

Aag Choker

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

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

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

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

Abacus of Calculation

Wondrous item, common

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

Abacus of Miscalculation

Wondrous item, uncommon

If any creature within 10' of this magical abacus speaks a mathematical formula involving numbers aloud, the abacus' beads slide and clack

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

Acid Armor

Armor (any), rare

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

Acrobat Boots

Wondrous item, common (requires attunement)

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

Admiral's Bicorn

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

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

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

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

Adventurer's Symbol

Wondrous item, uncommon (requires attunement)

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

dawn.

Aerial Anchor

Wondrous item, very rare

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

Agent's Journal

Wondrous item, uncommon

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

Agile Resolve Vestments

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

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

Air Balloon

Wondrous item, uncommon

If you carefully puncture this magical balloon with a straw or reed, it slowly releases its air, which you and other creatures can inhale via the straw, allowing you to breathe in airless conditions. When fully inflated, an *air balloon* holds sufficient air for 16 man-hours of breathing. Once it is punctured, it slowly releases all of its air despite any attempts to plug the leak.

Air Mask

Wondrous item, rare

This magical mask fits over the entire face. While you wear it, it provides you with fresh air,

allowing you to breathe in airless conditions and making you immune to the effects of inhaled gasses, spores and the like.

Air Spores

Wondrous item, uncommon

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

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

Airy Sphere

Wondrous item, rare

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

Almanac of Nature

Wondrous item, legendary

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

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

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

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

Amber Talisman

Wondrous item, rare (requires attunement)

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

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

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

Ammunition of Blinding

Ammunition (any), rare

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

Ammunition of Burning

Ammunition (any), rare

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

Ammunition of Climbing

Ammunition (arrow or bolt), uncommon

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

Ammunition of Disarming

Ammunition (any), rare

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

Ammunition of Dispelling

Ammunition (any), rare

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

Ammunition of Distance

Ammunition (arrow or bolt), common

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

Ammunition of Holding

Ammunition (arrow or bolt), rare

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

Ammunition of Multiplicity

Ammunition (any), very rare

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

Ammunition of Refilling

Ammunition (any), uncommon

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

Amulet of Amity

Wondrous item, rare (requires attunement)

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

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

Amulet of Arachnid Control

Wondrous item, uncommon (requires attunement)

This magical amulet allows you to control arachnids, such as spiders, scorpions and ticks, including creatures who have assumed arachnid form. You can use an action to attempt to control one or more arachnids you can see within 50'. When you use this ability, up to 50 hit points of arachnids that you choose must make DC 13 Wisdom saving throws, becoming charmed by you on a failure. (Chosen arachnids are affected starting with the lowest hit point total first.) While charmed, arachnids obey your mental commands as long as they can see you or feel you in a web. The effect lasts as long as you concentrate on it, to a maximum of 1 hour. Once the effect has ended on an arachnid or it has made its saving throw, it cannot be affected by the amulet's power again for 24 hours.

Amulet of Bless

Wondrous item, rare (requires attunement)

This amulet shows an image of a man holding his rapier before his face in salute, the symbol of

Bless, god of lost causes and hopeless quests.

Whenever you attack or make a save against a creature whose CR is above your level, you gain the benefits of a *bless* spell and add 1d4 to the attack or saving throw.

Amulet of Charm Resistance

Wondrous item, uncommon (requires attunement)

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

Amulet of Charming

Wondrous item, rare (requires attunement)

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

Amulet of Cheetah Speed

Wondrous item, uncommon (requires attunement)

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

Amulet of Defiance

Wondrous item, rare

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

Amulet of Dramatic Death

Wondrous item, very rare (requires attunement)

Only a few of these prized items exist, each originally created for a high-level thief in the service of two powerful spellcasters who combined their skills to create these amulets. The amulet activates when you suffer a particular attack form that would kill (or petrify) you, as determined on the chart below. When it activates, the amulet completely

protects you from the triggering attack or effect, turns you invisible, and then creates a powerful and realistic illusion of you dying, as appropriate to the attack form. This effect happens automatically, and only direct tactile examination can reveal the illusion for what it is.

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

Amulet of Emotions

Wondrous item, common

Once you don this amulet, it can't be removed without the aid of a *remove curse* spell. While you wear it, you notice no effects, but it causes your appearance to match your emotions, but grossly exaggerates them. Thus, if you are angry, your face appears hideous and enraged, if you are nervous, you look terrified, and so on. While you wear this amulet, other creatures have advantage on Wisdom (Insight) checks made to try to figure out how you are feeling or to see through your attempt to deceive them.

Amulet of Extension

Wondrous item, uncommon (requires attunement by a spellcaster)

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

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

Amulet of False Life

Wondrous item, uncommon

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

Amulet of Far Reaching

Wondrous item, uncommon (requires attunement by a spellcaster)

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

Amulet of Horrible Visions

Wondrous item, uncommon (requires attunement)

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

Amulet of Inescapable Location

Wondrous item, uncommon (requires attunement)

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

Amulet of Inviolable Form

Wondrous item, rare (requires attunement)

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

Amulet of Leadership

Wondrous item, very rare (requires attunement)

This amulet enhances your prestige and reputation and calls loyal followers and men-at-arms to serve you. If you remain in a base for at least one month, never leaving it for a period of greater than

twelve hours during this time, you attract 10d10 followers. Most of them are guards (MM 247), but the fewer followers you get, the more elite the officers among them are. If you gain 60 or fewer followers, a few of them are elite, as noted on the chart below. All elite are taken from the overall number of followers gained.

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

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

Amulet of Life Protection

Wondrous item, rare (requires attunement)

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

Amulet of Magic Resistance

Wondrous item, rare (requires attunement)

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

Amulet of Metamagic Influence

Wondrous item, rare (requires attunement by a sorcerer)

An amulet of this sort improves your

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

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

Amulet of Mighty Fists

Wondrous item, uncommon

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

Amulet of Mitigation

Wondrous item, rare (requires attunement)

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

Amulet of Natural Armor

Wondrous item, very rare (requires attunement)

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

Amulet of Orbis

Wondrous item, rare (requires attunement)

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

Amulet of Perpetual Youth

Wondrous item, legendary (requires attunement)

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

Amulet of Perpetual Youth and Inexperience

Wondrous item, legendary (requires attunement)

This amulet appears to all tests to be an *amulet of perpetual youth*. However, once you are attuned to it, you can't remove it without first receiving a *remove curse* cast with a 5th or higher level slot.

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

Amulet of Power

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

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

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

Amulet of Protection

Wondrous item, uncommon

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

Amulet of Protection from Turning

Wondrous item, rare (requires attunement)

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

Amulet of Sleeplessness

Ring, rare (requires attunement)

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

Amulet of Spell Conversion

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

This octagonal bronze amulet is covered by

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

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

Amulet of Tenacity

Wondrous item, very rare (requires attunement)

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

Amulet of the Beast

Wondrous item, very rare (requires attunement)

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

When you attune to this item, you cannot willingly remove it or even speak about it, though a *remove curse* spell cast with a 5th or higher level spell slot will allow you to do so. While you wear it, unless you are a lycanthrope, you are afflicted with a curse that gives you werewolf lycanthropy as long as you wear the amulet.

Suppress Lycanthropy (requires attunement by a lycanthrope): While you wear the amulet, your lycanthropy is suppressed.

Amulet of the Hidden Minister

Wondrous item, very rare (requires attunement)

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

While you wear it, the amulet will advise you aloud. It will urge you to seek power and domination over large groups of others, whether militarily or

politically. If you are not amenable, it will begin to watch for a new wearer more in line with its own wishes and ambitions.

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

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

Amulet Versus Undead

Wondrous item, very rare (requires attunement)

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

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

Anarchic Weapon

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

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

Anchor Ring

Ring, rare

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

Anchoring Armor

Armor (any heavy), uncommon

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

Angelkiller

Weapon (greataxe, greatsword or maul), legendary

(requires attunement)

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

Angelsteel Armor

Armor (chain mail or chain shirt), rare

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

Angelsteel Shield

Armor (shield), rare

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

Angry Dhali Totem

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

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

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

Ankh of Power

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

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

light, the ankh shatters.

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

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

Anklet of Adversity

Wondrous item, very rare (requires attunement)

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

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

Anklet of Hobbling

Wondrous item, uncommon

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

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

Antimagic Ammunition

Ammunition (any), very rare

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

Apple of Bragi

Wondrous item, rare

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

Aquatic Weapon

Weapon (any melee non-piercing), uncommon

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

Arcanist's Glasses

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

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

Armband of Healing

Wondrous item, uncommon (requires attunement)

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

Armband of Music

Wondrous item, uncommon

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

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

Armband of Salutation

Wondrous item, uncommon

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

Armband of Strength

Wondrous item, uncommon

An armband of this sort bears the symbol of a lion. It has 3 charges, which it regains each day at dawn. You can use a bonus action to spend a charge to raise your Strength score to 18 for 1 minute; if

your Strength is already 18 or higher, you gain no benefit from it.

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

Armor in a Bottle

Potion, very rare

If you pour this potion over the body of a creature, it hardens into a flexible, magical sheath that provides some armor to the creature. The longer you let the potion soak into the target, the more effective it is; however, during this time, the target cannot take any actions or move, or the *armor in a bottle* stabilizes in its current state. The protection provided depends on how long the subject waits for the potion to work.

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

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

Armor of Acidic Secretion

Armor (any non-shield), very rare

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

Armor of Agility

Armor (any light), uncommon

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

Armor of Fear

Armor (any heavy), rare (requires attunement)

This magical armor has 20 charges when first created. When its final charge is lost, the armor becomes nonmagical. You can use a bonus action to

spend a charge and cause the armor to radiate fear in a 30' radius, causing each creature within the radius to make a DC 15 Wisdom save or become frightened of you for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

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

Armor of Gaseous Form

Armor (any), rare (requires attunement)

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

Armor of 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 the Silver Rose

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

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

Armor of the Triple Goddess

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

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

Furthermore, you can use a bonus action to split into three versions of yourself. One occupies

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

Armor of the Unending Hunt

Armor (chain mail), legendary (requires attunement)

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

Armor of Vitals Protection

Armor (any), rare

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

Armored Caparison

Wondrous item, uncommon (requires attunement by a mount)

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

Aroma of Dreams

Wondrous item, rare

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

automatically. A creature that makes this saving throw or wakes from this magical sleep is immune to *aroma of dreams* for 24 hours.

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

Arrow of Acid

Ammunition (arrow), very rare

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

Arrow of Aggravation

Ammunition (arrow), uncommon

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

Arrow of Biting

Ammunition (arrow), very rare

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

Arrow of Bow-Breaking

Ammunition (arrow), very rare

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

Arrow of Direction

Wondrous item, rare

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

You can use your action to toss the arrow into

the air while naming one of the following features—staircase up or down, sloping 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 Illumination

Ammunition (arrow), common

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

Arrow of Misdirection

Wondrous item, rare

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

Arrow of Penetration

Ammunition (any), uncommon

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

Arrow of Piercing

Ammunition (any), very rare

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

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

Arrow of Screaming

Ammunition (arrow), very rare

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

Arrow of Signalling

Ammunition (arrow), rare

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

Arrow of Sybele

Ammunition (arrow), rare

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

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

Arrow-Deflecting Shield

Armor (shield), rare (requires attunement)

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

Arrowhead of Marking

Wondrous item, common

These stone arrowheads are usually found in groups of 2d6. The *arrowhead of marking* is

designed to aid its user in avoiding becoming lost. You can use an action to press the arrowhead against a stone surface and speak a command word; this causes the arrowhead to meld into the surface, making a very obvious and clearly visible marker.

Artist's Gloves

Wondrous item, uncommon (requires attunement)

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

Assassin's Blade

Weapon (dagger), very rare

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

Assassin's Cloak

Wondrous item, uncommon (requires attunement by a rogue)

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

Astral Fire Armor

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

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

Astralis

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

This sword is constructed of some strange milky-white metal, and its hilt is wrapped in purple

leather. A shard of some sort of stone is set into the pommel of the sword.

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

Auquhol's Hourglass

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

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

Autumn Harvest Totem

Wondrous item, uncommon (requires attunement by a druid)

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

Averter

Armor (shield), very rare

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

Avian Attraction Ball

Wondrous item, uncommon

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

used by the wealthy or those seeking status to enhance bird feeders, rock gardens, pools, etc.

Awl Inn

Wondrous item, very rare

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

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

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

Awl of Hole Punching

Wondrous item, uncommon

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

Axe of Aggravated Damage

Weapon (any axe), very rare

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

Axe of Cleaving

Weapon (any axe), uncommon (requires attunement)

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

Axe of Hurling

Weapon (hand axe), rare

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

Axe of Sundering

Weapon (battle axe or greataxe), rare

This axe has a +1 bonus to hit and damage. When you hit a wooden creature or object with it, it deals double weapon damage dice (though other damage dice, such as sneak attack, don't double).

Axe of Terror

Weapon (any axe), rare (requires attunement)

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

Axeblock Armor

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

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

Axiomatic Symbol

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

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

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

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

- You can use a bonus action to invoke the power of law to aid yourself. Until the end of your next turn, instead of rolling dice, treat all d4s as if you had rolled a 3, d6s as if you had rolled a 4, d8s as if you had rolled a 5, d10s as if you had rolled a 6, d12s as if you had rolled a 7 and d20s as if you had rolled a 12. Once
- You can use a bonus action to invoke the power of law to hinder another creature that you can see within 120'. Until the end of your next turn, treat all d4s as if the target had rolled a 1, all d6s as if it had rolled a 2, all d8s as if it had rolled a 3, all d10s as if it had rolled a 4, all d12s as if it had rolled a 5 and all d20s as if it had rolled a 7.

Axiomatic Weapon

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

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

Azler's Harp

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

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

Backpack of Infinite Food

Wondrous item, very rare

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

Backbiter Spear

Weapon (spear or trident), very rare

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

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

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

Backstabber

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

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

Badge of Freedom

Wondrous item, common (requires attunement)

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

Bag of Bones

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

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

Bag of Duplication

Wondrous item, very rare

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

Bag of Eyes

Wondrous item, rare (requires attunement)

This bag has eyes stitched onto it and can hold 100 coins. If you completely fill it with coins of any type(s), it grants you 60' darkvision for the next hour as long as you carry it. If you already have darkvision, its range increases by 30'. Once the hour is up, the coins vanish, consumed by the bag's magic. If you open the bag before the darkvision expires, the coins vanish and the darkvision ends early.

Bag of Teeth

Wondrous item, uncommon

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

Bag of Transmuting

Wondrous item, rare

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

A bag of transmuting has no effect on

artifacts or relics.

Bag of Traveling

Wondrous item, uncommon

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

Bag of Treats

Wondrous item, uncommon

This magical bag appears to be full of treats for an animal, such as a dog or cat. It can dispense 5 treats before running out, but it magically refills each dawn.

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

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

Bagpipes of Confusion

Wondrous item, very rare

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

Bagpipes of Despondent Weeping

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

These magical bagpipes produce a very mournful sound when played. They have 3 charges, which are regained each morning at dawn. You can use your action to play these pipes and spend a charge, causing creatures in a 30' cone extending outward in the direction you're facing to fall down weeping despondently. Each creature in the cone except for those immune to the charmed condition

must make a DC 13 Wisdom saving throw or fall prone and be incapacitated for 1 minute. At the end of each of the creature's turns, it can repeat the saving throw, ending the effect on a success. In addition, if a creature affected by the bagpipes takes damage or must make a saving throw, the effect ends on it.

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

Bagpipes of Droning

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

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

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

Bagpipes of Fear

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

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

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

Bagpipes of Feline Attraction

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

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

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

Bagpipes of Headaches

Wondrous item, uncommon

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

Ball of Endless String

Wondrous item, common

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

Banner of Attraction

Wondrous item, rare

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

Banner of Ferocity

Wondrous item, uncommon (requires attunement)

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

Banner of Friendship

Wondrous item, uncommon

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

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

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

Banner of Privacy

Wondrous item, rare (requires attunement)

This banner bears a highly visible message-“Keep Out!” When hung over a door, portal, passage or other entryway, the banner forces creatures to make a DC 13 Wisdom save to enter the marked passageway. A creature that fails its save is unwilling to do so for the next 24 hours (and must then attempt to make the save again). A creature that succeeds is immune to this particular banner's power.

Barding of Easy Travel

Armor (any barding), rare

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

Barding of Flight

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

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

Barding of the Protective Rider

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

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

Barrel of Hiding

Wondrous item, very rare

Anything placed inside this barrel is utterly

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

Barrel of Monkeys

Wondrous item, rare

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

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

Barrel of Poverty

Wondrous item, very rare

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

Barrel of Rolling

Wondrous item, common

This barrel has three command words, each of which can be spoken as a bonus action. If you speak the first command word while touching the barrel, the top locks securely, closing the barrel's contents within an air-tight seal. If you touch the barrel and speak the second command word while it is on its side, it begins to roll away from you at a speed of 20'. The barrel can roll itself up a slope as steep as ½, can navigate stairs, etc. The barrel always travels in a straight line. If you speak the third command word while the barrel is rolling itself and you can see the barrel, you can cause it to stop rolling. (If it is on a slope, it may well begin rolling downhill.)

Bark Armor

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

Bark armor is just that- armor composed of tree bark magically enhanced to protect its wearer. While you wear this armor, your Armor Class is never less than 16.

Bashing Shield

Armor (shield), rare

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

Basilisk Helm

Wondrous item, very rare (requires attunement)

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

Battle Cloak

Wondrous item, rare (requires attunement)

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

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

Battle Ribbon

Wondrous item, uncommon (requires attunement by a fighter)

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

Battleforged Plate

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

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

Battleforged Shield

Armor (shield), uncommon

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

Battlestrider Greaves

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

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

Bead of Accuracy

Wondrous item, uncommon

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

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

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

Beaker of Plentiful Potions

Wondrous item, very rare

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

Bear Cloak of the Sulhaut Mountains

Wondrous item, rare (requires attunement)

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

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

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

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

Bear Spirit Armor

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

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

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

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

Bear Totem

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

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

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

Beast Slayer Weapon

Weapon (any), rare (requires attunement)

This weapon deals an extra 2d6 damage against beasts.

Beast Tamer's Whip

Weapon (whip), rare

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

Beastskin Armor

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

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

Beating Heart

Wondrous item, rare (requires attunement)

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

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

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

Beauregard's Beautiful Bauble

Wondrous item, very rare

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

The effect ends on a creature that takes damage. A creature that sees an ally take damage can

repeat the save with advantage, ending the effect on it on a success.

Bedroll of Dryness

Wondrous item, common

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

Bell of Alarm

Wondrous item, common (requires attunement)

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

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

Bell of Discord

Wondrous item, legendary (requires attunement)

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

Bell of Doom

Wondrous item, very rare

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

Bell of Thirst

Wondrous item, rare (requires attunement)

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

Bell of Warning

Wondrous item, rare

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

When you hang this bell from a branch or rafter and then use an action to speak the command word, it activates. Thereafter, if an invisible, ethereal, or astral creature approaches within 30' of the bell, it peals. It likewise peals if a creature attempts to move silently or hide within 30' of it. It continues to sound until the creature that it sensed leaves its detection radius.

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

Bell's Palette of Identity

Wondrous item, rare (requires attunement)

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

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

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

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

Bellows of Breath

Wondrous item, very rare

This large bellows appears to be the sort that would be worked at a forge. If you pump it and speak the command word as an action, it emits a 25' cone of poison gas. Each creature within the cone must make

a DC 17 Constitution save, taking 4d10 poison damage on a failure or half that on a success. A creature that fails its save is also poisoned for 1 minute, repeating the save at the end of each turn and ending the effect on a success. Once the bellows' power has been used, it won't function again until the next dawn.

Bellows of Breezes

Wondrous item, rare

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

Belmondo's Useful Tool

Wondrous item, very rare

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

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

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

Belt of Inspirational Vigor

Wondrous item, uncommon (requires attunement)

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

Belt of Inspired Action

Wondrous item, rare (requires attunement)

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

Belt of Sacrifice

Wondrous item, uncommon (requires attunement)

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

Belt of Titan's Blows

Wondrous item, legendary (requires attunement)

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

Belt of Vigor

Wondrous item, uncommon (requires attunement)

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

Berserker Armor

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

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

Bimbomushi

Wondrous item, uncommon (requires attunement)

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

Birth Spoon

Wondrous item, rare

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

Biwa of Calm

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

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

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

Biwa of Charming

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

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

Biwa of Discord

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

This magical lute-like instrument appears to be a beneficial sort of magical biwa, but when played it emits painful and discordant tones that enrage each creature other than you within 30'. Enraged creatures have a 50% of attacking you and a 50% chance of attacking the closest creature. At the end of each of its turns, an affected creature can make a DC 15 Wisdom save to end the effect.

Black Book of Strogass

Wondrous item, very rare

This odious black tome's cover is made of the skin of some sort of black-winged creature. Evil runes and glyphs adorn the cover. While you touch it with your bare hand, you can speak and understand Abyssal. In addition, if you hold the tome in your bare hands, you can use an action to attempt to exert

very limited and momentary control over a demon within 100' of you. The demon makes a DC 15 Wisdom save; failure indicates that you can force it to attack a creature of your choice on its next turn. Once you use this power against a demon, it is immune to the power thereafter.

Black Cave Pearl

Wondrous item, uncommon

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

Black Dragon Bile

Wondrous item, rare

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

Black Iron Armor

Armor (any heavy), very rare

While you wear this armor, you gain resistance to fire and necrotic damage.

Black Kumade

Weapon (javelin), rare (requires attunement)

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

Black Mace

Weapon (mace), very rare (requires attunement)

This mace has a +1 bonus to hit and damage. While it is in your hand, undead treat you as if you were invisible. Finally, if you hit an undead creature,

it must make a DC 17 Wisdom save or be turned (as if by a cleric).

Black Sun of Bleak

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

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

Bladeturning Ring

Ring, rare (requires attunement)

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

Blanket of Sleeping

Wondrous item, rare

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

Blazing Sun Ring

Ring, uncommon (requires attunement)

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

Blessed Soil

Wondrous item, uncommon

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

Blindfold of Dexter

Wondrous item, uncommon

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

Blindfold of Readiness

Wondrous item, rare (requires attunement)

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

Blinking Armor

Armor (any non-shield), rare

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

Blood Seeking Ammunition

Ammunition (any), uncommon

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

Bloodcut Armor

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

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

Bloodfang Dagger

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

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

Bloodguard Shield

Armor (shield), uncommon (requires attunement)

This shield has 3 charges, which it renews

each morning at dawn. When you suffer a critical hit, you can spend a charge to gain resistance against the damage and reduce the severity by 1d8.

Bloodshored Shield

Armor (shield), very rare (requires attunement)

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

Bloodsoaked Bracers

Wondrous item, uncommon

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

Bloodsoaked Shield

Armor (shield), uncommon (requires attunement)

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

Bloodsword

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

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

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

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

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

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

Bloodthirst Bracers

Wondrous item, uncommon (requires attunement)

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

Bloodthread Robes

Wondrous item, very rare (requires attunement)

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

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

Bloodvine Armor

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

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

If you are hit by a weapon attack, you can use your reaction to increase your AC by 1. This lasts as long as you concentrate on it, to a maximum of 1 minute, and the effect is cumulative, to a maximum of +4.

Boccob's Blessed Book

Wondrous item, uncommon

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

where appropriate; and an item with 3 wear points is destroyed.)

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

Bodokod Belt

Wondrous item, uncommon (requires attunement)

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

Bodokod Potion

Potion, common

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

Bodyguard's Armor

Armor (any), very rare (requires attunement)

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

Bold Victory Armor

Armor (any), uncommon

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

Second, the armor has 3 charges, which it regains each morning at dawn. Whenever you or one of your allies within 25' reduces an enemy to half its point or less, the armor automatically spends a

charge, granting you or the ally a d6 that it can add to an attack or saving throw that it makes or subtract from an attack roll that the bloodied enemy makes. If the creature doesn't spend the d6 by the end of its next turn, it is lost.

Bolder's Cloak of the Rogue

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

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

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

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

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

Bolt of Fire

Ammunition (bolt), rare

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

Bolt of Lightning

Ammunition (bolt), rare

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

Bone of Animation

Wondrous item, uncommon

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

Bone of Bruising

Wondrous item, uncommon

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

Bone of Turning

Wondrous item, rare

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

Bone Ring

Ring, uncommon (requires attunement)

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

Boneblade Rod

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

This rod is fashioned from the thighbone of an orcish ancestor of the Boneblade clan, a clan of orcs from Valonia known for making weapons from their ancestors' bones. This rod will function as a +2 mace. In addition, when you hit a creature with it

twice on the same turn, that creature must make a DC 13 Strength save, being pushed back 10' on a failure, *and* a DC 13 Dexterity save, falling prone on a failure.

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

Bonebreaker

Weapon (any hammer or mace), very rare

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

Bonebreak (requires attunement). When you roll a natural 19 or 20 with this weapon, you can choose to break one of the target's bones. The target takes an extra 2d8 points of damage, and roll on the following chart. If this attack is a critical hit, the extra damage dice double normally, and the effect below is in addition to any critical effects.

D% Roll	Bone Broken
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)

Boneward

Wand, rare (requires attunement)

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

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

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

Book of Coordination

Wondrous item, very rare (requires attunement)

While you bear this book, you gain several benefits.

- Whenever you and your allies roll for initiative, you may switch initiative results with a willing ally that you can see and hear and that can see and hear you within 30'.
- On your turn, you may use an action to move half your speed and allow up to two allies that you can see and hear and that can see and hear you within 30' to move up to half their speed.
- When at least one ally is within 5' of you, you gain a +1 bonus to AC.
- When you cast a spell that targets one willing creature, you can instead target two willing creatures in range. Once you use this ability, it will not function again until the next dawn.

Book of Exalted Deeds

Wondrous item, legendary

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

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

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

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

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

An evil cleric or paladin that looks upon the *Book of Exalted Deeds* feels a sharp pain. Touching it

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

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

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

Book of Fate

Wondrous item, very rare (requires attunement)

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

Book of Holy Knowledge

Wondrous item, uncommon (requires attunement)

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

Book of Infinite Spells

Wondrous item, legendary (requires attunement)

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

You need not bear the book to benefit from its

powers; you must merely be attuned to it. In addition, your attunement is not broken unless another creature attunes to it, you die or you spend a year and a day without touching it.

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

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

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

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

Book of the Planes

Wondrous item, rare

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

Book of Undeniable Fire

Wondrous item, rare (requires attunement by a spellcaster)

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

Book of Vile Darkness

Wondrous item, legendary

This unholy work is named after the original artifact. It contains dark blasphemies that are the

meat and drink of evil clerics. Reading it requires a full week of constant study, but upon completion an evil cleric will gain enough experience points to reach the midpoint of the next level (and must take the level in cleric).

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

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

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

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

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

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

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

Boots of Attraction

Wondrous item, uncommon (requires attunement)

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

Boots of Balance

Wondrous item, rare (requires attunement)

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

Boots of Carrying

Wondrous item, common (requires attunement)

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

Boots of Concealing

Wondrous item, uncommon

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

Boots of Dancing

Wondrous item, rare (requires attunement)

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

Boots of Easy Passage

Wondrous item, uncommon (requires attunement)

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

Boots of Landing

Wondrous item, common

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

Boots of Leagues

Wondrous item, rare (requires attunement)

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

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

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

Boots of Many Steps

Wondrous item, rare (requires attunement)

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

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

Boots of Pinching

Wondrous item, rare

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

Once the boots are removed, you recover your

normal movement speed as soon as you complete a short or long rest.

Boots of Riding

Wondrous item, uncommon

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

Boots of Shifting Allegiance

Wondrous item, rare (requires attunement)

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

Boots of Striding

Wondrous item, uncommon (requires attunement)

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

Boots of Teleportation

Wondrous item, rare (requires attunement)

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

Boots of the Goat

Wondrous item, uncommon (requires attunement)

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

Boots of the Infinite Stride

Wondrous item, very rare (requires attunement)

These magical boots have 9 charges, and regain 1d6+1 charges each morning at dawn. You can spend one or more charges to cast any of the

following spells: *dimension door* (3 charges), *misty step*, *plane shift* (7 charges), *teleport* (5 charges).

Boots of Travel

Wondrous item, common (requires attunement)

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

Boots of Varied Tracks

Wondrous item, uncommon (requires attunement)

While you wear these magical boots, you can use a bonus action to cause them to change the type of tracks they leave. This effect lasts until you complete a long rest or until you use a bonus action to end it. Every set of *boots of varied tracks* has the ability to change the size of the tracks it leaves to make you appear to be anywhere from Small to Large sized. In addition, each set has four types of tracks that it can leave, rolled on the table below.

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

Bottle of Air

Wondrous item, rare

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

Bottle of Endless Sand

Wondrous item, uncommon

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

- “Heap” causes the bottle to spill forth 1 cubic foot of fine dry sand per round, continuing until the bottle is stoppered.
- “Dune” causes the bottle to pour out 5 cubic feet per round for four rounds. If left in place on flat ground, this sand will produce a cone-shaped dune with a radius equal to twice the height (this is roughly a 6' diameter dune about one and a half feet high).
- “Sandblast” causes the bottle to spray sand in a powerful line up to 60' long until the end of your turn. You can make a Dexterity attack against a creature in range, and that creature suffers 2d6 bludgeoning damage on a hit. Whenever you use this ability, you must make a DC 10 Strength check or fall prone due to the force of the back pressure.

