 30. For each charge expended at the start of your turn, your Strength score increases by 1 until the start of your next turn.

## **Gauntlets of Battlemastery**

*Wondrous item, rare (requires attunement by a creature with superiority dice)*

When you roll a 1 or 2 on a superiority die, you may reroll that die, but you must accept the reroll.

## **Gauntlets of Destruction**

*Wondrous item, uncommon (requires attunement)*

When you roll a 1 on a damage roll for a melee weapon attack, you may reroll the die until it comes up a different number.

## **Gauntlets of Eldritch Energy**

*Wondrous item, uncommon (requires attunement by a warlock)*

Each set of these gauntlets is attuned to one of the following energy types: acid, necrotic, psychic, radiant or thunder. When you use your *eldritch blast*, you can choose to have it deal that type of damage instead of force damage.

## **Gauntlets of Extended Range**

*Wondrous item, uncommon (requires attunement by a fighter)*

While you wear these gauntlets, whenever you throw a weapon, its short and long range are doubled.

## **Gauntlets of Fumbling**

*Wondrous item, very rare (requires attunement)*

To all forms of magical identification, these thick, heavy gauntlets appear to be *gauntlets of ogre power*, and they function as such initially. However, when you enter combat, the strength they give you deserts you, and your attacks become clumsy. You fumble on a natural 1-3 and gain +1d6 severity to your fumbles. Once the true nature of these gauntlets becomes apparent, you will not voluntarily part with them, and it requires a *remove curse* to allow them to come free of your hands.

## **Gauntlets of Giantfelling**

*Wondrous item, rare (requires attunement)*

These durable leather gauntlets have 3 charges, which they regain at dawn. While you wear them, you can use a bonus action to spend a charge. If you do so, until the end of your turn, any time you hit a creature larger than you with a melee weapon attack, you deal an extra 1d8 damage per size category larger than you that the creature is.

## **Gauntlets of Gripping**

*Wondrous item, rare*

These gauntlets make your grip extraordinarily hard to break. Whenever you must make a Strength check or save to avoid losing your grip on something (including when a creature tries to escape your grapple), you treat your Strength score as if it were 24, and you roll with advantage.

## **Gauntlets of Heat**

*Wondrous item, rare (requires attunement)*

These magical gauntlets are hot to the touch and are usually red, orange or yellow. While you wear them, you gain the following powers.

***Produce Flame.*** You can cast *produce flame* at will.

***Heat Metal.*** You can cast *heat metal* twice before exhausting this power until the next dawn.

***Burning Hands.*** You can cast *burning hands* thrice before exhausting this power until the next dawn.



## **Gauntlets of Might**

*Wondrous item, legendary (requires attunement)*

These gauntlets have 3 charges, which renew each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the *gauntlets of might* lose their magic.

When you hit a creature with a weapon attack but before you roll damage, you can spend a charge to increase your damage. After you roll your damage, double it.

In addition, if you start your turn with less than half your hit points but at least 1 hp, you regain 5 hit points.

## **Gauntlets of Rust**

*Wondrous item, very rare (requires attunement)*

These gauntlets appear pitted with rust. While you wear them, you can cast *rusting grasp*. Once you use this ability, you cannot use it again until the next dawn.

## **Gauntlets of Smiting**

*Wondrous item, uncommon (requires attunement by a paladin)*

These gauntlets have two charges, which are renewed at dawn each day. When you smite a creature with either your class ability or a smite spell, you can expend a charge from the gauntlets. If you do so, the target must make a Strength saving throw against your spell save DC. If it fails, you can choose an additional effect from the following list:

- The target can use an action or a bonus action, not both, on its next turn;
- The target falls prone;
- You push the target 10' away from you;
- The next attack against the target before your next turn gains advantage.

## **Gauntlets of the Blazing Arc**

*Wondrous item, uncommon (requires attunement)*

These gauntlets have 3 charges, which refresh themselves at dawn. You can spend a charge to cast *burning hands*.

## **Gauntlets of the Ram**

*Wondrous item, rare (requires attunement)*

If you hit a creature with a melee weapon attack after moving at least 10' in a straight line toward in during the same round, that target must make a DC 13 Strength saving throw or be pushed 10' away from you.

## **Gauntlets of Throwing**

*Wondrous item, rare (requires attunement by a barbarian or fighter)*

These magic gauntlets have 3 charges, which they recover at dawn each morning. While you wear them, you can expend a charge as a bonus action to empower one melee weapon that is in your hands to be thrown. You can treat that weapon as if it were designed for throwing, with a range of 50'/100'. If you throw it, it returns to your hand after being thrown with such speed that you can continue attacking with it if you have remaining attacks. The weapon is empowered until the end of your turn.

## **Gauntlets of Weaponry Arcane**

*Wondrous item, rare (requires attunement by a barbarian, fighter, paladin or ranger)*

While you wear these magical gauntlets, any melee weapon you wield counts as magical for purposes of overcoming damage resistance and immunity.

## **Gem of Atonement**

*Wondrous item, very rare (requires attunement)*

This white diamond allows you to cast *atonement*. Once you have done so, you can't use the gem's power again until the next dawn.

## **Gem of Creation**

*Wondrous item, legendary (requires attunement)*

This item appears as a huge star ruby. If you spend 30 days meditating upon it, it teaches you the formula for a random magic item of a rarity of your choice, up to very rare.

## **Gem of Curing**

*Wondrous item, uncommon (requires attunement)*

If you hold this ruby in your hand and touch it to a creature, you can cure it of blindness, a disease, or 4d8 points of damage. When you use the gem's power, it ceases to function until the next dawn.

## **Gem of Ideas**

*Wondrous item, very rare (requires attunement)*

This meager gem is of a type only worth 10 gp. It has 3 charges; when the final charge is used, the gem crumbles to powder. While you carry it, you can spend a charge to have the gem inspire you with an excellent idea concerning the situation at hand, such as which way to go, how to slay a monster, where to find clues, or the like.

## **Gem of Psychic Poison**

*Wondrous item, rare (requires attunement)*

While you bear this gem, anytime a creature casts a divination or enchantment spell that affects you, that creature must make a DC 15 Wisdom save or become poisoned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

## **Gem of Scroll Reading**

*Wondrous item, uncommon (requires attunement)*

If you look through this gem while perusing a spell scroll, you can cast that spell from the scroll even if it's not on any of your class spell lists.

## **Ghastrobe**

*Wondrous item, rare (requires attunement by a cleric or wizard)*

This robe has a charnel stench and rusty stains that cannot be gotten rid of, no matter how much it is washed. While you wear it, you gain several benefits.

- Undead perceive you as a ghast. This doesn't guarantee that they refrain from attacking you in all cases, but it makes it very likely (at least when they initially encounter you).
- You can use a bonus action to cause the reek from the robe to intensify for as long as you concentrate on it, up to 1 hour. Each creature within 10' of you must make a DC 15

Constitution save or be poisoned until it is no longer within 10' of the robe or until the stench ends.

- You can use an action to attempt to paralyze a creature with a touch. Make a melee spell attack at a creature within your natural reach. If you hit, that creature must succeed on a DC 15 Constitution save or be paralyzed for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

## **Ghost Bridle**

*Wondrous item, very rare*

While your mount wears this bridle, it gains resistance to necrotic damage. In addition, the bridle has 3 charges, which it regains each night at midnight. You (or your mount, if it has an Intelligence of 4 or higher) can use a bonus action to spend a charge. If you do so, your mount can move through creatures and objects as if they were difficult terrain until the end of its turn, taking any creature(s) mounted on it with it. If it ends its turn inside a creature or object, it (and each creature mounted on it) takes 1d10 force damage, and it is expelled to the nearest clear space, along with any creatures mounted upon it.

## **Ghost Helm**

*Wondrous item, very rare (requires attunement)*

While you wear this helm, you gain resistance to necrotic damage. In addition, you can use a bonus action to become insubstantial, allowing you to move through creatures and objects as if they were difficult terrain. If you end your turn inside a solid object, you are forcibly ejected, taking 1d10 force damage per 10' that you move (rounded up).

## **Ghost Net**

*Weapon (net), uncommon (requires attunement)*

Creatures with the incorporeal movement trait can't pass through this net.

## **Ghost Shoes**

*Wondrous item, uncommon*

You can use your action to move up to 10', passing through physical objects during this

movement. Once you use this power, it can't be used again until the next midnight.

## **Ghost Touch Armor**

*Armor (any), rare*

While you wear this armor, you gain a +1 bonus to AC, and creatures with the incorporeal movement trait can't move through you.

## **Ghostphase Robes**

*Wondrous item, rare (requires attunement)*

While you wear these robes, you gain resistance to necrotic damage. In addition, the robes have 3 charges. You can use a bonus action to spend a charge to gain the ability to phase through solid objects until the end of your turn. If you end your turn in a solid object, you are immediately expelled into the nearest open space large enough to contain you, and you take 5d10 force damage.

## **Ghoul Candle**

*Wondrous item, common*

A candle of this sort burns for 4 hours. Its light is invisible to undead, and while you are in its light, undead further than 100' away can't see you.

## **Ghoul Shell**

*Armor (leather), rare (requires attunement)*

This suit of leather armor is horrific to behold, for it is made from the skin of a ghoul. The chest piece bears a crude gaunt face. The armor has 3 charges, which it recovers each midnight. While you wear it, you can expend a charge to cast *ghoul touch*, using your Wisdom as the spellcasting ability.

## **Gilled Armor**

*Armor (any), uncommon (requires attunement by a creature that breathes water)*

While you wear this armor, you can breathe and speak in air.

## **Girdle of Combat Skill**

*Wondrous item, very rare (requires attunement)*

Whenever you make an opportunity attack, you can make two attacks at the creature triggering it

instead of one.

## **Girdle of Endurance**

*Wondrous item, uncommon (requires attunement)*

This wide belt enables you to treat your exhaustion as if it were one level lower. Thus, you ignore one level of exhaustion, and it takes four levels of exhaustion to give you disadvantage on your attacks.

## **Girdle of Femininity/Masculinity**

*Wondrous item, rare (requires attunement by a creature with a sex)*

This girdle seems to be one of another, more helpful sort, and it functions as such until you complete a long rest attuned to it. (Of course, it cannot be removed after you attune to it without a *remove curse* spell.) At the end of the long rest, your sex changes, the girdle breaks its attunement to you and it can never attune to you again.

## **Girdle of Freshness**

*Wondrous item, uncommon (requires attunement)*

While you wear this magical girdle, you are unaffected by stench-based attacks (but not by poisonous gas or the like).

## **Girdle of Gnomely Might**

*Wondrous item, rare (requires attunement by a gnome)*

A wide, fancy-looking belt covered in strange symbols and intricate designs, this belt grants you the following abilities.

**Unseen Shift.** As a bonus action, you can become invisible (as the spell) and move half your speed. The invisibility lasts as long as you concentrate on it, to a maximum of 1 minute, or until you attack or cast a spell. Once you use this ability, you must complete a short or long rest before you can use it again.

**Tricky Switch.** When a melee attack hits you and an enemy other than the attacker is within 5' of you, you can use your reaction to force that enemy to make a DC 13 Wisdom saving throw. If it fails, you and it switch places, and the attack instead targets that enemy. Once you use this ability, you must complete a

short or long rest before you can use it again.

## **Girdle of Many Pouches**

*Wondrous item, uncommon (requires attunement)*

This broad waist-belt appears to have eight pouches built into it, but in fact, there are seven more magically compressed behind each (for a total of 64 pouches). Each of these pouches can contain up to one cubic foot of material weighing up to 10 lbs; however, no matter how much you put into the girdle's pouches, it always weighs 10 lbs.

The girdle magically assists you in finding what you need within its contents, so you always know which pouch a given item is in.

## **Girdle of Skulls**

*Wondrous item, very rare (requires attunement)*

This girdle is adorned with four skulls. You can use an action to cast one of the skulls down to the ground within 30' of you. It immediately grows into a skeleton with 40 hp and the ability to use Multiattack to make two attacks. The skeleton obeys your mental commands and acts immediately after your turn.

Once all four skulls are used up, this girdle loses its powers. 24 hours later, you lose control of any remaining skeletons.

## **Girdle of the Stag**

*Wondrous item, uncommon (requires attunement)*

While you wear this girdle, your base speed increases by 10'. In addition, you can *speak with animals* at will.

## **Girdle of the Unicorn**

*Wondrous item, uncommon (requires attunement)*

While you wear this white girdle, you are immune to the poisoned condition and to poison damage. In addition, you can use an action to touch a creature and restore 2d10+5 hit points to it. Once you use this ability, it cannot be used again until the next dawn.

## **Githborn Talisman**

*Wondrous item, rare*

This item appears as a swirl of carved

arabesques made in ivory, silver, jade or some other precious material. It has 3 charges, which it regains each dawn. You can expend a charge as a bonus action, and while you bear the *githborn talisman* on your person, whenever you attack an aberration, you can add 1d4 to the attack roll. In addition, whenever you make a Wisdom save against a spell or effect produced by an aberration, you can add 1d4 to the result. This effect lasts until the end of your next turn.

## **Glain's Crystal Sphere**

*Wondrous item, uncommon*

An item of this sort appears as a 4" diameter crystal sphere with a porcelain core. A 'shattered' pattern adorns it. You can use an action to speak a command word while touching the sphere, after which if the sphere moves even the slightest amount, it will explode, spraying crystal and porcelain shrapnel in a 10' radius. Each creature in the blast must make a DC 13 Dexterity save, taking 4d6 slashing damage on a failure or half that on a success. Once triggered, the globe is expended.

## **Glass of Preserved Words**

*Wondrous item, rare*

This magical magnifying glass has an ivory handle. The glass itself is mounted in a silver band. When you look at illegible text through the glass, it seems quite readable. Words worn away by time, ink blurred by moisture, messages clouded by magic, *moon runes* and even simple poor handwriting are all made clear by looking through the glass.

The glass doesn't help you read ciphers or languages you don't understand, nor does it offer any protection against magical glyphs or symbols.

## **Glass Sword**

*Weapon (any sword), very rare (requires attunement)*

A sword of this nature has a blade formed from clear glass that is harder than steel. The sword itself has a +2 bonus to hit and damage, increases the severity of critical hits that it inflicts by +1d10 and allows you to see invisible creatures and objects while it is in your hand.

## **Glassteel Shard**

*Wondrous item, very rare*

This item appears to be a shard of glass that is as strong as steel. You can expend it when you cast a spell that deals force damage. If you do so, each time a creature takes force damage from that spell, you can jolt it with force and move it 5' in a direction of your choice. This movement does not provoke opportunity attacks.

## **Glitter Stone**

*Wondrous item, uncommon*

This item looks like a very valuable and large gemstone, but closer inspection reveals it to be merely glass. You can use an action to break it against a solid surface within 30'. If you do so, it bursts, creating a 10' radius cloud of glittering dust that coats everything in the area. Coated creatures grant advantage on attacks and are clearly visible, even if hidden or invisible. The glittering cloud settles at the end of your next turn, but it remains on creatures that were coated for 1 minute. A coated creature can make a DC 13 Dexterity save at the end of each of its turns to end the effect.

## **Glove of Storing**

*Wondrous item, uncommon (requires attunement)*

This magic glove has the ability to magically contain any one item that you hold in its hand. Using a bonus action, you can cause such an item, which can weigh up to 20 lbs, to vanish. Later, using a bonus action to snap the fingers of your gloved hand, you can retrieve the item, which reappears in your hand. While contained within the glove, the stored item is held in stasis and cannot be damaged unless the glove itself is destroyed (in which case, so is the stored item).

## **Gloves of Agile Striking**

*Wondrous item, uncommon (requires attunement by a fighter or rogue)*

These gloves have 2 charges, which they regain each dawn. When you attack, you can expend a charge to activate the gloves. If you do so, whenever you hit with a weapon using a Dexterity attack, you deal an extra 1d6 points of damage. This effect lasts until the end of your next turn.

## **Gloves of Dexterity**

*Wondrous item, uncommon (requires attunement)*

Your Dexterity score is 19 while you wear these fine, supple gloves. They have no effect on you if your Dexterity is already 19 or higher.

## **Gloves of Eldritch Admixture**

*Wondrous item, very rare (requires attunement by a warlock)*

These gloves have 3 charges, which refresh each dawn. Each set of gloves is attuned to one energy type- either acid, necrotic, psychic, radiant or thunder. When you cast *eldritch blast*, you may expend 1 or more charges to add damage of the type the gloves are attuned to to each of your blasts. If you spend one charge, each blast deals an extra 2d6 damage; if you spend two charges, each deals an extra 3d6 damage; and if you spend three charges, each deals an extra 4d6 damage.

## **Gloves of Fortunate Striking**

*Wondrous item, uncommon (requires attunement)*

While you wear these gloves, you can reroll an attack roll after you see the die but before you know whether you hit or miss. Once you use this power, it won't function again until the next dawn.

## **Gloves of Object Reading**

*Wondrous item, rare (requires attunement)*

You can spend at least one minute handling and concentrating on an object (as if you were concentrating on a spell), you can read the psychic impressions left on it. The amount of information you glean varies, depending on how long you handle the object:

*1<sup>st</sup> minute:* Last owner's race.

*2<sup>nd</sup> minute:* Last owner's gender.

*3<sup>rd</sup> minute:* Last owner's age at time of ownership.

*4<sup>th</sup> minute:* Last owner's alignment.

*5<sup>th</sup> minute:* How the last owner gained and lost the object.

*6<sup>th</sup> minute and after:* The next-to-last owner's race, and so forth.

*Gloves of object reading* will not identify casual users as owners, although if a creature attacks with an object, it is no longer a casual user. An object with no past or previous owners reveals nothing, and using these gloves on the same object multiple times reveals the same information as it did the first time (unless it is handled for a longer period).

## **Gloves of Piercing**

*Wondrous item, rare (requires attunement)*

These gloves have 3 charges, which they regain each morning at dawn. When you damage a creature, you can spend 1 charge to ignore any resistances it has to the damage you inflict on that attack.

## **Gloves of Quick Manipulation**

*Wondrous item, uncommon (requires attunement)*

These magical gloves allow you to interact with the environment for free one extra time per round.

## **Gloves of Spell Disruption**

*Wondrous item, rare (requires attunement)*

When you hit a creature that is concentrating on a spell or other effect, add 5 to the DC of the target's Constitution save to retain its concentration.

## **Gloves of Spell Transfer**

*Wondrous item, very rare (requires attunement by a spellcaster who prepares spells)*

You can use an action to transfer one spell that you have prepared from yourself to another creature that you touch. You lose access to the spell, and the target gains it as a prepared spell until it next completes a short or long rest, or until you complete a long rest. (It must have its own spell slots to cast the spell.)

Once you use the gloves' ability, you must complete a short or long rest to use it again.

## **Gloves of Strangulation**

*Wondrous item, very rare (requires attunement)*

These tight-fitting black gloves have rough fingers, which aid you in getting a grab on creatures.

When a creature starts its turn grappled by you, you can spend your reaction to deal 2d10 bludgeoning damage to it.

## **Gloves of Tapping**

*Wondrous item, uncommon (requires attunement)*

These gloves give you advantage on Intelligence (Investigation) or Wisdom (Perception) checks to find secret doors.

## **Gloves of the Balanced Hand**

*Wondrous item, rare (requires attunement)*

While you wear these magical gloves, if you attack with two weapons, you can apply your ability bonus to damage with your off-hand weapon.

## **Gloves of the Gladiator**

*Wondrous item, rare (requires attunement)*

While you wear these gloves, if you fight with two weapons, you can add your ability bonus to damage with your off hand weapon.

When you reduce an enemy to 0 hit points, you must make a DC 15 Wisdom save or be unable to resist spending the rest of your turn and your action on your next turn 'playing to the crowd,' so to speak, if at least one other creature can see you. If your opponent regains hit points, you can stop playing to the crowd prematurely.

## **Gloves of the Octopus**

*Wondrous item, very rare (requires attunement)*

These dark, rubbery-feeling gloves have a bizarre power indeed. You can use a bonus action to cause your fingers (but not your thumbs) to extend into long, thin tentacles for as long as you concentrate on the effect, up to 10 minutes. Each tentacle is AC 10 and can sustain 10 hp of damage before being rendered useless or severed; damage done to a tentacle does not apply to your own hit points, and your fingers are unharmed by damage to the tentacles. A damaged or destroyed tentacle regains 1d4 hp each time you complete an extended rest, but if all eight tentacles are destroyed, the *gloves of the octopus* are destroyed, as well.

While the tentacles remain, you can attack with

them. A tentacle is a finesse weapon that deals 1d4 points of bludgeoning damage. You gain the following action options while the tentacles remain:

**Multiattack.** You make up to eight tentacle attacks.

**Restrain Foe.** One creature within 10' must make a DC 17 Dexterity save or be restrained by your tentacles. While it is restrained, four of your tentacles can't be used for other purposes (including multiattack). The target can use an action to repeat the save, freeing itself on a success.

## Gloves of the Slug

*Wondrous item, very rare (requires attunement)*

These gloves are bright yellow and glisten with a slimy coating. While you wear them, you can deal 2d4 points of acid damage by touching a creature or object with your hand (often requiring a to hit roll). (If you do not wish to deal acid damage, you can still touch and handle creatures and objects normally.) In addition, the gloves have the following additional power.

**Skin to Mucus.** You can use the gloves to transform a creature's skin (including scales, hide, etc) to mucus by touching it. Unless the victim makes a DC 15 Wisdom saving throw, it is reduced to half speed, suffers disadvantage on Strength, Dexterity and Constitution attacks, saves and checks, and suffers 1d10 points of damage each hour that it is not submerged in water. The victim may repeat the saving throw at the end of each of its turns, but if it fails three such saves, the effect is extended such that the target may make a saving throw against it only at the end of each hour. If the subject fails three more saves, the effect becomes permanent.

The effect can be ended by a *greater restoration*, *polymorph*, *remove curse*, *dispel magic*, or a healing spell that is cast using a 5<sup>th</sup> or higher level slot.

Once you use this power of the gloves, you cannot use it again until the next midnight.

## Gloves of the Uldra Savant

*Wondrous item, uncommon (requires attunement)*

These gloves are made of a pale blue metal adorned with light blue runes. They always have ice

and frost on them. While you wear them, you can cast *ray of frost*.

In addition, you can use a bonus action to infuse a melee weapon you are wielding with the power of winter. For as long as you concentrate on it, to a maximum of 1 minute, that weapon deals an extra 1d6 cold damage on a hit. The effect also ends if you cease to wield the weapon. Once you have used this power, you can't use it again until the next dawn.

## Gloves of Toughness

*Wondrous item, rare (requires attunement)*

While you wear these gloves, each time you finish a short rest, you gain 10 temporary hit points.

## Gnomeblade

*Weapon (dagger), very rare; requires attunement by a gnome*

This little dagger appears to be ornamental, made of decorative metal such as pewter instead of steel. The hilt is fashioned to resemble a rabbit with rhinestone eyes. Its looks belie its actual potency, however.

A *gnomeblade* had a +2 bonus to attack and damage rolls. In addition, it has the following powers and abilities.

**Critical Hits.** When you score a critical hit with a *gnomeblade*, in addition to the other effects of the critical hit, you become invisible to the target until the end of your next turn.

**Dextrous Dodge.** While you wield the *gnomeblade*, you gain a +1 bonus to Dexterity saving throws.

**Fading Escape.** As an action, while you wield the *gnomeblade*, you can turn invisible and then teleport 25'. Once you use this power, you cannot use it again until it recharges (which it does each morning at dawn).

**Salvation.** As a bonus action, you can make a saving throw that normally requires you to spend an action to make or that you would make at the end of your turn to end an effect. Once you use this power, you must complete a short rest before you can use it again.

## **Goblet of the End**

*Wondrous item, very rare (requires attunement)*

A *goblet of the end* is crafted by Eschatonists, who believe the world's end is at hand. The goblet is graven with apocalyptic symbols, and is designed to help shield its bearer from misfortune.

This item has 3 charges. Each time you are reduced to 0 hit points and don't die, the *goblet of the end* will automatically expend one charge, healing you to half your maximum hit points.

If you die, the goblet expends 3 charges (if it has them) and casts *resurrection* on you.

When the goblet's large charge is expended, it shatters and the pieces dissolve into a foul-smelling fog.

## **Goggles of Black Visions**

*Wondrous item, rare*

When you don these cursed goggles, you must make a DC 13 Wisdom save or be afflicted by *black visions*. If you succeed, you can cast the goggles aside; otherwise, they cannot be removed and the visions persist until you receive a *remove curse* spell.

## **Goggles of Foefinding**

*Wondrous item, uncommon (requires attunement)*

You ignore any cover short of total cover when attacking a creature.

## **Goggles of Lifesight**

*Wondrous item, rare (requires attunement)*

While you wear these goggles, you can tell at a glance if a creature is alive, dead, undead, or neither (such as a wax statue or *simulacrum*).

## **Goggles of the Moon**

*Wondrous item, rare (requires attunement)*

While you wear these goggles, whenever you see a creature that is polymorphed or otherwise in a form other than its true form, you see a ghostly image of it as it really is superimposed atop its false form.

## **Goggles of Underwater Vision**

*Wondrous item, uncommon*

While you wear these goggles, you can see

twice as far underwater as you would otherwise be able to see.

## **Golden Bridle**

*Wondrous item, rare*

If you are within 60' of a pegasus and are not evil, you can use your action to offer it the bridle. The pegasus will then come forth and submit to be your mount, serving you faithfully as long as you possess the bridle, do not become evil and don't mistreat it.

## **Golden Sickle**

*Weapon (sickle), rare*

While you hold this golden sickle, you can cast *pass without trace* at will. In addition, you can use an action to touch a tree and open a door within it. The door heads to another tree of your choice within 120', and it remains open as long as you concentrate on it, to a maximum of 10 minutes. While it is open, any creature can pass through the door, treating the exit as being 5' from the entrance. Once you use this power, it won't function again until the next dawn.

## **Gong of Dispelling**

*Wondrous item, rare*

This large gong is 3' in diameter. It must be properly hung to function. If this is done and you use an action to strike it, it casts *dispel magic* and *dispel good and evil* simultaneously on an area centered on it.

Once this gong has functioned, it won't work again until the next dawn.

## **Goodberry Bracelet**

*Wondrous item, common (requires attunement)*

Each dawn, this bracelet produces five *goodberries*, which appear attached to it like charms. If any charms are uneaten at dawn, the bracelet produces enough to make a total of five extant berries.

## **Graceful Spear**

*Weapon (any spear), rare*

This magical spear is extremely well-balanced and very graceful. It gains a +2 bonus to attacks and damage. In addition, if you fumble with an attack with the spear, the severity of the fumble is reduced by 2d4.



**Graceful Adroitness:** While you wield the spear and an enemy is within 15' of you, you gain advantage on Dexterity (Acrobatics) checks.

## **Grains of Discomfort**

*Wondrous item, rare*

*Grains of discomfort* appear as a granular substance of dark blue, red, gray or green color. If you handle it with bare hands, there is a 25% chance that it will affect you.

You can throw a handful of this material at a creature within 30' as a ranged attack. If you hit, at the start of each of its turns, that creature must make a DC 15 Wisdom save or else use its action for the round to remove an article of clothing and shake it out. Once the creature makes five saves, the *grains of discomfort* no longer affect it.

A creature that is in the process of removing its clothing and shaking it out that takes damage can use its reaction to move half its speed without provoking an opportunity attack from the creature that damaged it.

## **Grave Key**

*Wondrous item, rare*

This bone key has two different functions. First, if it is touched to a nonmagically sealed coffin, crypt, tomb or the like, it opens it.

**Animate Dead (requires attunement):** The key's second power can be used if you insert it into the soil of a grave of a Medium humanoid and turn it. The remains within the grave crawl forth 3 rounds later, serving you as a skeleton or zombie (depending on their state of decomposition). You may only have one skeleton or zombie created by the *grave key* at a time; if you animate a second one, the first collapses into inanimate remains.

## **Greatreach Bracers**

*Wondrous item, rare (requires attunement)*

These bracers have 3 charges, and refreshes them at dawn. You can use a bonus action to expend a charge to increase your reach by 5' until the end of your next turn.

## **Greatstone Club**

*Weapon (greatclub), very rare (requires attunement by a creature with a Strength 18)*

This massive greatclub is made of stone. It can sustain 5 wear points without suffering more than cosmetic damage.

When you wield it in combat, it deals 2d8 bludgeoning damage, but your initiative is always an adjusted 1 if you have it in hand when initiative is rolled. Otherwise, drawing the club or picking it up requires an action.

## **Grey Mask**

*Wondrous item, uncommon*

This gray stocking mask obscures your entire face, making it difficult to identify you. While you wear it, you gain advantage on Charisma (Deception) checks made to disguise your identity. In addition, you can use an action to cast *invisibility* on yourself. Once you have used this ability, it cannot be activated again until the next midnight.

## **Grim Defender**

*Armor (any medium or heavy), rare (requires attunement)*

When you are hit by a melee attack, you can use your reaction to try to transfer that damage to another creature within 60'. That creature must succeed on a DC 15 Wisdom save or else it takes all damage and effects from the triggering attack. However, if the creature succeeds on its save, you suffer an additional 3d6 psychic damage. Once you have used the armor's power, it won't function again until the next dawn.

## **Grim Grimoire**

*Wondrous item, legendary*

This large book requires 30 days of study to interpret. After reading it, any creature other than a rogue finds it to be a work of nonsense that was actually counterproductive to read, stripping it of valuable lessons learned and overriding some of its knowledge with foolishness, and loses 20,000 xp.

A non-assassin rogue that reads the *grim grimoire* finds it useless, but not counterproductive.

An assassin rogue that reads this tome benefits from it greatly. Henceforth, when it uses its assassination class feature, it treats rolls of 1 or 2 on the damage dice as 3s.

## **Grumbling Rod**

*Rod, rare (requires attunement by a warlock)*

This polished wooden rod is carved with a half-dozen or more mouths, which continually mutter and grumble unintelligibly. While you bear the rod, you suffer disadvantage on Diplomacy and Stealth checks, since its constant muttering makes it hard for your words to be heard clearly and it makes enough noise to make it difficult to sneak around. In addition, the wand has the following powers.

***Distressful Grumbling:*** While you hold the rod, any enemy that starts its turn within 5' of you suffers 1d10 psychic damage.

***Grumbling Aura:*** While you hold the rod, you can use a bonus action to active an aura of grumbling that surrounds you to a distance of 25', going around corners but not through barriers. Each creature in the aura other than you gains vulnerability to psychic and thunder damage. The aura lasts as long as you concentrate on it, to a maximum of 1 minute. Once you use this ability, it cannot be used again until the next dawn.

## **Guardian Shield**

*Armor (shield), uncommon (requires attunement)*

When an ally within 5' of you is hit by an attack, you can use your reaction to switch places with the target and become the target of the attack yourself. If the attack hits you, you reduce the damage that you take by 5.

## **Guardian's Cape**

*Wondrous item, rare (requires attunement)*

This cape has 3 charges, which it regains each morning at dawn. As a bonus action, you can spend one charge to teleport yourself and another willing creature that you can see within 50', swapping places with each other.

## **Guarding Cloak**

*Wondrous item, very rare (requires attunement)*

While you wear this cloak, whenever you are struck by a physical blow, the cloak stiffens to absorb some of the damage, preventing the first 2 points of bludgeoning, piercing and slashing damage from each attack.

## **Guildmaster's Gloves**

*Wondrous item, rare (requires attunement)*

While wearing these fine gloves, you gain a +3 bonus on any checks you make with artisan's tools.

## **Halfling Pipe**

*Wondrous item, common*

While you smoke this cute little pipe, you can use an action to create a *minor illusion*. The illusion must be visible.

## **Halo of Fallen Stars**

*Wondrous item, legendary (requires attunement)*

This strange item appears as a web of motes of sparkling light. When you attune to it, the motes move to orbit your head, slowly circling. The motes shed bright light in a 40' radius and dim light for an additional 40' beyond that. In addition, the halo has the following properties.

- You gain resistance to radiant damage.
- Whenever you make a Medicine, Nature or Religion check, add 1d4 to the check result.
- When an enemy attacks you, you can use your reaction to cause the halo to emit a brilliant beam of light at that creature. Make a ranged attack at the target. If you hit, it takes 5d10 radiant damage and is blinded for 1 minute. At the end of each of its turns, the creature can make a DC 17 Constitution saving throw to end the blindness.

## **Hammer of Shattering**

*Weapon (any hammer), very rare*

This +2 *hammer* ignores the damage threshold of objects. When you hit a creature that is wearing armor or using a shield, you inflict a wear point on its armor or shield (your choice) unless it makes a DC 17

Constitution save.

## **Hammer of Stunning**

*Weapon (any hammer), very rare (requires attunement)*

This hammer has a +2 bonus to hit and damage. Whenever you score a critical hit, the target must make a DC 17 Constitution save or be stunned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

## **Hammer of Tempering**

*Weapon (light hammer), common*

If you are proficient with blacksmithing tools, you can spend one hour at an anvil or forge working on a metal weapon with this hammer to improve its strength and durability. If you do so, the metal weapon can sustain an additional 2 wear points without suffering anything worse than cosmetic damage.

## **Hammer of Willpower**

*Weapon (any hammer), very rare (requires attunement)*

This hammer has a +1 bonus to attack and damage. In addition, if you make an attack with it, you have advantage on Wisdom saving throws until the end of your next turn.

## **Hammerblock Armor**

*Armor (any light or heavy), very rare (requires attunement)*

While you wear this armor, you gain a +1 bonus to AC. In addition, you have resistance to bludgeoning damage.

## **Hand of Glory**

*Wondrous item, very rare*

This mummified human hand hangs by a leather cord around your neck. You can put a single magic ring on the hand that normally requires attunement, and can benefit as if you were attuned to the ring.

## **Hand of the Mage**

*Wondrous item, uncommon (requires attunement)*

This withered elf hand hangs from a golden chain. Worn around your neck, it allows you to cast the *mage hand* cantrip at will.

## **Hand of the Oak Father**

*Wondrous item, uncommon (requires attunement by a druid)*

Appearing as a hand carved from oak and hung from a crude loop of twine, this item allows you to cast *barkskin*, *entangle*, *goodberry*, *plant growth* and *speak with plants*. Once you cast one of these spells, the hand can't cast that spell again until the next dawn.

You can use an action to transform into a tree, indistinguishable from a normal tree. As a tree, you can see and hear only to a range of 30', but you remain aware. You remain in tree form for up to 8 hours or until you use an action to change back.

## **Handbane Weapon**

*Weapon (any), uncommon*

Forged in the last desperate years of the Sword Empire, this weapon was designed to fight the forces of the Six-Fingered Hand. Against gnolls, goblinoids, kobolds, lizardfolk, ogres and orcs, this weapon deals an extra 1d6 points of damage on a hit.

## **Harp of Charming**

*Wondrous item, very rare (requires attunement by a proficient creature)*

If you play this harp for at least ten minutes, you can attempt to weave a *suggestion* spell into your music. You must make a DC 20 Charisma (harp) check to succeed; if you fail, you cannot attempt to use the harp's power again until you complete a short or long rest.

If you succeed, you can cast *suggestion*. The spell affects one creature that can hear the music and is within 60' of you if it fails a DC 13 Wisdom saving throw. A listener who has a passive Insight score of at least 15 realizes that you have woven an enchantment with your music, but otherwise, even the affected creature doesn't realize it.

You can attempt to weave a new *suggestion*

into your music every ten minutes until you fail.

## **Harp of Deeper Slumber**

*Wondrous item, uncommon*

If you are proficient and you use an action to play a gentle lullaby on this magical harp, sleeping creatures within 50' subtract 1d8 from any Wisdom (Perception) checks they make.

## **Harp of Gold**

*Wondrous item, very rare (requires attunement by a proficient creature)*

This large harp weighs 400 lbs. If you play it for one hour and spend an action each turn focusing on activating its power, at the end of that time it turns all nonmagical silver, electrum and platinum within 30' into gold. Once it has done so, it can't use this power again for a week.

## **Harp of Healing**

*Wondrous item, uncommon (requires attunement by a proficient creature)*

If you play this harp during a short rest (which doesn't prevent you from benefiting from the short rest), each creature that spends hit dice during that rest regains an extra 1 hp per hit die.

## **Harp of Shattering**

*Wondrous item, legendary (requires attunement by a proficient user)*

This harp has one extra string that sounds an extremely low, thrumming note. You can use an action to strum this string. If you do so, all unattended nonmagical metal weapons within 60' of you shatter. Creatures holding unsheathed metal weapons and within 60' of you are permitted DC 15 Constitution saving throws to avoid having their weapons shatter, and unattended magical weapons shatter unless they likewise make such a saving throw, each using its enhancement bonus as its bonus to the save. Once you use this power, the harp cannot produce it again until the next dawn.

## **Harp of Throbbing**

*Wondrous item, uncommon (requires attunement by a proficient creature)*

If you use an action to play this harp, creatures within 60' of you cannot fail death saves until the start of your next turn.

## **Harrow Rod**

*Rod, rare (requires attunement)*

This twisted black rod of metal has 3 charges, which it regains each dawn. You can use an action to expend one charge and create a 30' cone of acid extending from the rod. Each creature in the cone must make a DC 15 Dexterity save, suffering 9d6 acid damage on a failure or half that on a success.

## **Harrowheart**

*Weapon (rapier), common*

This magical rapier does triple damage on a critical hit.

## **Harsh Songblade**

*Weapon (any sword or dagger), very rare (requires attunement)*

This +1 weapon wails and cries out in combat, singing a harsh, discordant song that makes it difficult for enemies near you to focus. Whenever a creature within 30' of you makes a saving throw to maintain concentration, you can use your reaction to cause the *harsh songblade* to cry out, giving each such creature disadvantage on that save. You can also use your reaction to cause the weapon to shriek when a creature attempts to make an ability check requiring substantial focus, such as a Dexterity check to open a lock, an active Wisdom (Perception) check or an Intelligence check to recall lore. If you do so, you impose disadvantage on that check if the creature is within 30' of you.

***Arcane Focus (requires attunement by a bard):*** This weapon serves as an arcane focus for you.

***Screaming Echo (requires attunement by a bard):*** When you cast a spell that deals thunder damage, you can use your reaction to cause the blade to shriek, imposing disadvantage on any saving throw against your spell made by a creature within 30' of

you. When you use this power, you gain a level of exhaustion.

## **Harthom Headband**

*Wondrous item, uncommon*

Composed of intricately woven copper and silver wire, this headband has a large plate depicting a staring eye that fits at the center of your forehead. While you wear it, you are never surprised, even waking from a deep sleep when danger strikes.

## **Hasty Wheel**

*Wondrous item, rare*

If this wagon wheel is properly installed on a wagon, the wagon's speed increases by 50%.

## **Hat of Anonymity**

*Wondrous item, uncommon (requires attunement)*

While you wear this hat, you are under the effect of a *Nystul's magic aura* (the nondetection function). In addition, when you attempt to hide by blending into a crowd, you gain advantage on any Dexterity (Stealth) or Charisma (Stealth) check you make to remain unseen.

## **Hat of Hairiness**

*Wondrous item, common*

When you don this hat, it causes your hair to grow profusely until you have a fantastic and unruly mane. Simultaneously, you grow quite attached to the look and unwilling to change it without the benefit of a *remove curse*.

## **Hat of Hairlessness**

*Wondrous item, common*

When you don this hat, it causes your hair to fall out, rendering you bald.

## **Hat of Headlessness**

*Wondrous item, rare*

When you don this hat, your head disappears. Though you can still see and hear, you are immune to gaze attacks. Your head reappears if you remove the hat.

## **Hat of Stupidity**

*Wondrous item, very rare (requires attunement)*

To all tests, this fashionable hat seems to be some sort of beneficial magical hat. However, once you attune to it, your Intelligence falls to 7 unless it was already 7 or lower, in which case it falls 1 point, to a minimum of 3.

Once the hat's dweomer strikes, you cannot remove it without a *remove curse* spell.

## **Hat of the Rake**

*Wondrous item, rare (requires attunement)*

This stylish hat never falls off your head, even if you are upside down. It has a large bright feather thrust through the brim.

While you wear it, when an attack hits you, you can use your reaction to force the attacker to reroll the attack. You must accept the second result. Once you have used this ability, it won't function again until the next dawn.

## **Hawkfeather Armor**

*Armor (leather), very rare (requires attunement)*

While you wear this armor, you gain a +1 bonus to AC and a +3 bonus to Wisdom (Perception) checks relying on vision. In addition, the armor has the following powers:

**Wings.** The armor has 3 charges. You can use an action to expend a charge to cause the armor to magically sprout wings. If you do, you gain a fly speed of 60' for 5 rounds.

**Wild Shaper's Ally (requires attunement by a druid).** When you use your *wild shape* class ability, you can still use the *wings* power of the armor.

## **Head of Auguries**

*Wondrous item, uncommon*

This grisly item appears as a head on a 3' long spike. You can spend ten minutes chanting and invoking it to cast *augury*. Once it has done so, it will not function again until the next midnight.

## **Healer's Kit of Aresh**

*Wondrous item, rare*

This magical healer's kit provides exceptional

benefits. Once the kit's uses are expended, it turns into mist.

- When you expend a use of the kit to stabilize a creature, that creature regains 1d8+5 hit points.
- When you expend a use of the kit to treat a poison, injury or disease that requires care over the course of a short or long rest, you gain advantage on any Wisdom (Medicine) checks you make.
- You can expend a use of the kit during a long rest while you care for an injured creature. If you do so, that creature regains all its hit dice after completing the long rest (instead of half) and any hit dice that it spends at the end of the long rest are maximized.

## **Healer's Shield**

*Wondrous item, rare (requires attunement)*

While you have this shield equipped, any time a creature within 50' that you can see regains hit points, you can use your reaction to add your Wisdom or Charisma bonus, whichever is higher, to the number of hit points regained.

## **Heart of Stone**

*Wondrous item, very rare*

This small golden heart pin appears to all tests to be a *beating heart*, *lion heart* or other beneficial sort of heart. As soon as it is pinned to your breast, however, you must make a DC 17 Constitution save or be restrained as you start to turn to stone. At the start of your next turn, you repeat the save, ending the effect on a success and being permanently petrified on a failure.

## **Heartseeker**

*Weapon (bow), legendary (requires attunement)*

This longbow has a +3 bonus to hit and damage. It also has its critical range increased by one (usually to 19-20) and gains a bonus of +3d6 to critical severity against creatures that have a heart.

## **Heartseeking Spear**

*Weapon (spear), legendary (requires attunement)*

This magical spear has a +2 bonus to hit and

damage. If you score a critical hit, you increase the severity by 3d8.

## **Heaven's Thorn**

*Wondrous item, rare*

This dagger-sized thorn is too fragile to be used as a weapon- except against celestials. You can make a melee attack with it, treating it as a dagger. If it hits a creature, it is destroyed, but if that creature is a celestial, it must make a DC 15 save or else it is stunned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

## **Heavenly Burst Weapon**

*Weapon (any), very rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. In addition, if you score a critical hit on an evil creature, it deals an extra 5d6 radiant damage to that creature (which is not doubled by the critical hit).

## **Hefiz' Superb Shiny Shoes**

*Wondrous item, uncommon*

Enchanted to be the bane of thieves, these shoes appear as black soft shoes ideal for moving quietly. Unfortunately, once you put them on, they won't come off without a *remove curse* spell, and they transform into a pair of bright, shiny, gaudy, tasteless boots with many small bells and buckles that make a large amount of noise and shine brightly in the dark. While you wear them, you automatically fail Stealth checks involving being unseen or unheard, and if you become invisible, creatures can still easily see you.

After you remove these shoes, they transform back into their black, appealing form.

## **Hellcat Gauntlets**

*Wondrous item, rare (requires attunement by a spellcaster)*

These gauntlets have 3 charges, which they regain at dawn. You can use a bonus action to expend a charge. If you do so, the next spell you cast before the end of your turn deals 1d6 slashing damage to the target, unless it has no effect on the target (due to a successful save, a missed spell attack, etc).

## **Helm of Battle**

*Wondrous item, uncommon*

You and each creature of your choice within 15' of you gain a +2 bonus on initiative checks.

## **Helm of Glorious Recovery**

*Wondrous item, rare (requires attunement)*

While you wear this magnificent-looking helm, you can use a bonus action to regain 4d8+7 hit points. Once you do so, the helm won't function again until the next dawn.

## **Helm of Heroes**

*Wondrous item, uncommon*

While you wear this helmet, you and each creature that you choose within 50' of you has advantage on saving throws against effects that include the frightened condition.

## **Helm of Opposite Alignment**

*Wondrous item, uncommon (requires attunement)*

This magical helm will appear to give you some benefit or other, but as soon as you attune to it, it causes your alignment to reverse- lawful to chaotic, good to evil and vice-versa. Any neutral component to your alignment changes to a random non-neutral component. The helm then loses its magic.

## **Helm of the Eagle**

*Wondrous item, rare (requires attunement)*

This helm has 3 charges, which it regains each morning at dawn. You can use a bonus action to spend a charge to take careful aim with a ranged weapon. You gain advantage on your next ranged attack with that weapon before the end of your turn.

## **Helm of the Reaver**

*Wondrous item, rare (requires attunement)*

While you wear this fearsome-looking helm, you are immune to the frightened condition. In addition, when you hit a creature with a melee weapon attack, it must succeed on a DC 15 Wisdom save or become frightened by you for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. Once a creature has made this

save, the helm's power won't affect it again until the next midnight.

## **Helm of Underwater Action**

*Wondrous item, uncommon*

This helm appears to be a normal helmet. However, when you enter water, small lenses slide across the eye slits and a transparent material surrounds its lower portions, enabling you to breathe normally and to see five times further than normal human vision while underwater. (Obstructions and the like still block your vision normally.)

## **Helm of Weaponry**

*Wondrous item, uncommon (requires attunement)*

While you wear this helm, you can use an action to conjure a normal melee weapon that you are proficient with. The weapon remains for 1 minute.

## **Helmet of Sense Protection**

*Wondrous item, uncommon (requires attunement)*

This heavy great helm has a visor with no vision slits in it. However, this is transparent from within. While you wear it, you are immune to the blinded and deafened condition, as well as to any effect based on stench and any effect that overwhelms your senses.

## **Helmet of Subterranean Sagacity**

*Wondrous item, uncommon (requires attunement)*

While you wear this helmet, you can use a bonus action to determine any of the following:

- Your distance underground;
- Which direction you are headed while underground;
- Whether you are on a slope or grade while underground;
- Whether construction you can see within 60' is new (built within the last month); or
- Whether an underground wall, room or area shifts or slides.

## **Helping Hand**

*Wondrous item, rare (requires attunement)*

These half-gloves are worn only on the palms

and undersides of the fingers, and a pair of gloves or gauntlets can be worn over them.

This item has 6 charges. Each day at dawn, it recovers 1d4 charges. If you spend the final charge, roll 1d20; on a 1, the *helping hand* disintegrates and is lost.

You can use a bonus action to spend 1 charge to create a spectral hand that hovers at a point of your choice within 25'. The hand lasts as long as you concentrate on it, up to 1 hour. You can use a bonus action to move the hand up to 30' and have it manipulate an object (though not use a magic item). The hand can carry an object that weighs up to 50 lbs.

While the hand is present, you can use a bonus action to spend a charge to cause the hand to strike a creature within 5' of it. Make a melee spell attack, using your Intelligence as the key ability. If you hit, the target takes 3d6 force damage.

## **Heward's Fortifying Bedroll**

*Wondrous item, very rare (requires attunement)*

Should you ever lose your attunement to this item, you can never regain it.

When you take a short rest, you can sleep in the bedroll to activate its powers. If you do so, you gain all the benefits of a long rest, but cannot gain the benefits of a long rest again for another 48 hours.

## **Hinge of Opening**

*Wondrous item, uncommon*

This handy item appears to be a door hinge. If placed on a door, that door unlocks, although any traps on it are triggered automatically.

## **Hinge of Shrieking**

*Wondrous item, uncommon*

To all tests, this magical door hinge appears to be a *hinge of opening*, but when the door it is attached to opens, it emits a piercing shriek audible to a distance of 120'. This produces an immediate wandering monster check with double the normal chances for an encounter.

## **Holy Shield**

*Armor (shield), very rare (requires attunement by a paladin)*

This shield grants you the benefits of *protection from evil and good*.

## **Holy Weapon**

*Weapon (any), rare (requires attunement by a good creature)*

When you hit an evil creature with this weapon, you deal an extra 2d6 psychic damage.

## **Hook of Dissolution**

*Weapon (hook), very rare*

This magical hook is a vicious weapon. (Mechanically, treat the hook as a dagger that can't be thrown and can't do slashing damage.) It has a +2 bonus to hit, but no bonus to damage.

The hook's greatest power is revealed if you hit an incapacitated creature. The hook sinks into the creature, requiring a creature to make a DC 15 Strength check to remove it. If the hook is still within the creature at the end of its third forthcoming turn, that creature must make a DC 17 Constitution save or be *disintegrated* (as the spell). If it survives, the effect repeats each round until the hook is removed.

## **Hook of Rending**

*Weapon (hook), very rare*

This magical hook is a vicious weapon. (Mechanically, treat the hook as a dagger that can't be thrown and can't do slashing damage.) It has a +2 bonus to hit and damage; in addition, when you hit a creature with it, the hook sinks into the target and begins rending it. Each round at the start of your turn, the hook automatically deals 1d4+2 points of piercing damage to the target.

The hook causes the target tremendous pain. At the start of each of its turns, the target must succeed at a DC 15 Constitution saving throw or be paralyzed with pain until the start of its next turn.

The hook can be removed by a creature that uses an action to make a DC 10 Strength check to remove the hook, at which point it becomes quiescent.



## **Hookah of Reasoned Discourse**

*Wondrous item, rare*

This magical smoking device is used in diplomacy and negotiation to help prevent tempers from running hot. It functions once per day. To use it, its bowl must be filled with some sort of smoking herb, such as tobacco or hempflower, and a group of up to six individuals must sit around it, smoking while they talk. For the duration of their discussion, to a maximum of four hours, the participants find that their emotions remain cool, and none of them grow angry as a result of the discussion. During the conversation, the participants have disadvantage on Charisma (Intimidation) checks, but gain advantage on Charisma (Persuasion) checks.

If any of the participants takes damage, casts a spell or is forced to make a saving throw, the effects of the hookah end immediately for all of them.

The first of these magical hookahs came from the people of the island of Pesh, well-known for its cornucopia of herbs and drugs.

## **Horizon Goggles**

*Wondrous item, uncommon*

While you wear these goggles, your ranged attacks have double their normal range.

## **Horn of Amplification**

*Wondrous item, rare (requires attunement by a bard)*

This horn is solid, rather than hollow, and can't be played normally. Rather, you can use a bonus action to press it to your forehead, where it attaches. Thereafter, your voice is amplified from two to ten times its normal volume by the horn (at your option, and changing from moment to moment as you desire). Any creature can use a bonus action to remove the horn with ease (assuming you don't try to avoid it).

The horn increases the range of all songs, jokes, rhymes and other forms of verbal communication commensurate to the amplification it provides, including magical effects relying on being heard (if your voice is twice as loud, ranges are doubled).

In addition, you can use an action to *shout*, as the spell, except that it isn't magical and thus can't be *counterspelled*. Once you do so, you must complete a

short or long rest before you do so again.

Each time you affix the horn to your head, there is a 1% chance that it becomes permanently attached and loses its powers. If this happens, you can use it as a natural weapon, dealing 1d3 + your Strength modifier piercing damage.

## **Horn of Animal Calls**

*Wondrous item, common*

This wooden instrument is painted red and often sports the silhouettes of different animals on it. You can use an action to picture a beast you have seen and blow the horn. The sound emitted is indistinguishable from the cry of the actual animal.

## **Horn of Baldagyr**

*Wondrous item, very rare (requires attunement by a proficient creature)*

This large horn was crafted from the scales of the legendary astral dragon Baldagyr, who is said to watch over an incredibly powerful bound primordial.

When you roll initiative and aren't surprised, you can use your reaction to draw and blow the horn. If you do, you and each ally that can hear you within 100' and isn't surprised gains advantage on your initiative rolls and on your first attack roll during the first round of combat.

## **Horn of Bubbles**

*Wondrous item, uncommon*

This musical instrument will call forth a huge mass of bubbles when sounded, along with a sour, humorous note. These bubbles float in the air and roll along the ground, filling a 10' radius around you. Creatures in the bubbles are blinded, including you. The bubbles follow you for 10 minutes before they finally pop.

## **Horn of Collapsing**

*Wondrous item, very rare*

If you use an action to sound this horn without first attuning to it, you cause an effect based on your location. If you are outside, a rain of 2d6 fist-sized stones pummels you. Each makes a ranged weapon attack against you: +5 to hit; *Hit*: 1d6 bludgeoning

damage. If you are indoors, the ceiling overhead will collapse, and you must make a DC 15 Dexterity saving throw, suffering 3d12 bludgeoning damage on a failure or half that on a success. If you are underground, the area immediately above you collapses onto you, and you must make a DC 15 Dexterity saving throw. If you fail, you suffer 5d4 bludgeoning damage per 10' of ceiling height above you. If you succeed, you take half damage.

If you are attuned to the horn, you can use an action to sound it while pointing it at a point on a ceiling from 30' to 60' distant from you. A 20' radius section of the ceiling centered on the chosen point collapses, affecting creatures below it as noted above. Once you are attuned to it, the horn has no effect when sounded outdoors (other than to produce a loud note).

## **Horn of Dolphins**

*Wondrous item, uncommon (requires attunement by a good creature)*

If you use an action to wind this horn while you are at sea, in 1d20 minutes, a pod of 3d4 dolphins arrives. The horn gives you no special powers of command over them or ability to communicate with them.

## **Horn of Fog**

*Wondrous item, uncommon*

You can use an action to blow this horn to summon a *fog cloud* in a 20' radius around you. Each round that you use an action to keep blowing on the horn, the radius of the fog expands by 10'. It lasts until you don't blow it for a round, plus ten minutes. Except for its duration and area, this cloud functions as the *fog cloud* spell.

## **Horn of Goodness and Evil**

*Wondrous item, uncommon*

If you use an action to blow this horn, it casts *protection from good and evil* on you. You do not need to concentrate to maintain the spell. Once you have used the horn's power, it can't be used again until the next dawn.

## **Horn of Nausea**

*Wondrous item, very rare*

This horn has 3 charges, which renew each morning at dusk. If you are proficient, you can spend a charge when you blow the horn as an action. If you do so, each creature other than yourself within 30' must make a DC 13 Constitution save, becoming poisoned for 1 minute on a failure. The creature repeats the save at the end of each of its turns, ending the effect on a success.

If you are not proficient, blowing the horn always causes a charge to be spent (so long as the horn has charges remaining), and its power affects you as well as other creatures.

## **Horn of Signaling**

*Wondrous item, uncommon*

When you are outside, you can use an action to utter the command word and then blow this horn, and it can be heard at a distance of 8 miles. If you are atop a mountain, the range increases to 24 miles.

## **Horn of the Tritons**

*Wondrous item, rare*

This magical conch horn can be blown to produce any of the following magical effects.

- Calm rough waters in a 1 mile radius, including dispelling a water elemental or water weird. This effect lasts for 8 hours.
- Summon 5d6 giant sea horses or hippocampi if you are in a body of water where such creatures dwell. They remain and serve as mounts for 8 hours.
- Panic water-dwelling creatures within 100' that have Intelligence scores below 5. Each such creature must make a DC 15 Wisdom save or be frightened of you and the horn, and as long as it can see you, it must use its action to move as far as possible from you.

When you sound the horn, tritons, merfolk and other intelligent ocean dwellers can hear it from a league away.

## **Horn of the Vast Swamp**

*Wondrous item, rare (requires attunement by a proficient creature)*

This conch shell is engraved with frogs. If you use an action to sound it, you can summon 1d6+6 giant frogs, which appear in unoccupied spaces within 30' of you. The giant frogs obey your commands to the best of their ability and go immediately after your turn. They remain for as long as you concentrate, to a maximum of 1 hour. Once you use the horn's power, until the next dawn it can only summon 1d6+6 normal frogs, which scatter and flee immediately.

## **Horn of Valor**

*Wondrous item, uncommon*

You can sound this horn as a bonus action or an action. If you are proficient with it, when you do, each creature that is within 100' of you loses the frightened condition. Once you use this horn, you can't use it again until the next dawn.

## **Horn Tusk Armor**

*Armor (hide), uncommon*

If you fall to 0 hit points and don't die instantly while wearing this armor and not incapacitated, you can use your reaction to make a single melee weapon attack.

## **Horned Helm**

*Wondrous item, rare*

A pair of horns extend from this beaten, battle-worn helmet. When you move at least 20' in a straight line and then hit with a melee attack, you deal an extra 1d6 points of damage of the type the attack deals. This power functions once per round.

## **Horned Mask**

*Wondrous item, very rare (requires attunement)*

While you wear this mask, you cannot be blinded. In addition, you gain 90' darkvision, can see ethereal creatures and objects, can see through mist, fog, smoke and similar vapors, and gain advantage on Wisdom (Perception) checks that rely on sight.

## **Horseshoe of Luck**

*Wondrous item, uncommon (requires attunement)*

While you carry this magical horseshoe, if you fail a save, you can reroll it, but you must accept the rerolled result. After allowing you to do so, the horseshoe won't function again until the next dawn.

## **Hourglass of Age**

*Wondrous item, legendary*

This hourglass is painted with the faces of elderly men and women. The frame is made of bones, and the sand within it is made of ground bones. Holding the hourglass requires both hands.

While you hold this hourglass, you can use an action to force a creature that you can see within 60' to make a DC 17 Constitution save, aging 10d6 years on a failure.

## **Hourglass of Relentlessness**

*Wondrous item, uncommon*

This hourglass is the size of a dagger, and sand flows ceaselessly from the upper chamber to the lower, never seeming to fill it. While you bear it, you are immune to effects that reduce your speed.

