

# 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.

<u>d12 + d8</u>	<u>Random Weapon</u>	<u>d12 + d8</u>	<u>Random Weapon</u>
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**

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

## RANDOM HAMMER

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

## RANDOM SWORD

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

## RANDOM RANGED WEAPONS

<u>d% Roll</u>	<u>Weapon Type</u>
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

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

## RANDOM POLE ARM

<u>d% Roll</u>	<u>Ammunition Type</u>
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)**

<u>d% Roll</u>	<u>Armor Type</u>
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)**

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

## **RANDOM ARMOR (Medium)**

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

## **RANDOM ARMOR (Heavy)**

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

## **Table A (Common, mostly consumables)**

<b>d% Roll</b>	<b>Result</b>
01-07	Instaclean
08-15	Broom of Sweeping
16-28	Dwarfmug
29-41	Everfull Pipe
42-50	Dust of Repair
51-59	Oil of Repair
60-68	Potion of Perspicaciousness
69-75	Sticks of Poison Neutralizing
76-83	Oil of Durability
84-97	Oil of Magic Weapon
98-00	Ring of Protection from Pickpockets

## **Table B (Uncommon Consumable or Oddly Available Other)**

<b>d% Roll</b>	<b>Result</b>
01-12	Dust of Appearance
13-19	Ink of Mistaken Missives
20-29	Creeping Gatevine
30-40	Incense of the Spheres
41-48	Drunk's Vest
49-51	Earring of Fame
52-57	Unending Spool
58-60	Unseen Listener
61-63	Empirical Ring
64-66	Pipe of Smoke
67-76	Bowl of Han Zo
77-83	Platinum Pouch
84-90	Loadstone
91-95	Helm of Underwater Action
96-00	Ring of Sustenance

## **Table C (Rare Consumable or Oddly Available Other)**

<b>d% Roll</b>	<b>Result</b>
01-20	Bolt of Fire
21-33	Caustic Whetstone
34-46	Oil of Fiery Burning
47-56	Potion of Teleportation
57-67	Potion of Wraithform
68-75	Stone of Stunning
76-80	Slip-Tip
81-87	Hookah of Reasoned Discourse

88-93 Pearl of the Sea Queen  
94-00 Amulet of Sleeplessness

### **Table D (Very Rare Consumable or Oddly Available Other)**

<b>d% Roll</b>	<b>Result</b>
01-20	Elixir of Accuracy
21-27	Oil of Eating
28-39	Charge Stone
40-59	Residuum Restorative
60-69	Unguent of True Seeing
70-76	Soldier Tooth
77-92	Elixir of Madness
93-00	Backpack of Infinite Food

### **Table E (Very Rare Consumable or Legendary Consumable)**

<b>d% Roll</b>	<b>Result</b>
01-08	Curdled Death
09-33	Beaker of Plentiful Potions
34-41	Whetstone of Terrible Wounds
42-49	Ointment of Mental Blankness
50-64	Life Savers
65-73	Dust of Foresight
74-83	Mordenkainen's Ointment
84-95	Elixir of Life
96-00	Pavilion of Perfect Recovery

### **Table F (Uncommon)**

<b>d% Roll</b>	<b>Result</b>
01-03	Figuring of Wondrous Advice
04-05	Spyglass of the Misty Isles
06-07	Jungle Ring
08-09	Ring of Liquid Identification
10-11	Gloves of Tapping
12-13	Gloves of Quick Manipulation
14-15	Harthom Headband
16-17	Scroll of Divine Identification
18-19	Torc of Courage
20	Serpent Amulet
21-22	Rat Leathers
23	Clockwork Orb
24-25	Spectacles of Awareness
26-27	Boots of Easy Passage
28-29	Weapon of Assured Success

30-31	Deck of Prognostications
32-33	Quiver of Flames
34-35	Devastation Gauntlets
36-37	Dime
38-39	Dagger of Unlimited Opportunity
40-41	Veil of Seduction
42-43	Kocho Orb
44-45	Yantra of Fascination
46	Girdle of Endurance
47-48	Ring of Enemy Awareness
49-50	Envoy's Veil
51	Ring of Linguistic Learning
52	Wand of Glorious Victory
53	Grey Mask
54	Crashing Wave of the Sea Queen
55	Filtering Scarf
56	Cursed Ring of Jumping
57-58	Weapon of Fortunate Striking
59	Bracers of Combat Superiority
60-62	Ring of Vitals Protection
63	Bracers of Desperation
64	Bracers of Spell Lethality
65	Lethal Scabbard
66-67	Deadly Weapon (lesser)
68	Gauntlets of Smiting
69-70	Amulet of Mighty Fists
71	Vambraces of Lethality
72-73	Sword Cult Blade
74	Boots of the Goat
75	Lockpicks of the Unseen Intruder
76	Amulet of Horrible Visions
77	Earthreaving Pick
78	Sword of Perx
79	Wand of the Pyromancer
80	Blindfold of Dexter
81	Belt of Inspirational Vigor
82	Torc of Cowardice
83	Net of Snaring
84	Tent of Excellent Restfulness
85	Shield of Dramos
86	Pendant of Devotion
87	Warden's Amulet
88	Wand of the Masked Avenger
89	Recoil Shield
90	Bloodsoaked Bracers
91	Spectacles of Arcane Investigation
92	Horned Helm