Bottle of Preservation

Wondrous item, common

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

Bounce Ball

Wondrous item, legendary

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

If hurled against an object, a *bounce ball* will

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

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

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

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

Bow of Lir

Weapon (any bow), rare

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

Bow of Marksmanship

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

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

Bow of Neverending Arrows

Weapon (any bow), uncommon

When you draw the string of this magical cherrywood bow, it magically creates an arrow. 3

rounds after being created, the arrow vanishes.

Bow of Rapid Shooting

Weapon (any bow), rare (requires attunement)

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

Bowl of Blood

Wondrous item, uncommon

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

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

Bowl of Delicacies

Wondrous item, rare

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

Bowl of Han Zo

Wondrous item, uncommon

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

Bowl of Watery Death

Wondrous item, very rare

This cursed device resembles a *bowl of commanding water elementals* to all tests. However,

when you fill it with water, you must make a DC 17 Wisdom save or be shrunk to the size of a small ant and plunged into the middle of the bowl. You cannot be physically removed from the bowl unless someone casts *remove curse* or a spell that will enlarge you (such as *enlarge*, *polymorph*, etc). Without such aid, you will drown in 1d4+6 rounds unless the water is poured out of the bowl. If a *potion of sweet water* is poured into the bowl, there is a 50% chance that it will free you.

Bowling Ball

Wondrous item, uncommon

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

Bracelet of Friends

Wondrous item, legendary (requires attunement)

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

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

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

Bracelet of Wishes

Wondrous item, legendary

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

Bracers of Arcane Freedom

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

Once per round when you cast a spell, you don't need to use any somatic components.

Bracers of Attraction

Wondrous item, uncommon (requires attunement)

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

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

Bracers of Blasting

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

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

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

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

Bracers of Bold Maneuvering

Wondrous item, rare (requires attunement)

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

Bracers of Brachiation

Wondrous item, uncommon (requires attunement)

As long as you wear these magical bracers,

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

Bracers of Brandishing

Wondrous item, very rare (requires attunement)

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

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

Bracers of Combat Superiority

Wondrous item, uncommon (requires attunement by a fighter)

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

Bracers of Defenselessness

Wondrous item, rare (requires attunement)

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

Bracers of Deflection

Wondrous item, rare (requires attunement)

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

Bracers of Desperation

Wondrous item, uncommon

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

Bracers of Infinite Blades

Wondrous item, rare (requires attunement)

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

Bracers of Inspired Spellcasting

Wondrous item, uncommon (requires attunement by a spellcaster)

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

Bracers of Iron Arcana

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

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

Bracers of Mental Might

Wondrous item, uncommon (requires attunement)

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

Bracers of Mighty Striking

Wondrous item, rare (requires attunement)

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

Bracers of Opportunity

Wondrous item, rare (requires attunement)

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

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

Bracers of Optimism

Wondrous item, rare

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

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

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

Bracers of Potent Magic

Wondrous item, rare (requires attunement by a spellcaster)

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

Bracers of Rejuvenation

Wondrous item, rare (requires attunement)

These wrist guards pulse with red light when you stop to catch your breath. They have 3 charges, which renew each dawn. While you wear these bracers, as long as you don't move on your turn, you can use a bonus action to spend a charge to regain

3d6 hit points and gain a +1 bonus to AC and saving throws until the end of your next turn.

Bracers of Respite

Wondrous item, rare (requires attunement)

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

Bracers of Spell Lethality

Wondrous item, uncommon (requires attunement)

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

Bracers of Suffering

Wondrous item, rare (requires attunement)

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

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

Bracers of Tactical Blows

Wondrous item, very rare (requires attunement)

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

Bracers of the Blinding Strike

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

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

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

Bracers of the Dog Soldier

Wondrous item, uncommon

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

you are flanking.

Bracers of the Mermaid

Wondrous item, uncommon (requires attunement)

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

Bracers of the Perfect Shot

Wondrous item, rare (requires attunement)

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

Bracers of Wound Closure

Wondrous item, uncommon (requires attunement)

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

Brazier of Sleep Smoke

Wondrous item, very rare

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

Brazier of Visions

Wondrous item, very rare

If you burn 1,000 gp of exotic incense in this brazier and stare into the smoke for 1 hour, you will receive a vision. With luck, it involves a topic of your choice, but this is no sure thing.

Choose a topic that would you like the vision

to concern, then roll 2d6 and consult the chart below.

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

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

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

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

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

Breach Bracers

Wondrous item, rare (requires attunement)

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

Breath of Life

Wondrous item, rare

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

Bridle of Acquiescence

Wondrous item, common

When you place this bridle on a recalcitrant trained mount or beast of burden, such as a horse, mule, kocho, etc, the creature must make a DC 13 Wisdom save, and if it fails, it is forced to behave obediently until the bridle is removed. An unbroken,

hostile or exceptionally loyal (to another creature) mount can use its action to repeat the save, ending the effect on a success.

Bridle of Control

Wondrous item, common

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

Bridle of Listening

Wondrous item, uncommon

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

Bridle of Rapid Action

Wondrous item, uncommon

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

Bridle of Speech

Wondrous item, uncommon

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

Brightleaf

Wondrous item, uncommon

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

Bronze Serpent

Wondrous item, very rare (requires attunement)

This item appears as a small mechanical serpent of bronze, about 5" long. It is cleverly articulated and can move, open and close its mouth, etc. You can use a bonus action to speak the command word while touching the serpent, which causes it to magically fly around you, orbiting your

head in a manner not unlike that of an *ioun stone*. While the serpent orbits you, you gain resistance to poison damage and immunity to the poisoned condition. In addition, the serpent gives you advantage on all Wisdom (Medicine) checks.

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

Brooch of Bones

Wondrous item, rare (requires attunement by a druid)

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

Brooch of Number Numbing

Wondrous item, very rare (requires attunement)

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

A creature affected by the brooch thinks all numbers are pretty much the same, forgetting the relative values of numbers. It can't recall whether three is greater than five, and doesn't recognize its inability to remember the value of numbers. It will accept any claim pertaining to the value of numbers and accept almost any financial deal set before it.

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

Broom of Sweeping

Wondrous item, common

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

Browdow's Ring of Utmost Weapon Harm

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

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

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

Strength of the Dwarven Smith: You can spend a bonus action to gain great strength for as long as you concentrate, up to a maximum of 5 rounds. While this effect lasts, you gain advantage on Strength attacks, saves and checks. Once you use this ability, you can't use it again until the next dawn.

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

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

Perfect Strike of the Dwarven Warrior: You can use a bonus action to make a perfect melee attack. The next time you attack before the end of your turn, you automatically hit. Roll 1d20; on a 20,

you score a critical hit. (If you have a wider critical range, it applies here.) Once you use this ability, you can't use it again until the next dawn.

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

Brush of Colors

Wondrous item, common

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

Brush of Detangling

Wondrous item, common

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

Brush of Grooming

Wondrous item, common

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

Bubble Cloak

Wondrous item, very rare (requires attunement)

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

The *bubble cloak* protects you from some harmful effects. If you start your turn in the aura of one or more creatures, you can ignore one of those auras until the start of your next turn.

In addition, if you take cold, fire, lightning or thunder damage, you can use your reaction to gain resistance against that damage.

Bucket of Fire Snuffing

Wondrous item, uncommon

If you use an action to brandish this bucket at a nonmagical fire, the fire reacts as though a normal

bucket of water had been hurled onto it. Small fires are snuffed, while larger ones hiss and emit steam. You can use the bucket repeatedly on a fire, but it has no effect on a magical fire.

Buckle of Armor

Wondrous item, rare (requires attunement)

While you wear this belt buckle, your armor class is 14 + your Dexterity modifier.

Bucknard's Everfull Purse

Wondrous item, very rare

When found, this magical leather pouch will be full of coins (and, perhaps, gems). If left empty for 1 hour, it will lose its magic. However, if at least 1 of each type of coin and/or gem that the purse can produce is left inside the purse, the next dawn will find that it contains 26 of each coin or gem type. (A *Bucknard's everfull purse* that produces gems produces a specific type of 10 gp gem, but each purse might produce a different gem type.)

Roll on the table below to see which types of coins a given purse can produce.

<i>D% Roll</i>	<i>Coins produced</i>
01-50	Silver, electrum, gold
51-90	Copper, electrum, platinum
91-00	Copper, electrum, 10 gp gems

Bugle of Reviving

Wondrous item, rare (requires attunement by a bard)

You can use action to play this magical bugle to cast *animate dead*. Once you use the bugle's power, it won't work again until the next dawn.

Bugle of Waking

Wondrous item, rare (requires attunement)

As long as you can see it and are within 120', you can use action to command this bugle to play "Reveille", loudly, by itself. When it does, any creature within 30' automatically awakens and can stand up.

Bullhorn of Command

Wondrous item, very rare (requires attunement)

If you speak through this cone, it triples the volume of your voice.

In addition, once per day you can cast a *suggestion* spell by speaking through the bullhorn. You may choose to have the *suggestion* either affect one specific creature that you can see or every creature within range. Each target receives a DC 17 Wisdom save to avoid the effect.

Bullhorn of Voices

Wondrous item, rare

If you speak through this cone, every non-deaf creature within a mile hears what you say.

Bullion Cube

Wondrous item, very rare

When you touch this magical golden cube to a piece of lead of up to 100 lbs, it transmutes it into gold. After being used, this cube won't work again until 9 days pass.

Burrowing Arrow

Ammunition (arrow), rare

If you hit a creature with this arrow, it begins to burrow into the wound. The arrow deals an extra 1d8 piercing damage to the target at the start of each of the target's turns until a creature either succeeds at a DC 20 Dexterity (Medicine) check, removing the arrow without further harm, or succeeds at a DC 10 Strength check, dealing an additional 1d8 points of piercing damage to the target. Once it has hit a target, the arrow's magic is lost.

Button of Fastening

Wondrous item, uncommon

You can use an action to fix this small, dark ivory bone button to any cloth item, locking it closed and enabling it to store valuables. The cloth is treated as if you had cast an *arcane lock* upon it.

Cabinet of Ministering

Wondrous item, rare

This magical cabinet is made of fine wood and is 5' tall, 4' wide and 3' deep. If you step inside it and close the door, it will automatically use *remove curse*, *lesser restoration* or *cure wounds* (8d8+5 points of healing).

Once it has functioned, the cabinet will not work again until 30 days pass.

Cabinet of Security

Wondrous item, rare

This wooden cabinet measures 5' x 4' x 3'. It has resistance to cold and bludgeoning, piercing and slashing damage and immunity to poison and psychic damage. If you use a bonus action to speak its command word while touching it, it will open, but it is otherwise *arcane locked*. A second command word used as a bonus action allows you to carry the cabinet without being encumbered, as if it weighed only 10 lbs (it is otherwise immobile and rooted in place). A third command word causes shelves to appear or disappear.

The *cabinet of security* can contain up to 1,000 lbs of material as long as it fits inside.

Cage of Shelter

Wondrous item, rare (requires attunement)

This item appears to be a normal bird cage. However, it has two magical functions.

If you place the cage on the ground and use an action to clap your hands twice, the cage grows into a sturdy, secure, metal-framed tent suitable for eight Medium creatures.

If you place it on the ground and use an action to clap your hands three times, the cage instead grows into a strong cell, 10' on a side. The door is *arcane locked*, though you can open it at any time.

To return the cage or tent to its original form, you simply use an action to clap twice or thrice again. Any creatures in the tent are left on the ground that it occupied, but any creature in the cage suffers 5d6 bludgeoning damage. In this case, the *cage of shelter* breaks and is ruined forever.

Calming Brush

Wondrous item, common

This magical groom's brush calms animals when used upon them. If you use an action to run it down a beast's flank, you remove the frightened condition from that beast.

Cameo of Appearance

Wondrous item, very rare

This oval piece of jewelery is made of ivory and bears the likeness of a well-known warrior- a

knight or gladiator. You can use an action to touch the cameo to summon the depicted creature, which will serve you faithfully for 1 minute. Once you use its power, the cameo won't function again until the next dawn.

Candle Elixir

Potion, common

This thick, stew-like concoction is full of what look to be wet balls of chewed up wood and wax. It smells somewhat like kerosene. When you drink it, you glow for 1 hour, giving off bright light in a 20' radius around yourself and dim light for an additional 20' beyond that.

Candle of Brilliance

Wondrous item, common

When lit, this candle sheds bright light in a 60' radius and dim light for an additional 60' beyond that and burns for 4 hours.

Candle of Darkness

Wondrous item, common

When lit, this candle sheds darkness, as if a *darkness* spell were centered on it. The candle burns for 1 hour.

Candle of Disruption

Wondrous item, uncommon

This small white taper candle burns for 10 minutes. While it burns, any undead that starts its turn within 30' of the candle and can see it suffers 1d4 radiant damage.

Candle of Fresh Air

Wondrous item, common

This squat blue candle burns for 24 hours, giving off enough fresh air to sustain up to 20 people as long as it is in an enclosed area with them. It will not burn underwater. The candle can be snuffed early, but any use consumes at least an hour from its life.

Candle of Propitiousness

Wondrous item, uncommon

When you light this candle, it burns for an hour before being expended. If you extinguish it early or move the candle while it burns, its magic is

lost.

To properly use the candle, you must specify a specific enemy when you light the candle, even if it is one whose name you don't know. "The leader of the Red Hill bandits" is sufficient, provided that those bandits have such a leader. Any creature within 50' that can see the candle adds 1d4 to attack rolls against the named enemy, and the named enemy subtracts 1d4 from its attack rolls.

Candle of Truth

Wondrous item, uncommon (requires attunement)

This white tallow candle, when lit, creates a *zone of truth* in a 5' radius around it (save DC 11). The zone lasts for as long as the candle burns (up to one hour). If you extinguish the candle early, the *zone of truth* ends and the candle's magic is lost; it cannot be lit again.

Cane of Age

Wondrous item, legendary

Merely touching this magical cane forces you to make a DC 15 Constitution save or age 20 years. This effect occurs each time a creature touches the cane, to a maximum of once per round.

Cane of Armament

Wondrous item, rare (requires attunement)

This item appears to be a normal cane, but you can use a bonus action to transform it into a *+1 greatsword*. You are proficient in this greatsword. The cane remains in greatsword form for 1 hour or until you use a bonus action to turn it back.

Cane of Detection

Wondrous item, common

If you use it to tap walls, floors, etc, this cane gives you advantage on Wisdom (Perception) checks to find secret doors.

Canoe of Portage

Wondrous item, common

This magical boat functions as an ordinary canoe. However, you can use a bonus action to speak the command word while within 30' of it, at which point all nonliving items not worn or carried by a creature that are touching the inside of the canoe

become as light as feathers and adhere to the canoe. The canoe can thus be carried as if empty; two creatures can carry it between them as if it weighed only 50 lbs.

Canoe of Travel

Wondrous item, uncommon

If you use a bonus action to speak the command word while you're in this magic canoe, it ignores all currents and water flow, and is as easy to paddle up or downstream as if it were in perfectly still water. This effect remains until you use another bonus action to speak the command word again, until you leave the canoe or until the canoe comes aground.

Caparison of Silence

Wondrous item, uncommon

A mount garbed in this caparison travels silently over any terrain. It has advantage on Dexterity (Stealth) checks relying on being quiet.

Cape of Reeking

Wondrous item, uncommon

This magical cape seems to be a beneficial cloak of some sort, but once donned, it causes you to stink of rotten fish. The smell is highly noticeable up to 120' away and ruins all chance of you surprising a creature. You can discard the cloak, but the smell remains until you receive a *remove curse* spell.

Captain's Lantern

Wondrous item, uncommon (requires attunement by a creature proficient in water vehicles)

To function, you must attune this lantern to a ship you command as well as to yourself. Doing so requires you to spend an hour meditating on the ladder on board the ship. Once properly attuned, the lantern covers the entire ship in an effect identical to the *alarm* spell, except that it is always audible. You can use a bonus action while holding the lantern to activate or deactivate the *alarm*.

While you hold the lantern, you can use an action or bonus action to create a lantern token while touching a copper coin to the lantern's underside. The coin becomes the token; the *alarm* responds to any creature not bearing such a token. At any time, you

can use an action while touching the lantern to dispel all the existing tokens, turning them back into nonmagical copper coins.

Carpet of Diving

Wondrous item, very rare

To all tests, this item appears to be a *carpet of flying*. However, as soon as you are at least 200' high on it, it reveals its true nature, suddenly diving at a speed of 100' per round. When it hits the ground, each creature on it suffers 20d6 bludgeoning damage.

Cask of the Wind Spy

Wondrous item, rare

This magical cask is of clear crystal with gold hinges and is exquisitely beautiful. It contains a trapped lesser air elemental. If you use an action to open the cask and speak its command word, the lesser elemental will serve you as a scout and spy, though it won't fight for you. It is unusually intelligent (Int 8) and speaks Common.

Once the elemental is released, it can remain outside the cask for up to 8 hours before being magically drawn back within. Once the cask's power has been invoked, it won't function again until the next dawn.

Cat of Felkovic

Wondrous item, rare (requires attunement)

This small jade figurine stands barely 1" tall and depicts a domestic cat with a contented expression. You can use an action to speak the command word and toss the figurine to a point on the ground within 60' of you, and it becomes a saber-toothed cat for 1 hour or until you return it to statue form as a bonus action.

The cat obeys your commands as long as it is fed once per day. If it is recalled before it has finished eating, the kill becomes part of the figurine, appearing in miniature beneath the cat's paw.

If the cat isn't fed for 24 hours, it will animate itself at dusk, preferably when nobody is watching, and seek prey. When it first transforms itself, it becomes a housecat, satisfied by a bird or mouse. However, each day that hunger forces it to hunt, it becomes a larger, more ferocious cat, potentially even hunting you.

While animated by hunger, the cat gains

immunity to bludgeoning, piercing and slashing damage and doesn't obey your commands.

Catstaff

Staff, rare (requires attunement)

This item appears as a black, 7' staff of stout wood topped with a cat's head. You can use it as a quarterstaff in combat, and it never makes any noise when it strikes, taps or otherwise touches an object or creature. While you bear this staff on your person, you gain a number of benefits.

- You gain darkvision 60'.
- Whenever you make a Dexterity (Stealth) check to hide or move silently or a Strength (Athletics) check to climb, you may add 1d4 to the check result.
- You can use an action to create a 10' radius globe of shadow centered on you. The shadow is dim light; within it, you can take the Hide action and you gain advantage on Dexterity (Stealth) checks. The shadow remains for as long as you concentrate on it, to a maximum of 1 hour, but doesn't move with you. Once you use this ability, you must complete a short or long rest before using it again.

Catstep Slippers

Wondrous item, uncommon (requires attunement)

You gain resistance to falling damage and always land on your feet when you fall.

Cauldron of Foretelling

Wondrous item, uncommon

If you fill this 50 lb iron cauldron with liquid and heat it for 1 hour, stirring it constantly, you can cast *augury*. Once the cauldron's power has been used, it won't work again until the next dawn.

Caustic Whetstone

Wondrous item, rare

A whetstone of this time is metallic green and smells acrid. It typically has 1d4+2 charges when found. Each time it is used, it loses a charge; when the last charge is used, the whetstone is ruined and loses its magic.

You can use an action to draw a piercing or

slashing weapon across the whetstone. If you do so, for the next minute, the weapon deals an extra 1d8 points of acid damage when it strikes. In addition, the target must make a DC 11 Dexterity saving throw; failure indicates that the acid persists, dealing an additional 1d8 acid damage to the target at the start of each of its turns. The target can remove the acid by spending an action to wash it away with water, and it can repeat the save at the end of each of its turns, ending the effect on a success.

Celestial Bane Rod

Rod, very rare

Celestials within 60' of this rod suffer disadvantage on attacks, saves and checks.

Censer of Meditation

Wondrous item, rare or very rare (greater censer)

A censer of this sort is most rare and wondrous. If you burn at least 25 gp worth of incense in it, you and other creatures can spend a short rest meditating over it in order to regain up to 3 levels of expended spell slots.

A rare few censers of this sort are more powerful, allowing each creature benefiting from it to regain 6 spent spell slots.

In either case, once the censer's power has been used, it will not function again until the next dawn.

Censer of Summoning Hostile Air Elementals

Wondrous item, very rare

This device seems to be a *censer of controlling air elementals*. However, when you light incense within it, it summons 1d4 enraged air elementals, which move to attack you immediately. The elementals remain until slain.

Chalice of Colors

Wondrous item, uncommon

This cup constantly changes colors. Any creature within 30' of it must make a DC 13 Wisdom save or be affected as if by a *hypnotic pattern* spell.

Chalk of Invisible Marks

Wondrous item, common

A stick of this magical chalk makes marks that only you can see, and that remain visible to you for no less than a year and a day unless erased magically or dispelled. You can make 20 marks with a stick of chalk before it is used up; a “mark” is a single letter, number or other character or simple symbol.

Chameleon Cloak

Wondrous item, uncommon (requires attunement)

This cloak constantly changes colors to match the background, giving you advantage on Dexterity (Stealth) checks to hide. In addition, you can attempt to hide while being directly observed if you are at least 20' from the observer.

Champion's Helm

Wondrous item, uncommon (requires attunement by a fighter)

While you wear this helm, you can't be surprised. In addition, critical hits on you have their severity reduced by 1d6.

The helm has one additional power. If you are the target of a spell, you can use your reaction to magically gain advantage on your saving throw. If you do so, this power of the helmet can't be used again until you complete a short or long rest.

Chaos Diamond

Wondrous item, rare (requires attunement by a chaotic creature)

A lawful creature that touches or carries this lustrous, uncut diamond the size of a human fist takes 1d10 psychic damage at the start of each of its turns.

The *chaos diamond* has 20 charges. It regains 1d12+3 charges each day at dawn. While you bear it, you can expend charges to cast any of the following spells: *confusion* (5 charges), *dissonant whispers* (1 charge), *magic circle* (3 charges).

If you present the diamond, you can use an action to spend 6 charges and cause it to unleash a flood of chaotic power in a 40' cone. Each creature within the cone must make a DC 17 Dexterity save, suffering 3d6 points each of acid, cold, fire, lightning and psychic damage on a failure and half that on a success. A chaotic creature has advantage on its save and gains immunity to the psychic damage dealt by the cone.

Chaos Draught

Potion, very rare

This potion's appearance and odor constantly change. If you consume it, you gain a random chaos trait.

Charge Stone

Wondrous item, very rare

By using an action to touch this stone to a charged magic item that normally regains charges each day, you restore 1d6+1 charges to that item. Once you do so, this stone shatters.

Charnel Reaver

Weapon (any axe), uncommon

If you slay a creature with this axe, its remains are utterly consumed, leaving only a greasy stain behind.

Cheetah Cloak

Wondrous item, rare (requires attunement)

This cloak is made of the hide of a cheetah. While you wear it, it increases your Dexterity by 3 (to a maximum of 20) and your speed by 15'. In addition, you can Dash as a bonus action.

At night, you can use an action to transform into a mighty cheetah for as long as you concentrate, up to six hours. (Treat the cheetah as a lion with a speed of 60'.)

Chicken Heart

Wondrous item, uncommon (requires attunement)

This small golden heart seems to all tests to be a beneficial sort of magic heart, such as a *beating heart* or a *lion heart*. Once you are attuned to it, you refuse to give it up unless a *remove curse* is cast upon you first.

While you wear this item, you have disadvantage on all saves vs. effects that include the frightened condition.

Chime of Hunger

Wondrous item, rare

A magical chime of this sort appears to be a *chime of opening*. However, when it is sounded, all creatures within 60' are immediately struck with

ravenous hunger, and they must immediately stop everything that they are doing and start eating whatever food is available. An affected creature that has no food must attempt to kill and eat you. At the end of each of its turns, an affected creature can make a DC 13 Wisdom saving throw to end the effect on itself.

Chime of Interruption

Wondrous item, very rare

If you have this chime in your hand and a creature casts a spell with a verbal component, you can use your reaction to sound the *chime of interruption*, creating a resonant tone that interferes with verbal spellcasting. Until the end of your next 3 turns, no spell requiring a verbal component can be cast within 30' of you, and any creature that is concentrating on a spell or effect that starts its turn in that radius must make a DC 15 Wisdom save to maintain concentration.

Once you use the chime, it won't work again until you complete a short or long rest.

Chime of Warning

Wondrous item, common (requires attunement)

If you place this chime within 10' of a closure and use an action to command the chime to guard it, the chime will sound loudly if the closure is touched by anyone but you. The chime will remain on guard for 8 hours after being set and is clearly audible up to 120' away.

Choir Bell

Wondrous item, very rare (requires attunement)

You can use an action to command this bell to listen. If it hears any musical sound within 60', it begins to produce the sound of many dozens of harmonic human voices. The song it creates overpowers and negates any magical music or sound, as well as any thunder damage, within 60'. The singing continues until the music or sound it is countering ends, or until you use a bonus action to deactivate it.

Circlet of Authority

Wondrous item, uncommon (requires attunement)

While you wear this circlet upon your brow,

you gain proficiency in Intimidation and Persuasion.

Circlet of Persuasion

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

While you wear this circlet, you gain a +2 bonus on Persuasion checks.

Circlet of Warning

Wondrous item, rare (requires attunement)

Worn on your brow, this magical circlet prevents you from being surprised. In addition, if you succeed on a Dexterity save against an effect and would take half damage, you instead take no damage.

Clasp of Garnet

Wondrous item, very rare (requires attunement by a good-aligned creature)

This small clasp, fashioned in the shape of a silver rose, is the sort that one would use to fasten a cape or cloak. When you wear it, at the end of each long rest, you can designate two creatures that you can see as your battle sisters. Until you begin your next long rest, you can communicate with your battle sisters through a special form of telepathy, even when you cannot see them. This telepathic communication works as long as your battle sisters are within 200' of you, regardless of most interposing barriers. (Certain special materials, such as orichalcum, may stymie this communication.)

Claw of Magic Stealing

Wondrous item, very rare (requires attunement)

This peculiar item is usually fashioned in the form of a miniature silver claw (or, rarely, a hand). The claw has 3 charges, which it regains each morning at dawn.

You can use an action to point the claw at a spellcaster within 60' and attempt to steal a spell slot from it. The target must make a DC 13 Wisdom save or else lose one unexpended spell slot at random. If you cast spells, you gain one spell slot of the level stolen by the claw.

Cloak of Blackflame

Wondrous item, very rare (requires attunement)

This black cloak resembles a tangle of dark

cobwebs or black silk scraps when not worn. When donned, it fastens itself and alters to fit any wearer up to giant size as an over-the-shoulder half cloak.

While you wear it, the *cloak of blackflame* gives you immunity to the life drain special attack and to the paralyzed condition.

Cloak of Cadence

Wondrous item, uncommon (requires attunement)

This magical cloak is made of the finest velvet and lined with cloth-of-gold. Small embroidered images of heroes performing heroic deeds line the cloak. The cloak has the following properties.

Musical Accompaniment. While you wear the cloak, you can use a bonus action to cause the cloak to begin emanating a music score that accompanies you. The cloak gives you a unique theme song, which it weaves into the music that emanates from it. The music changes depending on the circumstances, rising in volume and tempo when you are in combat, for instance. While the musical accompaniment plays, you have disadvantage on Dexterity (Stealth) checks that involve being quiet. When you are in combat or the music is otherwise playing loud, you also have disadvantage on Wisdom (Perception) checks that rely on hearing. The musical accompaniment continues until you use a bonus action to stop it, you remove the cloak or you have been dead five minutes (if you die, the cloak plays a mournful funeral tune for you).

Cadence. When you are moving overland or through a known urban environment and the cloak's musical accompaniment is playing, you can use a bonus action to cause the music to begin keeping a cadence, encouraging you and creatures within 30' of you that are traveling with you to march. Each affected creature gains a 10' bonus to speed. This bonus is lost whenever you do anything other than simply marching, such as when combat occurs. This ability otherwise lasts until you use a bonus action to stop the cadence or until the musical accompaniment stops.

Stirring Overture (requires attunement by a bard). If you aren't surprised, when you roll for initiative, you can use your reaction to cause the cloak to emit a stirring overture that inspires you and each ally within 30' that can hear the cloak. Each

affected creature gains a bonus of 1d6 to initiative.

Cloak of Charisma

Wondrous item, rare (requires attunement)

While you wear this handsome cloak, you always look your best and never appear dirty or disheveled. You gain proficiency in Charisma saves. In addition, if you fail a Charisma check, you can use your reaction to reroll that check, but you must accept the second result. If the initial check had advantage or disadvantage, so does the reroll. Once you use this ability, you cannot use it again until the next dawn.

Cloak of Comfort

Wondrous item, uncommon

While you wear this cloak, it magically keeps you comfortable despite any environmental conditions that aren't hazardous enough to cause you damage. You feel cool in a desert and warm in a snowstorm, are unbothered by the stink of a swamp or garbage pit, find blowing sand and grit to be no more bothersome than a few motes of dust swirling in the air.

Group Comfort (requires attunement by a ranger): The cloak's effects extend to each creature you choose within 30' of you.

Cloak of Dodging

Wondrous item, very rare

This cloak has 3 charges. When an attack hits you, you can use your reaction to spend 1 charge to instead make that attack miss you. The cloak regains 1d3 charges each morning at dawn. If you remove the cloak while it has no charges, it unravels and is destroyed.