## **Hourglass of Speed Control**

*Wondrous item, rare*

This hourglass requires two hands to manipulate. It has 3 charges. You can spend an action to manipulate it, expend a charge and cast *haste* or *slow*. Each night at midnight, the hourglass regains 1 charge.

## **House Boat**

*Wondrous item, rare*

This boat appears to be a small riverboat with an enclosed deck. However, the enclosed area's interior is larger than its exterior- a 120' x 90' x 30' space (initially unfurnished). If more than 3,000 lbs of nonliving material is within the space at one time, it ruptures, spilling everything out of the boat, and the *house boat* sinks.

## **Hummingbird Nectar**

*Potion, legendary*

When you drink this potion, you can take an extra action each turn (including this one). At the end of each turn after this one, make a DC 19 Constitution save; if you fail, the effect ends.

## **Hungry Spirits Totem**

*Wondrous item, uncommon (requires attunement by a druid)*

This piece of wood is carved with many voracious-looking mouths all over it. It functions as a druidic spellcasting focus, and if you score a critical hit with a spell that used it as a focus, the critical severity increases by 2d8.

## **Hunter's Bow**

*Weapon (any bow), rare (requires attunement by a ranger)*

When you hit an enemy you have designated as the target of your *hunter's mark* with this bow, you can roll one extra damage die for your *hunter's mark* and discard the low one.

## **Hunter's Bracer**

*Wondrous item, rare (requires attunement by a ranger)*

When you roll damage for your *hunter's mark*, you roll 1d8 instead of 1d6.

## **Hunting Beast Armor**

*Armor (leather), rare (requires attunement by a druid)*

If you *wild shape* while wearing this armor, your beast form gains advantage on Dexterity saving throws and Dexterity (Stealth) checks.

## **Hunting Weapon**

*Weapon (any), rare (requires attunement by a ranger)*

This weapon has a +1 bonus to hit and damage. If you hit one of your favored enemies with it, you deal an extra 1d8 damage to it.

## **Hydra Armor**

*Armor (any medium or heavy), very rare*

While you wear this armor, you gain a +1 bonus to AC. In addition, if you suffer a critical hit,

you begin to regenerate 5 hit points at the start of each of your turns. At the end of each turn on which you regenerated, make a DC 12 Constitution saving throw. If you fail, you stop regenerating.

## **Hypnotic Disk**

*Wondrous item, rare*

This item appears as a 3" diameter disk of metal that shimmers with multiple colors attached to a small strap. It has 3 charges, which it regains each morning at dawn. While it is strapped to your hand, you can spend a charge to use it to cast *hypnotic pattern*.

You can also use an action to spend a charge to attempt to disorient one creature that can see you within 30'. That creature must make a Wisdom saving throw or use its reaction to move half its speed in a direction you choose. If it succeeds on its save, it instead moves 5' in a direction you choose unless its speed is 10' or less.

## **Hypnotic Shield**

*Armor (shield), very rare (requires attunement)*

This shield grants you a +1 bonus to AC. In addition, it has 2 charges, which are renewed each morning at dawn. When a creature within 10' misses you with a melee attack, you can use your reaction to spend a charge to cause the spiral pattern on this shield to swirl until the start of your next turn, distracting that creature. It must succeed on a DC 13 Wisdom saving throw or else it grants advantage on attacks against it, is unable to willingly move or take reactions and has disadvantage on Dexterity saves until it loses sight of the shield or until the swirling stops at the start of your next turn.

## **Ice Sickle**

*Weapon (sickle), rare*

This magical sickle appears to have a wood and leather handle, but the blade seems to be made of translucent ice. Whenever you hit a creature with it, you deal an extra 1d6 cold damage, and if you score a critical hit, in addition to the other effects, a creature not immune to cold has its speed reduced by 20' until the end of your next turn.

## Iceheart

*Wondrous item, very rare (lesser) or legendary (greater) (requires attunement)*

An *iceheart* is a fist-sized lump of magically unmelting ice, infused with the power of winter. *Greater icehearts*, which are significantly more powerful than their lesser cousins, are constantly surrounded by swirling snow and ice to a radius of 1'.

A *lesser iceheart* allows you to cast *ray of frost* while you hold it in your hand. In addition, it can cast *fog cloud* and *sleet storm*. Once you have cast either of those spells with it three times, it can't cast that spell again until the next dawn.

A *greater iceheart* is dangerous to handle. Once per round, any creature holding it takes 1d4+1 cold damage. It has all of the powers of a *lesser iceheart*, and in addition, it can cast *ice storm* 3 times per day.

The *greater iceheart* also brings terrible winter conditions with it wherever it goes. During the spring or autumn, there is frequent snowfall and nightly frost. During the summer, there is light snow, hail, cold rain and near-constant clouds. During the winter, temperatures are extremely cold, with constant snowfalls and blizzards. Each day, roll on the table below once for snowfall and once for wind, applying modifiers as follows:

Autumn or spring: +4 to the roll  
Winter: +8  
Summer: -2  
Cold climate: +2  
Temperate climate: -2  
Hot climate: -6

<i>d20 Roll</i>	<i>Snowfall</i>	<i>Wind</i>
0 or less	1d12" melt	0-10 mph
1-5	No new snow	0-10 mph
6-10	1d4-1" new snow	11-20 mph
11-15	1d8" new snow	11-20 mph
16-20	1d12" new snow	21-30 mph
21-25	2d12+4" new snow	21-30 mph
26 or higher	1d6+1' new snow	31+ mph

The indicated conditions prevail within 20 miles of the *greater iceheart*. Spells that control weather will only function in that radius if cast using a

9<sup>th</sup> level slot; otherwise, the caster will feel her magic being overwhelmed by some unknown, but very powerful, magic.

## Ichor of Terror

*Wondrous item, rare*

This flask of thick fluid is a mix of pixie blood and the ichor of a fihr. You can expend this nasty item as an additional material component when you cast a spell that inflicts the frightened condition on one or more creatures. One of those creatures has disadvantage on its initial saving throw, as well as on any subsequent save to end the frightened effect from that spell.

## Icicle Rod

*Rod, very rare (requires attunement)*

This rod appears to be an icicle, yet never melts. While you hold it in hand, you gain resistance to cold damage. You can wield it in melee as a finesse weapon dealing base 1d6 cold damage, and you are proficient in it if you are proficient in the short sword.

In addition, you can use the rod to cast *ice storm*. The rod's power is such that you can reroll all 1s, 2s and 3s on the damage dice until they come up something other than 1, 2 or 3. Once you use this power, it won't function again until the next dawn.

Finally, the rod has 3 charges, which it regains each dawn. If you use an action to expend a charge, the rod fires a small icicle to a range of 1,000'. Make a ranged Dexterity attack, treating yourself as proficient. If you hit, you deal 2d4 cold damage to the target, and frost and ice begin to spread over the target, dealing an additional 2d4 damage at the start of each of its turns for 5 rounds. At the end of each of its turns, the creature can attempt a DC 17 Constitution save, ending the effect on a success.

## Ignan Weapon

*Weapon (any), rare*

This weapon has a +1 bonus to hit and damage. In addition, if you hit a creature wholly or partially made of water, such as a water elemental, you deal an extra 2d6 damage to that creature, and you automatically penetrate any damage resistance or immunity it has.

## **Impaling Weapon**

*Weapon (glaive, javelin, pike or spear), very rare*

A weapon of this sort gives you a +2 bonus to hit and damage and a +1d8 bonus to critical severity. In addition, as an action, you can attempt to impale an enemy within your reach with the weapon. You make a melee attack, and if you hit, the target must make a DC 15 Constitution save or be impaled. If it is impaled, it suffers an extra 3d10 damage and the weapon is thrust through the creature, restraining it. You cannot use the weapon again until the creature dies or becomes helpless.

## **Impenetrable Barding**

*Armor (any barding), very rare*

While your mount wears this barding, it gains resistance to bludgeoning, piercing and slashing damage.

## **Incense of Meditation**

*Wondrous item, very rare*

This incense is usually found in groups of 2d4 blocks. When you meditate for 1 hour while within 20' of a burning block, any cleric spells you cast until the next time you complete a short or long rest are enhanced. During that time, saving throws against your spells have disadvantage, any healing spell you cast has maximum effect and you have advantage on the spell attacks of your cleric spells.

## **Incense of Obsession**

*Wondrous item, rare*

To all tests, this incense appears to be of some beneficial sort, such as *incense of meditation*, and is usually found in a group of 2d4 blocks. If you spend an hour meditating while within 20' of a burning block, you become totally confident that your magical prowess has been enhanced, and that your spells are the solution to every problem. Even when they are unneeded or useless, you are certain that your spells are the answer, and act accordingly.

## **Incense of Repose**

*Wondrous item, rare*

This incense is usually found in groups of 1d4+2 cones. When a cone is burnt over the course of a short rest, any divine spellcaster taking a short rest within 30' of the cone can regain a total of 3 levels' worth of expended spell slots.

## **Incense of the Spheres**

*Wondrous item, uncommon*

Magical incense of this sort is only of use to clerics and is usually found in groups of 1d4+2 blocks. Half the time, they are all tied to the same cleric domain; otherwise, they are a mixed bunch. Each block is tied to a specific cleric domain, such as Life, Light or War. When a cleric burns a block of this incense while preparing spells and takes at least 1 hour to do so, that cleric gains a small degree of access to the related domain, and can treat the domain's spells as if he or she had them prepared (just as if he or she was a cleric of that domain).

## **Indestructible Rod**

*Rod, very rare*

This shiny, 3' long, 1/2" diameter rod resists all attempts to damage, bend or break it. *Disintegrate* will destroy it, but otherwise, the rod is indestructible.

## **Indomitable Resolve Vestments**

*Wondrous item, rare (requires attunement)*

While you wear these vestments, you gain a +2 bonus to Wisdom saving throws.

## **Ink of Mistaken Missives**

*Wondrous item, uncommon*

This magical ink is usually found in a small vial containing 1d4+4 uses. You can use an action to sprinkle the ink on a page of existing nonmagical writing, and the ink will slowly change the meaning of the existing writing, causing it to slowly move and reconfigure itself.

After the ink is used, the writing will appear different every day as it slowly changes into its new, final state. The new writing is as legible as the old, and the handwriting is recognizably that of the original

writer.

On the first day, the words of the writing appear faint, as if the writer was running out of ink as he wrote. At the same time, the page has many small specks of ink on it.

On the second day, the words have moved slightly from their original positions, as if the person writing the letter were shaking or in a moving carriage when the letter was written.

On the third and fourth days, the writing appears to be gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the words are meaningless. This may appear to be some sort of code, but it means nothing.

On the fifth day, the ink has formed real words, but the sentence construction is meaningless ("Eggs west worse green").

On the sixth day and thereafter, the message is coherent, but the opposite intent of the original message has been created. If the original writing read, "Send troops quickly," the new version might say, "All is fine. Keep your men in reserve."

## **Inkwell of Concealment**

*Wondrous item, uncommon*

This magical inkwell maintains its own supply of ink. Any message written with it vanishes 1 hour after being written as the ink becomes *invisible*. Any effect that allows a creature to see invisibility will allow it to see the ink.

## **Inkwell of Scrollmaking**

*Wondrous item, very rare*

When you make a magic scroll, if you use this inkwell to hold the necessary ink, the cost (but not time) of creating the scroll are reduced by 50%.

## **Inkwell of Spell Copying**

*Wondrous item, rare*

If you employ this magical inkwell when copying a new spell into your spellbook, the time and cost are reduced by 50%. The inkwell is capable of affecting the time and cost of three spells before its powers are exhausted until the next dawn.

## **Inner Warmth Armor**

*Armor (leather, studded leather or hide), very rare (requires attunement)*

While you wear this armor, you gain resistance to cold and necrotic damage.

## **Inspirational Elixir**

*Potion, uncommon*

When you drink this potion, if you are a bard, you regain one spent bardic inspiration die.

## **Instaclean**

*Wondrous item, common*

This item comes in a 10" long, 3" diameter canister. When the button atop the canister is depressed, a spray of sweet-smelling mist is released on one creature or object, or a collection of objects within a 5' cube. The targeted creature or object is immediately rendered clean, sweet-smelling and dry. Once it is used once, the *instaclean* is expended.

## **Instant Watchman**

*Potion, uncommon*

When you pour the fluid in this large container onto the ground, it creates a liquid watchman. This watchman can do nothing but keep watch over you and your companions in a 30' diameter sphere centered where you pour it out. If any intruder appears within 60' of the area, the watchman instantly wakes all the creatures sleeping in the warded area telepathically. The watchman has no special powers of perception, other than 60' darkvision.

## **Iron Armbands of Power**

*Wondrous item, legendary (requires attunement)*

While you wear these armbands, you gain a +6 bonus to melee damage rolls.

## **Iron of Spite**

*Wondrous item, rare (requires attunement)*

This strange magical device is a fist-sized spiked metal sphere that hovers at your shoulder, crackling and giving off black sparks. With it, you have advantage on all Intimidation checks. It also deals 1d10 necrotic damage to any creature that

damages you with a melee attack.

## **Iron Ring of the Dwarf Lords**

*Ring, uncommon (requires attunement)*

While you wear this ring, you gain 1 extra Hit Die. In addition, if you are moved against your will, the distance you are moved is reduced by 20'.

## **Iron Rod of Hedrada**

*Rod, uncommon*

If you speak a lie while grasping this rod, it turns red hot, and you suffer 1d6 fire damage.

## **Ironskin Belt**

*Wondrous item, rare (requires attunement)*

This belt has 5 charges and regains 1d3 charges each morning at dawn. While wearing it, you can use a bonus action to spend a charge from the belt to gain resistance to bludgeoning, piercing and slashing damage until the end of your next turn.

## **Jar of Comprehension**

*Wondrous item, common*

If you spend one minute washing your hands with water in this jar, you gain the ability to speak and understand (but not read) one language of your choice. Alternatively, you can speak with and understand one type of normal animal of your choice. In either case, you retain this ability for 20 minutes.

## **Jar of Preservation**

*Wondrous item, common*

Magical jars of this sort are usually about 1' high and 5" in diameter, although there are many exceptions; some are as small enough to fit entirely in a closed human hand, while others are large enough to hold a Medium corpse.

When you place an item into this jar and seal the lid, the passage of time on that item is arrested until the lid is opened. This will keep food, herbs or similar things fresh, prevent the decay of meat or corpses, stop liquids from evaporating or separating, etc. If a second item is placed in the jar, it shatters.

## **Javelin of Piercing**

*Weapon (javelin), rare (requires attunement)*

This potent javelin hurls itself when you speak a command word, flying up to 180' toward a target that you choose. Make a ranged weapon attack roll against the target with advantage, ignoring penalties for range and concealment. If you hit, the javelin deals 1d6+6 piercing damage. The javelin's magic is then expended, but it remains a normal, high-quality javelin.

## **Jester's Cap**

*Wondrous item, very rare (requires attunement by a bard)*

This cap has little bells dangling from it, giving you disadvantage on Stealth checks that involve being quiet. However, while you wear it, you can cast any of the following spells once per day each: *incredible curse*, *insolent insult*, *oops*, *sorry*.

## **Jewel of Attacks**

*Wondrous item, rare (requires attunement)*

A beautiful gem cut into an exquisitely beautiful shape, this jewel appears to all magical tests to double the odds of its bearer finding random treasure. Unfortunately, the jewel is actually cursed, doubling the chances of its bearer having random encounters and doubling the odds of pursuit by hostile creatures.

## **Jewel of Flawlessness**

*Wondrous item, very rare*

This magical gem appears to be a very fine stone of some sort. When found, it has 1d10+4 facets. When a *jewel of flawlessness* is placed among other gems for 24 hours, it loses one facet, but in doing so, it improves the quality of one or more of the other gems.

Each of the gems that the *jewel of flawlessness* is with has a chance of increasing in value based on the number of gems in the group, although at least one is always improved. A gem that is improved increases in value by 1d4 x 25%.



<u>Number of Gems</u>	<u>Chance of Increased Value</u>
1	100%
2-5	25% each
6-20	5% each
21+ (max 100)	1% each

## **Jewel of Obsession**

*Wondrous item, rare*

Any creature that looks upon this large stone, which glows with enchantment, must succeed on a DC 15 Wisdom save or be obsessed with becoming the gem's sole owner. An affected creature will fight to the death to maintain ownership and possession of the jewel, and is unable to stay away from the stone, spending its time staring at the gem lovingly for hours, unwilling to sully its shine with the touch of mortal hands.

A *remove curse* will break a victim free of the jewel's power.

## **Jewel of Stonecunning**

*Wondrous item, uncommon (requires attunement)*

While you carry this jewel on your person, it you don't have it, you gain the dwarf's stonecunning racial ability.

If you already have stonecunning, you gain the ability to speak Terran. In addition, while you are underground, you can use a bonus action to sense which direction is north, whether a passage is sloping, or to ascertain how far underground you are.

## **Jousting Shield**

*Armor (shield), rare (requires attunement)*

While you are mounted and have this shield equipped, opportunity attacks against you have disadvantage. In addition, if you move at least 30' and then hit a creature with a melee attack, that creature must make a DC 15 Strength save or be knocked prone and pushed 10' directly away from you.

## **Jug of Dyeing**

*Wondrous item, common*

A jug of this sort has stains of a single bright color all through its interior. Any item placed within the jug for at least 1 round is permanently dyed the

color of the stains. Most *jugs of dyeing* produce either bright red or bright blue color.

## **Jug of Jest**

*Wondrous item, uncommon*

This 50 lb jug has a firmly attached cork stopper. If unstopped, it releases a cloud of gas in a 20' radius, and each creature within the cloud must make a DC 13 save or be affected by *Tasha's uncontrollable hideous laughter*.

If the stopper is firmly replaced, the jug refills with gas in 1 hour. If opened before it has refilled, the only effect is to reset the time needed to refill it.

## **Jumping Caltrops**

*Wondrous item, rare (requires attunement)*

This bag of caltrops appears normal, but is actually extraordinary indeed. If you spend an action to spread these caltrops across a 5' x 5' area, at the start of each of your next 5 turns, if no creature is in their space, the caltrops move 5' toward the nearest creature hostile to you. The keep doing so for 1 minute.

Once you have activated the caltrops, they won't function again until the next dawn.

## **Jungle Ring**

*Ring, uncommon*

A ring of this sort is made of an amazing variety of plant fibers and strands of wood woven together. While you wear it, you ignore difficult terrain composed of vegetation.

## **KalnaKaa's Black Cloak**

*Wondrous item, rare (requires attunement)*

While you wear this cloak, you can cause magical portals to open simply by touching them, even if the portal normally requires a key, only opens at certain times or under certain conditions, etc. This power works only on portals, not on natural crossing points, teleport circles or other similar things.

## **Kaylan's Wooden Tray**

*Wondrous item, common (requires attunement)*

This small wooden tray measures about 9" x 11". If you can see it, it is within 30' and it is not

within 2' of a creature, you can use an action to mentally cause it to burst into flames, at which point it burns for 8 hours or until you use another action to command it to extinguish, giving off as much heat and light as a normal campfire.

The tray is unharmed by use, and can be used indefinitely.

## **Kangaroo Pouch**

*Wondrous item, uncommon*

This magical bag can hold up to 60 lbs. When you use an action to press it against your belly, it affixes itself to you and turns invisible.

## **Key of Entrance**

*Wondrous item, very rare*

A magical key of this powerful sort need only be pressed against a door as an action to unlock it, disable any traps upon it and open it. The key has 25 charges when first created; when the final charge is expended, the key breaks and becomes nonmagical.

## **Key of Reunion**

*Wondrous item, common*

Made in pairs, each of these two keys will always point to the other. Though often only one is found, this makes it fairly easy to find the other.

If either key in the set is destroyed, the other one loses its magic.

## **Key of Windows**

*Wondrous item, rare*

This magical key has 10 charges when first created. When the final charge is expended, it loses its magic forevermore. You can use an action to insert it into a lock or touch the key to a door without a lock. If you do so, a magical window appears in the door or locked item. The window is only visible from your side of the door or item and fills the central 50% of the door or item, allowing you to see beyond it. You gain no special sensory abilities, so if you can't see normally in the conditions beyond the window (for example, if it's dark and you don't have darkvision), you cannot see anything through the window. The window lasts for as long as you concentrate on it, up

to 10 minutes. Objects cannot pass through the window.

## **Ki Straps**

*Wondrous item, rare (requires attunement by a monk)*

If you wrap these leather straps around your hands, they increase the DC of effects delivered by your unarmed strike (such as flurry of blows effects for a monk of the Order of the Open Hand) by 2.

## **Kinslayer Totem**

*Wondrous item, rare (requires attunement)*

This item is a withered ear attached to a leather strip. When you attune to it, the ear changes to be that of a creature of your race.

While you bear the *kinslayer totem*, whenever you hit a creature of your race with a weapon attack, you deal an extra 1d10 necrotic damage.

## **Kit of Incredible Disguise**

*Wondrous item, uncommon*

This magical disguise kit can make you appear dramatically different. When you use it to apply a disguise, if you are proficient, you can change your apparent skin, hair and eye color; appear from half to twice your normal height; appear fat, thin or in between; and change your apparent sex. It takes only one minute to apply this disguise. This kit has 6 uses when first created.

## **Kite of Reconnaissance**

*Wondrous item, uncommon*

This item appears as a 3" long kite. You can use an action to speak its command word, which causes it to fly into the air up to one mile above you, then return, the whole process taking 30 minutes. Upon returning, the kite reports to you on the presence of flying creatures and structures larger than a normal bird. It is not fooled by invisibility, and detects things within a radius equal to its height.

## **Knockback Weapon**

*Weapon (any melee bludgeoning), uncommon*

When you hit with this weapon, the target must succeed on a DC 13 Strength save or be knocked back

5' directly away from you. If it fails its save by 5 or more, it's knocked 10' back instead.

## **Kocho Orb**

*Wondrous item, uncommon (requires attunement)*

This 4" diameter orb is fashioned of carefully interlaced bones and kocho feathers and weighs 3 lbs. Though it appears fragile, it is actually as durable as a solid piece of brass. While you bear it on your person and are mounted, it increases your mount's land speed by 10'. In addition, you can use an action to utter a command word; this allows your mount to Dash as a bonus action. Once you have used this ability, you must complete a short or long rest to use it again.

## **Krakentooth**

*Weapon (trident), legendary (requires attunement)*

This 7' long trident's head looks like a kraken, with the tines being representations of the tentacles. It gives you a +2 bonus to attack and damage. In addition, each time you hit, you deal an extra 2d6 lightning damage to the target and, if you are underwater, to each creature within 5' of it other than you. If you score a critical hit, you increase the severity by +2d10.

## **Kyton Shirt**

*Armor (chain shirt), rare (requires attunement)*

This +1 chain shirt has five lengths of chain that dangle from it. You can use a bonus action to cause one of these to magically lengthen, striking out at a creature within 5' of you. Make a Strength attack, treating yourself as proficient if you are proficient in the flail. If you hit, the target takes 1d6 + your Strength bonus bludgeoning damage. The chain is treated as a magic weapon.

## **Lance of Light**

*Weapon (lance), rare*

This +1 lance sheds bright light in a 30' radius and dim light for an additional 30'. It deals an extra 1d6 radiant damage when it strikes undead.

## **Lance of Unhorsing**

*Weapon (lance), rare*

This lance gives you a +1 bonus to hit and damage, or +2 while you are mounted. Moreover, it has the following property.

**Unhorse.** If you are mounted and move at least 10', then hit a creature that is mounted with this lance, that creature must make a DC 15 Strength saving throw or be unhorsed, taking an extra 1d6 damage and falling prone behind its mount. If you use this ability on a creature that isn't mounted, it must instead make a DC 11 Strength saving throw or be pushed back 5' away from you.

## **Lantern of Spying**

*Wondrous item, rare (requires attunement)*

If you hold this lantern and stand on the deck of a ship, you can clearly hear every word spoken on board. Even whispers or distorted yells become clear.

## **Larmacian Holy Symbol**

*Wondrous item, rare (requires attunement by a cleric of the symbol's deity)*

This symbol might be for any deity. It is named for the scholar-priest Larmac, who developed the techniques required to create this symbol.

If you meditate over this symbol while preparing your spells, you can prepare two additional spells, though both must be 1<sup>st</sup> level.

## **Last Man Standing**

*Armor (any heavy), very rare (requires attunement)*

This suit of heavy armor is designed to keep you fighting even as your allies fall. Each time an ally that you can see drops to 0 hit points while within 60' of you, you gain 10 temporary hit points. In addition, if your last visible ally within 60' drops to 0 hit points, you can use your reaction to spend up to half your Hit Dice to heal yourself.

## **Last Resort**

*Weapon (any light), rare*

This weapon gives you a +1 bonus to hit and damage. In addition, you don't suffer disadvantage on attacks with it while you are grappled or restrained,

and if you hit a creature larger than you that is grappling you, you deal an extra 1d6 damage per size category bigger than you the target is.

## **Laughing Mask**

*Wondrous item, uncommon (requires attunement)*

This full-face mask has a laughing face painted upon it. It has 2 charges, which renew each morning at dawn. While you wear it, you can use an action to expend a charge and cast *Tasha's uncontrollable hideous laughter* (save DC 13).

## **Leaden Plate**

*Armor (plate), very rare*

This magical plate armor +2 is lined with lead to help protect you from radiation. While you are wearing it, your speed is reduced by 5' if you have a Strength of 15 or higher, or by 15' if your Strength is lower than 15 (instead of the normal 10' reduction if your Strength score is lower than 15). However, if you are exposed to radiation while wearing it, the number of RADs you gain is reduced by 2.

## **Legendmaker**

*Armor (studded leather), legendary (requires attunement by a bard)*

This armor is bright blue and red, and aids you in making your companions the stuff of legends. It grants you the following powers.

**Improved Inspiration.** Whenever an ally that you can see uses a bardic inspiration die granted by you, it rolls the die twice and takes the better result.

**Powerful Magic.** The armor has 3 charges, which it regains each morning at dawn. When you cast a spell, you can spend a charge to treat that spell as if it were cast with a spell slot one level higher than you actually used.

**Forward to Victory!** If an ally that you can see and that can hear you reduces a creature to 0 hit points, you can use your reaction to grant it an extra action. If the creature takes the Attack action, it can take only a single attack. Once you use this ability, it can't be used again until the next dawn.

## **Lens of Detection**

*Wondrous item, very rare*

This circular prism, often set in a handle, enables you to detect minute details. You gain advantage on Investigation and Perception checks to find such things, such as attempts to find secret doors or traps, as long as you use an action to actively look for them. The same applies to Wisdom (Survival) checks made to track.

## **Lens of Speed Reading**

*Wondrous item, common*

While you look through this hand-held lens, you can read at thrice the normal rate.

## **Lens of the Desert**

*Wondrous item, very rare (requires attunement)*

This hand-held, gold-framed lens has 3 charges, which it regains each day at noon. You can expend a charge to cast *sunray*.

## **Lens of Valuation**

*Wondrous item, common*

By examining an item for 1 minute through this lens, you can ascertain its value. However, you can only evaluate nonmagical items.

## **Lenses of Ultravision**

*Wondrous item, uncommon (requires attunement)*

These purple crystal convex lenses slip over your eyes. While you use darkvision through them, you can see twice as far, and darkness appears brightly lit to the limits of your darkvision, instead of dimly lit.

## **Lethal Scabbard**

*Wondrous item, uncommon (requires attunement)*

A scabbard of this sort will resize itself magically if touched to a sword or dagger. When you draw a weapon from it, you can use a bonus action to activate the scabbard, giving that weapon a bonus of +1d8 to critical severity for 1 minute.

## **Libram of Gainful Conjuration**

*Wondrous item, legendary*

This mystic compilation contains much arcane

knowledge for warlocks and wizards of neutral alignment (as related to good and evil). Reading it requires a full week of constant study, but upon completion, a neutral warlock or wizard will gain enough experience points to reach the midpoint of the next level (and must take the level in warlock or wizard).

A warlock or wizard of good or evil alignment or any sorcerer that reads this book will find that it has trouble concentrating thereafter due to the various ideas and formulae whirling uncontrollably through its mind. Whenever it starts its turn while concentrating on a spell, it must make a DC 5 Wisdom check or lose its concentration (ending the spell). This persists until it receives a *remove curse* or *atonement* spell.

A creature that is not a sorcerer, warlock or wizard that attempts to read this work can make nothing of it, and must make a DC 15 Wisdom saving throw. If it fails, the creature is afflicted with a random form of long-term madness (DMG 260). If it fails by 5 or more, it instead is afflicted with a random form of indefinite madness. It requires a *greater restoration*, *remove curse* or *atonement* to remove the madness in either case.

Once a creature reads this book, it can never benefit from such a work again, and the book itself vanishes.

## **Libram of Identification**

*Wondrous item, uncommon*

By consulting this book for 1 minute, you can cast *identify* on one item that you are touching.

## **Libram of Ineffable Damnation**

*Wondrous item, legendary*

This mystic compilation contains much arcane knowledge for warlocks and wizards of evil alignment. Reading it requires a full week of constant study, but upon completion, an evil warlock or wizard will gain enough experience points to reach the midpoint of the next level (and must take the level in warlock or wizard).

A warlock or wizard of neutral alignment (as regards good and evil) or any sorcerer that reads this book will find that it has trouble concentrating thereafter due to the various ideas and formulae

whirling uncontrollably through its mind. Whenever it starts its turn while concentrating on a spell, it must make a DC 5 Wisdom check or lose its concentration (ending the spell). This persists until it receives a *remove curse* or *atonement* spell.

A good warlock or wizard that attempts to read this book finds itself subject to terrible headaches and nausea thereafter, as well as distracting, disturbing mental imagery. It cannot maintain concentration on a spell, and its earned experience is reduced by 50%. This lasts until it receives a *remove curse* or *atonement* spell.

A creature that is not a sorcerer, warlock or wizard that attempts to read this work can make nothing of it, and must make a DC 15 Wisdom saving throw. If it fails, the creature is afflicted with a random form of long-term madness (DMG 260). If it fails by 5 or more, it instead is afflicted with a random form of indefinite madness. It requires a *greater restoration*, *remove curse* or *atonement* to remove the madness in either case.

Once a creature reads this book, it can never benefit from such a work again, and the book itself vanishes.

## **Libram of Inner Power**

*Wondrous item, legendary*

This book is a repository of reflections on the nature of sorcerous power that is greatly beneficial to a sorcerer. It requires a week of constant study to learn its secrets. Upon doing so, a sorcerer gains enough experience points to reach the midpoint of the next level (and must take the level in sorcerer).

A warlock or wizard who attempts to study this work finds it infantile, yet still strangely fascinating. The reader can't stop wishing for power from within, and can't think clearly about other things. It suffers a 50% penalty to earned experience until it receives a *remove curse* spell or takes a level in sorcerer.

A creature that casts spells but is not a sorcerer, warlock or wizard that tries to study this work finds it confusing and contradictory. The creature must make a DC 15 save or be stricken with a random form of long-term insanity (DMG 260). If it fails the save by 5 or more, it instead is stricken with a random form of indefinite insanity.

A creature that can't cast spells that attempts to study this work finds it to be almost like a child's story book, and neither gains a benefit nor receives a penalty from it.

Once a creature reads this book, it can never benefit from such a work again, and the book itself vanishes.

## **Libram of Silver Magic**

*Wondrous item, legendary*

This mystic compilation contains much arcane knowledge for warlocks and wizards of good alignment. Reading it requires a full week of constant study, but upon completion, a good warlock or wizard will gain enough experience points to reach the midpoint of the next level (and must take the level in warlock or wizard).

A warlock or wizard of neutral alignment (as regards good and evil) or any sorcerer that reads this book will find that it has trouble concentrating thereafter due to the various ideas and formulae whirling uncontrollably through its mind. Whenever it starts its turn while concentrating on a spell, it must make a DC 5 Wisdom check or lose its concentration (ending the spell). This persists until it receives a *remove curse* or *atonement* spell.

An evil warlock or wizard that attempts to read this book finds itself subject to terrible headaches and nausea thereafter, as well as distracting, disturbing mental imagery. It cannot maintain concentration on a spell, and its earned experience is reduced by 50%. This lasts until it receives a *remove curse* or *atonement* spell.

A creature that is not a sorcerer, warlock or wizard that attempts to read this work can make nothing of it, and must make a DC 15 Wisdom saving throw. If it fails, the creature is afflicted with a random form of long-term madness (DMG 260). If it fails by 5 or more, it instead is afflicted with a random form of indefinite madness. It requires a *greater restoration*, *remove curse* or *atonement* to remove the madness in either case.

Once a creature reads this book, it can never benefit from such a work again, and the book itself vanishes.

## **Libram of the Metamagician**

*Wondrous item, legendary (requires attunement by a spellcaster)*

This magical libram can serve as an arcane spellcasting focus. It has 6 charges; while you use it as a spellcasting focus, you can use a bonus action to spend a charge and activate any of the following abilities.

- The next spell you cast before the start of your next turn deals maximum damage.
- The next spell you cast before the start of your next turn has double the normal range.
- The next spell you cast before the start of your next turn that deals acid, cold, fire, lightning or thunder damage instead deals a different damage type of your choice from those listed.
- The next spell you cast before the start of your next turn requires no somatic, verbal or material components.
- The next spell you cast before the start of your next turn that would affect only one creature instead affects two creatures in range.
- The next spell you cast before the start of your next turn with a range of personal instead has a range of touch.

The libram regains one charge for every two hours you spend studying its pages.

## **Life Drinker**

*Weapon (any), uncommon (requires attunement)*

When you reduce a creature to 0 hit points with this weapon, you gain a number of temporary hit points equal to 5 or its Constitution bonus + its Challenge Rating, whichever is higher. These temporary hit points remain until you complete a short or long rest.

## **Life Savers**

*Wondrous item, legendary*

These small, ring-shaped, brightly-colored magic candies are usually found in a roll of 1d4+1 pieces. You can consume a piece as an action or a bonus action, and the *life saver* will last for 1d6+4 rounds. While the *life saver* remains in effect, damage

cannot reduce you below 1 hit point.

## **Life Vine Armor**

*Armor (leather), rare (requires attunement by a druid or ranger)*

While you wear this armor, the severity of critical hits on you is reduced by 2d4. In addition, if you suffer a critical hit, you can use your reaction to spend one Hit Die after the effects are resolved as long as you are still alive. If you do so, you regain extra hit points equal to the maximum number you could have rolled on the die.

## **Lifeblood Armor**

*Armor (any), rare (requires attunement)*

While you wear this armor, each time you complete a short or long rest you gain 5 temporary hit points. If you remove the armor or lose attunement to it, you lose those temporary hit points.

## **Lightning Tunic**

*Wondrous item, rare (requires attunement)*

While you wear this tunic, you can cast *protective shock*. Once you have done so, the tunic won't enable you to do so again until the next dawn.

## **Lilting Songblade**

*Weapon (any sword or dagger), very rare (requires attunement)*

This +1 weapon recites heroic odes and inspiring calls to victory when wielded. While you fight with it, it gets louder with each defeated enemy.

While you hold it in hand, when an ally you can see within 30' starts its turn, you can use your reaction to give it 5 temporary hit points.

***Arcane Focus (requires attunement by a bard):*** This weapon serves as an arcane focus for you.

***Ode to Victory (requires attunement by a bard):*** When an ally within 30' hits a creature with a melee weapon attack, you can use your reaction to allow that ally to roll one extra damage die. Once you use this ability, it can't be used again until the next dawn.

## **Lion Heart**

*Wondrous item, uncommon (requires attunement)*

This small golden heart is often mounted on a thin chain. While you wear it, you have advantage on saves against effects that include the frightened condition.

## **Liquid Iron**

*Wondrous item, rare*

Found inside a container, this heavy liquid becomes iron when poured out, hardening over the course of 5 minutes. This allows crude but useful items to be shaped. One flask of *liquid iron* can form up to 50 lbs of object.

## **Liquid Road**

*Wondrous item, uncommon*

This liquid is usually found in a skin or small jug. If you sprinkle it on liquid, swampland, shifting sand or a similar inconvenient surface, the *liquid road* hardens and becomes as sturdy and solid as granite. One skin contains enough *liquid road* to create a path 2' wide and 25' long (or to cover any other 50 square foot area).

## **Loadstone**

*Wondrous item, uncommon*

Typically appearing as a piece of roughly polished agate or something similar, a *loadstone* activates as soon as you are in a situation where you must move quickly to avoid an enemy or attacks, such as combat. Once it activates, it weighs you down, cutting your normal speed in half. Moreover, if it is discarded or even destroyed, it will reappear on your person immediately. A *remove curse* spell will allow you to shed the *loadstone*.

## **Lockpicks of Swiftess**

*Wondrous item, rare*

When you attempt to pick a lock using these thieves' tools, you can make a check as a bonus action rather than as an action. If you can already make a lockpicking attempt as a bonus action, you can make a second check if the first one fails as part of the same bonus action.

## **Lockpicks of the Unseen Intruder**

*Wondrous item, uncommon (requires attunement by someone proficient in thieves' tools)*

These fine lockpicks cause you to become invisible while you are picking locks.

## **Loincloth of Potency**

*Wondrous item, legendary (requires attunement)*

While you wear this loincloth and no other armor or clothing, your Strength and Constitution are both increased by 4, and your maximum Strength and Constitution rise to 24.

## **Longtooth**

*Weapon (dagger), rare*

This weapon functions as a +1 in most hands.

***Longtooth (requires attunement by a gnome or haling).*** You gain a +2 bonus to attack and damage with this weapon. In addition, you can use a bonus action to cause it to elongate into a shortsword; you are considered proficient with it as long as you are proficient with the dagger. Against creatures made of stone, the *longtooth* deals an extra 2d10 damage, for it can cut stone with ease.

## **Loquacious Lyre**

*Wondrous item, rare (requires attunement by a bard)*

A lyre of this sort is intelligent (Int 16, Wis 8, Cha 16). It speaks Common, Elvish, Dwarvish and five other languages.

If you aren't proficient in it, the lyre grants you proficiency, but bemoans the fact that any bard would be so ignorant as to not know how to play such a superior instrument. If you are proficient, it allows you to apply twice your proficiency bonus to ability checks you make with it.

The lyre can sing an accompaniment to you when you cast a spell. This causes the spell to behave as though it were cast with a slot two levels higher.

The harp itself has innate spellcasting ability, using its Charisma as its spellcasting ability (save DC 13): 3/day- *charm person*; 1/day- *detect magic*.

A *loquacious lyre* is made of polished bone carved with an elven face along the top. Most are

inlaid with a gems and strung with copper, silver and gold wires.

## **Lucky Ring of the Wild Coast**

*Ring, uncommon (requires attunement)*

While you wear this ring, you gain proficiency in dice. If you already have proficiency, you can apply twice your proficiency bonus when making an ability (Dice) check.

## **Lucky Weapon**

*Weapon (any), uncommon (requires attunement)*

You can reroll a missed attack with this weapon. Once you use its power, it won't function again until the next dawn.

## **Lunar Brooch**

*Wondrous item, very rare*

This brooch is shaped like a crescent moon. While you wear it, any time a lycanthrope is in the radiance of a *light* spell or similar magical illuminating effect that you create, it must make a DC 15 Wisdom save or be forced into its animal form.

In addition, if you deal radiant damage to a lycanthrope, it must likewise make a DC 15 Wisdom save or be forced into its animal form.

A lycanthrope forced into animal form can repeat the save at the end of each of its turns, ending the effect on a success. However, if it fails 3 of these saves, the effect persists until it completes a short or long rest.

## **Luring Footwork**

*Wondrous item, rare (requires attunement)*

This magical book details techniques for improving one's footwork. If you spend an hour practicing the exercises and techniques within it, you gain the ability to use a footwork technique to lure enemies to you until you next complete a long rest.

On your turn, you can use a bonus action to perform this footwork lure. You designate one hostile creature within 5' of you, then move 5' away from it without provoking an opportunity attack from it. The creature must then make a DC 13 Wisdom saving throw or move 5' to a space within 5' of you.



## **Luring Withdrawal**

*Armor (any), rare*

This +1 *armor* magically aids you in controlling the battlefield. If a creature misses you with a melee attack, you can use your reaction to move 5' without provoking an opportunity attack. If you do so, the creature that missed you must succeed on a DC 15 Wisdom save or move 5' toward you (potentially triggering opportunity attacks normally). Once a creature has failed this save, it is immune to this power for 24 hours.

## **Lute of Sadness**

*Wondrous item, rare (requires attunement by a bard)*

Appearing as a finely-made but ordinary lute, this magic instrument enables you to play a haunting, sad melody. Each creature other than yourself within 90' that can hear you must make a DC 13 Wisdom saving throw or become overcome with sadness as long as you play, for up to 1 hour. Creatures immune to the charmed condition are unaffected, and a creature that is attacked or has a spell cast on it immediately breaks free of the effect.

A creature that is overcome with sadness is incapacitated and must attempt to continue to listen to you play the lute. Many creatures will weep, keen, wail, issue mournful howls or otherwise respond verbally to your performance. Each creature that listens to your performance for at least one minute and hears the end of your performance must make a DC 15 Wisdom saving throw or become dejected and inconsolable for the next 1d8+8 hours, not wanting to interact with others or undertake any actions. Such creatures gain 2 levels of exhaustion that cannot be removed until their depression ends.

## **Lyre of Building**

*Wondrous item, very rare*

This magical instrument is very potent in the hands of a proficient wielder. If you are proficient, you can do any of the following simply by playing the proper tune on the lyre.

- You can use your reaction to counter the effects of a *disintegrate* spell, *horn of blasting* or *horn of collapsing* by making a successful Dexterity

(lyre) check, DC 10. Once you have attempted to use this function of the lyre, it will not work again until you complete a short or long rest.

- Repair 10d10 hp of damage to a constructed object, such as a wall or building, by making a Dexterity (lyre) check, DC 15. Once you have attempted to use this ability, it will not function again until the next dawn.
- Magically construct buildings, mines, tunnels, ditches, etc, by making a Dexterity (lyre) check, DC 20. Once you have attempted to use this ability, it will not function again until a week has passed. The construction is the equivalent to the work of 100 man-days of proficient labor.

## **Lyre of Wounding**

*Wondrous item, very rare*

This lyre appears to be of a beneficial sort, but when you try to play it, the strings sever your fingers. Roll on the chart below:

<i>1d6</i>	<i>Result</i>
1-5	That number of fingers is lost from your primary hand
6	You escape harm

## **Mace of Crushing**

*Weapon (mace), very rare*

This large, heavy mace is forged of black steel and mithral. Unless you have a Strength of at least 15, you have disadvantage on attack rolls with it.

The *mace of crushing* deals 1d12 bludgeoning damage. In addition, you can use an action to swing it at an object of Small or smaller size. If you hit, the object is crushed and destroyed. (This won't affect items made of adamantine or similar materials.)

## **Mace of Freedom**

*Weapon (mace), very rare (requires attunement)*

This silver-flanged mace has a +2 bonus to hit and damage. In addition, while you bear it on your person, you gain advantage on saves against effects that include the charmed condition.

The *mace of freedom* has an additional power, which triggers automatically whenever you hit with it.

If the target of your attack is charmed, the mace attempts to dispel the effect as if casting *dispel magic* using a 6<sup>th</sup> level spell slot. It uses your Charisma as the spellcasting ability for any relevant dispel checks.

## **Mace of Pain**

*Weapon (mace), very rare*

This mace has a +1 bonus to hit and damage. When you hit a creature with it and roll maximum damage on the mace's damage die, the target is wracked with extraordinary pain until the end of its next turn, and suffers disadvantage on attacks.

## **Mace of Spellwarding**

*Weapon (mace), legendary*

This mace gives you a +1 bonus to hit and damage. In addition, while you wield it, you automatically succeed at saves vs. spells and other magical effects, and any damage you take from a spell or magical effect is reduced to 0.

## **Mage Hunter's Cloak**

*Wondrous item, rare (requires attunement by a creature that can't cast spells)*

While you wear this cloak, you have advantage on attacks against creatures concentrating on spells.

## **Magebane Weapon**

*Weapon (any), very rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. In addition, if you hit a creature that can cast spells, it deals 2d6 psychic damage to it.

## **Magic Bedroll**

*Wondrous item, rare*

If you spend a long rest sleeping in this bedroll, when you complete the long rest, you regain hit points equal to your level + your Constitution bonus.

## **Magic Totem**

*Wondrous item, common (requires attunement)*

This carved bone has been shaped to resemble some kind of nature spirit. The totem has 2 charges. While you bear it on your person, you can add 1d4 to any Intelligence (Nature) check you make by spending

a charge. You can do this after you roll the die but before you know the result.

## **Magic-Eating Armor**

*Armor (any), very rare (requires attunement)*

This magical armor gives you a +1 bonus to AC while you wear it. In addition, whenever you succeed at a save against a spell, you regain hit points equal to the level of the spell slot used to cast it.

## **Magical Axle**

*Wondrous item, rare*

This item is an axle that can be attached to a cart, carriage or similar four-wheeled vehicle. It will resize itself to fit a vehicle as narrow as 3' across or as wide as 15'. As long as the vehicle and its load total less than 2 tons weight, anyone within the cart can use a bonus action to speak the command word, causing the *magical axle* to turn and propel the vehicle forward at a steady speed of 50'. It maintains this speed even going up or down slopes of up to 45 degrees.

When the *magical axle* is deactivated, gravity takes over; if the vehicle is on a slope, it will roll down slope normally unless otherwise stopped.

## **Maiming Weapon**

*Weapon (any), uncommon*

If you score a critical hit with this weapon, you deal an extra 2d6 damage (which is not doubled by the crit).

## **Manticore Shield**

*Wondrous item, very rare (requires attunement)*

This magical shield is emblazoned with a snarling manticore, its tail arching over its back and pointing directly at the viewer. It gives you a +1 bonus to AC.

In addition, the shield has 8 charges and regains 1 each dawn. You can use your action to spend a charge to have the shield launch a volley of spikes from the tail of the manticore it depicts. Make three ranged weapon attacks with a range of 100'/200', treating yourself as proficient. Each hit inflicts 1d8 + your Dexterity modifier piercing damage. The spikes count as magical weapons. After they hit, the spikes

rust away to dust within an hour.

## **Mantle of Faith**

*Wondrous item, uncommon (requires attunement)*

This shift slips over your normal clothing. It is dedicated to Morlo, god of the downtrodden. While you wear it, if a celestial, fiend or undead damages you with a melee weapon attack, you reduce the damage it deals by 2 points (to a minimum of 1 point).

## **Mantle of Hidden Faith**

*Wondrous item, rare (requires attunement)*

While wearing this mantle, it is impossible for magic to determine your alignment, faith or patron deity.

## **Mantle of Mist**

*Wondrous item, uncommon (requires attunement)*

This voluminous mantle of white fur is warm and comfortable. While you wear it, you can use an action to utter a command word, causing it to transform into a *fog cloud* centered on you. The cloud lasts for 10 minutes or until you use a bonus action to utter the command word again, causing the mantle to resolidify on your person (wherever you may be).

## **Mantle of Protection**

*Wondrous item, rare (requires attunement)*

This mantle has 3 charges. Each morning at dawn, its charges refresh. When an attack targets you or you must make a saving throw, you can use your reaction and spend a charge from the mantle after the die is rolled but before you know the result to gain a +2 bonus to AC or the saving throw in question.

## **Mantle of the Lawkeeper**

*Wondrous item, uncommon (requires attunement)*

While you wear this mantle, you gain advantage on Wisdom (Insight) checks.

## **Mantle of the Mundane**

*Wondrous item, very rare (requires attunement by a rogue)*

This plain brown or gray mantle is ordinary-looking, even shabby. While you wear it, it makes you

look utterly unmemorable. You can make a Charisma (Stealth) check to hide in a crowd; if there are at least 30 creatures in the crowd, you have advantage. In addition, a creature that has never seen you without the mantle on must make a DC 15 Intelligence save to remember what you look like beyond the barest details (race and sex), nor can it remember what you were wearing.

## **Mantle of the Seventh Wind**

*Wondrous item, rare (requires attunement)*

While wearing this mantle, you gain a fly speed equal to your walking speed, but if you end your turn in the air, you fall.

## **Manual of Puissant Skill at Arms**

*Wondrous item, legendary*

This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. It takes a week of obsessive study to read the book, but any fighter that does so receives enough experience points to reach the midpoint of the next level, and must take that level in fighter.

A barbarian, bard of the college of valor, paladin or ranger that attempts to study the techniques in this book finds them to be too erudite and sophisticated, but thereafter can't stop thinking about them. The creature suffers a 50% penalty to earned experience points until it receives a *remove curse* spell or takes a level in fighter.

A creature that is not a bard of the college of valor, fighter, paladin or ranger who attempts to study this book finds it to be too complicated to understand, and can make neither heads nor tails of it.

Once a creature has studied this work, it vanishes. No creature can be affected by this item more than once.

## **Manual of Stealthy Pilfering**

*Wondrous item, legendary*

This guide to expertise at thievery is so learned and erudite that any single rogue who reads it obsessively for a week and practices the skills therein gains enough experience points to reach the midpoint of the next level, and must take that level in rogue.

A ranger or illusionist wizard finds some

interesting insights by studying this work. It gains a 25% bonus to earned experience until it gains a level, and must take that level in rogue or whichever class it had that allowed it to receive this bonus (ranger or wizard).

A creature that is not a ranger, rogue or illusionist wizard that attempts to study this book finds it confusingly opaque and neither benefit from it nor suffer any penalty for reading it.

## **Manual of Stratagems**

*Wondrous item, very rare (requires attunement by a battlemaster fighter)*

If you spend 30 days reading this manual and then bear it on your person, whenever you roll a 1 or 2 on a superiority die, you may reroll the die, but you must accept the second result.

## **Map of Magic**

*Scroll, rare (requires attunement)*

This map is initially blank. If you use an action to unroll it and speak the command word, it will map the area you subsequently journey through until you either speak the command word again or don't touch the scroll for 1 minute. In addition, the effect ends if you ascend or descend more than 20', if you enter or leave a building, or if you take a long rest.

The mapped area shows basic details as you perceive them, so it will not reveal traps or secret doors you aren't aware of. However, it also causes any magical auras in the mapped area to be highlighted in pulsating red.

Once the *map of magic* has been used and has stopped mapping, it ceases to function, except that it continues to show magical auras in the mapped area (updating as the situation vis-a-vis the aura changes).

## **Map of Misleading**

*Scroll, common*

This item appears to be a blank scroll when found. All tests make it appear to be a *mapping scroll*, but when it is used, it records many details incorrectly.

## **Map of Secret Doors**

*Scroll, uncommon*

This magic item looks and functions exactly like a *mapping scroll*, except that it also clearly notes secret doors that aren't concealed by magic.

## **Map of Traps**

*Scroll, rare*

This magic item looks and functions exactly like a *mapping scroll*, except that it also clearly notes traps that aren't concealed by magic.

## **Mapping Scroll**

*Scroll, common*

This magical scroll is initially blank. If you use an action to unroll it and speak the command word, it will map the area you subsequently journey through until you either speak the command word again or don't touch the scroll for 1 minute. In addition, the effect ends if you ascend or descend more than 20', if you enter or leave a building, or if you take a long rest.

The mapped area shows basic details as you perceive them, so it will not reveal traps or secret doors you aren't aware of.

Once the *mapping scroll* has been used and has stopped mapping, it loses its magic, but the map that it created remains.

## **Martyr's Saddle**

*Wondrous item, uncommon*

While you are mounted in this saddle, whenever your mount takes damage, you can use your reaction to take half the damage instead.

## **Mask of Attractiveness**

*Wondrous item, uncommon*

This half-mask covers only your eyes and nose. While you wear it, you can use an action to activate its power, giving you advantage on Charisma checks relying on your physical attractiveness for as long as you concentrate on it, up to a maximum of 1 hour. Once the mask has used its power, it won't function again until the next dawn.

## **Mask of Combat**

*Wondrous item, very rare (requires attunement)*

This mask shows a stern, armored face. While you wear it, you can use a bonus action to gain the ability to make two attacks instead of one when you use the Attack action. This power lasts as long as you concentrate on it, to a maximum of 1 minute.

**Puissance (requires attunement by a fighter):** If you are a fighter, when you use the mask's power, you instead treat your Extra Attack class feature as if you were 3 levels higher. In addition, you gain a +1 bonus to hit and a bonus of +1d10 to critical severity. You need not concentrate to maintain the power, and it lasts for 10 minutes.

In either case, once you use the mask's power, it won't function again until the next dawn.

## **Mask of Comedy**

*Wondrous item, uncommon*

This magical mask bears the likeness of a smiling face. While you wear it, you can cast *Tasha's uncontrollable hideous laughter*. Once you do so, you must complete a short or long rest before the mask will allow you to do so again.

## **Mask of Deception**

*Wondrous item, rare (requires attunement)*

While you wear this mask, you gain a +3 bonus on Deception checks.

## **Mask of Mental Armor**

*Wondrous item, very rare (requires attunement)*

While you wear this mask, you have a +2 bonus to Intelligence, Wisdom and Charisma saves.

## **Mask of Mockery**

*Wondrous item, uncommon (requires attunement)*

This mask shows a face contorted in malicious laughter. While you wear it, you can cast the *vicious mockery* cantrip. If you already know that cantrip, you deal an extra 1d4 psychic damage whenever a creature fails its save against it.

## **Mask of Sweet Air**

*Wondrous item, uncommon*

This mask covers your nose and mouth. It filters dust, dirt, smoke and other gases out, allowing you to breathe cool, fresh, pure air. It gives you advantage on saves against attacks delivered by gas or stench.

## **Mask of Terror**

*Wondrous item, very rare (requires attunement)*

A mask of this sort resembles a frightful stylized screaming skull. It has 3 charges, which renew each night at midnight. While you wear it, you can spend your action to expend a charge and force each enemy in a 20' cube to make a DC 11 Wisdom saving throw or become frightened of you for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## **Mask of the Skull**

*Wondrous item, very rare (requires attunement)*

This mask depicts a grinning human skull. If you have worn it for at least one hour, you can cause it magically fly at a living creature you can see within 50'. That creature must make a DC 17 Fortitude saving throw, dying on a failure and suffering 10d6 necrotic damage on a success. Once you have used the mask's power, you cannot use it again until the next dawn.

## **Mask of the Wraith**

*Wondrous item, very rare (requires attunement)*

While you wear this horrible monster mask, you can use an action to transform into a wraith, retaining your own alignment but otherwise having the wraith's statistics. This transformation lasts for as long as you concentrate on it, to a maximum of 1 minute. When the transformation expires, you resume your original form, regaining your original statistics and hit points. If your hit points are reduced to 0 while in wraith form, the mask is destroyed, and any excess damage applies directly to your 'real' hit point total.

The mask has 3 charges, which renew each midnight. If you spend the last charge, there is a 1 in 10 chance that the mask's power is lost.

## **Mask of Tragedy**

*Wondrous item, uncommon*

This magical mask bears the likeness of a sad, frowning face. While you wear it, you can cause one creature within 60' to be overwhelmed with sadness if it fails a DC 13 Wisdom save. A creature that is immune to the charmed condition is immune to this power. If the creature fails its save, it falls prone and takes no action other than to weep. At the end of each of its turns, the creature repeats the save, ending the effect on a success.

## **Master Ring**

*Ring, rare (requires attunement)*

A magical ring of this sort is made alongside up to ten *slave rings* and is keyed to them. While you wear it, you can use an action to deal 3d6 psychic damage to one, several or all of the creatures wearing its linked *slave rings*.

In addition, the *master ring* has 3 charges, which it regains each dawn. You can expend a charge to cast *sending* to one creature wearing a *slave ring*.

## **Mattock of the Titans**

*Wondrous item, very rare (requires attunement by a huge creature with a Strength of 20 or higher)*

This massive digging tool is 10' long and weighs around 100 lbs. It is far too massive to be of use to any but the largest and strongest creatures, but if you're attuned to it, you can use it to loosen or tumble earth or earthen ramparts in a 100 cubic foot area with only ten minutes' work. If used as a weapon, it counts as magic, and the mattock deals 5d6 piercing damage.

## **Maul of the Titans**

*Wondrous item, very rare (requires attunement by a huge creature with a Strength of 21 or higher)*

This huge mallet is 8' long and weighs more than 150 lbs. It is far too massive to be of use to any but the largest and strongest creatures, but if you're attuned to it, you can drive piles of up to 2' diameter into earth, up to 4' deep with a single blow. The *maul of the titans* will smash to flinders an oaken door of up to 10' x 4' by 2" in a single blow, or a similarly-sized door of stone or iron in but two blows. In combat, it is

+2 to hit and deals 10d4 damage on a hit.

## **Medallion of Empathy**

*Wondrous item, uncommon (requires attunement)*

While you wear this medallion, you can use a basic action to read the basic emotions of a creature you can see within 30'.

## **Medallion of Inspiration**

*Wondrous item, uncommon*

Whenever you use your inspiration to make a roll with advantage, you also gain 5 temporary hit points.

## **Medallion of Spell Exchange**

*Wondrous item, very rare (requires attunement by a spellcaster who prepares spells)*

This medallion has 6 charges, which it renews each day at dawn. While you wear it, you can use a bonus action to 'unprepare' one spell of up to 6<sup>th</sup> level and prepare another or up to 6<sup>th</sup> level. This expends one charge per level of the spell newly prepared.

## **Medallion of Thought Projection**

*Wondrous item, uncommon (requires attunement)*

This medallion appears to all tests to be a *medallion of thoughts*. However, when you spend a charge, it not only allows you to read the thoughts of others, but also projects your own thoughts to those creatures whose minds you read, alerting them to your presence and the fact that you are observing them.

## **Megrim Horn**

*Wondrous item, very rare*

This magical horn produces an extremely discordant note when sounded. This loud noise leaves all creatures within 30' of it, including you, with such a splitting headache that they suffer disadvantage on attacks, saves and checks. This effect lasts for 1 minute. On its turn, a creature can use its action to try to focus through the pain by making a DC 15 Constitution check. If it succeeds, the effect ends for that creature, though its head continues to throb.