93	Bracers of the Dog Soldier
94	Handbane Weapon
95	Axe of Cleaving
96	Girdle of the Unicorn
97	Helm of Opposite Alignment
98	Wand of Melf
99	Red Coins of Greed
00	Verdant Staff

## **Table G (Rare)**

<b>d% Roll</b>	<b>Result</b>
01	Obfuscating Mask
02	Dolphin Harness
03	Favor of Fervor
04-05	Ring of Shocking Grasp
06	Mantle of Protection
07	Beast Tamer's Whip
08	Staff of Rain
09-10	Lance of Unhorsing
11	Orb of Spring
12-13	Crossbow of Distance
14	Symbol of Deadly Smiting
15	Amulet of Amity
16	Scarlet Sash of the Swashbuckler
17	Clockwork Kocho
18	Arrow of Direction
19	Squirrel Medallion
20	Phylactery of Faithfulness
21	Exodus Knife
22-23	Ring of Sorcery
24-25	Dense Weapon
26	Arrow of Sybele
27-28	Deadly Weapon (standard)
29	Armor of Vitals Protection
30	Staff of Combat
31	Ring of Vocalization
32	Goggles of the Moon
33	Grumbling Rod
34-35	Dart of Homing
36	Bracers of Optimism
37	Girdle of Gnomely Might
38	Bear Totem
39	Forceful Hammer
40	Armor of Pursuit
41-42	Eladrin Boots

43	<i>Tide of Iron</i>
44-45	Crossbow of Speed
46-47	Gauntlets of Battlemastery
48-49	Spectacles of Watchfulness
50-51	Shield of Spell Blocking
52	Shock Weapon
53	Ring of Clear Thought
54	Bloodcut Armor
55	Mordant Blade
56-57	Beast Slayer Weapon
58	Graceful Spear
59	Longtooth
60	Feykiller
61	Spoon of Stirring
62-63	Tome of Monsters
64-65	Amulet of Defiance
66	Ring of Dashing Derring-Do
67	Scabbard of Holthro
68-69	Chime of Hunger
70-71	Girdle of Femininity/Masculinity
72	Veil of Poison
73	Amber Talisman
74	Staff of Alliance
75	Orb of Winter
76	Orb of Autumn
77	Orb of Summer
78	Wand of Malford
79	Warlord's Helm
80	Quickling Lock
81-82	Jewel of Attacks
83-84	Drums of Panic
85-86	Ring of Contrariness
87	Boots of Leagues
88	Robe of Vermin
89	Hourglass of Speed Control
90	Net of Paralyzation
91	Red Coins of Greed
92	Ring of Magical Reprisal
93	Anchor Ring
94	Wand of Viscid Globes
95	Cloak of Jerakai
96	Misfortune's Tooth
97	Lute of Sadness
98	Torc of Burning Rage
99	Xenolith of Passage
00	Ring of 1 Wyrđ

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

<b>d% Roll</b>	<b>Result</b>
01	Neutron Rod
02	Crossbow of the Wand
03-04	Bodyguard's Armor
05-06	Wand of Fumbling
07-09	Deadly Weapon (greater)
10-11	Glass Sword
12-13	Sphere of Protection
14-15	Portable Shadow
16-17	Slippers of Fancy Foowork
18	Trump
19	Phylactery of Long Years
20-21	Shield of Vandreu
22-23	Claw of Magic Stealing
24-25	Collar of Quick Command
26	Tome of Study
27-29	Demonlayer
30-32	Devilslayer
33	Book of Fate
34-35	Black Book of Strogass
36	Zombie Cauldron
37-38	Gloves of Strangulation
39-40	Gloves of the Slug
41-42	Gauntlets of Absorption
43-44	Last Man Standing
45-46	Slippers of Kicking
47	Singing Sword
48-49	Jewel of Flawlessness
50	Gnomeblade
51-52	Forinthian Standard
53-55	Overreaching Pole Arm
56-57	Cube of Containment
58-59	Mask of Terror
60-61	Delphiniate Robes
62-63	Seal of Vigor
64-65	Foldbox
66-67	Scroll of Spell Catching
68-69	Quickening Rod
70	Belmondo's Useful Tool
71-72	Bonebreaker
73	Leaden Plate
74-75	Clasp of Garnet
76	Portable Store
77-79	Cloak of Poisonousness