Cloak of Ethereality

Wondrous item, very rare (requires attunement)

While you wear this cloak, you can use an action to become ethereal. You remain ethereal for ten minutes or until you use a bonus action to change back.

Once you have been ethereal for ten minutes, the cloak ceases to function until the next dusk.

Cloak of Fame

Wondrous item, uncommon (requires attunement)

While you wear this cloak, any creature within 100' that sees your face recognizes you as a person of note. It knows your name and a basic outline of your greatest accomplishments.

Cloak of Feywild Escape

Wondrous item, very rare (requires attunement)

While you wear this dark green cloak, you can use an action to choose a willing creature that you can see and then disappear into the Feywild. At the start of your next turn, you reappear within 25' of the chosen creature.

Cloak of Heroism

Wondrous item, uncommon (requires attunement by a good creature)

While you wear this cloak, you are immune to the frightened condition and to confusion effects.

Cloak of Jerakai

Wondrous item, rare (requires attunement)

This fancy looking cloak of scarlet and black velvet allows you to cast *Jerakai's embrace*. This causes you to sprout an extra pair of arms, gaining an extra action each round. You can use the Attack (single attack only), Cast a Spell (cantrip only) or Use an Object actions, as well as any action that the DM determines could be reasonably accomplished by an extra pair of hands. While you have the extra arms, you gain a +3 bonus on Acrobatics, Athletics and Intimidation checks. This lasts as long as you concentrate on the effect, up to 1 minute.

Once you use the cloak's power, it will not function again until the next midnight.

Cloak of Legendary Resistance

Wondrous item, legendary (requires attunement)

This extraordinary cloak is of the finest and most exotic materials. It bears exquisite embroidery and is studded with many small polished moonstones. The cloak has 3 charges, which it regains each dawn.

When you fail a saving throw, you can expend a charge from the cloak to succeed instead.

Cloak of Pestilence

Wondrous item, very rare (requires attunement by an evil creature)

While you wear this tattered, worm-eaten cloak, you can cast *contagion* at will. You can also use an action to touch a creature and cure a disease it is suffering from.

Cloak of Many Colors

Wondrous item, very rare (requires attunement)

This rare garment constantly shifts its colors. It provides you with resistance to radiant damage and immunity to the effects of prismatic spells, *color spray*, *hypnotic pattern* and other spells and effects relying on colors.

Cloak of Poisonousness

Wondrous item, very rare

When you don this black cloak, you immediately suffer 6d10 points of poison damage and are poisoned. At the start of each of your turns, you suffer another 6d10 poison damage unless you make a DC 13 Constitution save. You can remove the cloak only if you lose the poisoned condition or if a *remove curse* or *dispel magic* is cast upon the cloak. Once you remove the cloak, the poisoned condition from the cloak ceases to affect you.

Cloak of Resistance

Wondrous item, very rare (requires attunement)

Whenever you suffer damage from a source that you can see, you can use your reaction to gain resistance to that damage.

Cloak of Survival

Wondrous item, uncommon

This thick fur cloak keeps you warm, dry and comfortable in any conditions short of the most extreme. It will keep you dry in any precipitation lighter than a hurricane, blizzard or similar storm, and will keep you comfortable in weather from -30 to 150 degrees Fahrenheit.

In addition, if you have to make a Constitution saving throw or check to avoid exhaustion, the cloak gives you advantage on it.

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.

Coat of the Seas

Wondrous item, common

This oiled leather coat has a hood. It keeps you dry even during precipitation as intense as a hurricane or typhoon. In addition, while you wear the coat, you float at the surface of water and your ability to breathe is unaffected by waves.

Codex Anathema

Wondrous item, rare

If you spend a total of 48 hours reading this tome within 18 days, you gain proficiency in a special skill called Aberration Lore. Whenever you encounter a non-unique aberration (and sometimes even then), you may make an Intelligence (Aberration Lore) check to see what you know about it. (The DM will adjudicate the results of this check.)

Upon learning Aberration Lore, you also gain a random form of indefinite madness (DMG 260).

Codpiece of Fatherhood

Wondrous item, uncommon (requires attunement by a male)

If you have worn this codpiece for at least four hours in the last 24 hours, it enhances your fertility, doubling the chances of your causing a pregnancy during sex. In addition, any pregnancy you cause is less complicated; problems are 50% less likely to arise, and the Medicine DC to treat any problems related to the pregnancy drops by 2.

Codpiece of Flame

Wondrous item, rare (requires attunement)

While wearing this codpiece, you can use an action to cause it to emit a 15' cone of flames. Each creature in the cone must make a DC 11 Dexterity saving throw, suffering 3d8 fire damage on a failure or half that on a success.

Once you use the codpiece's power, you cannot use it again until you complete a short or long rest.

Codpiece of Impotence

Wondrous item, uncommon (requires attunement)

This magical codpiece seems to be another, beneficial sort to all tests. However, when you become attuned to it, its true nature becomes apparent, for it strikes you impotent. In addition, you are under a magical compulsion not to reveal your

impotence. Both of these effects last until you receive a *remove curse* spell.

Coffin of Creation

Wondrous item, very rare

If you place a corpse within this coffin for 48 hours, it will be infused with necromantic power and animate as some type of undead approximately equal in CR to the corpse in life. Often, the undead created are unique beings, and the undead creature usually retains much of its memory, intelligence and personality, though twisted to evil.

Cold Iron Bracers

Wondrous item, uncommon (requires attunement)

If a fey creature starts its turn within 5' of you, it must succeed on a DC 13 Wisdom saving throw or else it can take no actions until it is at least 20' from you.

Cold Iron Shield

Armor (shield), rare (requires attunement)

This shield makes you immune to the charmed condition. If a charmed creature ends its turn within 5' of you, you can use your reaction to force it to make a saving throw against the effect charming it. The DC is the same as the effect's original save DC; if there was no saving throw, the save DC is 13.

Collar of Change

Wondrous item, very rare (requires attunement)

This collar has 3 charges, which it renews at dawn. You can use an action to expend a charge to cast *polymorph* on yourself.

Collar of Disguise

Wondrous item, common (requires attunement)

While you wear this magical collar, you can pitch your voice to perfectly imitate any voice that you have heard. Once you have chosen a voice, you can't change it until the effect ends after 1 hour or when you spend a bonus action to end it, and once you've used the collar's power, it won't function again until the next dawn.

Collar of Quick Command

Wondrous item, very rare (requires attunement)

This collar is made to fasten around the neck of a beast that you command. While it is properly worn and the beast can see you, you can issue commands to it as a bonus action that would normally require your action.

Collar of Stiffness

Wondrous item, rare

While you wear this stiff collar, you are immune to decapitation and other critical effects involving your neck and throat.

Collar of Venom

Wondrous item, rare (requires attunement)

While you wear this collar, your natural weapons secrete venom. Whenever you hit a creature with a natural weapon, it must make a DC 15 Constitution save, suffering 1d10 poison damage on a failure.

Collar of Virulent Venom

Wondrous item, rare (requires attunement by a creature with natural poison)

While you wear this collar, the DC of all poisons naturally produced by your body rises by 2.

Comb of Meditation

Wondrous item, rare (requires attunement)

Combing your hair with this magical comb is very soothing and meditative. If you spend one hour doing so, you can choose one of the following effects.

- You regain 3 spent levels worth of spell slots.
- You regain 2 ki points.
- You can rage one additional time before needing to take an extended rest.
- You regain one spent Hit Die.

Once you have used the comb, it cannot be used again until the next dawn.

Contracts of Nepthas

Wondrous item, legendary

This magical set of contracts is written in black ink on golden-brown vellum. Usually found in ivory tubes, the contracts are typically found in lots

of 1d4+2.

The contracts place a powerful enchantment on creatures signing them of their own free will. Until signed, the wording of the contract will change to suit the agreement being made; once signed, the contracts resist all attempts to change them.

A creature who signs the contract and then fails to keep its end of the bargain is struck permanently deaf, dumb and blind. This effect can only be removed by a *remove curse* spell cast with a 7th or higher level slot.

Contracts signed under the influence of magical charms or other forms of mind control are null and void. A contract made using this item must include a deadline for each parties' responsibilities.

Cool Armor

Armor (any non-shield), common

While you wear this armor, you are immune to such effects of hot environments as heat stroke and heat exhaustion, and you gain a +1 bonus on saving throws against effects that deal fire damage.

Copper Horn

Wondrous item, uncommon

If you blow this horn, all coins within 10' turn into copper pieces.

Coral Dragon

Wondrous item, uncommon

This multicolored dragon figure is a type of *figurine of wondrous power* (DMG 169) and follows the basic rules thereof. When animated, it grows to about 3' long and has the statistics of a young blue dragon, but with no breath weapon and with a Neutral alignment.

The dragon obeys you, scouting or fighting for you, but its greatest ability is its mastery of magical lore. If asked to examine a magic item, the *coral dragon* has a 25% chance of being able to properly identify its history, purpose and powers.

If the dragon is slain, the figurine is ruined.

Cornucopia

Wondrous item, uncommon (requires attunement)

This hollow giant ram's horn will produce food and drink upon command. You can use an action

to cause it to produce fresh fruit and vegetables sufficient to feed 10 Medium creatures for 1 day. Once used, the horn won't function again until the next dawn.

If the food is not consumed by the next dawn, it spoils. Any creature that eats it must succeed on a DC 13 Constitution save or be poisoned for 24 hours, repeating the save at the end of each hour and ending the effect on a success.

Corrosive Weapon

Weapon (any), rare (requires attunement)

A weapon of this sort can't be harmed by acid. You can use a bonus action to utter the command word, causing it to become slick with a layer of acidic slime. This slime won't hurt you, but any other creature that touches it (or that you hit with the weapon) suffers 1d6 acid damage.

Couch of Comfortable Seating

Wondrous item, common

This item appears as a carved wooden miniature couch. If you place it on the ground and then speak the command word as an action, it transforms into a long and comfortable couch suitable for up to six individuals to sit on. A second command word returns it to its miniature state.

Counterstrike Bracers

Wondrous item, very rare (requires attunement)

While you wear these bracers, when an enemy that you can see within 5' misses you with a melee attack, you can use your reaction to make a single melee weapon attack against that creature.

Courier Key

Wondrous item, rare

These keys are usually created in pairs, though they are rarely found together. They are typically used to send secret messages between the two keyholders.

If you touch the key to a creature's head and recite a message of up to 100 words, then use an action to turn the key, you can "lock" the message into the creature's mind. It loses all memory of the message until one of the linked keys is again turned against its head as an action. Only one message may

be planted in a given creature's mind at one time.

Couters of Second Chances

Wondrous item, rare (requires attunement)

These magical elbow guards function when worn attached to any medium or heavy armor. They have 3 charges, which renew each day at dawn.

When you miss a creature with a melee attack, you can spend a charge to reroll the attack. Even if the initial attack had advantage or disadvantage, the reroll does not.

Crashing Wave of the Sea Queen

Wondrous item, uncommon (requires attunement by a cleric, druid, paladin or ranger worshiper of the Sea Queen)

This pearl and scrimshaw holy symbol of the Sea Queen is beautifully crafted and obviously worth over 500 gp from the value of its materials alone. While you bear it on your person, you gain a swim speed of 30' or half your walking speed (whichever is greater). In addition, you can hold the *crashing wave* in hand and use your action to call forth a wave of water in a 25' cube adjacent to you. Each creature in the wave must make a Strength saving throw or be knocked prone and pushed 20' away from you by the force of the water. Creatures that worship the Sea Queen and your allies gain advantage on this saving throw. Once you have used this ability, it cannot be used again until the next dawn.

Creeping Gatevine

Wondrous item, uncommon

This red flowering vine grows on the stones of magical gates and menhirs. You can expend it as an additional material component when casting a spell that allows you to teleport. If you do so, you can teleport twice the distance normally allowed by the spell.

Crossbow of Accuracy

Weapon (any crossbow), legendary (requires attunement)

This magical crossbow grants a +3 bonus to hit and damage. In addition, it increases your critical range by 1, so you score a critical hit with it on a 19-20 (or better, if you already have an expanded critical

range). Finally, you do not suffer 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.

Crown of Command

Wondrous item, very rare (requires attunement)

While wearing this crown, you can use an action to cast *dominate monster* (save DC 17). You can only have one creature dominated at a time with the crown.

Crown of Eyes

Wondrous item, rare (requires attunement)

The twelve tips of this crown are fashioned as eyes staring in all directions. While you wear it and all the eyes are upon the crown, you can see in all directions at once. You can also use an action to cause the eyes to fly off and function as twelve *prying eyes* (as if you had cast the spell).

If any of the eyes are destroyed, when the others (if any) return to the crown, it ceases to function until all the eyes are restored. As long as you remain attuned to it, each morning at dawn, one eye regrows. If you lose your attunement to it while there are any missing eyes, the crown shatters and is destroyed.

Crown of Summation

Wondrous item, very rare

If placed on the head of a creature within one hour of its death, that creature must succeed on a DC 17 Wisdom save or this crown absorbs the memories of the last 1d6 days.

If the crown is placed on the head of a creature that doesn't die within an hour, it has no effect.

Once the crown has absorbed the memories of a dying creature, another creature can put the crown on to absorb those memories, replaying them as if the creature had actually lived through them. The creature doesn't take damage or suffer from spells or effects that the dead creature suffered, but does recall those effects.

After the *crown of summation* has transferred memories from one creature to another, it loses its magic.

Crucible of Melting

Wondrous item, uncommon

This magical crucible doesn't need a furnace or fire. Any nonmagical metal item placed into it melts over the course of 1 round. Magical metal items placed into it gain 1d3 wear points.

Whenever you use the crucible of melting, there is a 5% chance of an explosion that destroys both the crucible and the metal being melted. Each creature within 10' of the crucible must make a DC 13 Dexterity save, suffering 3d10 fire damage on a failure and half that on a success.

Crystal Coffin

Wondrous item, very rare

If you willingly lay in this crystal coffin and the lid is closed, you enter a state similar to that of a *feign death* spell. This state lasts until the lid is opened or the coffin breaks; while you are in this state, you don't age or require air, food or drink.

Crystal Hypnosis Ball

Wondrous item, very rare (requires attunement)

This item functions like and detects as a regular *crystal ball*. However, when you use it, you must make a DC 17 Wisdom saving throw or become hypnotized and subject to a *suggestion* from the powerful being, such as a mighty spellcaster, powerful lich, greater demon or devil, elder hag, etc, that actually controls this device. You believe that you see what you desired, but in actuality, the being begins to assume progressively control over you each time you fail the saving throw, and the *suggestion* it sends you can last up to 1 day per time that you have failed the saving throw. If you fail the saving throw 5 times, your personality is destroyed and you become an npc under the control of this item's true master.

Crystal of Death Scrying

Wondrous item, rare

This item appears to be a *crystal ball*, but when used, all it will show is the violent deaths of sentient creatures elsewhere in the world. The crystal only shows events happening in the present, and cannot reveal the future or past. The surroundings and cause of death are clearly visible within the crystal, and anyone within 20' that can see the crystal ball must succeed on a DC 13 Wisdom save or be horrified by the scene and frightened of the ball for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Each time the *crystal of death scrying* is used, there is a 2 in 6 chance that blood will begin to seep from it, flowing down the sides and staining anything that it touches. Though the blood vanishes after 3 rounds, the stains are permanent and cannot be removed without magical aid.

Crystal Parrot

Wondrous item, uncommon (requires attunement)

This item is a 12" high statue of a parrot made out of clear crystal. You can use it to detect trespassers in a space where you leave it. You activate it by using an action to set the parrot in place while speaking a command word. The parrot then watches over an 50' x 50' area in front of it. The parrot can see as well as a normal parrot, and has no special visual

powers. Once you activate the parrot, it remains active for 30 days, during which time you maintain attunement to it unless you choose to break it.

When you activate the *crystal parrot*, you must specify what types of intruders it is to observe, from a single specified individual that you know on sight to “all intruders”. Whenever such an intruder enters the watched space before the parrot, you hear a telepathic report about all intruders matching the description, such as “Man with red coat enters” or “Two humans enter”. It tells you only when the specified intruders enter and leave, nothing else. This telepathic alert can travel an unlimited distance but can't cross planes.

The *crystal parrot* is AC 13 and has 12 hp. It is immune to poison and psychic damage and has vulnerability to thunder damage. If reduced to 0 hit points, the parrot's magic is lost.

Cube of Containment

Wondrous item, very rare (requires attunement)

This cube is made of translucent crystal. Once per day while holding the cube, you can target one creature within 60' of you with the cube, and unless that creature makes a DC 15 Charisma saving throw, it is sucked within the cube. While within the cube, the target cannot affect or be affected by any other creature. At the end of each of its turns, the creature within the cube may repeat the saving throw, ending the effect on a success. When the effect ends, the creature is ejected from the cube into the nearest space large enough to contain it. If there are multiple eligible spaces and you are still holding the cube, you choose which space the creature returns to; otherwise, it chooses.

Cube of Frost Resistance

Wondrous item, rare

This light blue cube fits nicely in your hand. You can use a bonus action to speak the command word while you hold it, creating a visible force field surrounding a 30' cube centered on the cube. Within the force field, the temperature is never less than 65 degrees Fahrenheit. If an effect causes one or more creatures in the cube to take cold damage, the force field negates the damage. However, if the cube suffers 50 points of cold damage in a single round, the force field collapses. Roll 1d20; on a 5 or higher,

the cube cannot be reactivated for 1 hour. On a 1 through 4, the *cube of frost resistance* is destroyed.

Cue Ball

Wondrous item, common (requires attunement)

This ball is a small white orb that fits nicely in the hand. While you carry it, it can offer you advise. Whenever you are in doubt concerning a decision, the *cue ball* speaks in a language you know, offering its opinion as to the best course of action. The ball always has an opinion, though its opinion is random if no choice has an obvious advantage. The *cue ball* uses your knowledge to arrive at its opinion, and will offer up to 3 opinions before going inert until you complete a long rest.

Curdled Death

Wondrous item, very rare

Curdled death is a foul-smelling perfume, reputed to be crafted by night hags. When found, a vial typically has 1d4+1 doses in it.

You can use your action to apply the perfume to your body. For the next hour, the foul aroma clings to you, surrounding you. Any beast, fey, humanoid or monstrosity that isn't immune to poison that starts its turn within 10' of you must make a DC 13 Constitution saving throw. A creature that fails and has 10 hit points or less dies instantly. A creature that fails and has more than 10 hit points is poisoned until the start of its next turn. A creature that makes its saving throw is immune to the scent of *curdled death* for the next 24 hours.

Cursed Ring of Jumping

Ring, uncommon (requires attunement)

While you wear this ring, you can cast the *jump* spell at will, but you cannot jump a shorter distance than the maximum allowed by the spell.

Cursed Scroll

Scroll, very rare

This scroll appears to be of some beneficial sort, but when read, it unleashes a terrible curse on you. Roll on the chart below to determine what effect happens. After the scroll takes effect, it burns to ash.

D% Roll	Effect
_____	_____

- 01-25 You must make a DC 15 Wisdom saving throw or be polymorphed into a monster of a CR equal to your level (or CR, if you don't have a level). You then attack any nearby creatures immediately. The effect lasts for 1 hour, during which time you go on a killing rampage; if you survive, you turn back to your normal form at that time.
- 26-30 You must make a DC 15 Wisdom saving throw or turn to liquid and start to drain away. At the end of your next turn, you must repeat the save. If you succeed, you return to physical form. If you fail, you drain away and die, and all your carried equipment is lost.
- 31-40 You and all creatures within 20' of you are transported 2d6 x 100 miles in a random direction.
- 41-50 You and all creatures within 20' of you are transported to a random other plane.
- 51-75 You contract a disease (DMG 257) that acts with horrifying speed. Treat every hour that passes as a long rest for purposes of determining the disease's progress.
- 76-90 The scroll explodes. You must make a DC 15 Dexterity saving throw, suffering 8d10 force damage on a failure or half that on a success.
- 91-00 A random magic item within 30' of you is drained of all magic.

Cursed Well Stone

Wondrous item, rare

This item looks like a spherical black piece of granite about the size of your fist. If you place it in a well, the well dries up in 1 hour. A *remove curse* cast directly upon the *cursed well stone* causes it to lose its magic and restores the well.

Curseforged Armor

Armor (any medium or heavy), very rare

The secrets of forging this armor are long lost, and were developed by a cabal of tiefling diabolists. It is said that the members of the cabal poured their

bitterness into their forges while they crafted it.

This *+1 armor* can lay a curse on an enemy. When a creature hits you with an attack, you can spend your reaction to curse it. That creature suffers a penalty of 1d4 on attack rolls for 1 minute. Each round at the end of its turn, it may attempt a DC 13 Wisdom saving throw to end the effect. Once you use this power, it cannot be used again until the next midnight.

Dagger of Defiance

Weapon (dagger), rare (requires attunement)

This dagger has no bonus to hit and damage; instead, it helps to ward you against certain forms of attack. While you wield it, you are immune to the frightened condition and to the *repulsion* spell and similar magic. You also gain a +1 bonus to saves against effects that would charm, polymorph or petrify you.

Dagger of Returning

Weapon (dagger), uncommon (requires attunement)

This magical dagger has a +1 bonus to hit and damage, but only when used as a ranged weapon. If you throw it and miss, it automatically returns to your hand.

Dagger of Throwing

Weapon (dagger), rare

This magical dagger is +1 to hit and damage. However, when thrown, its range is 90'/180'.

Dagger of Unlimited Opportunity

Weapon (dagger), uncommon (requires attunement)

This slim dagger enables you to make opportunity attacks without using your reaction. You can do so a number of times each round equal to your Dexterity bonus, to a minimum of 3.

Dancing Wand

Wand, legendary (requires attunement)

Though the secrets of making them are long-lost, there was a time when any type of wand could be made into a *dancing wand*. Now, the few remaining *dancing wands* are greatly treasured when found.

A *dancing wand* functions as another type of

wand. However, it has an additional property- after you use one of its powers, you can use a bonus action to set it loose, commanding it to “dance”. In this case, the wand floats in the air where you released it. Each round on your turn, it uses the last power that you used from it until it runs out of charges, you use your action to grab it, or until 4 rounds pass.

A creature other than you can attempt to grab the wand by making a Dexterity melee attack against AC 13. If the creature hits, it grabs the wand, but the wand continues to dance, targeting the creature that grabbed it if possible.

Dark Clover

Wondrous item, common

This Shadowfell-grown five-leafed clover enhances necrotic energies. When you cast a spell that deals necrotic damage, you can expend this item as an additional material component. If you do so, you can roll one extra damage die for the spell's necrotic damage, then discard the lowest damage die.

Dark Crown

Wondrous item, very rare (requires attunement)

This magical metal circlet set with teeth and bones is worn upon the brow. While you wear it, you gain immunity to the frightened, paralyzed and petrified conditions, are immune to magical aging and gain resistance to cold and necrotic damage. In addition, you gain 60' darkvision, and when you see an undead creature, you recognize it as undead even if it isn't currently animated.

You can also attempt to destroy an undead creature by touch. Make a melee weapon attack, as if you were proficient, against an undead creature in your melee reach. You can use either Strength or Dexterity; if you hit, the undead must make a DC 17 Constitution save, taking 10d10 radiant damage on a failure and half that on a success. If the creature fails the save by 5 or more, it explodes into dust, destroyed.

Darkleaf Armor

Armor (any light), rare

This +1 armor has dark leaves from the gravetrees of the Shadowfell woven into it, giving it an unusual property. The first time you are attacked in a given encounter, you add 1d4 to your Armor

Class.

Darkleaf Shield

Armor (shield), rare

This shield is covered in overlapping gravetree leaves. Whenever you are attacked while you are surprised, you add 1d4 to your AC.

Darkskull

Wondrous item, uncommon

This skull is carved from ebony and set with glyphs and sigils of evil import. Wherever it is, undead within 60' of it have advantage on saving throws against effects that turn or destroy undead.

Dart of Biting

Weapon (dart), rare

If you hit a creature with this dart, the dart transforms into a tiny serpent and injects poison into the wound. The target must make a DC 15 Constitution save, taking 2d10 poison damage on a failure or half that on a success.

Dart of Disarming

Weapon (dart), very rare (requires attunement)

This dart has a +2 bonus to hit and damage. Before you make an attack with it, you can choose to attempt to knock an item from a creature's grasp. Roll to hit normally, but instead of taking damage, if you hit, the target must make a DC 17 Strength save or the targeted object is knocked 10' away from it. If the creature is holding the object in more than one hand, it gain advantage on the save.

Dart of Dispelling

Weapon (dart), rare

If you hit a creature with this dart, in addition to doing normal damage, the dart casts *dispel magic* on the target.

Dart of Homing

Weapon (dart), rare

A magical dart of this sort is painted bright yellow and green. It has a +2 bonus to hit and damage. However, if you miss with it, instead of falling to the ground, the dart flies around for another attack on your next turn (using your attack bonus). If

it misses on this second attack, it falls to the ground.

Dart of Penetrating

Weapon (dart), rare

This magical dart ignores all cover less than total cover.

Dart Ring

Ring, rare (requires attunement)

Magical rings of this sort are usually crafted by fey. Such a ring adjusts to fit the finger of any wearer's hand. While you wear it, you can use an action to fire a slender wooden dart from the ring. Make a ranged weapon attack; you have proficiency in the ring. If you hit, you deal 1 point of piercing damage, and the target must succeed on a DC 15 Constitution save or be poisoned for 24 hours. It can repeat the save at the end of each hour; if it succeeds three times, the effect ends, but if it fails thrice, it dies.

Deadly Weapon

Weapon (any), uncommon (lesser), rare (standard) or very rare (greater)

This weapon enhances the severity of critical hits that it delivers. A lesser deadly weapon adds +1d8 to the severity, a standard deadly weapon adds +2d6 to the severity, and a greater deadly weapon adds +2d8 to the severity of its critical hits.

Deadwalker's Ring

Ring, uncommon (requires attunement)

You must wear this ring for a week to attune to it. While you wear it, any time you cast a spell that creates undead, when you roll the undead creatures' hit points, you may reroll any 1s or 2s, but you must accept the second result.

Deathcut Armor

Armor (any), very rare (requires attunement)

This +1 armor helps protect you against the powers of death. While you wear it, whenever you take necrotic or poison damage, you also gain 5 temporary hit points. Furthermore, you are immune to the poisoned condition.

In addition, if an enemy hits you with a melee attack, you can use your reaction to inflict 3d10

necrotic damage to that creature. Once you use this ability, it cannot be used again until the next midnight.

Deck of Chance

Wondrous item, very rare

When you draw a card from this deck, roll on the chart below to determine its effects. Drawing a second (or subsequent) card has no further effect until the effects of the first card expire, when you next finish a long rest.

<u>2d6 Roll</u>	<u>Effect of Card</u>
2	-2 to hit and damage
3	-2 to saves
4	-2 to AC
5	-2 to damage
6	-2 to hit
7	+1 to hit, damage and saves
8	+2 to hit
9	+2 to damage
10	+2 to AC
11	+2 to saves
12	+2 to hit and damage

Deck of Prognostications

Wondrous item, uncommon

This deck of cards is painted on thin lacquered plaques. There are four suits, but instead of numbered cards, each suit contains a king, queen, prince, knave, merchant, villain, war, journey and jester. You can use it to cast the *augury* spell, but you must complete a short or long rest before using this ability again.

Decoy Dust

Wondrous item, common

This dust is usually found in a pouch containing 1d6+4 pinches. You can place a pinch within 10' of you as a bonus action, and it forms into an illusion of a Small sized snake-like creature. The illusion tries to draw attention and attacks, making hissing noises and moving threateningly but not actually able to attack or move from its space. Weapons merely pass through it harmlessly.

However, if a creature bites it (automatically hitting), it receives a mouthful of dust and suffers 3d6 damage as it coughs and wheezes.

The decoy fades away after 10 minutes.

Deddez

Weapon (double axe), unique (legendary power level)

Deddez translates roughly as “they all die” in an elder dialect of Terran spoken by an ancient and powerful line of gargoyles. It was originally wielded by a great gargoyle tyrant who reigned over much of the Underdark. Identifying this item requires using an *identify* spell with a 7th or higher level spell slot.

Deddez is a double axe, which is an exotic weapon- basically, a battle axe with a head at either end. A creature proficient in the battle axe can treat it as such, except that it is a heavy weapon; a creature proficient in the double axe can make one extra attack with it as a bonus action when it takes the Attack action.

This item is +3 to hit and damage. It also increases the severity of critical hits it inflicts by 2d6. Unless you are attuned to it, it also increases the severity of your fumbles with it by 1d6.

They All Die (requires attunement by a proficient creature): You can use an action to make one melee attack with the weapon against each creature within 5' of you. Each hit creature suffers 4d10 + 3 + your Strength bonus slashing damage.

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.

Deflecting Weapon

Weapon (any melee), uncommon

When you wield this weapon, if a ranged weapon attack would hit you, you can use your reaction to deflect the missile, forcing the attacker to reroll its attack. (If the initial attack had advantage or

disadvantage, so does the reroll.)

Delphinatate 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 Delphinatate to protect themselves from attacks from those of a less sophisticated sort. Originally intended to protect the Delphinatate wizards from armed uprisings, these robes soon spread to most Delphinatate agents who had to leave the country itself.