## **Merchant's Veil**

*Wondrous item, rare (requires attunement)*

If you wear this veil while you purchase nonmagical goods, you receive a 10% discount on the price.

## **Merciful Weapon**

*Weapon (any ranged), uncommon*

This magical ranged weapon allows you to decide to render a victim unconscious instead of dying or dead when you reduce it to 0 hit points. (Normally, you can only do so with a melee weapon.)

## **Mesmerist's Gloves**

*Wondrous item, rare (requires attunement by an enchanter wizard)*

These gloves have 2 charges, which they regain at dawn. Whenever you cast an enchantment spell with a 3<sup>rd</sup> or lower level slot that targets one or more creatures, you can expend one charge from the gloves. If you do, the spell targets one additional creature within 10' of at least one target of the spell.

## **Metamagic Wandgrip**

*Wondrous item, very rare (requires attunement by a sorcerer)*

This device is a hollow copper handgrip, designed to have a wand inserted into it. If you have any metamagic abilities, the cost to activate those metamagic abilities on spells cast from the wand is reduced by 1 sorcery point.

## **Meteor**

*Weapon (morningstar); unique (legendary power level) (requires attunement)*

This starmetal-forged morningstar is fashioned in the shape of a flaming meteor. When you swing it through the air, a momentary trail of red light follows it.

This morningstar has a +3 bonus to attack and damage. You deal an extra 1d8 damage against prone targets when you hit them with *Meteor*. In addition, it has the following extra properties.

**Charge.** While you wield *Meteor*, you can charge like a shooting star. All your movement for

your turn must be in a straight line ending with you within melee reach of an enemy you are aware of, but your speed for this movement increases by 15'. At the end of this movement, you can make a single melee attack with *Meteor*. If it hits, you deal double normal damage dice.

**Knock Prone.** When you hit a creature with a melee attack using *Meteor*, you can use a bonus action to force it to make a DC 18 Strength saving throw or fall prone. Once you use this power, you must complete a short rest before using it again.

**Critical Hit.** When you score a critical hit with *Meteor*, the target also falls prone.

**Meteor Fall.** When you are within 5' of a prone creature, you can use a bonus action to magically keep it prone. Each round at the end of its turn, the creature can make a DC 18 Strength check to end this effect. It can also use its action on its turn to make a DC 18 Strength (Athletics) check to rise to its feet, ending this effect. This power recharges each night at midnight.

## **Meteoric Knife**

*Weapon (dagger), rare (requires attunement)*

This weapon has a +1 bonus to hit and damage. In addition, it has 3 charges, which it regains each dawn. You can use a bonus action to expend 1 or more charges to enhance the dagger until the end of your next turn, as follows:

**1 charge:** When you throw the dagger, it returns to your hand whether you hit or miss. It does this so quickly that, if you have more attacks, you can use the dagger again.

**2 charges:** The dagger deals an extra 1d6 fire damage on a hit, in addition to returning as described above.

**3 charges:** In addition to returning when thrown and dealing extra fire damage, if you hit a creature by throwing the dagger, the dagger creates an explosion of fire that deals an extra 3d6 fire damage to the target and requires each other creature within 5' of the target to make a DC 15 Dexterity save, suffering full damage on a failure or half damage on a success.

## **Methild's Harp**

*Wondrous item, rare (requires attunement by a bard)*

You can use an action to play this harp and invoke its power, which parts all webs, opens all locks, breaks all bonds and unties all knots within 10'. All affected objects glow with orange *faerie fire* for one minute after being affected.

## **Methven Candle**

*Wondrous item, rare*

This candle burns with a strange green flame. If you prepare spells by its light, you can prepare one extra spell each of 1<sup>st</sup> through 4<sup>th</sup> level. Up to four creatures can benefit from the candle at once. Once used, the *methven candle* melts to nothing.

## **Midnight Blade**

*Weapon (any sword or dagger), uncommon (requires attunement)*

While you bear this weapon on your person, you gain 90' darkvision.

When you wield it in bright light, you have disadvantage on your attack rolls. When you wield it in darkness, you gain a +2 bonus to hit and damage. In addition, you can use an action to activate an aura that extends 10' around you in every direction, though it doesn't pass through barriers. What would normally be bright light in the aura becomes dim light, and what would normally be dim light in the aura becomes darkness. This effect lasts as long as you concentrate on it, to a maximum of 10 minutes.

## **Mind Dust**

*Wondrous item, rare*

This item is constructed from the powdered brain of a mind flayer. If you cast a spell that deals psychic damage, you can expend this item as an additional material component. If you do so, roll psychic damage for the spell's initial effect twice and choose the result you prefer.

## **Mindbreaker Vambraces**

*Wondrous item, rare*

When you hit a creature with a melee attack while wearing these vambraces, you can use a bonus

action to stun that creature for 1 minute in addition to the other effects of the hit. The creature can make a DC 15 Constitution saving throw at the end of each of its turns to recover. Once you have used the vambraces' power, it cannot be used again until the next dawn.

## **Mirror Mask**

*Wondrous item, uncommon*

This mask appears as a circle with dark lines radiating outward from your nose. Any creature looking at you sees its own face rather than yours. If a creature has a gaze attack, it is affected by its own gaze, and you are unaffected by it.

## **Mirror of Curing**

*Wondrous item, very rare*

This item appears as a normal mirror of any size, from a hand mirror to a full wall-length mirror. It has 5 charges when initially created. Any creature within 10' of the mirror may look in it and use an action to speak its command word; the mirror will then cast *heal* on that creature.

Once the mirror's last charge is used, it shatters.

## **Mirror of Enlightenment**

*Wondrous item, rare (requires attunement)*

A magical mirror of this sort stands between 4' and 6' high. If you gaze upon the reflection of a creature in the mirror, you (and only you) can see a flickering aura surrounding it. The color of this aura reveals the creature's alignment, as follows:

<i>Color</i>	<i>Alignment</i>
Gold	LG
Pale pink	NG
Light purple	CG
White	LN
Brown	N
Pale gray	Unaligned
Deep violet	CN
Red	LE
Yellow	NE
Black	CE



## **Mirror of Mental Prowess**

*Wondrous item, legendary (requires attunement)*

This large crystal mirror is of very fine workmanship, framed by metal, wood, ivory or the like. It grants you the following powers and abilities.

- You can use an action to attempt to read the thoughts of a creature whose reflection is in the mirror, as if you had cast *detect thoughts*.
- You can use the mirror to cast *scrying*.
- You can use the mirror to open a portal to distant places by first scrying them out and then stepping through the surface of the mirror. The portal remains in place and open on the other side for 24 hours.
- You can ask the mirror a single question about a creature whose reflection is in the mirror, as if casting *commune*. Once you use this ability, it will not function for another week.

## **Mirror of Opposition**

*Wondrous item, legendary*

This device exactly resembles a normal, large mirror. Anytime a creature's reflection falls on the mirror, it causes an exact duplicate of that creature to step forth from the mirror, bent on the original's destruction. The duplicate vanishes if slain, and if it slays the original, it tries to drag its body into the mirror, where both vanish forevermore.

## **Mirror of Recall**

*Wondrous item, rare (requires attunement)*

It takes 9 days to gain attunement to this mirror. While you gaze upon it, you can use an action to utter a command word to cause the mirror to show you an exact image of anything you have ever seen.

## **Mirror of Suggestion**

*Wondrous item, rare*

This item appears as a hand-held mirror. It has 2 charges, which it regains each morning at dawn. While you hold this mirror in your hand, if you are in bright light, you can use an action to cast *suggestion* on a creature within 20' by catching its reflection in the mirror. The target receives a DC 15 Wisdom save to avoid the effect.

## **Mirror of Vanity**

*Wondrous item, common*

This cursed mirror appears to all tests to enhance your appearance if you spend an hour admiring yourself in it. Should you do so, you believe that it works as expected, but are actually stricken with a curse of ugliness and vanity. You become convinced that you have become more handsome or beautiful and are unable to resist showing off your new looks at every opportunity. You gain the following flaw: "I know that I am extraordinarily good-looking and use my looks as much as possible. Anyone who fails to acknowledge my appearance is just jealous."

Your new appearance and flaw cause you to come across as very obnoxious, and you suffer disadvantage on all Charisma checks. This effect lasts until you receive a *remove curse* spell.

## **Mirrored Caparison**

*Wondrous item, rare (requires attunement by a mount)*

This item is designed to slip over a horse or other, similarly-shaped Large mount. While it wears it, the mount gains a +1 bonus on all saving throws.

## **Misfortune's Tooth**

*Weapon (dagger), rare (requires attunement)*

This magical dagger causes terrific misfortune to befall those who would attack you while you hold it in hand. Such creatures always have fumbles enabled, fumble on a 1-3, and suffer a +1d4 modifier to the severity of their fumbles.

## **Missile of Accuracy**

*Ammunition (arrow or bolt), rare*

You don't have disadvantage for firing this missile at a target that is at long range. Once fired, this arrow or bolt breaks, regardless of whether it hits or misses.

## **Mist Tent**

*Wondrous item, rare*

When found, this item appears to be a small stoppered glass flask holding white vapor. If you use an action to unstopper it, mist pours from the flask. At

the end of your next turn, this forms into a tent suitable for four Medium creatures. If you don't use an action to stopper the flask by the end of the turn after the tent forms, it dissipates as described below.

The *mist tent* is as light as a cloud when unoccupied. Any creature within it can use an action to close the tent's flap. Once this is done, the tent and all creatures and objects inside it become invisible; the tent then levitates 10' above the ground. This effect lasts until a creature inside the tent uses an action to open the flap, at which time the tent slowly descends to the ground (reaching it at the end of the next turn of the creature that opened the flap).

The floor of the tent is transparent, so creatures within it can watch the ground below.

The *mist tent* is AC 10 and has 10 hp. It is immune to fire and psychic damage. If destroyed, it dissipates in a shower of colored sparks and the flask shatters, ruined.

If you use an action to remove the stopper from the flask, the tent dissipates, returning to the flask in a stream of white mist by the end of your next turn. If it is levitating at the time, creatures within fall. Once the mist has returned to the flask, if you don't use an action by the end of your next turn to re-stopper the flask, it issues forth again (as described above). If the tent took damage but wasn't destroyed, when next you release it, it is fully repaired.

## **Mithral Shield of Radiance**

*Armor (shield), very rare (requires attunement)*

This shield is made of mithral and shimmers with light, shedding bright light in a 30' radius and dim light for another 30' beyond that. While you wield it, you gain a +1 bonus to AC and resistance to radiant damage.

In addition, if a creature within 20' deals radiant damage to you, you can use your reaction to have the shield reflect some of that damage back at it. The creature must make a DC 15 Dexterity save, suffering radiant damage equal to half the amount it dealt to you (before your resistance) on a failure and ¼ the amount it dealt to you on a success.

## **Monarch's Plate**

*Armor (plate), very rare (requires attunement)*

While you wear this armor, you gain a +2 bonus to AC and to Charisma saves. In addition, it has 3 charges, which you can use to cast the following spells, using Charisma as their spellcasting ability: *calm emotions*, *suggestion*.

## **Monk's Belt**

*Wondrous item, very rare (requires attunement by a monk)*

If you hit a creature with 3 open hand attacks on the same turn, it must make a Constitution save, DC 8 + your proficiency bonus + your Strength bonus, or be stunned until the end of its next turn.

## **Moonmetal Armor**

*Armor (chain, plate or scale), very rare (requires attunement)*

This oddly-worked armor has many strange lines and whorls graven into its surface. It is apparent that it must have once been significantly altered to fit a creature of humanoid proportions, and was obviously originally for something of a substantially different body plan. The armor is made of a strange blue metal that comes only from moons.

While you wear this armor, you gain darkvision to a range of 60'. In addition, you are immune to the charmed condition. Finally, you gain proficiency in Intelligence and Charisma saving throws, if you don't already have it.

## **Moonstone Rabbit**

*Wondrous item, uncommon*

This 2" rabbit figurine is a type of *figurine of wondrous power* (DMG 169) and follows the basic rules thereof.

Once commanded to animate, the figurine transforms into a normal rabbit. The rabbit can dig as if you had cast a *dig* spell. The rabbit digs for up to 1 hour before going dormant.

## **Mordant Blade**

*Weapon (any axe or sword), rare (requires attunement)*

A magical weapon of this sort can be activated or deactivated by speaking its command word as a bonus action. While it is active, the weapon drips acid and does an extra 1d6 acid damage on a hit. If you score a critical hit, the target also takes this damage again at the start of each of its turns. It can remove the acid by using an action to wash it away, and at the end of each of its turns, it may make a DC 11 Dexterity saving throw to end the ongoing damage. While you are attuned to it, you are immune to the *mordant blade's* acid.

## **Mordenkainen's Ointment**

*Wondrous item, very rare*

This ointment comes in a jar that contains a single dose. When rubbed on and into a magic item (a process taking ten minutes), the magic item is permanently enhanced in at least one of the following ways, as adjudicated by the DM:

- The item's bonus increases by +1, to a maximum of +3;
- The speed granted by the item increases by 10';
- The item gains 2 maximum charges;
- When used, the item's duration is doubled;
- The saving throw DC of the item's effect increases by 1;
- The damage produced by a spell or effect cast by the item increases by 2 dice;
- The item's effect is otherwise enhanced by 20%.

Expendable items are permanently enhanced, but are still expended when used.

## **Morganti Weapon**

*Weapon (any), very rare*

Just looking at this dead-black weapon sends chills down your spine. It seems to radiate menace and dread, and this emanation cannot be disguised or hidden. If you reduce a creature that is neither undead nor a construct to 0 hit points with a Morganti weapon, it dies and its soul is consumed.

## **Mountain Shield**

*Armor (shield), rare*

Neither you nor any creature you choose that you can see within 5' can be moved against your will.

## **Mudship**

*Wondrous item, legendary*

Only seven of these magical carracks are known to exist, bearing the names *Faronos*, *Iquonabus*, *Miktyr*, *Ontonkolos*, *Tarjana*, *Ungulisar* and *Uzrivoy*- all words from the dialect of Primordial spoken at the intersection of the Elemental Planes of Earth and Water.

If you aren't attuned to the vessel, its deck-top cabin or the hold below decks fill with air when they would otherwise not have any in them (for instance, when the ship travels underwater).

***Pilot of Earth and Sea (requires attunement by a creature proficient in water vehicles):*** If you attune to the *mudship*, you can pilot it (otherwise, it won't respond to you). On water, it moves at a speed of 7 mph. Better still, you can also cause it to submerge and travel underwater at a rate of 5 mph.

The *mudship* can also sail on land at a rate of 4 mph. While it does so, the ground appears to part around it and close behind it, just as water would. You must sail around obstacles, such as buildings or walls, and can't ascend or descend a slope greater than 45 degrees.

***Earth Dive (requires attunement by a creature proficient in water vehicles):*** While piloting the ship, you can cause it to pass through up to 1500' of solid earth and stone, including man-made structures. Once you use this power, it won't function again for 1 week.

## **Murderer's Gloves**

*Wondrous item, uncommon (requires attunement by a rogue)*

These magical black gloves are made of exquisitely thin lambskin. They have 3 charges and regain 1 each night at midnight.

When you successfully sneak attack, you can use a bonus action to cast *invisibility* on yourself, expending one charge from the gloves.

## **Murdock's Insect Ward**

*Wondrous item, common*

This thick paste is found in a jar and smells strongly of citronella. If smeared onto a creature (which requires one minute), for the next hour, insects and insectoid creatures (such as a phraint, aspis, thri-kreen, etc) with Intelligence scores below 6 cannot willingly approach within 10' of the smeared creature. While within 10' of the smeared creature, an insect or insectoid creature suffers disadvantage on attacks and checks. A jar of this usually contains enough paste for 1d4+4 applications.

## **Mushroom Cap**

*Wondrous item, rare (requires attunement)*

This wide-brimmed hat is red with white spots and resembles the cap of a mushroom. While you wear it, you can communicate with plants within 25' of you. Although most plants can convey only basic information and are limited by their perceptual abilities- for example, most plants can't tell you what a creature looked like- they try to be helpful within the limits of their abilities. Even a basic exchange with plants takes at least ten minutes, unless the plant has an Intelligence score of 3 or higher.

Some plants don't respond well to you; plants in sick, polluted or fouled areas are often innately hostile, and plant monsters are motivated to need their survival needs (such as blood or flesh).

## **Music Book of Legendary Songs**

*Wondrous item, legendary*

This music book contains a variety of insights into music, including archetypical songs and tales, etc. It requires a week of constant study to learn its secrets. Upon doing so, a bard gains enough experience points to reach the midpoint of the next level (and must take the level in bard).

A non-bard that is proficient in one or more musical instruments or the Perform skill who studies this work learns great secrets from it, as well. The creature earns double normal xp until it next gains a level.

A creature that is not a bard and is not proficient in any musical instruments or the Perform skill can make nothing of the tome, but after reading it,

it cannot rid its head of a series of distracting earworms. The creature has disadvantage on all Dexterity, Intelligence and Wisdom checks. In addition, it suffers a 50% penalty to earned experience. This effect lasts until the creature receives a *remove curse*.

## **Music Box of the Gentle Lullaby**

*Wondrous item, uncommon*

When this music box is opened, it plays a quiet, soothing lullaby for 1 minute. Any creature that is within 20' of the box for the entire time must then succeed on a DC 11 Wisdom saving throw or fall into a deep, pleasant, restful sleep. The creature sleeps for 1 hour or until it takes damage, must make a saving throw or a creature uses an action to wake it.

## **Nail of Building**

*Wondrous item, legendary*

If you use this nail as the first nail when building a wooden structure made entirely of wood and nails, when construction is complete, you may remove the *nail of building* as an action, causing the whole building to vanish. Later, you can use an action to speak the nail's command word, and the building reappears wherever the nail is. Once the command word has been spoken, the nail loses its magic.

## **Necklace of Demons**

*Wondrous item, very rare (requires attunement)*

A necklace of this sort has eight orbs of various sizes attached to it. You can use each orb once. If you use an action to remove an orb and toss it to a solid surface within 30', the orb breaks and a demon is released. The demon obeys your verbal commands if you have more hit points than it, but otherwise it breaks free of your control and likely attempts to slay you and your companions. You can issue a new command to the demon as a bonus action or as a reaction when it starts its turn.

If you summon more than one necklace with the demon, your hit points must exceed their combined hit points or they all break free of your control.

Two of the spheres summon dretches, two summon quasits and two summon vrock; the others summon a succubus and a hezrou.

## **Necklace of Strangulation**

*Wondrous item, very rare*

When you place this necklace around your neck, it immediately begins to constrict, strangling you. You suffer 5d8 bludgeoning damage at the start of each of your turns. A creature can use its action to attempt a DC 20 Strength check to free you. In addition, a *dispel magic* or *remove curse* cast upon the necklace will cause it to relax its grip for 1d4 rounds.

If you place this necklace around the neck of another creature, it takes 1d4 rounds for the necklace to awaken and start strangling its victim.

## **Necklace of Ugliness**

*Wondrous item, rare (requires attunement)*

This item appears to be some sort of beneficial necklace, but once you attune to it, it immediately lowers your Charisma to 3.

Once attuned, you can't remove the necklace without a *remove curse* spell, at which time your natural Charisma returns.

## **Needle of Repair**

*Wondrous item, common*

If you touch it to a damaged item of cloth, wool, leather or similar fabric, this needle will set to repairing it, removing 1 wear point from the damaged item in 10 minutes.

## **Nephilium Wand of Purification**

*Wand, uncommon (requires attunement)*

You can use this wand as an arcane spellcasting focus. In addition, while you hold it in hand, you gain advantage on saving throws against spells and effects from aberrations.

## **Net of Entrapment**

*Weapon (net), uncommon (requires attunement)*

This magical net is extraordinarily tough; it requires 50 points of slashing damage or a Strength check, DC 20, for a creature to be freed from the net. It can withstand 5 wear points without suffering worse than cosmetic damage.

In addition, you can use an action to cause it to

spread itself over a 10' diameter section of floor or ceiling. As long as you can see it and are within 120', you can subsequently use a bonus action to speak the net's command word to have it entrap creatures above (or below) it. Each creature in the area must make a DC 13 Dexterity save or be entrapped.

## **Net of Landing**

*Weapon (net), rare (requires attunement)*

This magical net can be used as a weapon, but its powers protect you from falling. If you bear it on your person and fall, the net takes the falling damage instead of you. It can absorb a total of 200 hp of falling damage before its magic ends.

If you take more falling damage than the net can sustain, the excess damage applies to your own hit points.

## **Net of Paralyzation**

*Weapon (net), rare*

When you hit a creature with this magical net, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.

## **Net of Snaring**

*Weapon (net), uncommon (requires attunement)*

You can use an action to command this net to spring forward up to 50' and attempt to snare a creature. You make a ranged attack with the net as if you had hurled it at short range.

## **Neutron Rod**

*Rod, very rare*

This rod of violet crystal has strange, ugly growths all over it. It gives off a sickly purple radiance and even being near it makes natural creatures slightly nauseous. A product of the ancient Miloxi Empire, a *neutron rod* is hazardous to its bearer over time.

The rod is actually made of a dangerous, artificial crystal called radiocrystal. The crystal gives off dangerous radiations, sickening and eventually killing most who bear it too long. Nonetheless, since it represents a long-lost type of magic, many loremasters

and secret societies hunger for *neutron rods* and other Miloxi artifacts.

You can use this rod as an arcane or divine focus.

**Radioactive.** Every month that you possess the rod, you gain 1 RAD.

**Radioactive Blast.** Whenever you cast a spell that deals radiant or poison damage using the rod as a focus, you can choose to treat the damage as half radiant and half poison. If you do so, the spell deals one extra die of damage, and each target of the spell that fails its saving throw also gains one RAD. When you use this power, roll 1d6. On a 1, you gain 1 RAD.

## **New Leaf**

*Wondrous item, rare*

This small brooch shaped like a leaf can be used once, then loses its magic. If you use an action to hold it over the head of a creature suffering from an effect that a *remove curse* would remove, the *new leaf* casts *remove curse* on that creature, using a 9<sup>th</sup> level slot.

## **Nightcap of Sleep**

*Wondrous item, very rare*

If you willingly don this nightcap, you fall into a magical sleep in which you need neither food nor water. This sleep lasts until you receive a *remove curse* spell. However, the *remove curse* must be cast with a spell slot level at least equal to the number of days you have been asleep (maximum of 9). You don't otherwise awaken even if damaged.

## **Nightcap of Vision**

*Wondrous item, common (requires attunement)*

While you wear this nightcap, you have 60' darkvision.

## **Nightstick**

*Rod, very rare (requires attunement by a cleric)*

This short black rod is carved with the holy symbols of a variety of deities. It has 4 charges, which it regains at dawn. While you bear it on your person, if you use your ability to turn undead, you can use a bonus action to expend a charge from the rod. If you

do so, your ability to turn undead is not expended.

## **Nihilist's Shift**

*Wondrous item, very rare (requires attunement by a chaotic neutral creature)*

This yellow shift functions only if you wear no armor other than a shield. While it functions, it allows your dismissal of the importance of anything to take on incredible potency. When you are affected by an attack, spell, power, trap or other effect, you can use your reaction to attempt to disbelieve. Make a Wisdom saving throw; the DC is equal to the highest of the following: 10, the save DC of the spell or effect or half the damage taken. If you succeed, you disbelieve the triggering effect and suffer no effect from it.

If the triggering effect continues or repeats after your turn, it will affect you normally.

Once you use this item's power, it will not function again until you complete a short or long rest.

## **Noble Pennon**

*Wondrous item, uncommon (requires attunement by a paladin or noble)*

When you become attuned to this narrow banner, it changes to adopt your coat of arms (if you have one). Your attunement to it can't be broken unless you die or spend 24 hours meditating over the banner.

You can attach this pennon to a lance, fly it as a standard from a saddle or any fixed object, or have a follower carry it. As long as it is within 40' of you, you gain its benefits.

**Improved Smiting (requires attunement by a paladin):** When you use your divine smite ability or a smite spell, you deal 1 extra point of damage per die rolled (including the weapon's damage dice).

**Knight's Challenge:** You can use a bonus action to challenge a creature that can hear or see you and is within 60'. That creature must make a Wisdom save with a DC equal to 8 + your proficiency bonus + your Charisma bonus. If it fails, it attempts to meet your challenge until the end of its next turn. It must use its full movement to move within striking distance of you and, if possible, it must use its action to attack you in melee. If it can't reach you to attack in melee, it can use the Dash action to continue to close with you, but can otherwise take no actions or bonus actions.

Once a creature makes its save against this power of the pennon, it is immune to this ability for 24 hours.

**Fortitude and Will:** The pennon has 3 charges, which are renewed each morning at dawn. When you must make a Strength or Wisdom saving throw, you can use your reaction to spend a charge and gain advantage on the save. You must do so before rolling.

## **Oars of Speed**

*Wondrous item, common*

If you use these magic oars to row a boat that only requires one set of oars, the boat gains a +10' bonus to speed.

## **Oathbreaker's Bracelet**

*Wondrous item, rare (requires attunement)*

While you wear this bracelet, you gain a +5 bonus on Charisma (Deception) checks made to tell a lie. In addition, you are immune to the effects of magic that would discern whether you are lying.

## **Obedient Hourglass**

*Wondrous item, common*

By using a bonus action to touch this hourglass and speaking aloud a length of time, you can change its rate of flow to any desired. The sand in the hourglass will take the named length of time to flow into the lower chamber.

## **Obfuscating Mask**

*Wondrous item, rare (requires attunement)*

Blank-faced and featureless, this mask makes it hard for creatures to perceive you. You are invisible to creatures further than 100' away, and creatures within 100' but further than 20' away have disadvantage on attacks against you and Perception checks made to spot you.

## **Obsidian Wand**

*Wand, uncommon*

This wand has 4 charges and regains 1d4 each dusk. You can use a charge to cast ray of enfeeblement. If you ever spend the last charge, there is a 1 in 10 chance that the wand's power is lost.

## **Ocean Orb**

*Wondrous item, rare (requires attunement)*

While you bear this orb, you can breathe water and gain a swim speed equal to your walking speed. In addition, when you hold it in hand, you can grant the ability to breathe water to each creature you choose within 10' of you. This *water breathing* ability lasts for 8 hours. Once you use this ability, it cannot be used again until the next dawn.

## **Oil of Armor**

*Potion, common*

You can spend ten minutes working this oil over one creature of Medium or smaller size. That creature receives the benefits of a *mage armor* spell.

## **Oil of Buoyancy**

*Potion, uncommon*

You can spend 10 minutes working this oil over one creature of up to Large size or one object that fits entirely within a 10' cube. If you do, for the next 12 hours, that creature or object won't sink in water.

## **Oil of Cloaking**

*Potion, very rare*

You can spend an hour working this oil into one item that fits entirely within a 10' cube. For the next week, divination magic will fail concerning the object.

## **Oil of Durability**

*Potion, common*

You can spend an hour working this oil into one item that fits entirely within a 10' cube. That item is permanently made more durable, and can withstand an extra 3 wear points without suffering more than cosmetic damage.

## **Oil of Eating**

*Potion, very rare*

This oil smells like a well-cooked steak. It can be poured on up to 5 objects that fill no more than a 5' cube. The oil has no effect on living creatures or magic or adamantine objects, but otherwise, the objects become edible, nutritious and delicious. Even metal

and rock become easy to chew and digest. The objects in question will revert to their normal state after an hour. Even if you turn an entire 5' cube edible, you can consume that cube in an hour without feeling overly full. Up to five Medium or smaller creatures can eat a day's worth of rations from the coated objects.

## **Oil of Elemental Plane Invulnerability**

*Potion, rare*

This oil comes in a flask sufficient to coat up to six Medium creatures. It takes one minute to work the oil into a creature, but for 24 hours thereafter, that creature is immune to the ambient environment of the Elemental Planes.

A creature covered in the oil can see, breathe and move in the Elemental Planes even when it would not otherwise be possible, such as breathing elemental fire or swimming through elemental earth. The creature takes no damage from the ambient environment, though special environmental hazards can still endanger it.

## **Oil of Feather Falling**

*Potion, common*

You can spend 10 minutes working this oil into one creature. If you do, for the next 6 hours, if that creature falls, it gains the benefits of a *feather fall* spell.

## **Oil of Fiery Burning**

*Potion, rare*

If this oil is exposed to air for more than a moment, it will explode. You can use an action to hurl it up to 60', and it will blow up in a 15' radius sphere of flames. Each creature in the sphere must make a DC 15 Dexterity saving throw, suffering 6d8 fire damage on a failure and half that on a success.

## **Oil of Fumbling**

*Potion, rare*

This oil appears to be some magically beneficial sort. When you apply it to yourself, however, it curses you with a magical propensity to fumble. For 1 hour, you fumble on a natural 1 through 3 and have +1d4 to the severity of your fumbles. Each

time you fumble, you may make a DC 15 Intelligence saving throw. If you succeed, you realize what is amiss; otherwise, you remain unaware of your improved chance to fumble.

## **Oil of Great Devotion**

*Potion, very rare*

If you spend 1 hour working this oil into the body of a cleric while she prepares her spells, the cleric gains an extra spell slot of 3<sup>rd</sup>, 4<sup>th</sup> and 5<sup>th</sup> level, even if she can't normally cast spells of those levels. The extra slots remain until used or until the next dawn.

## **Oil of Immovability**

*Potion, rare*

You can spend a minute working this oil into one Large or smaller creature or an item that fits entirely within a 10' cube.

If the oil is used on an object, for the next 8 hours, it can't be moved from its current location. Force sufficient to move it will inevitably destroy it first.

If the oil is used on a creature, for the next hour, it can't be moved against its will.

## **Oil of Impact**

*Potion, very rare*

This thick oil can be applied to one bludgeoning weapon or up to 5 pieces of bludgeoning ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

## **Oil of Magic Weapon**

*Potion, common*

This oil can be applied to a weapon or five pieces of ammunition, making it count as magical (but not giving it a bonus to hit or damage) for one hour.

## **Oil of Repair**

*Potion, common*

When you spend an hour working this oil into an item that has wear points, the item recovers 1d3 wear points.



## **Oil of Rust Proofing**

*Potion, very rare*

If you spend an hour working this oil into a metal object, that object is permanently made immune to rust. This effect can be removed via dispel magic.

## **Oil of Stillness**

*Potion, rare*

If you pour this oil into a body of water, the waves in an area 5 miles in radius calm despite any existing storm, wind or other conditions. The water remains still for 8 hours.

## **Oil of the Pickpocket**

*Potion, common*

If you spend 1 minute rubbing this oil into your hands, you gain advantage on Dexterity (Sleight of Hand) checks for the next hour.

## **Oil of Timelessness**

*Potion, legendary*

This smooth, greenish oil can coat one creature or object that can fit entirely within a 5' cube given one minute's work. A creature must be incapacitated and unable to move or willing to be coated. Once the subject is coated, it is protected from the ravages of time for as long as the oil remains on it. The oil remains in place until a creature spends a minute removing it with rags or applying some sort of solvent to wash it off.

A creature affected by *oil of timelessness* is unaware of its surroundings or the passage of time. It can be harmed by anything but time, so it is not protected from other creatures or environmental dangers.

## **Oil of Unlocking**

*Potion, uncommon*

If you use an action to pour this oil over a nonmagical lock, the lock opens.

## **Ointment of Mage Smelling**

*Wondrous item, rare*

If you spend 1 minute rubbing this ointment on

your nose, you automatically smell when a sorcerer or wizard is within 60' of you, and can tell how many there are in range. If you are within 10' of a wizard or sorcerer, you can use a bonus action to sniff it and assess it as if you had cast *assess mage*. However, your assessment is based on the target's highest level unexpended slot or spell.

The ointment lasts for 6 hours once applied.

## **Ointment of Mental Blankness**

*Wondrous item, very rare*

This ointment is usually found in a jar containing 1d4+1 doses. It takes one minute to apply a dose to a creature; once this is done, the creature gains the benefit of the *mind blank* spell for the next hour.

## **Ointment of Regeneration**

*Potion, very rare*

If you spend one minute smearing this ointment on the stump or scar of a severed body part, that body part regrows over the next hour.

## **Ointment of Second Sight**

*Potion, rare*

If you spend an action to smear this ointment on your eyes, you suddenly gain intense powers of perception. You can see invisible creatures and objects and can discern any creature that is in a shape that is not its true form and see an image of its true form superimposed over it. This second sight lasts for 1 hour.

## **Old Grandmother's Cane**

*Wondrous item, rare (requires attunement)*

This tall cane is fashioned of sturdy, varnished cinnamon wood. It is carved to show a family of many people descending from one old crone at the top.

If you hold the cane in hand and use it to help you move, you can ignore 10' of any speed reduction affecting you.

In addition, while you hold the cane in hand, any hostile creature that starts its turn within 15' of you must make a DC 15 Strength saving throw or be pushed back 10' directly away from you.

## **Oozefighter's Belt**

*Wondrous item, very rare (requires attunement)*

This belt is covered in a glossy laminate and is immune to the effects of acid. While you wear it, you gain the following benefits.

- You gain resistance to acid damage.
- You gain advantage on any saving throw against an effect caused by an ooze.
- If you hit an ooze with an attack, you deal an extra 1d10 damage.

## **Orb of Absorption**

*Wondrous item, very rare*

While you bear this orb, the severity of critical hits on you is reduced by 2d6. In addition, when you are the target of a spell, you can use your reaction to negate all effects of that spell on you. Once you use this ability, it cannot be used again until the next dawn.

## **Orb of Autumn**

*Wondrous item, rare (requires attunement)*

This 3" diameter orb is made of dead, shriveled wood. While you bear it, you gain resistance to necrotic damage. In addition, you can use the orb as an arcane, divine or druidic implement when you cast a spell that deals necrotic damage. If you do so, the spell deals an extra 1d10 points of necrotic damage.

## **Orb of Blinding**

*Wondrous item, uncommon*

This round, fist-sized opalescent crystal glows faintly. It has 3 charges, which renew each day at noon. While you hold it in your hand, you can use an action to expend a charge and cause the orb to emit a 15' cone of blinding light. Each creature in the cone must succeed at a DC 13 Constitution save or be blinded until the start of your next turn.

When you activate the orb, it goes dark and cannot be used again for 1 minute.

## **Orb of Drastic Resolutions**

*Wondrous item, rare (requires attunement)*

This orb has 7 charges, and when the last one is used, it shatters into thousands of tiny pieces and is destroyed. While you hold the orb in your hand, when

an enemy that you can see within 50' falls to 0 hit points, you can use your reaction to spend a charge and have the orb unleash a blast of magical energy at a different creature within 50'. The target must succeed at a DC 11 Wisdom save or be stunned until the end of its next turn.

## **Orb of Environmental Adaptation**

*Wondrous item, very rare*

This transparent crystal sphere is tinged slightly green and is about the size of a plum. When you hold it in your hand, you can use an action to activate it, transforming it into a faintly glowing sphere of protection centered on you. You can choose for the radius to be anywhere between 5' and 30', and can change the radius as a bonus action on your turn.

Creatures and objects in the sphere are protected from environmental hazards. They can exist without discomfort in temperatures from -50 to 140 degrees Fahrenheit.

Once activated, the orb remains active for up to 9 days. Once it deactivates, it becomes dormant for 9 days before it can be used again.

## **Orb of Indisputable Gravity**

*Wondrous item, rare*

While you hold this orb in your hand, you can use your action to force a flying creature you can see within 500' to sink 100' toward the ground. It takes no falling damage from this descent, but it cannot gain altitude. On each of its turns, the target can use its action to make a DC 13 Strength check to end this effect.

## **Orb of Inevitable Continuance**

*Wondrous item, rare (requires attunement by a spellcaster)*

This magical orb has 7 charges. When the last one is used up, it cracks and is destroyed. When a spell that you cast has an ongoing effect and a creature that you can see within 60' succeeds on a saving throw to end that effect, you can use your reaction to spend a charge and force that creature to reroll the saving throw. It must accept the second result.

## **Orb of Invasive Fortune**

*Wondrous item, uncommon (requires attunement)*

While you bear this orb, if a creature you can see within 30' recharges a power, you can recharge one of your class abilities that normally refreshes on a short rest.

## **Orb of Reversed Polarities**

*Wondrous item, very rare (requires attunement by a spellcaster)*

This magical orb has 7 charges. Each morning at dawn, it regains 1d4+1 charges. While you bear it, whenever you cast a spell that deals damage of a type that one or more targets resists, the orb automatically expends one charge per resistant target. Each target must make a DC 15 Wisdom save; if it fails, its resistance to the damage type is treated as vulnerability instead while you resolve the effects of that spell. If there are more resistant targets than charges in the orb, the orb's power affects all the targets, but the orb shatters.

## **Orb of Sanguinary Repercussions**

*Wondrous item, uncommon (requires attunement by an arcane spellcaster)*

This crimson orb drips blood constantly. You can use it as an arcane focus. When you do so, if you cast a damaging spell on a creature that has half its hit points or fewer, that spell deals an extra 1d6 damage to that target.

## **Orb of Spring**

*Wondrous item, rare (requires attunement)*

This 3" diameter orb looks like a giant seed pod that is about to sprout. Little bits of fresh greenery are peeking out from within it. While you bear it, any time you receive magical healing or spend hit dice, you regain an extra 2 hit points per die of healing rolled. In addition, you can use the orb as an arcane, divine or druidic implement when you cast a spell that heals damage. If you do so, the spell heals an extra 2 points per die of healing. (The two abilities of the orb do not stack, so if you cast a healing spell on yourself, you still only gain an extra 2 hp/die.)

## **Orb of Storms**

*Wondrous item, legendary (requires attunement)*

This glass sphere is 8" in diameter. While you are attuned to it, you can cast *control weather*. Once you do so, you cannot use this function of the orb again until the next dawn.

In addition, while you are attuned to this orb, you can cast *storm of vengeance*. Once you do so, you can't call upon this power again until 30 days pass.

## **Orb of Summer**

*Wondrous item, rare (requires attunement)*

This 3" diameter orb is made of some sort of unusual burnished yellow metal. It is always very warm to the touch. While you bear it, you gain resistance to fire damage. In addition, you can use the orb as an arcane, divine or druidic implement when you cast a spell that deals fire damage. If you do so, the spell deals an extra 1d10 points of fire damage.

## **Orb of Winter**

*Wondrous item, rare (requires attunement)*

This 3" diameter orb is made of ice and is very cold to the touch. While you bear it, you gain resistance to cold damage. In addition, you can use the orb as an arcane, divine or druidic implement when you cast a spell that deals cold damage. If you do so, the spell deals an extra 1d10 points of cold damage.

## **Orrery of the Inner Planes**

*Wondrous item, legendary*

This massive enchanted mechanical device fills a 10' cube. It shows the relative positions of the Inner Planes, Prime Material Plane, Shadowfell, Feywild and Ethereal Plane. If mounted on a ship, it allows a skilled navigator to make a DC 15 Intelligence check to navigate from any one of those planes to another of the named planes, and magically empowers the ship to sail through the native environment and protect its passengers from the basic natural environment of that plane. Failure leaves the ship on the Ethereal Plane (50%) or on a random other plane accessible from the orrery's power of via the Ethereal Plane (50%).

Navigating from one plane to another takes 24 hours, whether successful or not. The ship arrives at a

random point on the plane near the edge closest to the plane that it departed from.

## **Overreaching Pole Arm**

*Weapon (any pole arm), very rare (requires attunement)*

This magical pole arm gives you a +1 bonus to hit and damage. In addition, it magically extends when you so desire, increasing its reach by 5' without affecting its weight or balance.

## **Owlfeather Armor**

*Armor (leather), very rare (requires attunement)*

While you wear this armor, you gain a +1 bonus to AC. You ignore penalties for dim light. In addition, the armor has the following powers.

**Wings.** You can use an action to cause the armor to sprout wings, giving you a fly speed of 40' for 5 rounds. Once you have used this power thrice, it won't function again until the next dusk.

**Wisdom of the Owl.** You can use a bonus action to gain advantage on Wisdom checks and saves for as long as you concentrate, to a maximum of 10 minutes. Once you have used this ability, it won't function again until the next dusk.

**Wild Shaper's Ally (requires attunement by a druid).** When you use your *wild shape* class ability, you can still use the *wings* and *wisdom of the owl* powers of this armor.

## **Pact Blade**

*Weapon (dagger), rare (+1), very rare (+2) or legendary (+3) (requires attunement by a warlock)*

While you hold this dagger in your hand, you gain a bonus to spell attack rolls and to the saving throw DCs of your warlock spells. The dagger also has an equal bonus to attack and damage when used as a weapon. The bonus is determined by the weapon's rarity.

## **Paintbrush of Passage**

*Wondrous item, very rare*

This magical paintbrush has 3 charges, which it renews each day at dawn. While holding it, you can use your action to paint a window or a door on a

surface within 5' of you. If you paint a window, you can see through a square 5' x 5' window 5' deep. If you paint a door, it opens a 7' tall, 4' wide passage up to 5' deep.

A door or window may show or open upon bare rock or other inhospitable environments, but the area of the door or window itself is safe. Doors and windows thus created last for 1 hour and are visible from both sides.

## **Pan of Cooking**

*Wondrous item, common*

If you hold this pan and speak a command word, it heats up to frying temperature to cook whatever is placed in it. Food never sticks to this pan.

## **Panther Spirit Armor**

*Armor (leather), uncommon*

This magical armor is made of supple leather taken from a panther and imbued with the panther's spirit. While you wear it, you gain a +5' bonus to your speed.

In addition, the spirit of the panther prowls alongside you and your allies, joining your hunts and adding to your vitality. If you or an ally within 30' that you can see hits an enemy against whom it has advantage, the panther's spirit fills it with vitality. You or your ally regain hit points equal to half the damage you dealt on that hit. Once this power has functioned, it will not work again until the next dawn.

## **Paper of Forms**

*Wondrous item, rare*

This magical colored paper can be folded into the shape of an object or creature, which it then becomes. You can use it to create only normal animals of CR ½ or less or normal, nonmagical, fabricated objects or natural objects. You could make a horse, house or tree, but not an owlbear, person or magic item.

Folding the paper takes 1 minute. You must make a DC 15 Dexterity (Sleight of Hand) check to successfully fold the paper; otherwise, it is ruined. Once you fold it, the paper transforms into the depicted creature or object, except that it has vulnerability to fire damage. The paper remains in its

new form until a creature uses an action to touch it and utter a command word, which causes the paper to unfold and return to normal paper form.

Once the *paper of forms* has been used, it can't be used to make a different form, and the DC to fold it drops to 10.

## **Parchment of Selective Reading**

*Wondrous item, common (requires attunement)*

Unlike most magic items, multiple creatures can attune to this item. To do so, they must all remain with the parchment for 1 hour, frequently touching it, and must all sign their names along the edges of the parchment. The names then become invisible.

If a new group attunes to the parchment, the invisible names of the old group are eliminated from the edges of the sheet.

Anything written on the parchment becomes invisible, but anyone attuned to it can read it clearly. The parchment can be scraped and reused 8 times before wearing through.

## **Parrying Weapon**

*Weapon (any melee), uncommon (requires attunement)*

While you wield this weapon, you can use your reaction when a melee attack would hit you to add your proficiency bonus to your AC, possibly causing that attack to miss you. If you use this ability three rounds in a row, you gain a level of exhaustion.

## **Pavilion of Perfect Recovery**

*Wondrous item, legendary*

This large tent takes an hour to erect and requires at least four people to work to do so. It can sleep 20, and any creature that takes a long rest mostly in the pavilion recovers all its Hit Dice and hit points.

## **Pearl of Protection from Fire**

*Wondrous item, rare (requires attunement)*

While you bear this item, you have resistance to fire damage.

## **Pearl of Puissance**

*Wondrous item, very rare (requires attunement)*

While you bear this magical pearl, you gain a

+1 bonus to melee attacks.

## **Pearl of the Ebbing Tide**

*Wondrous item, very rare*

This powerful magic pearl is usually mottled light blue and white. Its great powers can force water to recede. If you hold it in your hand, you can use an action to activate the pearl. If you do, for as long as you concentrate, up to a maximum of 10 minutes, you can cause all water within 60' of you to recede at a rate of 5'/round.

When the effect ends, the water rushes back in to its normal banks or depths.

## **Pearl of the Rising Tide**

*Wondrous item, very rare*

This powerful magic pearl is usually mottled yellow and pink. Its great powers can force waters to rise. If you hold it in your hand, you can use an action to activate the pearl. If you do, for as long as you concentrate, up to a maximum of 10 minutes, you can cause all water within 60' of you to rise at a rate of 5'/round.

When the effect ends, the water rushes back down to its normal banks or depths.

## **Pearl of the Sea Queen**

*Wondrous item, rare (requires attunement)*

This large, lustrous pearl is a mottled blue, green and white, strongly resembling an image of a wave-topped sea painted or etched upon the pearl's surface. While you bear it, you can breathe water, you gain a swim speed equal to your walking speed and you can speak and understand (but not read) Aquan.

## **Pearl of Wisdom**

*Wondrous item, very rare (requires attunement by a cleric or druid)*

It takes 30 days of constantly bearing this item to attune to it. Once you have done so, your Wisdom increases by 1, as does your maximum Wisdom, for as long as you bear it on your person.

## **Pearl Trident**

*Weapon (trident), rare (requires attunement)*

This magical trident looks as though it is made of pearls fused into its shape and has coral decorations along the shaft. It gives you a +1 bonus to hit and damage.

In addition, you can hurl it underwater with a range of 60'/120'. If you miss the target, the trident magically returns to your hand so swiftly that, if you have another attack, you can even hurl it again in the same round.

## **Pelarium Shield**

*Armor (shield), very rare (requires attunement)*

This sparkling copper shield captures some of the essence of certain energies that damage you. It gives you a +1 bonus to AC while equipped. In addition, when you take fire or radiant damage, until the end of your next turn, your attacks deal 1d6 extra damage of the type that you took. If you take both fire and radiant damage, your attacks deal an extra 1d6 fire and an extra 1d6 radiant damage until the end of your next turn.

## **Pendant of Devotion**

*Wondrous item, uncommon (requires attunement)*

While you wear this pendant, if one of your allies that you can see is hit by a melee attack by an enemy within half your movement speed of you, you can spend your reaction to move half your speed, providing that you end this move adjacent to that enemy.

In addition, the pendant has 2 charges, which renew themselves at dawn. When you use the pendant's power, you can expend a charge. If you do so, you also make a single melee weapon attack against the enemy that triggered this power as part of your reaction.

## **Penance Armor**

*Armor (any), very rare (requires attunement)*

This +1 armor has 3 charges, which renew each day at dawn. When you are hit by a melee weapon attack, you can use your reaction to expend a charge. If you do, the creature that hit you must make

a DC 15 Wisdom save. If it fails, its blows are supernaturally weakened for 1 minute, during which time its weapon attacks deal half damage. At the end of each of its turns, the creature repeats the saving throw, ending the effect on a success.

## **Perfect Hunter's Weapon**

*Weapon (any ranged), very rare (requires attunement)*

This weapon has a +2 bonus to hit and damage, but that is not its main power. While you have this weapon in hand, you can use a bonus action to magically pinpoint the location of all creatures within 50' of you, even those behind barriers and out of sight. This perception extends through walls and other barriers, but is blocked by 10' of wood, 5' of stone, 1' of metal or a thin sheet of lead or orichalcum. This perception lasts until the end of your turn. However, it is very taxing to use this ability; for every five rounds of using it in a given day, you gain one level of exhaustion. You can reduce the exhaustion gained this way by one level every time you complete a short or long rest.

During your turn subsequent to pinpointing the creatures, you can attack any of them, even if there are barriers between you and it, and you ignore all cover and barriers between you and the target.

## **Perfumed Scarf of Clean Air**

*Wondrous item, uncommon*

While you wear this scarf around your neck, you are immune to stench effects, pheromones and spores.

## **Periapt of Foul Rotting**

*Wondrous item, very rare*

This item appears to be a beneficial periapt of some sort. Once you wear it, it reveals its true nature. It can't be removed without a *remove curse*, and it causes you to suffer from a horrible rotting disease similar to leprosy. Each time you complete a long rest, your hit point maximum is reduced by 5, and if you suffer a critical hit, the severity increases by 2d6.

A *heal* or *greater restoration* spell cast on you will temporarily reverse the reduced hit point maximum, but until you are rid of the periapt, the curse continues.

The *periapt of foul rotting* can be destroyed by crushing a *periapt of health* and sprinkling it upon the afflicted character. Otherwise, it magically repairs any damage and foils attempts to be rid of it other than via *remove curse* cast with a 7<sup>th</sup> or higher level slot.

## **Periapt of Wisdom**

*Wondrous item, uncommon (requires attunement)*

While you wear this periapt around your neck, you gain a +1 bonus to any Wisdom checks you make.

## **Perpetual Resolve Vestments**

*Wondrous item, rare (requires attunement)*

These vestments endow you with the ability to persevere in your beliefs in the worst circumstances. You are immune to effects that change your alignment while you wear them.

In addition, if you are subjected to an effect that deals damage to you at the start of each of your turns (such as poison or being set on fire), you instead take that damage at the end of each of your turns, after any appropriate saving throw against the effect.

## **Personal Oasis**

*Wondrous item, rare*

When you use an action to unroll this 10' x 10' blanket and then use a bonus action to speak the command word on the same turn, a 5' x 10' tent springs from the blanket, along with a campfire, a bowl of dates and a gallon of cool water. The campfire burns without needing fuel, and the dates provide enough food to sustain one person for one day.

The *personal oasis* functions for up to 10 hours, then goes dormant and can't be used again until the next dawn.

## **Peryton Horn Weapon**

*Weapon (any spear, trident or pole arm), very rare*

This weapon's tines, blades or other striking surfaces are fashioned from the horns of a peryton. It has a +2 bonus to hit and damage, and if it scores a critical hit, the severity increases by 1d10.

## **Pet Rock**

*Wondrous item, uncommon*

This item appears to be a normal rock, though it radiates magic. If you use an action to hurl it to the ground and cry, "I need a friend," the rock transforms into a lesser earth elemental. The elemental does its best to be friendly toward you, fighting to defend you or listening to your problems (if you speak Terran). The rock remains in elemental form for 1 hour, then returns to rock form. It cannot then be triggered again until the next dawn.

If the elemental is slain, the *pet rock* is destroyed.

## **Phallus of Froth**

*Wondrous item, rare (requires attunement by a worshiper of Froth)*

This magic item is fashioned to resemble a phallus emerging from the mouth of a human skull. It can be wielded as a +1 *mace*. In addition, it grants you the following abilities.

- While you hold it in hand, you can Disengage as a bonus action.
- When you take damage, you can use your reaction to move half your speed without provoking opportunity attacks. You must end this movement farther than 5' from each enemy you can see or hear.
- If you use your action to Dash, you do not provoke opportunity attacks from creatures within 5' of your starting position.
- You can use your action to cause a stream of acidic urine to issue from the tip of the phallus. Make a ranged weapon attack against a target within 25'. If you hit, the creature takes 3d6 acid damage, and each creature adjacent to it takes 1d6 points of acid damage. Once you use this ability, you cannot use it again until you spend at least one minute drinking.

## **Philter of Glibness**

*Potion, very rare*

For 1 hour after drinking this potion, magic cannot determine when you are telling a lie, and you gain advantage on Charisma (Deception) checks.

## **Philter of Persuasiveness**

*Potion, very rare*

Upon quaffing this potion, you become possessed of incredible powers of persuasion. For the next hour, you have advantage on Persuasion checks.

## **Philter of Stammering and Stuttering**

*Potion, very rare*

When you consume this liquid, you believe that you are empowered to speak eloquently and clearly, and believe you are doing so. However, you actually stammer and stutter uncontrollably, and you have disadvantage on any check requiring speech. Worse yet, to cast a spell with a verbal component, you must succeed on a DC 20 Wisdom check.

## **Phylactery of Faithfulness**

*Wondrous item, rare (requires attunement by a cleric or paladin)*

While you wear this phylactery, you are aware if any action you are about to take would adversely affect your standing with your deity or religion.

## **Phylactery of Long Years**

*Wondrous item, very rare (requires attunement)*

While you wear this phylactery, you age only one-quarter as quickly as normal.

## **Phylactery of Monstrous Attention**

*Wondrous item, rare (requires attunement by a cleric)*

This arm wrapping appears to be a beneficial device of some sort, but it actually draws the attention of supernatural enemies of your deity. This results in you being plagued by powerful and hostile creatures whenever you are in an area where such creatures are found.

The higher level you are, the more potent the enemies that plague you. Generally speaking, you draw the attention of supernatural creatures whose CR is up to your level + 4.

## **Pick of Iceparting**

*Weapon (pick), rare (requires attunement)*

This magical pick has a +2 bonus to hit and

damage. In addition, you can use an action to swing it into an icy surface, such as a glacial wall, the surface of a frozen lake or river or an iceberg. Three tiny fractures radiate out from the point you struck toward any three points within 50' that are connected to the point you struck by ice. Each crack then causes an explosion in a 5' radius. Each creature within the radius must make a DC 15 Dexterity save, taking 3d6 piercing damage on a failure or half that on a success.

## **Piercer Cloak**

*Wondrous item, uncommon (requires attunement)*

This cloak has 3 charges. It regains all spent charges at dawn. If you use a bonus action to spend one, if you are at least 5' above a creature, you deal an extra 1d6 points of damage if you hit it with a melee weapon attack. This effect lasts for as long as you concentrate on it, to a maximum of 1 minute.

## **Piercing Songblade**

*Weapon (any sword or dagger), very rare (requires attunement)*

This +1 weapon sings heroic arias in battle in a clear, piercing voice that can be heard up to 200' away. Whenever you hit a creature that is wearing armor with it, the blade gives a great cry that threatens to crack or shatter the target's armor. The target must make a DC 15 Constitution save or its armor gains 1d3 wear points. (For a typical item, 1 wear point is cosmetic damage, 2 wear points give it a -1 where appropriate and 3 wear points destroys the item.)

**Arcane Focus (requires attunement by a bard):** This weapon serves as an arcane focus for you.

**Piercing Cry (requires attunement by a bard):** When you hit an enemy with this blade, you can use your reaction to have it utter a piercing cry that unnerves the target. The target must make a DC 15 Wisdom save; if it fails, for 1 minute any attack against it gains a bonus 1d4 on the to hit roll. The target can repeat the save at the end of each of its turns, ending the effect on a success.

## **Pillow of Regeneration**

*Wondrous item, rare (requires attunement)*

When you sleep on this pillow while taking a



long rest, you regain up to 3 extra hit dice.

## **Pipe of Erudite Discourse**

*Wondrous item, rare (requires attunement)*

When you engage in discussion lasting at least one hour while smoking this pipe, you may use your Intelligence in place of any other ability score when you make any Deception, Insight and Persuasion check made during the discussion.

## **Pipe of Grief**

*Wondrous item, rare (requires attunement)*

If you fill this pipe with tobacco and use an action to light it and focus on its power, you can create a 5' radius cloud of smoke within 10' of you. The smoke remains in place for 3d8 minutes. Once per turn, any creature other than you that enters or starts its turn in the smoke must make a DC 15 Wisdom save or be overcome with grief, suffering disadvantage on attacks, saves and checks for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Once you have used the pipe's power, it won't function again until the next dawn.

## **Pipe of Insight**

*Wondrous item, uncommon*

If you spend at least ten minutes smoking this pipe, you gain advantage on Wisdom (Insight) checks for the next hour. Once you use the pipe's power, it will not function again until the next dawn.

## **Pipe of Smoke**

*Wondrous item, uncommon*

This magical smoking pipe has a very large bowl. It has 5 charges, which renew each morning at dawn. You can use your action to spend a charge and smoke from the pipe (assuming that you have it loaded), exhaling a puff of smoke that fills a 10' cube adjacent to you (going around corners) and lasting until the end of your next turn. The smoke is extremely thick, and creatures within it are blinded. However, the smoke is so thick that they cannot be seen. A creature that starts its turn in the smoke must make a DC 10 Constitution saving throw or be

wracked with coughing until the end of its turn. While wracked with coughing, it is poisoned, and it has a 25% chance of ruining any spell with a verbal component.

## **Pipe of Visions**

*Wondrous item, very rare*

This smoking pipe draws poorly and any smoking herbs taken through it have a strange, foul taste. If you smoke from it and intentionally hold a hit as long as possible, you fall into a trance for 10 minutes, during which time you are incapacitated and cannot move. You awaken only if you take a number of points of damage equal to your level.

While in the trance, you have vivid visions, which you can attempt to guide to some degree. Make a DC 10 Wisdom (Insight) check. If you succeed, you guide the visions, allowing you to ask three questions and receive a momentary vision that seems to last no more than a minute. Each vision answers the corresponding question, though sometimes in an oblique or cryptic fashion. For instance, you might ask, "Who killed the princess?" and receive a vision of a griffon, (indicating the heraldic beast of House Kree-Lar). Your second question might be, "Where is the killer?", to which you could receive a vision of the edge of a desert (near House Kree-Lar's stronghold). Your final question might be, "What defends the killer?", to which you might see a vision of Kree griffon-riders.

If you fail the Wisdom (Insight) check, you gain one level of exhaustion.

Once the pipe has functioned, it cannot work again until the next afternoon at 3 pm (the traditional smoking hour in the Sword Empire).

## **Pipes of Pain**

*Wondrous item, very rare (requires attunement by a proficient creature)*

These pipes appear to be a normal set of pipes. When you play them, they produce a wondrous, beautiful melody. If you make a DC 15 Charisma (pipes) check, the magic of the pipes activates. Each creature within 30' must make a DC 15 Wisdom saving throw or be affected by the pipes.

As soon as you stop playing the pipes, each

affected creature begins to feel extreme pain at any noise whatsoever. For the next minute, the creature takes 2d4 thunder damage at the start of each of its turns unless it is in a totally silent area. In addition, if it takes thunder damage from another source, that damage doubles. At the end of each of its turns, it can repeat its initial saving throw to end the effect.

