

MAGIC ITEMS

ABA OF THE DESERT

Armor (cloth), uncommon

You suffer no ill effects from natural environmental heat and cold while wearing this aba (robe).

ARMOR OF THE DESERT EVENING

Armor (scale), uncommon

You suffer no ill effects from wearing this armor in the desert heat.

BANNER OF RENOWN

Wondrous item, legendary

Displaying the moon and trailing stars of Zakhara, this magical banner can bolster the morale of the Enlightened. When planted in the ground as an action by a creature believing in the the Enlightened faith, the banner grants all Enlightened creatures within 100 feet advantage on savings throws against charm and fear, as well as on their attack rolls against un-Enlightened creatures. The banner's magic lasts as long as the one who planted it remains alive and holding the banner. If the bearer of the banner is slain, the banner dissipates in smokes.

CARPET OF FIGHTING

Wondrous item, very rare (requires attunement)

Once attuned to this carpet, when you speak its command word, it animates as per a *rug of smothering* (see MONSTER MANUAL; animated armor) and attacks an enemy you direct. It remains animated for up to 1 minute, whereupon it reverts to a seemingly normal carpet and cannot be animated until after a long rest. If the *rug of smothering* receives sufficient damage to destroy it, the carpet loses its magic.

CURSED SCROLL

Scroll, rare

Curse. A cursed scroll appears to be a *spell scroll*. However, upon reading the scroll as an action, one of the following effects takes place:

- The reader is cursed with the *evil eye*.
- The reader is afflicted with a disease, like lycanthropy or mummy rot.
- The reader is polymorphed into an animal.
- The reader's station is reduced to 1, and anywhere they go they're condemned.
- The reader earns a powerful enemy like a ruler, sha'ir, or genie.
- The reader attracts the attention of a mischievous genie that plays tricks until convinced to leave.

CUTLASS OF THE GOLDEN GULF

Weapon (scimitar), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, you can survive underwater as long as the cutlass is in hand.

DAGGER OF THE EVIL EYE

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Curse. When this dagger is used in combat, the wielder suffers the evil eye (as per the *evil eye* spell). The evil eye can be removed, but the curse returns as soon as the dagger is wielded again.

GENIE PRISON

Wondrous item, very rare

Genie prisons come in many forms, holding a genie who was trapped by a sha'ir long ago using extra-dimensional magic. Each genie prison is unique in appearance, the type of genie it holds, how the genie may be released, and what the genie's charge was by the sha'ir who imprisoned it should it be released. Consult the tables below.

Genie Prison Tables

d100	Type of Genie (Appearance of Prison)
1-4	Jann (bottle, sandstone box)
5-20	Tasked genie (varies)
21-39	Dao (crystal decanter, geode, skull, turtle shell)
40-58	Djinn (bottle, box kite, spun globe, windsock)
59-77	Efreet (lamp, lantern, pipe, stove)
78-96	Marid (coral box, pearl, shell, stoppered ewer)
97	Noble Dao (as per dao)
98	Noble Djinn (as per djinn)
99	Noble Efreet (as per efreet)
100	Noble Marid (as per marid)

d12	How to release the genie from its prison...
1	Speaking command word
2	Rubbing the prison with bare hand
3	Making a wish
4	Casting <i>dispel magic</i> on the prison
5	Physically destroying the prison
6	Killing the sha'ir that imprisoned it, or convincing them to end magic on prison
7	Revealing to the genie the sha'ir that imprisoned it is dead
8	Placing a drop of blood on the prison
9	Immersing the prison in the element that closest matches the imprisoned genie
10	Thru telepathic contact with genie
11	Performing a 10 minute ritual chant and dance known only by mystics of a remote region
12	Imprisoning another genie or mortal in its stead

d100	Charged by imprisoning sha'ir to...
1-20	The genie must perform three tasks for the opener of the prison. If it is a noble genie with wish-granting powers, it may use those to perform the tasks.
21-70	The genie must serve the opener of the prison for 1,001 days.
71-80	The genie must attempt to resurrect, protect, or provide honorable burial for the sha'ir that imprisoned it.
81-85	The genie must bring the opener of the prison to a specified location.
86-90	The genie must locate a specified item, and may not leave the opener of the prison until they find the item.
91-95	The genie is free to do as it pleases, including seeking revenge on the sha'ir that imprisoned it as well as his or her descendants.
96-00	The genie has gone mad and will attack upon being released. If its madness is cured, it may perform a task for the one who healed it.

In addition, a small percentage (10%) of genie prisons may be protected or imbued with some sort of a trick.

d8	Trick
1	Protected by <i>glyph of warding</i> or <i>symbol</i> .
2	When opened, a band of jann or ghuls become aware of the freed genie's location.
3	A terrible storm wracks the land.
4	The prison acts as a gate to a genie court somewhere on the Elemental Planes.
5	The prison is smeared with contact poison.
6	The prison explodes when the genie is freed.
7	The imprisoning sha'ir becomes aware the prison has been opened (if alive).
8	A <i>magic mouth</i> appears to warn against freeing the imprisoned genie.