While you wear these robes, you gain resistance to bludgeoning, piercing and slashing damage from manufactured weapons. (This does not apply to the natural attacks of creatures.)

Delver's Armor

Armor (any), rare (requires attunement)

This armor has 3 charges, which it regains each morning at dawn. If you fail a saving throw, you can use your reaction to spend a charge and reroll the save, but you must accept the second result.

Demon Staff

Staff, very rare (requires attunement)

This evil staff is carved to resemble a gloating demonic face atop a mass of suffering humanoids. While you hold it, you can use any of the following powers; however, once you use a given power, it won't function again until the next midnight.

- You can use an action to make a melee weapon attack with the staff. If you hit, in addition to doing normal damage, the target must make a DC 17 Wisdom save or become frightened of you for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. While it is frightened of you and can see you, the target can take no actions other than to Disengage or Dash, or to take an action to escape an effect that prevents it from moving away from you. If it fails to end its turn further from you than it began, it is paralyzed until the beginning of its next turn.
- You can use an action to make a melee weapon attack with the staff. If you hit, the target takes 4d6 necrotic damage.

- You can use an action to summon a type 1 or 2 demon (MM 52). The demon serves you grudgingly, only willingly committing destructive and evil acts, and remains for up to 1 hour or until slain.
- You can use an action to *polymorph* yourself into a type 1 demon for as long as you concentrate on it, to a maximum of 5 rounds.

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.

Depetrification Ring

Ring, rare

One of these golden rings has 15 charges when initially crafted. If placed on the finger of a petrified creature, it ends the petrified condition on that creature, expending a charge. Once the final charge is expended, this ring turns to stone and then crumbles to dust.

Desert Rose

Wondrous item, very rare

Growing only in the most remote desert areas, this yellow flower helps you focus your mind. If you crush it and inhale its perfumes as a bonus action, you gain a +5 bonus to saving throws to maintain your concentration for the next 10 minutes.

Desperate Resolve Vestments

Wondrous item, rare (requires attunement)

These vestments will not fit over armor and must be worn on their own.

While you wear *desperate resolve vestments*, if you take damage, you can use your reaction to enter a ghostly state until the end of your next turn. While in this state, you have no Strength modifier, regardless of your actual Strength, and you gain resistance to acid, cold, fire and lightning damage and immunity to bludgeoning, piercing and slashing damage from nonmagical sources. In addition, you can move through other creatures and objects as if they were difficult terrain, but if you end your turn inside another creature or object, you take 3d10 force damage and are shunted to the last space you occupied before entering the creature or object's space.

Devastation Gauntlets

Wondrous item, uncommon (requires attunement)

These gauntlets have 3 charges, which refresh each morning at dawn. When you score a critical hit with a melee weapon attack, you can expend one or more charges. For each charge you expend, the critical hit deals an extra 1d10 damage.

Devilslayer

Weapon (any), very rare

A weapon of this sort gives you a +1 bonus to hit and damage. When you fight against devils, the weapon's might grows.

Devil's Bane (requires attunement). When you attack a devil, the weapon gives you a +3 bonus to hit (instead of +1) and deals an extra 2d6 points of damage when it hits. Moreover, while it is on your person, you are immune to being charmed by demons.

Dew Tent

Wondrous item, common

This two-person tent, it pitched and standing all night, collects morning dew on its surface and channels it into a collection pouch, yielding enough water for two Medium creatures for one day in even the most arid conditions.

Diadem of Acuity

Wondrous item, uncommon (requires attunement)

This metal headband is set with a tiger's eye. While you wear it, you gain proficiency in Insight and Perception. In addition, you gain a +1 bonus to Insight and Perception checks.

Diadem of Disenchantment

Wondrous item, rare (requires attunement)

This golden headband is adorned with a single gem. If the gem is removed, the diadem loses its power.

The *diadem of disenchantment* has 20 charges when first created. While you wear it, if you would be magically put to sleep, subject to the charmed condition, or affected by a *confusion* or *hold* spell, the diadem automatically spends a charge and you are unaffected.

Diamond Bracers

Wondrous item, very rare (requires attunement)

These crystal bracers are studded with diamonds. You can use a bonus action to gain resistance to a type of damage that you have taken since the end of your last turn. The resistance lasts until the start of your next turn.

Diamond Mace

Wondrous item, very rare

This device is a miniature iron rod topped by a diamond worth 10,000 gp. It is too small and delicate to function as an actual weapon.

The *diamond mace* has 6 charges, and it regains 1d4 charges each day at dawn. When you spend the last charge, there is a 1 in 12 chance that the item loses its powers forever.

While you hold the *diamond mace*, you can use an action to expend a charge and cause a 30' stroke of lightning 5' wide to blast from the diamond. Each creature in the path of the stroke must make a DC 17 Dexterity save, suffering 12d6 lightning damage on a failure and half that on a success.

Dime

Wondrous item, uncommon

A *dime* is an unusually small circular silver coin. You can place it in a location and utter the command word to activate it as an action. When you

do so, the *dime* becomes invisible for one hour or until triggered. Any creature passing over the dime's location while it is invisible must make a DC 15 Strength saving throw or end its movement and be unable to resume moving until the beginning of its next turn. Once a *dime* has been activated, it cannot be activated again until the next dawn.

Dimensional Mine

Wondrous item, rare

This item can take the form of any small object, typically a figurine, ring or other small object. When it is placed in an extradimensional space, such as a *bag of holding* or a *rope trick*, the *dimensional mine* ruptures the space. Everything in the space, including the mine itself, is spewed into the Astral Plane and the extradimensional space is destroyed, along with whatever item or spell created it.

Direbeast Shield

Armor (shield), rare (requires attunement)

This shield is decorated with the hides of dire animals and marked with a wolf's head. While you have it equipped, you add 1d4 to any Constitution check or saving throw you make.

Disastrous Totem

Wondrous item, very rare

A *disastrous totem* is a thing made of bound sticks, bones, shells and teeth that is somewhat suggestive of a skull. Foul weather always accompanies it- storms, heat waves, exceptional humidity, or some other form, depending on the environment.

Each morning there is a 10% chance of a minor earthquake, fire, tornado or other natural disaster happening where the totem is.

Powerful Focus (requires attunement by a druid or ranger): You can use this totem as a very powerful focus if you cast druid or ranger spells. When you cast a spell that deals lightning or thunder damage that is measured in dice using the totem, you deal an extra two dice of damage. In addition, you gain a bonus of 1 to the DC of spells you cast using it as a focus.

Display Window

Wondrous item, rare

This item appears to be and functions just like a *window of peeping*, except that if you use it to gaze upon a hostile nonhumanoid creature, you become paralyzed for 10 minutes and stand in place, holding the window. You may make a DC 15 Wisdom save to end the effect each time you take damage.

Divination Sink

Wondrous item, very rare

This item appears to be an anchor-like device with a long top pole. The whole thing is 6' high and about 3' across where its widest elements are. It is activated by performing an 8-hour ritual involving burying it in the ground. The ritual requires at least one 5th level spell slot and four 4th level spell slots to complete, and demands the participation of at least six spellcasters. Material components expended during the ritual cost no less than 20,000 gp. During the ritual, whoever expends the 5th level spell slot specifies a subject, which can be a creature, object or location, but must remain within 1000' of the *divination sink* at all times or the device will cease functioning.

After the ritual is cast, any time a divination spell that contacts an intelligence for the purpose of asking questions of it, such as *commune*, *hand of Lester* or *contact other plane*, any questions concerning the subject of the *divination sink* are intercepted by the *divination sink's* power. Whoever expended the 5th level slot during the ritual can answer the question within the limitations of the spell being used, except that the answer need not be correct or honest.

Divine Retribution Armor

Armor (any), rare (requires attunement by a cleric or paladin)

This magical armor has 2 charges, which it regains each morning at dawn. When you are hit by a melee attack, you can use your reaction to spend a charge and gain a +5 bonus to damage rolls against the creature that hit you. This damage bonus lasts until the end of your next turn.

Dolphin Harness

Wondrous item, rare (requires attunement)

This harness straps around the body over your

armor and clothing. While you wear it, you gain a swim speed equal to your walking speed, you can hold your breath for ten minutes and you can speak and understand the Dolphin and Whale tongues.

Dolphin's Bane

Weapon (dagger), rare (requires attunement)

This sahuagin-made dagger has a +1 bonus to attack and damage rolls. Against dolphins, whales and merellin, it deals an extra 1d4 damage on a hit.

Doomwarding Dagger

Weapon (dagger), very rare (requires attunement)

This dagger has a +1 bonus to hit and damage. In addition, it has 7 charges when first created; these charges are never recovered, and when they are all used, the dagger becomes a simple +1 dagger.

You can use a charge from the dagger at any point, as long as you are carrying it, though never more than once per turn. When you use a charge, you can reroll one attack, save or check.

Dorus' Lyre

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

This lyre never falls out of tune and can take a total of 6 wear points without suffering more than cosmetic damage. The lyre has 4 charges, which it renews each dawn. You can expend a charge to cast *animal friendship* (save DC 13) or *speak with animals*.

Dousing Key

Wondrous item, uncommon

A *dousing key* has 3 charges, which it regains each dawn. When you use an action to insert this key into the ground and turn it, expending a charge, you “unlock” any underground water present at the location. The amount liberated is typically from about a pint in a desert or dry locale to about four gallons in an optimal, well-watered place.

Dragon Amulet

Wondrous item, very rare

An amulet of this sort depicts the face of a dragon. Given to or crafted by dragon priests, these

amulets allow the priest (or anyone else who gains control of it) to seek audience with its patron dragon. By concentrating on the amulet as an action, you can cause it to teleport you to the dragon's reception area or to return you from whence you came. Once the amulet has transported you each way once, it will not function again until the next dawn.

Dragon Slippers

Wondrous item, uncommon

While you wear these slippers, you can use an action to surround yourself with an illusion that makes you appear to be a Huge dragon with bright yellow scales, a barbed tail and long green fangs. Any creature that touches the illusion may make a DC 15 Intelligence save to recognize it for what it is. The illusion otherwise lasts as long as you concentrate on it, to a maximum of 1 hour.

Draw Poker

Wondrous item, rare (requires attunement)

This item appears to be, and functions as, a *poker of fire control*. However, each time you spend a charge, there is a 25% chance that the poker malfunctions, drawing you haplessly into the fire (where you take damage accordingly).

Dragondaunt Shield

Armor (shield), rare (requires attunement)

When a dragon causes damage to you, you can use your reaction to gain resistance to that damage.

Dragonstein

Wondrous item, rare

A cup of this sort is carved so that a dragon appears to be encircling it, its tail, neck or a wing providing the handle. *Dragonsteins* exist that depict any of the chromatic dragons; it is possible that other such vessels, designed like other types of dragon, exist as well.

You can use an action while holding the stein to cause a thick, syrupy draught to appear in the bottom quarter of the cup. If the liquid leaves the cup by any means other than being drunk, it loses its powers immediately, and once it produces a draught, it can't do so again until the next dawn. However, the

liquid remains fresh and potent in the cup, and it can hold four draughts worth of the liquid, if you are patient enough to wait four days.

When you drink a draught of the liquid, you gain resistance to the damage of the type inflicted by the breath weapon of the dragon on the cup. In addition, while the effect lasts, you can use an action to belch forth that same energy in a 10' cone. Each creature in that cone must make a DC 15 Dexterity save, suffering 3d10 damage of the appropriate type on a failure or half that on a success.

The effects last for six hours per draught that you consume.

Dread of Nightshade

Wondrous item, rare

Usually made by hags, this item appears as a thin violet liquid in a small vial. If a creature tastes the liquid, it must succeed on a DC 17 Constitution save or be poisoned for 1 hour.

When you cast a spell that deals poison damage or inflicts the poisoned condition, you can expend the *dread of nightshade* as an additional material component. If you do so, one target of the spell suffers disadvantage on its saving throw against the spell.

Druid's Cudgel

Weapon (club), rare (requires attunement by a druid)

This club has a +1 bonus to hit and damage. If you cast *shillelagh* on it, it deals 3d4 damage.

Druid's Vestment

Wondrous item, rare (requires attunement by a druid)

While you wear these vestments, you can wild shape one additional time before requiring a rest.

Drums of Deafening

Wondrous item, rare (requires attunement)

This pair of kettle drums have no effect if only one is struck, but as soon as both are sounded together, each creature within 70' must make a DC 15 Constitution saving throw or be permanently deafened. Creatures within 10' of the drums are also stunned for 1 minute, regardless of the initial saving throw; at the end of each of a stunned creature's

turns, it can repeat the saving throw, ending the effect on a success.

Drums of Panic

Wondrous item, rare (requires attunement by a character proficient in drums)

These kettle drums are unremarkable in appearance. They have 3 charges, which renew each morning at dawn. If you sound both of the pair and spend a charge, each creature within 100' of you, except for those in a 'safe zone' within 20' of you, must make a DC 13 Wisdom saving throw. If it fails, the creature is frightened, and it use its action to Dash and move away from you on its turn. If it cannot Dash because an effect prevents it from moving, it can take an action to end that effect instead if applicable. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Drums of Silence

Wondrous item, uncommon

These magical drums produce no sound when struck. They have 3 charges, which they regain each day at dawn. You can expend a charge to cast *silence*.

Drunk's Vest

Wondrous item, uncommon (requires attunement)

This magic vest allows you to get as drunk as you like without suffering mechanical penalties or forgetting what you did.

Duelist's Weapon

Weapon (any finesse), uncommon (requires attunement by a rogue)

This weapon moves through the air with unnatural suppleness and speed. While wielding it, you gain a +1 bonus to initiative, and whenever you sneak attack with it, you may reroll any damage die that comes up 1. You must accept the second result.

In addition, you can use a bonus action to weave the weapon in front of an enemy within 5' that can see you, distracting it. If you do so, you gain advantage on the next attack you make against that creature with the weapon before the end of your turn. Once you use this power, it cannot be used again until the next dusk.

Dust of Amorousness

Wondrous item, common

Usually found in a bag or pouch holding 1d4+4 pinches, this dust is used to arouse the carnal passions of creatures. Sometimes used to aid in the breeding of livestock, it has obvious and sadly common more nefarious uses as well.

When you use an action to sprinkle this powder onto a creature with an Intelligence of 3 or higher that isn't immune to the charmed condition, it must make a DC 11 Wisdom saving throw. If it fails, it becomes extremely amorous toward any creature of an even slightly-compatible race and sexual orientation. Unless directly threatened, the subject must use its action to attempt to find a partner for some amorous action.

If the creature takes damage, as well as at the end of every minute, it can repeat the save, ending the effect on a success.

You can also introduce the powder to a creature via food or drink. Other than the method of application, the effects are exactly the same. Dust used in this fashion loses its potency in 10 minutes.

Dust of Appearance

Wondrous item, uncommon

This magical glittering dust is found in a small packet containing 1d6+4 pinches of dust. When the final pinch is used, the dust is expended. You can cast a pinch of dust in a 10' cube, and it causes all invisible creatures and objects in the area to be coated and revealed. In the case of a permanently invisible object or creature, the effect ends after 1 hour.

Dust of Blandness

Wondrous item, uncommon

This magical dust is usually found in packets of 1d4+6 doses. It is the product of a very evil man who came up with an ingenious solution to a problem he often had- would-be victims of poison might detect it by smell or taste.

Dust of blandness, thus, deadens the olfactory and taste qualities of the substance it is sprinkled on. Attempts to detect or notice its nature by taste or smell have disadvantage.

This magical dust is also sometimes used to

cover up the smell and taste of spoiled food, and some people use it to make foods they don't like more palatable while remaining polite.

Dust of Blending

Wondrous item, rare

This pale yellow dust is usually found in crumbly cakes. If you throw one at a creature within 5', it bursts and showers that creature with colored sparks, and the dust immediately changes color to blend in with the surrounding terrain. This effect lasts for 1d3 hours, and while it does, the subject has advantage on Dexterity (Stealth) checks to remain hidden.

The dust can be washed off prematurely with a gallon of water.

Dust of Disintegration

Wondrous item, very rare

This dust is usually found in a packet containing enough for a single use. As an action, you can sprinkle it on one willing or incapacitated creature or one immobile object within 5' of you. That creature or object is subject to the *disintegrate* spell.

Dust of Durability

Wondrous item, uncommon

This magical dust is usually found in packets of 1d4+3 doses. You can use an action to sprinkle one dose of the dust on an object that will fit completely within a 5' cube. That object gains the ability to withstand one extra wear point without suffering more than cosmetic damage.

Dust of Fertilization

Wondrous item, common

If you sprinkle a pouch of this magical dust on a plant, it gains a full year's worth of growth in only a week.

Dust of Foresight

Wondrous item, legendary

This dust comes in a packet containing 1d4+2 uses. To use it, you must inhale a dust. When you do, your mind swims and you begin to see possible futures overlain on the world around you. You gain

the effects of the *foresight* spell for the next hour.

Dust of Illusion

Wondrous item, very rare

A packet of this shimmering dust usually holds 1d4+4 pinches. When you stare at the dust for more than a few seconds, it seems to change color. If you use an action to apply a pinch of dust to a Medium or smaller creature within your melee reach, it has the effect of a *disguise self* spell (though you choose the creature's new appearance).

Dust of Negation

Wondrous item, rare

This dust is usually found in a pouch containing a single application. If you cast it into the air, it creates an *antimagic field* in a 10' radius sphere centered on you. This field goes around corners, but not through barriers. The field lasts for 1 minute.

Dust of Paralyzation

Wondrous item, rare

This chalky dust usually comes in a pouch or vial holding 1d3+3 doses. You can use an action to throw a pinch of it at a creature within 10'; that creature must make a DC 15 Constitution save or be magically paralyzed for 1 hour. It can repeat the save at the end of each of its turns, ending the effect on a success, but if it fails three times, the effects last the full hour.

Dust of Repair

Wondrous item, common

This metallic powder smells like oil and mortar and feels tacky if rubbed between two fingers. It comes in a packet containing enough dust for 1d6+1 uses. It can be sprinkled on an object that is damaged to remove one wear point or restore 2d8 hit points of damage to it. It has no effect if used on a creature.

Dust of Sleeping

Wondrous item, uncommon

A packet of this shimmering dust usually holds 1d4+4 pinches. You can use an action to cast a handful of dust in a 15' cube adjacent to you. If you do so, roll 7d8 to see how many hit points of

creatures you affect; creatures with the lowest hit points are affected first.

Dust of Tracelessness

Wondrous item, uncommon

This thin gray powder is usually found in packets of 1d12+12 doses. You can use an action to cast a dose over a 30' cube adjacent to you. That area becomes as dusty, dirty and cobweb-laden as if it had been abandoned and disused for a decade. A pinch of this dust sprinkled along a trail will cause evidence of the passage of as many as a dozen creatures, counting a mount and rider as one creature, to be obliterated for a mile back along the trail.

Dust of tracelessness affects the area instantly; its effects don't radiate magic.

Dwarf mug

Wondrous item, common

Obviously dwarf-made, this heavy drinking vessel is edged with gold. The sides of it are graven with scenes of drinking and merriment. You can use a bonus action to cause it to fill with hearty, dwarf-brewed ale. If not consumed within ten minutes or if poured out of the mug, the ale vanishes, and the mug will not function for an hour. (If it takes you more than ten minutes to finish that beer, you need a while before the next one.)

Dwarfstone

Wondrous item, uncommon (requires attunement)

This rock appears to be carved into the visage of a dwarf. While you bear it, if an effect moves you against your will, the amount you move is reduced by 10'. In addition, you never suffer any mechanical penalties from consuming alcohol, no matter how drunk you become.

Dwarven Greaves

Wondrous item, uncommon

If you affix these greaves to a suit of heavy armor and wear it, you cannot be physically moved against your will.

Dyerwaen

Weapon (long sword), rare (requires attunement by a ranger)

This long sword has a +2 bonus to hit (but no bonus to damage). In addition, you can use a bonus action to cause the sword to shed bright light in a 10' radius and dim light 10' beyond that for 10 minutes or until you use a bonus action to extinguish the light.

The sword also aids you in hiding in wooded surroundings. If you hold still, you can hide in plain sight, for the weapon changes your color to match the background, effectively camouflaging you.

In addition, if you suspend the weapon from a rope tied to its center of balance, the blade always points north.

Dynamic Belt

Wondrous item, uncommon (requires attunement)

This belt has 3 charges, which it regains each evening at dusk. If you fail a Dexterity (Acrobatics) check, you can use your reaction to spend a charge from the belt and reroll the check. You must accept the second result.

Earring of Fame

Wondrous item, uncommon

This small, trumpet-shaped earring is enchanted with a strange property. Whenever anyone within 20 miles speaks your name, you hear it, as well as the following three words.

Earring of the Sea

Wondrous item, common

While you wear this earring, you can speak and understand Aquan.

Earthreaving Pick

Weapon (pick), uncommon

A magical pick of this sort gives you a +1 bonus to hit and damage. In addition, when you hit an object or creature composed of stone, you deal an extra 1d8 damage to it.

Ectoplasmic Feedback Armor

Armor (any), uncommon

If a creature with the incorporeal movement trait hits you with a melee attack, it takes 2d6 radiant damage.

Egg of Reason

Wondrous item, very rare

This extraordinary magic egg is both potentially dangerous and potentially very rewarding. If you eat it, you must make a DC 17 Constitution save or die. If you succeed, either your Intelligence or your Wisdom (determined randomly) will increase by 1, as will your maximum in that score.

Egg of Revival

Wondrous item, legendary

This device appears to be a normal hen's egg, but although it seems fragile, it cannot be broken by accident. You can use your action to smash the egg on a creature that died in the last minute, destroying the egg and bringing the dead creature back to life at 0 hit points. The creature is stable when revived.

Egg of Wonder

Wondrous item, rare

This multicolored egg is about the size of a hen's egg. If you use an action to throw it to the ground in an unoccupied space within 20' of you, the egg shatters, and a creature hatches and instantly grows to full size. The creature obeys you thereafter until it dies.

<i>D12 Roll</i>	<i>Creature hatched</i>
1	Ape
2	Axe beak
3	Black bear
4	Boar
5	Constrictor snake
6	Dire wolf
7	Giant lizard
8	Elk
9	Lion
10	Mastiff
11	Poisonous snake
12	Wolf

Eladrin Boots

Boots, rare (requires attunement)

These boots have 2 charges, which refresh each day at dawn. While you are wearing them, you can expend a charge to cast *misty step*.

Eladrin Chain

Armor (chain mail or chain shirt), very rare

You gain a +1 bonus to AC while you wear this armor. In addition, if you teleport, the distance you can teleport increases 10'.

Electric Eel Armor

Armor (hide), very rare

This suit of hide armor is made from the hides of many electric eels, magically attached to each other. It is black and slimy to the touch. It gives you a +1 bonus to AC. In addition, it is slick; creatures have disadvantage on attempts to grapple you.

Electric Touch (requires attunement): The armor has 3 charges, which it recovers each dawn. You can use an action to expend a charge and try to touch a creature. Make a Dexterity attack, treating yourself as proficient; if you hit, you deal 5d6 lightning damage to the target.

Electric Burst (requires attunement): When you are underwater, you can spend an action to expend a charge and create a burst of electricity in a 5' radius around you. Each creature in the area of effect suffers 2d6 lightning damage.

Elemental Twist Dagger

Weapon (dagger), very rare

This dagger has a +1 bonus to hit and damage. It has additional properties that, in the hands of a sorcerer, allow you to turn enemies' ability to resist your damaging spells to your advantage.

Arcane Focus (requires attunement by a sorcerer): You can use this dagger as a focus for your arcane spells.

Resistance Draw (requires attunement by a sorcerer): If you use this dagger as an arcane focus and one or more targets reduce the damage that spell does to them because they have resistance or immunity to the damage, you gain 10 temporary hit points.

Resistance Twist (requires attunement by a sorcerer): If you use this dagger as an arcane focus and one or more targets reduce the damage that spell does to them because they have resistance or immunity to the damage, you can use your reaction to force one such creature to make a DC 15 Wisdom save. If it fails, you magically negate its resistance or immunity to that damage type for 1 minute, including against the triggering spell. The creature can repeat

the save at the end of each of its turns, ending the effect on a success.

Elixir of Heroic Action

Potion, rare

When you drink this potion, you gain 4d6 temporary hit points.

Elixir of Life

Potion, legendary

If you pour this potion down the throat and across the wounds of a creature that died within the last hour, that creature comes back to life with 1 hit point. Any missing body parts are still missing, but any diseases or poisons that were affecting the creature end.

Elixir of Madness

Potion, very rare

When you drink even a sip of this potion, you are compelled to finish it. You are then stricken with a random form of indefinite madness (roll on the table on pg. 260 of the DMG). This lasts until you receive a *greater restoration* or *heal* spell.

Elven Leather

Armor (leather or studded leather), rare

While you wear this armor, you can add 1d8 as a bonus to saving throws against effects that reduce your speed or paralyze you. In addition, you can use a bonus action on your turn to move 15'.

Emerald Frog

Wondrous item, uncommon

This small carving of a frog is a type of *figurine of wondrous power* (DMG 169) and follows the basic rules thereof. When animated, it becomes a frog. The frog is immune to damage from arachnids, insects or creatures with insect or arachnid components.

You can use an action to command the frog to attack an insect, arachnid or creature with insect or arachnid traits within 5' of it. It attacks with advantage, and if it hits, the target must make a DC 13 Wisdom save or be shrunk down, pulled into the frog's mouth and devoured. If the creature has 35 hit points or fewer, it dies; otherwise, it takes 4d10

bludgeoning damage before being released and returned to normal size.

Empirical Ring

Ring, uncommon

This jade ring is set with a plus symbol. As a bonus action, you can get an exact measure, count or mathematical calculation from the ring. It can count and measure things as far as 100' away from you.

Enduring Beast Armor

Armor (leather), rare (requires attunement by a druid)

When you *wild shape* while wearing this armor, your beast form has extra hit points equal to twice its Hit Dice.

Enduring Spirit Vestments

Wondrous item, rare (requires attunement by a cleric or paladin)

These robes will fit over armor. While you wear them, anytime you channel divinity, you gain resistance to bludgeoning, piercing and slashing damage until the end of your next turn.

Engineer's Tome

Wondrous item, rare

You can use this book as a spellcasting focus when casting any wall spell, a spell that creates or modifies terrain, or a zone spell (such as *zone of revelation*). If you do so, you can increase each dimension of the spell's area by up to 50%.

Envoy's Veil

Wondrous item, uncommon (requires attunement by someone proficient in Persuasion)

This veil is embroidered in cloth-of-gold with abstract patterns that are soothing and pleasant to look upon. While you wear it, you can apply twice your proficiency bonus to Charisma (Persuasion) checks.

Equalizer Sword

Weapon (long sword), legendary (requires attunement by an unaligned or true neutral creature)

An *equalizer sword* is designed to slay creatures of extreme alignments. Its bonus depends

on the target's alignment, as noted on the chart below.

<u>Target's Alignment</u>	<u>Equalizer's Bonuses</u>
N or unaligned	-
CN, NE, NG, LN	+1 to hit, +2 damage
CE, CG, LE, LG	+3 to hit, +6 damage

In addition, if you hit a target with no neutral alignment components (in other word, an extremist), it must make a DC 19 save or be affected by a *disintegrate* spell.

Everfull Inkwell

Wondrous item, common

As long as you don't spill it, this inkwell never runs out of ink. If it is spilled, however, its magic is lost.

Everfull Pipe

Wondrous item, common

Crafted from meerschaum, this long pipe resembles a cornucopia horn overflowing with bounty. The bowl is fashioned as the top of an apple, and the scorch marks on it show that it has seen a great deal of use. As a bonus action, you can cause the bowl of the pipe to fill with fine quality tobacco. If you remove the tobacco from the pipe, it vanishes.

Everfull Sails

Wondrous item, very rare

These sky-blue and silver sails magically conjure a wind to fill themselves when they are fully unfurled. A sailing ship with *everfull sails* always moves at its full speed unless commanded otherwise.

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Everlasting Feedbag

Wondrous item, uncommon

This leather feedbag is adorned with a small embossed cornucopia symbol. When you place the bag around the head of a horse, donkey, garen or other equine creature, suitable feed fills the bag and is continuously replenished until it is removed from the animal, at which time any remaining feed vanishes. Once removed from an animal, the feedbag will not function again until the next dawn.

Everlasting Provisions

Wondrous item, uncommon

Each time you complete a long rest, this picnic basket fills with enough food and water to feed five Medium or smaller creatures or one Large creature.

Exalted Armor

Armor (any), rare (requires attunement)

This armor glimmers with white radiance. While you wear it, whenever you heal a creature with a spell that you cast, that creature regains an extra 1d6 hit points.

Exodus Knife

Wondrous item, rare

A knife of this sort is obviously not suited for combat. However, you can use your action while within reach of a wall or other solid object to draw a doorway onto it. You can then open this doorway to reveal a 20' cube extradimensional space. When the door is open, anyone can see into, enter or affect the extradimensional space, and only a creature inside the space can close the door. Once the door is closed, the space is invisible to anyone outside, and creatures on one side of the door cannot perceive or affect anything on the other side of it.

The extradimensional space lasts for 8 hours. Any creatures still in the space when the effect ends reappear in the closest unoccupied space outside the door.

Exploding Ammunition

Ammunition (any), rare

When this magical ammunition hits a target, it explodes, dealing an extra 1d6 slashing damage to the target and each creature within 5' of it.