## **Pipes of Sounding**

*Wondrous item, uncommon (requires attunement by a proficient creature)*

These pipes appear to be a normal set of pipes, but when you play them, you can cause them to create a variety of sounds, as if you were casting the *minor illusion* cantrip except that it is strictly auditory and the sound always comes from the pipes.

## **Piranha Bolt**

*Ammunition (bolt), very rare*

A magical bolt of this sort is painted with a small mouth on the head. If you hit a target with it, the bolt animates and begins to bite the creature, dealing an additional 1d6 piercing damage to the creature at the start of each of its turns until a creature spends an action to make a DC 15 Strength check or DC 15 Dexterity (Medicine) check to pull the bolt free (a Strength check deals an additional 1d6 slashing damage to the target).

Once a *piranha bolt* has been removed from a creature, it loses its magic.

## **Platinum Pouch**

*Wondrous item, uncommon*

Normal gemstones and coins of any denomination placed into this pouch are converted to an equal value of platinum pieces. Coins or gems that cannot be evenly converted to platinum pieces are unaffected.

## **Platter of Purity**

*Wondrous item, common*

Any food or drink placed on this platter is purified of any poison or disease after 3 rounds.

## **Poison Balloon**

*Wondrous item, rare*

When this balloon is punctured, it releases a colorless, odorless poisonous gas in a 10' radius. Each creature in the area must succeed on a DC 15 Constitution save or be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

## **Poisonsword**

*Weapon (any sword), legendary (requires attunement)*

Viscous green poison drips from the crystal-encased iron blade of this sword constantly. When you hit with it, you deal an extra 2d12 poison damage and the target must make a DC 19 Constitution save or be poisoned for 1 hour. The creature can repeat the save at the end of each turn, ending the effect after a success. However, if it fails three of these saves, it can no longer make saves to end it at the end of its turn.

## **Poker of Fire Control**

*Wondrous item, uncommon (requires attunement)*

This metal fire-tending tool gives you great control over fires. If you use an action to poke it into a nonmagical fire and spend a charge, you can reduce the fire to mere embers or increase it to twice its present size.

This poker has 3 charges, which renew at dawn.

## **Poker of Searing**

*Wondrous item, uncommon*

This device appears as a 2' long fire poker made of wrought iron. While you hold it, you can use a bonus action to cause its tip to become red-hot. If you do this, you can attack with the poker as an improvised weapon, dealing 1d2 piercing plus 1d6 fire damage.

## **Poker of Summoning**

*Wondrous item, very rare (requires attunement)*

This item functions as a *poker of fire control*, but in addition, you can use an action to summon a fire elemental from any fire at least 10' in diameter. The

fire elemental remains for as long as you concentrate, up to 1 hour, and serves you willingly. Once you've summoned an elemental with the poker, it won't do so again until the next dawn.

## **Polychromatic Tent**

*Wondrous item, uncommon*

This magical tent is white when broken down. When pitched, it is large enough to accommodate up to six Medium creatures and their gear (but not mounts). While it is pitched, you can use an action to touch it and tell it either the name of a color or “blend”. If you tell it the name of a color, it becomes that color. If you tell it to blend, it camouflages itself to match the background. As long as you and each creature camping with you, as well as all gear, is within the tent, the odds of having a random encounter are reduced by 50%.

## **Portable Breach**

*Wondrous item, rare*

This item appears to be a small patch of cloth. When you use an action to unfold and place it on a wall, floor or other relatively flat surface, it creates a 6' diameter hole in the object up to 5' deep. The hole doesn't harm the surface, but it does allow creatures to pass through it.

## **Portable Bridge**

*Wondrous item, very rare*

This item is a miniature bridge about 6” long that weighs about 5 lbs. You can use an action to set it down at the edge of a chasm or pit and speak the command word, and the bridge will extend up to 100' to cross the chasm. It remains in bridge form until a creature touching it uses an action to speak the command word again, transforming it back into its miniature form in the creature's hand.

The bridge needs no additional support when in operation. It is 20' wide as long as there is sufficient room for it and it is no more than 50' long. If the bridge is more than 50' but no more than 80' long, it is 10' wide. If it is more than 80' long, it is only 5' wide. In any case, the bridge is made of strong stone, with hand rails running along the entire length of it.

## **Portable Dolmen**

*Wondrous item, very rare*

This item is a miniature trio of menhirs, one crossed above the others (like some of those at Stonehenge). The whole thing makes up a rough cube about 1' on a side and weighs 10 lbs.

If you place the *portable dolmen* on the ground and use an action to speak the command word, it enlarges to cover a 10' cube. Up to four medium creatures can rest in the area that the dolmen covers; any creature that takes a short rest in the area gains one of the following benefits:

- Regain up to 2 levels of expended spell slots, or 4 levels for a druid or ranger;
- Regain 3d6 hit points, or 3d10 for a druid or a ranger;
- Recover from 1 level of exhaustion;
- Cause an attuned charged magic item that regains charges once per day to regain 1d3 charges;
- Regain 1 use of an expended daily class ability.

While touching the dolmen, you can use an action to speak the command word, which causes it to shrink down again. Once it has shrunk, the *portable dolmen* will not function until the next dawn.

## **Portable Foxhole**

*Wondrous item, uncommon*

This device appears as a matte black circle of canvas edged with tiny runes. When you use an action to place it on a flat horizontal surface, it becomes a shallow extradimensional pit 5' square and 3' deep.

A creature close enough to pick up the *portable foxhole* can do so as an action, which causes any creatures or objects within the foxhole to be harmlessly left where they would have been standing on the flat surface that the foxhole rested on.

## **Portable Shadow**

*Wondrous item, very rare (requires attunement)*

This item appears to be a circle of dark gray cloth. Once per day, you can use your action to throw it up to 20', and it then emits a zone of dim light in a 15' radius centered on the cloth. This zone lasts for ten

minutes or until you pick up the cloth. A creature other than you must use an action and succeed at a DC 15 Wisdom (Perception) check while within the zone in order to locate the cloth.

While within the zone of dim light, you can see normally and you can attempt to make Dexterity (Stealth) checks as if you were in darkness.

## **Portable Spring**

*Wondrous item, rare*

This small scrap of paper can be placed and the command word spoken as an action. This causes it to become a burbling spring of fresh water, sufficient to water as many creatures as can approach it, one at a time. The spring remains in place until a creature touches it and speaks its command word as a bonus action.

## **Portable Store**

*Wondrous item, very rare*

Appearing as a small wooden cube, when you use your action to toss this device to the ground and speak the command word, it becomes a magical, extradimensional store front that sells all normal equipment at normal prices. The store's proprietor appears to be a normal human, but if he is attacked in any way, the store deactivates and returns to cube form.

## **Pot of Brewing**

*Wondrous item, common*

This burnished brass half-gallon pot is capable of magically transmuting water into bean juice. If filled with water and its command word is spoken by any creature within 15', it begins brewing. After 10 minutes, the water has become strong, good-tasting bean juice.

## **Potion of Agility**

*Potion, very rare*

When you drink this potion, your Dexterity becomes 18 for 1 minute.

## **Potion of Aging**

*Potion, very rare*

When you drink this potion, you age 3d8 years.

## **Potion of Anger**

*Potion, uncommon*

When you drink this potion, you regain one spent rage.

## **Potion of Archmagedom**

*Potion, legendary*

When you drink this potion, if you are a wizard or sorcerer, you gain one 9<sup>th</sup> level spell slot. That slots lasts for 1 minute or until you use it.

## **Potion of Beast Control**

*Potion, common*

When you drink a *potion of beast control*, you gain the ability to cast a powerful *dominate monster* spell on up to four beasts that are in a 20' cube that you can see within 200'. Each target must succeed at a DC 11 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the target's turns, it can repeat the save, ending the effect on a success.

## **Potion of Blindness**

*Potion, rare*

Upon quaffing this potion, you immediately go blind.

## **Potion of Confusion**

*Potion, very rare*

When you drink this potion, you are affected by a *confusion* spell. At the end of each of your turns, you may make a DC 17 Wisdom save. Once you succeed on three of these saves, the effect ends.

## **Potion of Craftsmanship**

*Potion, rare*

Upon drinking this potion, you gain advantage on checks made with artisan tools for the next 8 hours.

## **Potion of Danger Detection**

*Potion, uncommon*

For 1 hour after drinking this potion, you gain a special sense that alerts you of danger. While the potion lasts, you can't be surprised and you gain a +3 bonus on initiative checks.

## **Potion of Deafness**

*Potion, rare*

Upon quaffing this potion, you immediately go deaf.

## **Potion of Delusion**

*Potion, rare*

A potion of this sort seems to all tests to be of some beneficial sort, often *healing*. When consumed, you believe the potion to be effective, but in fact it has no effect. Whenever something happens that contradicts the efficacy of the potion, you may make a DC 11 Intelligence save to recognize the true nature of the potion.

## **Potion of Digging**

*Potion, very rare*

For 1 hour after drinking this potion, you can burrow at a speed of 20' (though only through earth, not through rock).

## **Potion of Dragon Control**

*Potion, very rare*

When you drink a *potion of dragon control*, you gain the ability to cast a powerful *dominate monster* spell on a dragon that you can see within 200'. The dragon must succeed at a DC 17 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the dragon's turns, it can repeat the save, ending the effect on a success.

## **Potion of Dreamspeech**

*Potion, very rare*

For 1 hour after you drink this potion, if you speak to a sleeping or comatose creature, it hears you and can respond, if it chooses.

## **Potion of Elasticity**

*Potion, rare*

Upon quaffing this potion, you gain the benefits of the *elasticity* spell for the next hour.

## **Potion of Elemental Control**

*Potion, very rare*

When you drink a *potion of dragon control*, you gain the ability to cast a powerful *dominate monster* spell on an elemental that you can see within 200'. The elemental must succeed at a DC 17 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the elemental's turns, it can repeat the save, ending the effect on a success.

50% of these potions only affect elementals of a specific element type (air, earth, fire or water). Such a potion affects any elemental that includes that element type (so a *potion of fire elemental control* would affect a chillfire destroyer).

## **Potion of Fortitude**

*Potion, very rare*

When you drink this potion, your Constitution becomes 18 for 1 minute.

## **Potion of Freedom**

*Potion, uncommon*

For 1 hour after you drink this potion, you are immune to the paralyzed condition.

## **Potion of Genius**

*Potion, very rare*

When you drink this potion, your Intelligence becomes 18 for 1 minute.

## **Potion of Giant Control**

*Potion, very rare*

When you drink a *potion of dragon control*, you gain the ability to cast a powerful *dominate monster* spell on a giant that you can see within 200'. The giant must succeed at a DC 17 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end

of each of the giant's turns, it can repeat the save, ending the effect on a success.

## **Potion of Golden Silence**

*Potion, rare*

When you drink this potion, you are struck dumb and unable to speak for 1 hour. Every 10 minutes, you can make a DC 15 Wisdom save to end the effect.

## **Potion of Humanoid Control**

*Potion, very rare*

When you drink a *potion of humanoid control*, you gain the ability to cast a powerful *dominate person* spell on up to four humanoids that are in a 20' cube that you can see within 200'. Each target must succeed at a DC 15 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the target's turns, it can repeat the save, ending the effect on a success.

## **Potion of Perspicaciousness**

*Potion, common*

When you drink this potion, you gain proficiency in Perception for one hour.

## **Potion of Petrification**

*Potion, very rare*

One sip of this potion forces you to make a DC 17 Wisdom save or start to turn to stone, being restrained. At the start of your next turn, repeat the save; if you fail, you are petrified. If you succeed, the effect ends. Regardless of whether you save or not, the potion itself turns to stone and loses its magic.

## **Potion of Plant Control**

*Potion, very rare*

Upon drinking this potion, you gain the ability to cast a powerful *dominate monster* spell on up to three plant monsters that you can see in a 20' cube within 200'. Each target must succeed at a DC 17 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the plant's turns, it can repeat the

save, ending the effect on a success.

## **Potion of Polymorph**

*Potion, rare*

When you drink this potion, choose one beast that you have seen with a CR equal to or lower than your level. You polymorph into that beast for an hour, as if you were the target of a *polymorph* spell. You can end the effect early as a bonus action.

## **Potion of Protection from Immiscibility**

*Potion, rare*

When you drink this potion, it protects you from the effects of mixing other potions. For the next minute, you can drink potions without rolling on the Potion Miscibility table.

## **Potion of Rainbow Hues**

*Potion, uncommon*

For the next hour after you drink this potion, you can use a bonus action to assume any color or combination of colors you can think of, including patterns but not images. You can use this to camouflage yourself against the background; if you do so, as long as you don't move, you gain advantage on Stealth checks to hide and can hide in plain view.

## **Potion of Recall**

*Potion, uncommon*

When you drink this potion, for the next 1 hour, you can perfectly recall anything you have seen, heard or experienced within the last month.

## **Potion of Sneaking**

*Potion, common*

For 1 hour after you drink this potion, you have advantage on Dexterity (Stealth) checks.

## **Potion of Speech**

*Potion, uncommon*

When you drink this potion, the next time you hear a language that you do not know, you understand that language. The potion wears off after 4 hours.

## **Potion of Superheroism**

*Potion, very rare*

When you drink this potion, you gain 30 temporary hit points, which vanish after an hour. In addition, for the next hour, you are under the effect of a *bless* spell.

## **Potion of Sweet Water**

*Potion, common*

If you drink this potion, it tastes sweet but has no effect. However, if you add it to a volume of up to 100,000 cubic feet of polluted water, or up to 1,000 cubic feet of another liquid, into fresh, clean water. The effects of the potion are permanent, but the water is subject to later contamination after an initial period of 5d4 rounds.

## **Potion of Teleportation**

*Potion, rare*

When you drink this potion, for ten minutes, you gain the ability to teleport 30' as an action.

## **Potion of Treasure Finding**

*Potion, rare*

After you drink this potion, you can sense the direction of the nearest mass of treasure. The treasure must be within 240', and either its mass must equal metal of at least 10,000 coins or 100 gems, or the value of the coins, gems and art objects in the treasure must be at least 2,500 gp. You can feel the direction but not the distance to the treasure, and intervening barriers other than those of lead or orichalcum do not interfere with your ability to sense the treasure. The potion lasts only 20 minutes.

## **Potion of Undead Control**

*Potion, very rare*

Upon drinking this potion, you gain the ability to seize control of up to three undead monsters that you can see in a 20' cube within 200'. Each target must succeed at a DC 17 Wisdom saving throw or be under your control and forced to obey your telepathic commands for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the target's turns, it can repeat the save, ending the effect

on a success.

## **Potion of Ventriloquism**

*Potion, common*

For 1 hour after you drink this potion, you can magically cause your voice to come from any location that you can see within 60'.

## **Potion of Watchfulness**

*Potion, rare*

When you quaff this potion, for the next 8 hours, you can gain as much quality rest as if you were sleeping while remaining alert and watchful.

## **Potion of Wraithform**

*Potion, rare*

When you drink this potion, for ten minutes, you gain the Incorporeal Movement trait. You can move through objects or other creatures as if they were difficult terrain, but if you end your turn in an object's space, you take 1d10 force damage. While this effect persists, undead perceive you as a specter or wraith, and will often ignore you. An undead creature that grows suspicious can use its action to make a Wisdom (Insight) check opposed by your Charisma (Deception) check to discover the ruse.

## **Pouch of Fool's Gold**

*Wondrous item, rare*

If you fill this magical pouch with 100 copper coins, at the next dawn they are cloaked by an illusion that makes them seem gold. A creature that actively inspects the coins receives a DC 11 Wisdom saving throw to detect their false nature. Once the coins leave the bag, the illusion remains in place for 4 hours.

## **Pouch of Security**

*Wondrous item, common (requires attunement)*

If anyone removes this pouch from your person, it screams, "I am being stolen!" over and over again for the next hour. Its cries are clearly audible up to 120' away. If you hold it and use a bonus action to command it to be quiet, it ceases its cries.

## **Pouncing Beast Armor**

*Armor (leather), rare (requires attunement by a druid)*

While you wear this armor, whenever you use your *wild shape* ability, you can also move 5' without provoking opportunity attacks.

In addition, while in beast form, you gain the ability to jump 25' and up to 10' high with or without a running start. If your beast form has a speed below 25', you can instead jump up to your speed (and up to half your speed high).

## **Powder of Coagulation**

*Wondrous item, uncommon*

This yellow powder stops all bleeding and provides some amount of healing when applied. It typically comes in a pouch or tube holding 2d4 pinches. You can apply one or more pinches, up to a maximum of four, to a creature within your natural melee reach as an action. When you do, any bleeding wounds it has close, and the creature regains 1d6 hit points per pinch applied.

## **Powder of Magic Detection**

*Wondrous item, common*

This powder consists of finely-crushed residuum. When found, it is usually in a small bag or box holding 1d10+10 pinches. Each pinch can be sprinkled on a single creature or object. If that creature or object is magical or under the effects of spells or magical effects, the powder begins to glow and flash with a bright rainbow of colors.

## **Powder of the Black Veil**

*Wondrous item, uncommon*

This black, sooty powder comes in a small pouch. If you use an action to throw this powder at a creature within 5' of you, that creature must make a DC 13 Constitution saving throw or be blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. The powder is consumed once used.

## **Powder of the Hero's Heart**

*Wondrous item, common*

This dull red powder can be thrown to cover all

creatures in a 20' cube centered within 10' of you. This expends the powder, but each affected creature becomes immune to the frightened condition, gains 5 temporary hit points and has advantage on Wisdom saving throws. These effects all last for 10 minutes.

## **Powdered Dragon's Blood**

*Wondrous item, very rare*

This fine reddish powder is usually found in a packet containing 1d4+4 pinches. When you sprinkle a pinch on a creature, it will either cure one disease, end the charmed or frightened condition, cure 3d6 hit points of damage or act as a *remove curse*. The powder performs whichever function is appropriate; if more than one applies, you choose which it performs.

## **Precise Weapon**

*Weapon (any ranged or thrown), uncommon*

This weapon has a +1 bonus to hit and damage. In addition, creatures between you and your target don't provide cover for the target.

## **Predator's Armor**

*Armor (leather), rare (requires attunement by a druid)*

This magical armor is designed to protect you when you *wild shape*. If you are wearing it when you assume the form of a beast, you gain a +1 bonus to AC while in beast form. In addition, while you are in beast form, you can use your reaction to make a single melee attack against a creature within your reach if it uses the Disengage action, stands up from prone or makes a ranged attack.

## **Prismatic Burst Weapon**

*Weapon (any), very rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. In addition, if you score a critical hit on a creature, that creature is also subject to the effects of a *prismatic spray* spell.

## **Prosthetic of Functionality**

*Wondrous item, uncommon (requires attunement)*

This magical device appears as a pegleg, wooden arm, fake hand or other artificial limb. If pressed against the stump of a limb or appendage, it



will change shape to match the missing limb, though it is still obviously made of wood.

The *prosthetic of functionality* will work just as if the original limb were still present, though you can't feel through it and it looks awkward.

## **Protection Pouch**

*Wondrous item, common*

Any item in this magical pouch won't be damaged or broken unless the pouch itself is first penetrated.

## **Proton Rod**

*Weapon (mace), legendary*

This red crystal rod functions as a +2 *mace*. When it hits, the target must also make a DC 17 Constitution save, gaining 1d6 RADs on a failure and half that on a success.

## **Psychokinetic Weapon**

*Weapon (any melee), uncommon*

When you hit with this weapon, you deal an extra 1d4 force damage.

## **Pure Spirit Totem**

*Wondrous item, uncommon (requires attunement by a druid or ranger)*

This carved piece of wood is twined about with vines woven into a complex pattern. The totem has 3 charges, which it regains each dawn. While you hold the totem in hand, you can use an action to spend one or more charges. If you do so, one creature you can see within 30' heals 1d6 hit points per charge spent.

## **Qanun of Quiet**

*Wondrous item, uncommon (requires attunement by a bard)*

This qanun (an instrument related to a zither, with 79 strings) allows you to cast *veil of privacy* at will.

## **Quarrel of Quarrel**

*Ammunition (bolt), rare*

This bolt has a +1 bonus to hit and damage. If you hit a creature with it, that creature must make a

DC 13 Wisdom saving throw or become suddenly irrationally angry at its allies and companions. It must use the Attack action on its turn against such a creature if it can see one, or use the Dash action to try to close with one that is out of range. At the end of each of its turns, it can repeat the saving throw, ending the effect on a success. Otherwise, the effects of the bolt last for 1 minute.

## **Quarter Deck**

*Wondrous item, very rare*

You can use an action to draw a card from this deck and show it to a non-blind creature within 20'. If that creature has 40 hit points or fewer, it must make a DC 17 Wisdom saving throw or surrender to you.

Once you have used this deck's power, it won't work again until the next dawn.

## **Quickening Rod**

*Rod, very rare (requires attunement by a spellcaster)*

This rod is graven with magical glyphs and sigils. When you move it about, you can tell that it has a liquid core by the way the weight shifts around. The rod has 3 charges; as long as it is on your person, you can expend one charge to change the casting time of a spell from 1 action to 1 bonus action as you cast it.

Each morning at dawn, the rod regains 1 charge.

## **Quickhit Bracers**

*Wondrous item, uncommon (requires attunement)*

While you wear these arm guards, when you fight with two weapons, if you hit the same creature with both weapons, once per round you deal an extra 1d8 damage of the same type as the hit of your choice did.

## **Quickling Lock**

*Wondrous item, rare (requires attunement)*

This lock of white hair, taken from a quickling, works only when braided into your hair. When this is done, your walking speed increases by 10', you gain a +2 bonus to initiative, and you are immune to effects that reduce your speed. In addition, you can stand up from prone as a bonus action.

## **Quill of Dictation**

*Wondrous item, uncommon*

This magical quill produces its own ink and never runs dry. If you use an action to speak the command word while touching the quill to a piece or stack of paper, the quill then writes out the words you speak thereafter until you spend a bonus action to deactivate it, you move farther than 20' from it or it runs out of paper. When you activate it, you can decide whether the pen also copies down the speech of other creatures within 20', but you cannot change that decision until you deactivate it.

## **Quiver of Flames**

*Wondrous item, uncommon*

This magical quiver is usually bright yellow, orange or red, and it can hold up to 20 arrows. You can place an arrow in the quiver as an action or a bonus action. When you fire an arrow that is drawn from the quiver, it deals an extra 1 fire damage on a hit.

## **Quiver of Poison**

*Wondrous item, very rare*

This magical quiver can hold up to 20 arrows or bolts. If you use an action to pour a single dose of poison into the quiver, it is magically duplicated and coats each piece of ammunition in the quiver. Once the quiver's magic has functioned, it will not do so again until the next midnight.

## **Quiver of Returning**

*Wondrous item, rare*

Nonmagical arrows you fire from this bow, as well as magical arrows that you miss with, never break during flight or upon impact. (They may be otherwise broken normally.)

## **Rag of Swift Striking**

*Wondrous item, uncommon*

This item looks like nothing more than an oily rag, such as you might clean your weapon with. If you spend one minute working fine oils (costing no less than 10 gp) into a weapon, the next time you roll for initiative while you have that weapon in hand, you

gain advantage on that initiative check.

## **Rageblood Armor**

*Armor (any light), rare (requires attunement by a barbarian)*

While you wear this armor, if you enter a rage, you regain 1d10 + your Constitution modifier hit points.

## **Raistlin's Cursed Money**

*Wondrous item, rare*

A bag of coins of this sort might be of any denomination. When it is paid in return for a promise, the coins inflict a terrible price on an oathbreaker. If the promise of the other party is broken, its hands turn black and begin to rot. The creature's hit point maximum falls by 1d10 each day until it either makes good on the promise or receives a *remove curse* spell, or until it dies when its maximum hit points reach 0. In this case, the creature's body rapidly rots away into a greasy stain.

## **Rake of Retrieval**

*Wondrous item, rare*

This magical garden rake is about 3' in length. However, if you insert it into a body of water, it lengthens dramatically, possibly even extending out of sight. If you spend one minute drawing it through the water, you can dredge through an area 50' square at the bottom of the water and retrieving any items of interest.

## **Rake of Smoothing**

*Wondrous item, uncommon*

This device is a normal garden rake. You can use an action to smooth out an area up to 5' square, eliminating all tracks and traces of creatures' passage.

## **Rapidstrike Bracers**

*Wondrous item, rare (requires attunement)*

While you wear these bracers, you can make one melee weapon attack as a bonus action on your turn. However, doing so is tiring. You can use it a number of times equal to 2 + your Constitution modifier safely (minimum of 2). If you use it any more

than that, you gain one level of exhaustion. For every additional number of times equal to your Constitution bonus (minimum of 1), you gain another level of exhaustion. This number resets when you complete a long rest.

## **Rat Blade**

*Weapon (any sword or dagger), very rare*

Anyone who touches a weapon of this sort must make a DC 17 Constitution save or become infected with wererat lycanthropy. A creature that makes its save is immune to the touch of that *rat blade* forever.

## **Rat Leathers**

*Armor (leather), uncommon (requires attunement)*

This magical leather armor looks like it is in terrible shape, being full of holes and showing many frayed areas. When wearing it, you can spend your action to polymorph into a rat, during which time you have all of its statistics except hit points and mental stats. This change lasts for 1 hour or until you lose consciousness or spend a bonus action to resume your normal form. Once you use this ability, you cannot use it again until you complete a long rest.

## **Razor Bracers**

*Wondrous item, uncommon*

These bracers have sharp edges that make creatures that choose to grapple you pay dearly. If a creature grapples you or restrains you with its body, you can use your reaction to deal 1d10 slashing damage to it. In addition, each time it starts its turn, it suffers 1d10 slashing damage. This ends if the grapple or restraint ends.

## **Razor Scale**

*Armor (scale), rare*

While you wear this armor, you gain a +1 bonus to AC. Moreover, this scale mail has a multitude of small blades magically merged into it. Whenever you suffer a critical hit from a melee attack, the creature that hit you takes 2d10 slashing damage.

## **Razor Shield**

*Armor (shield), rare*

When an enemy that you can see within 5' hits you with a melee attack, you can use your reaction to make a melee attack with the razors along this shield's edge. You are considered proficient in the attack. If you hit, you deal 1d4 + your Strength bonus damage. The attack counts as a magic weapon.

## **Rebuking Armor**

*Armor (any medium or heavy), rare (requires attunement)*

While you wear this armor, if a creature hits you with an attack, you gain a +1 bonus to hit that creature until the end of your next turn.

## **Recoil Shield**

*Armor (shield), uncommon (requires attunement)*

When an enemy hits you with a melee attack, you can spend your reaction to invoke the shield's power and force the attacker to make a DC 13 Strength saving throw or fall prone. Once you use this ability, you must complete a short or long rest before you can use it again.

## **Red Coins of Greed**

*Wondrous item, rare (requires attunement)*

Appearing as a bag of 66 unusual red coins, this item suffers from a niggardly curse. While all attempts to identify the coins seem to indicate that they grant the bearer discount when purchasing items, in truth the bearer gains the following new flaw: "I never spend more than I absolutely have to on anything. It is never worth paying extra, nor should one treat money as a thing to be used; it is to be hoarded and kept from others."

## **Reflective Shield**

*Armor (shield), rare*

While you wield this shield, any creature with a gaze attack that starts its turn when you are in range of its gaze attack, it is affected by its own gaze. (Some creatures are immune to the gaze of their own kind, but not all.)

## **Rending Gauntlets**

*Wondrous item, uncommon (requires attunement)*

While you wear these heavy gauntlets, if you are wielding two weapons and you hit the same target with both of them on the same turn, you deal an extra 1d8 damage of a type dealt by one of the weapons.

## **Repelling Gauntlets**

*Wondrous item, uncommon (requires attunement)*

These gauntlets allow you to cast *forceful repulsion*. Once you do so, you can't use their power again until the next dawn.

## **Reptiliad Orb of Dominance**

*Wondrous item, legendary (requires attunement)*

This orb is made of a single 10" diameter sphere of bone, though what it could have come from and what purpose it might have served in its body is impossible to determine. You can use this orb as an arcane or divine focus. If you cast a spell that imposes the charmed condition on a creature while so doing, targets of the spell have disadvantage on their saving throws. In addition, the orb has the following property.

***Dominance.*** You can use your action to force one or more living creatures of your choice within 50' of you to make a Wisdom saving throw (DC 20) or become magically charmed by you for 1 hour. At the end of that hour, you can use your action to renew the charm, and each creature charmed by the orb and within 50' of you must repeat the save or be charmed for another hour. You can continue to renew the charm each hour as long as you are conscious and at least one charmed creature is in range. Once you have used this power, it cannot be used again until the third dawn after the last time you renew the charm.

## **Residium Restorative**

*Wondrous item, very rare*

This glittering powder usually comes in a pouch containing 1d10+6 doses. If you cast spells, you can inhale some of the powder in order to recharge some of your spell slots. For every dose of the powder you inhale, you recharge 1 level worth of spell slots. You can safely inhale a number of doses equal to your Constitution modifier at one time; if you inhale more

than that, you must make a Constitution saving throw or be poisoned for 1 minute (although you still regain spell slots normally). Inhaling this powder takes an action.

## **Resounding Weapon**

*Weapon (any hammer, flail, mace, sling or staff), rare*

This weapon gains a +1 bonus to hit. It also has 3 charges, which it regains each dawn. If you hit a creature, you can spend a charge as part of the attack to cause the weapon to emit a peal of thunder that is audible up to 500' away and deals an extra 1d8 thunder damage to the target. In addition, the target must make a DC 13 Constitution saving throw or be stunned until the end of its next turn.

## **Respectful Orb**

*Wondrous item, rare (requires attunement)*

This orb has 3 charges, which it regains each dawn. Whenever you roll initiative and are not surprised, you can have the orb expend a charge to activate. If you do, until you take damage, creatures treat you as if you were under the effects of a *sanctuary* spell.

## **Revealing Weapon**

*Weapon (any), very rare (requires attunement)*

This weapon has a +1 bonus to hit and damage. In addition, if you hit a creature, it must make a DC 17 Dexterity save or be outlined with *faerie fire* until the end of your next turn.

## **Revelation Crystal**

*Wondrous item, uncommon*

While you wield a weapon that this tiger's eye has been clipped onto, you can *see invisibility*.

## **Revenant Ankh**

*Wondrous item, very rare*

While you hold this ankh in hand, you can use an action to cause a dead creature that you can see that has died in the last minute to rise up at maximum hit points. It is dazed and can only take an action or a bonus action, not both, on its turn. The creature cannot regain hit points or recover from its dazed state, and at

the start of each of its turns, it takes 15 damage. When the creature falls to 0 hit points, it dies.

Once you use the ankh, it will not function again until the next dusk.

## **Ricochet Shield**

*Armor (shield), rare*

When a ranged weapon attack misses you, you can use your reaction to deflect the weapon at another creature of your choice. The new target must be within a number of feet of you equal to half the short range of the deflected weapon. The attacker rerolls its attack against the new target.

Using this shield's ability is tiring. You can use it a number of times equal to your Strength bonus without penalty (minimum of 1). This number resets when you complete a short or long rest. Each additional time you use it, you gain one level of exhaustion.

## **Ring of Adamantine Touch**

*Ring, rare (requires attunement)*

While you wear this ring, your melee weapon attacks count as adamantine for purposes of overcoming resistance and immunity to damage.

## **Ring of Antivenom**

*Ring, common (requires attunement)*

If you are affected by a poison effect, you can use your reaction to neutralize it. In this case, you take no damage or other effect from the poison. Once you use the ring's power, it won't function again until the next dawn.

## **Ring of Apathy**

*Ring, uncommon*

A ring of this sort appears to be of a beneficial sort to all tests. Once you put it on, it won't come off without a *remove curse* spell being cast upon you first. While you wear it, you find it impossible to make decisions and become listless and apathetic. You respond to questions with statements of ennui such as "It doesn't matter," "It's all the same to me" or similar expression. You take no actions unless you are attacked, you take damage or a creature casts a spell

upon you, at which point you can make a DC 10 Wisdom check to act normally until the end of your next turn.

## **Ring of Arcane School Affliction**

*Ring, uncommon (requires attunement by a spellcaster)*

This cursed ring appears to be a *ring of arcane school resistance* and functions appropriately until you cast a spell of one of three other schools, when its curse reveals itself. Your save DC with spells of those schools is reduced by 1 and your saves against spells of that school are penalized by 1d4. Once it has revealed its curse, the ring no longer provides you with the benefits of a *ring of arcane school resistance*, and you cannot take the ring off without first receiving a *remove curse* spell.

<i>d8 Roll</i>	<i>School of Magic</i>
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

## **Ring of Arcane School Resistance**

*Ring, uncommon (requires attunement by a spellcaster)*

This magical ring makes you especially able to resist spells of a single school of magic, determined on the chart below. Whenever you make a saving throw against a spell of that school, you add 1d4 to the save. In addition, if you cast a spell of that school, the save DC increases by 1.

This ring gives you no bonus against or with effects that are not spells.

<i>d8 Roll</i>	<i>School of Magic</i>
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation

6	Illusion
7	Necromancy
8	Transmutation

## **Ring of Arcane Supremacy**

*Ring, very rare (requires attunement by a spellcaster)*

While you wear this ring, whenever a creature with the Magic Resistance trait rolls a saving throw against a spell you cast, you subtract 1d4 from its result.

## **Ring of Armoring**

*Ring, rare (requires attunement by a spellcaster)*

While you wear this ring, whenever you cast a spell that gives you a bonus to AC, sets your AC to a specific number or gives you a new way to calculate your AC, the AC, bonus or calculation gets a +1 bonus.

## **Ring of Blinking**

*Ring, uncommon (requires attunement)*

A *ring of blinking* allows you to cast *blink*. Once you do so, you can't use the ring again until you complete a short or long rest.

## **Ring of Bureaucratic Wizardry**

*Ring, very rare (requires attunement by a wizard)*

To all tests, this ring appears to be of another, beneficial type. In truth, when you attempt to cast a spell while attuned to it, it causes a sheaf of papers, a quill and a vial of ink to appear in your hands. Before the spell will take effect, you must fill out paperwork, requiring one action per level of the spell slot used. If you do not immediately set to filling out the paperwork, the spell slot is expended without effect.

Once this ring has revealed its true nature, it cannot be removed without utilizing a *remove curse* spell cast with a 4<sup>th</sup> or higher level spell slot.

## **Ring of Cantrips**

*Ring, uncommon (requires attunement)*

A ring of this sort contains one cantrip. While you wear it, you can cast that cantrip.

## **Ring of Cirulon**

*Ring, uncommon (requires attunement)*

This ring has two powers. First, it allows you to use an action to touch a creature and heal 2d8 hit points of damage. This power can't be used again until the next dawn.

Its second power benefits only you. When a blow strikes you that would reduce you to 0 hit points, the ring reduces the damage the blow deals by 3d6 points. This power can't be used again until the next dawn.

## **Ring of Clear Thought**

*Ring, rare (requires attunement)*

This ring makes you immune to the charmed and frightened conditions and gives you advantage on Intelligence saving throws.

## **Ring of Clumsiness**

*Ring, rare*

To all tests, this magical ring appears to be of some other sort that is beneficial to you. It functions appropriately until you enter combat, at which point it lowers your Dexterity to half its current score and refuses to come off your finger until you receive a *remove curse* spell. It also ceases to grant its previous powers.

## **Ring of Combat Prowess**

*Ring, rare (requires attunement)*

A magical ring of this type empowers you in combat. It grants you the following benefits.

- Opportunity attacks against you have disadvantage.
- You can move through the space of enemies in combat, though you still treat them as difficult terrain and provoke opportunity attacks normally.
- Once per round on your turn, if you reduce an enemy to 0 hit points with a melee weapon attack, you can apply any damage exceeding what it took to reduce it to 0 hit points to another target within 5' of both you and the original target. You must make another attack roll against the secondary target, and no

additional effects apply against it (only the damage that carried over).

## **Ring of Command**

*Ring, rare (requires attunement)*

This ring has 6 charges and regains 1d4 charges each dawn. If you spend the last charge, there is a 1 in 6 chance that the ring loses its powers. It allows you to cast the following spells by expending charges: *charm person* (2 charges), *command* (1 charge), *suggestion* (3 charges). You can also spend 1 or more extra charges when you cast *suggestion* to extend its duration by 1 hour per extra charge.

## **Ring of Contrariness**

*Ring, rare (requires attunement)*

This ring appears to be a magical ring of some other (more helpful) sort. In fact, it is cursed. While you wear it, you are unable to agree with any suggestions or course of action suggested by others. Attempts at reverse psychology will be met with derision. You will not directly harm yourself or allow yourself to be harmed, nor will you allow the ring to be removed, going so far as to fight to the death to retain it. In any event, the ring will not leave your finger until a *remove curse* spell is cast upon it.

## **Ring of Dashing Derring-Do**

*Ring, rare (requires attunement)*

As long as you keep uttering quips and japes at your foe's expense and your foe can understand your language, you add your Charisma bonus to damage with melee weapon attacks.

## **Ring of Delusion**

*Ring, rare (requires attunement)*

To all tests, this ring appears to be of another, beneficial type. In fact, the ring deludes you into believing that it is performing as expected, while you actually unconsciously use your other abilities and magic items to do your best to emulate its abilities. You will not remove the ring voluntarily, but a *remove curse* spell will allow you to do so.

## **Ring of Distraction**

*Ring, rare (requires attunement)*

This ring has 5 charges, which renew each day at dawn. While you wear this ring, you can use a bonus action to expend a charge and create a sudden burst of light and sound that is perceived only by one creature within 60'. That creature must make a DC 15 Intelligence save. If it fails, it has disadvantage on all attacks until the start of your next turn. If it succeeds, it has a -2 penalty instead of disadvantage.

## **Ring of Elemental Metamorphosis**

*Ring, very rare (requires attunement)*

While wearing this ring, you can use a bonus action to polymorph yourself into an air, earth, fire or water elemental (although 50% of these rings are limited to one type of elemental). This transformation lasts for as long as you concentrate on it, up to 1 hour.

Once you use the ring's power, it will not function again until the next dawn.

## **Ring of Enduring Arcana**

*Ring, rare (requires attunement)*

While you wear this ring, any attempt to dispel or counter a spell you cast treats the spell as if it were cast using a slot two levels higher.

## **Ring of Enemy Awareness**

*Ring, uncommon*

While you wear this ring, you can use a bonus action to study a creature that you can see within 60'. That creature may make a Wisdom saving throw to resist your study (although you can try again), but if it fails, you learn all of the following: whether the creature is bloodied, whether the creature's CR is  $\frac{1}{2}$  your level or lower, whether the creature's CR is 4 or more above your level, and whether the creature intends to kill you.

## **Ring of Famulus**

*Ring, rare (requires attunement)*

Named for its creator, this ring has several powers. While you wear it with no armor or shield, you gain a +1 bonus to AC. It has two additional powers.

***Inflict Wounds.*** The ring allows you to cast *inflict wounds*. Once you have done so, you can't use this ability again until the next dawn.

***Misty Step.*** The ring has 2 charges, which it regains each dawn. You can expend 1 to cast *misty step*.

## **Ring of Fearlessness**

*Ring, uncommon (requires attunement)*

When identified, this ring reveals only that it makes the wearer immune to the frightened condition (which it does). However, when you attune to it, it also lowers your Wisdom score to half its normal value and gives you the following flaw: "I can handle any dangerous situation." You act accordingly.

Once attuned to, the ring can't be removed without using a *remove curse* spell.

## **Ring of Flying**

*Ring, rare (requires attunement)*

While attuned to this ring, you can use a bonus action to gain a flying speed of 30' for as long as you concentrate on it, for up to 1 hour. Once you use the ring's power, it will not function again until you complete a short or long rest.

## **Ring of Fortitude**

*Ring, uncommon (requires attunement)*

Whenever you make a Constitution saving throw while wearing this ring, add 1d4 to your save.

## **Ring of Geiger**

*Ring, very rare*

This ring makes an audible clicking sound when you are exposed to radiation, with the clicks coming noticeably faster the greater the radiation exposure. By making a DC 10 Intelligence check as a bonus action, you can ascertain whether you would accumulate RADs every round, minute or hour.

## **Ring of Harmlessness**

*Ring, common (requires attunement)*

This ring cloaks you in an illusion that makes you appear to be a nondescript, unarmed, unarmored, small, thin, ragged-looking peasant. A creature that

sees you do something inconsistent with the ring's illusion can make a DC 11 Intelligence save to see through it.

## **Ring of Health**

*Ring, rare (requires attunement)*

It takes a week to attune to this ring, and if you take it off for even a moment, you lose your attunement to it. While you are attuned to it, whenever you spend a hit die to heal, you roll two dice instead of one and add your Constitution bonus to each one.

## **Ring of Holiness**

*Ring, rare (requires attunement by a cleric)*

As long as you wear this ring while you prepare spells, you can prepare one 1<sup>st</sup>, one 2<sup>nd</sup> and one 3<sup>rd</sup> level spell within the ring. You can cast those spells using your spell slots as normal, but if you remove the ring, you lose access to them.

## **Ring of Human Influence**

*Ring, legendary (requires attunement)*

While wearing this ring, you can cast *charm person* at will, but only on humans.

## **Ring of Icebolts**

*Ring, uncommon*

This ring has 5 charges, which renew each dawn. If you spend the last charge, there is a 1 in 10 chance that the ring loses its magic. While you wear this ring, you can use an action to expend a charge and launch a bolt of solid ice at a single creature within 100'. That creature must make a DC 13 Dexterity save, taking 1d6 bludgeoning damage and 1d6 cold damage on a failure and half of each damage type on a success.

## **Ring of Instant Escape**

*Ring, common*

While you wear this ring, if you must make a Dexterity save, you can use your reaction to cast *misty step*, and if you are no longer in range of the triggering effect, you don't need to make the save. Once you use this power, it won't work again until the next midnight.



## **Ring of Invisibility Negation**

*Ring, rare (requires attunement)*

Whenever an invisible creature comes within 30' of you, it loses its invisibility and must make a DC 15 Dexterity save or be outlined with *faerie fire*. It can repeat the save at the end of each of its turns, ending the *faerie fire* on a success.

## **Ring of Jolting**

*Ring, very rare (requires attunement)*

This ring has 2 charges, which it regains each dawn. While you wear this ring, you can use an action to expend a charge and send a beam of energy at a single creature within 100'. That creature must make a DC 17 Constitution save or be stunned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

## **Ring of Lightning Flashes**

*Ring, rare*

This copper and electrum ring has 3 charges, which it regains each dawn. You can use an action to expend a charge to cause a great shock of electricity to emit from the ring in a 5' radius sphere centered on you. Each creature in the sphere must make a DC 15 Dexterity save, suffering 5d6 lightning damage on a failure or half that on a success. A creature that is grappling you automatically fails the save.

## **Ring of Linguistic Learning**

*Ring, uncommon*

This gold ring's band is carved to resemble a pair of people talking to each other. Such a ring has three charges; when the final charge is expended, it loses its magic. You can use a bonus action to spend a charge from the ring upon hearing a language you do not understand, and the ring instantly floods your mind with information, teaching you to speak, understand, read and write the language (if it has a written form).

## **Ring of Liquid Identification**

*Ring, uncommon*

This ring is set with a quartz crystal. You can use your action to wave it above a liquid. If you do so, the color of the crystal changes according to the liquid

identified, as indicated below:

<i>Color of Stone</i>	<i>Liquid Type</i>
Red	Poison or potion
Orange	Oil or other flammable liquid
Yellow	Contaminated water
Green	Acid or other strong corrosive
Blue	Pure water
Indigo	Brine
Violet	Wine, ale, or other alcohol
White	Holy water
Black	Unholy water

## **Ring of Lore**

*Ring, very rare (requires attunement)*

To attune to this ring, you must wear it for a week. While you wear this ring, you can cast *legend lore*. Once you do so, the ring won't function again for 1 week.

## **Ring of Magic Detection**

*Ring, rare (requires attunement)*

While you wear this ring, you can see auras around magical spells, items and effects.

## **Ring of Magic Resistance**

*Ring, legendary (requires attunement)*

While you wear this ring, you have advantage on saving throws against spells and magical effects.

## **Ring of Magical Opportunity**

*Ring, rare (requires attunement)*

When an ally you can see within 120' of you makes an opportunity attack against a creature you can see, you can use your reaction to cast a cantrip with a casting time of 1 action that targets only a single creature at the creature that triggered the opportunity attack from your ally.

## **Ring of Magical Reprisal**

*Ring, very rare (requires attunement by a spellcaster)*

If a creature in your reach hits you with a melee attack, you can spend your reaction to cast a spell that you know or have prepared with a range of touch on that creature as long as that spell's casting

time is 1 action or 1 bonus action.

## **Ring of Mighty Summons**

*Ring, very rare (requires attunement)*

While you wear this ring, whenever you conjure or summon a creature, when you roll that creature's hit points, roll twice and take the better result.

## **Ring of Mystic Defiance**

*Ring, rare (requires attunement)*

This ring has 3 charges, which it regains each dawn. If you take damage from a spell or magical effect, you can use your reaction to expend a charge to reduce the damage you take by 10.

## **Ring of Mystic Fire**

*Ring, rare (requires attunement by a spellcaster)*

This ring has 3 charges and regains them at dawn. Whenever you cast a spell that deals fire damage, you can expend 1 or more charges to treat the spell as though it were cast using a slot one level higher per charge.

## **Ring of Mystic Force**

*Ring, rare (requires attunement by a spellcaster)*

This ring has 3 charges and regains them at dawn. Whenever you cast a spell that deals force damage, you can expend 1 or more charges to treat the spell as though it were cast using a slot one level higher per charge.

## **Ring of Mystic Frost**

*Ring, rare (requires attunement by a spellcaster)*

This ring has 3 charges and regains them at dawn. Whenever you cast a spell that deals cold damage, you can expend 1 or more charges to treat the spell as though it were cast using a slot one level higher per charge.

## **Ring of Mystic Healing**

*Ring, rare (requires attunement by a spellcaster)*

This ring has 3 charges and regains them at dawn. Whenever you cast a spell that heals one or more creatures, you can expend 1 or more charges to

treat the spell as though it were cast using a slot one level higher per charge.

## **Ring of Mystic Lightning**

*Ring, rare (requires attunement by a spellcaster)*

This ring has 3 charges and regains them at dawn. Whenever you cast a spell that deals lightning damage, you can expend 1 or more charges to treat the spell as though it were cast using a slot one level higher per charge.

## **Ring of Projection**

*Ring, very rare (requires attunement)*

While you wear this ring, you can cast *project image*. Once you do so, the ring ceases to function until the next dawn.

## **Ring of Protection from Pickpockets**

*Ring, common*

While you wear this ring, any attempt to pick your pockets has disadvantage.

## **Ring of Quick Action**

*Ring, very rare*

This magical ring helps you to take very quick action. It typically has 2d4+12 charges when found. When its last charge is exhausted, the ring crumbles to dust.

When you are surprised, you may spend 2 charges from the ring. If you do, you are not surprised.

When you roll for initiative, you may spend 1 charge from the ring. If you do, instead of rolling, treat your initiative as if you had rolled a natural 20.

## **Ring of Quickness**

*Ring, uncommon (requires attunement)*

While you wear this ring, you can use a bonus action to magically accelerate yourself to inhuman speed. Until the end of your turn, your speed doubles, and if you take the Attack action, you can make one additional attack. Once you use the ring's power, it won't work again until the next dawn.

## **Ring of Randomness**

*Ring, very rare (requires attunement)*

This ring has 3 charges, which it regains each morning at dawn. If identified, its chance to reverse spells cast from it will not be revealed. By spending one charge from the ring, you can cast any of the following spells from it. However, when you do so, there is a 50% chance that the effect will be reversed (e.g. *cure wounds* instead inflicts damage, *bless* instead acts as *bane*): *bless*, *cure blindness* or *deafness*, *cure wounds*.

Once you are attuned to the ring, it can't be removed unless a *remove curse* is first cast upon you.

## **Ring of Rapid Recovery**

*Ring, uncommon*

A ring of this sort has two effects. First, it gives you a +2 bonus on death saves. Second, if you start your turn stable but at 0 hit points, you regain 1 hit point.

## **Ring of Regrouping**

*Ring, rare*

This ring has 3 charges. Each morning at dawn, it regains 1 charge. You can use your action to spend 1 charge and cast *regroup*.

## **Ring of Remedies**

*Ring, rare (requires attunement)*

This ring allows you to touch a creature and remove an affliction from it- either blindness, deafness, a disease, poison or a curse. Once you use the ring, it won't function again until the next dawn.

## **Ring of Restitution**

*Ring, very rare (requires attunement)*

This ring appears to all tests to be of a beneficial type, and it functions as such until you inflict damage on a creature. Once you do so, you must make a DC 15 Wisdom save or take no actions other than to attempt to pay your “victim” 25 gp per hit point of damage done to it. If you don't have the money, you must offer fair value in goods and services. If the “victim” refuses the offer (including by attacking you), you can then ignore the ring's power as

regards that creature until the next dusk.

If your “victim” accepts your restitution, you may attack it again after paying it, but must then save against the ring's power again.

If you or your companions take any accepted restitution (even if the “victim” is dead), you (or they) fall under a powerful curse. Until the curse is lifted by a *remove curse* cast using a 5<sup>th</sup> or higher level spell slot, the subject has disadvantage on all ability checks.

## **Ring of Rhyming**

*Ring, common*

This ring compels you to speak in rhyme. If you speak without rhyming, you lose inspiration and can't get it (including from another pc) until you complete a long rest.

Once this ring is on your finger, it clings tenaciously to you and can't be removed without a *remove curse* spell.

## **Ring of Rings**

*Ring, legendary (requires attunement)*

While you wear this magic ring, you can wear one magic ring on each other finger without needing to attune them, even if they normally require attunement.

## **Ring of Shocking Grasp**

*Ring, rare (requires attunement)*

Made of copper and usually inscribed with lightning symbols, this ring allows you to cast *shocking grasp* as an action. Each time you use this ability, you must make a DC 10 Constitution check. If you fail, you must complete a short or long rest to use the ring's power again.

## **Ring of Silence**

*Ring, very rare (requires attunement)*

This ring has two functions. First, it gives you advantage on Dexterity (Stealth) checks to move silently.

Second, it allows you to cast *silence* centered on yourself, but once you do so, this power won't function again until the next dawn.

## **Ring of Sorcery**

*Ring, rare (requires attunement by a sorcerer)*

When you finish a long rest, your current and maximum number of sorcery points increases by 3.

## **Ring of Spell Eating**

*Ring, very rare (requires attunement by a spellcaster)*

This magic ring initially appears to all test to be a *ring of spell turning* that only a spellcaster can attune to. However, as soon as you cast a spell while wearing it, the ring 'eats' all of your other prepared spells. Once this has happened, it can't be removed until you receive a *remove curse* spell cast with a slot of 5<sup>th</sup> or higher level.

## **Ring of Spell Holding**

*Ring, legendary (requires attunement)*

This ring can maintain concentration on one spell (or other similar effect) for you. If you must make a save to maintain concentration, so must it; it's save bonus is +0.

## **Ring of Spell Penetration**

*Ring, very rare (requires attunement by a spellcaster)*

When a creature with magic resistance makes a saving throw against a spell you cast and has advantage on its save, you can subtract 1d4 from its saving throw.

## **Ring of Sustenance**

*Ring, uncommon (requires attunement)*

It takes a week to attune to this ring, and if it leaves your finger for even an instant, you lose your attunement to it. Once you have attuned, however, the ring magically provides you with sustaining nourishment even though you might go for up to a week without food or water. It also refreshes your body and mind; if you must sleep, you need sleep only one-quarter as much as normal (though you must still rest for eight hours to gain the benefits of a long rest).

After functioning for a week, the ring deactivates for a week to replenish its powers.

## **Ring of the Darkhidden**

*Ring, very rare (requires attunement)*

You are invisible to darkvision, though visible in normal light. If you attack or cast a spell, you become visible to darkvision until the end of your next turn.

## **Ring of the Eagle**

*Ring, rare (requires attunement)*

You can use an action to *polymorph* yourself into a giant eagle, except that the effect lasts until you use a bonus action to end it or until you fall to 0 hit points. Once you exist giant eagle form, you can't resume it until the next dawn.

If you stay in giant eagle form for more than 24 hours, each day there is a 1% chance that the ring loses its powers and leaves you permanently in giant eagle form.

## **Ring of the Icy Soul**

*Ring, uncommon (requires attunement)*

When you attune to this ring, you take on an icy appearance. For instance, your skin, hair and eyes may turn blue or white, or your breath might always be visible in the air. You gain immunity to cold damage but vulnerability to fire damage.

## **Ring of the Landwalker**

*Ring, uncommon (requires attunement by a creature with a swim speed)*

This brass ring is stamped with a pattern resembling fish scales. While you wear it, you grow legs and feet if you don't have them already, gain a walking speed of 30' and lose any swim speed you have.

## **Ring of the Little People**

*Ring, rare (requires attunement by a druid)*

Constructing one of these rings requires the cooperation of at least six different fey creatures from at least two Fey Courts. While you wear it, you gain several noteworthy powers.

- You gain advantage on saves against spells and effects cast or used by fey creatures.
- You can speak, understand, read and write

Sylvan.

- You can use an action to shrink to anywhere from 6" to 2' in height while simultaneously becoming *invisible*. While you are reduced, you have disadvantage on Strength attacks and checks and the damage of your weapon attacks is reduced by 1d4.

## **Ring of the Phoenix**

*Ring, legendary (requires attunement)*

While you wear this ring, you gain resistance to fire damage. In addition, if you die, the ring melts into your finger and you are reborn at the start of your next turn in a fiery conflagration that deals 10d6 fire damage to each creature within 5' of you. In your new form, you look the same as before you died, except your skin turns bright orange and your eyes and hair turn red. Your alignment changes to Neutral Good, and you gain the following trait: "Evil must be opposed and destroyed at every turn."

Once you have been reborn, you gain the ability to innately cast the following spells 1/day each, using Charisma as your spellcasting ability: *fireball*, *protection from fire*, *wall of fire*.

## **Ring of Thunder**

*Ring, very rare (requires attunement)*

A *ring of thunder* has 3 charges and regains 1 charge each dawn. While you wear this ring, you can use an action to cause a zone of thunder to form in a 10' radius around you. The zone lasts as long as you concentrate on it, to a maximum of 10 minutes. Any other creature that starts its turn in the zone or enters it must make a DC 17 Constitution save, taking 10d6 thunder damage on a failure or half that on a success as the zone emits a tremendous boom, clearly audible up to 1,000' away and dimly audible miles away, depending on the conditions.

## **Ring of Tongues**

*Ring, rare (requires attunement)*

While you wear this ring, you can speak, understand, read and write any language spoken by any creature within 30' of you.

## **Ring of True Seeing**

*Wondrous item, very rare (requires attunement)*

While you wear this ring, you can cast *true seeing* on yourself. Once you do so, you must complete a short or long rest before you can do so again.

## **Ring of Truth**

*Ring, rare (requires attunement)*

This ring is a mixed blessing. While wearing it, you automatically detect lies spoken in your presence. However, you are unable to lie yourself, and if you attempt to do so, you find yourself speaking literal truth instead.

If you encounter a creature under the influence of magic that renders its lies undetectable, you don't detect the lies, but are also unable to hear the creature's voice.

## **Ring of Universal Resistance**

*Ring, legendary (requires attunement)*

While you wear this ring, you gain resistance to acid, cold, fire, lightning and thunder.

## **Ring of Vapors**

*Ring, very rare (requires attunement)*

This ring appears as a small circlet of misty vapors, constantly changing and shifting. However, it is solid to the touch. While you wear it, you gain the following abilities.

***Flight.*** You can fly at a speed of 30'.

***Spells.*** The ring has 7 charges and regains 1d4+1 each dawn. You can cast the following spells by expending one or more charges: *cloudkill* (5 charges), *fog cloud* (1 charge), *stinking cloud* (2 charges), *wind wall* (3 charges), *wind walk* (7 charges).

***Conjure Air Elemental.*** You can use an action to conjure an air elemental, as if you had cast *conjure elemental* except that you need not concentrate on the effect. The elemental serves you willingly and to the best of its ability. After you use this power, 30 days must pass before you can use it again.

## **Ring of Vengeance**

*Ring, rare (requires attunement)*

Whenever a creature scores a critical hit on you, this magic ring flares to life, inflicting 5d6 radiant damage on that creature.

## **Ring of Vitals Protection**

*Ring, uncommon*

While you wear this ring, the severity of critical hits on you is reduced by 1d10.

## **Ring of Vocalization**

*Ring, rare (requires attunement by a spellcaster)*

This ring has 3 charges, which refresh themselves at dawn. If you use the last charge from the ring, roll 1d20; on a 1, the ring loses its magic permanently. You can expend 1 charge to cast a spell that normally requires a verbal component or activate a magic item that normally requires a command word without speaking.

## **Ring of Weakness**

*Ring, very rare (requires attunement)*

While attuned to this ring, your Strength score drops to 3, unless it is already lower. You cannot remove the ring unless a *remove curse* spell is cast upon you.

## **Ring of Weeping**

*Ring, rare (requires attunement)*

You can use this dull gray ring to inflict great sadness on a creature. You can use an action to make a Strength or Dexterity attack at a creature you can reach; if you hit, it must make a DC 15 Wisdom save or become so overwhelmed with sadness that it is incapacitated until the end of its next turn, then has disadvantage on attacks and checks for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on a success.

## **Ring of Windwarding**

*Ring, rare (requires attunement)*

While you wear this ring, the air within 10' of you is magically stilled. This protects you completely from winds of any strength, prevents *gust of wind*,

*whirlwind* or *wind wall* spells from affecting you directly and so on. If you are attacked by a creature composed of air, such as an air elemental or an invisible stalker, you have resistance to any damage it does to you with its natural attacks.

## **Ring of Wizardry**

*Ring, legendary (requires attunement by a bard, sorcerer or wizard)*

While you wear this ring, each time you complete a long rest, you gain one additional spell slot of each level available to you. If the ring is removed, you immediately lose one spell slot of each level available to you.