GENIE SLAYER

Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a genie with this weapon, the genie takes an extra 2d6 damage of the weapon's type, and suffers disadvantage on any Constitution checks to maintain concentration until the start of your next turn. This includes dao, djinn, efreet, marid, ghuls, tasked genies, etc.

MAMLUK SWORD OF OBEDIENCE

Weapon (any sword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When attuned by a lawful character, the sword gains an additional property: any humanoid struck by the weapon is targeted by a *charm person* spell to surrender. The saving throw DC of the spell is determined using the wielder's Charisma.

OIL OF HORRIDNESS

Potion, rare

When you smear this oil on your face, your Charisma is reduced to 3 for the next hour and your visage becomes so horrible that ogres, night hags, and ghuls would accept you.

OIL OF ROMANCE

Potion, rare

When this oil is poured on a door, window, or on an object, you may speak the name of an individual humanoid at the same time. When the individual crosses that threshold or touches that object, they must make a DC 15 Charisma saving throw. On a failed save, they are charmed to fall in love to you as per the *charm person* spell. The target may repeat the saving throw every 24 hours.

POTION OF DREAMING

Potion, uncommon

When you drink this potion before taking a long rest, you gain a vision of whatever person, object, or place you most desire. During your long rest, a dream tells you something about what you seek. The nature of the clue provided by the dream is determined by the DM.

QANUN OF QUIET

Wondrous item, rare (requires attunement)

When strummed as an action by a character proficient with a qanun or harp who has attuned to the qanun, this magical instrument creates a zone of silence in a 30 foot radius. Any inside may talk freely and hear sounds outside of the circle of silence freely; however, any outside can't hear anything within the circle.

If a bard plays the qanun, there is an additional effect: divination spells cast on targets within the circle of silence fail to reveal any information while the qanun is played, and thunder or sound-based attacks cannot penetrate the silent circle from the outside.

RAZOR OF TRUTH

Weapon (razor), very rare (requires attunement)

This simple barber's razor has no extraordinary benefit in combat, but when used to perform a haircut or shave, the razor nicks the subject every time they speak a lie. After three such nicks, the razor will not function until 24 hours have elapsed.

RING OF AVIAN CONTROL

Ring, rare (requires attunement)

While wearing this ring, you can communicate with all birds and you can cast *animal messenger* at will to call upon a bird to serve you. In addition, you can cast *conjure animals* (birds only) or *dominate beast* (birds only); however, after using either of these spells, you cannot use either spell until the following dawn.

RING OF THE HOLY SLAYER

Ring, very rare (requires attunement)

Used by holy slayers to take their secrets to the grave, this ring is feared in Zakhara. When you wear this ring you can utter a command word to cause it to pump deadly poison into your veins. Make a DC 15 Constitution saving throw; if you fail you die, you cannot be raised or resurrected, and spells like *speak with dead* automatically fail. Once used, the ring's magic is lost.

RING OF THE VIZIER

Ring, uncommon

While wearing this ring, if you speak its command word, the face of the wizard or vizier who created the ring appears as an illusion hovering above your hand to deliver a message up to 1 minute long. This message could act as a writ of safe passage, identification as the wizard's servant, instructions to a puzzle, directions to a tomb, a plea for help, etc.

SCARAB OF DECEPTION

Wondrous item, rare (requires attunement)

This scarab brooch is crafted in the style of the ruined kingdoms of Nog and Kadar. While wearing this brooch, you can throw off divination magic. Whenever you are targeted by a divination spell you become aware of the nature of the spell, and you decide what information is relayed to the caster. Each use of the scarab expends 1 charge.

The scarab possesses 6 charges, and it regains 1d6 expended charges daily at dawn. If you expend the last charge roll a d20. On a 1, the scarab causes the last falsehood revealed to a diviner to actually become true thru a series of strange circumstances, then crumbles to dust.

SCROLL OF CONCEALMENT

Scroll, very rare

When you read this scroll as an action, you and everything and everyone within 10 feet are hidden from all divination spells and are effected

by *pass without trace*. This effect lasts for 1 hour and follows you if you move.

SHIELD OF THE HOLY

Armor (shield), rare

This shield is engraved with the holy symbol of a deity. While holding this shield, you have an additional +1 bonus to AC.

In the hands of a cleric or paladin devoted to that deity, the shield causes undead to suffer disadvantage on their saving throws against the cleric or paladin's Turn Undead.

SLIPPERS OF DUNE WALKING

Wondrous item, uncommon (requires attunement)

While wearing these slippers, you do not trigger sand-based hazards (e.g. quick sand or collapsing dunes) and you ignore difficult terrain in the desert.

STAFF OF DEVOTION

Staff, very rare (require attunement by a cleric or druid)

You gain a +1 bonus to all saving throws while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *avert evil eye* (1 charge), *bless* (1 charge), *create food and drink* (3 charges), *cure wounds* (1 charge), *dispel magic* (3 charges), *enthrall* (2 charges), *lesser restoration* (2 charges), *purify food and drink* (1 charge), or *remove curse* (3 charges).