Extendable Hand of Enjoyment

Rod, common (requires attunement by a bard)

This iron rod is 18" long and has a hand mounted on the end, wrapped in leather. The hand feels warm and alive. You can mentally command it to grasp objects as if it were your hand, and it has an 18 Strength for purposes of grasping or holding things.

In addition, you can use a bonus action to

cause the rod to extend up to 30'; it remains as wieldy as ever in its extended form. You can also use a bonus action to create a joint/elbow in the rod wherever you desire (though the rod can only have two elbows at a time). You can attempt to make Dexterity (Sleight of Hand) checks with the hand as if it were your own.

Extract of Blood Rock

Wondrous item, uncommon

This reagent is usually found in a jar containing 1d4+2 uses. You can crumble this red, gummy substance and rub it over your hands over the course of 10 minutes, expending it. After you do so, any time you score a critical hit with a spell, the severity increases by 1d4. You can expend two uses of it to instead increase the severity of spell critical hits by 1d8. The effect lasts for one hour per dose that you used.

Extreme Violins

Wondrous item, rare (requires attunement)

As long as you bear this violin on your person, if you score a critical hit with a melee attack, you fly into a reckless rage. You gain advantage on attack rolls, but attacks against you have advantage. While in this reckless rage, you must use the Attack action if possible every round. If you can't reach an enemy but you can see one, you can Dash toward it. At the end of each of your turns, you can make a DC 15 Wisdom save to end the rage.

Extremist's Almanac

Wondrous item, legendary

This book is a repository of natural wisdom that is greatly beneficial to a barbarian, druid or ranger of any alignment with no neutral components. It requires a week of constant study to learn its secrets. Upon doing so, an extreme-aligned barbarian, druid or ranger gains enough experience points to reach the midpoint of the next level (and must take the level in barbarian, druid or ranger).

A barbarian, druid or ranger with at least one neutral alignment component finds the almanac disturbing and insane. The ideas contained within haunt him or her. The creature suffers a penalty of 50% to earned experience until it receives a *remove curse* or *atonement* spell.

A creature that is not a barbarian, druid or ranger that reads this work cannot make anything of it, but finds its thinking subtly influenced. It must make a DC 15 Charisma saving throw or adopt a non-neutral alignment component that it doesn't already have. A creature with no non-neutral alignment components ignores this effect.

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

Eyes of Doom

Wondrous item, very rare (requires attunement)

These black lenses with skull pupils fit over your eyes. While you wear them, you can use your action to cast an evil eye at one creature you can see and that can see you within 30'. If you do, that target must make a DC 15 Wisdom saving throw or suffer disadvantage on attacks until the end of its next turn. A creature that is immune to the frightened condition is immune to this effect.

Eyes of Petrification

Wondrous item, very rare

When you slip these lenses over your eyes, you must make a DC 15 Wisdom save. If you fail, you are restrained as you begin to turn to stone. If you fail by 5 or more, you turn to stone instantly. At the end of your next turn, repeat the saving throw, ending the effect on a success or turning to stone on a failure.

Faerie Fire Arrow

Ammunition (arrow), uncommon

When this arrow strikes a creature, the target must make a DC 13 Dexterity save or be affected by *faerie fire* for 1 minute.

Familiar's Belt

Wondrous item, uncommon

This belt comes with a large pouch, which you must keep empty if you are to use it. You can use a bonus action to speak the belt's command word; if you do so, your familiar is instantly teleported into the pouch with no chance of error or mishap. (If you have no familiar, this item is useless.)

Fan of Charming

Wondrous item, uncommon

If you use an action to wave this fan at a creature, it must make a DC 13 Wisdom save or be charmed by you for 1 hour. Once you use this power, it won't work again until the next dawn.

Fan of Revival

Wondrous item, common

This magical fan has 5 charges, which it regains each day at dawn. You can use an action to wave the fan at a creature that is sleeping or unconscious within 5' and expend a charge. If you do so, the creature wakes up. If it is dying, it is restored to 1 hit point.

Fang Dagger

Weapon (dagger), rare (requires attunement)

When you draw this weapon, the blade transforms into a small, coiling, emerald-green serpent about 6" long. This "blade" can't cut anything or parry and it can't be thrown effectively, but you can attack with it for 1d3 points of piercing damage. If you hit a creature with it, the target must make a DC 15 Constitution save or take an additional 1d10 points of poison damage and be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Favor of Fervor

Wondrous item, rare (requires attunement)

This lady's garter must be tied around your arm to function. While it is properly attached to you, if any ally within 50' of you falls unconscious or dies, you gain a +1 bonus to attack and damage rolls with melee attacks for 1 minute or until the creature that dropped your ally leaves your sight, dies or becomes helpless.

Favor of the Lost Lady

Wondrous item, rare (requires attunement)

This faded kerchief is worn tied around your arm. It bears a fancy crest and monogram, but it is impossible to determine whose.

While you wear the favor on your arm, you gain proficiency in Insight and Persuasion. In addition, when you make an Insight or Persuasion

check, you can use a bonus action to gain advantage on that check. Once you use this ability, it can't be used again until the next dawn.

Featherweight Boots

Wondrous item, uncommon (requires attunement)

While you wear these boots, you apply no pressure on the ground when you walk, effectively weighing only as much as a feather. This allows you to avoid triggering pressure plates or similar things.

Feral Spirit Totem

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

This carved length of bone need only be on your person to function. It has 2 charges, and regains them each dawn. When you hit a creature with a weapon attack, you can use a bonus action to spend a charge from the *feral spirit totem*. If you do, translucent, faintly glowing spirits rush from it to attack each creature that you choose within 5' of the creature you hit. Each creature attacked by the spirits must make a DC 15 Wisdom saving throw, suffering 2d10 psychic damage on a failure or half that on a success.

Festering Arrow

Ammunition (arrow), rare

A magical arrow of this sort can't be removed from a creature's body without first casting *dispel magic* on it. While the arrow remains in the creature's body, it can't spend Hit Dice or be healed above 75% of its maximum hit points.

Feykiller

Weapon (any), rare (requires attunement)

This weapon has a +2 bonus to hit and damage. If you hit a fey with it, you deal an extra 1d10 damage. Moreover, as long as you remain attuned to this weapon, fey cannot magically charm you or put you to sleep.

Feyleaf Vambraces

Wondrous item, rare

These arm guards are made of hardened, lacquered bark. They have 3 charges, which renew each dusk. You can spend a charge to cast *misty step*.

Fiendhunter's Helm

Wondrous item, very rare (requires attunement by a creature proficient with heavy armor)

When you hit a fiend with a weapon attack while you wear this helm, you deal an extra 1d8 radiant damage.

In addition, the helm has 3 charges, which are regained each dawn. You can expend a charge when you hit a fiend; if you do so, the fiend must make a DC 15 Constitution saving throw or fall prone.

Figurehead of Blessing

Wondrous item, very rare

To use this magical device, you must affix it to a ship. Whenever that ship leaves port, it gains temporary hit points equal to 10% of its maximum hit points and its speed increases by 1 mph.

In addition, when the steersman or captain makes an Intelligence or Wisdom check to avoid or detect seaborne hazards, she gains a +2 bonus to the check.

The ship also gains resistance to damage from rough seas and from fire.

Figurehead of Protection

Wondrous item, very rare

If this magical figurehead is mounted on a ship, the ship gains resistance to all damage.

Figurine of Wondrous Advice

Wondrous item, uncommon (requires attunement)

This small jade figurine is carved in the shape of a human male in the classic “Thinker” pose. You can activate it while you are holding it by using your action to utter a command word, and the figurine will speak to you, offering advice and conversation for up to ten minutes. The figurine has Intelligence, Wisdom and Charisma scores of 13 and is considered trained in Insight. It is unaligned. The figure has no special sources of knowledge, but is unfalteringly honest and polite. It is impossible to offend the statue; it always maintains its equanimity.

The statue knows the sort of basic, everyday knowledge that any inhabitant of the world would know. It also knows what it has experienced, and can see and hear even if it is inactive.

Filtering Scarf

Wondrous item, uncommon

A magical scarf of this sort serves to protect you from foul scents and gasses. You can wrap it across your face as an action; when you do so, it provides you with protection for the next hour, during which time you are immune to scent-based attacks and to poison damage and the poisoned condition, but only if they are delivered by gas.

Fire Horn

Wondrous item, uncommon

This brass horn is warm to the touch and covered with symbols of fire and conflagration. It has 5 charges and regains 1d4+1 charges each noon.

If you wind the horn and you are not proficient, you suffer 1d4 fire damage as you burn your lips, but you have no other effect.

If you are proficient and you use an action to blow the horn, you can expend 1 charge. If you do so, in addition to producing its normal music, the horn creates a blast of hot air in a 25' cone extending away from you. Each creature in the cone that doesn't have immunity or resistance to fire damage must succeed on a DC 13 Wisdom save, gaining vulnerability to fire damage for 10 minutes on a failure.

If you are a bard and are proficient, you have an additional option. You can spend 2 charges when you blow the horn to fill a 25' cone extending away from you with flame. Each creature in the cone must make a DC 13 Dexterity save, suffering 3d8 fire damage on a failure or half that on a success.

Fireburst Robes

Wondrous item, rare (requires attunement)

If you catch on fire while wearing these robes, the fire goes out at the end of the current turn. In addition, the robes allow you to cast *fire shield* (hot version only). Once you do so, you cannot use that ability again until the next day at noon.

Flag of Terror

Wondrous item, rare

You can plant this banner in the ground as an action. If you do so, each enemy within 80' must

make a DC 15 Wisdom save or be frightened of the flag for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Flag of Untrue Colors

Wondrous item, rare

A magical flag of this type appears (in its true state) as a large rectangular or triangular piece of dull, light-gray fabric. It is meant to be flown over a castle or keep. When placed atop any structure, each creature viewing the *flag of untrue colors* (including via scrying effects) must make a DC 17 Wisdom saving throw or see it either as a bold crest of a family or country the viewer deems friendly, or of any other force the viewer recognizes as benign. Whenever possible, the flag appears the same to each person in a group. Moreover, if blank gray flags are flown from a structure with a *flag of untrue colors*, they also take on the illusory hues and colors of the magical item.

Flame Bracers

Wondrous item, rare (requires attunement)

When you score a critical hit with a melee attack while you wear these bracers, in addition to all other effects, the target bursts into flames. It suffers 1d10 fire damage at the start of each of its turns until a creature taken an appropriate action to extinguish the flames.

Flame Rose

Wondrous item, common

This beautiful crimson rose has been magically altered to enhance fire spells. When you cast a spell that deals fire damage, you can expend this item as an additional material component. If you do so, the spell deals one extra die of fire damage.

Flameburst Weapon

Weapon (any), legendary (requires attunement)

A *flameburst weapon* has a +2 bonus to hit and damage. You can use a bonus action to speak the command word to cause flames to run over its entire surface, although they don't harm you (even if you were to hit yourself with the weapon, the flames it produces have no effect on you; this includes the flames produced by its burst power). While aflame,

the weapon sheds bright light in a 30' radius and dim light for another 30' beyond. When the weapon hits, it deals an extra 2d6 fire damage.

In addition, the weapon has 5 charges, regaining all of them each day at noon. When you hit with the weapon, you may choose to expend a charge from the weapon as part of the attack. If you do so, a burst of flames explodes, centered on the target. Each creature within 10' of the target, excluding the target, must make a DC 15 Dexterity saving throw, suffering 6d6 fire damage on a failure and half that on a success.

Flamedrinker Shield

Armor (shield), rare

When you or an ally within 5' takes fire damage, you can use your reaction to give that creature resistance to fire damage until the end of the current turn.

Flaming Arrow

Ammunition (arrow), uncommon

When fired, this arrow transforms into flame. If it hits, it deals 2d6 fire damage instead of its normal damage. Regardless of whether it hit or missed, the arrow is consumed.

Flaming Weapon

Weapon (any), uncommon (requires attunement)

The inferior cousin of the *flame tongue* sword, a *flaming weapon* blazes with fire when you speak the command word as a bonus action. The flames last until the weapon is sheathed, you use a bonus action to speak the command word again, or the weapon leaves your hand. While flaming, the weapon sheds bright light in a 20' radius and dim light for an additional 20' beyond, and it deals an extra 1d4 fire damage to any target that it hits.

A *flaming weapon* is usually the result of a failed attempt to construct a *flame tongue* or to extend a *flame tongue's* construction to another weapon type.

Flaring Shield

Armor (shield), very rare

This brightly polished shield gives you a +1 bonus to AC. In addition, it has 2 charges, which it

renews each day at noon. When an enemy misses you with a melee attack, you can use your reaction to spend a charge to cause a bright flash of light to emit from the shield. The triggering enemy must make a DC 15 Constitution save or be blinded for 1 minute. At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

Flash Pellet

Wondrous item, uncommon

This item is a small pellet, about the size of a peppercorn. You can use an action to close your eyes and hurl it against a surface within 30'. The pellet then bursts in a brilliant flare. Each creature within 20' of it must make a DC 13 Dexterity save or be blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Flask of Curses

Wondrous item, uncommon

A *flask of curses* might appear as any stoppered container, such as a jug, vial, actual flask, bottle, etc. Some appear to have liquid or gas of some sort within them, but this is a ruse. When you open the flask, you are immediately cursed, as if by the *bestow curse* spell. Once it has functioned, a *flask of curses* will not work again for a year and a day.

Flesh-Eating Rod

Rod, very rare (requires attunement by a warlock)

When you hit a creature with your eldritch blast, in addition to all other effects, a glob of acid splatters the target. It takes 1d10 acid damage at the start of each turn until a creature uses an action to wash the acid off. It makes a DC 17 Constitution save at the end of each of its turns, ending the effect on a success. If you hit the same creature with more than one eldritch blast, it only suffers the effects of one glob.

Fleshshifter Armor

Armor (leather), rare

This armor gives you a +1 bonus to AC. In addition, it allows you to use an action to produce an effect identical to the *alter self* spell.

Flute of Dismissing

Wondrous item, rare (requires attunement by a bard)

You can use action to play this flute and invoke its power. If you do, each conjured or summoned monster within 60' must make a DC 15 Charisma save or be returned from whence it came.

Flute of Perfect Inspiration

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

If a creature that you can see within 30' other than yourself spends a bardic inspiration die while you hold this flute, you can use your reaction to play a tune to inspire it yet further. The creature rolls two inspiration dice and takes the better one.

In addition, if a creature that you can see within 30' other than yourself rolls with advantage because it uses its inspiration, you can use your reaction to play a tune to inspire it yet further. The creature rolls 3d20s instead of two and chooses the one it prefers.

Flute of the Dancing Satyr

Wondrous item, rare (requires attunement by a bard)

This magical flute allows you to use a bonus action to magically play an elegant, quick tune. When you do so, you can also move 10' without provoking opportunity attacks, and any creature within 20' that you choose can use its reaction to move 10' without provoking opportunity attacks.

Foldbox

Wondrous item, very rare

When fully folded closed, this device is a box about 4" wide and 2" high, with a seamed lid. By opening it to another closed face (again with a seam), you can double the size of the box and the volume it can contain. By repeating this action, you can open it to any size up to a 100' cube. Regardless of the amount of material stored in it, the box weighs 1 lb. in its smallest size, and double that for each iteration of opening it undergoes.

Items placed in the *foldbox* cannot be retrieved if the box is not opened to a size large enough to accommodate them, but they are undisturbed by folding and unfolding the box. Thus, you can store very large items in the box and fold it down to its smallest size to carry it.

Folding Moat

Wondrous item, very rare (requires attunement)

This item appears to be a large loop of cloth weighing 10 lbs. When arranged on the ground over a minute, however, it expands to become a 30' wide, 10' deep trench enclosing an area up to 500' x 300'. If you speak a command word as an action while touching the trench, it fills with water until you touch it and speak a second command word as an action. While it is dry, you can spend one minute folding up the moat again.

The *folding moat* can't damage or intersect structures or significant obstacles; it must run over mostly unobstructed, flat ground.

Foot Ball

Wondrous item, common

When you use an action to place this ball on a surface and utter its command word, it will roll after you, following you along any surface short of a vertical wall. When you pick it up again, the distance it traveled magically appears on the ball's surface. You can then use a bonus action to utter a second command word to zero out the distance. The *foot ball* can measure a total of 60,000' per day (approximately 11 miles), and is accurate to within 4".

Forceful Hammer

Weapon (any hammer), rare

This hammer has a +1 bonus to hit and damage. When you hit a creature with it and you roll a natural 16 or higher on the attack die, the target must make a DC 15 Strength saving throw or be knocked 10' away from you.

Forinthian Shield

Armor (shield), uncommon (requires attunement)

This shield is of ancient make and bears a rising sun. It has the markings of an old Forinthian legion upon it, from the days before the Sword Empire. While you have this shield equipped, you and creatures of your choice within 10' of you have advantage on saving throws against effects that include the charmed or frightened condition.

Forinthian Standard

Wondrous item, very rare

This old standard shows a golden sun on a white background. Anyone trained in History can recognize it as the symbol of the Forinthian Empire, which predated and evolved into the Sword Empire. Untrained creatures can make an Intelligence (History) check, DC 10, to likewise recognize the symbol.

Once per day, if you spend an action to plant this standard in the ground, it stands upright and firm even on a floor of stone or metal. It magically creates a zone in a 25' radius around the standard that lasts for up to 1 hour or until a creature uses an action to uproot the standard. While within this zone, you and any of your allies deal radiant damage instead of any other damage types with any attack made or spell cast, even if that attack or spell takes effect outside of the zone.

Fork of Travel

Wondrous item, uncommon

This copper utensil has 3 charges, which it regains each day at dawn. If you drop it at an outdoor intersection of roads or trails and use an action to ask it which way is the safest, most dangerous, shortest or longest route, and it will point accordingly.

Frog Boat

Wondrous item, very rare

This amazing item can appear as a boat of any size or type. It can leap through the air. Anyone at the wheel can use a bonus action to command it to do so, and it will jump out of the water to a height of 360' and up to 1,000' in distance. The boat lands gently, its keel sinking only to a depth of 5' and immediately returning to its normal 2' or 3' draft; its landing disturbs neither its crew nor cargo nor passengers.

The frog boat can leap up to thrice before its powers will no longer function until the next dawn.

Frog Feet

Wondrous item, uncommon (requires attunement)

While you wear these ridiculous-looking shoes, you can use an action to leap up to 30', clearing a height of half the distance you jump, without triggering opportunity attacks. If you do so, you gain advantage on attacks against each creature within 5' of you when you land until the end of

your next turn.

Frost Weapon

Weapon (any), uncommon (requires attunement)

A weapon of this sort is always sheathed in a thin layer of ice (though this causes you no discomfort). When it hits, the weapon deals cold damage instead of bludgeoning, piercing or slashing damage. Any other damage type is unaffected.

In addition, the weapon has 3 charges. When you hit a creature with it, you can use a bonus action to spend a charge. If you do so, the target's speed is reduced by 10'. At the end of each of its turns, it can make a DC 11 Constitution save to end this effect.

Full Awl

Wondrous item, rare

You can use an action to insert this awl into a skin containing one or more drops of water, wine, oil or other nonmagical liquid and speak its command word. If you do, the skin fills with the same liquid. After its power has been activated, the *full awl* must recharge for 3 rounds before functioning again.

Fundamental Ice

Wondrous item, uncommon

This shard of ice from the Elemental Planes never melts. You can expend it as an additional material component when you cast a spell that deals cold damage. If you do so, you can reroll 1s on the spell's cold damage dice, but you must accept the reroll.

Furious Totem

Wondrous item, very rare (requires attunement by a barbarian)

While you are raging, you can use a bonus action to grow one size category, provided there is enough room for you to do so without squeezing. While grown, you gain a +2 bonus on Strength attacks, saves and checks, and when you roll weapon damage against a creature, you roll one extra damage die. Additionally, if your size reaches Large or bigger, your reach increases by 5'. Once you use this ability, you cannot use it again until you complete a short or long rest.

Furyondy's Amulet

Wondrous item, very rare (requires attunement)

While you wear this amulet, it will automatically cast *remove curse* upon you whenever you are subjected to an effect that can be ended by that spell or whenever you activate a cursed magic item. The amulet has 3 charges, and when the last charge is expended, it is destroyed.

Gauntlet of Lassitude

Wondrous item, uncommon (requires attunement)

While you wear this single gauntlet, you can make a Strength or Dexterity attack, treating yourself as proficient, at a creature within your natural reach. If you hit, the target is subject to the effects of a *slow* spell for 5 rounds. It can make a DC 13 Wisdom save at the end of each of its turns, ending the effect on a success. One you have used this power, it won't function again until the next dawn.

Gauntlet of Utterdeath

Wondrous item, legendary (requires attunement)

This single gauntlet is constructed of jet-black steel and reeks of brimstone. It has 3 charges, which it regains each midnight. You can use an action while wearing it to expend a charge and make a Strength or Dexterity attack against a creature within your melee reach. If you hit, that creature must succeed on a DC 17 Constitution save or be reduced to a pile of smoldering cinders. If the creature makes its save, it instead takes 5d6 fire damage and 5d6 necrotic damage.

Gauntlets of Absorption

Wondrous item, very rare (requires attunement by a barbarian, fighter, paladin or ranger)

These enameled gauntlets are red and yellow, and are emblazoned with flames and electric sparks. If you are affected by a *fireball* or *lightning bolt* while wearing them, you can use your reaction to activate the gauntlets to absorb the spell, negating all of its effects and channeling the power of the magic into your Strength. For each die of damage the spell would have dealt, the gauntlets gain 1 charge. Each round at the start of your turn, they automatically expend one charge, and if you are conscious, you may choose to burn more charges, up to a number

that would increase your Strength score to 30. For each charge expended at the start of your turn, your Strength score increases by 1 until the start of your next turn.

Gauntlets of Battlemastery

Wondrous item, rare (requires attunement by a creature with superiority dice)

When you roll a 1 or 2 on a superiority die, you may reroll that die, but you must accept the reroll.

Gauntlets of Destruction

Wondrous item, uncommon (requires attunement)

When you roll a 1 on a damage roll for a melee weapon attack, you may reroll the die until it comes up a different number.

Gauntlets of 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 Gripping

Wondrous item, rare

These gauntlets make your grip extraordinarily hard to break. Whenever you must make a Strength check or save to avoid losing your grip on something (including when a creature tries to escape your grapple), you treat your Strength score as if it were 24, and you roll with advantage.

Gauntlets of Heat

Wondrous item, rare (requires attunement)

These magical gauntlets are hot to the touch and are usually red, orange or yellow. While you wear them, you gain the following powers.

Produce Flame. You can cast *produce flame* at will.

Heat Metal. You can cast *heat metal* twice before exhausting this power until the next dawn.

Burning Hands. You can cast *burning hands* thrice before exhausting this power until the next dawn.

Gauntlets of Might

Wondrous item, legendary (requires attunement)

These gauntlets have 3 charges, which renew each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the *gauntlets of might* lose their magic.

When you hit a creature with a weapon attack but before you roll damage, you can spend a charge to increase your damage. After you roll your damage, double it.

In addition, if you start your turn with less than half your hit points but at least 1 hp, you regain 5 hit points.

Gauntlets of Rust

Wondrous item, very rare (requires attunement)

These gauntlets appear pitted with rust. While you wear them, you can cast *rusting grasp*. Once you use this ability, you cannot use it again until the next dawn.

Gauntlets of Smiting

Wondrous item, uncommon (requires attunement by a paladin)

These gauntlets have two charges, which are renewed at dawn each day. When you smite a creature with either your class ability or a smite spell, you can expend a charge from the gauntlets. If you do so, the target must make a Strength saving throw against your spell save DC. If it fails, you can choose an additional effect from the following list:

- The target can use an action or a bonus action, not both, on its next turn;
- The target falls prone;
- You push the target 10' away from you;
- The next attack against the target before your next turn gains advantage.

Gauntlets of the Ram

Wondrous item, rare (requires attunement)

If you hit a creature with a melee weapon

attack after moving at least 10' in a straight line toward in during the same round, that target must make a DC 13 Strength saving throw or be pushed 10' away from you.

Gem of Atonement

Wondrous item, very rare (requires attunement)

This white diamond allows you to cast *atonement*. One you have done so, you can't use the gem's power again until the next dawn.

Gem of Creation

Wondrous item, legendary (requires attunement)

This item appears as a huge star ruby. If you spend 30 days meditating upon it, it teaches you the formula for a random magic item of a rarity of your choice, up to very rare.

Gem of Curing

Wondrous item, uncommon (requires attunement)

If you hold this ruby in your hand and touch it to a creature, you can cure it of blindness, a disease, or 4d8 points of damage. When you use the gem's power, it ceases to function until the next dawn.

Gem of Ideas

Wondrous item, very rare (requires attunement)

This meager gem is of a type only worth 10 gp. It has 3 charges; when the final charge is used, the gem crumbles to powder. While you carry it, you can spend a charge to have the gem inspire you with an excellent idea concerning the situation at hand, such as which way to go, how to slay a monster, where to find clues, or the like.

Gem of Psychic Poison

Wondrous item, rare (requires attunement)

While you bear this gem, anytime a creature casts a divination or enchantment spell that affects you, that creature must make a DC 15 Wisdom save or become poisoned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Gem of Scroll Reading

Wondrous item, uncommon (requires attunement)

If you look through this gem while perusing a

spell scroll, you can cast that spell from the scroll even if it's not on any of your class spell lists.

Ghastrobe

Ring, rare (requires attunement by a cleric or wizard)

This robe has a charnel stench and rusty stains that cannot be gotten rid of, no matter how much it is washed. While you wear it, you gain several benefits.

- Undead perceive you as a ghost. This doesn't guarantee that they refrain from attacking you in all cases, but it makes it very likely (at least when they initially encounter you).
- You can use a bonus action to cause the reek from the robe to intensify for as long as you concentrate on it, up to 1 hour. Each creature within 10' of you must make a DC 15 Constitution save or be poisoned until it is no longer within 10' of the robe or until the stench ends.
- You can use an action to attempt to paralyze a creature with a touch. Make a melee spell attack at a creature within your natural reach. If you hit, that creature must succeed on a DC 15 Constitution save or be paralyzed for 1 minute. The creature can repeat the save at the end of each of its turns, ending the effect on a success.

Ghost Bridle

Wondrous item, very rare

While your mount wears this bridle, it gains resistance to necrotic damage. In addition, the bridle has 3 charges, which it regains each night at midnight. You (or your mount, if it has an Intelligence of 4 or higher) can use a bonus action to spend a charge. If you do so, your mount can move through creatures and objects as if they were difficult terrain until the end of its turn, taking any creature(s) mounted on it with it. If it ends its turn inside a creature or object, it (and each creature mounted on it) takes 1d10 force damage, and it is expelled to the nearest clear space, along with any creatures mounted upon it.

Ghost Helm

Wondrous item, very rare (requires attunement)

While you wear this helm, you gain resistance to necrotic damage. In addition, you can use a bonus action to become insubstantial, allowing you to move through creatures and objects as if they were difficult terrain. If you end your turn inside a solid object, you are forcibly ejected, taking 1d10 force damage per 10' that you move (rounded up).

Ghost Shoes

Wondrous item, uncommon

You can use your action to move up to 10', passing through physical objects during this movement. Once you use this power, it can't be used again until the next midnight.

Ghost Ward Armor

Armor (any), rare

While you wear this armor, you gain a +1 bonus to AC, and creatures with the incorporeal movement trait can't move through you.

Ghostphase Robes

Wondrous item, rare (requires attunement)

While you wear these robes, you gain resistance to necrotic damage. In addition, the robes have 3 charges. You can use a bonus action to spend a charge to gain the ability to phase through solid objects until the end of your turn. If you end your turn in a solid object, you are immediately expelled into the nearest open space large enough to contain you, and you take 5d10 force damage.

Ghoul Candle

Wondrous item, common

A candle of this sort burns for 4 hours. Its light is invisible to undead, and while you are in its light, undead further than 100' away can't see you.

Girdle of Combat Skill

Wondrous item, very rare (requires attunement)

Whenever you make an opportunity attack, you can make two attacks at the creature triggering it instead of one.

Girdle of Endurance

Wondrous item, uncommon (requires attunement)

This wide belt enables you to treat your

exhaustion as if it were one level lower. Thus, you ignore one level of exhaustion, and it takes four levels of exhaustion to give you disadvantage on your attacks.

Girdle of Femininity/Masculinity

Wondrous item, rare (requires attunement by a creature with a sex)

This girdle seems to be one of another, more helpful sort, and it functions as such until you complete a long rest attuned to it. (Of course, it cannot be removed after you attune to it without a *remove curse* spell.) At the end of the long rest, your sex changes, the girdle breaks its attunement to you and it can never attune to you again.

Girdle of Freshness

Wondrous item, uncommon (requires attunement)

While you wear this magical girdle, you are unaffected by stench-based attacks (but not by poisonous gas or the like).

Girdle of Gnomely Might

Wondrous item, rare (requires attunement by a gnome)

A wide, fancy-looking belt covered in strange symbols and intricate designs, this belt grants you the following abilities.

Unseen Shift. As a bonus action, you can become invisible (as the spell) and move half your speed. The invisibility lasts as long as you concentrate on it, to a maximum of 1 minute, or until you attack or cast a spell. Once you use this ability, you must complete a short or long rest before you can use it again.