## **Ring of Wyrd**

*Ring, rare (1 wyrd), very rare (2 wyrd) or legendary (3 wyrd)*

While you wear this ring, you gain 1 or more wyrd (depending on the ring). Each wyrd reduces the severity of critical hits on you and your fumbles by 1. In addition, you can spend a wyrd in order to have fate step in to aid you in some fashion, as determined by the DM. This intervention may be something you recognize, or it may not; it may be as simple as a hit becoming a miss, or as complex as allies arriving, an earthquake hitting and causing a partial collapse that separates you from one or more enemies, or even an adventurer in the future raising you from the dead.

## **Ritual Candle**

*Wondrous item, common*

If you light this candle while performing a ritual, it takes only an extra five minutes to perform the ritual rather than an extra ten minutes. Once you complete the ritual, the candle snuffs out and cannot be lit again until the next dawn; however, a candle of this sort is never actually used up.

## **Ritual Residium**

*Wondrous item, uncommon*

This glittering powder usually comes in small bags or vials. It is usually found in batches of 2d4+10 doses. It can be used to ease the difficulty and cost of ritual magic.

When you perform a ritual, you can expend a number of doses of *ritual residuum* equal to the level of the spell slot used to cast the ritual. If you do so, the ritual's casting is enhanced in several ways.

- If the ritual normally expends costly components, the *ritual residuum* counts for up to 100 gp worth of components per dose expended.
- If you must make an ability check as part of the ritual, you gain advantage on that check.
- If a creature must make a saving throw as a result of the ritual, it has disadvantage on that saving throw.
- If you must roll percentile dice to determine a result as part of the ritual, the DM modifies your roll by a number up to the number of doses expended toward the most favorable possible result.

## **Roaring Armor**

*Armor (any), very rare (requires attunement)*

This armor has a roaring dragon on it, either graven, painted, embroidered or what have you. It roars whenever you know battle is imminent, giving you advantage on initiative (but not preventing surprise).

## **Robe of Arcane Might**

*Wondrous item, very rare (requires attunement by a spellcaster)*

This robe is attuned to a random school of magic. Whenever you cast a spell from that school, you may treat it as though it were cast with a slot one level higher than you used. Roll on the table below to ascertain the school to which the ring is attuned.

<i>d8 Roll</i>	<i>School of Magic</i>
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy

## **Robe of Blending**

*Wondrous item, rare*

This robe does not detect as magical, but if donned, it will immediately shift colors to make you blend into the background, matching the surrounding colors and textures. Even odor is produced by the robe. As long as you remain motionless, it requires a DC 20 Wisdom (Perception) check to spot you. A creature that is aware of your presence and position has advantage on this check.

## **Robe of Bones**

*Wondrous item, rare (requires attunement by a cleric or wizard)*

These robes have a number of small bones sewn into them. You can use an action to detach a bone and cast it to the ground within 10' of you, at which point the bone transforms into an undead. The undead is not under your control.

A *robe of bones* has bones that will turn into the following undead when first created:

- Four skeletons
- Two minotaur skeletons
- Two warhorse skeletons
- Two zombies
- Two ogre zombies

Once the robes have all been cast to the ground, the robe loses its magic.

## **Robe of Powerlessness**

*Wondrous item, very rare*

To all forms of magical detection, this appears to be a beneficial robe of some sort. When you voluntarily don it, it reduces your Strength and Intelligence scores to 3. This lasts until you receive a *remove curse* followed by a *heal* spell.

## **Robe of Repetition**

*Wondrous item, very rare (requires attunement by a spellcaster)*

These robes have repetitive geometric patterns in bright colors woven into their fabric. Because of the

enchancements laid upon these patterns, whenever you cast a spell of 1<sup>st</sup> through 5<sup>th</sup> level, there is a chance that the robe allows you to cast it again the next round without expending a spell slot. If you don't cast it the following round (or if it has a casting time longer than one round), the chance to cast the repetition is lost. If you do cast the repetition, there is no chance of the robe allowing you to cast it again.

The chance of the robe allowing a repetition depends on the level of the spell, as noted below:

<u>Spell Level</u>	<u>Chance of Repetition</u>
1 <sup>st</sup> level	50%
2 <sup>nd</sup> level	40%
3 <sup>rd</sup> level	30%
4 <sup>th</sup> level	20%
5 <sup>th</sup> level	10%

## **Robe of Shapechanging**

*Wondrous item, very rare (requires attunement)*

While you wear this robe, any time you use a spell or ability that lets you change shape that is limited by Challenge Rating, add 1 to the CR limit.

## **Robe of the Netherworld**

*Wondrous item, rare (requires attunement by a wizard)*

This dark robe allows you to figure your AC as 13 + Dex bonus. In addition, while you wear it, you can speak with and understand undead.

The robe's greatest power allows you to prepare one additional necromancy spell of each spell level that you can cast.

## **Robe of Vermin**

*Wondrous item, rare (requires attunement)*

A robe of this sort seems to offer great magical protection, providing a +3 bonus to AC to all magical forms of identification. However, as soon as you enter combat, the protection is lost and the true nature of the garment is revealed. Rats and insects that infest the garment begin to bite and scratch you. You must use your action to scratch, adjust the robes and generally show signs of extreme discomfort caused by the pests.

Once the robes have revealed their true nature, the pests will not subside, and you cannot remove the robes without a *remove curse* spell or similar magic.

## **Robe of Vitamancy**

*Wondrous item, rare (requires attunement by a spellcaster)*

While you wear these robes, you can use a bonus action to expend one or more hit dice. Instead of regaining hit points, you refresh a number of spell levels worth of spell slots equal to the number of hit dice you expended. When you use the robe's power, you also gain 1 level of exhaustion.

## **Roc Armor**

*Armor (leather), very rare (requires attunement by a druid)*

This magical leather armor gives you a +1 bonus to AC while you wear it. It is decorated with huge feathers.

When you *wild shape*, you can assume the form of a roc. If you use this ability, you cannot use it again until the next dawn, and you gain a level of exhaustion.

## **Rock Robe**

*Robe, rare (requires attunement)*

This robe makes you immune to petrification effects (except from the robe itself).

In addition, you can use an action to voluntarily petrify yourself. This process takes until the end of your next turn, and if you move or act during this time, the effect fails. Once you are petrified, you can still see and hear, and the only action you can take is to change back (which also requires a full round).

Finally, if you place the robe on a petrified creature for 24 hours, it returns that creature to flesh and attunes to it.

## **Rod of Ash**

*Rod, rare (requires attunement)*

This magical rod appears to be made of wood burnt almost to ash. It grants you several powers.

**Counterspell Fire Magic:** You can use your reaction to cast *counterspell* from the rod, but only against fire spells. Once you have used this power twice, you cannot use it again until the next midnight.



***Dispel Fire Magic:*** You can cast *dispel magic* from the rod, but only against fire spells. Once you have used this power twice, you cannot use it again until the next midnight.

***Ray of Frost:*** You can cast *ray of frost* from the rod, dealing 3d8 cold damage.

## **Rod of Beguiling**

*Rod, legendary (requires attunement)*

This powerful rod has 5 charges, and it regains 1d4+1 charges each morning at dawn. You can use an action to spend a charge and radiate a mental wave of fellow-feeling to all creatures within 20' of you, causing them to become charmed by you (no save). While charmed, the creature treats you as a trusted friend and companion that it loves and respects. They will willingly listen and obey you insofar as communication is possible and your instruction seems plausible and doesn't outwardly lead the beguiled to needless injury or destruction or go against its nature or alignment.

If you attack a beguiled creature, the effect ends on it. Otherwise, the effect lasts for 10 minutes.

## **Rod of Binding Awe**

*Rod, rare*

This magical rod has 3 charges, which it regains each morning at dawn. You can use an action while holding the rod to expend a charge. If you do, each creature of your choice within 20' must succeed on a DC 15 Wisdom saving throw or have its speed reduced to 0 until the end of its next turn.

## **Rod of Brilliant Wrath**

*Rod, rare (requires attunement by a spellcaster)*

This magical rod functions as long as you carry it in your hand. It functions as a spellcasting focus for you, and if you cast a spell that deals radiant damage, you deal two extra dice of damage with that spell.

## **Rod of Building**

*Rod, legendary*

To use this potent rod, you must first have detailed interior and exterior plans for a building made of stone. You lay these out where you intend to build

the building, then use the rod to etch the exterior dimensions into the soil or stone. Once you complete this task, the building begins to assemble itself, stone by stone, at a rate of 10 square feet per round, continuing until the building is complete.

The rod has two limitations on its use. First, it can only construct one building at a time; and second, once it has finished one building, it can't be activated again for 1 week.

## **Rod of Cancellation**

*Rod, very rare*

This dreaded rod is a bane to magic items. You can attempt to touch it to a magic item by making a melee weapon attack at the bearer of that magic item. If you succeed, the touched item becomes permanently nonmagical, and the *rod of cancellation* turns brittle and loses its magic.

## **Rod of Corruption**

*Rod, rare (requires attunement by a warlock)*

This twisted rod has 7 charges and regains 1d4+1 charges each night at midnight. When you cast the *hex* spell while holding this item, you can spend a charge to target two creatures instead of one.

## **Rod of Dark Reward**

*Rod, very rare (requires attunement by a spellcaster)*

While you hold this rod in hand, any creature under the effect of a spell you cast has disadvantage on attack rolls against you.

## **Rod of Death's Grasp**

*Rod, rare (requires attunement by a spellcaster)*

This rod serves as a spellcasting focus while in hand. If you score a critical hit with a spell while using it, the target suffers 3d6 necrotic damage at the start of each of its turns. At the end of each of its turns, it can make a DC 13 Wisdom saving throw to end this effect.

## **Rod of Distortion**

*Rod, very rare (requires attunement)*

This magical device distorts the drain of power from charged items. It has 7 charges when first created, and cannot regain charges.

You can use an action to spend a charge from the rod, which causes it to emanate a visible field of energy in a 30' radius around you for 1 minute. During this time, anytime a magic item within the field spends one or more charges, its user must make a DC 15 Wisdom saving throw. If it fails, the charged item fails to expend any charges, and the power being used fails to take effect. If the saving throw fails by 5 or more, the item spends charges normally, but the activated spell or power backfires or has a reversed effect.

## **Rod of Dual Invocation**

*Rod, very rare (requires attunement by a cleric)*

This rod is very potent. It has 5 charges and it regains 1d3 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the rod's power is forever drained.

When you cast a spell that has a casting time of 1 bonus action, you can spend 1 or more charges from the rod. If you do so, instead of being limited to casting only a cantrip with a 1 action casting time, you can cast a spell of a level up to the number of charges you spent with a casting time of 1 action.

## **Rod of Eldritch Power**

*Rod, rare (requires attunement by a warlock)*

When you attune to this rod, choose one warlock invocation. You have access to that invocation as if you knew it. If you ever lose attunement to this rod, you can never regain it.

## **Rod of Electrification**

*Rod, uncommon*

This silvery rod (actually a copper-nickel alloy) has a rubbery black handle on one end. If you hold it by the rubber handle, you can use a melee attack to touch a creature, dealing 2d4 lightning damage on a hit.

## **Rod of Elemental Might**

*Rod, very rare (requires attunement by a spellcaster)*

Each of these rods is dedicated to a single element (air, earth, fire or water). While you hold this rod in hand, it gives you a degree of mastery over spells of that element. When you cast such a spell, you

may treat it as if it were cast with a slot one level higher.

## **Rod of Entrapment**

*Rod, uncommon (requires attunement)*

A rod of this sort is made of ivory tipped with amber. It has 6 charges and regains 1d4+1 charges each dawn. The *rod of entrapment* has the following powers.

**Spells.** You can use the rod to cast the following spells by expending the noted number of charges: *entangle* (1 charge), *web* (2 charges).

**Paralyze.** You can use an action to try to paralyze a creature with the rod. Make a melee weapon attack, treating yourself as proficient with the rod. If you hit, you expend a charge and the target must make a DC 13 Constitution save, becoming paralyzed for 1 minute on a failure. A paralyzed creature can repeat the save at the end of each turn, ending the effect on a success.

## **Rod of Equestrians**

*Rod, uncommon*

A rod of this sort has a horse's head ornately carved at its top. The other end usually has a horseshoe at the base. It has 6 charges, and regains 1d4+2 each day at dawn. If you spend the last charge, there is a 1 in 20 chance that the rod loses its magic forever.

If you use an action to grasp the rod in both hands just below the horse's head, hold it in front of your body tilted forward and gallop forward 10', you can expend 1 or more charges to cast the following spells: *mount* (1 charge), *phantom steed* (3 charges).

## **Rod of Escape**

*Rod, uncommon*

This fragile-looking rod allows you to cast *jump* and *knock*. Once you have cast one of those spells twice, you can't cast it again until the next dawn.

In addition, you can use an action to cause the rod to emanate a ward in a 5' radius sphere centered on you. Any nonmagical water or water-based liquids are repelled from the ward, allowing you to breathe normally underwater or cross shallow rivers without getting wet. This effect lasts for 10 minutes.

## **Rod of First Blood**

*Rod, uncommon (requires attunement)*

While you bear this rod, each time you hit a creature with maximum hit points with an attack, you deal an extra 2d8 points of damage of the same type as the attack.

## **Rod of Flailing**

*Rod, very rare (requires attunement by a barbarian, fighter, paladin or ranger)*

You can use a bonus action to transform this rod into a two-headed +2 *flail*. When you use the Attack action with it, you may make one additional attack.

You can also use a bonus action to swing the flail in a defensive pattern and speak a command word. If you do so, you gain a +4 bonus to AC until the start of your next turn. Once you have used this power, it won't function again until you complete a short or long rest.

## **Rod of Forceful Invocation**

*Rod, uncommon (requires attunement by a cleric)*

This magical rod is carved with religious iconography. It functions as a divine focus for you. In addition, the rod has 4 charges and regains 1d4 each dawn. If you spend the last charge, there is a 1 in 20 chance that the rod loses its magic.

When you hit a creature with a ranged spell attack, you can spend a charge from the rod. If you do so, that creature must make a DC 13 Strength save or be pushed 15' directly away from you. (If you hit more than one creature with ranged spell attacks, you can spend more than one charge.)

## **Rod of Generalship**

*Rod, legendary (requires attunement)*

You can use an action to hold this rod aloft during combat. If you do, each ally within 600' that can see you and considers you its commander can add 1d4 to its attack rolls for the next hour. After you use this power, it can't be used again until the next dawn.

## **Rod of Green Slime**

*Rod, very rare*

This rod is a cylinder of thick but hollow glass which contains green slime. A rubbery grip and pump handle are at one end, along with the maker's mark of the ancient Belmax Corporation.

You can use this rod as a +1 *club*. Each time you hit, the target is also splattered with green slime, taking 1d10 acid damage at the start of each of its turns until the slime is removed (see DMG 105).

In addition, you can point the rod and pump the handle to spray concentrated green slime at a target as a ranged attack (range 10'/30'; *Hit*: 1d10 acid damage, and the target takes 1d10 acid damage at the start of each of its turns until the slime is removed).

You can also use a bonus action to twist the rubber grip to activate a magical vibration in a 30' radius sphere centered on the rod. The vibration lasts for 1 minute and moves with the rod. Oozes treat the area of the vibration as difficult terrain. Once you use this function of the rod, it will not work again until the next dawn.

Finally, you can use an action to break the rod, causing an explosion of green slime in a 30' radius sphere centered on the rod. This destroys the rod and forces each creature in the sphere, including you, to make a DC 15 Dexterity save, suffering 10d6 acid damage on a failure and half that on a success. In addition, each creature that failed its save is coated in green slime, taking 1d10 acid damage at the start of each of its turns until a creature uses an action to remove the slime.

## **Rod of Grievous Wounds**

*Rod, rare (requires attunement)*

This rod has 5 charges, which it regains at dawn. While you hold it in hand, you can use an action to expend a charge, dealing 1d8+5 necrotic damage to each creature within 5' of you that is at less than full hit points.

## **Rod of Harvest**

*Rod, rare (requires attunement)*

When you reduce a creature to 0 hit points while you bear this rod, you regain one spent Hit Die. Once this ability triggers, it won't work again until you

complete a short or long rest.

## **Rod of Hope Triumphant**

*Rod, uncommon (requires attunement by a fighter)*

As long as you bear this rod, whenever you reduce an enemy to 0 hit points, you gain 5 temporary hit points.

## **Rod of Ilmixie**

*Rod, unique (uncommon power level)*

This rod of black iron murmurs to you telepathically while you bear it, constantly urging you to chaos and evil and mocking good acts that you perform. It is actually a demon bound into the form of a magic item by a powerful Abyssal cambion lord named Baron Ilmixie, who is the ancestor of an extended clan of tieflings and other by-blows. The rod is designed to further Baron Ilmixie's agenda in the world, even when its bearer is not consciously working to advance it. The baron's descendants are rarely aware of his existence or connection to them.

If you are a tiefling, you can attune to this item and gaining its (temporary) allegiance. If you do so, its whispers become more helpful, preventing you from being surprised.

In addition, you can use an action to project a 10' aura of fear around yourself. Each creature in the aura must make a DC 13 Wisdom save or become frightened of you for 1 minute. While frightened, the creature must use its action to move as far from you as possible. At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

If something would destroy the rod, it instead vanishes, *plane shifting* away.

## **Rod of Magical Precision**

*Rod, rare (requires attunement by a spellcaster)*

This slender rod is covered in a spiral of arcane symbols and runes. It functions as a spellcasting focus, and while you hold it in your hand, your spells ignore any cover less than full cover.

In addition, the rod has 3 charges, and it regains 1 charge each day at dawn. When you cast a spell that requires an attack roll, before you roll the die you can spend a charge from the rod to add 1d4 to the attack roll. Each time the rod's last charge is expended,

there is a 1 in 20 chance that it loses its magic forevermore.

## **Rod of Many Wands**

*Rod, legendary*

This rod has a surprisingly wide body. One end has three holes in it, appropriately sized for a straight wand to fit snugly within. It takes one minute to mount or remove a wand.

The *rod of many wands* has 20 charges. Each day at dawn it regains one charge, and if the last charge is spent, there is a 1 in 10 chance that the rod's powers are lost.

When you use an action to speak the rod's command word, all the wands in it activate at once, using whichever abilities you choose. You cannot choose to activate only some of the wands in the rod; all of them discharge whenever it is used. Doing this drains charges from the wands normally, and drains one charge per wand from the rod itself in addition.

## **Rod of Parrying**

*Rod, uncommon (requires attunement)*

You can wield this rod as a *warhammer* +1. In addition, while you wield it, you can use your reaction when a weapon attack would hit you to add your proficiency bonus to your AC, possibly making the attack miss.

## **Rod of Piercing Cold**

*Rod, very rare (requires attunement by a spellcaster)*

You can use this rod as a spellcasting focus for any spell that deals cold damage. It has 3 charges, which it regains at dawn. If you spend the last charge, there is a 1 in 6 chance that the rod loses its magic. When you cast a spell using the rod as a focus, you can use a bonus action to expend a charge. If you do and the spell damages any creature that has resistance to cold, that creature takes psychic damage equal to the damage that it resisted.

## **Rod of Rage**

*Wondrous item, very rare (requires attunement)*

Graven with an angry visage, while you bear this rod, it allows you to enter a rage, like a barbarian.

Once you have done so, you must complete a long rest before you can do so again.

If you are a barbarian, this rod instead allows you to rage one extra time each day.

## **Rod of Reaving**

*Rod, uncommon (requires attunement)*

While you hold this barbed metal rod in hand, you can use your action to deal 1d10 psychic damage to each creature within 10' of you, including yourself.

## **Rod of Resurgent Valor**

*Rod, rare (requires attunement)*

While you bear this rod, whenever a creature makes a melee attack against you, you can use your reaction to gain a +1 bonus to hit against it until the end of your next turn.

## **Rod of Retributive Justice**

*Rod, very rare (requires attunement by a cleric)*

This rod functions as a divine focus for your spells. In addition, the rod has 10 charges; once they are expended, it loses its magic.

When a creature hits you with a melee attack, you can use your reaction to expend 1 charge to cast a cantrip that targets only that creature that normally requires 1 action to cast.

## **Rod of Ruin**

*Rod, legendary*

This dread rod is made of beaten copper and has a stylized skull at one end. Unless a barrier completely cuts it off from the rod (such that there is no open path, however indirect, to the creature), a creature that starts its turn within 60' of the rod has disadvantage on all saving throws.

## **Rod of Sand Repelling**

*Rod, uncommon*

A rod of this sort is made of clear glass. While you hold it in your hand, you can use a bonus action to force sand, dust, ash, grit and similar particles away in a 10' radius sphere. This effect continues until the beginning of your next turn, potentially allowing you to travel through sandy or dusty environments without

being slowed, to remove sand or grit that forms a barrier, or even to be unharmed by a sandstorm or dust storm.

If you use the rod for more than four hours without taking a short or long rest, you gain one level of exhaustion.

## **Rod of Scouring Justice**

*Rod, very rare (requires attunement by a cleric or paladin)*

You can use this rod as long as you bear it upon your person. It has 3 charges, which it regains each morning at dawn.

When you hit a creature with a melee attack, you can use a bonus action to expend a charge. If you do so, the target must make a DC 15 Wisdom saving throw; if it fails, it is struck with a bleeding curse as blood begins to pour from its nose, mouth, eyes and ears. For the next minute, at the start of each of its turns, the creature suffers 2d10 damage. At the end of its turn, it can repeat the save, ending the effect on a success.

## **Rod of Sliding**

*Rod, uncommon (requires attunement)*

This rod has 9 charges and regains 1d6+2 charges each day at dawn. If you spend the last charge, there is a 1 in 20 chance that the rod loses its powers. While you hold the rod in hand, you can use it to move another creature that is within 30'. By using an action to expend 1 to 3 charges, you force the target to make a DC 13 Strength save. If it fails, you move it 5' per charge expended. This movement need not be in a straight line.

## **Rod of Smoke**

*Rod, uncommon*

This rod looks like a short, straight length of burnt oak. It is always hot to the touch, and it smokes constantly.

While you bear it, you ignore 30' of fog, mist, smoke or other vapor that obscures your vision. In addition, you can use an action to cause the rod to give off a burst of smoke, making you impossible to see unless you move from your current location and dealing 1d6 points of fire damage and 1d6 points of

poison damage to each creature within 5' of you. The smoke disperses at the end of your next turn.

## **Rod of Splendor**

*Rod, very rare (requires attunement)*

This rod is magnificent, chased with gold, platinum and gems and worked with the finest skill to show images of splendid-looking people garbed in finery feasting. As long as you carry it, you gain a +2 bonus to Charisma. In addition, all your garments are cloaked with an illusion and appear to be of the finest quality and condition, although they do not grant you any particular benefit.

In addition, the rod has 9 charges, which can be used to trigger the following additional effects. When the last charge is expended, the rod crumbles to dust.

**Create Finery.** You can use an action to expend a charge from the rod to create and garb yourself in clothing of the finest fabrics and adornments of furs and jewels. The clothing vanishes if forcibly removed from its wearer or if an attempt is made to sell any of it, but you can freely give it away. The clothing appears to be worth 6,000 – 15,000 gp (including the furs and jewels).

**Splendid Pavilion.** You use an action to spend a charge, and the rod creates a palatial tent- a huge pavilion of silk encompassing between 1,000 and 3,000 square feet. Inside the tent, temporary furnishings and food suitable for the splendor of the pavilion can be found, in sufficient quantity to entertain 100 persons. The tent and its trappings last for one day. At the end of that time, you can spend another charge to maintain the pavilion for another day. Otherwise, it and all objects taken from it vanish.

## **Rod of the Legendary Mariner**

*Rod, uncommon (requires attunement by a creature proficient in water vehicles)*

Made of driftwood and brass, this rod makes your life aboard ship easier. While you bear it on your person, you gain advantage on any water vehicle checks you must make.

In addition, the rod has 3 charges, which it regains each day at dawn. You can spend a charge to cast *purify food and drink*.

Finally, the rod alerts you whenever a ship

comes within one mile of the vessel you are on.

## **Rod of the Pyre**

*Rod, rare (requires attunement)*

This blackened wooden rod holds 3 charges, which it regains each day at noon. While you hold the rod in your hand, you can use your action to spend a charge and force a creature within 100' that you can see to make a DC 15 Wisdom saving throw. If it fails, it gains vulnerability to fire damage. It can repeat the save at the end of each of its turns, ending the effect on a success. If the creature succeeds on the saving throw the rod regains the charge.

## **Rod of Transposition**

*Rod, rare (requires attunement)*

This rod has 3 charges, which it regains each dawn. You can expend a charge to cast *dimension swap*, but you must be one of the targets.

## **Rod of Welkwood**

*Rod, very rare (requires attunement by a druid)*

This rod has 6 charges and regains 1d4+1 charges each dawn. You can expend charges to cast the following spells from the rod: *entangle* (1 charge), *plant growth* (2 charges), *wall of thorns* (3 charges).

In addition, if you use it as your shillelagh, the rod of Welkwood gains a +3 bonus to damage.

## **Rod of Wrathful Dismissal**

*Rod, very rare (requires attunement)*

This rod has 5 charges and regains 1d4 each dawn. When an enemy hits you, you can use your reaction to spend a charge and force that enemy to make a DC 17 Strength saving throw or be pushed up to 15' in a straight line away from you. If the target fails its save by 5 or more, it is also knocked prone.

## **Rogue's Gloves**

*Wondrous item, uncommon*

While wearing these gloves, you can use a bonus action to gain advantage on the next Sleight of Hand check you make before the end of your turn. Once you use this power, it cannot be used again until the next evening at dusk.

## **Rogue's Vest**

*Wondrous item, rare (requires attunement by a rogue)*

While you wear this sleazy-looking vest, you gain a +1 bonus to Dexterity saves and Dexterity (Stealth) checks. In addition, whenever you sneak attack, you deal an extra 1d6 damage.

## **Rope of Constriction**

*Wondrous item, uncommon*

This length of rope appears to be a *rope of climbing*, and it functions appropriately 1d4+1 times before its true nature reveals itself. At that point, instead of following your command, the rope wraps around your neck and the necks of up to four creatures within 5' of you or up to two creatures within 10' of you. Affected creatures are restrained, and at the start of each trapped creature's turn, it suffers 2d6 bludgeoning damage. Entangled creatures can't breathe and are in danger of suffocation. The *rope of constriction* can be disabled by a *dispel magic* or *animate rope* or by destroying it; it is AC 20, hp 22, immune to bludgeoning and piercing damage; acid, cold, force, psychic, poison and thunder damage.

## **Rope of Tripping**

*Wondrous item, uncommon*

You can use an action to drop this rope in either a 5' diameter coil or a 10' diameter coil and activate it by speaking the command word. Thereafter, any creature (including you) that starts its turn within 5' of the rope of that enters that area for the first time on its turn must make a DC 15 Dexterity saving throw, falling prone on a failure. The rope attempts to trip all creatures equally.

The rope can be destroyed by dealing 5 points of damage to it (AC 12; immune to bludgeoning, cold, poison and psychic damage). It can be deactivated by using a bonus action to speak its command word while within 5' of it.

## **Rubicund Frenzy**

*Wondrous item, rare (requires attunement)*

This torus-shaped ruby is beveled on top and flat on the bottom. If you spend an hour to affix it to

your armor, whenever you are wearing that armor and you are at half you hit points or below, you gain a bonus of 1d4 on Strength attacks and saving throws against effects that include the frightened condition.

## **Ruby Slippers**

*Wondrous item, very rare (requires attunement)*

While you wear these ruby slippers, you can use an action to tap your heels together three times and declare, "There's no place like home." If you do so, the slippers immediately teleport you to your home with no chance of error.

If you have no home, these slippers are useless to you.

## **Rudder of Guidance**

*Wondrous item, rare*

Properly mounted in a water-going vessel at least 50' in length, this magical rudder makes it impossible for the vessel to be forced off course. (Sufficiently powerful waves or wind might push it directly backward along its course.)

## **Rudder of Propulsion**

*Wondrous item, very rare*

Properly mounted in a water-going vessel no more than 30' in length, this rudder will propel the vessel at its normal speed if you touch it and utter a command word. The rudder continues to propel the vessel as long as you touch it and chant the command word. For every four hours that you do so, you gain one level of exhaustion.

## **Rudder of Speed**

*Wondrous item, rare*

Properly mounted in a ship, this rudder increases its speed by 2 miles per hour.

## **Rug of Welcome**

*Wondrous item, legendary (requires attunement)*

This rug appears to be a *carpet of flying* of largest size (6' x 9'). However, it has additional powers.

- You can use an action to animate the rug as a rug of smothering (MM 20) for as long as you

concentrate, up to 10 minutes. If slain, the rug is destroyed.

- You can use an action to cause the rug to elongate and stiffen, becoming as hard as steel. The rug can achieve a maximum length of 27' long, at which point its width is 2'. The rug can serve as a barricade, bridge, etc. In this form it is AC 20, hp 100, immune to bludgeoning, piercing and slashing damage from nonmagical weapons, cold, poison, psychic and thunder damage. This transformation lasts until you use a bonus action to end it or you have not touched it for 24 hours.
- You can use an action to shrink the rug down to 6" x 9" for easy transportation. It remains shrunken until you use a bonus action to restore it to its normal size or 1 minute passes without you touching or bearing it.

## **Runestaff of Abjuration**

*Staff, very rare (requires attunement by a sorcerer)*

This magical staff is made from the heartwood of an ancient tree. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *banishment, dispel magic, globe of invulnerability, protection from energy, repulsion, shield*.

## **Runestaff of Cacophony**

*Staff, very rare (requires attunement by a sorcerer)*

This magical staff is forked at one end, and warped musical notes are scribed all over it. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *great shout, shatter, shout, thunderwave*.

## **Runestaff of Charming**

*Staff, very rare (requires attunement by a sorcerer)*

This staff, made from brightly colored tropical wood, assists you in influencing others. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells,

assuming you are a high enough level sorcerer to know a spell of the appropriate level: *charm of the defender, charm person*.

## **Runestaff of Conjunction**

*Staff, very rare (requires attunement by a sorcerer)*

While you have this magical staff in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *cloudkill, conjure animals, stinking cloud, unseen servant*.

## **Runestaff of Destruction**

*Staff, very rare (requires attunement by a sorcerer)*

This exceptionally long staff is crafted from a single shaft of marble, yet weighs no more than a standard wooden staff. The top end bears a small image of a shattered mask. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *disintegrate, earthquake, shatter*.

## **Runestaff of Divination**

*Staff, very rare (requires attunement by a sorcerer)*

This supple willow staff allows you to treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *detect evil and good, locate creature, locate object, prying eyes, tongues, true seeing*.

## **Runestaff of Earth and Stone**

*Staff, very rare (requires attunement by a sorcerer)*

This short staff is carved of almost unbreakable stone. It can sustain an extra 6 wear points before taking more than cosmetic damage. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *move earth, passwall*.

## **Runestaff of Enchantment**

*Staff, very rare (requires attunement by a sorcerer)*



This beruned staff is capped with a clear zircon crystal. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *break spirit, mass suggestion, sleep, suggestion, Tasha's hideous uncontrollable laughter, word of obeisance*.

### **Runestaff of Entrapment**

*Staff, very rare (requires attunement by a sorcerer)*

This brass staff is covered in ancient carvings showing creatures bound by chains. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *dimensional anchor, Otiluke's resilient sphere*.

### **Runestaff of Ethereal Action**

*Staff, very rare (requires attunement by a sorcerer)*

This white wooden staff has three silver bands on it. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *blink, etherealness*.

### **Runestaff of Evocation**

*Staff, very rare (requires attunement by a sorcerer)*

Halfway down its length, this smooth yew staff bears an arrow rune. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *chain lightning, fireball, ice storm, magic missile, shatter, wall of force*.

### **Runestaff of Eyes**

*Staff, very rare (requires attunement by a sorcerer)*

This spiraling staff is covered with silver inlay and topped with a large piece of amber. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *arcane eye, see*

*invisibility*.

In addition, while you hold it in your hand, you can use an action and expend a 2<sup>nd</sup> level spell slot to cure blindness in one creature that you touch.

### **Runestaff of Fiendish Darkness**

*Staff, very rare (requires attunement by an evil sorcerer)*

This staff is of polished ebony and has a tarnished iron claw at either end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *animate dead, conjure fiend* (as per *conjure celestial*), *darkness, dispel magic*.

### **Runestaff of Fire**

*Staff, very rare (requires attunement by a sorcerer)*

This magical staff is made from bronzewood and has brass bindings with runes of fire etched in them. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *burning hands, fireball, wall of fire*.

### **Runestaff of Forced Happiness**

*Staff, very rare (requires attunement by a sorcerer)*

This smooth alabaster staff is hollow, yet is not especially fragile. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *intoxicate, Otto's irresistible dance, Tasha's uncontrollable hideous laughter*.

### **Runestaff of Frost**

*Staff, very rare (requires attunement by a sorcerer)*

This magical staff is made of white wood, banded in silver and tipped with a glittering white diamond at each end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *cone of cold, ice storm, wall of ice*.

## **Runestaff of Illumination**

*Staff, very rare (requires attunement by a sorcerer)*

This slim silver staff has a sunburst rune at the top. It seems to reflect light like a polished mirror. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *dancing lights, daylight, sunburst*.

## **Runestaff of Insanity**

*Staff, very rare (requires attunement by a sorcerer)*

Made of twisted iron rods, this staff bears many runes depicting cracked human skulls. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *confusion, crown of madness, self-destruction, weird*.

## **Runestaff of Necromancy**

*Staff, very rare (requires attunement by a sorcerer)*

This magical staff is fashioned of ebony and is carved to resemble a collection of bones. A small ivory skull is fitted at each end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *circle of death, enervation, ghoul touch, wave of fatigue*.

## **Runestaff of Night**

*Staff, rare (requires attunement by a sorcerer)*

This ebony staff is capped with onyx. Runes of darkness, night and stars, as well as a rune that resembles an umber hulk, decorate it. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *darkness, darkvision*.

## **Runestaff of Opening**

*Staff, very rare (requires attunement by a sorcerer)*

This magical staff is carved with images of

doors, many of which are locked or chained shut.

While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *knock, passwall, shatter*.

## **Runestaff of Passage**

*Staff, very rare (requires attunement by a sorcerer)*

This thin staff is made of alternating sections of mirror-polished steel and glass. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *astral projection, dimension door, misty step, passwall, teleport*.

## **Runestaff of Power**

*Staff, legendary (requires attunement by a sorcerer)*

The top of this jet-black staff is set with a single glistening gem of unknown type. Several runes of arcane power have been etched into the crystal. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *cone of cold, continual flame, fireball, globe of invulnerability, hold monster, levitate, lightning bolt, magic missile, ray of enfeeblement, wall of force*.

## **Runestaff of the Architect**

*Staff, very rare (requires attunement by a sorcerer)*

This oaken staff is shod in iron. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *move earth, stone shape, wall of stone, wood shape*.

## **Runestaff of the Artisan**

*Staff, very rare (requires attunement by a sorcerer)*

This gilded staff is extremely well-made and bears a small hand rune at the center of its length. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer

spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *creation*, *fabricate*, *mending*.

### **Runestaff of the Assassin**

*Staff, very rare (requires attunement by a sorcerer)*

This simple, slim, black staff is only 4' long and bears a leather strap that makes it easy to sling over your shoulder. It bears a small rune of a dagger on one end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *fog cloud*, *greater invisibility*, *pass without trace*.

### **Runestaff of the Undead Slayer**

*Staff, very rare (requires attunement by a sorcerer)*

This staff is formed from a solid piece of black marble veined with gold and silver. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *death ward*, *detect evil and good*, *rend ectoplasm*.

### **Runestaff of the Undying**

*Staff, very rare (requires attunement by a sorcerer)*

This staff is made from human bones bound together by copper wire. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *animate dead*, *create undead*.

### **Runestaff of Time**

*Staff, very rare (requires attunement by a sorcerer)*

This is made of some sort of glittering silvery-green material. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *expeditious retreat*, *haste*, *time stop*.

### **Runestaff of Transmutation**

*Staff, very rare (requires attunement by a sorcerer)*

This staff is made of petrified wood and bears a rune depicting the symbol for infinity emblazoned over bars of lead and gold. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *alter self*, *disintegrate*, *expeditious retreat*, *polymorph*, *stone shape*.

### **Runestaff of Transportation**

*Staff, very rare (requires attunement by a sorcerer)*

A staff of this sort is fashioned from a hollow coil of wire. It has a mottled brown gemstone at either end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *blink*, *dimension door*, *teleport*.

### **Runestaff of Vision**

*Staff, very rare (requires attunement by a sorcerer)*

This staff is made of bamboo and fitted with white leather straps elegantly inked with runes. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *darkvision*, *see invisibility*, *true seeing*.

### **Rust Balloon**

*Wondrous item, very rare*

This balloon is very dangerous to metal. If it touches a metal object, that object gains 1d4 wear points. (Typically, 1 wear point is cosmetic damage, 2 wear points result in a -1 penalty to the object and 3 wear points destroys the object. Most magic items can sustain one additional wear point without more than cosmetic damage.)

### **Rust Blade**

*Weapon (dagger), very rare (requires attunement)*

This magical weapon is very dangerous to metal objects. Whenever it touches metal, the *rust*

*blade* inflicts 1d3 wear points on the touched object.

You can attack a creature's weapons or armor by targeting it with a melee weapon attack.

If a rust monster smells a *rust blade*, it will seek to eat it above all other items, driven into a ravenous frenzy. If a rust monster's tentacle touches a *rust blade*, the blade instantly melts into a hot, liquid form of residuum that the rust monster spends its next action eating. The rust monster will then fall into a deep, contented doze if unmolested. Some sages claim that devouring a *rust blade* mutates a rust monster into a more powerful specimen.

## **Ruthless Raider's Weapon**

*Weapon (any melee), rare (requires attunement)*

This +1 weapon deals an extra 2d6 damage when it strikes a female or child.

## **Sacred Scabbard**

*Wondrous item, uncommon*

This scabbard can change shape to fit whatever dagger, sword or axe is touched to it. It has 3 charges, which it regains at dawn. As you draw a weapon from the scabbard, you can use a bonus action to spend a charge and cause it to ignite with radiant energy. For as long as you concentrate, up to a maximum of 1 minute, the weapon deals an extra 1d6 radiant damage on a hit.

## **Saddle Key**

*Wondrous item, common*

While mounted in a saddle, you can use a bonus action to touch this key to your saddle. If you do so, you can't fall or be unhorsed from your saddle.

## **Saddle of Blow-Taking**

*Wondrous item, common*

If you are in this saddle and your mount is hit by a melee attack, you can use your reaction to change the attack's target to yourself.

## **Saddle of Stability**

*Wondrous item, common*

You never fall from this saddle and can't be unhorsed while you're in it.

## **Saddle of Strength**

*Wondrous item, rare (requires attunement by a mount)*

While a mount wears this saddle, it gains advantage on Strength checks and has double its normal carrying capacity.

## **Saddle of Taming**

*Wondrous item, very rare (requires attunement)*

This magical saddle can subdue even the wildest potential mount. If you can place it on the back of a creature that is a suitable mount, such as a unicorn, griffon, rhinoceros, etc, that creature must make a DC 17 Wisdom save. If it fails, it immediately submits to serve as your mount for as long as the saddle remain on it. The creature can repeat the save at the end of each day of service, ending the effect on a success.

Placing the saddle on a suitable creature is not usually easy.

## **Saddle of the Nightmare**

*Wondrous item, very rare (requires attunement)*

While holding this saddle in both hands, you can use an action to summon a nightmare. The nightmare willingly serves you as a mount and fights for you for one hour; however, it is not under your complete control and its evil nature may cause it to act in ways you don't approve of. If you damage the nightmare or force it to make a saving throw, both it and the saddle vanish forevermore. Likewise, if the nightmare dies, it and its saddle vanish.

Once you have used the saddle, it will not function again until the next midnight.

## **Saddle of the Shark**

*Wondrous item, rare*

While your mount wears this saddle, it gains the ability to breathe water and a swim speed equal to its walking speed. While mounted on it, you also gain the ability to breathe water.

## **Safewing Amulet**

*Wondrous item, uncommon*

While you wear this amulet, you have

resistance to falling damage.

## **Salve of Scar Removal**

*Wondrous item, common*

This thick, creamy and oily concoction can remove old scars and is often in demand by the wealthy. It is usually found in a jar containing 1d4+3 doses. If you spend ten minutes working it into a scar, the scar will slowly soften. After you complete three extended rests, the scar sloughs off.

## **Sandals of Sprinting**

*Wondrous item, common*

These sandals have 3 charges, which it regains at dawn.. You can expend a charge to Dash as a bonus action.

## **Sandform Ring**

*Ring, rare (requires attunement)*

A ring of this sort has 10 charges. You can use a bonus action to spend 1 charge to activate the ring for 1 minute, turning your body into sand. In sand form, you gain immunity to poison damage and to bludgeoning, piercing and slashing damage from nonmagical sources, gain resistance to cold, fire, lightning, necrotic and radiant damage, and can move at your normal speed through a hole as small as 1/2" in diameter. You can't attack, use an object or speak (and thus can't cast most spells), but can end the effect and resume your normal form as a bonus action.

## **Sash of Immolation**

*Wondrous item, uncommon*

If you use an action to wrap this sash around your waist, it explodes in a sheet of whirling flame. Each creature within 10' must make a DC 13 Dexterity save, taking 1d10+20 fire damage on a failure or half that on a success. The sash is consumed in the explosion.

## **Saw of Mighty Cutting**

*Wondrous item, rare*

This notched adamantite saw is 12' long and over 1' wide. It requires two people with Strength scores of 17 or higher to operate it; alternatively, a

single creature with a Strength of 20 or higher can operate it. The blade will slice through a 2' diameter hardwood tree in only 10 minutes, a 4' diameter hardwood in only 30 minutes, or a 1' diameter tree in only 3 rounds.

For every hour of sawing, a creature gains one level of exhaustion. It can recover one of these levels of exhaustion for each short rest it completes.

## **Scabbard of Hiding**

*Wondrous item, common*

This magical scabbard can hold a single sword or dagger of any type. Any weapon within it becomes invisible to all creatures but you until you draw it.

## **Scabbard of Holding**

*Wondrous item, common*

This item appears to be a sheath for a small knife. However, it will actually hold any sort of sword, even a great sword, without changing appearance.

## **Scabbard of Holthro**

*Wondrous item, rare*

This scabbard is caked with old blood and magically resists all attempts at cleaning it. It will magically resize and reshape itself to fit any slashing or piercing weapon. When you draw a weapon from the scabbard, you are filled with furious anger. You must take the Attack action if possible, even if against an ally (you may choose from between valid targets). If you cannot, you must take the Dash action or otherwise attempt to get close enough to attack the closest creature that you can see. In addition, while the furious anger lasts, you deal an extra 1d6 points of damage with melee attacks. At the end of each of your turns, you must make a DC 15 Wisdom saving throw; if you succeed, the furious anger ends.

## **Scabbard of Poison**

*Wondrous item, rare*

A scabbard of this sort can hold a dagger or short sword. You can use a bonus action to cause the scabbard to coat a weapon inside of it in poison. This poison lasts for 1 minute; while it lasts, if the weapon hits a creature, it must make a DC 15 Constitution

save, suffering 1d10 poison damage and being poisoned for 1 minute on a failure or taking half damage on a success. The creature can repeat the save at the end of each of its turn, ending the effect on a success.

The scabbard has enough poison for 6 uses, after which you must refill its reservoir with whatever poison you can find.

## **Scabbard of Surety**

*Wondrous item, rare (requires attunement)*

A scabbard of this sort magically resizes to fit any weapon that deals slashing damage. If you draw a weapon from it, for the next minute, you do not fumble if you roll a natural 1.

## **Scale of Judgment**

*Wondrous item, rare*

This magical set of balance scales can reveal a creature's ethical bent. If a creature touches the right-hand tray, a coin may appear in the left. If the creature is lawful, an electrum coin appears; if it is chaotic, a copper coin appears.

## **Scale of Power**

*Wondrous item, very rare*

If you place a gem of at least 1,000 gp value in the right-hand tray of this balance scale and touch the left-hand tray, the gem is consumed in a flare of light and one of your ability scores is raised to 18 until you next complete a short or long rest. If you used a gem worth at least 5,000 gp, you select the ability; otherwise, it is determined randomly. If the ability score in question is already 18 or higher, another, random ability score is affected instead.

## **Scarab of Death**

*Wondrous item, very rare*

This small scarab-shaped brooch or pin appears to be some sort of beneficial magical item. However, if held for more than 1 round or if placed within a container within 1' of a warm living body for 10 minutes, it will change into a horrible burrowing beetle-like creature. The thing will then tear through any leather or cloth, burrow into flesh, and reach the

victim's heart in a very short time, killing it. It then crawls forth from the body of the victim and reverts to scarab form.

Once the *scarab of death* activates, it inflicts 10d6 points of magical piercing damage to the target each round. When the target reaches 0, the scarab reaches the creature's heart and it dies. While it is burrowing, a creature other than its victim that has a Dexterity (Medicine) check, DC 20, to remove the quick-moving scarab. This inflicts 3d4 piercing damage to the scarab's victim, regardless of its success or failure.

## **Scarab of Deception**

*Wondrous item, very rare (requires attunement)*

This scarab, usually attached to a clip for use as a brooch, allows you to deceive divination magic. It has 12 charges when first crafted, and when the last charge is used, it cracks and crumbles.

Whenever you are the target of a divination spell, the scarab automatically expends a charge. This makes you aware of what spell you are being subjected to and allows you to decide what information to give it- true or false.

## **Scarab of Enraging Enemies**

*Wondrous item, rare*

A scarab of this sort has 1d6+18 charges when found. When the last charge is used, it crumbles to dust. When you use an action to display this scarab and speak the command word, spending a charge from it, each creature hostile to you that can see you within 40' must make a DC 13 Wisdom saving throw or fly into a rage. While enraged, the creature must use its action to attack each round, and attacks recklessly (gaining advantage on its attacks, but granting advantage to attacks against it).

## **Scarab of Insanity**

*Wondrous item, very rare*

A scarab of this sort has 1d6+18 charges when found. When the last charge is used, it crumbles to dust. When you use an action to display this scarab and speak the command word, spending a charge from it, each other creature within 20' of you must make a

DC 15 Wisdom saving throw or be stricken with a random form of short-term madness (DMG 259) for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success.

## **Scarab of Invulnerability**

*Wondrous item, legendary (requires attunement)*

As long as you bear this amulet, you can use a bonus action to activate it. When you do so, you gain immunity to all damage until the end of your next turn. Once you use this ability, it cannot be used again until the next morning at dawn.

## **Scarab of Life**

*Wondrous item, very rare (requires attunement by a cleric)*

While you wear this magical scarab pin, you can cast *cure wounds* as if you had expended a 5<sup>th</sup> level spell slot. Once you have used this power, you can't use it again until the next dawn.

In addition, you can cast *raise dead*. One you use this power, you can't use it again for a week.

## **Scarab of Uncertainty**

*Wondrous item, very rare (requires attunement)*

While you wear this magical scarab pin, whenever a creature is conjured or summoned within 60', that creature must make a DC 17 Intelligence save. If it fails, it treats you as the summoner instead of its actual summoner.

## **Scarab Versus Golems**

*Wondrous item, very rare (requires attunement)*

This scarab-shaped pin allows you to ignore any resistance or immunity a golem has to bludgeoning, piercing and slashing damage.

## **Scarf of Pedophilia**

*Wondrous item, very rare (requires attunement)*

To all tests, this scarf seems to be of some beneficial type, and it functions appropriately. However, it also gives you the following flaw: "I am sexually attracted to children." Neither the scarf nor the flaw can be removed without benefit of a *remove curse* spell.

This magic item is used as a recruiting tool by cultists of Graz'zt, Seclaidra and other powerful entities whose portfolio includes lusty perversions.

## **Scarf of Razors**

*Wondrous item, uncommon*

This long, thick scarf has weighted ends. Magically hidden razors emerge from it when you whip the ends at a creature. You can use this scarf as a finesse melee weapon dealing 1d10 slashing damage. It is considered a magical weapon. You are proficient in it if you are proficient in the Performance skill. If you are not proficient with the scarf, you fumble on a natural 1 to 3.

## **Scarf of Style**

*Wondrous item, common (requires attunement)*

This stylish Peshan scarf allows you to add 1d4 to a Charisma (Deception, Intimidation or Persuasion) check. Once you have used its power, it will not function again until the next dawn.

## **Scarf of the Dry Steppes**

*Wondrous item, very rare (requires attunement)*

While you wear this magical scarf, you can perform a ritual requiring 1 hour to conjure 1d4 invisible stalkers. When the stalkers appear, you must succeed on a DC 17 Wisdom save to maintain control of them or they attack you.

If you maintain control over them, you can assign a single task to each one. The task must be able to be carried out within 200 miles. Each stalker will attempt to complete its task independent of the others. It remains until it has completed its task or until 1 week has passed, when they return to the Elemental Plane of Air.

## **Scarf of the Seven Veils**

*Wondrous item, very rare (requires attunement by someone proficient in Performance)*

This elegant scarf is made of diaphanous silk and is long enough to drape almost completely around your body. It bears the tiniest hint of a sophisticated perfume. The scarf is of the same type as those used by the Sorority of the Seven Veils, a group of

courtesans and spies from Pesh.

While you wear this scarf, you can use a bonus action to dance and wrap it around your body. Until the start of your next turn, whenever you make a Dexterity (Stealth) check to hide, you add 1d4 to the check.

In addition, you can use an action to dance and wrap the scarf around yourself to become invisible until the end of your next turn.

You can dance a number of rounds equal to your Constitution bonus + your Dexterity bonus without harm. If you dance longer before completing a short or long rest, you gain one level of exhaustion. If you dance more than 1 hour, you gain another level of exhaustion for each hour of dancing.

## **Scarf of Water Breathing**

*Wondrous item, uncommon*

While you wear this scarf, you can breathe water.

## **Scarlet Sash of the Swashbuckler**

*Wondrous item, rare (requires attunement)*

When you wear this sash wrapped rakishly about your waste as a belt, you gain the following benefits.

***Swashbuckling Leap.*** Whenever you jump, you clear twice the normal distance.

***Dual Strike Superiority.*** If you are fighting with two weapons and you hit the same creature with both of them, that creature cannot take opportunity attacks against you until the start of your next turn.

***Spit in the Face of Death.*** If you are reduced to 0 hit points, you may make a single melee attack as a reaction.

## **Scepter of Defense**

*Wondrous item, rare (requires attunement by a barbarian, bard, cleric, druid, fighter, monk, paladin or ranger)*

This scepter, held in one hand, can offer you a potent defense. Once per round, you can use your reaction to impose disadvantage on one melee attack against you.

## **School Cap**

*Wondrous item, very rare (requires attunement)*

Each of these magical caps is attuned to one school of magic, rolled on the chart below. While you wear it, you gain a +2 bonus on saves against spells of the cap's school.

<i>D8 Roll</i>	<i>School</i>
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

## **Scimitar of Shame**

*Weapon (scimitar), uncommon*

While you wield this scimitar, you can use a bonus action to cast *taunt* at any creature engaging you in melee to impugn its honor. Once you use this power, it won't function again until you complete a short or long rest.

## **Scourge of Regenerators**

*Weapon (any), rare*

This weapon has a +1 bonus to hit and damage. When you hit a creature that regenerates, that creature can't regenerate until after the end of its next turn.

## **Scroll Case of Renewal**

*Wondrous item, very rare*

This magical scroll case is able to renew expended spell scrolls for later use. If you use an action to thrust a spell scroll that was used in the last three rounds into the case, the case automatically expends one charge per level of the spell and renews the spell on the scroll, allowing it to be used again.

When found, a *scroll case of renewal* typically has 1d10+8 charges.

## **Scroll of Creation**

*Scroll, very rare*

If you spend 10 minutes drawing a picture of a



nonmagical object up to 10' x 5' x 1' and up to 500 lbs on this scroll, you can later use an action to pick the item up off of the scroll's surface, causing it to materialize as a real object. The object remains until you use a bonus action to banish it or for 24 hours.

Once you pluck an item from the scroll, the scroll becomes blank again and can't create a new item until the next dawn (although you can draw a new picture on it).

**Scroll of Divine Identification**

*Scroll, uncommon*

If you use your action to pass this scroll before an altar or symbol of a religion, writing magically appears on the scroll, naming the deity, philosophy or force, its alignment and its portfolio.

**Scroll of Protection from Energy**

*Scroll, rare*

Each of these scrolls is designed to ward against a different type of energy. When you use an action to read the scroll, expending it, a 5' radius, 10' high cylinder springs into being, centered on and moving with you. For 5 minutes, this field prevents one type of energy from entering its confines. However, if you move in such a way that an object, area, effect or environmental feature of the warded energy type enters the cylinder (for example, if you walk into a *wall of fire*), the scroll's power fails and the cylinder ends.

Roll on the chart below to determine what energy type the scroll wards against.

<u>D% Roll</u>	<u>Protects against...</u>
01-10	Acid
11-25	Cold
26-50	Fire
51-55	Force
56-70	Lightning
71-90	Necrotic
91-00	Thunder

**Scroll of Protection from Magical Weapons**

*Scroll, very rare*

When you use an action to read this scroll, expending it, you gain immunity to bludgeoning, piercing and slashing damage from magical weapons for 1 minute.

**Scroll of Protection from Nonmagical Weapons**

*Scroll, rare*

When you use an action to read this scroll, expending it, you gain immunity to bludgeoning, piercing and slashing damage from nonmagical weapons for 1 minute.

**Scroll of Protection from Paralyzation**

*Scroll, uncommon*

When you use an action to read this scroll, expending it, you are immune to the paralyzed condition for 1 hour.

**Scroll of Protection from Petrification**

*Scroll, rare*

When you use an action to read this scroll, expending it, a 10' radius cylinder 20' high centered on you springs into being. Creatures within it can't become petrified, but petrified creatures in the cylinder remain petrified.

**Scroll of Protection from Poison**

*Scroll, rare*

When you use an action to read this scroll, expending it, a 5' radius, 10' high cylinder springs into being, centered on and moving with you. For 5 minutes, any creature within the cylinder gains immunity to poison damage and to the poisoned condition.

**Scroll of Protection from Traps**

*Scroll, rare*

When you use an action to read this scroll, expending it, a 10' radius cylinder 20' high springs into being centered on and moving with you. Creatures

within the cylinder gain resistance to damage from traps.

## **Scroll of Recipes**

*Scroll, rare*

When found, this scroll appears blank. While you have it in hand, you can use a bonus action to activate it. Choose one spell or magic item that you can see within 60'. The scroll fills with the spell's formula or the item's construction recipe. Once you use this scroll's power, it is expended.

## **Scroll of Seeing**

*Scroll, uncommon*

This scroll is initially blank. If you hold it in your hand and use an action to command it to write, it will draw pictures of creatures within 100' in the direction you indicate. It will draw the closest creatures first, and will draw up to four different types of creature.

Once you use the scroll's power, it won't function again until the next dawn.

## **Scroll of Spell Catching**

*Scroll, very rare (requires attunement)*

A *scroll of spell catching* can be used to catch a spell cast at you and then cast it back later, if you are a spellcaster and the spell is on your spell list.

If you have this scroll in hand while it is empty and a spell is cast that specifically targets you, including area spells that are centered on you, you can use your reaction to catch the spell on the scroll. The spell is countered, and the spell appears on the scroll.

If the scroll has a spell on it, instead of catching a spell, you can cast the spell on the scroll from it, if it appears on your class' spell list.

## **Scroll of the Death Servant**

*Wondrous item, very rare*

If you read this scroll, it says, "For you, the greatest gift of all." You then feel a chill and then a warmth drift across your back. Although you don't necessarily know this, a death servant has merged with your shadow. It travels with you until you are about to die, then shoves you aside and dies in your place,

dissipating in a cloud of black vapor.

Once this scroll has functioned once, it is expended.

## **Seafaring Anchor**

*Wondrous item, common*

This device is a 2' long anchor that weighs 100 lbs. When a creature uses an action to drop the anchor from a ship while speaking its command word, its cable magically lengthens either to a named length, to 1 mile, or until it touches the bottom. It can also shorten its cable if a creature uses an action to touch the cable and speak the command word. Finally, a *seafaring anchor* requires no capstan (cable winch).

## **Sea Steed's Bridle**

*Wondrous item, uncommon*

A bridle of this sort is crafted of fine leather with silver bits shaped like shells. When you ride an animal trained for riding that is wearing it into a body of water, your mount gains the ability to breathe water and a swim speed equal to its walking speed.

## **Seal of Deception**

*Wondrous item, rare (requires attunement)*

You can use an action to cause this magical seal to reshape itself to any seal that you have seen. If you have a copy of the seal to work from, there is only a 5% chance that the imitation has a flaw. If you are working from memory, this rises to 30%.

## **Seal of Vigor**

*Wondrous item, very rare (requires attunement)*

When found, this magical item appears as a blank name seal. To use it, you must merely inscribe the surface with your name. Once you do this, whenever you spend a hit die to heal, you roll twice and take the better result. In addition, when you receive magical healing, any applicable dice roll is made twice and you take the better result. This effect lasts until you lose attunement or a different name is inscribed on the surface.

## **Sealing Wax**

*Wondrous item, very rare*

A brick of this magical wax measures 4" x 2" x 1". It can be pushed into any hole of about the same volume or a thin crack up to 20' long and it will form an airtight seal around the hole or crack. Once in place, it can't be removed or melted without using *universal solvent*. Once in place, the wax is as hard as mortared stone.

## **Seed of Growth**

*Wondrous item, common*

Typically found in a small pouch containing 1d6 seeds, a seed of nature appears normal. However, if you use an action to throw one onto bare ground within 30' of you, it grows instantly into a shrub that makes a 5' diameter area difficult terrain.

## **Seed of Wealth**

*Wondrous item, legendary*

A magical seed of this sort must be planted in the spring and watered normally. No magic that encourages or accelerates plant growth will affect the seed. If well-tended, the seed will grow into a tree with electrum-colored bark and silvery leaves. At the beginning of fall, the tree bears gems as fruit. Each of the gems is worth 1d10 x 1,000 gp. The number of fruit born depends on how old the tree is.