In addition, in the hands of a cleric who makes a successful Divine Intervention check, the following spells may be cast using the staff for 24 hours: *divine word* (7 charges), *flame strike* (5 charges), *greater restoration* (5 charges), *legend lore* (5 charges), or *raise dead* (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the staff vanishes in a flash of light, lost forever.

STAFF OF THE FLAMES

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

You have resistance to fire damage while holding this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *affect normal fires* (1 charge), *fire shield* (4 charges), *flaming sphere* (2 charges), *pyrotechnics* (2 charges), *sundazzle* (2 charges), *sunfire* (4 charges), or *sun stones* (7 charges).

Only an elemental sorcerer specializing in the flame province, one who has touched an eternal flame, or a fire genasi may use the following spells: *conjure elemental* (5 charges, fire elemental only) and *conflagration* (9 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the staff incinerates into cinders and ash, lost forever.

STAFF OF THE SANDS

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

You are immune to temperature extremes and dehydration in the desert while holding this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *create shade* (7 charges), *desert fist* (5 charges), *move earth* (6 charges, sand only), *pass without trace* (2 charges), *sand slumber* (1 charge), or *stoneskin* (4 charges).

Only an elemental sorcerer specializing in the sand province, one who knows the secrets of the geomancers, or an earth genasi may use the following spells: *conjure elemental* (5 charges, earth elemental only) and *sink* (8 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the staff collapses into grains of sand, lost forever.

STAFF OF THE SEAS

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

You can breathe water and have a swim speed equal to your walking speed while holding this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *command water spirits* (6 charges), *cool strength* (1 charge), *depth warning* (2 charges), *converse with sea creatures* (3 charges), *ice storm* (5 charges), *water blast* (5 charges), or *water bane* (1 charge).

Only an elemental sorcerer specializing in the sea province, one who has sailed all the oceans of Zakhara, or a water genasi may use the following spells: *conjure elemental* (5 charges, water elemental only) and *tsunami* (8 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the staff collapses into salt water, lost forever.

STAFF OF THE WINDS

Staff, very rare (requires attunement by a druid, sorcerer, warlock, or wizard)

You are under the effects of *feather fall* while holding this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *alter winds* (1 charge), *cloudkill* (5 charges), *flying jambiya* (2 charges), *solid fog* (4 charges), *summon wind dragons* (6 charges), *wind carpet* (5 charges), *wind wall* (3 charges).

Only an elemental sorcerer specializing in the wind province, one who has visited the highest peak of Zakhara, or an air genasi may use the following spells: *conjure elemental* (5 charges, air elemental only) and *windtomb* (9 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1 the staff roils away into clouds and wind, lost forever.

SWORD OF THE BELIEVER

Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. However, it only inflicts damage against creatures that do not believe in the Enlightened faith of Zakhara. Against an Enlightened creature, the sword appears to pass thru their body.

TELESCOPE OF FANTASTIC VISIONS

Wondrous item, rare

While this telescope appears to be outfitted with a *gem of seeing*, in actuality it reveals wondrous and fantastical scenes that distort what is actually there according to the table below.

d6	Fantastic Vision
1	All appears resplendent and gilded in gold.
2	Wondrous creatures soar thru the sky or gallop across the horizon in the distance.
3	A threshold appears as an planar portal.
4	The landscape itself appears alive somehow.
5	Clouds are multi-hued and rainfall glimmers.
6	The cosmos unfolds before you, revealing sweeping meteors and constellations.

TORTOISE SHIELD

Armor (shield), very rare

While wielding this shield, you gain resistance to damage from bludgeoning, piercing, and slashing damage from arrows, bolts, and other missiles. In addition, the shield is buoyant and can hold up to 250 pounds afloat.

WEAPON OF DAO'S DOOM

Weapon (any), uncommon

This magical weapon has no special properties except when wielded against a dao, when it grants a +2 bonus to attack and damage. In addition, a dao struck by this weapon must make

a DC 15 Charisma saving throw or become fatalistic and apathetic for the next minute.

WEAPON OF DJINN'S JUDGEMENT

Weapon (any), uncommon

This magical weapon has no special properties except when wielded against a djinn, when it grants a +2 bonus to attack and damage. In addition, a djinn struck by this weapon must make a DC 15 Charisma saving throw or admit any wrongs it has committed for the next minute.

WEAPON OF EFREET'S END

Weapon (any), uncommon

This magical weapon has no special properties except when wielded against an efreet, when it grants a +2 bonus to attack and damage. In addition, an efreet struck by this weapon must make a DC 15 Charisma saving throw or be convinced it will die soon within the next minute.

WEAPON OF GHUL'S GRIEVANCE

Weapon (any), uncommon

This magical weapon has no special properties except when wielded against a ghul, when it grants a +2 bonus to attack and damage. In addition, a ghul struck by this weapon must make a DC 15 Charisma saving throw or become fixated on some petty grievance unrelated to the attacker for the next minute.

WEAPON OF MARID'S MISFORTUNE

Weapon (any), uncommon

This magical weapon has no special properties except when wielded against a marid, when it grants a +2 bonus to attack and damage. In addition, a marid struck by this weapon must make a DC 15 Charisma saving throw or experience a run of comical bad luck for the next minute.