Tricky Switch. When a melee attack hits you and an enemy other than the attacker is within 5' of you, you can use your reaction to force that enemy to make a DC 13 Wisdom saving throw. If it fails, you and it switch places, and the attack instead targets that enemy. Once you use this ability, you must complete a short or long rest before you can use it again.

Girdle of Many Pouches

Wondrous item, uncommon (requires attunement)

This broad waist-belt appears to have eight

pouches built into it, but in fact, there are seven more magically compressed behind each (for a total of 64 pouches). Each of these pouches can contain up to one cubic foot of material weighing up to 10 lbs; however, no matter how much you put into the girdle's pouches, it always weighs 10 lbs.

The girdle magically assists you in finding what you need within its contents, so you always know which pouch a given item is in.

Girdle of Skulls

Wondrous item, very rare (requires attunement)

This girdle is adorned with four skulls. You can use an action to cast one of the skulls down to the ground within 30' of you. It immediately grows into a skeleton with 40 hp and the ability to use Multiattack to make two attacks. The skeleton obeys your mental commands and acts immediately after your turn.

Once all four skulls are used up, this girdle loses its powers. 24 hours later, you lose control of any remaining skeletons.

Girdle of the Stag

Wondrous item, uncommon (requires attunement)

While you wear this girdle, your base speed increases by 10'. In addition, you can *speak with animals* at will.

Girdle of the Unicorn

Wondrous item, uncommon (requires attunement)

While you wear this white girdle, you are immune to the poisoned condition and to poison damage. In addition, you can use an action to touch a creature and restore 2d10+5 hit points to it. Once you use this ability, it cannot be used again until the next dawn.

Glain's Crystal Sphere

Wondrous item, uncommon

An item of this sort appears as a 4" diameter crystal sphere with a porcelain core. A 'shattered' pattern adorns it. You can use an action to speak a command word while touching the sphere, after which if the sphere moves even the slightest amount, it will explode, spraying crystal and porcelain shrapnel in a 10' radius. Each creature in the blast must make a DC 13 Dexterity save, taking 4d6

slashing damage on a failure or half that on a success. Once triggered, the globe is expended.

Glass of Preserved Words

Wondrous item, rare

This magical magnifying glass has an ivory handle. The glass itself is mounted in a silver band. When you look at illegible text through the glass, it seems quite readable. Words worn away by time, ink blurred by moisture, messages clouded by magic, *moon runes* and even simple poor handwriting are all made clear by looking through the glass.

The glass doesn't help you read ciphers or languages you don't understand, nor does it offer any protection against magical glyphs or symbols.

Glass Sword

Weapon (any sword), very rare (requires attunement)

A sword of this nature has a blade formed from clear glass that is harder than steel. The sword itself has a +2 bonus to hit and damage, increases the severity of critical hits that it inflicts by +1d10 and allows you to see invisible creatures and objects while it is in your hand.

Glassteel Shard

Wondrous item, very rare

This item appears to be a shard of glass that is as strong as steel. You can expend it when you cast a spell that deals force damage. If you do so, each time a creature takes force damage from that spell, you can jolt it with force and move it 5' in a direction of your choice. This movement does not provoke opportunity attacks.

Glove of Storing

Wondrous item, uncommon (requires attunement)

This magic glove has the ability to magically contain any one item that you hold in its hand. Using a bonus action, you can cause such an item, which can weigh up to 20 lbs, to vanish. Later, using a bonus action to snap the fingers of your gloved hand, you can retrieve the item, which reappears in your hand. While contained within the glove, the stored item is held in stasis and cannot be damaged unless the glove itself is destroyed (in which case, so is the stored item).

Gloves of Dexterity

Wondrous item, uncommon (requires attunement)

Your Dexterity score is 19 while you wear these fine, supple gloves. They have no effect on you if your Dexterity is already 19 or higher.

Gloves of Piercing

Wondrous item, rare (requires attunement)

These gloves have 3 charges, which they regain each morning at dawn. When you damage a creature, you can spend 1 charge to ignore any resistances it has to the damage you inflict on that attack.

Gloves of Quick Manipulation

Wondrous item, uncommon (requires attunement)

These magical gloves allow you to interact with the environment for free one extra time per round.

Gloves of Spell Transfer

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

You can use an action to transfer one spell that you have prepared from yourself to another creature that you touch. You lose access to the spell, and the target gains it as a prepared spell until it next completes a short or long rest, or until you complete a long rest. (It must have its own spell slots to cast the spell.)

Once you use the gloves' ability, you must complete a short or long rest to use it again.

Gloves of Strangulation

Wondrous item, very rare (requires attunement)

These tight-fitting black gloves have rough fingers, which aid you in getting a grab on creatures. When a creature starts its turn grappled by you, you can spend your reaction to deal 2d10 bludgeoning damage to it.

Gloves of Tapping

Wondrous item, uncommon (requires attunement)

These gloves give you advantage on Intelligence (Investigation) or Wisdom (Perception) checks to find secret doors.

Gloves of the Gladiator

Wondrous item, rare (requires attunement)

While you wear these gloves, if you fight with two weapons, you can add your ability bonus to damage with your off hand weapon.

When you reduce an enemy to 0 hit points, you must make a DC 15 Wisdom save or be unable to resist spending the rest of your turn and your action on your next turn 'playing to the crowd,' so to speak, if at least one other creature can see you. If your opponent regains hit points, you can stop playing to the crowd prematurely.

Gloves of the Octopus

Wondrous item, very rare (requires attunement)

These dark, rubbery-feeling gloves have a bizarre power indeed. You can use a bonus action to cause your fingers (but not your thumbs) to extend into long, thin tentacles for as long as you concentrate on the effect, up to 10 minutes. Each tentacle is AC 10 and can sustain 10 hp of damage before being rendered useless or severed; damage done to a tentacle does not apply to your own hit points, and your fingers are unharmed by damage to the tentacles. A damaged or destroyed tentacle regains 1d4 hp each time you complete an extended rest, but if all eight tentacles are destroyed, the *gloves of the octopus* are destroyed, as well.

While the tentacles remain, you can attack with them. A tentacle is a finesse weapon that deals 1d4 points of bludgeoning damage. You gain the following action options while the tentacles remain:

Multiattack. You make up to eight tentacle attacks.

Restrain Foe. One creature within 10' must make a DC 17 Dexterity save or be restrained by your tentacles. While it is restrained, four of your tentacles can't be used for other purposes (including multiattack). The target can use an action to repeat the save, freeing itself on a success.

Gloves of the Slug

Wondrous item, very rare (requires attunement)

These gloves are bright yellow and glisten with a slimy coating. While you wear them, you can deal 2d4 points of acid damage by touching a creature or object with your hand (often requiring a

to hit roll). (If you do not wish to deal acid damage, you can still touch and handle creatures and objects normally.) In addition, the gloves have the following additional power.

Skin to Mucus. You can use the gloves to transform a creature's skin (including scales, hide, etc) to mucus by touching it. Unless the victim makes a DC 15 Wisdom saving throw, it is reduced to half speed, suffers disadvantage on Strength, Dexterity and Constitution attacks, saves and checks, and suffers 1d10 points of damage each hour that it is not submerged in water. The victim may repeat the saving throw at the end of each of its turns, but if it fails three such saves, the effect is extended such that the target may make a saving throw against it only at the end of each hour. If the subject fails three more saves, the effect becomes permanent.

The effect can be ended by a *greater restoration*, *polymorph*, *remove curse*, *dispel magic*, or a healing spell that is cast using a 5th or higher level slot.

Once you use this power of the gloves, you cannot use it again until the next midnight.

Gloves of the Uldra Savant

Wondrous item, uncommon (requires attunement)

These gloves are made of a pale blue metal adorned with light blue runes. They always have ice and frost on them. While you wear them, you can cast *ray of frost*.

In addition, you can use a bonus action to infuse a melee weapon you are wielding with the power of winter. For as long as you concentrate on it, to a maximum of 1 minute, that weapon deals an extra 1d6 cold damage on a hit. The effect also ends if you cease to wield the weapon. Once you have used this power, you can't use it again until the next dawn.

Gloves of Toughness

Wondrous item, rare (requires attunement)

While you wear these gloves, each time you finish a short rest, you gain 10 temporary hit points.

Gnomeblade

Weapon (dagger), very rare; requires attunement by a gnome

This little dagger appears to be ornamental,

made of decorative metal such as pewter instead of steel. The hilt is fashioned to resemble a rabbit with rhinestone eyes. Its looks belie its actual potency, however.

A *gnomeblade* had a +2 bonus to attack and damage rolls. In addition, it has the following powers and abilities.

Critical Hits. When you score a critical hit with a *gnomeblade*, in addition to the other effects of the critical hit, you become invisible to the target until the end of your next turn.

Dextrous Dodge. While you wield the *gnomeblade*, you gain a +1 bonus to Dexterity saving throws.

Fading Escape. As an action, while you wield the *gnomeblade*, you can turn invisible and then teleport 25'. Once you use this power, you cannot use it again until it recharges (which it does each morning at dawn).

Salvation. As a bonus action, you can make a saving throw that normally requires you to spend an action to make or that you would make at the end of your turn to end an effect. Once you use this power, you must complete a short rest before you can use it again.

Goblet of the End

Wondrous item, very rare (requires attunement)

A *goblet of the end* is crafted by Eschatonists, who believe the world's end is at hand. The goblet is graven with apocalyptic symbols, and is designed you help shield its bearer from misfortune.

This item has 3 charges. Each time you are reduced to 0 hit points and don't die, the *goblet of the end* will automatically expend one charge, healing you to half your maximum hit points.

If you die, the goblet expends 3 charges (if it has them) and casts *resurrection* on you.

When the goblet's large charge is expended, it shatters and the pieces dissolve into a foul-smelling fog.

Goggles of Black Visions

Wondrous item, rare

When you don these cursed goggles, you must make a DC 13 Wisdom save or be afflicted by *black visions*. If you succeed, you can cast the goggles aside; otherwise, they cannot be removed

and the visions persist until you receive a *remove curse* spell.

Goggles of the Moon

Wondrous item, rare (requires attunement)

While you wear these goggles, whenever you see a creature that is polymorphed or otherwise in a form other than its true form, you see a ghostly image of it as it really is superimposed atop its false form.

Goggles of Underwater Vision

Wondrous item, uncommon

While you wear these goggles, you can see twice as far underwater as you would otherwise be able to see.

Golden Bridle

Wondrous item, rare

If you are within 60' of a pegasus and are not evil, you can use your action to offer it the bridle. The pegasus will then come forth and submit to be your mount, serving you faithfully as long as you possess the bridle, do not become evil and don't mistreat it.

Golden Sickle

Weapon (sickle), rare

While you hold this golden sickle, you can cast *pass without trace* at will. In addition, you can use an action to touch a tree and open a door within it. The door heads to another tree of your choice within 120', and it remains open as long as you concentrate on it, to a maximum of 10 minutes. While it is open, any creature can pass through the door, treating the exit as being 5' from the entrance. Once you use this power, it won't function again until the next dawn.

Gong of Dispelling

Wondrous item, rare

This large gong is 3' in diameter. It must be properly hung to function. If this is done and you use an action to strike it, it casts *dispel magic* and *dispel good and evil* simultaneously on an area centered on it.

Once this gong has functioned, it won't work again until the next dawn.

Graceful Spear

Weapon (any spear), rare

This magical spear is extremely well-balanced and very graceful. It gains a +2 bonus to attacks and damage. In addition, if you fumble with an attack with the spear, the severity of the fumble is reduced by 2d4.

Graceful Adroitness: While you wield the spear and an enemy is within 15' of you, you gain advantage on Dexterity (Acrobatics) checks.

Grains of Discomfort

Wondrous item, rare

Grains of discomfort appear as a granular substance of dark blue, red, gray or green color. If you handle it with bare hands, there is a 25% chance that it will affect you.

You can throw a handful of this material at a creature within 30' as a ranged attack. If you hit, at the start of each of its turns, that creature must make a DC 11 Wisdom save or else use its action for the round to remove an article of clothing and shake it out. Once the creature makes five saves, the *grains of discomfort* no longer affect it.

A creature that is in the process of removing its clothing and shaking it out that takes damage can use its reaction to move half its speed without provoking an opportunity attack from the creature that damaged it.

Grave Key

Wondrous item, rare

This bone key has two different functions. First, if it is touched to a nonmagically sealed coffin, crypt, tomb or the like, it opens it.

Animate Dead (requires attunement): The key's second power can be used if you insert it into the soil of a grave of a Medium humanoid and turn it. The remains within the grave crawl forth 3 rounds later, serving you as a skeleton or zombie (depending on their state of decomposition). You may only have one skeleton or zombie created by the *grave key* at a time; if you animate a second one, the first collapses into inanimate remains.

Greatstone Club

Weapon (greatclub), very rare (requires attunement by a creature with a Strength 18)

This massive greatclub is made of stone. It can sustain 5 wear points without suffering more than cosmetic damage.

When you wield it in combat, it deals 2d8 bludgeoning damage, but your initiative is always an adjusted 1 if you have it in hand when initiative is rolled. Otherwise, drawing the club or picking it up requires an action.

Grey Mask

Wondrous item, uncommon

This 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.

Grim Defender

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

When you are hit by a melee attack, you can use your reaction to try to transfer that damage to another creature within 60'. That creature must succeed on a DC 15 Wisdom save or else it takes all damage and effects from the triggering attack. However, if the creature succeeds on its save, you suffer an additional 3d6 psychic damage. Once you have used the armor's power, it won't function again until the next dawn.

Grim Grimoire

Wondrous item, legendary

This large book requires 30 days of study to interpret. After reading it, any creature other than a rogue finds it to be a work of nonsense that was actually counterproductive to read, stripping it of valuable lessons learned and overriding some of its knowledge with foolishness, and loses 20,000 xp.

A non-assassin rogue that reads the *grim grimoire* finds it useless, but not counterproductive.

An assassin rogue that reads this tome benefits from it greatly. Henceforth, when it uses its assassination class feature, it treats rolls of 1 or 2 on the damage dice as 3s.

Grumbling Rod

Rod, rare (requires attunement by a warlock)

This polished wooden rod is carved with a half-dozen or more mouths, which continually mutter and grumble unintelligibly. While you bear the rod, you suffer disadvantage on Diplomacy and Stealth checks, since its constant muttering makes it hard for your words to be heard clearly and it makes enough noise to make it difficult to sneak around. In addition, the wand has the following powers.

Distressful Grumbling: While you hold the rod, any enemy that starts its turn within 5' of you suffers 1d10 psychic damage.

Grumbling Aura: While you hold the rod, you can use a bonus action to active an aura of grumbling that surrounds you to a distance of 25', going around corners but not through barriers. Each creature in the aura other than you gains vulnerability to psychic and thunder damage. The aura lasts as long as you concentrate on it, to a maximum of 1 minute. Once you use this ability, it cannot be used again until the next dawn.

Guardian Shield

Armor (shield), uncommon (requires attunement)

When an ally within 5' of you is hit by an attack, you can use your reaction to switch places with the target and become the target of the attack yourself. If the attack hits you, you reduce the damage that you take by 5.

Guardian's Cape

Wondrous item, rare (requires attunement)

This cape has 3 charges, which it regains each morning at dawn. As a bonus action, you can spend one charge to teleport yourself and another willing creature that you can see within 50', swapping places with each other.

Guarding Cloak

Wondrous item, very rare (requires attunement)

While you wear this cloak, whenever you are struck by a physical blow, the cloak stiffens to absorb some of the damage, preventing the first 2 points of bludgeoning, piercing and slashing damage from each attack.

Guildmaster's Gloves

Wondrous item, rare (requires attunement)

While wearing these fine gloves, you gain a +3 bonus on any checks you make with artisan's tools.

Halfling Pipe

Wondrous item, common

While you smoke this cute little pipe, you can use an action to create a *minor illusion*. The illusion must be visible.

Halo of Fallen Stars

Wondrous item, legendary (requires attunement)

This strange item appears as a web of motes of sparkling light. When you attune to it, the motes move to orbit your head, slowly circling. The motes shed bright light in a 40' radius and dim light for an additional 40' beyond that. In addition, the halo has the following properties.

- You gain resistance to radiant damage.
- Whenever you make a Medicine, Nature or Religion check, add 1d4 to the check result.
- When an enemy attacks you, you can use your reaction to cause the halo to emit a brilliant beam of light at that creature. Make a ranged attack at the target. If you hit, it takes 5d10 radiant damage and is blinded for 1 minute. At the end of each of its turns, the creature can make a DC 17 Constitution saving throw to end the blindness.

Hammer of Shattering

Weapon (any hammer), very rare

This +2 *hammer* ignores the damage threshold of objects. When you hit a creature that is wearing armor or using a shield, you inflict a wear point on its armor or shield (your choice) unless it makes a DC 17 Constitution save.

Hammer of Tempering

Weapon (light hammer), common

If you are proficient with blacksmithing tools, you can spend one hour at an anvil or forge working on a metal weapon with this hammer to improve its strength and durability. If you do so, the metal

weapon can sustain an additional 2 wear points without suffering anything worse than cosmetic damage.

Hammer of Willpower

Weapon (any hammer), very rare (requires attunement)

This hammer has a +1 bonus to attack and damage. In addition, if you make an attack with it, you have advantage on Wisdom saving throws until the end of your next turn.

Hammerblock Armor

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

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

Hand of Glory

Wondrous item, very rare

This mummified human hand hangs by a leather cord around your neck. You can put a single magic ring on the hand that normally requires attunement, and can benefit as if you were attuned to the ring.

Hand of the Mage

Wondrous item, uncommon (requires attunement)

This withered elf hand hangs from a golden chain. Worn around your neck, it allows you to cast the *mage hand* cantrip at will.

Handbane Weapon

Weapon (any), uncommon

Forged in the last desperate years of the Sword Empire, this weapon was designed to fight the forces of the Six-Fingered Hand. Against gnolls, goblinoids, kobolds, lizardfolk, ogres and orcs, this weapon deals an extra 1d6 points of damage on a hit.

Harp of Charming

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

If you play this harp for at least ten minutes, you can attempt to weave a *suggestion* spell into your music. You must make a DC 20 Charisma (harp)

check to succeed; if you fail, you cannot attempt to use the harp's power again until you complete a short or long rest.

If you succeed, you can cast *suggestion*. The spell affects one creature that can hear the music and is within 60' of you if it fails a DC 13 Wisdom saving throw. A listener who has a passive Insight score of at least 15 realizes that you have woven an enchantment with your music, but otherwise, even the affected creature doesn't realize it.

You can attempt to weave a new *suggestion* into your music every ten minutes until you fail.

Harp of Deeper Slumber

Wondrous item, uncommon

If you are proficient and you use an action to play a gentle lullaby on this magical harp, sleeping creatures within 50' subtract 1d8 from any Wisdom (Perception) checks they make.

Harp of Gold

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

This large harp weighs 400 lbs. If you play it for one hour and spend an action each turn focusing on activating its power, at the end of that time it turns all nonmagical silver, electrum and platinum within 30' into gold. Once it has done so, it can't use this power again for a week.

Harp of Healing

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

If you play this harp during a short rest (which doesn't prevent you from benefiting from the short rest), each creature that spends hit dice during that rest regains an extra 1 hp per hit die.

Harp of Shattering

Wondrous item, legendary (requires attunement by a proficient user)

This harp has one extra string that sounds an extremely low, thrumming note. You can use an action to strum this string. If you do so, all unattended nonmagical metal weapons within 60' of you shatter. Creatures holding unsheathed metal weapons and within 60' of you are permitted DC 15

Constitution saving throws to avoid having their weapons shatter, and unattended magical weapons shatter unless they likewise make such a saving throw, each using its enhancement bonus as its bonus to the save. Once you use this power, the harp cannot produce it again until the next dawn.

Harp of Throbbing

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

If you use an action to play this harp, creatures within 60' of you cannot fail death saves until the start of your next turn.

Harrow Rod

Rod, rare (requires attunement)

This twisted black rod of metal has 3 charges, which it regains each dawn. You can use an action to expend one charge and create a 30' cone of acid extending from the rod. Each creature in the cone must make a DC 15 Dexterity save, suffering 9d6 acid damage on a failure or half that on a success.

Harrowheart

Weapon (rapier), common

This magical rapier does triple damage on a critical hit.

Harsh Songblade

Weapon (any sword or dagger), very rare (requires attunement)

This +1 weapon wails and cries out in combat, singing a harsh, discordant song that makes it difficult for enemies near you to focus. Whenever a creature within 30' of you makes a saving throw to maintain concentration, you can use your reaction to cause the *harsh songblade* to cry out, giving each such creature disadvantage on that save. You can also use your reaction to cause the weapon to shriek when a creature attempts to make an ability check requiring substantial focus, such as a Dexterity check to open a lock, an active Wisdom (Perception) check or an Intelligence check to recall lore. If you do so, you impose disadvantage on that check if the creature is within 30' of you.

Arcane Focus (requires attunement by a bard): This weapon serves as an arcane focus for

you.

Screaming Echo (requires attunement by a bard): When you cast a spell that deals thunder damage, you can use your reaction to cause the blade to shriek, imposing disadvantage on any saving throw against your spell made by a creature within 30' of you. When you use this power, you gain a level of exhaustion.

Harthom Headband

Wondrous item, uncommon

Composed of intricately woven copper and silver wire, this headband has a large plate depicting a staring eye that fits at the center of your forehead. While you wear it, you are never surprised, even waking from a deep sleep when danger strikes.

Hasty Wheel

Wondrous item, rare

If this wagon wheel is properly installed on a wagon, the wagon's speed increases by 50%.

Hat of Hairiness

Wondrous item, common

When you don this hat, it causes your hair to grow profusely until you have a fantastic and unruly mane. Simultaneously, you grow quite attached to the look and unwilling to change it without the benefit of a *remove curse*.

Hat of Hairlessness

Wondrous item, common

When you don this hat, it causes your hair to fall out, rendering you bald.

Hat of Headlessness

Wondrous item, rare

When you don this hat, your head disappears. Though you can still see and hear, you are immune to gaze attacks. Your head reappears if you remove the hat.

Hat of Stupidity

Wondrous item, very rare (requires attunement)

To all tests, this fashionable hat seems to be some sort of beneficial magical hat. However, once you attune to it, your Intelligence falls to 7 unless it

was already 7 or lower, in which case it falls 1 point, to a minimum of 3.

Once the hat's dweomer strikes, you cannot remove it without a *remove curse* spell.

Hat of the Rake

Wondrous item, rare (requires attunement)

This stylish hat never falls off your head, even if you are upside down. It has a large bright feather thrust through the brim.

While you wear it, when an attack hits you, you can use your reaction to force the attacker to reroll the attack. You must accept the second result. Once you have used this ability, it won't function again until the next dawn.

Head of Auguries

Wondrous item, uncommon

This grisly item appears as a head on a 3' long spike. You can spend ten minutes chanting and invoking it to cast *augury*. Once it has done so, it will not function again until the next midnight.

Healer's Kit of Aresh

Wondrous item, rare

This magical healer's kit provides exceptional benefits. Once the kit's uses are expended, it turns into mist.

- When you expend a use of the kit to stabilize a creature, that creature regains 1d8+5 hit points.
- When you expend a use of the kit to treat a poison, injury or disease that requires care over the course of a short or long rest, you gain advantage on any Wisdom (Medicine) checks you make.
- You can expend a use of the kit during a long rest while you care for an injured creature. If you do so, that creature regains all its hit dice after completing the long rest (instead of half) and any hit dice that it spends at the end of the long rest are maximized.

Healer's Shield

Wondrous item, rare (requires attunement)

While you have this shield equipped, any time a creature within 50' that you can see regains hit

points, you can use your reaction to add your Wisdom or Charisma bonus, whichever is higher, to the number of hit points regained.

Heart of Stone

Wondrous item, very rare

This small golden heart pin appears to all tests to be a *beating heart*, *lion heart* or other beneficial sort of heart. As soon as it is pinned to your breast, however, you must make a DC 17 Constitution save or be restrained as you start to turn to stone. At the start of your next turn, you repeat the save, ending the effect on a success and being permanently petrified on a failure.

Heartseeker

Weapon (bow), legendary (requires attunement)

This longbow has a +3 bonus to hit and damage. It also has its critical range increased by one (usually to 19-20) and gains a bonus of +3d6 to critical severity against creatures that have a heart.

Heartseeking Spear

Weapon (spear), legendary (requires attunement)

This magical spear has a +2 bonus to hit and damage. If you score a critical hit, you increase the severity by 3d8.

Heaven's Thorn

Wondrous item, rare

This dagger-sized thorn is too fragile to be used as a weapon- except against celestials. You can make a melee attack with it, treating it as a dagger. If it hits a creature, it is destroyed, but if that creature is a celestial, it must make a DC 15 save or else it is stunned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Hefiz' Superb Shiny Shoes

Wondrous item, uncommon

Enchanted to be the bane of thieves, these shoes appear as black soft shoes ideal for moving quietly. Unfortunately, once you put them on, they won't come off without a *remove curse* spell, and they transform into a pair of brightly, shiny, gaudy, tasteless boots with many small bells and buckles that make a large amount of noise and shine brightly

in the dark. While you wear them, you automatically fail Stealth checks involving being unseen or unheard, and if you become invisible, creatures can still easily see you.

After you remove these shoes, they transform back into their black, appealing form.

Helm of Battle

Wondrous item, uncommon

You and each creature of your choice within 15' of you gain a +2 bonus on initiative checks.

Helm of Heroes

Wondrous item, uncommon

While you wear this helmet, you and each creature that you choose within 50' of you has advantage on saving throws against effects that include the frightened condition.

Helm of Opposite Alignment

Wondrous item, uncommon (requires attunement)

This magical helm will appear to give you some benefit or other, but as soon as you attune to it, it causes your alignment to reverse- lawful to chaotic, good to evil and vice-verse. Any neutral component to your alignment changes to a random non-neutral component. The helm then loses its magic.

Helm of the Eagle

Wondrous item, rare (requires attunement)

This helm has 3 charges, which it regains each morning at dawn. You can use a bonus action to spend a charge to take careful aim with a ranged weapon. You gain advantage on your next ranged attack with that weapon before the end of your turn.

Helm of the Reaver

Wondrous item, rare (requires attunement)

While you wear this fearsome-looking helm, you are immune to the frightened condition. In addition, when you hit a creature with a melee weapon attack, it must succeed on a DC 15 Wisdom save or become frightened by you for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. Once a creature has made this save, the helm's power won't affect it again until the next midnight.

Helm of Underwater Action

Wondrous item, uncommon

This helm appears to be a normal helmet. However, when you enter water, small lenses slide across the eye slits and a transparent material surrounds its lower portions, enabling you to breathe normally and to see five times further than normal human vision while underwater. (Obstructions and the like still block your vision normally.)

Helm of Weaponry

Wondrous item, uncommon (requires attunement)

While you wear this helm, you can use an action to conjure a normal melee weapon that you are proficient with. The weapon remains for 1 minute.

Helmet of Sense Protection

Wondrous item, uncommon (requires attunement)

This heavy great helm has a visor with no vision slits in it. However, this is transparent from within. While you wear it, you are immune to the blinded and deafened condition, as well as to any effect based on stench and any effect that overwhelms your senses.

Helmet of Subterranean Sagacity

Wondrous item, uncommon (requires attunement)

While you wear this helmet, you can use a bonus action to determine any of the following:

- Your distance underground;
- Which direction you are headed while underground;
- Whether you are on a slope or grade while underground;
- Whether construction you can see within 60' is new (built within the last month); or
- Whether an underground wall, room or area shifts or slides.

Helping Hand

Wondrous item, rare (requires attunement)

These half-gloves are worn only on the palms and undersides of the fingers, and a pair of gloves or gauntlets can be worn over them.

This item has 6 charges. Each day at dawn, it recovers 1d4 charges. If you spend the final charge,

roll 1d20; on a 1, the *helping hand* disintegrates and is lost.

You can use a bonus action to spend 1 charge to create a spectral hand that hovers at a point of your choice within 25'. The hand lasts as long as you concentrate on it, up to 1 hour. You can use a bonus action to move the hand up to 30' and have it manipulate an object (though not use a magic item). The hand can carry an object that weighs up to 50 lbs.

While the hand is present, you can use a bonus action to spend a charge to cause the hand to strike a creature within 5' of it. Make a melee spell attack, using your Intelligence as the key ability. If you hit, the target takes 3d6 force damage.

Heward's Fortifying Bedroll

Wondrous item, very rare (requires attunement)

Should you ever lose your attunement to this item, you can never regain it.

When you take a short rest, you can sleep in the bedroll to activate its powers. If you do so, you gain all the benefits of a long rest, but cannot gain the benefits of a long rest again for another 48 hours.

Hinge of Opening

Wondrous item, uncommon

This handy item appears to be a door hinge. If placed on a door, that door unlocks, although any traps on it are triggered automatically.

Hinge of Shrieking

Wondrous item, uncommon

To all tests, this magical door hinge appears to be a *hinge of opening*, but when the door it is attached to opens, it emits a piercing shriek audible to a distance of 120'. This produces an immediate wandering monster check with double the normal chances for an encounter.

Holy Shield

Armor (shield), very rare (requires attunement by a paladin)

This shield grants you the benefits of *protection from evil and good*.

Holy Weapon

Weapon (any), rare (requires attunement by a good creature)

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

Hook of Dissolution

Weapon (hook), very rare

This magical hook is a vicious weapon. (Mechanically, treat the hook as a dagger that can't be thrown and can't do slashing damage.) It has a +2 bonus to hit, but no bonus to damage.