<i>Age of Tree</i>	<i>Number of Fruit Born</i>
1 year	1d4-2
2 years	1d4
3 years	1d4+1
4 years	1d6+1
5 years	2d4
6 years	1d8+1
7 years	2d4+1
8-10 years	1d8+2
11-20 years	3d4
21-40 years	2d6+1
41-80 years	3d4+1
81-120 years	4d4
121+ years	3d6+1

If ever 31 days pass without the tree being watered, it dies. The tree is not easy to keep alive.

## **Sepulchral Vest**

*Wondrous item, uncommon (requires attunement)*

This shabby-looking vest smells of grave dirt and decaying flowers. It has 3 charges. Whenever you make a save against an effect caused by an undead creature, you can expend a charge to gain advantage on that save.

## **Serpent Amulet**

*Wondrous item, uncommon*

Carved to resemble a twisted serpent, this serpentine amulet gives you a +3 bonus to any poison damage you inflict. In addition, whenever you use poison on a creature, it has disadvantage on its first saving throw against that poison.

## **Serpent Armor**

*Armor (leather), very rare (requires attunement)*

While you wear this armor, you gain the swiftness of a serpent. You gain a +1 bonus to AC and Dexterity saves.

In addition, whenever you make an opportunity attack, make a DC 15 Dexterity (Sleight of Hand) check. If you succeed, you don't expend your reaction.

## **Shackles of Apathy**

*Wondrous item, very rare (requires attunement)*

Any creature locked in these shackles becomes apathetic and finds it difficult to take any actions. Before it can take an action, it must make a successful DC15 Charisma check. It can attempt to make such a check only once every ten minutes.

If the creature is attacked or a spell is cast upon it, it can use its reaction to make a DC 15 Charisma check to take an action on its next turn. If it took damage from the triggering spell or attack, it has advantage on the check.

While the creature remains shackled, you can use an action to issue a *command* to it, as the spell.

## **Shackles of Silence**

*Wondrous item, rare*

A creature locked in these magical shackles can't speak.

## **Shadowfell Gloves**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

While wearing these magical gloves, you can use a bonus action to charge them with necrotic energy, causing the next spell you cast before the end of your turn to deal necrotic damage instead of its normal damage type.

## **Shadowflow Leather**

*Armor (leather), rare*

This leather armor is pure black, and shadows sometimes seem to leak from it. While you wear it, you gain a +3 bonus on Stealth checks involving hiding in shadows. In addition, you can use a bonus action to cause darkness to seep out of the armor, filling a 15' radius sphere centered on you with flitting shadows. The sphere lasts as long as you concentrate on it, to a maximum of 1 minute, and while you are inside it, you can hide as if you were totally concealed, even from creatures with darkvision. Other creatures in the sphere have disadvantage on Perception checks. Once you use this ability, you must complete a short or long rest before you can use it again.

## **Shadowflow Shield**

*Armor (shield), rare*

This black shield seems to leak shadows. You can use an action to cause it to emit a 15' radius sphere centered on you with flitting shadows. The sphere lasts as long as you concentrate on it, to a maximum of 1 minute, and while you are inside it, you can hide as if you were totally concealed, even from creatures with darkvision. Other creatures in the sphere have disadvantage on Perception checks.

Once you have used the shield's power, using it again drains some of your vitality. You must spend a Hit Die and forgo recovering any hit points to use the shield again.

## **Shadowstrike Weapon**

*Weapon (any melee), rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. You can use a bonus action to strike through your

shadow, adding 5' to your reach with it until the end of your turn. Once you do so, you must complete a short or long rest before this power will function again.

## **Shadowsword**

*Weapon (any sword), very rare*

This weapon is +1 to hit and damage in bright light, +2 in dim light and +3 in darkness. In addition, you can use it to cast *invisibility* on yourself. Once you use this power, you can't use it again until the next dusk.

## **Shared Valor Armor**

*Armor (any), rare*

Whenever you gain temporary hit points while you wear this armor, you may choose one creature that you can see within 20'. That creature gains an equal number of temporary hit points.

Whenever an ally within 20' that you can see gains temporary hit points, you may use your reaction to gain an equal number of temporary hit points.

## **Shark Totem**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

This item is a small image of a shark made of a collection of bones worked together. It is quite delicate, and any damage (or a single wear point) destroys it.

While you bear this totem, any spell you cast that deals damage deals an extra 1d4 piercing damage, and if you score a critical hit with a spell, the severity increases by 1d4.

## **Sharkdoom Spear**

*Weapon (spear), rare*

This spear gives you a +1 bonus to hit and damage. In addition, if you hit a creature with a swim speed with it, that creature's swim speed is reduced by 10' until the end of its next turn.

## **Sharksbane**

*Weapon (spear), rare*

A spear of this sort gives you a +1 bonus to hit and damage. If you hit a shark with it, you deal an extra 2d8 damage.

## **Sheath of Weapon Changing**

*Wondrous item, uncommon*

This enchanted sheath changes shape to hold whatever weapon you touch to it. Moreover, if there is a weapon in the sheath and you touch a different weapon to it as your free interaction with the environment, the sheath magically trades the weapons.

## **Shell of Protection from Sharks**

*Wondrous item, uncommon*

Worn on a cord around the neck as an amulet, this magical shell prevents sharks of all types from physically approaching within 10' of you.

## **Shield of Advantage**

*Armor (shield), very rare*

This shield gives you a +1 bonus to AC. It also gives you a +1 bonus when you take the shove action and when you attack a creature with advantage.

## **Shield of Blocking**

*Armor (shield), legendary (requires attunement)*

While you have this shield equipped, you have resistance to all damage from melee attacks.

## **Shield of Defiance**

*Armor (shield), common*

This shield has 7 charges, and it loses its magic when the last charge is expended but remains a normal, well-wrought shield. When you suffer a critical hit, you can use your reaction to spend a charge to reduce it to a normal hit.

## **Shield of Deflection**

*Armor (shield), common*

This shield gives you a +1 bonus to AC against ranged weapon attacks.

## **Shield of Dramos**

*Armor, uncommon (requires attunement)*

As long as you wield this shield and are not breaking the law, you can use two abilities to benefit nearby allies. First, you can use your reaction to grant a creature within 5' of you a +2 bonus to AC against a specific attack. You may do this after seeing the roll of the die but before knowing the result. Second, if a creature within 5' of you suffers a critical hit, you can use your reaction to reduce the severity by 1d8.

If you break the law while attuned to this shield, your speed is reduced by 10' and you have disadvantage on all Wisdom saving throws. These effects last until you atone properly to a cleric of Dramos. Alternatively, if you give up your attunement to this shield, a *remove curse* will eliminate the effects, but then you can never again become attuned to a *shield of Dramos*.

## **Shield of Eyes**

*Armor (shield), very rare (requires attunement)*

This shield is painted with repeating images of staring eyes. While you have it equipped, creatures do not gain advantage on attacks against you because you can't see them. In addition, a creature benefits from neither the Martial Advantage nor Pack Tactics trait when attacking you.

## **Shield of Haste**

*Armor (shield), uncommon (requires attunement)*

This shield allows you to cast *haste* on yourself. Once you do so, it won't function again until the next dawn.

## **Shield of Huma**

*Armor (shield), very rare (requires attunement)*

This shield gives you a +2 bonus to AC. Against a dragon, this increases to +3. In addition, if you make a successful save against a dragon's breath weapon, you take no damage (instead of half), and if you fail, you take half damage (instead of full).

## **Shield of Protection**

*Armor (shield), very rare*

This shield gives you and each creature of your

choice that you can see within your natural reach a +1 bonus to AC.

## **Shield of Spell Blocking**

*Armor (shield), rare (requires attunement)*

When a spell or other magical effect requires you to make a Dexterity saving throw, you can use your reaction to use this shield to gain advantage on the save.

## **Shield of Striking**

*Armor (shield), very rare*

While you have this shield equipped, you can use a bonus action to make one melee weapon attack with it, dealing 1d4+ your Strength bonus bludgeoning damage. If you roll a 4 on the damage die, the target must also make a DC 13 Strength saving throw or be pushed back 10' directly away from you.

## **Shield of the Griffon**

*Armor (shield), uncommon (requires attunement)*

This shield bears an image of a griffon on it. You can use a bonus action to cause one of the claws of the griffon to emerge from the shield and attack a creature of your choice (make a melee weapon attack roll; you are considered proficient in the claw). If you hit, the target takes 2d6+3 slashing damage, and the claw recedes back into the shield.

If you miss, the claw remains and you can use a bonus action on subsequent turns to have it attack again. As soon as it hits, it recedes back into the shield.

Once the claw hits, the shield won't function again until the next dawn.

## **Shield of the Guardian**

*Armor (shield), very rare*

This shield gives you a +1 bonus to AC. In addition, you can use a bonus action to cause one creature you can see within 5' to become shielded by a ghostly duplicate of the shield. That creature gains a +2 bonus to AC for as long as you concentrate, to a maximum of 1 minute. Once you use this power, you must complete a short or long rest before you can use it again.

## **Shield of the Unvanquished**

*Armor (shield), very rare (requires attunement)*

This shield makes you immune to effects that reduce your hit point maximum and the stunned condition.

In addition, when a creature within your melee reach reduces you to 0 hit points, you may use your reaction to make a single melee attack against that creature. If you hit, you instead remain at 1 hit point.

## **Shield of Vandreu**

*Armor (shield), very rare (requires attunement)*

This magical +1 shield is flat black in color. In addition, when an enemy misses with a melee weapon attack against you with a weapon that isn't part of its body, you can spend your reaction to invoke the powers of the shield. The attacker must make a DC 15 Dexterity saving throw, gaining a bonus equal to the weapon's magical bonus (if applicable), or the weapon shatters into pieces and is destroyed. Once you use the shield's ability, it cannot be used again until the next dawn.

## **Shield of Warding**

*Armor (shield), very rare*

While you have this shield equipped, you can use an action to create a magical field of protective energy around yourself and one creature within 5' of you. This shield lasts until the beginning of your next turn, and while it lasts, you and the other creature ward by it gain resistance to all damage. The ward is immobile, so if either of you move, you lose its protection. If another creature enters the ward, it is unaffected by it.

## **Shieldbreaker Weapon**

*Weapon (any melee), very rare (requires attunement)*

This weapon has a +2 bonus to attack and damage. In addition, when you hit a creature wearing armor or bearing a shield with it, the target must make a DC 15 Constitution saving throw or its armor or shield (determine randomly if it has both) gains a wear point.

1 wear point indicates cosmetic damage, 2 gives the armor or shield a -1 penalty and 3 destroys

the armor or shield. Magic items can generally sustain one additional wear point before suffering more than cosmetic damage.

A *shieldbreaker weapon* cannot harm armor or shields with a +3 bonus, those made of adamantine or certain other especially durable ones.

## **Shifter's Collar**

*Wondrous item, very rare (requires attunement)*

This choker fits around your neck. If you change shape while wearing it, it changes to fit you but remains in place. While wearing it, you retain your normal Intelligence and Wisdom scores while in a different form. In addition, you retain the ability to speak.

The collar also has 2 charges, which renew each day at dawn. If you can cast spells in your normal form, you can use a bonus action to spend 1 charge while in a form that can't normally cast spells. If you do so, until the end of your turn, you can cast spells as if you were in your normal form. Any material components that merged into your form when you changed shape are considered available for spells and expended upon casting a spell.

## **Shimmering Sash**

*Wondrous item, uncommon*

If you wear this brightly colored sash, you can use a bonus action to cast *blur*. Once you use this power, the sash won't function again until the next dawn.

## **Shimmerlight Shield**

*Armor (shield), very rare*

This shield gives you a +1 bonus to AC. In addition, when a creature within 5' of you must make a Dexterity save, you can use your reaction to give that creature advantage on that save.

## **Ship-in-a-Bottle**

*Wondrous item, very rare*

To the uninitiated, this appears to be a model of a ship within a bottle. If you use an action to smash the bottle in a place where there is enough room for it to grow unobstructed, the ship will enlarge to normal

size. Once this happens, it is a normal ship of the type the 'model' depicted in all respects.

## **Shirt of Angels**

*Wondrous item, very rare (requires attunement by a good creature)*

This white shirt is made entirely of angel feathers. While you wear it, whenever you suffer nonmagical bludgeoning, piercing or slashing damage caused by an evil creature, you can reduce that damage by 3 points.

## **Shirt of Bone**

*Wondrous item, very rare (requires attunement)*

This shirt has bone stays reinforcing it, and all of its buttons are made of bone as well. It cannot be worn with armor. While you wear it, whenever you suffer nonmagical bludgeoning, piercing or slashing damage caused by an undead creature, you can reduce that damage by 3 points.

## **Shirt of Demonskin**

*Wondrous item, very rare (requires attunement by an evil creature)*

This shirt is made out of the skin of demons. While you wear it, whenever you suffer nonmagical bludgeoning, piercing or slashing damage caused by a good creature, you can reduce that damage by 3 points.

## **Shirt of Ironskin**

*Wondrous item, very rare (requires attunement by an evil creature)*

This shirt is decorated with iron plates. While you wear it, whenever you suffer bludgeoning, piercing or slashing damage caused by a construct, you can reduce that damage by 3 points.

## **Shirt of Slaadskin**

*Wondrous item, very rare (requires attunement by an chaotic creature)*

This shirt is made out of the skin of slaadi. While you wear it, whenever you suffer nonmagical bludgeoning, piercing or slashing damage caused by a lawful creature, you can reduce that damage by 3

points.

## **Shirt of the Fey**

*Wondrous item, legendary (requires attunement)*

This light blue shirt feels and looks as though it is made of gossamer. While you wear it, whenever you suffer bludgeoning, piercing or slashing damage that isn't dealt by a weapon made of cold-forged iron, you can reduce that damage by 3 points.

## **Shirt of the Inevitable**

*Wondrous item, very rare (requires attunement by a lawful creature)*

This shirt is made of carefully interlinked metal pieces, with several gears and valves at strategic points. While you wear it, whenever you suffer nonmagical bludgeoning, piercing or slashing damage caused by a chaotic creature, you can reduce that damage by 3 points.

## **Shirt of the Leech**

*Wondrous item, very rare (requires attunement)*

This shirt has 3 charges, which it regains each dawn. Whenever a creature within 40' casts a spell that heals creatures, you can use your reaction to expend a charge to make yourself the target of the spell instead of one target of your choice.

## **Shirt of the Treant**

*Wondrous item, very rare (requires attunement)*

This shirt is adorned with wood taken from a treant. While you wear it, whenever you suffer nonmagical bludgeoning, piercing or slashing damage caused by a plant, you can reduce that damage by 3 points.

## **Shock Weapon**

*Weapon (any), rare*

This magical weapon has no attack bonus, but when it hits, it deals an extra 1d6 lightning damage. Such a weapon is often chased with copper, set with studs of amber, made of wood taken from a tree that was struck by lightning, inscribed with lightning bolts, etc.

Some *shock weapons* deal 1 point of lightning

damage to their wielder upon being drawn or otherwise readied for battle.

## **Shoes of Fharlanghn**

*Wondrous item, uncommon (requires attunement)*

These low, thick-soled shoes are so durable that they never wear out. In addition, while you wear them, you never grow weary or gain exhaustion from walking, and you can walk 30 miles per day easily.

***Sure Steps (requires attunement by a non-evil creature):*** You never trip or step into a snare or pit. You can walk up or down slopes as steep as 45 degrees without being slowed, tired or hindered. You can also walk along narrow ledges or slippery surfaces with no chance of falling. Finally, you are immune to the effects of the *entangle* spell.

***Priest of Travel (requires attunement by a cleric of a god whose portfolio involves travel or walking):*** You never become lost while walking outdoors. If you Dash, you move an extra 30'. You gain advantage on Strength (Athletics) checks to climb. Finally, nothing walking on the ground can surprise you.

## **Shoes of the Streets**

*Wondrous item, uncommon*

These shoes help you to be streetwise. You gain a +1 bonus to checks involving surviving on the streets and dealing with criminal elements.

## **Shoo Horn**

*Wondrous item, rare (requires attunement by a bard)*

You can use an action to play this magical bugle to cast *repulsion*. Once you use the bugle's power, it won't work again until the next dawn.

## **Short Sword of Skewering**

*Weapon (short sword), rare*

This flimsy-looking sword has no bonus to hit or damage, but ignores all magical bonuses to AC (including those from magic armor, *mage armor*, *barkskin*, etc).



## **Shovel of Animation**

*Wondrous item, uncommon (requires attunement)*

This magical shovel appears and functions like a *shovel of digging*. However, if you use it to dig up a humanoid corpse, you can use an action to animate it as a skeleton or zombie. The newly-animated undead serves you faithfully, but if the shovel is damaged, any undead animated by it die immediately.

The shovel can animate one corpse at a time, and once it has done so, it can't do so again until the next dusk.

## **Shovel of Clangor**

*Wondrous item, uncommon*

This shovel appears to be of fine make, with a tempered, pointed head and mystical runes graven upon its grip. Magical investigation will seem to indicate that the shovel has magical powers of digging, but if you carry it for more than ten minutes, its curse activates, at which point it begins to constantly knock against other objects, the wall, your leg, etc, making constant loud noise audible up to 100' away. You find that no matter what you do to either be rid of or muffle the shovel, it reappears on your body.

A *remove curse* spell will allow you to cast the shovel aside.

## **Shovel of Digging**

*Wondrous item, common*

A *shovel of digging* can dig on its own. If you touch it and use an action to command it to do so, it will dig up to 1 cubic foot per round of soil, sand or clay, and will continue to dig for as long as you concentrate on it, up to 1 hour, after which it won't function for an hour.

If you command the shovel to refill a hole it has already dug, it uses the same soil and finishes the job in 6 rounds, regardless of the size of the hole.

## **Shovel of Gravedigging**

*Wondrous item, rare*

This shovel appears to be a *shovel of digging*, but whenever it is activated, it emits a silent call to all undead within 120'. The undead desire to possess the *shovel of gravedigging* and come to take it as soon as

they can. If allowed to take the shovel, the undead return to their normal behavior.

## **Shroud of Disintegration**

*Wondrous item, very rare*

A *shroud of disintegration* appears as a set of fine burial wrappings. When you place a body within the shroud (requiring one minute's work), you can speak the shroud's command word as an action. If you do, the body is *disintegrated* and the shroud's magic is drained.

## **Sickle of the Harvest**

*Weapon (sickle), rare (requires attunement by a druid)*

A magical sickle of this kind has a +1 bonus to hit and damage. However, its real power is as a harvesting tool. If you use an action to speak its command word and then release the sickle, it will fly through the air to harvest edible plants in the area that you designate by mental command, harvesting half an acre of food every 10 minutes. It continues to do so as long as you concentrate on it, to a maximum of 8 hours, or until it moves a mile away from you.

## **Silver Bow**

*Weapon (any bow), very rare*

This bow has a +1 bonus to hit and damage under most circumstances. However, it has greater powers against creatures that aren't in their true form; in this case, it is +2 to hit and damage and deals an extra 1d8 points of damage on a hit.

Against lycanthropes, a *silver bow* has its greatest power. It is +2 to hit and damage, adds 2d6 to its critical severity, and deals an extra 3d8 damage on a hit.

## **Silver Flute**

*Wondrous item, common (requires attunement by a proficient creature)*

If you use an action to play this silver flute, every weapon within 60' magically takes on the silvered quality for as long as you concentrate, to a maximum of 1 hour.

## **Silver Seeker's Blade**

*Weapon (any sword or dagger), very rare*

This weapon magically allows you to use your Intelligence when making attacks with it, instead of Strength or Dexterity.

## **Silver Seeker's Notebook**

*Wondrous item, common*

While you hold this folio open in your hands, you can use a bonus action to speak its command word. The notebook captures a detailed, full color likeness of a creature that you can see within 60'. It notes any information you have on the subject creature on the same page and, if you have enough information on it, on the following page(s). The notebook has enough room to hold the likenesses of 20 creatures, minus any pages dedicated to information about the creature.

## **Silver Seeker's Symbol**

*Wondrous item, uncommon (requires attunement)*

While you bear this symbol, which resembles an open book, you gain a +1 bonus on Arcana and Religion checks.

## **Silver Spoon**

*Wondrous item, rare*

If you use an action to place this silver spoon in the mouth of an infant not more than a day old, then ensure that the spoon remains in the baby's dwelling until its birthday, the baby will inherit a fortune from a long-lost forgotten relative. This fortune will be worth from 1,000 to 50,000 gp.

If the spoon is removed before the baby's first birthday, a curse falls upon the baby, and it loses all its money and possessions.

## **Silvering Quiver**

*Wondrous item, uncommon*

Any normal arrow that rests in this quiver for at least an hour becomes silvered when removed from it and for 2 rounds thereafter.

## **Silveriron Weapon**

*Weapon (any metal melee), uncommon*

The metal of this weapon is a strange mottled mix of silver and black. It is composed of magically fused cold iron and silver, and functions as whichever is more effective against a given target when it strikes.

## **Silversheen**

*Potion, rare*

If you spend one minute coating a weapon or up to eight pieces of ammunition with this silvery liquid, the coated weapon or ammunition counts as silver for 1 hour.

## **Simulacrum Elixir**

*Potion, very rare*

If you use an action to pour this chilly liquid over a fingernail clipping, piece of skin or hair, or other body part detached from a living creature, it creates a *simulacrum* of that creature, but it remains under your control.

## **Singing Skull**

*Wondrous item, rare (requires attunement)*

This item appears to be a 3" diameter ivory model of a human skull. You can use an action to place the skull somewhere within your reach and command it to begin singing, which can be heard up to 50' away from it.

Any creature other than you that starts its turn in range of the singing or comes within range of the singing must make a DC 15 Wisdom save. If it fails, the creature becomes frightened of the singing. It can repeat the save at the end of each of its turns, ending the effect on a success.

The skull sings for up to an hour or until you use a bonus action to command it to stop while within 50' of it or it is moved. Once you have activated the *singing skull*, it won't function again until the next dusk.

## **Singing Sword**

*Weapon (long or short sword), very rare*

This +2 weapon is sentient (Int 15, Wis 11, Cha 19) and speaks Common, Elvish and Draconic. It

loves two things above all others: singing and fighting. If its owner doesn't display a passion for both of those activities, the sword will try to persuade or force it to take up such activities, and failing that, will demand that the sword be passed on to a more suitable owner. It always urges its owner forward into the fray and up onto the stage at every opportunity.

***Harmony (requires attunement by a bard).***

The sword truly shines in the hands of a bard. It can harmonize with your own musical talents, enhancing the effects of bardic inspiration and spells. When a creature within 30' of the *singing sword* uses an inspiration die that you granted it in combat, it rolls the die twice and takes the better result. When you cast a spell while wielding the sword, it functions as an arcane focus for that spell, and any attack rolls made with that spell gain the sword's +2 bonus to hit.

***Graceful Warrior's Dance (requires attunement by a bard).*** While singing and fighting with the sword, you don't take disadvantage on attacks against creatures that you can't see. In addition, you gain advantage on attack rolls you make when flanking a target.

***Haste (requires attunement by a bard).*** The *singing sword* can cast the *haste* spell on you and maintain concentration on it so that you don't have to. If you stop singing or don't attack on your turn, the *haste* ends. Once the sword has used this power, it cannot do so again until the next dawn.

## **Skald's Armor**

*Armor (leather), rare (requires attunement by a bard)*

Favored by wandering minstrels who often need to talk their way out of hairy situations, this magical armor allows you to add +1d4 to any Charisma (Deception or Persuasion) check you make.

## **Skie's Locks and Bolts**

*Wondrous item, rare*

This device appears to be a small ornate lock with a tiny silver key. If you use a bonus action to turn the key clockwise, all doors, windows and other portals within 50' of the item slam shut and become *arcane locked*. This effect lasts until the key is twisted the other way (again, a bonus action) or the item is moved more than 50' from a given portal.

## **Skirmisher Boots**

*Wondrous item, uncommon (requires attunement by a creature)*

While you wear these boots, you gain a +2 bonus on damage on opportunity attacks.

## **Skull Bracers**

*Wondrous item, rare*

You can use a bonus action to activate these bracers. When you do, the next time you hit with an attack before the start of your next turn, you deal an extra 2d10 damage to that target of the attack. Once you use this power, you cannot use it again until the next midnight.

## **Skull Mace**

*Weapon (mace), very rare (requires attunement by an evil cleric)*

A mace of this sort appears as a normal mace until you grasp it while attuned to it, at which point its true appearance is revealed, with the head being an iron, jagged-topped skull and the shaft resembling bones.

The *skull mace* has a +2 bonus to hit and damage. In addition, while you hold it, you can cast *animate dead* (one creature only) and *darkness*. Once you cast one of these spells, the mace can't grant you that spell again until the next midnight.

## **Skull of Fear**

*Wondrous item, rare (requires attunement by a barbarian, fighter, paladin or ranger)*

This ebony skull is fashioned so that it can be mounted on any tall pole, including a long weapon haft, standard or similar item, or on your armor. While you wear or bear it openly, you gain an aura of fear that extends in a 10' radius around you. Any creature that enters or starts its turn in the aura must succeed on a DC 15 Wisdom save or become frightened of you for 1 minute, repeating the save at the end of each turn and ending the effect on a success. Once a creature makes this saving throw, it is immune to the effects of the *skull of fear* for 24 hours.

You can suppress or resume the aura with a

bonus action, but suppressing it requires your concentration.

## **Skystrider Horseshoes**

*Wondrous item, very rare*

While a mount wears these magical horseshoes, it gains a flying speed equal to its walking speed.

## **Slave Ring**

*Ring, rare*

Up to ten *slave rings* are crafted alongside a *master ring*. You can't remove a *slave ring*; only the creature wearing the *master ring*, or appropriate magic such as *knock* or *remove curse*, can allow you to take it off.

The *slave ring* has no useful properties or powers; it merely makes you subject to the *master ring*.

## **Sling Bullet of Impact**

*Ammunition (bullet), rare*

When you hit a creature with this magical bullet, you deal 1 extra point of damage for each point by which your attack roll exceeded the target's AC.

## **Sling of Seeking**

*Weapon (sling), rare*

This sling is +3 to hit but only +1 to damage.

## **Sling Stone of Pulverizing**

*Ammunition (bullet), rare*

If you hit a structure with this stone, you deal an extra 4d4 bludgeoning damage to it, and you ignore any damage threshold or bludgeoning resistance that it has.

## **Slip-Tip**

*Weapon (dagger), rare*

This magical dagger has an obvious crack running perpendicular to the blade, yet seems sound and can strike with a +1 bonus to attack and damage.

***Slip-Tip (requires attunement):*** As a bonus action, when the dagger hits, you can cause the tip to slip off into the wound and begin working its way into

the victim's body, seeking the heart. This destroys the *slip-tip*. Each at the start of your turn, the victim takes 2d4+1 damage. On its turn, if it has a weapon that does piercing or slashing damage, the victim can use an action to make a Dexterity (Medicine) check, DC 15, to deal 1d6 points of slashing damage to itself and remove the tip of the weapon. If it fails the check, it still suffers the damage, but does not remove the tip. If the creature is not armed with a way to do piercing or slashing damage, it can still attempt the check, but it has disadvantage on it.

## **Slippers of Fancy Footwork**

*Wondrous item, very rare (requires attunement)*

These slippers allow you to Disengage as a bonus action.

## **Slippers of Kicking**

*Wondrous item, very rare (requires attunement by a monk)*

These light, flexible slippers enhance your kicks. When you make an unarmed strike with your feet, you gain a +2 bonus to hit and deal an extra 1d6 bludgeoning damage.

## **Slippers of Masterful Movement**

*Wondrous item, rare*

When you take the Disengage action, you can move one and one-half times your normal speed.

## **Slippers of Sidestepping**

*Wondrous item, legendary (requires attunement)*

These dark green slippers have an almost metallic sheen to them. Silver-green sand seems to flow through their interior as if coming from nowhere, making them slightly uncomfortable to wear. The slippers give you the following abilities.

- Whenever another creature teleports you, you can shift the destination of the teleport by 10' in any direction.
- You can use your reaction when an attack would hit you or you fail a saving throw to teleport 30'. If this places you out of the effect's range or area of effect, it has no effect on you. Once you use this ability, you can't use it again

until you complete a short or long rest.

- You can use a bonus action to teleport 50'.

## **Slow Burst Weapon**

*Weapon (any melee), very rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. In addition, if you hit a creature with it, the target must make a DC 17 Wisdom save or be *slowed* for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

## **Smuggler's Boat**

*Wondrous item, uncommon*

This magical boat rolls over on command, reversing gravity for creatures and objects within it and endowing the creatures within with *water breathing*. While upside-down, the boat still floats but only its keel and 2' to 3' of draft are visible. The *smuggler's boat* is thus very useful for discrete water travel.

## **Snakeblood Tooth**

*Wondrous item, uncommon (requires attunement)*

To attune to this item, you must press it against your gum line inside your mouth. It adheres to your mouth, and can thereafter only be removed voluntarily or if the tooth is physically extracted.

Thereafter, the tooth makes you immune to swallowed poisons. It also has 3 charges, which are refreshed at dawn. You can use an action or bonus action to expend a charge to make a saving throw against a poison affecting you.

## **Snuffer of Death**

*Wondrous item, legendary (requires attunement)*

This magical candle snuffer is most potent indeed. When you use an action to snuff a candle with it, each living creature within 60' must make a DC 17 Constitution save, falling to 0 hit points on a failure. A creature that fails by 5 or more dies instantly.

Once you use the *snuffer of death*, it will not function again until the next midnight.

## **Snuffer of Dousing**

*Wondrous item, uncommon*

A candle snuffer of this sort has 3 charges, which it regains at dawn. While you hold it in hand, you can use an action to spend a charge and extinguish nonmagical fire in a 10' x 10' square that you can see within 50'.

## **Snuffer of Exploding**

*Wondrous item, rare*

This item appears to all tests to be a *snuffer of dousing*, but if used to extinguish a fire larger than a candle, it explodes in a 20' radius ball of flame. Each creature in the ball must make a DC 15 Dexterity save, taking 10d6 fire damage on a failure or half that on a success.

## **Soap Balloon**

*Wondrous item, uncommon*

This magical balloon activates when punctured, releasing a burst of soapy liquid in a 10' radius explosion. Each creature in the burst must make a DC 13 Dexterity save, being blinded for 1 minute on a failure. A creature can take an appropriate action to clear its eyes if it has at least a gallon of water; trying to clear its eyes without water allows a creature to repeat the save, but still requires an action.

## **Soap of Washing**

*Wondrous item, uncommon*

This small, brown cake of soap can be dissolved in a bucket or tub of water, which expends the soap but enchants the water. Any creature or item washed in the water becomes completely clean and is subject to a *remove curse* effect, as if cast with a 5<sup>th</sup> level slot. The water can wash any number of creatures or objects at a rate of one per ten minutes, but after one hour, the water loses its magic.

## **Soldier Tooth**

*Wondrous item, very rare*

This item is a dragon's tooth carved into the form of a fierce soldier. You can use an action to cast it to the ground within 15' of yourself and invoke its power, in which case the tooth explodes and a skeletal

warrior appears that obeys your spoken commands (which you can issue with a bonus action on your turn) to the best of its abilities. The skeletal warrior remains for an hour or until destroyed. At the end of the hour, it crumbles to dust.

The skeletal warrior uses the stats of a skeleton except that its Hit Dice are 10d8+20 and it can take the Multiattack action, allowing it to attack twice with its sword or bow. In addition, it gains a +3 bonus on attack and damage rolls while you are within 15' of it.

## **Soul Brazier**

*Wondrous item, very rare*

This brazier is constructed from a humanoid skull. The brain pan has been lined with hammered gold and gems have been placed in the eyes. Three daggers or fire-hardened sticks tied with wire form a tripod upon which the brazier stands.

The brazier can be used to contact the soul of a dead creature. If you perform a ritual taking an hour in which you light a fire in the brain pan and add a piece of flesh and a bit of bone from a corpse, the smoke forms an image of that corpse as it was in life, but howling in torment.

You can ask the spirit ten questions, and it must answer truthfully, though it can be vague and cryptic. It knows only what it knew in life.

Using this item is an evil act.

## **Soulforged Plate**

*Armor (plate), legendary (requires attunement)*

While you wear this armor, you gain a +3 bonus to AC. In addition, you do not fall unconscious if reduced to 0 hit points, but you do fall unconscious if you start your turn at 0 hit points.

## **Spade of Colossal Excavation**

*Wondrous item, uncommon*

This digging tool is 8' long with a spade-like blade 2' wide and 3' long. It requires an 18 Strength to use it, in which case, you can use your action to dig one cubic yard of earth per round. Exceptionally hard ground, clay or gravel takes twice as long to excavate, while loose sand takes half as long.

## **Spear of the Bloody Wall**

*Weapon (spear), rare*

This spear is +1 to hit and damage. In addition, you and each creature that you can see within 30' that you choose gains advantage on saving throws against effects that include the frightened condition.

## **Spearblock Armor**

*Armor (any light or heavy), very rare (requires attunement)*

While you wear this armor, you gain a +1 bonus to AC. In addition, you have resistance to piercing damage.

## **Spectacles of Arcane Investigation**

*Wondrous item, uncommon*

These spectacles allow you to see magical auras. In addition, you can use your action to utter a command word. If you do, the spectacles cast *follow sorcery's trail*.

## **Spectacles of Awareness**

*Wondrous item, uncommon*

While you wear these spectacles, you can apply your proficiency bonus to initiative.

## **Spectacles of Intellect Sight**

*Wondrous item, uncommon (requires attunement)*

While you wear these ornate, thick-lensed spectacles, you can see an aura around intelligent creatures and objects within 20' of you. The aura's intensity reveals to you the approximate Intelligence of a creature. You can use a bonus action to make an Intelligence (Insight) check to determine how exactly you can discern a creature's Intelligence score, with results as follows:

<i>Int (Insight)</i>	<i>Result</i>
1 to 5	Dumb (1-10), smart (11-20), superhuman (21 or higher)
6 to 9	Low (1-7), middling (8-13), high (14-18), exceptional (19 or higher)
10 to 14	Barely intelligent (1-2), very low (3-5), low (6-9), average (10-11), high (12-14), very high (15-17),

	genius (18-20), superhuman (21 or higher)
15 to 19	Range of two, starting with even numbers (such as 8-9, 14-15, etc.)
20 or higher	Exact Intelligence score

## **Spectacles of Watchfulness**

*Wondrous item, rare (requires attunement)*

While you wear these fine-looking, gold-rimmed spectacles, you are never surprised and can see invisible creatures and objects.

## **Spellblade**

*Weapon (long or short sword), very rare (requires attunement)*

A *spellblade* has a +2 bonus to hit and damage. Each sword of this type is created with a specific offensive spell that it is paramount over, commonly *fireball*, *lightning bolt*, *magic missile*, *cone of cold* or *disintegrate*. When you are subject to the effects of that spell, you can use your reaction to perform any one of the following feats:

- Redirect the spell so that it targets, or is centered directly upon, its caster;
- Redirect the spell so that it targets, or is centered directly upon, another creature or point within 30' of you. The new target (if any) must be valid for the spell; thus, you cannot redirect a spell that targets a creature at a point in space.
- Ignore completely the effects of that spell.

## **Spellguard Rings**

*Ring, very rare (requires attunement)*

These magical rings come in pairs. One is worn by a spellcaster, and is considered the 'master' ring. The other- the 'bonded' ring- can be worn by any creature. The creature wearing the bonded ring is immune to the effects of any spell cast by the wearer of the master ring.

## **Sphere of Awakening**

*Wondrous item, common (requires attunement)*

While you hold this fist-sized crystal sphere in hand, you can use a bonus action to cause all sleeping

creatures within 60' to awaken. Once you have used it, it won't function until the next dawn.

## **Sphere of Protection**

*Wondrous item, very rare (requires attunement)*

This magical sphere of steel is about as big around as a human head. When you use an action to activate it, it floats into the air and begins to orbit your body, attempting to intercept blows aimed at you and granting you a +1 bonus to AC.

The sphere itself can be damaged or destroyed. A creature may attack it directly or it may be damaged by spells directly at it. Damaging spells that affect an area deal damage to it only if you fail your saving throw against them. The sphere is AC 18, hp 75, and immune to poison and psychic damage.

Once activated, the sphere continues to function as long as you are conscious or unless something dispels or suppresses its magic. Once it is deactivated, you can reactivate it again as an action.

## **Spider Fang**

*Weapon (dagger), uncommon*

This unwholesome-looking dagger seems to be constructed out of spider chitin and fangs, grotesquely hardened into form. This weapon can cut through webs, normal or magical, with ease; it requires only a bonus action for you to free yourself, another creature, an object that fits within a 5' cube or a area 5' on a side of webs. You can move through magical or natural webbing at half your normal walking speed.

In addition, you can use an action to create a freestanding 10' x 10' vertical curtain of cobwebs. The curtain doesn't block movement, but does block line of sight. Any creature that touches the curtain causes it to collapse, dealing 2d4 acid damage to the creature. Once you use this power, it won't function again until the next turn.

## **Spider Rod**

*Rod, rare (requires attunement)*

This rod has two powers.

***Silk Strand.*** The rod can fire a strand of entangling silk. Make a ranged weapon attack at a target within 100', treating yourself as proficient. If you hit, the target is restrained for 1 hour or until it

breaks free. It can break free by using an action to make a DC 15 Strength check or by inflicting 15 points of damage to the strand, which is AC 10. The strand has vulnerability to fire and slashing damage and is immune to bludgeoning, poison and psychic damage. Once you have used this power thrice, it won't function again until the next dawn.

**Poison Touch.** You can make a melee weapon attack with the *spider rod*, treating yourself as proficient. If you hit, the target must make a DC 15 Constitution save, suffering 2d10 poison damage on a failure or half that on a success and being poisoned for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success. Once you have used this power thrice, it won't function again until the next dawn.

## **Spikard**

*Ring, legendary (requires attunement by a spellcaster)*

This magical ring is extremely powerful. Each spikard is linked to one of the traditional schools of magic. While you wear it, it gives you two extra spell slots of each level that you have access to. These spell slots can only be used to cast spells of the school linked to that particular *spikard*.

## **Spike of Silence**

*Wondrous item, common*

This small metal spike makes no noise when hammered into a surface, and it also negates any noise made by the hammer being used.

## **Spiritshield Leather**

*Armor (leather), rare (requires attunement by a druid or ranger)*

This leather armor has images of animal spirits burnt into it, covering every surface of it. While you wear it, you gain a +1 bonus to AC.

In addition, the armor has 2 charges, which it regains each day at dawn. When a creature you can see within 20' is the target of a melee attack, after the die is rolled but before you know whether it hits, you can use your reaction to expend a charge to give that target a +2 bonus to AC against that attack.

## **Spoon of Medication**

*Wondrous item, uncommon*

If you fill this spoon with honey and then use an action to feed it to a creature, that creature is cured of all nonmagical diseases.

## **Spoon of Mixing**

*Wondrous item, rare*

If you spend 1 minute stirring two potions together before drinking them, you can roll twice on the potion miscibility chart and take the better result.

## **Spoon of Stirring**

*Wondrous item, rare*

Appearing as a normal spoon, this magic item can be used to change the identity of a potion by stirring it as an action. If you do this, roll on the table below to see what kind of potion is produced. The spoon will function but once on any given potion. If there are multiple versions of a produced potion, the version produced will be of the same rarity as the originally stirred potion was, if possible, and as possible otherwise.

<b>D12 Roll</b>	<b>Potion Produced</b>
1	Clairvoyance
2	Climbing
3	Diminution
4	Fire breath
5	Gaseous form
6	Giant strength
7	Growth
8	Healing
9	Invisibility
10	Poison
11	Resistance
12	Water breathing

## **Spoon of Sugar**

*Wondrous item, uncommon*

While you hold it, you can use an action to cause this spoon to fill with a sugary syrup. This sugar attracts all insects, normal and giant within 30', distracting them. An insect with 10 hp or more can make a DC 13 Wisdom save to resist the effect;



otherwise, it approaches the spoon and does nothing else for 1 minute. An affected insect is incapacitated and grants advantage on attacks against it. If an insect takes damage, the effect ends on it.

## **Spirit Oil**

*Potion, uncommon*

If you spend 1 minute rubbing this oil into a corpse's mouth and throat, the corpse sighs and answers questions as if you had cast *Speak with Dead*.

## **Spring Renewal Totem**

*Wondrous item, very rare (requires attunement)*

This carved length of green wood has blossoms and fresh growth coming out of it, as if it were still alive. It has 3 charges, which it regains each dawn. You can use a bonus action to spend a charge. If you do so, choose one creature you can see within 30'. For the next minute, whenever that creature starts its turn with 1 hit point or more, it regains 3 hit points.

## **Spyglass of Distant Sight**

*Wondrous item, uncommon*

When you peer through this magical spyglass, distances up to a mile away appear as clear as if they were only 10' away.

## **Spyglass of the Misty Isles**

*Wondrous item, uncommon*

This magical spyglass allows you to peer through up to half a mile of fog or mist.

## **Squire's Sword**

*Weapon (any sword), uncommon (requires attunement)*

While you wield this sword, allies within 5' of you gain a +1 bonus to AC.

## **Squirrel Medallion**

*Wondrous item, rare (requires attunement)*

This magical medallion has a big, very realistic-looking squirrel hanging from it. While you wear it, you can speak with and understand squirrels and kercpa. In addition, you can use it to summon 1d4 dire squirrels, each of which appears in an unoccupied

space within 30' of you. Once you use this ability, you can't use it again until the next dawn.

## **Staff of Air and Water**

*Staff, rare*

While you hold this staff in your hand, you and any other creature within 10' of you can breathe both air and water.

## **Staff of Alliance**

*Staff, rare (requires attunement)*

This magical staff is chased with ivory images of a mighty knight. It has 10 charges. You can expend one charge to create an illusory knight in an unoccupied space within 40'. The knight lasts as long as you concentrate on it, to a maximum of one minute.

You and your allies can see the knight for what it is, and can move through it freely. Unless an enemy spends an action to examine the knight and succeeds at a DC 15 Wisdom saving throw, it believes the knight is real. If an enemy attacks the knight and hits AC 10, it may also make such a saving throw. Once a creature has made its save against the knight, it cannot be affected by knights created by that particular staff for 24 hours.

An enemy that believes the knight is real cannot move through its space. In addition, if the knight is adjacent to an enemy that believes it is real, melee attacks against that enemy gain advantage, and that enemy has disadvantage on attacks against targets other than the illusory knight.

The staff regains 1d8+2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes harmlessly into chunks of dry, brittle wood.

## **Staff of Cirulon**

*Staff, uncommon (requires attunement by a bard, cleric or druid)*

This staff is made of clear crystal and is 6' long. When fully charged, it holds 50 charges. If it is left exposed and unmoving in sunlight for 8 hours, it regains 3 charges. If the last charge is spent, the staff shatters.

You can use the staff to cast the following spells by expending charges: *cure wounds* (1 charge

per level of the slot, to a maximum of 4), *detect evil and good* (1 charge), *detect magic* (1 charge), *lesser restoration* (3 charges), *restoration* (6 charges).

Without expending charges, you can use an action to touch the staff to a day's worth of rations that have spoiled or are poisoned, diseased or otherwise unfit for consumption. If you do, the staff purifies the food and restores it to a palatable, nourishing state.

## **Staff of Combat**

*Weapon (staff), rare*

This magical quarterstaff grants a +2 bonus to hit (but not damage) and scores a critical hit on a 19 or 20. It gains a +2d6 bonus to critical severity.

## **Staff of Curing**

*Staff, rare*

A magical staff of this sort allows you to help cure many ailments. It has 7 charges and regains 1d6+1 charges each morning at dawn. If you use the last charge, there is a 1 in 20 chance that the staff loses its magic.

You can use an action to spend a charge and touch the staff to a creature. If you do so, you can either heal the target of 3d6+3 hit points or cure one of the following: a disease, blindness, deafness or insanity.

## **Staff of Dispelling**

*Wondrous item, rare (requires attunement)*

This staff has 10 charges, regaining 1d6+2 each dawn. If you use the last charge, there is a 1 in 20 chance that the staff's powers are lost forever.

You can use the staff to cast either of the following spells by expending charges: *counterspell* (2 charges), *dispel magic* (1 charge). You can also spend additional charges to cast the spell as if it were using a higher level spell slot by expending a number of additional charges equal to the number of levels above 3 of the spell slot.

## **Staff of Distant Shielding**

*Staff, rare (requires attunement by a cleric, druid or wizard)*

This magical staff has 10 charges, regaining

1d6+2 each dawn. When you spend the last charge, there is a 1 in 10 chance that the staff loses its magic thereafter. When a creature you can see within 60' is the target of a melee attack, after the die is rolled but before you know the result, you can spend a charge to give the target a +2 bonus to its AC against the triggering attack.

In addition, when a creature you can see within 60' is hit by a melee attack, you can use your reaction to expend 1 to 3 charges in order to unleash a magical reprisal against the attacker. If you do, the attacker must make a DC 15 Reflex save, suffering 1d10 radiant damage per charge that you expended on a failure or half that on a success.

If you use the first function of the staff and the attack still hits, you can trigger the second function as part of the same reaction.

## **Staff of Fiery Might**

*Staff, uncommon (requires attunement by a spellcaster)*

You can use this staff as a spellcasting focus. In addition, when you use it to cast a fire spell, you can reroll any 1s on the damage dice, but you must accept the second result.

## **Staff of Fury**

*Staff, very rare (requires attunement by a sorcerer or wizard)*

You can use this staff as a spellcasting focus. While you do so, you can use a bonus action to enhance a damage-dealing spell. If you do so, the next time you cast a spell that deals damage before the end of your turn, you deal +1 damage per die of the spell. In addition, saves against the spell suffer a -1 penalty.

## **Staff of Provocation**

*Weapon (quarterstaff), very rare (requires attunement by a fighter or monk)*

This quarterstaff gives you a +1 bonus to hit and damage. In addition, the staff has 6 charges, and it regains 1d3+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's magic is lost.

When you hit a creature with the staff, you can expend up to 3 charges as part of the attack. For each

charge, choose one creature within 5' of the target. That creature must make a DC 15 Wisdom save. If it fails, it must use its reaction to make a single melee weapon attack against the target.

## **Staff of Rain**

*Staff, rare*

A staff of this sort is made of wood that is always wet. The staff has 5 charges, and it regains 1d3+1 charges each morning at dawn. If you expend the last charge from the staff, roll 1d20. On a 1, the staff loses its magic. Within an hour, it dries out; an hour later, it crumbles to dust. The staff can function as an arcane or druidic focus.

**Light Rain.** When you hold the staff, you can use your action to cause a light rain to fall, even if you are indoors. If you are outside, this rain extends everywhere in a 1,000' radius; indoors, it is limited to a 100' radius, and barriers, such as doors, walls and the like, cut the effect off. This area of light rain is stationary and lasts for 1 minute.

**Cloudburst.** While holding the staff, you can spend a charge and use your action to create a downpour in a 20' radius cylinder up to 200' high. Creatures within the cloudburst have disadvantage on Perception checks and ranged attacks. Fires up to the size of a small campfire are smothered in a single round; larger fires, including lasting magical effects, are smothered in 3 rounds. The cloudburst lasts for 1 minute.

**Defensive Downpour.** While holding the staff, you can spend a charge and use your reaction to create a sudden downpour to defend yourself when you have to make a saving throw against a spell or effect that deals fire damage. You are swamped by the downpour, gaining advantage on your saving throw and resistance to fire damage from the spell or effect.

## **Staff of Silence**

*Staff, rare (requires attunement)*

This staff has 15 charges and regains 1d10+4 each dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's magic is lost. You can use a bonus action to activate it, cloaking yourself in silence so that you make no sound as you move and act. This drains 1 charge per round and lasts as long as you

concentrate on it.

If you take thunder damage or have to make a saving throw against an effect you must hear, you can use your reaction to expend 2 charges to erect a defensive form of deafness that magically makes you immune to thunder damage and prevents you from hearing. This deafness lasts until the end of your next turn.

You can use an action to activate the final power of the staff. This causes it to emit all the sounds it has stored since the last time this power was used in a cacophonous wail of sound. This wail affects everything within a 30' cone. Each creature in the cone must make a DC 15 Constitution save, taking 2d12 thunder damage on a failure or half that on a success. A creature that fails its save is also deafened for 1 minute, repeating the save at the end of each turn and ending the effect on a success. If it fails its save by 5 or more, it is also blown back 15' away from you and knocked prone. The wail is clearly audible up to 2,000' away. This function doesn't drain charges, but once you use it, it won't function again until the next dawn.

## **Staff of Slings**

*Staff, rare*

This magical staff has a +1 bonus to hit and damage. With the right wielder, its powers are far greater.

**Sling Object (requires attunement by a druid):** You can use a bonus action to touch the end of the staff to a heavy, roughly spherical shape (including a stone, metal ball, pottery crock, etc) up to 9" in diameter and 5 lbs. The object adheres to the end of the staff and you can fling it to a range of 90'/180' easily. The missile arcs 1' high for every 10' traveled, so the ceiling must be high enough to accommodate the missile's path. You can make a ranged weapon attack with the missile, treating yourself as proficient, and deal 2d4 + your Dexterity bonus bludgeoning damage on a hit.

**Sling Large Object (requires attunement by a druid):** The staff has 5 charges and regains 1d4+1 each dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's power is lost forever. You can use a bonus action to touch the end of the staff to a heavy, roughly spherical shape (including a stone,

metal ball, pottery crock, etc) up to 36" in diameter and up to 300 lbs and spend a charge. The object adheres to the staff, and you can use an attack to hurl it before the end of your turn. In this case, the range is 150'/300', and if you hit, you deal 3d10 + your Dexterity bludgeoning damage on a hit.

## **Staff of Spell Focusing**

*Staff, very rare (requires attunement by a spellcaster)*

This staff functions as a spellcasting focus. In addition, it has 3 charges, which it regains each day at dawn. When you cast a spell, you can expend a charge to cause one creature affected to have disadvantage on its saving throw. If you spend the last charge, you gain a level of exhaustion.

## **Staff of Storms**

*Staff, rare (requires attunement by a spellcaster)*

This staff functions as a spellcasting focus. In addition, it has 3 charges, which it regains each day at dawn. It also regains 1 charge for every hour it is exposed to a storm. When you cast a spell with it that deals lightning or thunder damage, you can spend a charge to produce a secondary detonation in a 15' cube adjacent to you. Each creature in that cube must make a DC 13 Dexterity saving throw, suffering 2d8 lightning damage on a failure, and a DC 13 Constitution save, suffering 2d8 thunder damage on a failure.

## **Staff of Stunning**

*Weapon (quarterstaff), rare (requires attunement)*

This staff gives you a +1 bonus to hit and damage. In addition, if you hit a creature and your natural roll was an 18-20, it must make a DC 15 Constitution save or be stunned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

## **Staff of the Couatl**

*Staff, very rare (requires attunement)*

This staff is usually made of some precious material, such as ivory. The top third of the staff is fashioned to resemble a feathered serpent.

You can wield the staff in combat as a +1

*quarterstaff*. In addition, the staff gives you resistance to poison. While you bear it, you also gain a +1 bonus to saving throws against spells and other magical effects.

The staff also has 8 charges, regaining 1d6+1 each dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's magic is lost. You can use the staff to cast the following spells by expending the indicated charges: *charm monster* (snakes only) (1 charge), *neutralize poison* (3 charges), *wind walk* (7 charges).

The final power of the staff is great indeed. You can use an action to summon a couatl to your aid. The couatl is well-inclined toward you as long as you aren't of evil alignment, and it attempts to aid you within reason to the best of its ability. However, you have no control over the couatl. The couatl remains for up to 30 minutes or until you use a bonus action to dismiss it. Once you use this power, it won't function again for a month.

## **Staff of the Druids**

*Wondrous item, very rare (requires attunement by a druid)*

You can use this staff as a druidic spellcasting focus. In addition, it has 15 charges and recovers 1d4+2 charges each dawn. If you use the last charge, there is a 1 in 20 chance that the staff loses its powers.

When you cast a druid spell, you can use a bonus action to expend a number of charges equal to the level of the spell slot used to cast the spell in place of expending the slot. If you use 7 or more charges in this way, you gain a level of exhaustion.

## **Staff of the Elements**

*Staff, legendary*

This powerful item functions as a +2 *quarterstaff* in combat. However, it has a number of far greater powers that can only be unlocked through attunement.

The staff has two modes. It is 'dormant' while there is no elemental imprisoned within it, and 'active' while an elemental is contained inside it. An active staff initially has a number of charges equal to twice the Hit Dice of the elemental held within it. These charges are not regained except by absorbing a new

elemental into the staff. When the last charge is expended, the captive elemental dies, and the staff becomes dormant.

Using a *staff of the elements* is dangerous. Each time you expend one or more charges from it, there is a 2% chance per charge expended that the trapped elemental bursts forth, destroying the staff, and attacks.

***Absorb Elemental (requires attunement).***

While the staff is dormant, you can activate this power as a bonus action when you successfully hit a non-composite elemental of one of the classic four elements (air, earth, fire and water) in combat with the staff. If you do so, the elemental must succeed on a DC 17 Charisma save or be sucked into the staff and imprisoned within it. The staff becomes active.

***Air Powers (requires attunement by a spellcaster).*** While the staff is active and contains an air elemental, you can use it to cast any of the following spells, expending charges as noted: *airboat* (8 charges), *cloudkill* (5 charges), *gust of wind* (1 charge), *solid fog* (3 charges), *stinking cloud* (2 charges), *wind wall* (2 charges).

***Earth Powers (requires attunement by a spellcaster).*** While the staff is active and contains an earth elemental, you can use it to cast any of the following spells, expending charges as noted: *crystalbrittle* (10 charges), *dig* (3 charges), *flesh to stone* (6 charges), *passwall* (5 charges), *stone shape* (3 charges).

***Fire Powers (requires attunement by a spellcaster).*** While the staff is active and contains a fire elemental, you can use it to cast any of the following spells, expending charges as noted: *barrage* (4 charges), *fire shield* (4 charges), *fire storm* (7 charges), *fireball* (3 charges), *fountain of flames* (1 charge), *wall of fire* (3 charges).

***Water Powers (requires attunement by a spellcaster).*** While the staff is active and contains a water elemental, you can use it to cast any of the following spells, expending charges as noted: *airy water* (3 charges), *control water* (6 charges), *wall of ice* (6 charges), *water breathing* (2 charges), *water walk* (2 charges), *watery double* (3 charges).

## **Staff of the Moonglow**

*Staff, very rare (requires attunement)*

This staff has 15 charges and regains 2d6+1 charges each night at midnight. If there is a moon, the staff instead regains all its charges, and it operates as a +3 *quarterstaff*. Should you ever use the last charge, there is a 1 in 20 chance that the staff becomes useless, losing its magical qualities.

When not under a moon, the staff operates as a +1 *quarterstaff*. If you hit a creature with it, you may expend 2 charges and forgo dealing damage to the target to affect it with a *dimensional anchor* effect. At the end of each of its turns, the target can make a DC 17 Wisdom save to end this effect.

You can also use a bonus action to cause the staff to begin radiating a pearly, blue-white radiance, shedding bright light in a 30' radius and dim light for an additional 30' beyond that. This effect lasts as long as you concentrate on it, but it drains 1 charge per round. This radiance has several qualities and effects.

- Any magical writing in the bright light is clearly legible and glows with amber *faerie fire* within the blue glow, even if it is normally invisible or unreadable.
- A *ring of shooting stars* in the bright light can be used as though it were outdoors under an open sky at night.
- Any undead creature in the bright light has disadvantage on attack rolls.

## **Staff of the Pharaoh**

*Staff, rare (requires attunement by a spellcaster)*

This staff, leafed in gold, is surmounted by an ankh. It has 5 charges, and regains 1d4 each dawn. If you spend the staff's last charge, there is a 1 in 20 chance that it loses its magic.

While you hold the staff in hand, you can use it to cast the following spells by expending charges as noted: *control weather* (4 charges), *fear* (2 charges), *lightning bolt* (1 charge).

In addition, while you hold the staff, you can cause it to summon a giant poisonous snake with maximum hit points. The snake appears in an unoccupied space within 30' of you and acts immediately after your turn. The snake remains as long as you concentrate on it, to a maximum of 10

minutes. Using this function of the staff drains 3 charges from it.

## **Staff of the Shark**

*Staff, very rare (requires attunement)*

This driftwood staff is studded with shark teeth and smells of the sea. Its surface is remarkably rough for driftwood. You can use it as a quarterstaff, in which case it deals an extra 1d4 points of piercing damage on a hit and scores a critical hit on a 19 or 20. In addition, you can use it as an arcane, divine or druidic spellcasting focus. If you do so, any spell attacks you make also score a critical hit on a 19 or 20.

## **Staff of the Sunburst**

*Staff, rare (requires attunement by a spellcaster)*

This staff sheds bright light in a 30' radius and dim light for an additional 30'. It can be used in combat as a +1 quarterstaff.

More importantly, the staff can help ward off foes. If you take damage, you can use your reaction to cause the staff to unleash a brilliant flare of light. Each creature within 25' of you must succeed on a DC 15 Dexterity save, suffering 2d10 radiant damage and falling prone on a failure or taking half as much damage and not falling prone on a success. Each time you invoke this power of the staff, you gain a level of exhaustion.

In addition, you can break the staff, unleashing an effect identical to a *sunburst* spell centered on you, except that it doesn't affect you.

## **Staff of the Wayfarer**

*Staff, very rare*

This staff can be used as a quarterstaff +2.

***Spells (requires attunement by a spellcaster):***

The staff has 10 charges, and it regains 1d6+2 each dawn. You can use the staff to cast the following spells, expending the indicated number of charges: *create water* (1 charge), *heroes' feast* (7 charges), *Leomund's tiny hut* (4 charges).