80-82	Impaling Weapon
83-84	Megrim Horn
85-86	Shieldbreaker Weapon
87-88	Torc of Fury
89-90	Gauntlets of Fumbling
91-92	Staff of Thimbleton
93	Disastrous Totem
94-95	Defective Backfiring Wand
96	Amulet of Dramatic Death
97	Goblet of the End
98	Ring of 2 Wyrd
99	Rod of Splendor
00	Morganti Weapon

### **Table I (Legendary)**

<b>d% Roll</b>	<b>Result</b>
01-20	Crossbow of Accuracy
21-35	Dancing Wand
36-55	<i>Meteor</i>
56-65	Reptiliad Orb of Dominance
66-75	<i>Unceasing Violence</i>
76-80	Ring of 3 Wyrd
81-90	Harp of Shattering
91-95	Bounce Ball
96-00	Spikard

# NEW MAGIC ITEMS

## 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.

## 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 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.

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

## 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 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 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.

## 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.

## **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 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.

## **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 passage 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 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.

## **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.

## **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.

## **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 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.

## **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.

## **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 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).

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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)

## **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 Wyrd. The book then vanishes.

## **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 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 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.

## **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.

## **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.

## **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 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 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 Spell Lethality**

*Wondrous item, uncommon (requires attunement)*

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

## **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.

## **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.

## **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.

## **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.

## **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.

## **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 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 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.

## 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.

**Mountlike 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.

## 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.

## 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 advantage 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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **Delphiniate 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 Delphiniate 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.)

## **Demonlayer**

*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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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 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 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.

## **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.)

## **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.

## **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.

## **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*.

## **Elixir of Accuracy**

*Potion, very rare*

When you drink this potion, you gain advantage on all attack rolls for as long as you concentrate, up to 1 minute.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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 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.

## **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 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 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.

## **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 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 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.

## **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.

## **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 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 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.

## **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 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.

## **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.

## **Grey Mask**

*Wondrous item, uncommon*

This grey 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.

## **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.

## **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 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.

## **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.

## **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-verse. Any neutral component to your alignment changes to a random non-neutral component. The helm then loses its magic.

## **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.)

## **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.

## **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.

## **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.

## **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.

## **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.

## **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).

## **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."

## **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.

## **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

## **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.

## **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 your action to utter a command word to Dash as a bonus action. Once you have used this ability, you must complete a short or long rest to use it again.

## **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.

## **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.

## **Lead 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.

## **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.

## **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.

## **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 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.

## **Longtooth**

*Weapon (dagger), rare*

This weapon functions as a +1 in most hands.

***Longtooth (requires attunement by a gnome or halfling).*** 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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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 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 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.

## **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.

## **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 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 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.

## **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.

## **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 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.

## **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.

## **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.

## **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.

## **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.

## **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 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.

## **Potion of Perspicaciousness**

*Potion, common*

When you drink this potion, you gain proficiency in Perception for one hour.

## **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 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.

## **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.

## **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.

## **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.

## **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.

## **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."

## **Reptilian 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.

## **Residuum 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.

## **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 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. 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 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 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 Magical Reprisal**

*Ring, 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 Protection from Pickpockets**

*Ring, common*

While you wear this ring, any attempt to pick your pockets has disadvantage.

## **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 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 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 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 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.

## **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.

## **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.

## **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.

## **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.

## **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 Spell Catching**

*Scroll, very rare (requires attunement)*

A scroll of spell catching can be used to catch spells cast at you and then cast them 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.

## **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.

## **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.

## **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 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 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.

## **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.*

## **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.

## **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.

## **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.

## **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.

## **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 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.

## **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.

## **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*.

## **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

## **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.

## **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. One you use this ability, you can't use it again until the next dawn.

## **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 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 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 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.

## **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.

## **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.

## **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 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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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-verse, 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-verse). 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.

## **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.

## **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.

## **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.

## **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.

## **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.

## **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*.

## **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 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 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 Viscid Globes**

*Wand, rare*

A wand of this sort has 10 charges. It regains 1d6+2 charges each night at midnight. If you spend the last charge, roll 1d20; on a 1, the wand's magic is drained and it becomes nonmagical.

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, which must make a DC 15 Dexterity save to avoid the glob. If it fails, the

glob hits it, and the creature is restrained for ten minutes. The creature can use its action to attempt a DC 15 Strength (Athletics) check to break free of the glob.

## **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.

## **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.

## **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 Fortunate Striking**

*Weapon (any), uncommon*

When you hit with this weapon, you can roll the damage dice twice and take the better result.

## **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.

## **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.

## **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.

## **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.