The hook's greatest power is revealed if you hit an incapacitated creature. The hook sinks into the creature, requiring a creature to make a DC 15 Strength check to remove it. If the hook is still within the creature at the end of its third forthcoming turn, that creature must make a DC 17 Constitution save or be *disintegrated* (as the spell). If it survives, the effect repeats each round until the hook is removed.

Hook of Rending

Weapon (hook), very rare

This magical hook is a vicious weapon. (Mechanically, treat the hook as a dagger that can't be thrown and can't do slashing damage.) It has a +2 bonus to hit and damage; in addition, when you hit a creature with it, the hook sinks into the target and begins rending it. Each round at the start of your turn, the hook automatically deals 1d4+2 points of piercing damage to the target.

The hook causes the target tremendous pain. At the start of each of its turns, the target must succeed at a DC 15 Constitution saving throw or be paralyzed with pain until the start of its next turn.

The hook can be removed by a creature that uses an action to make a DC 10 Strength check to remove the hook, at which point it becomes quiescent.

Hookah of Reasoned Discourse

Wondrous item, rare

This magical smoking device is used in diplomacy and negotiation to help prevent tempers from running hot. It functions once per day. To use it, its bowl must be filled with some sort of smoking herb, such as tobacco or hempflower, and a group of up to six individuals must sit around it, smoking while they talk. For the duration of their discussion,

to a maximum of four hours, the participants find that their emotions remain cool, and none of them grow angry as a result of the discussion. During the conversation, the participants have disadvantage on Charisma (Intimidation) checks, but gain advantage on Charisma (Persuasion) checks.

If any of the participants takes damage, casts a spell or is forced to make a saving throw, the effects of the hookah end immediately for all of them.

The first of these magical hookahs came from the people of the island of Pesh, well-known for its cornucopia of herbs and drugs.

Horizon Goggles

Wondrous item, uncommon

While you wear these goggles, your ranged attacks have double their normal range.

Horn of Amplification

Wondrous item, rare (requires attunement by a bard)

This horn is solid, rather than hollow, and can't be played normally. Rather, you can use a bonus action to press it to your forehead, where it attaches. Thereafter, your voice is amplified from two to ten times its normal volume by the horn (at your option, and changing from moment to moment as you desire). Any creature can use a bonus action to remove the horn with ease (assuming you don't try to avoid it).

The horn increases the range of all songs, jokes, rhymes and other forms of verbal communication commensurate to the amplification it provides, including magical effects relying on being heard (if your voice is twice as loud, ranges are doubled).

In addition, you can use an action to *shout*, as the spell, except that it isn't magical and thus can't be *counterspelled*. Once you do so, you must complete a short or long rest before you do so again.

Each time you affix the horn to your head, there is a 1% chance that it becomes permanently attached and loses its powers. If this happens, you can use it as a natural weapon, dealing 1d3 + your Strength modifier piercing damage.

Horn of Animal Calls

Wondrous item, common

This wooden instrument is painted red and

often sports the silhouettes of different animals on it. You can use an action to picture a beast you have seen and blow the horn. The sound emitted is indistinguishable from the cry of the actual animal.

Horn of Baldagyr

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

This large horn was crafted from the scales of the legendary astral dragon Baldagyr, who is said to watch over an incredibly powerful bound primordial.

When you roll initiative and aren't surprised, you can use your reaction to draw and blow the horn. If you do, you and each ally that can hear you within 100' and isn't surprised gains advantage on your initiative rolls and on your first attack roll during the first round of combat.

Horn of Bubbles

Wondrous item, uncommon

This musical instrument will call forth a huge mass of bubbles when sounded, along with a sour, humorous note. These bubbles float in the air and roll along the ground, filling a 10' radius around you. Creatures in the bubbles are blinded, including you. The bubbles follow you for 10 minutes before they finally pop.

Horn of Collapsing

Wondrous item, very rare

If you use an action to sound this horn without first attuning to it, you cause an effect based on your location. If you are outside, a rain of 2d6 fist-sized stones pummels you. Each makes a ranged weapon attack against you: +5 to hit; *Hit*: 1d6 bludgeoning damage. If you are indoors, the ceiling overhead will collapse, and you must make a DC 15 Dexterity saving throw, suffering 3d12 bludgeoning damage on a failure or half that on a success. If you are underground, the area immediately above you collapses onto you, and you must make a DC 15 Dexterity saving throw. If you fail, you suffer 5d4 bludgeoning damage per 10' of ceiling height above you. If you succeed, you take half damage.

If you are attuned to the horn, you can use an action to sound it while pointing it at a point on a ceiling from 30' to 60' distant from you. A 20' radius section of the ceiling centered on the chosen point

collapses, affecting creatures below it as noted above. Once you are attuned to it, the horn has no effect when sounded outdoors (other than to produce a loud note).

Horn of Dolphins

Wondrous item, uncommon (requires attunement by a good creature)

If you use an action to wind this horn while you are at sea, in 1d20 minutes, a pod of 3d4 dolphins arrives. The horn gives you no special powers of command over them or ability to communicate with them.

Horn of Fog

Wondrous item, uncommon

You can use an action to blow this horn to summon a *fog cloud* in a 20' radius around you. Each round that you use an action to keep blowing on the horn, the radius of the fog expands by 10'. It lasts until you don't blow it for a round, plus ten minutes. Except for its duration and area, this cloud functions as the *fog cloud* spell.

Horn of Goodness and Evil

Wondrous item, uncommon

If you use an action to blow this horn, it casts *protection from good and evil* on you. You do not need to concentrate to maintain the spell. Once you have used the horn's power, it can't be used again until the next dawn.

Horn of Nausea

Wondrous item, very rare

This horn has 3 charges, which renew each morning at dusk. If you are proficient, you can spend a charge when you blow the horn as an action. If you do so, each creature other than yourself within 30' must make a DC 13 Constitution save, becoming poisoned for 1 minute on a failure. The creature repeats the save at the end of each of its turns, ending the effect on a success.

If you are not proficient, blowing the horn always causes a charge to be spent (so long as the horn has charges remaining), and its power affects you as well as other creatures.

Horn of Signaling

Wondrous item, uncommon

When you are outside, you can use an action to utter the command word and then blow this horn, and it can be heard at a distance of 8 miles. If you are atop a mountain, the range increases to 24 miles.

Horn of the Tritons

Wondrous item, rare

This magical conch horn can be blown to produce any of the following magical effects.

- Calm rough waters in a 1 mile radius, including dispelling a water elemental or water weird. This effect lasts for 8 hours.
- Summon 5d6 giant sea horses or hippocampi if you are in a body of water where such creatures dwell. They remain and serve as mounts for 8 hours.
- Panic water-dwelling creatures within 100' that have Intelligence scores below 5. Each such creature must make a DC 15 Wisdom save or be frightened of you and the horn, and as long as it can see you, it must use its action to move as far as possible from you.

When you sound the horn, tritons, merfolk and other intelligent ocean dwellers can hear it from a league away.

Horn of the Vast Swamp

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

This conch shell is engraved with frogs. If you use an action to sound it, you can summon 1d6+6 giant frogs, which appear in unoccupied spaces within 30' of you. The giant frogs obey your commands to the best of their ability and go immediately after your turn. They remain for as long as you concentrate, to a maximum of 1 hour. Once you use the horn's power, until the next dawn it can only summon 1d6+6 normal frogs, which scatter and flee immediately.

Horn of Valor

Wondrous item, uncommon

You can sound this horn as a bonus action or an action. If you are proficient with it, when you do,

each creature that is within 100' of you loses the frightened condition. Once you use this horn, you can't use it again until the next dawn.

Horn Tusk Armor

Armor (hide), uncommon

If you fall to 0 hit points and don't die instantly while wearing this armor and not incapacitated, you can use your reaction to make a single melee weapon attack.

Horned Helm

Wondrous item, rare

A pair of horns extend from this beaten, battle-worn helmet. When you move at least 20' in a straight line and then hit with a melee attack, you deal an extra 1d6 points of damage of the type the attack deals. This power functions once per round.

Horned Mask

Wondrous item, very rare (requires attunement)

While you wear this mask, you cannot be blinded. In addition, you gain 90' darkvision, can see ethereal creatures and objects, can see through mist, fog, smoke and similar vapors, and gain advantage on Wisdom (Perception) checks that rely on sight.

Horseshoe of Luck

Wondrous item, uncommon (requires attunement)

While you carry this magical horseshoe, if you fail a save, you can reroll it, but you must accept the rerolled result. After allowing you to do so, the horseshoe won't function again until the next dawn.

Hourglass of Age

Wondrous item, legendary

This hourglass is painted with the faces of elderly men and women. The frame is made of bones, and the sand within it is made of ground bones. Holding the hourglass requires both hands.

While you hold this hourglass, you can use an action to force a creature that you can see within 60' to make a DC 17 Constitution save, aging 10d6 years on a failure.

Hourglass of Relentlessness

Wondrous item, uncommon

This hourglass is the size of a dagger, and sand flows ceaselessly from the upper chamber to the lower, never seeming to fill it. While you bear it, you are immune to effects that reduce your speed.

Hourglass of Speed Control

Wondrous item, rare

This hourglass requires two hands to manipulate. It has 3 charges. You can spend an action to manipulate it, expend a charge and cast *haste* or *slow*. Each night at midnight, the hourglass regains 1 charge.

House Boat

Wondrous item, rare

This boat appears to be a small riverboat with an enclosed deck. However, the enclosed area's interior is larger than its exterior- a 120' x 90' x 30' space (initially unfurnished). If more than 3,000 lbs of nonliving material is within the space at one time, it ruptures, spilling everything out of the boat, and the *house boat* sinks.

Hummingbird Nectar

Potion, legendary

When you drink this potion, you can take an extra action each turn (including this one). At the end of each turn, make a DC 19 Constitution save; if you fail, the effect ends.

Hungry Spirits Totem

Wondrous item, uncommon (requires attunement by a druid)

This piece of wood is carved with many voracious-looking mouths all over it. It functions as a druidic spellcasting focus, and if you score a critical hit with a spell that used it as a focus, the critical severity increases by 2d8.

Hunter's Bow

Weapon (any bow), rare (requires attunement by a ranger)

When you hit an enemy you have designated as the target of your *hunter's mark* with this bow, you can roll one extra damage die for your *hunter's mark* and discard the low one.

Hunter's Bracer

Wondrous item, rare (requires attunement by a ranger)

When you roll damage for your *hunter's mark*, you roll 1d8 instead of 1d6.

Hunting Beast Armor

Armor (leather), rare (requires attunement by a druid)

If you *wild shape* while wearing this armor, your beast form gains advantage on Dexterity saving throws and Dexterity (Stealth) checks.

Hydra Armor

Armor (any medium or heavy), very rare

While you wear this armor, you gain a +1 bonus to AC. In addition, if you suffer a critical hit, you begin to regenerate 5 hit points at the start of each of your turns. At the end of each turn on which you regenerated, make a DC 12 Constitution saving throw. If you fail, you stop regenerating.

Hypnotic Disk

Wondrous item, rare

This item appears as a 3" diameter disk of metal that shimmers with multiple colors attached to a small strap. It has 3 charges, which it regains each morning at dawn. While it is strapped to your hand, you can spend a charge to use it to cast *hypnotic pattern*.

You can also use an action to spend a charge to attempt to disorient one creature that can see you within 30'. That creature must make a Wisdom saving throw or use its reaction to move half its speed in a direction you choose. If it succeeds on its save, it instead moves 5' in a direction you choose unless its speed is 10' or less.

Hypnotic Shield

Armor (shield), very rare (requires attunement)

This shield grants you a +1 bonus to AC. In addition, it has 2 charges, which are renewed each morning at dawn. When a creature within 10' misses you with a melee attack, you can use your reaction to spend a charge to cause the spiral pattern on this shield to swirl until the start of your next turn, distracting that creature. It must succeed on a DC 13

Wisdom saving throw or else it grants advantage on attacks against it, is unable to willingly move or take reactions and has disadvantage on Dexterity saves until it loses sight of the shield or until the swirling stops at the start of your next turn.

Ice Sickle

Weapon (sickle), rare

This magical sickle appears to have a wood and leather handle, but the blade seems to be made of translucent ice. Whenever you hit a creature with it, you deal an extra 1d6 cold damage, and if you score a critical hit, in addition to the other effects, a creature not immune to cold has its speed reduced by 20' until the end of your next turn.

Iceheart

Wondrous item, very rare (lesser) or legendary (greater) (requires attunement)

An *iceheart* is a fist-sized lump of magically unmelting ice, infused with the power of winter. *Greater icehearts*, which are significantly more powerful than their lesser cousins, are constantly surrounded by swirling snow and ice to a radius of 1'.

A *lesser iceheart* allows you to cast *ray of frost* while you hold it in your hand. In addition, it can cast *fog cloud* and *sleet storm*. Once you have cast either of those spells with it three times, it can't cast that spell again until the next dawn.

A *greater iceheart* is dangerous to handle. Once per round, any creature holding it takes 1d4+1 cold damage. It has all of the powers of a *lesser iceheart*, and in addition, it can cast *ice storm* 3 times per day.

The *greater iceheart* also brings terrible winter conditions with it wherever it goes. During the spring or autumn, there is frequent snowfall and nightly frost. During the summer, there is light snow, hail, cold rain and near-constant clouds. During the winter, temperatures are extremely cold, with constant snowfalls and blizzards. Each day, roll on the table below once for snowfall and once for wind, applying modifiers as follows:

- Aurumn or spring: + 4 to the roll
- Winter: +8
- Summer: -2
- Cold climate: +2
- Temperate climate: -2

Hot climate: -6

<i>d20 Roll</i>	<i>Snowfall</i>	<i>Wind</i>
0 or less	1d12" melt	0-10 mph
1-5	No new snow	0-10 mph
6-10	1d4-1" new snow	11-20 mph
11-15	1d8" new snow	11-20 mph
16-20	1d12" new snow	21-30 mph
21-25	2d12+4" new snow	21-30 mph
26 or higher	1d6+1' new snow	31+ mph

The indicated conditions prevail within 20 miles of the *greater iceheart*. Spells that control weather will only function in that radius if cast using a 9th level slot; otherwise, the caster will feel her magic being overwhelmed by some unknown, but very powerful, magic.

Ichor of Terror

Wondrous item, rare

This flask of thick fluid is a mix of pixie blood and the ichor of a fiyr. You can expend this nasty item as an additional material component when you cast a spell that inflicts the frightened condition on one or more creatures. One of those creatures has disadvantage on its initial saving throw, as well as on any subsequent save to end the frightened effect from that spell.

Icicle Rod

Rod, very rare (requires attunement)

This rod appears to be an icicle, yet never melts. While you hold it in hand, you gain resistance to cold damage. You can wield it in melee as a finesse weapon dealing base 1d6 cold damage, and you are proficient in it if you are proficient in the short sword.

In addition, you can use the rod to cast *ice storm*. The rod's power is such that you can reroll all 1s, 2s and 3s on the damage dice until they come up something other than 1, 2 or 3. Once you use this power, it won't function again until the next dawn.

Finally, the rod has 3 charges, which it regains each dawn. If you use an action to expend a charge, the rod fires a small icicle to a range of 1,000'. Make a ranged Dexterity attack, treating yourself as proficient. If you hit, you deal 2d4 cold damage to the target, and frost and ice begin to

spread over the target, dealing an additional 2d4 damage at the start of each of its turns for 5 rounds. At the end of each of its turns, the creature can attempt a DC 17 Constitution save, ending the effect on a success.

Impaling Weapon

Weapon (glaive, javelin, pike or spear), very rare

A weapon of this sort gives you a +2 bonus to hit and damage and a +1d8 bonus to critical severity. In addition, as an action, you can attempt to impale an enemy within your reach with the weapon. You make a melee attack, and if you hit, the target must make a DC 15 Constitution save or be impaled. If it is impaled, it suffers an extra 3d10 damage and the weapon is thrust through the creature, restraining it. You cannot use the weapon again until the creature dies or becomes helpless.

Impenetrable Barding

Armor (any barding), very rare

While your mount wears this barding, it gains resistance to bludgeoning, piercing and slashing damage.

Incense of Meditation

Wondrous item, very rare

This incense is usually found in groups of 2d4 blocks. When you meditate for 1 hour while within 20' of a burning block, any cleric spells you cast until the next time you complete a short or long rest are enhanced. During that time, saving throws against your spells have disadvantage, any healing spell you cast has maximum effect and you have advantage on the spell attacks of your cleric spells.

Incense of Obsession

Wondrous item, rare

To all tests, this incense appears to be of some beneficial sort, such as *incense of meditation*, and is usually found in a group of 2d4 blocks. If you spend an hour meditating while within 20' of a burning block, you become totally confident that your magical prowess has been enhanced, and that your spells are the solution to every problem. Even when they are unneeded or useless, you are certain that your spells are the answer, and act accordingly.

Incense of Repose

Wondrous item, rare

This incense is usually found in groups of 1d4+2 cones. When a cone is burnt over the course of a short rest, any divine spellcaster taking a short rest within 30' of the cone can regain a total of 3 levels' worth of expended spell slots.

Incense of the Spheres

Wondrous item, uncommon

Magical incense of this sort is only of use to clerics and is usually found in groups of 1d4+2 blocks. Half the time, they are all tied to the same cleric domain; otherwise, they are a mixed bunch. Each block is tied to a specific cleric domain, such as Life, Light or War. When a cleric burns a block of this incense while preparing spells and takes at least 1 hour to do so, that cleric gains a small degree of access to the related domain, and can treat the domain's spells as if he or she had them prepared (just as if he or she was a cleric of that domain).

Indestructible Rod

Rod, very rare

This shiny, 3' long, 1/2" diameter rod resists all attempts to damage, bend or break it. *Disintegrate* will destroy it, but otherwise, the rod is indestructible.

Indomitable Resolve Vestments

Wondrous item, rare (requires attunement)

While you wear these vestments, you gain a +2 bonus to Wisdom saving throws.

Ink of Mistaken Missives

Wondrous item, uncommon

This magical ink is usually found in a small vial containing 1d4+4 uses. You can use an action to sprinkle the ink on a page of existing nonmagical writing, and the ink will slowly change the meaning of the existing writing, causing it to slowly move and reconfigure itself.

After the ink is used, the writing will appear different every day as it slowly changes into its new, final state. The new writing is as legible as the old, and the handwriting is recognizably that of the

original writer.

On the first day, the words of the writing appear faint, as if the writer was running out of ink as he wrote. At the same time, the page has many small specks of ink on it.

On the second day, the words have moved slightly from their original positions, as if the person writing the letter were shaking or in a moving carriage when the letter was written.

On the third and fourth days, the writing appears to be gibberish. Although the ink forms groups of letters arranged in lines with punctuation, nearly all the words are meaningless. This may appear to be some sort of code, but it means nothing.

On the fifth day, the ink has formed real words, but the sentence construction is meaningless (“Eggs west worse green”).

On the sixth day and thereafter, the message is coherent, but the opposite intent of the original message has been created. If the original writing read, “Send troops quickly,” the new version might say, “All is fine. Keep your men in reserve.”

Inkwell of Concealment

Wondrous item, uncommon

This magical inkwell maintains its own supply of ink. Any message written with it vanishes 1 hour after being written as the ink becomes *invisible*. Any effect that allows a creature to see invisibility will allow it to see the ink.

Inkwell of Scrollmaking

Wondrous item, very rare

When you make a magic scroll, if you use this inkwell to hold the necessary ink, the cost (but not time) of creating the scroll are reduced by 50%.

Inkwell of Spell Copying

Wondrous item, rare

If you employ this magical inkwell when copying a new spell into your spellbook, the time and cost are reduced by 50%. The inkwell is capable of affecting the time and cost of three spells before its powers are exhausted until the next dawn.

Inner Warmth Armor

Armor (leather, studded leather or hide), very rare

(requires attunement)

While you wear this armor, you gain resistance to cold and necrotic damage.

Inspirational Elixir

Potion, uncommon

When you drink this potion, if you are a bard, you regain one spent bardic inspiration.

Instaclean

Wondrous item, common

This item comes in a 10” long, 3” diameter canister. When the button atop the canister is depressed, a spray of sweet-smelling mist is released on one creature or object, or a collection of objects within a 5' cube. The targeted creature or object is immediately rendered clean, sweet-smelling and dry. Once it is used once, the *instaclean* is expended.

Instant Watchman

Potion, uncommon

When you pour the fluid in this large container onto the ground, it creates a liquid watchman. This watchman can do nothing but keep watch over you and your companions in a 30' diameter sphere centered where you pour it out. If any intruder appears within 60' of the area, the watchman instantly wakes all the creatures sleeping in the warded area telepathically. The watchman has no special powers of perception, other than 60' darkvision.

Iron Armbands of Power

Wondrous item, legendary (requires attunement)

While you wear these armbands, you gain a +6 bonus to melee damage rolls.

Iron of Spite

Wondrous item, rare (requires attunement)

This strange magical device is a fist-sized spiked metal sphere that hovers at your shoulder, crackling and giving off black sparks. With it, you have advantage on all Intimidation checks. It also deals 1d10 necrotic damage to any creature that damages you with a melee attack.

Iron Ring of the Dwarf Lords

Ring, uncommon (requires attunement)

While you wear this ring, you gain 1 extra Hit Die. In addition, if you are moved against your will, the distance you are moved is reduced by 20'.

Iron Rod of Hedrada

Rod, uncommon

If you speak a lie while grasping this rod, it turns red hot, and you suffer 1d6 fire damage.

Ironskin Belt

Wondrous item, rare (requires attunement)

This belt has 5 charges and regains 1d3 charges each morning at dawn. While wearing it, you can use a bonus action to spend a charge from the belt to gain resistance to bludgeoning, piercing and slashing damage until the end of your next turn.

Jar of Comprehension

Wondrous item, common

If you spend one minute washing your hands with water in this jar, you gain the ability to speak and understand (but not read) one language of your choice. Alternatively, you can speak with and understand one type of normal animal of your choice. In either case, you retain this ability for 20 minutes.

Jar of Preservation

Wondrous item, common

Magical jars of this sort are usually about 1' high and 5" in diameter, although there are many exceptions; some are as small enough to fit entirely in a closed human hand, while others are large enough to hold a Medium corpse.

When you place an item into this jar and seal the lid, the passage of time on that item is arrested until the lid is opened. This will keep food, herbs or similar things fresh, prevent the decay of meat or corpses, stop liquids from evaporating or separating, etc. If a second item is placed in the jar, it shatters.

Javelin of Piercing

Weapon (javelin), rare (requires attunement)

This potent javelin hurls itself when you speak a command word, flying up to 180' toward a target that you choose. Make a ranged weapon attack roll against the target with advantage, ignoring

penalties for range and concealment. If you hit, the javelin deals 1d6+6 piercing damage. The javelin's magic is then expended, but it remains a normal, high-quality javelin.

Jester's Cap

Wondrous item, very rare (requires attunement by a bard)

This cap has little bells dangling from it, giving you disadvantage on Stealth checks that involve being quiet. However, while you wear it, you can cast any of the following spells once per day each: *incredible curse, insolent insult, oops, sorry*.

Jewel of Attacks

Wondrous item, rare (requires attunement)

A beautiful gem cut into an exquisitely beautiful shape, this jewel appears to all magical tests to double the odds of its bearer finding random treasure. Unfortunately, the jewel is actually cursed, doubling the chances of its bearer having random encounters and doubling the odds of pursuit by hostile creatures.

Jewel of Flawlessness

Wondrous item, very rare

This magical gem appears to be a very fine stone of some sort. When found, it has 1d10+4 facets. When a *jewel of flawlessness* is placed among other gems for 24 hours, it loses one facet, but in doing so, it improves the quality of one or more of the other gems.

Each of the gems that the *jewel of flawlessness* is with has a chance of increasing in value based on the number of gems in the group, although at least one is always improved. A gem that is improved increases in value by 1d4 x 25%.

<u>Number of Gems</u>	<u>Chance of Increased Value</u>
1	100%
2-5	25% each
6-20	5% each
21+ (max 100)	1% each

Jewel of Obsession

Wondrous item, rare

Any creature that looks upon this large stone,

which glows with enchantment, must succeed on a DC 15 Wisdom save or be obsessed with becoming the gem's sole owner. An affected creature will fight to the death to maintain ownership and possession of the jewel, and is unable to stay away from the stone, spending its time staring at the gem lovingly for hours, unwilling to sully its shine with the touch of mortal hands.

A *remove curse* will break a victim free of the jewel's power.

Jewel of Stonecunning

Wondrous item, uncommon (requires attunement)

While you carry this jewel on your person, if you don't have it, you gain the dwarf's stonecunning racial ability.

If you already have stonecunning, you gain the ability to speak Terran. In addition, while you are underground, you can use a bonus action to sense which direction is north, whether a passage is sloping, or to ascertain how far underground you are.

Jousting Shield

Armor (shield), rare (requires attunement)

While you are mounted and have this shield equipped, opportunity attacks against you have disadvantage. In addition, if you move at least 30' and then hit a creature with a melee attack, that creature must make a DC 15 Strength save or be knocked prone and pushed 10' directly away from you.

Jug of Dyeing

Wondrous item, common

A jug of this sort has stains of a single bright color all through its interior. Any item placed within the jug for at least 1 round is permanently dyed the color of the stains. Most *jugs of dyeing* produce either bright red or bright blue color.

Jug of Jestng

Wondrous item, uncommon

This 50 lb jug has a firmly attached cork stopper. If unstoppered, it releases a cloud of gas in a 20' radius, and each creature within the cloud must make a DC 13 save or be affected by *Tasha's uncontrollable hideous laughter*.

If the stopper is firmly replaced, the jug refills with gas in 1 hour. If opened before it has refilled, the only effect is to reset the time needed to refill it.

Jungle Ring

Ring, uncommon

A ring of this sort is made of an amazing variety of plant fibers and strands of wood woven together. While you wear it, you ignore difficult terrain composed of vegetation.

KalnaKaa's Black Cloak

Wondrous item, rare (requires attunement)

While you wear this cloak, you can cause magical portals to open simply by touching them, even if the portal normally requires a key, only opens at certain times or under certain conditions, etc. This power works only on portals, not on natural crossing points, teleport circles or other similar things.

Kaylan's Wooden Tray

Wondrous item, common (requires attunement)

This small wooden tray measures about 9" x 11". If you can see it, it is within 30' and it is not within 2' of a creature, you can use an action to mentally cause it to burst into flames, at which point it burns for 8 hours or until you use another action to command it to extinguish, giving off as much heat and light as a normal campfire.

The tray is unharmed by use, and can be used indefinitely.

Kangaroo Pouch

Wondrous item, uncommon

This magical bag can hold up to 60 lbs. When you use an action to press it against your belly, it affixes itself to you and turns invisible.

Key of Entrance

Wondrous item, very rare

A magical key of this powerful sort need only be pressed against a door as an action to unlock it, disable any traps upon it and open it. The key has 25 charges when first created; when the final charge is expended, the key breaks and becomes nonmagical.

Key of Reunion

Wondrous item, common

Made in pairs, each of these two keys will always point to the other. Though often only one is found, this makes it fairly easy to find the other.

If either key in the set is destroyed, the other one loses its magic.

Key of Windows

Wondrous item, rare

This magical key has 10 charges when first created. When the final charge is expended, it loses its magic forevermore. You can use an action to insert it into a lock or touch the key to a door without a lock. If you do so, a magical window appears in the door or locked item. The window is only visible from your side of the door or item and fills the central 50% of the door or item, allowing you to see beyond it. You gain no special sensory abilities, so if you can't see normally in the conditions beyond the window (for example, if it's dark and you don't have darkvision), you cannot see anything through the window. The window lasts for as long as you concentrate on it, up to 10 minutes. Objects cannot pass through the window.

Kinslayer Totem

Wondrous item, rare (requires attunement)

This item is a withered ear attached to a leather strip. When you attune to it, the ear changes to be that of a creature of your race.

While you bear the *kinslayer totem*, whenever you hit a creature of your race with a weapon attack, you deal an extra 1d10 necrotic damage.

Kit of Incredible Disguise

Wondrous item, uncommon

This magical disguise kit can make you appear dramatically different. When you use it to apply a disguise, if you are proficient, you can change your apparent skin, hair and eye color; appear from half to twice your normal height; appear fat, thin or in between; and change your apparent sex. It takes only one minute to apply this disguise. This kit has 6 uses when first created.

Kite of Reconnaissance

Wondrous item, uncommon

This item appears as a 3" long kite. You can use an action to speak its command word, which causes it to fly into the air up to one mile above you, then return, the whole process taking 30 minutes. Upon returning, the kite reports to you on the presence of flying creatures and structures larger than a normal bird. It is not fooled by invisibility, and detects things within a radius equal to its height.

Knockback Weapon

Weapon (any melee bludgeoning), uncommon

When you hit with this weapon, the target must succeed on a DC 13 Strength save or be knocked back 5' directly away from you. If it fails its save by 5 or more, it's knocked 10' back instead.

Kocho Orb

Wondrous item, uncommon (requires attunement)

This 4" diameter orb is fashioned of carefully interlaced bones and kocho feathers and weighs 3 lbs. Though it appears fragile, it is actually as durable as a solid piece of brass. While you bear it on your person and are mounted, it increases your mount's land speed by 10'. In addition, you can use an action to utter a command word; this allows your mount to Dash as a bonus action. Once you have used this ability, you must complete a short or long rest to use it again.