***Endure Elements (requires attunement by a spellcaster):*** You can spend one of the staff's charges to ignore environmental discomforts such as cold or heat. This effect lasts as long as you concentrate on it, up to 8 hours. It has no effect against direct damage

from the environment, such as if you are struck by lightning or fall into boiling water.

## **Staff of Thimbleton**

*Staff, very rare (requires attunement by a bard, sorcerer or wizard)*

This thin-hafted staff has a green glowing gem at either end. It can be used as a +2 quarterstaff, providing its bonus to attack and damage. In addition, it has 7 charges. Each day at dawn, it regains 1d6+1 charges. The charges can be expended for any of the following effects.

***Striking.*** When you hit an enemy with a melee weapon attack using the staff, you can expend 1 charge to deal an extra 2d6 points of damage.

***Illusory Duplicates.*** You can use your action and expend 2 charges from the staff to create four illusory duplicates of yourself, each within 20' of you. These duplicates last as long as you concentrate on them, to a maximum of 1 minute. Any attack on a duplicate destroys it. While at least one duplicate remains, you can cause any spells you cast to originate from it. You can use your movement to move your duplicates instead of (or in addition to) yourself, splitting your speed as you like between yourself and them.

***Rainbow Chains.*** You can use your action and expend 3 charges from the staff to cause a mass of chains composed of rainbow light to erupt from the staff and wrap around a creature within 50' of you. The target must make a DC 15 Dexterity saving throw or be restrained for 1 minute. It can use its action to try to escape by making a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. While restrained, the target gives off bright light in a 10' radius and dim light for an additional 10', and it is distracted by the scintillating rainbow colors. It suffers disadvantage on Intelligence and Wisdom saving throws while restrained, and can take an action or a bonus action, but not both, on its turn.

## **Staff of Vision**

*Staff, rare*

This staff functions as a spellcasting focus. In addition, it has 30 charges, and it regains 3d6+10 each morning at dawn. If you spend the last charge, there is

a 1 in 20 chance that the staff's powers are lost.

While you hold the staff in hand, you can use a bonus action to mentally activate it. It gives you a combination of 90' darkvision, *arcane sight* and *see invisibility*. This lasts as long as you concentrate (but see below) and drains 1 charge per round.

If you use the staff's power for more than 6 rounds in a row, you begin to hallucinate violently, as if affected by *black visions*. Each round, you can make a DC 13 Intelligence save to end the effect.

The staff can also cure a creature of blindness, even regenerating missing eyes if need be, if you use an action to touch the staff to the creature's eyes and spend 3 charges.

## **Staff of Winter**

*Staff, uncommon (requires attunement by a spellcaster)*

This staff serves as a spellcasting focus. When you use it to cast a spell that deals cold damage and the target fails its saving throw against that spell, its speed is reduced to 0. If the spell has an attack roll and no save and you hit by at least 4, the target's speed is reduced to 0. The target or another creature able to reach it can use an action to make a DC 15 Strength check to break free of the ice immuring it and end the effect.

## **Staff of Wrath**

*Staff, rare (requires attunement)*

This staff has 5 charges, and when the last one is used, there is a 1 in 20 chance that the staff loses its magic forevermore. Otherwise, it regains 1d4 charges each dawn.

You can use an action to stamp the butt of the staff on the ground and spend a charge, generating a peal of thunder in a 25' radius sphere centered where you stamped the butt. Each creature other than you in the sphere must make a DC 15 Constitution saving throw, falling prone and being deafened for 1 minute on a failure. The creature can repeat the save at the end of each of its turns, ending the deafness on a success.

## **Stair of Ascending**

*Wondrous item, common (requires attunement)*

This item appears to be a wooden board about

5' long, 1' wide and 1/2" thick. When you use an action to place the board onto a flat surface, it creates a staircase that ascends up to 20', leading up from your location. You can cause the stairway to return to its original form as a bonus action, and you can choose for the plank to be at the top or the bottom of the stairway.

## **Stair of Descending**

*Wondrous item, common (requires attunement)*

This item appears to be a wooden board about 5' long, 1' wide and 1/2" thick. When you use an action to place the board onto a flat surface, it creates a staircase that descends up to 20', leading down from your location. You can cause the stairway to return to its original form as a bonus action, and you can choose for the plank to be at the top or the bottom of the stairway.

## **Stair of Slipping**

*Wondrous item, uncommon (requires attunement)*

This item functions as either a *stair of ascending* or a *stair of descending*, but it also has an additional power. You can use a bonus action to mentally command it to become slippery. Each creature on it must make a DC 13 Dexterity save or slip and fall, taking appropriate falling damage.

## **Stalker's Poncho**

*Wondrous item, uncommon (requires attunement by a ranger)*

Appearing as an oiled poncho, this item offers you several benefits.

- While you wear it, you gain darkvision 60'. If you already have darkvision, its range increases by 30'.
- While you wear it, you are immune to any discomfort or effects caused by nonmagical wind and precipitation.
- When you make a Wisdom (Survival) check to track while you wear it, you ignore penalties for darkness and precipitation; the trail magically appears to you as if it had not been rained on or the like.

## **Standard of Courage**

*Wondrous item, common*

For this standard to function, you must affix it to a long hafted weapon, such as a lance, halberd, spear or the like. While it flies from the weapon, you and any of your allies that can see it within 30' gain advantage on saves against effects that include the frightened condition.

## **Standard of Heroism**

*Wondrous item, uncommon*

For this standard to function, you must affix it to a long hafted weapon, such as a lance, halberd, spear or the like. While it flies from the weapon, you and each of your allies that can see it within 30' gain 5 temporary hit points at the start of your turn as long as you have at least 1 hit point.

## **Standard of No Retreat**

*Wondrous item, rare*

For this standard to function, you must affix it to a long hafted weapon, such as a lance, halberd, spear or the like. While it flies from the weapon, you and any of your allies that can see it within 30' gain advantage on saves against effects that include the frightened condition.

In addition, it is impossible for teleportation, plane travel or similar effects to allow a creature to depart from any space within 30' of the standard.

## **Standing Tent**

*Wondrous item, common*

You can use a bonus action to speak this tent's command word while within 15' of it. This causes it to start to pitch itself, finishing at the end of your next turn. A second command word causes it to instead break itself down. This tent is only big enough for one person.

## **Star Opal Ring**

*Ring, very rare (requires attunement)*

While you wear this ring, you gain a +10' bonus to your walking speed. In addition, the ring has 3 charges, regaining 1 each morning at dawn. You can use an action to spend a charge and teleport to a place

that you can see within 100' of you. Immediately after you do, the ring also produces a brilliant explosion in a 15' radius sphere centered on the space you teleported out of. Each creature in the sphere must make a DC 15 Dexterity saving throw, suffering 8d8 radiant damage on a failure and half that on a success.

## **Starella's Aphrodisiac**

*Wondrous item, rare*

This magical perfume typically comes in a vial holding 1d4+1 doses. It takes an action to apply the perfume, and for 30 minutes thereafter, any creature of similar race and appropriate sexual preference that approaches within 5' of you must succeed at a DC 13 Wisdom saving throw or become charmed by you for 1 hour. While charmed, the creature is enamored with you and convince that you are meant to be together. It regards you as a friend, ally and romantic interest to be heeded and protected. This doesn't mean that it does what you like, and in fact, sometimes it will become jealous of other would-be suitors. If you attack or take other hostile actions against a charmed creature, the charmed condition ends for it.

A creature that makes its save against this perfume, or on whom the effects of the perfume end, is immune to its effects for 24 hours.

## **Steadfast Saddle**

*Wondrous item, uncommon*

While a mount wears this saddle, it cannot be moved against its will. While you are mounted and seated in this saddle, you cannot be knocked from the saddle or fall out of it.

## **Steadying Robe**

*Wondrous item, uncommon*

While you wear this robe, you gain advantage on Dexterity (Acrobatics) checks made to maintain your balance and on saving throws to avoid losing concentration due to violent or extremely vigorous movement.

## **Steel Cloth**

*Wondrous item, rare (requires attunement)*

This item appears as an 8' long piece of cloth.



You can cause it to stiffen and become as hard as steel by mentally commanding it (which is not an action), causing it to function as a *spear +1*. The *steel cloth* remains in spear form only while you actively choose for it to do so.

## **Stench Stone**

*Wondrous item, common*

You can throw this item (range 20'/40') or hurl it from a sling. When the stone impacts, it breaks and releases an awful stench. If it hit, the target must make a DC 11 Constitution save or be poisoned until the end of its next turn.

## **Sticks of Poison Neutralizing**

*Wondrous item, common*

Each of these lacquered sticks is about 12" long and as thick as a human's finger. It is adorned with small beads and shells. They are usually found in groups of 1d4+2 sticks. You can use your action to touch a creature suffering from poison with the stick. If you do so, the stick draws the poison forth, blackening and being destroyed but ending the poison effect on the target.

## **Sticky Shield**

*Armor (shield), very rare (requires attunement)*

This shield gives you a +1 bonus to AC. However, if a creature attacks you with a melee weapon and rolls a natural 2 or 3, its weapon sticks to the shield. A creature can attempt to make a DC 15 Strength check to free the weapon. Otherwise, it remains stuck to the shield.

## **Stirrups of Horsemanship**

*Wondrous item, common*

While you are in these stirrups while on a mount, you can apply your proficiency bonus to ability checks you make to ride or control your mount.

## **Stocking of Mystery**

*Wondrous item, uncommon*

This item appears as a stocking. If you use an action to pull the stocking over your head, it is impossible to recognize you, even for those intimately

acquainted with you. The effect lasts for 1 hour. Once you use the stocking's power, it won't function again until the next dawn.

## **Stone of Alarm**

*Wondrous item, uncommon*

This item appears as a cube of stone about 4" on a side. By speaking the command word and pressing the stone onto any surface, you can cause it to adhere to that surface. The stone remains in place until a creature speaks the command word again and touches the stone, or until a creature uses an action to make a DC 15 Strength check to pull it free.

If a creature touches the stone without speaking the command word, the stone emits a high-pitched, piercing shriek that can be heard up to 1000' away. The *stone of alarm* continues to screech for 1 hour or until someone touches it and speaks its command word.

## **Stone of Mysterious Sounds**

*Wondrous item, uncommon*

This stone is highly malleable, though it can't be pulled apart. If you use an action to stick it on a surface, it activates at the beginning of your next turn, emitting a random sound. The stone continues to sound off until a creature uses an action to pull it free of the surface. Roll on the table below to ascertain what noise the sound makes.

<i>D% Roll</i>	<i>Noise Emitted</i>
01-04	Creaking
05-08	Buzzing
09-12	Groaning
13-16	Footsteps
17-20	Ocean waves
21-24	Stones grinding
25-28	Laughter
29-32	Coughing
33-36	Sneezing
37-40	Muted whispering
41-44	Whips cracking
45-48	Fingers snapping
49-52	Mumbled chanting
53-56	Screaming
57-60	Animal growling

61-64	Birds chirping
65-68	Horns (musical)
69-72	Steady rain beat
73-76	Wind chimes
77-80	Fighting (swords clashing, etc)
81-84	Speech (impossible to make out)
85-88	Whistling
89-92	Chains rattling
93-96	Crying
97-00	Wind blowing

## **Stone of Sampling**

*Wondrous item, uncommon*

Appearing as a smooth green stone, this item allows you to record and store up to fifty 20-second long pieces of speech or music. You can then play them back. Triggering the stone to record or play is a bonus action; recorded samples remain recorded unless you command them to erase.

## **Stone of Shielding**

*Wondrous item, very rare*

You activate this white stone by using an action to crush it. When you do so, you gain a +6 bonus to AC until the beginning of your next turn. Then you gain a +3 bonus to AC until the beginning of your next turn. Then you gain a +1 bonus to AC until the beginning of your next turn.

## **Stone of Stunning**

*Ammunition (sling stone), rare*

When you use one of these heavy lead sling stones, its magic is expended whether you hit or miss. If you hit, the target must make a DC 13 Constitution saving throw or be stunned until the start of your next turn.

## **Stone of the Well**

*Wondrous item, rare*

Appearing as a polished sphere of black granite, this magic item is very powerful- but only really useful in arid regions. You can place it in a well at least 30' deep as long as the well has at least 2' of water in it. The stone immediately fills the well halfway to the top. The water produced is pure and

refreshing, and no well within a mile of the stone will run dry.

## **Stone Salve**

*Potion, very rare*

If this ointment is rubbed on a petrified creature, it will turn that creature back to flesh. If you instead apply it to a creature that is not petrified, that creature gains the benefit of a *stoneskin* spell. In either case, applying the salve requires one minute.

## **Stonewall Shield**

*Armor (shield), very rare (requires attunement)*

This heavy shield gives you a +1 bonus to AC. In addition, while you have it equipped, you can use an action to cast *wall of stone*. Once you have done so, you cannot use the shield's power to do so again until the next dawn.

## **Storm Gauntlets**

*Wondrous item, rare (requires attunement)*

These blue metal gauntlets have 4 charges, which they regain each dawn. You can expend one or more charges to cast the following spells: *lightning bolt* (2 charges), *lightning serpent* (4 charges), *shocking grasp* (1 charge).

## **Storm Pendant**

*Wondrous item, very rare (requires attunement)*

When you take lightning damage, you can use your reaction to fire a line of lightning 5' wide and 30' long, extending from your body. Each creature caught in this line must make a DC 15 Dexterity saving throw, suffering 3d6 lightning damage on a failure or half that on a success.

When you take thunder damage, you can use your reaction to emit a peal of thunder in a 10' radius sphere centered on you. Each creature other than you in this sphere must make a DC 15 Constitution saving throw, suffering 1d10 thunder damage or half that on a success. In addition, a creature that fails this saving throw is deafened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## **Storm Shield**

*Armor (shield), very rare (requires attunement)*

While you wield this shield, you gain resistance to lightning and thunder damage.

## **Storm Star**

*Weapon (morning star), very rare (requires attunement)*

This magical morning star is made of electrum-plated steel. It has a +1 bonus to hit and damage, but its greatest power allows it to add a devastating electrical blast to a blow.

When you hit a creature, you can use a bonus action to cause a bolt of lightning to jump from the *storm star* at the target, forcing it to make a DC 17 Dexterity save, taking 8d6 lightning damage on a failure or half that on a success. In addition, the bolt leaps from the target to another three creatures of your choice within 70' of the initial target. Each of these targets must make a DC 17 Dexterity save, suffering 6d6 lightning damage on a failure or half that on a success.

Once the *storm star* has unleashed its lightning, it cannot do so again until you complete a short or long rest.

## **Stormrider Boots**

*Wondrous item, very rare*

*Stormrider boots* are supple leather boots with gold lightning bolts embroidered down the outside edge. They give you a +5' bonus to your walking speed.

In addition, if you take the Attack action, you can use a bonus action to activate the boots, transforming you into living lightning until the end of your turn. While you are living lightning, you can move through other creatures' spaces, and opportunity attacks against you have disadvantage. If you move through a creature's space, that creature must make a DC 15 Dexterity saving throw, suffering 9d6 lightning damage on a failure or half that on a success. Once you have used this power, it won't function again until the next dawn.

## **Stormrider Cloak**

*Wondrous item, very rare*

A *stormrider cloak* grants you resistance to lightning damage. In addition, it has 3 charges, which it regains at dawn. You can use an action to expend a charge to gain a flying speed of 60' for 5 minutes.

## **Stormwalker's Cloak**

*Wondrous item, very rare (requires attunement)*

This cloak grants you resistance to lightning and thunder damage.

## **String Cage**

*Wondrous item, rare*

This item appears as a piece of white thread 20' long, flecked with gold. When arranged in a circle such that the ends touch, it forms a circle capable of containing a single Medium or smaller creature. Any creature within the circle is prevented from leaving as if the circle formed a *wall of force* in a 6' high, closed-top cylinder.

The *string cage* functions only if placed on a solid surface and cannot be moved without disrupting its magic. The creature trapped within can't move the string, but any other creature can.

If not otherwise dispelled, a *string cage* will remain effective for 3d4 hours, at which time the ends separate and it won't function again until the next dawn.

## **Strength Sapper**

*Weapon (any melee), very rare*

A weapon of this sort is +2 to hit and damage. Whenever it strikes a creature other than a construct, plant or undead, that creature must succeed on a DC 17 Constitution save or gain 1 level of exhaustion.

## **Strongbox of Immobility**

*Wondrous item, rare (requires attunement)*

This metal box is of very strong construction, and the lock can't be picked through nonmagical means. If the box is locked and you use an action to speak the command word while touching it, the strongbox stays exactly where it is currently located, even in midair. No force will move it without first

destroying it.

You do not lose attunement to this item unless you have not touched it for a year and a day. If you lose attunement to it, it can be moved.

## **Stun Bolt**

*Ammunition (bolt), rare*

When you hit a creature with this magical bolt, it must make a DC 15 Constitution save or be stunned until the end of your next turn.

## **Stunshot Sling**

*Weapon (sling), rare*

This +1 sling has 3 charges, which renew each dawn. You can use a bonus action to expend a charge. If you do so, the next time you hit with the sling before the end of your turn, the target must make a DC 15 Constitution save or be stunned until the end of your next turn.

## **Styptic Armor**

*Armor (any non-shield), rare*

This armor gives you a +1 bonus to AC. In addition, while you wear it, you never suffer from bleeding wounds, such as from a *sword of wounding*.

## **Sudden Escape Armor**

*Armor (any), very rare (requires attunement)*

This armor gives you a +2 bonus to AC. In addition, if you are hit by a melee attack, you can use your reaction to teleport 30', avoiding the hit. Once you use this ability, you can't use it again until the next dawn.

## **Summer Growth Totem**

*Wondrous item, rare (requires attunement by a druid or ranger)*

This piece of carved bone has sun and growth symbols carved into it and painted green. It has 8 charges, and regains 1d4+2 charges each day at noon. If you spend the last charge, there is a 1 in 20 chance that the totem crumbles to dust.

While you hold it in hand, the totem enables you to cast the following spells: *entangle* (2 charges), *plant growth* (4 charges), *thorn whip* (1 charge), *wall*

*of thorns* (8 charges).

## **Summoner's Tome**

*Wondrous item, very rare (requires attunement by a spellcaster)*

When you hold this tome in hand, you can use it as a spellcasting focus for any spell that conjures or summons creatures. If you do so, each creature you summon gains a +2 bonus to hit and damage.

## **Sundial of Direction**

*Wondrous item, common*

As long as it is under the sun, you can use a bonus action to touch this sundial and activate it, and the fin swivels to point due north.

## **Sunleaf Mantle**

*Wondrous item, rare (requires attunement)*

This item incorporates leaves from a rare Feywild tree called a sun tree into its design. While you wear it, you gain resistance to radiant damage. In addition, when an enemy hits you with an opportunity attack, you can use your reaction to cause your mantle to erupt with light. The attacker must make a DC 13 Dexterity save, suffering 3d8 radiant damage on a failure or half that on a success.

## **Supple Armor**

*Armor (any medium or heavy), very rare*

While you wear this armor, you gain a +1 bonus to AC. In addition, if it is medium armor, the maximum Dex bonus you can apply to your AC while wearing it increases by 1. If it is heavy armor, you can apply your Dex bonus to a maximum of +1 to the armor.

## **Survival Candle**

*Wondrous item, common*

A candle of this sort is also sometimes referred to as a *ranger's candle*. When lit, it burns for 10 hours and gives off as much warmth and light as a campfire. Wind and precipitation will only extinguish it if they are of sufficient intensity to extinguish a campfire.

## **Sword Cult Blade**

*Weapon (any sword), uncommon (requires attunement)*

When you make an attack with this magical sword and you have advantage, you may roll 3d20, instead of 2d20, and take the best result. If you score a critical hit, you increase the severity by 2d4.

## **Sword of Assassination**

*Weapon (any sword), rare (requires attunement by an assassin)*

This sword has a ruby in the pommel and is also sometimes known as a ruby sword because of this. When you successfully use your assassination class feature, you gain a +5 bonus to damage (which doubles to +10).

## **Sword of Black Flame**

*Weapon (any sword), rare (requires attunement)*

This +1 sword detects the presence of undead within 10' and bursts into cold black flames when it senses them. Against undead, its bonus rises to +3.

## **Sword of Chopping**

*Weapon (any sword), rare (requires attunement)*

This magical sword has a +2 bonus to hit and damage and ignores the damage threshold of objects.

## **Sword of Insanity**

*Weapon (any sword), uncommon (requires attunement)*

This sword has a +1 bonus to hit and damage. If you roll a natural 20, the target must make a DC 13 Intelligence save or contract a random short-term madness (DMG 259).

## **Sword of Night**

*Weapon (any sword), rare (requires attunement)*

While some swords shed light, a *sword of night* can shed darkness. If you use a bonus action to command it to do so, it will cloak a radius of from 5' to 25', at your option, in magical darkness. You can see through this darkness with ease, but other creatures, even those with darkvision, cannot. The sword produces the darkness until you use a bonus action to

end it or to change its radius.

In addition, the sword has 3 charges, which it regains at dusk. You can spend a charge to cause each other creature in the darkness shed by the sword to make a DC 15 Wisdom save or become frightened of the darkness for 1 minute. The creature can repeat the save at the end of each turn, ending the effect on a success.

## **Sword of Overthrow**

*Weapon (any sword), rare (requires attunement)*

This weapon is +1 to hit and damage, but against public officials of any sort, it is +2 and deals and extra 2d6 psychic damage.

## **Sword of Perx**

*Weapon; unique (uncommon power level) (requires attunement)*

This magical short sword was forged for a gnome captain in the Sword Empire. It is a magical weapon, but normally provides no bonus to hit or damage, instead granting a +2 bonus to initiative if it's in hand when initiative is rolled and granting its wielding proficiency in Intelligence saving throws while it is wielded. In addition, against kobolds or goblins (not other goblinoids), it gains a +1 bonus to attacks and damage and a +1d6 bonus to critical severity.

## **Sword of Rage**

*Weapon (any sword), rare (requires attunement by a barbarian)*

While you rage, you gain a +1 bonus to hit and a +3 bonus to damage with this sword.

## **Sword of Subtlety**

*Weapon (short sword), very rare (requires attunement by a rogue)*

When you satisfy the conditions required to sneak attack a creature, you gain a +2 bonus to hit and damage with this sword. If you deal sneak attack damage, you can reroll any 1's on the damage dice, but you must accept the second result.

## **Sword of the Planes**

*Weapon (any sword), legendary*

This sword has a +1 bonus to hit and damage while on the Prime Material Plane. However, when taken to any of the Inner Planes or the Ethereal Plane, or when striking a creature native to any of them, its bonus rises to +2. When on an Outer Plane or the Astral Plane, or when striking a creature native to any of them, the blade's bonus rises to +3.

In addition, while you hold it in your hand, the blade protects you from the harmful environmental effects of whatever plane you are on.

## **Sword of Vampiric Regeneration**

*Weapon (any sword), legendary (requires attunement)*

This weapon is +3 to hit and damage. When you hit a creature other than a construct or undead with it, you regain hit points equal to half the damage that the creature takes.

## **Sylvan Armor**

*Armor (leather or hide), uncommon (requires attunement)*

While you wear this armor, you gain a +2 bonus on Athletics and Stealth checks. While you are in a woodland, this bonus increases to +4.

## **Symbol of Battle**

*Wondrous item, rare (requires attunement by a cleric of the symbol's faith)*

This magical holy symbol is dedicated to a religion whose clerics have access to the War domain. While you hold it in your hand, when you cast a spell that deals damage to one or more creatures but before any attack roll or saving throws are made, you may choose one creature to take an additional 1d10 radiant damage. This damage is reduced or negated as normal for the spell on a miss or successful saving throw.

## **Symbol of Deadly Smiting**

*Wondrous item, rare (requires attunement by a paladin who serves the deity the symbol represents)*

This item is a holy symbol, usually of Holthro, Vandreu or the Sword Cult (although 20% of them are dedicated to a different deity). When you score a

critical hit while smiting, you increase the critical severity by 2d8 plus an additional 2 per level of the spell slot expended in the smite.

## **Symbol of Delayed Doom**

*Wondrous item, very rare (requires attunement)*

This symbol shows an image of a man with his arms crossed before him, with flames, arrows and mystical energies deflecting away from him. It has 3 charges, which it renews each dawn. When you fail your save against a spell, you can use your reaction to spend a charge to delay the effects of that spell on you until the end of your next turn.

## **Symbol of Hope**

*Wondrous item, rare (requires attunement by a cleric or paladin of the symbol's faith)*

This holy symbol is dedicated to a religion whose clerics have access to the Life domain. It has 3 charges, which it regains each morning at dawn. While you bear it, when a creature within 30' that you can see must make a saving throw but before it rolls, you can spend a charge to give it advantage on that saving throw.

## **Symbol of Imperial Authority**

*Wondrous item, uncommon*

This badge shows the symbol of the old Sword Empire. While you wear it, you gain a +1 bonus to Intimidation and Persuasion checks against civilized creatures familiar with the empire.

## **Symbol of Leadership**

*Wondrous item, uncommon*

While you wear this badge, allies with fewer HD than you that you can see within 20' gain a +1 bonus to hit and damage.

## **Symbol of Life**

*Wondrous item, uncommon (requires attunement by a cleric or paladin of the symbol's faith)*

This magical holy symbol is dedicated to a religion whose clerics have access to the Life domain. While you hold it in your hand, when you cast a spell that heals hit points, you heal an extra 1d6 hit points to

each affected creature.

## **Symbol of Power**

*Wondrous item, uncommon (requires attunement by a cleric of the symbol's faith)*

This magical holy symbol might be dedicated to any faith. When you hold it hand while you cast a cleric spell, any attack roll or save DC of that spell gains a +1 bonus. In addition, if you cast a cleric spell with a lasting effect that is ended by a saving throw while holding this symbol in hand, the DC of saves to end that effect increases by an additional 1 (total of +2).

## **Symbol of Radiance**

*Wondrous item, uncommon (requires attunement by a cleric or paladin of the symbol's faith)*

This magical holy symbol is dedicated to a religion whose clerics have access to the Light domain. While you hold it in your hand, when you cast a spell that deals radiant damage, the save DC increases by 1 and you can reroll any 1's on the damage dice, but must accept the second roll.

## **Symbol of the Noble Hawk**

*Wondrous item, uncommon (requires attunement)*

This symbol bears the image of a noble and proud hawk upon it. You can use an action to activate the symbol, which grants you the combined benefits of a *protection from evil and good* and *bless* spell. The effect lasts for 1 minute, and once the symbol has been used, it won't function again until the next dawn.

## **Symbol of Victory**

*Wondrous item, rare (requires attunement)*

This item might be a holy symbol, military emblem, noble house crest or other similar symbol. While you wear it, whenever a creature you can see within 15' scores a critical hit with a weapon attack, you can use your reaction to allow it to make one extra attack with that weapon.

## **Table of Contents**

*Wondrous item, rare*

This item looks and functions like a *table of*

*plenty*, but if you place items on the plates before dismissing them, they are stored within the table until you recall the plates. A *table of contents* can hold a maximum of 2,000 lbs of material.

## **Table of Plenty**

*Wondrous item, uncommon*

This plain wooden table is 3' tall and measures 5' square. If you use an action to touch it and speak a command word, the table creates a tablecloth, candles, plates, cups and silverware for four; using a second action to again touch the table and utter its (second) command word causes the table to produce food and drink. A third touch and command causes everything created by the table and not yet consumed to vanish. A fourth and fifth command cause it to shrink to a 1" tall miniature table or revert to normal size. The table can create three meals per day.

Any item taken more than 5' from the table vanishes.

## **Tablecloth of Feasting**

*Wondrous item, very rare*

This thick, richly embroidered tablecloth is very heavy, weighing in at 30 lbs, and difficult to fold; it takes two creatures one minute to do so, or one creature five minutes to do so. If placed on a table, it automatically adjusts itself to fit any size up to 30' in its largest dimension.

If you use an action to touch it and speak its command word, the tablecloth produces a *heroes' feast*. Once this power has been used, it won't function again until the next dawn.

## **Talisman of Elemental Travel**

*Wondrous item, very rare (requires attunement by a wizard)*

This talisman looks like a round amulet with symbols of all four elements graven in it. While you bear it on your person, when you cast *conjure elemental*, you may use the talisman to reverse the effect, sending you and up to four willing creatures touching you to the elemental plane from which you would have conjured an elemental instead of conjuring anything.

## **Talisman of Preparation**

*Wondrous item, common (requires attunement by a cleric, druid, paladin or wizard)*

This talisman appears to be a miniature book filled with nonsense script. While it is on your person, it takes you only half the normal time to prepare spells.

## **Talisman of Prolepsis**

*Wondrous item, rare (requires attunement)*

This talisman appears as a clear, polished crystal. While you bear it on your person, you can never be surprised, and you gain advantage on initiative checks. In addition, if you must make a Dexterity save and your speed is not 0, you have advantage on that save.

## **Talisman of the Beast**

*Wondrous item, uncommon (requires attunement)*

This talisman appears as a string of multicolored beads strung on papyrus reeds, which you can spin to form animal pictures. If you use an action to do so, you can cast *Speak with animals*.

In addition, the talisman has 3 charges, which it regains each dawn. You can use an action to spend 1 charge to *polymorph* into a beast with a CR no higher than 1/3 your level. This lasts for 1 hour or until you drop to 0 hit points or use a bonus action to end the effect.

## **Talisman of the Chimera**

*Wondrous item, uncommon (requires attunement)*

This talisman is the actual dragon head of a chimera, shrunken to the size of a walnut and hung on a silver chain. While you bear it on your person, you can use an action to breathe forth a 30' cone of energy of the type that the dead chimera breathed. Any creature in the cone must make a DC 13 Dexterity save, taking 3d6 damage of the appropriate type on a failure or half that on a success.

## **Talisman of the Cockatrice**

*Wondrous item, very rare*

This talisman appears to be a dried chicken leg, but is actually the foot of a cockatrice. You can use an

action to touch the talisman to a creature; make a melee weapon attack with no proficiency bonus. If you hit, the target must make a DC 17 Wisdom save or become restrained as it starts to turn to stone. At the start of its next turn, it must repeat the save, ending the effect on a success or becoming permanently petrified on a failure. Once you have used the talisman's power, it won't function again until the next dawn.

## **Talisman of the Disc**

*Wondrous item, common*

This item appears as a convex crystal lens hanging from a blue glass chain. While you hold it in hand, you can cast *Tenser's floating disc*. The talisman can only create and maintain one disc at a time.

## **Talisman of the Faerie**

*Wondrous item, common*

This talisman appears to be a small, hollow piece of yellow glass or crystal attached to a headband made from woven vines. While you wear it, you can cast *fog cloud* and *gaseous form*, but once you cast one of those spells, you can't cast it again until the next dawn.

## **Talisman of Tongues**

*Wondrous item, very rare (requires attunement)*

While you wear this medallion, you can speak and understand all languages.

## **Talisman of Zagyg**

*Wondrous item, legendary (requires attunement)*

This talisman appears to be a nicely-polished stone. When you attune to it, you must make a Charisma check. If you roll a 10 or lower, the talisman acts as a *lodestone*. If you roll an 11 to 20, the talisman remains for 5d6 hours or until you make a *wish* upon it, whichever happens first, then disappears. If you roll a 21 or better, the talisman remains with you for 1 month per point of Charisma you have. It will grant you one *wish* for every six months it stays with you. In addition, it grows warm and throbs whenever you come within 20' of a mechanical or magical trap (if you aren't holding it, you are not aware of this). Regardless of the reaction, when the *talisman*



vanishes, it leaves a 10,000 gp diamond in its stead.

## **Talking Skull**

*Wondrous item, rare*

This polished human skull allows you to cast *speak with dead* even on corpses with barely any bits remaining, as long as they are a year old or less. You must place a piece of the corpse's bone in the *talking skull's* mouth; the skull noisily chews the bone up, then answers up to four questions as if it were the corpse being interrogated.

The *talking skull*, once employed, won't work again until the next dawn. If you attempt to interrogate the same corpse twice, the skull chews the bone offering, but then spits it out violently in a 5' cone; each creature in the cone must make a DC 15 Dexterity save, taking 2d4 piercing damage on a failure. This also happens if you feed it a bone from a creature with an Intelligence of less than 3 or from a corpse over a year old.

## **Tallin's Tightrope**

*Wondrous item, rare (requires attunement by a rogue)*

This rope is 50' long. You can use a bonus action to command it to snake forward at an angle of up to 45 degrees upward or downward. It will knot itself at the far end on command.

In addition, you and up to five other creatures that you verbally designate gain advantage on Dexterity (Acrobatics) checks to walk across the tightrope.

## **Tapestry of Ruin**

*Wondrous item, very rare*

This 10' x 15' woven tapestry shows a desolate scene of a dingy river winding through a bleak landscape of broken rocks and jagged mountain peaks. If it is properly hung and a creature within 40' of the tapestry uses an action to speak the command word of the tapestry, it becomes a one-way portal that remains open for 3 minutes.

Creatures can easily walk through the portal into the desolate landscape beyond, but it is impossible to return. Some sages speculate that the landscape is on one of the Lower Planes, or perhaps an unknown plane entirely. Others suggest that it is on the World,

but tens of thousands of miles away (or more).

## **Tauran Shield**

*Armor (shield), uncommon*

This shield bears the face of a bull upon it. While you wield it, you gain advantage on shove attacks, and if you choose to shove a creature back, you can push it an additional 5'.

## **Tax Collector's Badge**

*Wondrous item, rare (requires attunement)*

This badge looks very official and bears the prominent title "Tax Collector". While you wear it, you can use an action to demand that a creature you can see within 30' pay its taxes. If that creature can understand your language, it must succeed on a DC 13 Wisdom saving throw or else spend its next action giving you 10% of its money. Once it has done so, it treats you as though you are under a *sanctuary* spell that only affects that creature.

You can only affect a given creature once each year with this badge.

## **Tent of Captivity**

*Wondrous item, very rare*

This magical tent appears to be a *tent of luxury*, and even functions as one. Each time the entrance is *arcane locked*, there is a 1 in 4 chance that it sticks and can't be opened. If this occurs, a *knock*, *remove curse* or *wish* will open the tent; otherwise, creatures must exit out the back door or starve (the tent doesn't refresh its supplies if it isn't folded up and put away).

## **Tent of Excellent Restfulness**

*Wondrous item, uncommon (one person), rare (two person) or very rare (four person)*

This magical tent comes in various sizes, each capable of holding a number of Medium or smaller creatures depending on its rarity. When you sleep in the tent as part of an extended rest, you regain hit points equal to your level.

## **Tent of Luxury**

*Wondrous item, very rare*

This magical tent appears to be a two-person

tent, but if you crawl inside, you find it to be much larger on the inside than it is on the outside, opening onto a demiplane.

Any creature inside the tent can use a bonus action to cause the entrance to become *arcane locked*. The extradimensional space is 120' square and contains supplies and accommodations for 10 Medium creatures and their mounts for one day. It contains comfortable silk beds, a stable, a large water basin, a bush that is covered in delicious fruits and tasty leaves, magic lighting that can be adjusted on command, a window through which creatures inside can view the outside from a position 10' above the tent, and a back door that leads to the Ethereal Plane.

The tent's contents can't be removed by any means, but they replenish themselves if the tent is folded up and put away for 12 hours.

If a *tent of luxury* is damaged while creatures are inside it, they are ejected into the Ethereal Plane.

## **Terran Weapon**

*Weapon (any), rare*

This weapon has a +1 bonus to hit and damage. In addition, if you hit a creature wholly or partially made of air, such as an air elemental, you deal an extra 2d6 damage to that creature, and you automatically penetrate any damage resistance or immunity it has.

## **Thimble of Repair**

*Wondrous item, common*

You can use an action to touch this magical thimble to a cloth or leather item and speak the command word, removing 1 wear point from the item. Once you use the *thimble of repair*, it will not function again until the next dawn.

## **Third Eye Aware**

*Wondrous item, very rare (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear the *third eye aware*, you gain advantage on any Wisdom (Perception) checks

involving sight.

## **Third Eye Clarity**

*Wondrous item, very rare (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear the *third eye clarity*, you can't be stunned or magically confused. In addition, you gain advantage on saves against effects that include the charmed condition.

## **Third Eye Concentrate**

*Wondrous item, rare (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear the *third eye concentrate*, you gain advantage on any saving throws you must make to maintain concentration on a spell or effect.

## **Third Eye Dampening**

*Wondrous item, very rare (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear the *third eye dampening*, you can use your reaction when you are affected by a spell before you make any appropriate save to cause that spell to behave as if it were cast with a slot two levels lower. If the spell would be cast with a slot below its normal minimum level and it has an "At higher levels" entry, apply the reverse of the appropriate effects. If a spell has no "At higher levels" effect, this has no effect.

Once you have used the *third eye's* power, it won't function again until the next dawn.

## **Third Eye Dominate**

*Wondrous item, rare (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear this *third eye*, you can cast *dominate monster* with a save DC of 17. Once you have used this power, it won't function again until the next dawn.

## **Third Eye Freedom**

*Wondrous item, uncommon (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

With this item properly in place and attuned, you can cast *freedom of movement* on yourself, except that it lasts only 1 round. Once you have used this power, the *third eye freedom* goes dormant until the next dawn.

## **Third Eye Improvisation**

*Wondrous item, rare (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear the *third eye improvisation*, you can gain advantage on any ability check for which you cannot apply your proficiency bonus. Once you use this power, it won't function again until the next dawn.

## **Third Eye Penetrate**

*Wondrous item, very rare (requires attunement by a spellcaster)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear the *third eye penetrate*, whenever you cast a spell at a creature with the Magic Resistance trait, you may lower its saving throw by 1d4.

## **Third Eye Repudiate**

*Wondrous item, uncommon (requires attunement)*

This item appears as a small hemisphere of crystal. Before you can attune to it, you must press the flat side against the middle of your forehead for 1 minute, at which point it adheres to you until a creature uses an action to remove it. A *third eye* is actually powered by psionics.

While you wear this *third eye*, you can cast *dispel magic*. Once you have done so, the *third eye repudiate* ceases to function until the next dawn.

## **Thorn Pouch**

*Wondrous item, very rare (requires attunement by a druid)*

This item has 5 charges, which refresh each dawn. You can use an action to reach into it and cast forth a handful of thorns, expending charges to cast the following spells without any verbal components: *entangle* (1 charge), *spike growth* (2 charges), *wall of thorns* (5 charges).

## **Thought Bottle**

*Wondrous item, rare*

A *thought bottle* usually appears as a flask or beaker, often made of metal. Both it and its stopper are usually inscribed with magic runes and glyphs.

The bottle is used to store thoughts. You can spend an action to concentrate on a specific memory and open the bottle, which causes the memory to move from your mind into the bottle. You no longer

remember anything other than the general nature of the thoughts (“Oh, that’s my thought on the design of an efreeti-powered steam engine!”). The specific details are trapped in the bottle.

Retrieving the thought requires a creature use an action to uncork the bottle and concentrate upon receiving it. The thought then moves from the bottle back into the creature’s mind.

*Thought bottles* can be used to transmit information in a fairly subtle way. The bottle can hold normal materials without interfering with the trapped thought, and as long as the opener doesn’t concentrate on receiving a thought, opening the bottle doesn’t ‘spill’ the trapped thought.

## **Thread of Aging**

*Wondrous item, very rare*

This magical spool of thread attaches itself to you if you touch it. You can’t be rid of it (even if you cut it) unless you receive a *remove curse* spell or via the application of *universal solvent*.

For every inch of thread that unspools, you age one year. If fully unwound, the thread is 300’ long.

## **Thread of Commands**

*Wondrous item, uncommon*

This magical spool of thread is 300’ long. If you use an action to place one end of it on any magical cloth or leather item, it sews itself to the cloth in the form of the command word. If the item has multiple command words, the thread reveals them all. Each letter requires 2” of thread.

## **Thread of Embroidery**

*Wondrous item, very rare*

This magical spool of thread is gold in color. If you use an action to touch it to any normal cloth, it sews itself in beautiful patterns, increasing the value of the cloth by 10 gp per inch of thread used. There are a total of 300’ of thread on the spool.

## **Throwing Shield**

*Armor (shield), very rare*

While you wield this shield, you gain a +1 bonus to AC. While it is equipped, you can throw this

shield as a ranged weapon attack, making an attack using either Strength or Dexterity. The shield deals 2d8 + your Strength or Dexterity bonus bludgeoning damage on a hit. It has a range of 40’/80’.

If you try to throw the shield when it isn’t equipped, treat it as an improvised weapon that deals 1d4 bludgeoning damage and has a range of 10’/20’.

## **Thunderburst Weapon**

*Weapon (any ranged), legendary (requires attunement)*

This weapon has a +2 bonus to hit and damage. If you hit the same target twice with this weapon in the same turn, a burst of thunder emanates from the creature in a 10’ radius sphere centered on it. Each creature in the sphere, including the target, must make a DC 15 Constitution saving throw, suffering 3d10 thunder damage on a failure and half that on a success.

## **Thundering Weapon**

*Weapon (any), rare*

When you hit with this weapon, it deals an extra 1d6 thunder damage. If you score a critical hit, the target is also deafened for 1 minute. It can attempt a DC 15 Constitution save at the end of each of its turns to end the effect.

## **Thunderwave Staff**

*Staff, uncommon (requires attunement by a spellcaster)*

This staff is a spellcasting focus. When you use it to cast a spell that moves a creature, you can instead knock that creature prone and deal 1d10 thunder damage to it per 10’ it would have moved (rounded up).

In addition, the staff has 5 charges. You can use an action to spend a charge and cast *thunderwave*.

## **Thurbrand’s Protector**

*Armor (shield), very rare (requires attunement)*

This shield gives you a +1 bonus to AC. If it suffers any damage short of total destruction, it repairs itself completely when you take a long rest.

If you use an action to tap the shield’s frame thrice, the shield creates a globe of fresh, still air in a

10' radius centered on and moving with you. This globe prevents you from being affected by wind or poisonous gas and supplies you with air underwater. The air supply can't be used up. The sphere lasts for up to 1 hour, but you can renew it by tapping the shield again.

## **Tide of Iron**

*Wondrous item, rare (requires attunement by a fighter)*

This magical book of fighting techniques contains tricks and exercises within it. If you spend an hour practicing them, you gain the ability to use a fighting technique that pushes enemies away. Each time you hit with a melee weapon attack, you can choose to push the target up to 5' away from you. The target may make a Strength saving throw, DC 8 + your proficiency bonus + your Strength bonus, to avoid the push. This ability persists until you finish a long rest, at which point you must again practice to master it.

## **Tiger Spear**

*Weapon (spear), rare*

This weapon has a +1 bonus to hit and a +2 bonus to damage. While you wield it, your long jump is 30' and your high jump is 10', with or without a running start.

## **Tigerskin Armor**

*Armor (leather), very rare (requires attunement)*

While you wear this armor, you gain a +1 bonus to AC and to Dexterity (Stealth) checks involving being quiet. In addition, the armor has the following powers.

***Tiger's Agility.*** You can use a bonus action to gain advantage on Dexterity attacks, saves and checks for as long as you concentrate, to a maximum of 1 minute. Once you have used this ability, it won't function again until the next dawn.

***Claws of the Tiger.*** The armor has 3 charges, which it regains at dawn. You can use a bonus action to expend a charge and cause sharp claws to emerge from your hands. You can attack with these claws as a light finesse weapon, and each one does 1d8 slashing damage (plus your Strength or Dexterity modifier). In addition, you gain a bonus of +1d8 to critical severity with the claws. The claws remain for 10 minutes or

until you use a bonus action to dismiss them.

***Wild Shaper's Ally (requires attunement by a druid).*** When you use your *wild shape* class ability, you can still use the *tiger's agility* power of this armor.

## **Time Butress**

*Armor (shield), legendary (requires attunement)*

While you wear this shield, you can use a bonus action to manipulate time. Until the end of your next turn, no creature or effect can affect you. You can't pass through physical objects or solid spell effects during this time, and once you use this shield's power, it won't function again until the next dawn.

## **Timeless Tome**

*Wondrous item, legendary (requires attunement by a wizard)*

If you hold this tome in hand when you cast *time stop*, you can take one extra action while the spell lasts.

In addition, if you have *time stop* prepared, you can use an action to cast it with an 8<sup>th</sup> level spell slot, just as if you had used a 9<sup>th</sup> level slot instead.

## **Tombforged Armor**

*Armor (any medium or heavy), very rare (requires attunement)*

Armor of this sort was built around a single link, scale or other small piece of the armor of a hero dead for at least a century.

While you wear this armor, you gain a +2 bonus to AC. In addition, you gain resistance to necrotic damage.

The armor also has 3 charges, which it renews each morning at dawn. When an ally you can see within 25' of you takes damage, you can use your reaction to spend one or more charges from the armor. For each charge that you spend, the target regains 1d10 hit points.

## **Tome of Arcane Breadth**

*Wondrous item, very rare (requires attunement by a bard, sorcerer or warlock)*

It takes a week of study to attune to this tome. When you do so, choose one wizard spell of a level

that you can cast. You gain access to that spell as if it was one of your spells known, and you can cast it with your spell slots. If you lose your attunement to this tome, you immediately lose your knowledge of this spell.

At any time, you can spend 8 hours studying the tome to change the spell that it grants you.

## **Tome of Arrest**

*Wondrous item, rare (requires attunement)*

While you bear this tome, whenever you paralyze a creature or reduce its speed to 0, the tome deals 2d6 psychic damage to that creature. (You can't paralyze a creature that is already paralyzed or reduce a creature's speed to 0 if it is already 0.)

## **Tome of Dogmatic Methods**

*Wondrous item, very rare (requires attunement)*

This silver-bound book is bejeweled and appears to be of great value, but it is actually cursed. When you attune to it, you become convinced that it has a wealth of useful advice for everything. Thereafter, before you start any activity, you must first check the book for advice and follow that advice. Typically, the advice consists of useless and/or ridiculous rituals- all completely worthless, though you believe it to be otherwise.

Whenever you are in a situation that requires hasty action, you must spend your first action consulting the book and your second action carrying out the rituals within. For example, if you are entering combat, you might pause to perform some much-needed stretching exercises. If you are preparing for an activity that will take more than a day (for example, along trip), you will be busy for 1d4 days "properly preparing" for the activity.

## **Tome of Forty Steps**

*Wondrous item, rare (requires attunement by a spellcaster)*

Each creature conjured or summoned by you gains a bonus of +20' to speed.

## **Tome of Item Creation**

*Wondrous item, legendary (requires attunement)*

This tome helps you to create magic items. As long as you refer to it at least thrice daily during the process, it allows you to learn the formula to create any magic item that is very rare or more common. The formulae the tome grants you are specific and require the tome's assistance to work; they are not valid formulae without the book, so recording them for others is useless.

## **Tome of Monsters**

*Wondrous item, rare*

This thick magical book can function as an arcane or bardic focus. In addition, if you see a monster within 60' and use your action to open the tome towards it, three pages of the book fills with lore about that monster, including a good drawing of it. The first page includes the monster's name (type, not personal) and picture. The second page gives a brief summary of basic lore about it. The third page gives an overview of its combat strategy, attacks and weaknesses. You can spend another action to read the information on one page.

If the monster is unique or not in its true form, the book does not function.

The book contains 60 pages, allowing it to identify 20 monsters. Once they are full, it ceases to function.

## **Tome of Study**

*Wondrous item, very rare (requires attunement)*

Each of these magical tomes contains a wealth of lore about a specific skill, tool or language. If you study it for no less than 8 hours per day for 30 consecutive days, you gain proficiency in that skill, tool or language, and the tome vanishes. Once it does so, your attunement to it is broken.

## **Tome of the North Wind**

*Wondrous item, rare (requires attunement by a wizard)*

A tome of this sort is covered in a thin patina of frost at all times, even in the heat of the desert. It contains the spells *cone of cold* and *wall of ice*, which magically copy themselves into your spellbook if you

don't already know them as soon as you attune to this tome.

In addition, when you deal cold damage to a creature with a spell, that creature's speed is reduced by 10' for 1 minute. If the spell already reduces its speed, it is reduced by an additional 10'. At the end of each of its turns, the creature can make a Constitution save against your spell save DC, ending the effect on a success. (If the spell reduces the target's speed for a different period of time, the save only ends the additional 10' reduction, but if the spell reduces its speed until it makes a save, the creature recovers from the entire penalty.)

## **Tome of the Replenishing Flame**

*Wondrous item, uncommon (requires attunement by a wizard)*

A tome of this sort is warm to the touch in even the coldest conditions. It is bound in copper. It contains the spells *fireball* and *wall of fire*, which magically copy themselves into your spellbook if you don't already know them as soon as you attune to this tome.

In addition, whenever you cast a spell that deals fire damage, you regain hit points equal to the level of the slot you used to cast it.

## **Torc of Burning Rage**

*Wondrous item, rare (requires attunement by a barbarian)*

When you enter a rage while wearing this torc, you literally ignite with fury. Any creature that hits you with a melee weapon attack takes 1d6 fire damage. The flames you emit do not harm you or your equipment, and while they persist, you gain resistance to fire damage.

## **Torc of Courage**

*Wondrous item, uncommon (requires attunement by a barbarian, fighter, paladin or ranger)*

While you wear this bronze torc, you are immune to the frightened condition.

## **Torc of Cowardice**

*Wondrous item, uncommon (requires attunement by a barbarian, fighter, paladin or ranger)*

This bronze torc appears to all tests to be a *torc of courage*. However, whenever you take damage while wearing it, you must make a DC 10 Wisdom saving throw or become frightened. It requires a *remove curse* spell or similar magic to remove the torc from you once it has shown its true nature.

## **Torc of Fury**

*Wondrous item, very rare (requires attunement)*

This magical torc is inscribed with images of the dreadful tarrasque, a monster of legendary power. While you are wearing it, you can spend a bonus action to go into a fury. When you do so, you grow two size categories to a maximum of Gargantuan (if you don't have enough room to do so, you cannot enter the fury). Your reach extends to 10' if you become Large, or 15' if you become Gargantuan. You gain 30 temporary hit points, and while the fury lasts, you have advantage on Strength and Constitution saving throws. Your melee weapon damage doubles (although extra dice, such as sneak attack and poison, do not).

Once you enter a fury, you must end each turn with at least one enemy within your reach. If you don't, the fury ends.

Once you have used this torc's power, it cannot be used again until you complete a long rest.

## **Torc of Heroic Sacrifice**

*Wondrous item, uncommon (requires attunement)*

This torc of jet-black metal is crafted in the form of two hands clasping. While you wear, you can use your reaction when an ally you can see takes damage to take all the damage yourself. Any additional affects of the attack still apply to the original target. Once you use the torc's power, it won't function again until the next dawn.

## **Torc of Stability**

*Wondrous item, rare (requires attunement)*

While you wear this torc, you can't be moved against your will. This power even prevents you from falling.

## **Torc of the Unstoppable**

*Wondrous item, rare (requires attunement)*

You can use a bonus action to end an effect that reduces your speed or paralyzes you or to slip free of a nonphysical effect that grapples or restrains you.

## **Tooth of Chaos**

*Weapon (initially appears as any melee), very rare (requires attunement)*

This weapon has a +2 bonus to hit and damage. You can use a bonus action while touching it to cause it to transform into any melee weapon.

## **Totem of Ghost Walking**

*Wondrous item, very rare (requires attunement)*

This item appears to be a 1' long bone, such as an arm or leg bone, with notches carved into it and luminescent fungus growing on it. It sheds dim light in a 10' radius.

While you hold the totem in your hand, you can use a bonus action to turn incorporeal until the end of your turn, gaining the ability to move through other creatures and objects as if they were difficult terrain. If you end your turn in an object, you take 1d10 force damage and are expelled into the nearest space large enough to hold you.

## **Totem of Strogass**

*Wondrous item, uncommon (requires attunement by a cleric)*

Made of bits of wood, grass, bone and flowers, all black, this totem can be used as a divine spellcasting focus.

In addition, if you hold this item in hand when you destroy one or more undead creatures with a spell or by using your *turn undead* ability, you can use your reaction to cause each destroyed undead to take one action of your choice before being destroyed. Once you use this ability, it cannot be used again until the next midnight.

## **Tracker's Scarf**

*Wondrous item, uncommon (requires attunement by a ranger)*

While you wear this scarf, you can magically identify any tracks you encounter, as long as you are familiar with the creature that made them. For instance, you can discern whether boot prints were left by a human, elf, hobgoblin or other creature, but if you've never heard of a xvirt, you wouldn't be able to identify its tracks.

## **Transposer Cloak**

*Wondrous item, rare (requires attunement)*

This cloak has 3 charges, which it regains at dawn. You can expend a charge to cast *dimension swap*, but you must be one of the targets.

## **Trauma Bracers**

*Wondrous item, uncommon*

While you wear these bracers, if you score a critical hit against a creature, it cannot regain hit points for the next 10 minutes. At the end of each of its turns, it can make a DC 15 Constitution save to end this effect.

## **Traveler's Leather**

*Armor (leather), rare (requires attunement)*

It takes a week to attune to this armor. While you wear this magical leather armor, you do not need food or drink.

## **Triangle of Fire**

*Wondrous item, uncommon*

This magical device resembles a hollow triangle made of three bars of metal. When you hold it in hand, you can use a bonus action to activate it. The triangle begins to burn with a bright yellow flame that is only warm to the touch, shedding bright light for 30' and dim light for another 30' beyond that.

In addition, while it is aflame, you can use an action to make a ranged weapon attack with it to hurl the flames at a single creature or object within 30'. If you hit, the target takes 3d6 fire damage and must succeed on a DC 13 Dexterity saving throw, catching fire on a failure and burning for 1d10 fire damage at



the start of each of its turns until a creature takes an appropriate action to extinguish the flames. Hurling the flames causes the fire lighting the triangle to go out.

Each time you hurl the flames from the trident, there is a 1 in 6 chance that the triangle's magic is depleted and it cannot be used again until the next dawn.

## **Triangle of Light**

*Wondrous item, common*

This magical device resembles a hollow triangle made of three bars of metal. When you hold it in hand, you can use a bonus action to activate it. The triangle begins to glow, shedding bright light for 30' and dim light for another 30' beyond that, and continues to glow until you release your grasp on it.

## **Trident/Military Fork**

*Weapon (trident), very rare (requires attunement)*

This trident has a +3 bonus to hit and damage. In addition, you can use a bonus action to lengthen the haft, gaining reach (and changing it into a 'military fork').

## **Trident of Festering Wounds**

*Weapon (trident), very rare*

A trident of this sort is +1 to hit and damage. In addition, damage inflicted by it can only be healed via magic.

## **Trident of Planar Penetration**

*Weapon (trident), very rare (requires attunement)*

This trident has a +2 bonus to hit and damage and gains a bonus of +1d6 on critical severity. In addition, it can attack creatures or objects on the ethereal plane, though it doesn't help you detect them.

## **Trident of Submission**

*Weapon (trident), very rare (requires attunement)*

This trident is +1 to hit and damage. When you hit a creature with it, you can use a bonus action to attempt to force it to surrender. The creature must make a DC 13 Wisdom save or yield, though this effect ends after 1 hour or as soon as you treat the

surrendered creature poorly. (Poor treatment is relative to the creature; a kobold would probably submit to a beating, while a proud knight might not even give up his sword.)

## **Trident of Yearning**

*Weapon (trident), very rare*

Simply grasping this trident activates its powers. You are overcome with the urge to submerge yourself as deeply as possible. You must spend your turn moving toward the nearest large and deep body of water that you can reach within the next few minutes, at least covering your entire body. If there is no body of water close enough to reach in a few minutes, you must immediately hasten toward the largest and deepest body of water within an hour's travel, or if there is no such body close enough, to the closest body of water you know of that is deep enough to submerge yourself. You will do nothing else until this desire is met, though you can defend yourself if attacked.

*A calm emotions or remove curse* will negate the yearning and allow you to loose your grip on the trident.

## **Trollhide Bracers**

*Wondrous item, very rare (requires attunement)*

These bracers have 3 charges, which renew each dawn. You can use a bonus action to spend a charge to regain 5 hit points each time you start your turn with at least 1 hit point for 1 minute. If you take acid or fire damage, you don't regenerate at the start of your next turn.

## **Trollskin Armor**

*Armor (leather or hide), very rare*

This armor resembles the green, warty skin of a troll. While you wear it, you can spend a bonus action to gain regeneration 5 for as long as you concentrate on it, to a maximum of 1 minute. If you take acid or fire damage, the regeneration ends. Once you have used the armor's power, it will not function again until the next night at midnight.

There are those who claim that *trollskin armor* sometimes manages to transform into an actual troll, but these reports remain unverified.

## **True Strike Gauntlets**

*Wondrous item, uncommon (requires attunement)*

While you wear these gauntlets, you can cast *true strike*.

## **Trump**

*Wondrous item, very rare*

A *trump* is a single card, as from a deck of Tarot cards, depicting either an individual or a place. By concentrating on it and making three DC 10 Intelligence checks, you can activate the *trump*, creating a psychic contact that allows you to see and hear the subject of the card (and vice-versa, if it is a creature). If you create a closer contact still, by making a DC 15 Intelligence check, you can pass through to the place or bring yourself and others touching you to the person (or vice-versa). If the subject is a creature, either you or it can end the contact at any time unless one of you is proficient in *trumps*. It takes an action each round to maintain *trump* contact, but the recipient need not concentrate or use an action.

A skilled *trump* user can perform other actions with such an item. Gaining proficiency in *trumps* takes 500 days instead of the normal 250. Once you are proficient, you can attempt to prevent the subject of the card from ending the contact, eavesdrop on the subject without it realizing you are there, perform divination rituals (if you have at least twelve *trumps* of different creatures or places), etc.

## **Turban of Discernment**

*Wondrous item, common*

While you wear this turban, you always know which way is north. In addition, whenever you make an Intelligence save, you can add 1d4 to the result.

## **Turban of Multiplication**

*Wondrous item, common*

While you wear this turban, you can cast *mirror image*. Once you have done so, the turban ceases to function until the next dawn.

## **Twilight Hunter**

*Weapon (any ranged), very rare (requires attunement by a barbarian, druid, fighter or ranger)*

A ranged weapon of this sort seems to swarm with shadows even when directly exposed to bright light. It has a +2 bonus to hit and damage, and while you hold it in your hand, you gain darkvision 90'.

In addition, when you hit a creature with this weapon, you gain advantage on all ranged attacks against it until the end of the current turn.

Finally, the weapon allows you to cast the following spells: *invisibility*, *misty step*. Once you cast one of the spells, you cannot cast it again until the next dusk.

## **Two Fingers**

*Wondrous item, uncommon*

This magical amulet resembles a ladder, and in fact, you can use an action to transform it into a ladder up to 1,000' high. The ladder can support up to 1,000 lbs without harm, but any greater weight causes it to transform back into amulet form. In addition, if the ladder is untouched for 10 minutes, it transforms back to amulet form. You can also transform it by using your action to grasp it in both hands and speak its name.

## **Two-Way Stair**

*Wondrous item, uncommon (requires attunement)*

This item appears to be a wooden board about 5' long, 1' wide and 1/2" thick. When you use an action to place the board onto a flat surface, it creates a staircase that either ascends or descends up to 20', leading up or down from your location. You can cause the stairway to return to its original form as a bonus action, and you can choose for the plank to be at the top or the bottom of the stairway. The staircase won't 'pierce' existing structures.

## **Unbreakable Weapon**

*Weapon (any melee), rare*

This weapon is +1 to hit and damage. It is immune to all damage and never gains wear points.

## **Unceasing Violence**

*Armor (hide); legendary (requires attunement)*

This hide armor is made from the hides of owlbears, with claws and beak inset to increase the menace of its appearance. It is well-stained and shows the signs of having been repaired after many battles.

This armor is *hide armor* +3. While you wear it, whenever you regain hit points, you may spend your reaction to make a single weapon attack. In addition, whenever you drop an enemy to 0 hit points with a weapon attack, you regain hit points equal to your Strength bonus.

Once per day, as a bonus action, you can regain a number of hit points equal to 1d10 + your level.

## **Undead Slayer**

*Weapon (any melee), rare (requires attunement)*

This weapon is +1 to hit and damage. If you hit an undead with it, you deal double weapon damage dice (though not other dice, such as smite or sneak attack). Moreover, it gives you a +1 bonus to saving throws against effects created by undead.

## **Unending Spool**

*Wondrous item, uncommon*

Appearing as a spool with 50' of rope wrapped around it, this magical device can actually unspool up to 1,000' of rope. By speaking a command word, you can cause the rope to spool up as long as no more than ten pounds of weight are attached to it. If the rope is cut, the spool's magic is ruined.

## **Unguent of True Seeing**

*Wondrous item, very rare*

This unguent is usually found in a jar containing 1d6+2 doses. If you rub a dose on your eyes, you gain the benefits of the *true seeing* spell for the next hour.

## **Unholy Weapon**

*Weapon (any), rare (requires attunement by an evil creature)*

When you hit a good creature with this weapon, you deal an extra 2d6 psychic damage.

## **Unnecessary Violins**

*Wondrous item, rare (requires attunement)*

While you bear this violin on your person, your critical range expands by 1 (for example, if you normally score a critical hit on a 20, you now score one on a 19-20).

## **Unseen Listener**

*Wondrous item, uncommon (requires attunement)*

This item appears to be a normal stone, albeit a polished and semiprecious one. However, you can set the stone in a location and activate it. For the next week, you can hear through the stone as if you were present. At the end of the week, the stone goes dead until it spends 24 hours in your presence or someone else attunes to it.

## **Urn of Cremation**

*Wondrous item, very rare*

If the ashes of a burnt body are placed in this urn, it is impossible to return that creature to life. If the ashes are removed, this effect ends. The urn can hold only one set of ashes at a time.

## **Urn of Oil**

*Wondrous item, uncommon*

This large urn requires two hands to handle. It has 5 charges, and regains 1d3 charges each morning at dawn. You can use an action while holding the urn to expend a charge and pour a large pool of slippery, inflammable oil on the ground before you, covering either a 20' diameter circular pool or a rough square 20' on a side. In either case, you must be either in or adjacent to the pool.

Any creature that attempts to move into or while within the oil must make a DC 10 Dexterity (Acrobatics) check or fall prone and end its movement. If it succeeds, it can move freely in the oil until the end of the turn. If any creature in the oil is forcibly moved, it slides an extra 10' in the same direction that it was moved.

If fire is applied to the oil, it bursts into flame. Each creature in the oil must make a DC 13 Dexterity save, taking 2d10 fire damage on a failure and half that on a success. Any creature that enters the flaming

oil or starts its turn in the flames suffers 1d10 fire damage. At the end of your next turn, the oil burns out (but other objects that caught fire may continue burning).

## **Urn of Oozes**

*Wondrous item, rare*

This large urn weighs 15 lbs and has a locking lid. You can unlock the lid as a bonus action and pour the urn out as an action. If you do so, you produce a gray ooze within 5' of yourself. The ooze won't attack you, but you have no special control over it. The ooze is permanent.

Once you use the urn's power, it will not function again until the next dawn.

## **Vacuous Grimoire**

*Wondrous item, legendary*

A book of this sort is indistinguishable from other magical works or spellbooks. If you read so much as a single word of the tome, its curse strikes. You must make a DC 17 Intelligence saving throw and a DC 17 Wisdom saving throw. If you fail either save, you permanently lose 2 points of the associated ability score. Once you have read it, the *vacuous grimoire* always returns to your possession unless you burn it after casting *remove curse* upon it.

## **Vambraces of Lethality**

*Wondrous item, uncommon*

Crafted from steel and black leather, these vambraces increase the severity of critical hits you inflict with weapon attacks by 1d8.

## **Vambraces of Sure Striking**

*Wondrous item, uncommon (requires attunement)*

While you wear these vambraces, the severity of your fumbles is reduced by 1d10.

## **Vampire Torc**

*Wondrous item, very rare (requires attunement)*

This black iron torc has 2 charges, which it regains each midnight. You can use a bonus action to expend a charge. The next time you hit with an attack by the end of your turn, you regain a number of hit

points equal to half the damage the target takes.

## **Vampiric Weapon**

*Weapon (any melee), very rare (requires attunement)*

This weapon has a +1 bonus to hit and damage. Whenever you hit a creature other than a construct or undead, you deal an extra 1d6 necrotic damage, and you heal an equal amount.

## **Vanguard Treads**

*Wondrous item, uncommon (requires attunement)*

These heavy boots have spiked, treaded soles. They provide you with impressive traction and stability, allowing you to ignore all difficult terrain. In addition, you never slip on a slippery surface, and you gain advantage on saves to avoid being moved against your will.

These boots have no effect when not on a solid surface, and an area that is treated as difficult terrain because it is exceptionally narrow or tight still slows you normally. You also gain no benefits in dealing with narrow or steep surfaces.

## **Vanishing Armor**

*Armor (any), very rare*

This armor gives you a +1 bonus to AC. In addition, it has 2 charges, which it regains each dawn. You can use an action to expend a charge to become undetectable. If you do, you become invisible, inaudible and imperceptible to smell, blindsight, tremorsense and other senses short of *true sight*. The effect lasts as long as you concentrate on it, to a maximum of 1 minute, or until you attack or cast a spell.

## **Vanishing Weapon**

*Weapon (any), uncommon (requires attunement)*

This weapon has a +1 bonus to hit and damage. In addition, it allows you to cast *misty step* as a bonus action, but once you do so, you can't do so again until the next dawn.

## **Vasharan Offal Bag**

*Wondrous item, common (requires attunement)*

This big burlap sack is full of dung that always

remains fresh and odiferous. If the bag is ever emptied completely, it loses its magic.

You can use an action to dump a small pile of dung on the ground within 5' of you. At the end of your turn, this dung transforms into a giant cockroach with an Intelligence of 3 that understands Common. The cockroach willingly obeys your verbal commands as long as you are within 100' of it, but if you move beyond that range, it ceases to obey you. It remains for 1 hour or until reduced to 0 hit points, at which point it turns back into a pile of dung.

Once you have used the bag's power, it won't function again until the next dawn.

## **Vat of Deconstruction**

*Wondrous item, uncommon*

This large vat can hold up to 50 gallons of material. If you place one or more magic items within it and close the top for 24 hours, the magic items within are broken down into residuum. You gain residuum equal to ½ the value of a typical magic item of the same rarity (or half that for expendable items).

## **Veil of Assassins**

*Wondrous item, very rare (requires attunement by an assassin rogue)*

While you wear this veil, you have advantage on checks made to conceal your identity. In addition, when you hit a creature that has not acted yet in combat, you can treat that creature as if it is surprised.

The veil has one more potent ability. If you hit a creature with a melee attack while you have advantage against it, you can use a bonus action to use the magic of the *veil of assassins* to leave the target off balance. It grants advantage on attacks against it for 1 minute. At the end of each of its turns, the creature can make a DC 15 Wisdom save to end the effect. Once you use this power, you must complete a short or long rest before you can use it again.

## **Veil of Fire**

*Wondrous item, uncommon (requires attunement)*

This crimson and yellow veil allows you to cast *fireball*. Once you use this power, it will not function again until the next dawn.

If you have naturally red hair, the *veil of fire*

will function twice before becoming nonfunctional.

## **Veil of Genderbending**

*Wondrous item, common (requires attunement)*

While you wear this veil, if you are of a race with two sexes, your sex changes.

## **Veil of Poison**

*Wondrous item, rare (requires attunement)*

This black lace veil is worn across the face, but it is easy to discern your features through it. While you wear it, you can spend a bonus action to magically coat a weapon in your hand that does piercing or slashing damage with poison. The next time you hit with it, the target must make a DC 13 Constitution save or suffer an extra 2d6 poison damage and be poisoned for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.

Once you use the veil's power, you cannot use it again until you complete a short or long rest.

## **Veil of Seduction**

*Wondrous item, uncommon (requires attunement)*

Originally from Pesh, this magical veil aids you when you make amorous advances on another creature. It gives you a +3 bonus to Charisma (Persuasion) checks to seduce or woo a creature whose sexual preference includes your race and sex.

## **Veil of Water Breathing**

*Wondrous item, uncommon*

If you use an action to wrap this veil around your face, it allows you to breathe water.

## **Velvet Crown**

*Wondrous item, rare (requires attunement)*

This item appears to be a circlet or garter of velvet, but only functions if wrapped around the head like a crown. While you wear it properly, it gives you several powers.

**Spells.** You can use the *velvet crown* to cast *darkness*, *feather fall* or *silence*. Once you use one of these spells, the crown can't cast that spell again until you complete a short rest.

**Freedom of Movement.** By using a bonus

action to issue a mental command to the crown, you can cast *freedom of movement* on yourself, but it lasts only until the end of your next turn. Once you use this power, you can't use it again until you complete a long rest.

## **Vengaurak Mask**

*Wondrous item, rare*

This hideous mask grinds its mandibles constantly when worn, and its eyes flash as if it were alive. From a distance greater than 100', you look like you have an insect head while you wear this mask.

You can make a melee weapon attack with the mask's bite while you wear the mask. You are proficient in the bite, and it does 2d6 + your Strength bonus piercing damage. Furthermore, if a creature grapples you, you can use your reaction to make a bite attack against it.

A creature that has 15 hit points or less that comes within 30' of the mask must make a DC 15 Wisdom save or be frightened of it for 1 minute, repeating the save at the end of each turn and ending the effect on a success. While frightened, the creature must use its movement to move as far away as possible from the mask.

## **Venom Lance**

*Weapon (lance), very rare*

A lance of this sort is +1 to hit and damage and gains a bonus of +1d4 on critical severity. If you hit a creature with it, that creature must make a DC 17 Fortitude save or take an extra 3d6 poison damage.

## **Verdant Staff**

*Staff, uncommon (requires attunement by a druid or ranger)*

A *verdant staff* is alive, with green sprouts and flowers entwining about it. While you bear it, you can speak with fey creatures and sentient plants with an Intelligence score of 3 or higher.

In addition, the staff has 6 charges, and it regains 1d4+1 charges each morning at dawn. If you use the last charge, roll 1d20; on a 1, the staff dies and becomes nonmagical. You can use it to cast any of the following spells: *entangle*, *goodberry*, *grasping vine* (4 charges), *locate plants*, *pass without trace*, *plant*

*growth* (2 charges) and *speak with animals*.

## **Vest of Escape**

*Wondrous item, very rare (requires attunement)*

This stylish vest has hidden thieves' tools within it. It requires a DC 20 Investigation or Perception check to find them when searching you.

In addition, you can use a bonus action to escape from a grapple or an effect that restrains you.

## **Vest of the Master Evoker**

*Wondrous item, very rare (requires attunement by an evoker wizard)*

This vest has 3 charges, which it regains at dawn. You can expend 1 charge when you cast an evocation spell. If you do, the save DC of that spell rises by 1 and the damage it inflicts increases by 2 per level of the slot used to cast it.

## **Vial of Icy Sheets**

*Wondrous item, common*

This item is often mistaken for a potion, but it is actually the vial that is magical. The vial usually contains a clear liquid when found (unless it has been used in the last day). You can use an action to pour this liquid on the ground within your natural reach, and it will form a sheet of slippery ice in a 10' radius centered where you poured it. Once per round, any creature entering or starting to move within the ice sheet must make a DC 11 Dexterity save or fall prone. The ice sheet counts as difficult terrain.

Alternatively, you can use an action to pour the liquid on an object, which coats with a slippery sheath of ice. In this case, any creature that attempts to pick the object up must make a DC 11 Dexterity (Sleight of Hand) check to do so, and a creature that starts its turn holding the object must make a similar check or drop it.

In either case, the icy coating remains for 1 minute, then abruptly evaporates into nothing.

If you drink the contents of the vial, you suffer 6d6 cold damage.

The vial refills itself magically each dawn.

## **Vigorous Resolve Vestments**

*Wondrous item, rare (requires attunement)*

These vestments fit over armor. While you wear them and you are at half your hit points or fewer, you gain advantage on Constitution saves.

## **Vile Spell Ring**

*Ring, legendary (requires attunement by a spellcaster)*

While attuned to this ring, whenever damage a creature with a spell of first or higher level, the target's hit point maximum is reduced by a number equal to the level of the spell slot used. This effect lasts until the target receives a *dispel evil and good* spell.

## **Vile Weapon**

*Weapon (any), very rare (requires attunement)*

A weapon of this sort is +1 to hit and damage. In addition, whenever it hits, it reduces the target's hit point maximum by 1, or by 2 on a critical hit. This effect lasts until the target receives a *dispel evil and good* spell.

## **Vile Weapon Ring**

*Ring, legendary (requires attunement)*

While attuned to this ring, whenever you hit a creature with a melee weapon attack, the target's hit point maximum is reduced by 1, or by 2 on a critical hit. This effect lasts until the target receives a *dispel evil and good* spell.

## **Villain's Cloak**

*Wondrous item, very rare (requires attunement by an evil creature)*

This cloak is fancy dark blue velvet trimmed with black fur. It has a deep hood that keeps your face in shadow. While you wear it, you can add 1d4 to any Charisma (Deception or Intimidate) or Dexterity (Stealth) check you make.

In addition, the cloak has 5 charges. Whenever you spend the last charge, there is a 1 in 20 chance that the cloak loses its magic. Each midnight, the cloak regains 1d3+2 charges. By spending charges, you can use any of the following abilities.

***Speak with Evil.*** By spending 1 charge as a bonus action, you can speak with any evil creature or

creatures for as long as you maintain concentration, up to a maximum of 1 hour.

***Sneak Attack.*** When you hit a creature with a melee attack and you have advantage against that creature or it has one of your allies within 5' and that ally isn't incapacitated, you can use a bonus action to spend 1 charge and deal an extra 2d6 points of damage.

***Misty Step.*** You can spend 2 charges to cast *misty step*.

## **Violin of Dancing Dead**

*Wondrous item, very rare*

By using an action to play this violin, you can cast *dancing dead*. The body continues to dance as long as you use your action to play the violin.

Once you have played the violin for 10 rounds, you must complete a short rest before invoking its powers again.

## **Vocalization Choker**

*Wondrous item, rare (requires attunement by a spellcaster other than a bard)*

This choker fits about the neck. It has 3 charges, which refresh each morning at dawn. While you wear it, when you cast a spell, you can spend a charge from it to ignore the verbal components of the spell.

## **Wallbreaker Pick**

*Weapon (pick), rare (requires attunement)*

This magical pick is +2 to hit and damage. In addition, it has 6 charges. You can use your action to expend a charge and swing the pick at a wall within your melee reach, smashing a hole 5' in diameter through the wall. Once it is out of charges, the pick retains its +2 bonus.

## **Wand of Armory**

*Wand, rare*

A wand of this sort has 3 charges, which it regains each dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses all of its power.

You can use an action to touch the wand to a willing creature and expend a charge, giving that

creature a +3 bonus to AC for as long as you concentrate on it, up to 6 rounds.

## **Wand of Burdening**

*Wand, uncommon*

This wand has 3 charges, which it regains each dawn. You can use an action to expend 1 charge and burden one creature that you can see within 90'. The target must make a DC 13 Strength save; if it fails, its speed is reduced by 20' for 1 minute. It can repeat the save at the end of each turn, ending the effect on a success.

## **Wand of Conjunction**

*Wand, very rare (requires attunement)*

While you hold this wand in your hand, you instantly and automatically recognize any conjunction spell that you see cast or whose effects you see.

In addition, this wand has 12 charges, regaining 1d8+2 each morning at dawn. If you spend the last charge from the wand, there is a 1 in 20 chance that it is permanently drained of magic. You can use your action to spend 1 charge from the wand to cast the following spells: *mount*, *unseen servant*.

You can also use an action to spend 1 or more charges to summon non-humanoid monsters, to a maximum number of charges equal to your level or 6, whichever is higher. When you do so, you can summon a number of creatures that live within 5 miles whose total CR is equal to the number of charges spent. (If no non-humanoid creatures live within 5 miles, the summoning fails and charges are not expended.) Thus, if you spend 4 charges, you might summon a single CR 4 creature, two CR 2 creatures, four CR 1 creatures, etc. You have no control over exactly what creatures respond to the summons, but they appear within 100' of you in a space that you can see and obey your verbal commands as well as they can understand them. If they don't understand your commands, the summoned monsters will do their best to defend. If one of your summoned monsters dies, it vanishes, returning from whence it came with no ill effect or memory of the event. Summoned monsters remain as long as you concentrate on them, to a maximum of 1 minute.

You can use your action to spend 3 charges to

create a thin curtain of blackness that covers up to 600 square feet of area. The curtain blocks line of sight; darkvision does not penetrate it.

Finally, you can create a *prismatic wall* with the wand, but this is a slow process. Each round you use an action to spend a charge and create one layer of the wall in order, from red to violet. At least part of the wall must be within 5' of you. You cannot create a layer independent of the others, with the exception of red (the first layer); each must be attached to the existing wall.

## **Wand of Corridors**

*Wand, rare*

A wand of this sort is very specialized. It has 20 charges and regains 2d6+4 of them every morning at dawn. When it is on a plane with no dawn or dusk, such as the Elemental Plane of Earth, the wand instead returns to full charges 6 hours after the first charge from it is spent.

If you hold the wand, you can use an action to spend a charge to create a corridor through a plane that is otherwise too solid for you to pass through, such as the Elemental Plane of Earth or the Quasi-Plane of Minerals. This corridor is 10' high and 10' wide, and extends 50' from you in a straight line.

The wand's power has no effect on creatures, including earth elementals or similar creatures that might appear to be part of the surrounding plane.

## **Wand of Darkness**

*Wand, very rare (requires attunement by an evil creature)*

This wand has 5 charges and regains 1d4 charges each midnight. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic.

The wand has several powers.

**Spells.** You can expend charges to cast the following spells: *animate dead* (4 charges), *darkness* (1 charge).

**Break Protection.** You can expend 2 charges to dispel all *magic circle* and *protection from evil and good* spells within 30' of you.

**Summon Nightmare.** You can expend 3 charges to summon a nightmare, which appears within 60' in a burst of brimstone and smoke. The nightmare



willingly serves you for 1 hour as long as you are committing evil acts.

## **Wand of Defoliation**

*Wand, uncommon*

A wand of this sort is never made of wood; instead, it is usually constructed of ivory, bone or metal. This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic forever.

**End the Green.** You can use an action to expend one charge to cause all chlorophyll in a 30' radius to be destroyed. Thus, grass turns brown, leaves turn to autumnal colors and fall, etc.

**Plant Death.** You can also use an action to expend 2 charges to kill all normal, inanimate plants within 30' of the wand. Animate or sentient plants take 1d6 necrotic damage.

**Blight.** Finally, you can expend 5 charges to cast *blight*.

## **Wand of Earth and Stone**

*Wand, rare*

A wand of this sort is always made of some sort of stone. This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic and transforms into loose earth.

While you hold the wand, you can spend charges to cast the following spells: *dig* (2 charges), *hungry earth* (2 charges), *passwall* (3 charges), *shift the earth* (5 charges), *wall of stone* (4 charges).

## **Wand of Eldritch Rain**

*Wand, uncommon*

This wand has 4 charges and regains 1d3+1 each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand cracks and is ruined. You can spend a charge from the wand to create a rain of weird droplets in a 10' radius cylinder up to 60' high centered on a point that you can see within 120'. Each creature that starts its turn in the cylinder takes 1d12 psychic damage and must make a DC 11 Wisdom saving throw. If it fails, it is frightened of the cylinder and can take no actions until it leaves

the area of the cylinder.

## **Wand of Elemental Transmogrification**

*Wand, very rare*

One of these wands can transform one element into an equal amount of another. You can thus use it to turn water into fire, earth into air, etc. Using it requires you to point the wand at the targeted elemental material within 60' and concentrate, using your action. The wand will change up to 10 cubic feet per round, costing 1 charge per 10 cubic feet.

The transmogrification is permanent but can be dispelled. Elemental material created by this wand has special characteristics. Fire requires no fuel, water never evaporates, air is perfectly pure (but unless contained, it is lost immediately) and earth can appear as soil, sand, clay or stone, at your option. It is not possible to create valuable treasure such as gold or gems with this wand.

You can also use the wand to destroy a non-composite elemental by transmogrifying it into its opposite element. This use of the wand costs a number of charges equal to the elemental's Hit Dice, and the elemental is allowed a DC 15 Wisdom save to avoid the effect.

When fully charged, one of these wands has 30 charges, and it regains 2d4+5 charges each morning at dawn.

## **Wand of Eyes**

*Wand, rare (requires attunement)*

This wand has 7 charges and regains 1d4+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic.

**Spells.** You can use the wand to cast the following spells: *arcane eye* (1 charge), *see invisibility* (3 charges).

**Cure Blindness.** You can use an action to touch the wand to a blind creature's eyes and expend 4 charges, curing its blindness.

## **Wand of Feathers**

*Wand, uncommon*

This 18" long wand is carved from rune-graven wood and tipped with a cluster of multicolored feathers. It has 6 charges and regains 1d4+1 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic forevermore.

You can use the wand to cast the following spells: *gust of wind* (2 charges), *Tasha's uncontrollable hideous laughter* (1 charge), *unseen servant* (1 charge).

## **Wand of Flame Extinguishing**

*Wand, uncommon*

This wand has 12 charges and regains 1d8+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. A *wand of flame extinguishing* has four different functions.

**Extinguish Flames.** By using an action to point the wand at a nonmagical fire of up to 5' diameter within 60', you can extinguish it without expending any charges. If the fire is up to 10' diameter, you can extinguish it by expending 1 charge.

**Suppress Magical Flames.** You can point the wand at a persistent magical fire, such as a *wall of fire* or *flame tongue*, and expend 3 charges. This causes the effect to be suppressed for 10 minutes. If its duration isn't up, it resumes at that point.

**Counterfire.** If you have the wand in hand, you can use your reaction to counter a spell that deals fire damage that is cast or targeted within 30' of you. This expends a number of charges equal to the level of the spell slot used to cast the spell.

**Harm Fire Creature.** You can use an action to point the wand at an elemental that is partially or wholly composed of fire and expend a charge. That creature must make a DC 13 Constitution save, suffering 6d6 damage on a failure or half that on a success.

## **Wand of Force**

*Wand, very rare*

This wand has 9 charges and regains 1d4+2 charges every morning at dawn. If you spend the last

charge, there is a 1 in 12 chance that the wand's magic is permanently expended, and it becomes nothing more than a fancy-looking stick. While you hold it in your hand, you can use it to cast the following spells by spending charges: *Bigby's hand* (3 charges), *wall of force* (3 charges).

In addition, you can use an action to touch the wand to a force effect to end that force effect. This costs a number of charges equal to 1/3 the level of the force effect, rounded up. If it doesn't have a level, it costs a number of charges equal to ¼ the CR of the creature or trap creating it. If none of these things apply, it costs 2 charges.

**Blade of Force (requires attunement):** You can use a bonus action to cause a shaft of brilliant energy to spring forth from the wand's tip. This requires 1 charge to initiate; every 2 rounds, you must spend another charge to maintain it. You can wield the energy blade as a melee weapon with the Finesse and Light properties; you are considered to be proficient with it. The weapon deals 2d8 force damage if it hits.

## **Wand of Fumbling**

*Wand, very rare (requires attunement)*

A *wand of fumbling* has 7 charges and regains 1d4+1 charges each morning at dawn. By pointing the wand and uttering a command word, you can cause any of the following effects to take place.

**Stumble (1 charge).** You point the wand at a creature within 60'. The target must make a DC 13 Dexterity saving throw or fall prone.

**Fumbling Attacks (3 charges).** You point the wand at a creature within 60'. It must make a DC 13 Wisdom saving throw or grow clumsy when attacking, suffering disadvantage on attacks, fumbling on a natural 1-3 and taking a +1d6 penalty to the severity of its fumbles. This effect lasts as long as you concentrate on it, for up to 10 minutes.

## **Wand of Glorious Victory**

*Wand, uncommon (requires attunement by an arcane spellcaster)*

While you use this wand as an arcane focus, anytime you kill or render an enemy unconscious with an arcane spell, you gain 5 temporary hit points.

## **Wand of Grim Exchange**

*Wand, uncommon*

A wand of this sort allows you to trade your own vitality for enhanced spell power. You can use it as an arcane spellcasting focus; if you do so, when you cast a spell that allows a saving throw, you can spend a number of Hit Dice equal to the level of the slot used to give each target of that spell disadvantage on its saving throw. (You do not regain hit points for Hit Dice spent this way.)

## **Wand of Illumination**

*Wand, rare*

This wand has 3 charges and regains 1d3 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand blackens and becomes nonmagical. While you hold it in your hand, you can cast *dancing lights* or *light*. In addition, you can spend a charge to cast *sunburst*.

## **Wand of Illusion**

*Wand, uncommon*

This wand has 5 charges and regains 1d4 each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand vanishes into thin air as if it were an illusion all along. You can spend 1 charge from the wand to cast *major image*.

## **Wand of Inspired Alacrity**

*Wand, common (requires attunement by a spellcaster)*

While you use this wand as a spellcasting focus, you can expend your inspiration to cast a spell that normally has a casting time of 1 action with a bonus action instead.

## **Wand of Malford**

*Wand, rare (requires attunement by an arcane spellcaster)*

This wand has 10 charges, and it regains 1d6+2 charges each morning at dawn. Whenever you expend the last charge, roll 1d20. If you roll a 1, the wand loses its magic. You can use your action while holding the wand to expend one or more charges for any of the following effects:

**Spells:** You can use the wand to cast *Malford's*

*doppelgangment* (4 charges), *Malford's group invisibility* (5 charges), *phantasmal force* (2 charges) or *steam jet* (2 charges).

**Stealth:** You can spend 1 charge to gain the ability to Hide as a bonus action on your turn for the next minute.

## **Wand of Melf**

*Wand, uncommon (requires attunement by a sorcerer or wizard)*

This wand has 6 charges, and regains 1d4+1 charges each morning at dawn. When you expend the last charge, roll 1d20. On a 1, the wand loses its magic. You can use an action while holding a spell to cast any of the following spells by expending the indicated number of charges: *Melf's acid arrow* (2 charges), *Melf's minute meteors* (3 charges).

## **Wand of Metal and Mineral Detection**

*Wand, uncommon*

This wand has 10 charges and regains 1d6+4 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand shatters. While you hold the wand, you can use an action or bonus action to spend a charge and name a mineral or metal (gold, platinum, silver, diamond, beryl, etc). If any of the named metal or mineral is within 240', the wand will point in the direction of each place where the metal or mineral can be found, one location per round. The wand's detection ability is foiled by 10' of earth or wood, 5' of stone, 1' of metal or a thin sheet of lead or orichalcum. One charge enables the wand to function for 10 minutes, during which time it will point at whichever concentration of the named mineral you choose.

## **Wand of Misplaced Objects**

*Wand, very rare (requires attunement)*

This wand has 5 charges, and regains 1d3 charges each morning at dawn. If you spend the last charge from it, there is a 1 in 6 chance that the wand shatters into pieces, its magic lost forever.

You can use your action to point the wand at a creature within 90' of you and utter the command word, expending 1 charge from the wand. This causes a stream of golden orbs that rush toward the target,

surrounding and swirling wildly around it. At the start of your next turn, the target must make a DC 15 Dexterity save. If it fails, all objects on the target are spontaneously and randomly rearranged. A warrior might find his helmet on his foot and his sword down his pants. Until it spends 1 minute rearranging itself, the target grants advantage on attacks against it and has disadvantage on skill checks due to the colossal inconvenience produced by the wand. In addition, the creature is not considered to have any item ready at hand, so it must re-equip its weapon(s), shield, etc. An affected creature can use an action to make a DC 15 Dexterity check to cease granting advantage on attacks.

If an affected creature wishes to pull out a small item, such as a potion, flash of oil, ring, etc, it must first use an action or a bonus action to make a DC 10 Intelligence (Investigation) check to locate the item.

## **Wand of Missile Enhancement**

*Wand, rare (requires attunement by a sorcerer or wizard)*

You can use this wand as an arcane spellcasting implement. If you cast *magic missile* while doing so, each missile deals 1d6+1 damage instead of the normal 1d4+1.

## **Wand of Negation**

*Wand, rare*

This wand has 5 charges and regains 1d4+1 charges each morning at dawn. You can use an action to spend a charge and fire a thin gray beam from the wand at a target that you can see within 100'. Make a ranged attack at the target; if you hit, none of its magic items function for 1 minute. At the end of each of its turns, the target can make a DC 15 Wisdom saving throw to end the effect.

## **Wand of Obliteration**

*Wand, uncommon*

This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. You can use an action and expend one charge to obliterate a page of writing, a single spell that takes

written form, such as *symbol* or a *glyph of warding*, or even a scroll or a page from a spellbook.

## **Wand of Prime Material Pockets**

*Wand, very rare*

A wand of this sort is of great use to planar travelers. It has 20 charges and regains 1d4+6 charges each morning at dawn, or every 24 hours on a plane with no dawn.

When on a plane other than the Prime Material, you can use this wand to create a pocket within the plane where the conditions mirror those on the Prime from which the wand hails. The pocket typically contains ground, air and a controlled temperature, with the lower third of the sphere occupied by land and water. The surface of the pocket is semipermeable, allowing creatures to enter and exit freely but keeping the conditions of the external plane out.

Using your action to expend one charge creates a spherical pocket 10' in diameter that lasts for 6 hours. At your option, you can instead expend multiple charges, increasing the diameter of the pocket by 10' for each additional charge.

When the pocket's duration expires, if you are within it, you can expend additional charges equal to those required to create the pocket to extend its lifespan by an additional 6 hours.

## **Wand of Ritual Conduction**

*Wand, rare*

You can use this wand as a spellcasting focus for any ritual you perform. If you do, the ritual spell is cast as if using a spell slot one level higher than you actually use.

## **Wand of Rusting**

*Wand, very rare (requires attunement)*

A *wand of rusting* is made of rusty iron. This wand has 5 charges and regains 1d3 charges each morning at dawn. If you spend the last charge, there is a 1 in 10 chance that the wand loses its magic. You can use an action to expend a charge and cause a single metal item within 90' to rust and fall to pieces. If the item is worn or carried by a creature, it can make a DC 17 Wisdom save to resist the effect, but otherwise, the item is destroyed.

## **Wand of Storms**

*Wand, very rare (requires attunement by a spellcaster)*

A wand of this sort is usually made of copper, and is often shaped like a lightning bolt. This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic.

While you hold the wand, you can use it to cast the following spells by expending charges: *chain lightning* (4 charges), *fog cloud* (1 charge) or *gust of wind* (2 charges).

You can also use an action to expend 3 charges to activate an effect like *control weather*, except it doesn't require concentration, and you can only make the weather stormy with it.

## **Wand of Telekinesis**

*Wand, rare*

This wand has 5 charges, regaining 1d3+1 at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. You can spend a charge to cast *telekinesis*.

## **Wand of the Masked Avenger**

*Wand, uncommon (requires attunement by a spellcaster)*

While you use this wand as an arcane focus, anytime you roll a critical hit with a spell attack, you deal an extra 1d6 fire, 1d6 force and 1d6 lightning damage (which is not doubled by the critical hit).

In addition, when you cast a damaging spell whose effect is a cube but before determining the effectiveness of the spell (i.e. before rolling damage and before the DM makes appropriate saving throws), you can use a bonus action to deal an additional 1d10 fire, 1d10 force and 1d10 lightning damage to each target. This extra damage is reduced or negated as normal if the target makes any appropriate saving throw against the spell you cast. Once you use this power, you must complete a long rest before it can be used again.

## **Wand of the Pyromancer**

*Wand, uncommon (requires attunement by a spellcaster)*

This wand has 10 charges, and regains 1d6+2 charges each morning at dawn. While you use it as a spellcasting focus, whenever you roll a 1 on a damage die for a spell that deals fire damage, you can spend one charge to reroll that die (no action required). You can reroll as many 1s as you spend charges.

## **Wand of the Underdark**

*Wand, uncommon (requires attunement)*

This wand has 5 charges and regains 1d4+1 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. You can use the wand to cast any of the following spells by expending a charge: *darkness*, *detect magic*, *silence*.

## **Wand of Viscid Globs**

*Wand, rare*

Crafted by the Drow, a wand of this sort has 7 charges. It regains 1d6+1 charges each night at midnight. If you spend the last charge, roll 1d20; on a 1, the wand melts into harmless slime and is destroyed.

You can use an action to spend a charge and target a creature within 60. The wand launches a glob of viscous, gooey fluid at a target; make a ranged spell attack roll, or an Intelligence attack applying your proficiency bonus, if you don't cast spell. If you hit, the glob hits the target, drying and expanding. The creature is restrained for 1 hour, after which time the glob cracks and falls away. Applying a pint or more of alcohol to the restrained creature dissolves the glob instantly, as does the application of *oil of etherealness* or *universal solvent*. It also dissolves if exposed to sunlight.

If the wand is exposed to sunlight for 1 hour without interruption, it melts into slime.

## **Wand of Warding**

*Wand, uncommon*

This wand has 7 charges and recovers 1d4+2 charges each day at dawn. If you spend the last charge,

roll 1d20; on a 1, the wand loses its magic.

You can use your action to spend one charge to create a zone of warding in a 10' radius sphere within 60'. The zone lasts until the end of your next turn, and each creature of your choice in the zone gains a +2 bonus to AC.

## **Wand of Wind**

*Wand, uncommon*

This wand has 5 charges. Each morning at dawn, it regains 1d3+2 charges. Whenever you spend the wand's final charge, there is a 1 in 20 chance that it is drained of magic and rendered useless.

You can use an action to spend 1 charge to cast *gust of wind*. You can also use an action to spend 3 charges to create a great wind pushing away from you in all directions that lasts until the start of your next turn. Each creature within 50' of you must make a DC 13 Strength save or be pushed 10' directly away from you. In addition, it takes 2' of movement to move 1' toward you for creatures between 50' and 15' distant, and 3' of movement to move 1' toward you for creatures closer than 15' to you.

## **Warden's Amulet**

*Wondrous item, uncommon (requires attunement)*

This amulet gives you a +1 bonus to saving throws. In addition, you gain a +2 bonus to each Hit Die that you spend to heal.

## **Warding Light Armor**

*Armor (any heavy), legendary (requires attunement)*

White and yellow coronas play over this armor at all times, giving you disadvantage on Dexterity (Stealth) checks that involve being unseen. It gives you a +3 bonus to AC. In addition, it has 3 charges, which it renews each day at noon. When a creature hits you with a melee attack, you can use your reaction to expend a charge and cause the coronas on the armor to leap at the target, which must succeed on a DC 17 Dexterity save, suffering 3d10 radiant damage on a failure or half that on a success. In addition, a creature that fails its saving throw by 5 or more is also blinded for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.

## **Warding Spirit Armor**

*Armor (any), very rare (requires attunement)*

While you wear this armor, you can use an action to call up the spirit of a great warrior who once wore it. The spirit appears in an unoccupied space that you can see within 30' and helps to defend you and your allies that are near it. It is Medium sized but creatures and objects can pass through it. It has AC 10 and all of its save bonuses are +3. If an attack hits it or it fails a saving throw, it is dispelled until you summon it again. The spirit otherwise remains for 1 minute.

While the spirit exists, opportunity attacks against you and your allies have disadvantage while either you or the targeted ally or the attacker is within 5' of the spirit. In addition, it grants a +2 bonus to AC to you and any of your allies that are within 5' of it.

Each time the spirit vanishes, whether by being dispelled or by its duration ending, you gain 1 level of exhaustion.

## **Warlock's Bracers**

*Wondrous item, uncommon (requires attunement by a warlock)*

Any creature under the effect of your *hex* spell takes a -1 penalty on attack rolls against you.

## **Warlord's Weapon**

*Weapon (any), rare (requires attunement by a battlemaster fighter)*

You gain a +1 bonus to your superiority dice.

## **Warlord's Helm**

*Wondrous item, rare (requires attunement by a barbarian, fighter, ranger or paladin)*

While you wear this helm and you can speak, you are able to greatly aid your allies in battle, helping to coordinate them and make sure the right member of your team is in the right place at the right time. While you are in battle, you can use a bonus action on your turn to aid your allies in one of the following ways:

- You can move one willing ally within 120' who can see or hear you up to 15' without provoking opportunity attacks;
- You can grant one ally a saving throw or action to end an ongoing effect; or

- You can grant one ally within 120' who can see or hear you a bonus of 1d6 on the next saving throw that it makes before the start of your next turn.

## **Warp Marble**

*Wondrous item, very rare (requires attunement)*

Appearing as a 1/2" diameter sphere of fine crystal, often with a rich blue or aquamarine tint, this item is a powerful device used to imprison a creature of up to Large size.

Each *warp marble* has three command words associated with it. If you use an action to speak the first command word, the nearest creature other than you of Small, Medium or Large size must make a DC 17 Charisma save or be sucked within an extradimensional prison created within the marble. A trapped creature can see and hear the world around the marble, but can't effect it in any way, nor can it cast spells or use psionics. The extradimensional prison can hold only one creature, and if the command word is spoken while the prison is occupied, it has no effect.

If you use an action to speak the second command word, an imprisoned creature is released, appearing in the nearest unoccupied space to the marble.

The third command word allows you to set the *warp marble* as a trap. You can use an action to speak the command word while you can see the marble and are within 20' of it. Afterward, the next creature of Small, Medium or Large size to touch the marble must succeed on a DC 17 Charisma save or be sucked within the prison, as noted above. (The prison can still only hold one creature.)

If a *warp marble* is placed in an extradimensional space or transferred to another plane, any creature imprisoned within it is immediately released on the Astral Plane.

## **Warstar of the Manticore**

*Weapon (morning star), rare (requires attunement)*

This +2 *morning star* allows you to use an action to fire a volley of six spikes at a single target within 60'. Make a ranged attack roll for each spike normally; each hit deals 1d4 + your Dexterity bonus piercing damage. One you use this power, you must

complete a short or long rest to use it again.

## **Watcher's Horn**

*Wondrous item, common*

When you use a bonus action to blow this horn, it makes no sound, but each sleeping creature within 40' wakes up.

## **Watchful Spirit Totem**

*Wondrous item, common*

This carved stick has a guardian spirit bound within it. This spirit whispers warnings to you; while you bear the totem on your person, you gain a +1 bonus to Wisdom (Perception) checks.

## **Wavestriders**

*Wondrous item, uncommon*

While wearing these magical boots, you can stand on and move across any liquid as if it were solid.

## **Wax of Careful Hearing**

*Wondrous item, common*

This magical wax is usually found in a brick 4" long, 2" wide and 1" thick. You can use an action or bonus action to roll a ball out of some of the wax (the brick has enough wax for a total of ten balls). You can stuff these balls into your ears as an action, and while you have a ball in each ear, you have advantage on saves against effects that you must hear, such as a harpy's song.

Once you place the balls in your ears, they function for an hour.

## **Wayfarer's Wand**

*Wand, rare (requires attunement by a bard, cleric, ranger, paladin, sorcerer, warlock or wizard)*

This wand has 6 charges, which you can use to cast the following spells: *dimension door* (3 charges), *dimension hop* (1 charge), *regroup* (5 charges).

## **Weapon of Assured Success**

*Weapon (any), uncommon (requires attunement)*

A weapon of this sort is designed to ensure that you eventually succeed at hitting even the most difficult-to-strike opponents. As long as you don't

attack a different creature or allow a full round to go by without attacking your chosen target, each time you miss an attack with this weapon, you gain a cumulative +1 bonus to your next attack roll against that target.

## **Weapon of Balance**

*Weapon (any), rare (requires attunement by a true neutral character)*

When you hit an enemy whose alignment is wholly non-neutral (and who is not unaligned), you deal an extra 2d6 psychic damage.

## **Weapon of Deception**

*Weapon (any), rare (requires attunement)*

While you bear this weapon, you can use an action to magically disguise yourself. Make a Charisma and add your proficiency bonus to set the DC for creatures to penetrate your disguise.

## **Weapon of Divine Wrath**

*Weapon (any melee), rare (requires attunement by a cleric or paladin)*

This weapon has a +2 bonus to hit and damage. When you hit a creature with it, you can use a bonus action to inflict an additional 1d6 radiant damage per point of Charisma bonus you have (minimum of 1d6). Once you use this power, it can't be used again until the next dawn.

## **Weapon of Fortunate Striking**

*Weapon (any), uncommon*

When you hit with this weapon, you can roll the damage dice twice and take the better result.

## **Weapon of Returning**

*Weapon (any thrown), common*

When you hurl this weapon, if you miss, it returns to your hand with such alacrity that you can attack with it again the same round, if you have multiple attacks.

## **Weapon of Slowing**

*Weapon (any), very rare (requires attunement)*

When you hit a creature with this weapon, it

must succeed on a DC 15 Wisdom save or become slowed, as if affected by a *slow* spell, until the end of its next turn.

## **Weapon of Swiftess**

*Weapon (any), uncommon*

When you wield this weapon, your speed increases by 10'.

## **Weapon of the Wielder's Health**

*Weapon (any melee), uncommon*

This weapon has 2 charges, which it regains at dawn. You can use a bonus action to expend a charge to heal yourself of 3d8 points of damage.

## **Weapon of Unclosing Wounds**

*Weapon (any), very rare*

This weapon has a +1 bonus to hit and damage. In addition, any creature that you hit cannot regain hit points until the end of your next turn.

## **Web Arrow**

*Ammunition (arrow), rare*

When you hit with this crimson-fletched black arrow, the target and each other creature within 5' of it must make a DC 15 Dexterity save or be caught in a *web* (as the spell, except that it extends only in a 5' radius around the target).

## **Wheel of Fire**

*Wondrous item, rare (requires attunement)*

Always found in pairs, *wheels of fire*, properly installed on a chariot, empower it to burst into flame when you use an action to so command it. The chariot, its mounts, passengers and any objects inside it are immune to the fire, but any other creature that starts its turn within 30' of the chariot or comes within 30' of it for the first time on a turn suffers 2d6 fire damage.

While active, the chariot leaves flaming tracks behind it. You can deactivate the chariot by using an action to speak the command word.

When you attune to a pair of these wheels, it only counts as attuning to one magic item.



## **Wheel of Floating**

*Wondrous item, common*

If this wagon wheel is properly installed on a wagon, that wagon can float across water if laden with 1,000 lbs or less of weight. Each additional *wheel of floating* increases this limit by 500 lbs.

## **Wheel of Lighting**

*Wondrous item, common*

If this wagon wheel is properly installed on a wagon, anyone on the wagon can use a bonus action to utter a command word to cause the wheel to project a *light* spell 30' ahead of the wagon. The *light* moves continuously with the wagon.

## **Whetstone of Keening**

*Wondrous item, common*

This whetstone can be used 1d6+2 times before it is expended. You draw a piercing or slashing weapon across it as an action, and the next time an attack is made with that weapon, it adds 1d4 to the attack roll and 1d4 to the damage.

## **Whetstone of Terrible Wounds**

*Wondrous item, legendary*

This whetstone can be used 1d6+2 times before it is expended. You draw a piercing or slashing weapon across it as an action, and for the next hour, that weapon is magically enhanced, inflicting terrible wounds. It deals an extra 2d8 damage on a hit, scores a critical hit on a 18-20 and gains a bonus of +2d10 to critical severity.

## **Whip of Disarming**

*Weapon (whip), rare (requires attunement)*

This magical whip has a +1 bonus to hit and damage. You can use an action to attempt to disarm a creature wielding a manufactured weapon. That creature must make a DC 15 Dexterity save; if it fails, one item of your choice that it is holding is lashed away from it. You may choose to catch the item in a free hand, if you have one. Alternatively, you can whip the item to an unoccupied space of your choice within 15' of the target.

## **Whip of Zeif**

*Weapon (whip), rare*

This magical whip has a +2 bonus to hit and damage. In addition, you can use an action to crack it overhead, generating a tremendous noise. Each other creature within 20' must make a DC 15 Constitution save or be deafened for 1 hour. The sound is audible up to 1,000' away. Once you use this power, you must complete a short or long rest before using it again.

## **Whirlwind Weapon**

*Weapon (any melee), very rare (requires attunement)*

This weapon is +2 to hit and damage. It has 2 charges, which renew at dawn. You can use an action and expend a charge to make one attack with this weapon against each creature within 5' of you.

## **Whistle of Stopping**

*Wondrous item, uncommon*

If you use an action to blow this whistle, each land vehicle (but not mount) within 120' stops in its tracks and cannot move for 3 rounds.

## **Whistle of Training**

*Wondrous item, uncommon (requires attunement)*

If you use this magical whistle when training a beast, the training time required is cut in half.

## **White Cloak of Charming**

*Wondrous item, uncommon (requires attunement by a spellcaster)*

Whenever you cast a spell that inflicts the charmed condition, the DC to resist it increases by 1.

## **White Cloak of the Spider**

*Wondrous item, uncommon (requires attunement)*

While you wear this white spider silk cloak, you gain a +2 bonus to any saving throws you must make against poison. In addition, you can cast the following spells: *hold person* (save DC 13), *spider climb*. Once you cast one of them, you can't cast that spell from the cloak again until the next dawn.

## **White Copper Ring of Fire**

*Ring, uncommon (requires attunement by a spellcaster)*

When you cast a spell that deals fire damage, it instead deals radiant damage.

## **Wildling Clasp**

*Wondrous item, very rare (requires attunement by a druid)*

You can fasten this clasp to an item as a bonus action or an action. If you then *wild shape* into a form reasonably appropriate for that item, the item isn't subsumed into your beast form, and it functions normally for you.

## **Winch of Power**

*Wondrous item, rare*

This intricate mechanical winch is only 3" high and can lift 200 lbs. It includes 100' of unbreakable thread and can be wound and unwound with a thumb and forefinger, no matter how much weight is on it. If you use a bonus action to speak a command word, the winch anchors itself in place and won't move until someone uses a bonus action to speak the command word again while touching it.

## **Window of Dressing**

*Wondrous item, uncommon*

This item appears to be a 2' square window frame. You can use an action to hold it upright before you, and it will enlarge and move over you, placing you in a special other-dimensional cubicle. The only thing that you can do in the cubicle is dress or undress, including donning or removing armor, but it takes you only one action to completely undress or dress.

## **Window of Peeping**

*Wondrous item, uncommon*

When you hold this 1' square window frame to a wall or door, it allows creatures to see through the wall or door, provided that the wall or door is no more than 2' thick. The vision is two-way.

## **Window of Spying**

*Wondrous item, uncommon*

When you hold this 1' square window frame to a wall or door, it allows creatures to see through the wall or door, provided that the wall or door is no more than 2' thick. The vision is one-way, only allowing creatures on your side to see through it.

## **Windrunner's Shirt**

*Wondrous item, rare*

This shirt seems to ripple and flash like sunlight on running water. You can use an action to extrude sail-like membranes that run from your wrists to your knees, allowing you to catch the wind and glide by spreading your arms. You can't use your arms for anything else while you are gliding, but you can fly with a speed of 50' while you glide.

You can use the shirt's power for 1 hour each day, but this time can be split up as you see fit.

## **Winged Dagger**

*Weapon (dagger), very rare*

This +2 dagger can only be used to full effect by a spellcaster.

***Winged Guardian (requires attunement by a spellcaster):*** You can use your action to loose the dagger and it will hover around you, darting this way and that. If a creature within 5' makes a melee attack against you, the dagger will attack that creature as if you were wielding it (but without using your reaction). Once it has attacked, it cannot do so again until the start of your next turn.

## **Winter's Grasp Totem**

*Wondrous item, rare (requires attunement by a druid)*

This totem is made of dry wood and white fur, embodying the spirit of winter. You can use it as a druidic spellcasting focus; if you cast a spell that deals cold damage while doing so, you deal one extra die of damage.

## **Witchslayer Weapon**

*Weapon (any), very rare (requires attunement)*

This +2 weapon deals an extra 2d6 psychic damage whenever it hits a creature that can cast a

spell.

## **Wolf Collar**

*Wondrous item, uncommon (requires attunement)*

While you wear this spiked black leather collar, you can use a bonus action to change into a dire wolf (as if you had used the druidic wild shape ability). This change lasts until you lose consciousness, your wolf form falls to 0 hit points or until you use a bonus action to end it.

Each time your wolf form falls to 0 hit points, the collar gains 1 wear point. It cannot have its wear points restored by any means. With 1 or 2 wear points, the collar suffers cosmetic damage and your wolf form looks unkempt and somewhat aged; with 3 wear points, the wolf form has a -1 penalty on attack and damage rolls; and with 4 wear points, the collar is destroyed.

## **Woodwalk Armor**

*Armor (any non-shield), rare*

This armor gives you a +1 bonus to AC. In addition, it has 3 charges, which it regains each dawn. You can use an action to expend a charge to cast *transport via plants*.

## **Writ of the Holy Mission**

*Wondrous item, legendary*

This book is a repository of fanatical exhortations to both combat readiness and fanatical devotion that is greatly beneficial to a paladin. It requires a week of constant study to learn its secrets. Upon doing so, a paladin gains enough experience points to reach the midpoint of the next level (and must take the level in paladin).

A creature that is not a paladin that reads this work finds it to be a strident screed with a tone that seems to imply hysteria. Nonetheless, it finds itself thinking obsessively about religion, unable to focus on other things. It suffers a 50% penalty to earned experience until it takes a level in paladin or receives a *remove curse* or *atonement* spell.

Once a creature reads this book, it can never benefit from such a work again, and the book itself vanishes.

## **Wyrmtooth Dagger**

*Weapon (dagger), very rare (requires attunement)*

Carved from a dragon's tooth, this dagger can be used as a normal weapon (though, due to its shape, it isn't suitable for throwing).

If you hit a creature with the *wyrmtooth dagger*, you can use a bonus action to lodge the dagger within the target. Until a creature makes a DC 20 Strength check to pull it free or casts *dispel magic* on it, the *wyrmtooth dagger* remains lodged. While it is lodged in a creature's body, the dagger gives the target vulnerability the damage type inflicted by the breath weapon of the dragon it was taken from in life (e.g. a blue *wyrmtooth dagger* inflicts vulnerability to lightning damage).

## **Xaphoon of Mellow Meeting**

*Wondrous item, rare (requires attunement by a bard)*

This short bamboo instrument has a reed at the mouthpiece. It makes a very soulful sound when played, similar to the saxophone.

If you use an action to play the xaphoon when you first meet one or more creatures and before combat has broken out, you fill all of them with a sense of mellow contentment and fellowship. Before any creature within 60' of you with an Intelligence score above 4 can make an attack or cast a spell, it must make a DC 17 Wisdom saving throw. Otherwise, it instead only talks, taking no hostile action. As soon as a creature attacks or casts a spell, this effect ends.

## **Xenolith of Passage**

*Wondrous item, rare (requires attunement by a druid or ranger)*

This item appears as a 3" diameter, 2" thick stone with a second, foreign rock fully included within it. It weighs 10 lbs.

As long as the rock is on your person, you can spend a bonus action to activate it. When you do, you become able to move through earth and stone as if it were water, moving via swimming and leaving no trail behind. You cannot take other creatures with you, and you gain no special ability to see through the earth and stone. Each round you may spend a bonus action to keep the *xenolith of passage* active until the end of your next turn, for a maximum of one hour; once it

becomes inactive, if you are still within the earth and stone, you are immediately ejected to the nearest space capable of holding you and suffer 10d10 points of damage.

Once you have activated the xenolith, it cannot be activated again until the next dawn.

## **Xylograph**

*Wondrous item, uncommon*

This item appears as a wooden slab 1' square and 1" thick. While you hold it, you can use a bonus action to cause it to transcribe your words, carving them backward into the wood. It can record up to thirty words. You can also inscribe a simple drawing into the block while it is transcribing by drawing it with a finger.

You can use a second bonus action to cause the lines to fill with ink. If you then use an action to press it against paper, parchment, a wall, etc, the recorded words (and image, if any) are printed on the touched surface. The *xylograph* then goes blank.

## **Yantra of Fascination**

*Wondrous item, uncommon*

This item appears as a one foot square of cloth stretched by a wooden frame. A handle allows you to hold it in one hand. The cloth bears a brightly colored series of concentric squares and circles.

You can use your action while you're holding it to cause the pattern on the yantra to begin to swirl and move, casting *hypnotic pattern*. Once you use this power, it will not function again until the next dawn.

## **Yellowjacket Dart**

*Weapon (dart), rare*

This dart has a +1 bonus to hit and a +3 bonus to damage. In addition, if you hit a target, it must make a DC 13 Constitution saving throw, suffering 3d6 poison damage and becoming poisoned for 1 minute on a failure. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

## **Yoke of Bile**

*Wondrous item, very rare (requires attunement)*

This heavy iron yoke sits very uncomfortably

on your neck and shoulders. It is foul-smelling and spotted with corrosion.

When you do this item, you undergo a visible transformation into a bile-tainted creature. Constant pains wrack your body. You gain resistance to acid and poison damage and immunity to the poisoned condition. Whenever you must make a saving throw against an effect that includes the charmed condition, you automatically succeed.

In addition, you can use your action to spit a spray of bile in a 30' cone. Each creature in this cone must make a DC 15 Constitution save, suffering 5d8 acid damage and 5d8 poison damage on a failure or half that on a success. If a creature fails by 5 or more, it takes 1d10 acid and 1d10 poison damage at the start of each of its turns until it takes an appropriate action to wash the bile off its body. Once you use this ability, you must complete a long rest to use it again.

## **Yoke of Underwater Action**

*Wondrous item, uncommon*

This yoke can be worn by any quadruped. While it wears it, the creature can breathe water and move through it at its normal walking speed.

## **Zebra Cloak**

*Wondrous item, rare (requires attunement)*

This waist-length cloak is made of zebra hide. The zebra is a symbol of balance and illusion; this cloak's powers are related to both.

If you move at least 30' on your turn, you can cast *invisibility* on yourself. You can do this twice before this power is exhausted; it refreshes each day at dawn.

In addition, whenever you make a saving throw against an illusion, you can apply your proficiency bonus to that save, regardless of whether you are proficient in the appropriate saving throw type.

**Virtue of Balance (requires attunement by a true neutral creature):** You gain a +1 bonus on Wisdom checks. In addition, when a creature with no neutral alignment components attacks you, you gain a +1 bonus to AC against its attacks.

## **Zither of Speed**

*Wondrous item, uncommon (requires attunement by a bard)*

This zither has 1 charge, which it renews each dawn. You can use it to cast *haste* or *slow* by playing the zither.

## **Zither of Zombie Control**

*Wondrous item, uncommon (requires attunement by a bard)*

Shaped like a flat stringed box, this instrument allows you to assume control of zombies within 60' by using an action to strum it. Each zombie must make a DC 13 Wisdom save or fall under your mental control for 8 hours.

This item has 3 charges, which renew at dawn. Each time you use it, it expends one charge.

## **Zombie Cauldron**

*Wondrous item, very rare (requires attunement)*

This massive iron cauldron is about 5' in diameter and 4' high. It weighs over 10,000 lbs. You can place up to four Medium or Small corpses in the cauldron and spend the next twelve hours heating, stirring and chanting over the cauldron, the bodies animate as zombies under your control. There is no limit to the number of zombies that you can create and control with this item.

A *zombie cauldron* is extremely durable, and it can withstand 10 wear points with just cosmetic damage.

## **Zoster of Zeal**

*Wondrous item, rare (requires attunement)*

You can invoke the powers of this magical belt as a bonus action. Once you do, you are filled with a

zeal for battle and gain a +3 bonus on attack rolls. This lasts as long as you concentrate on it, to a maximum of 1 minute. Once you have used the belt's power, it won't work again until the next dawn.

## **Zwieback of Zymurgy**

*Wondrous item, uncommon*

This dry, crusty bread is usually found in a package holding 2d10 pieces. They keep indefinitely, and this bread helps ensure that you drink only the best beer and wine. If dipped into a container of wine or beer, the *zwieback* dissolves into the liquid and changes it into an excellent brew or vintage.

## **Zymurgist's Mug**

*Wondrous item, common*

This mug transforms any nonmagical liquid poured in it into high-quality beer.