Krakentooth

Weapon (trident), legendary (requires attunement)

This 7' long trident's head looks like a kraken, with the tines being representations of the tentacles. It gives you a +2 bonus to attack and damage. In addition, each time you hit, you deal an extra 2d6 lightning damage to the target and, if you are underwater, to each creature within 5' of it other than you. If you score a critical hit, you increase the severity by +2d10.

Lance of Light

Weapon (lance), rare

This +1 lance sheds bright light in a 30' radius and dim light for an additional 30'. It deals an extra 1d6 radiant damage when it strikes undead.

Lance of Unhorsing

Weapon (lance), rare

This lance gives you a +1 bonus to hit and damage, or +2 while you are mounted. Moreover, it has the following property.

Unhorse. If you are mounted and move at least 10', then hit a creature that is mounted with this lance, that creature must make a DC 15 Strength saving throw or be unhorsed, taking an extra 1d6 damage and falling prone behind its mount. If you use this ability on a creature that isn't mounted, it must instead make a DC 11 Strength saving throw or be pushed back 5' away from you.

Lantern of Spying

Wondrous item, rare (requires attunement)

If you hold this lantern and stand on the deck of a ship, you can clearly hear every word spoken on board. Even whispers or distorted yells become clear.

Larmacian Holy Symbol

Wondrous item, rare (requires attunement by a cleric of the symbol's deity)

This symbol might be for any deity. It is named for the scholar-priest Larmac, who developed the techniques required to create this symbol.

If you meditate over this symbol while preparing your spells, you can prepare two additional spells, though both must be 1st level.

Last Man Standing

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

This suit of heavy armor is designed to keep you fighting even as your allies fall. Each time an ally that you can see drops to 0 hit points while within 60' of you, you gain 10 temporary hit points. In addition, if your last visible ally within 60' drops to 0 hit points, you can use your reaction to spend up to half your Hit Dice to heal yourself.

Last Resort

Weapon (any light), rare

This weapon gives you a +1 bonus to hit and damage. In addition, you don't suffer disadvantage on attacks with it while you are grappled or restrained, and if you hit a creature larger than you that is grappling you, you deal an extra 1d6 damage per size category bigger than you the target is.

Laughing Mask

Wondrous item, uncommon (requires attunement)

This full-face mask has a laughing face painted upon it. It has 2 charges, which renew each morning at dawn. While you wear it, you can use an action to expend a charge and cast *Tasha's uncontrollable hideous laughter* (save DC 13).

Leaden Plate

Armor (plate), very rare

This magical plate armor +2 is lined with lead to help protect you from radiation. While you are wearing it, your speed is reduced by 5' if you have a Strength of 15 or higher, or by 15' if your Strength is lower than 15 (instead of the normal 10' reduction if your Strength score is lower than 15). However, if you are exposed to radiation while wearing it, the number of RADs you gain is reduced by 2.

Legendmaker

Armor (studded leather), legendary (requires attunement by a bard)

This armor is bright blue and red, and aids you in making your companions the stuff of legends. It grants you the following powers.

Improved Inspiration. Whenever an ally that you can see uses a bardic inspiration die granted by you, it rolls the die twice and takes the better result.

Powerful Magic. The armor has 3 charges, which it regains each morning at dawn. When you cast a spell, you can spend a charge to treat that spell as if it were cast with a spell slot one level higher than you actually used.

Forward to Victory! If an ally that you can see and that can hear you reduces a creature to 0 hit points, you can use your reaction to grant it an extra action. If the creature takes the Attack action, it can take only a single attack. Once you use this ability, it can't be used again until the next dawn.

Lens of Detection

Wondrous item, very rare

This circular prism, often set in a handle, enables you to detect minute details. You gain advantage on Investigation and Perception checks to find such things, such as attempts to find secret doors

or traps, as long as you use an action to actively look for them. The same applies to Wisdom (Survival) checks made to track.

Lens of Speed Reading

Wondrous item, common

While you look through this hand-held lens, you can read at thrice the normal rate.

Lenses of Ultravision

Wondrous item, uncommon (requires attunement)

These purple crystal convex lenses slip over your eyes. While you use darkvision through them, you can see twice as far, and darkness appears brightly lit to the limits of your darkvision, instead of dimly lit.

Lens of Valuation

Wondrous item, common

By examining an item for 1 minute through this lens, you can ascertain its value. However, you can only evaluate nonmagical items.

Lethal Scabbard

Wondrous item, uncommon (requires attunement)

A scabbard of this sort will resize itself magically if touched to a sword or dagger. When you draw a weapon from it, you can use a bonus action to activate the scabbard, giving that weapon a bonus of +1d8 to critical severity for 1 minute.

Libram of Gainful Conjunction

Wondrous item, legendary

This mystic compilation contains much arcane knowledge for warlocks and wizards of neutral alignment (as related to good and evil). Reading it requires a full week of constant study, but upon completion, a neutral warlock or wizard will gain enough experience points to reach the midpoint of the next level (and must take the level in warlock or wizard).

A warlock or wizard of good or evil alignment or any sorcerer that reads this book will find that it has trouble concentrating thereafter due to the various ideas and formulae whirling uncontrollably through its mind. Whenever it starts its turn while concentrating on a spell, it must make a

DC 5 Wisdom check or lose its concentration (ending the spell). This persists until it receives a *remove curse* or *atonement* spell.

A creature that is not a sorcerer, warlock or wizard that attempts to read this work can make nothing of it, and must make a DC 15 Wisdom saving throw. If it fails, the creature is afflicted with a random form of long-term madness (DMG 260). If it fails by 5 or more, it instead is afflicted with a random form of indefinite madness. It requires a *greater restoration*, *remove curse* or *atonement* to remove the madness in either case.

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

Libram of Identification

Wondrous item, uncommon

By consulting this book for 1 minute, you can cast *identify* on one item that you are touching.

Libram of Ineffable Damnation

Wondrous item, legendary

This mystic compilation contains much arcane knowledge for warlocks and wizards of evil alignment. Reading it requires a full week of constant study, but upon completion, an evil warlock or wizard will gain enough experience points to reach the midpoint of the next level (and must take the level in warlock or wizard).

A warlock or wizard of neutral alignment (as regards good and evil) or any sorcerer that reads this book will find that it has trouble concentrating thereafter due to the various ideas and formulae whirling uncontrollably through its mind. Whenever it starts its turn while concentrating on a spell, it must make a DC 5 Wisdom check or lose its concentration (ending the spell). This persists until it receives a *remove curse* or *atonement* spell.

A good warlock or wizard that attempts to read this book finds itself subject to terrible headaches and nausea thereafter, as well as distracting, disturbing mental imagery. It cannot maintain concentration on a spell, and its earned experience is reduced by 50%. This lasts until it receives a *remove curse* or *atonement* spell.

A creature that is not a sorcerer, warlock or wizard that attempts to read this work can make

nothing of it, and must make a DC 15 Wisdom saving throw. If it fails, the creature is afflicted with a random form of long-term madness (DMG 260). If it fails by 5 or more, it instead is afflicted with a random form of indefinite madness. It requires a *greater restoration*, *remove curse* or *atonement* to remove the madness in either case.

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

Libram of Inner Power

Wondrous item, legendary

This book is a repository of reflections on the nature of sorcerous power that is greatly beneficial to a sorcerer. It requires a week of constant study to learn its secrets. Upon doing so, a sorcerer gains enough experience points to reach the midpoint of the next level (and must take the level in sorcerer).

A warlock or wizard who attempts to study this work finds it infantile, yet still strangely fascinating. The reader can't stop wishing for power from within, and can't think clearly about other things. It suffers a 50% penalty to earned experience until it receives a *remove curse* spell or takes a level in sorcerer.

A creature that casts spells but is not a sorcerer, warlock or wizard that tries to study this work finds it confusing and contradictory. The creature must make a DC 15 save or be stricken with a random form of long-term insanity (DMG 260). If it fails the save by 5 or more, it instead is stricken with a random form of indefinite insanity.

A creature that can't cast spells that attempts to study this work finds it to be almost like a child's story book, and neither gains a benefit nor receives a penalty from it.

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

Libram of Silver Magic

Wondrous item, legendary

This mystic compilation contains much arcane knowledge for warlocks and wizards of good alignment. Reading it requires a full week of constant study, but upon completion, a good warlock or wizard will gain enough experience points to reach

the midpoint of the next level (and must take the level in warlock or wizard).

A warlock or wizard of neutral alignment (as regards good and evil) or any sorcerer that reads this book will find that it has trouble concentrating thereafter due to the various ideas and formulae whirling uncontrollably through its mind. Whenever it starts its turn while concentrating on a spell, it must make a DC 5 Wisdom check or lose its concentration (ending the spell). This persists until it receives a *remove curse* or *atonement* spell.

An evil warlock or wizard that attempts to read this book finds itself subject to terrible headaches and nausea thereafter, as well as distracting, disturbing mental imagery. It cannot maintain concentration on a spell, and its earned experience is reduced by 50%. This lasts until it receives a *remove curse* or *atonement* spell.

A creature that is not a sorcerer, warlock or wizard that attempts to read this work can make nothing of it, and must make a DC 15 Wisdom saving throw. If it fails, the creature is afflicted with a random form of long-term madness (DMG 260). If it fails by 5 or more, it instead is afflicted with a random form of indefinite madness. It requires a *greater restoration*, *remove curse* or *atonement* to remove the madness in either case.

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

Libram of the Metamagician

Wondrous item, legendary (requires attunement by a spellcaster)

This magical libram can serve as an arcane spellcasting focus. It has 6 charges; while you use it as a spellcasting focus, you can use a bonus action to spend a charge and activate any of the following abilities.

- The next spell you cast before the start of your next turn deals maximum damage.
- The next spell you cast before the start of your next turn has double the normal range.
- The next spell you cast before the start of your next turn that deals acid, cold, fire, lightning or thunder damage instead deals a different damage type of your choice from those listed.

- The next spell you cast before the start of your next turn requires no somatic, verbal or material components.
- The next spell you cast before the start of your next turn that would affect only one creature instead affects two creatures in range.
- The next spell you cast before the start of your next turn with a range of personal instead has a range of touch.

The libram regains one charge for every two hours you spend studying its pages.

Life Drinker

Weapon (any), uncommon (requires attunement)

When you reduce a creature to 0 hit points with this weapon, you gain a number of temporary hit points equal to 5 or its Constitution bonus + its Challenge Rating, whichever is higher. These temporary hit points remain until you complete a short or long rest.

Life Savers

Wondrous item, legendary

These small, ring-shaped, brightly-colored magic candies are usually found in a roll of 1d4+1 pieces. You can consume a piece as an action or a bonus action, and the *life saver* will last for 1d6+4 rounds. While the *life saver* remains in effect, damage cannot reduce you below 1 hit point.

Life Vine Armor

Armor (leather), rare (requires attunement by a druid or ranger)

While you wear this armor, the severity of critical hits on you is reduced by 2d4. In addition, if you suffer a critical hit, you can use your reaction to spend one Hit Die after the effects are resolved as long as you are still alive. If you do so, you regain extra hit points equal to the maximum number you could have rolled on the die.

Lifblood Armor

Armor (any), rare (requires attunement)

While you wear this armor, each time you complete a short or long rest you gain 5 temporary

hit points. If you remove the armor or lose attunement to it, you lose those temporary hit points.

Lilting Songblade

Weapon (any sword or dagger), very rare (requires attunement)

This +1 weapon recites heroic odes and inspiring calls to victory when wielded. While you fight with it, it gets louder with each defeated enemy.

While you hold it in hand, when an ally you can see within 30' starts its turn, you can use your reaction to give it 5 temporary hit points.

Arcane Focus (requires attunement by a bard): This weapon serves as an arcane focus for you.

Ode to Victory (requires attunement by a bard): When an ally within 30' hits a creature with a melee weapon attack, you can use your reaction to allow that ally to roll one extra damage die. Once you use this ability, it can't be used again until the next dawn.

Lion Heart

Wondrous item, uncommon (requires attunement)

This small golden heart is often mounted on a thin chain. While you wear it, you have advantage on saves against effects that include the frightened condition.

Liquid Iron

Wondrous item, rare

Found inside a container, this heavy liquid becomes iron when poured out, hardening over the course of 5 minutes. This allows crude but useful items to be shaped.

Liquid Road

Wondrous item, uncommon

This liquid is usually found in a skin or small jug. If you sprinkle it on liquid, swampland, shifting sand or a similar inconvenient surface, the *liquid road* hardens and becomes as sturdy and solid as granite. One skin contains enough *liquid road* to create a path 2' wide and 25' long (or to cover any other 50 square foot area).

Loadstone

Wondrous item, uncommon

Typically appearing as a piece of roughly polished agate or something similar, a *loadstone* activates as soon as you are in a situation where you must move quickly to avoid an enemy or attacks, such as combat. Once it activates, it weighs you down, cutting your normal speed in half. Moreover, if it is discarded or even destroyed, it will reappear on your person immediately. A *remove curse* spell will allow you to shed the *loadstone*.

Lockpicks of Swiftess

Wondrous item, rare

When you attempt to pick a lock using these thieves' tools, you can make a check as a bonus action rather than as an action. If you can already make a lockpicking attempt as a bonus action, you can make a second check if the first one fails as part of the same bonus action.

Lockpicks of the Unseen Intruder

Wondrous item, uncommon (requires attunement by someone proficient in thieves' tools)

These fine lockpicks cause you to become invisible while you are picking locks.

Loincloth of Potency

Wondrous item, legendary (requires attunement)

While you wear this loincloth and no other armor or clothing, your Strength and Constitution are both increased by 4, and your maximum Strength and Constitution rise to 24.

Longtooth

Weapon (dagger), rare

This weapon functions as a +1 in most hands.

Longtooth (requires attunement by a gnome or 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.

Loquacious Lyre

Wondrous item, rare (requires attunement by a bard)

A lyre of this sort is intelligent (Int 16, Wis 8, Cha 16). It speaks Common, Elvish, Dwarvish and five other languages.

If you aren't proficient in it, the lyre grants you proficiency, but bemoans the fact that any bard would be so ignorant as to not know how to play such a superior instrument. If you are proficient, it allows you to apply twice your proficiency bonus to ability checks you make with it.

The lyre can sing an accompaniment to you when you cast a spell. This causes the spell to behave as though it were cast with a slot two levels higher.

The harp itself has innate spellcasting ability, using its Charisma as its spellcasting ability (save DC 13): 3/day- *charm person*; 1/day- *detect magic*.

A *loquacious lyre* is made of polished bone carved with an elven face along the top. Most are inlaid with a gems and strung with copper, silver and gold wires.

Lucky Ring of the Wild Coast

Ring, uncommon (requires attunement)

While you wear this ring, you gain proficiency in dice. If you already have proficiency, you can apply twice your proficiency bonus when making an ability (Dice) check.

Lunar Brooch

Wondrous item, very rare

This brooch is shaped like a crescent moon. While you wear it, any time a lycanthrope is in the radiance of a *light* spell or similar magical illuminating effect that you create, it must make a DC 15 Wisdom save or be forced into its animal form.

In addition, if you deal radiant damage to a lycanthrope, it must likewise make a DC 15 Wisdom save or be forced into its animal form.

A lycanthrope forced into animal form can repeat the save at the end of each of its turns, ending the effect on a success. However, if it fails 3 of these saves, the effect persists until it completes a short or long rest.

Luring Footwork

Wondrous item, rare (requires attunement)

This magical book details techniques for improving one's footwork. If you spend an hour

practicing the exercises and techniques within it, you gain the ability to use a footwork technique to lure enemies to you until you next complete a long rest.

On your turn, you can use a bonus action to perform this footwork lure. You designate one hostile creature within 5' of you, then move 5' away from it without provoking an opportunity attack from it. The creature must then make a DC 13 Wisdom saving throw or move 5' to a space within 5' of you.

Luring Withdrawal

Armor (any), rare

This +1 armor magically aids you in controlling the battlefield. If a creature misses you with a melee attack, you can use your reaction to move 5' without provoking an opportunity attack. If you do so, the creature that missed you must succeed on a DC 15 Wisdom save or move 5' toward you (potentially triggering opportunity attacks normally). Once a creature has failed this save, it is immune to this power for 24 hours.

Lute of Sadness

Wondrous item, rare (requires attunement by a bard)

Appearing as a finely-made but ordinary lute, this magic instrument enables you to play a haunting, sad melody. Each creature other than yourself within 90' that can hear you must make a DC 13 Wisdom saving throw or become overcome with sadness as long as you play, for up to 1 hour. Creatures immune to the charmed condition are unaffected, and a creature that is attacked or has a spell cast on it immediately breaks free of the effect.

A creature that is overcome with sadness is incapacitated and must attempt to continue to listen to you play the lute. Many creatures will weep, keen, wail, issue mournful howls or otherwise respond verbally to your performance. Each creature that listens to your performance for at least one minute and hears the end of your performance must make a DC 15 Wisdom saving throw or become dejected and inconsolable for the next 1d8+8 hours, not wanting to interact with others or undertake any actions. Such creatures gain 2 levels of exhaustion that cannot be removed until their depression ends.

Lyre of Building

Wondrous item, very rare

This magical instrument is very potent in the hands of a proficient wielder. If you are proficient, you can do any of the following simply by playing the proper tune on the lyre.

- You can use your reaction to counter the effects of a *disintegrate* spell, *horn of blasting* or *horn of collapsing* by making a successful Dexterity (lyre) check, DC 10. Once you have attempted to use this function of the lyre, it will not work again until you complete a short or long rest.
- Repair 10d10 hp of damage to a constructed object, such as a wall or building, by making a Dexterity (lyre) check, DC 15. Once you have attempted to use this ability, it will not function again until the next dawn.
- Magically construct buildings, mines, tunnels, ditches, etc, by making a Dexterity (lyre) check, DC 20. Once you have attempted to use this ability, it will not function again until a week has passed. The construction is the equivalent to the work of 100 man-days of proficient labor.

Lyre of Wounding

Wondrous item, very rare

This lyre appears to be of a beneficial sort, but when you try to play it, the strings sever your fingers. Roll on the chart below:

1d6 Result

1-5	That number of fingers is lost from your primary hand
6	You escape harm

Mace of Crushing

Weapon (mace), very rare

This large, heavy mace is forged of black steel and mithral. Unless you have a Strength of at least 15, you have disadvantage on attack rolls with it.

The *mace of crushing* deals 1d12 bludgeoning damage. In addition, you can use an action to swing it at an object of Small or smaller size. If you hit, the object is crushed and destroyed. (This won't affect items made of adamantine or similar materials.)

Mace of Freedom

Weapon (mace), very rare (requires attunement)

This silver-flanged mace has a +2 bonus to hit and damage. In addition, while you bear it on your person, you gain advantage on saves against effects that include the charmed condition.

The *mace of freedom* has an additional power, which triggers automatically whenever you hit with it. If the target of your attack is charmed, the mace attempts to dispel the effect as if casting *dispel magic* using a 6th level spell slot. It uses your Charisma as the spellcasting ability for any relevant dispel checks.

Mace of Pain

Weapon (mace), very rare

This mace has a +1 bonus to hit and damage. When you hit a creature with it and roll maximum damage on the mace's damage die, the target is wracked with extraordinary pain until the end of its next turn, and suffers disadvantage on attacks.

Mace of Spellwarding

Weapon (mace), legendary

This mace gives you a +1 bonus to hit and damage. In addition, while you wield it, you automatically succeed at saves vs. spells and other magical effects, and any damage you take from a spell or magical effect is reduced to 0.

Magic Totem

Wondrous item, common (requires attunement)

This carved bone has been shaped to resemble some kind of nature spirit. The totem has 2 charges. While you bear it on your person, you can add 1d4 to any Intelligence (Nature) check you make by spending a charge. You can do this after you roll the die but before you know the result.

Magical Axle

Wondrous item, rare

This item is an axle that can be attached to a cart, carriage or similar four-wheeled vehicle. It will resize itself to fit a vehicle as narrow as 3' across or as wide as 15'. As long as the vehicle and its load total less than 2 tons weight, anyone within the cart can use a bonus action to speak the command word, causing the *magical axle* to turn and propel the vehicle forward at a steady speed of 50'. It maintains

this speed even going up or down slopes of up to 45 degrees.

When the *magical axle* is deactivated, gravity takes over; if the vehicle is on a slope, it will roll down slope normally unless otherwise stopped.

Manticore Shield

Wondrous item, very rare (requires attunement)

This magical shield is emblazoned with a snarling manticore, its tail arching over its back and pointing directly at the viewer. It gives you a +1 bonus to AC.

In addition, the shield has 8 charges and regains 1 each dawn. You can use your action to spend a charge to have the shield launch a volley of spikes from the tail of the manticore it depicts. Make three ranged weapon attacks with a range of 100'/200', treating yourself as proficient. Each hit inflicts 1d8 + your Dexterity modifier piercing damage. The spikes count as magical weapons. After they hit, the spikes rust away to dust within an hour.

Mantle of Faith

Wondrous item, uncommon (requires attunement)

This shift slips over your normal clothing. It is dedicated to Morlo, god of the downtrodden. While you wear it, if a celestial, fiend or undead damages you with a melee weapon attack, you reduce the damage it deals by 2 points (to a minimum of 1 point).

Mantle of Hidden Faith

Wondrous item, rare (requires attunement)

While wearing this mantle, it is impossible for magic to determine your alignment, faith or patron deity.

Mantle of Mist

Wondrous item, uncommon (requires attunement)

This voluminous mantle of white fur is warm and comfortable. While you wear it, you can use an action to utter a command word, causing it to transform into a *fog cloud* centered on you. The cloud lasts for 10 minutes or until you use a bonus action to utter the command word again, causing the mantle to resolidify on your person (wherever you may be).

Mantle of Protection

Wondrous item, rare (requires attunement)

This mantle has 3 charges. Each morning at dawn, its charges refresh. When an attack targets you or you must make a saving throw, you can use your reaction and spend a charge from the mantle after the die is rolled but before you know the result to gain a +2 bonus to AC or the saving throw in question.

Mantle of the Lawkeeper

Wondrous item, uncommon (requires attunement)

While you wear this mantle, you gain advantage on Wisdom (Insight) checks.

Mantle of the Mundane

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

This plain brown or grey mantle is ordinary-looking, even shabby. While you wear it, it makes you look utterly unmemorable. You can make a Charisma (Stealth) check to hide in a crowd; if there are at least 30 creatures in the crowd, you have advantage. In addition, a creature that has never seen you without the mantle on must make a DC 15 Intelligence save to remember what you look like beyond the barest details (race and sex), nor can it remember what you were wearing.

Mantle of the Seventh Wind

Wondrous item, rare (requires attunement)

While wearing this mantle, you gain a fly speed equal to your walking speed, but if you end your turn in the air, you fall.

Manual of Puissant Skill at Arms

Wondrous item, legendary

This scholarly study contains expert advice and instruction regarding weapon use and various attack and defense modes. It takes a week of obsessive study to read the book, but any fighter that does so receives enough experience points to reach the midpoint of the next level, and must take that level in fighter.

A barbarian, bard of the college of valor, paladin or ranger that attempts to study the techniques in this book finds them to be too erudite

and sophisticated, but thereafter can't stop thinking about them. The creature suffers a 50% penalty to earned experience points until it receives a *remove curse* spell or takes a level in fighter.

A creature that is not a bard of the college of valor, fighter, paladin or ranger who attempts to study this book finds it to be too complicated to understand, and can make neither heads nor tails of it.

Once a creature has studied this work, it vanishes. No creature can be affected by this item more than once.

Manual of Stealthy Pilfering

Wondrous item, legendary

This guide to expertise at thievery is so learned and erudite that any single rogue who reads it obsessively for a week and practices the skills therein gains enough experience points to reach the midpoint of the next level, and must take that level in rogue.

A ranger or illusionist wizard finds some interesting insights by studying this work. It gains a 25% bonus to earned experience until it gains a level, and must take that level in rogue or whichever class it had that allowed it to receive this bonus (ranger or wizard).

A creature that is not a ranger, rogue or illusionist wizard that attempts to study this book finds it confusingly opaque and neither benefit from it nor suffer any penalty for reading it.

Manual of Stratagems

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

If you spend 30 days reading this manual and then bear it on your person, whenever you roll a 1 or 2 on a superiority die, you may reroll the die, but you must accept the second result.

Map of Magic

Scroll, rare (requires attunement)

This map is initially blank. If you use an action to unroll it and speak the command word, it will map the area you subsequently journey through until you either speak the command word again or don't touch the scroll for 1 minute. In addition, the effect ends if you ascend or descend more than 20', if you enter or leave a building, or if you take a long

rest.

The mapped area shows basic details as you perceive them, so it will not reveal traps or secret doors you aren't aware of. However, it also causes any magical auras in the mapped area to be highlighted in pulsating red.

Once the *map of magic* has been used and has stopped mapping, it ceases to function, except that it continues to show magical auras in the mapped area (updating as the situation vis-a-vis the aura changes).

Map of Misleading

Scroll, common

This item appears to be a blank scroll when found. All tests make it appear to be a *mapping scroll*, but when it is used, it records many details incorrectly.

Map of Secret Doors

Scroll, uncommon

This magic item looks and functions exactly like a *mapping scroll*, except that it also clearly notes secret doors that aren't concealed by magic.

Map of Traps

Scroll, rare

This magic item looks and functions exactly like a *mapping scroll*, except that it also clearly notes traps that aren't concealed by magic.

Mapping Scroll

Scroll, common

This magical scroll is initially blank. If you use an action to unroll it and speak the command word, it will map the area you subsequently journey through until you either speak the command word again or don't touch the scroll for 1 minute. In addition, the effect ends if you ascend or descend more than 20', if you enter or leave a building, or if you take a long rest.

The mapped area shows basic details as you perceive them, so it will not reveal traps or secret doors you aren't aware of.

Once the *mapping scroll* has been used and has stopped mapping, it loses its magic, but the map that it created remains.

Martyr's Saddle

Wondrous item, uncommon

While you are mounted in this saddle, whenever your mount takes damage, you can use your reaction to take half the damage instead.

Mask of Attractiveness

Wondrous item, uncommon

This half-mask covers only your eyes and nose. While you wear it, you can use an action to activate its power, giving you advantage on Charisma checks relying on your physical attractiveness for as long as you concentrate on it, up to a maximum of 1 hour. Once the mask has used its power, it won't function again until the next dawn.

Mask of Combat

Wondrous item, very rare (requires attunement)

This mask shows a stern, armored face. While you wear it, you can use a bonus action to gain the ability to make two attacks instead of one when you use the Attack action. This power lasts as long as you concentrate on it, to a maximum of 1 minute.

Puissance (requires attunement by a fighter): If you are a fighter, when you use the mask's power, you instead treat your Extra Attack class feature as if you were 3 levels higher. In addition, you gain a +1 bonus to hit and a bonus of +1d10 to critical severity. You need not concentrate to maintain the power, and it lasts for 10 minutes.

In either case, once you use the mask's power, it won't function again until the next dawn.

Mask of Comedy

Wondrous item, uncommon

This magical mask bears the likeness of a smiling face. While you wear it, you can cast *Tasha's uncontrollable hideous laughter*. Once you do so, you must complete a short or long rest before the mask will allow you to do so again.

Mask of Deception

Wondrous item, rare (requires attunement)

While you wear this mask, you gain a +3 bonus on Deception checks.

Mask of Mockery

Wondrous item, uncommon (requires attunement)

This mask shows a face contorted in malicious laughter. While you wear it, you can cast the *vicious mockery* cantrip. If you already know that cantrip, you deal an extra 1d4 psychic damage whenever a creature fails its save against it.

Mask of Terror

Wondrous item, very rare (requires attunement)

A mask of this sort resembles a frightful stylized screaming skull. It has 3 charges, which renew each night at midnight. While you wear it, you can spend your action to expend a charge and force each enemy in a 20' cube to make a DC 11 Wisdom saving throw or become frightened of you for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Mask of the Skull

Wondrous item, very rare (requires attunement)

This mask depicts a grinning human skull. If you have worn it for at least one hour, you can cause it magically fly at a living creature you can see within 50'. That creature must make a DC 17 Fortitude saving throw, dying on a failure and suffering 10d6 necrotic damage on a success. Once you have used the mask's power, you cannot use it again until the next dawn.

Mask of the Wraith

Wondrous item, very rare (requires attunement)

While you wear this horrible monster mask, you can use an action to transform into a wraith, retaining your own alignment but otherwise having the wraith's statistics. This transformation lasts for as long as you concentrate on it, to a maximum of 1 minute. When the transformation expires, you resume your original form, regaining your original statistics and hit points. If your hit points are reduced to 0 while in wraith form, the mask is destroyed, and any excess damage applies directly to your 'real' hit point total.

The mask has 3 charges, which renew each midnight. If you spend the last charge, there is a 1 in 10 chance that the mask's power is lost.

Mask of Tragedy

Wondrous item, uncommon

This magical mask bears the likeness of a sad, frowning face. While you wear it, you can cause one creature within 60' to be overwhelmed with sadness if it fails a DC 13 Wisdom save. A creature that is immune to the charmed condition is immune to this power. If the creature fails its save, it falls prone and takes no action other than to weep. At the end of each of its turns, the creature repeats the save, ending the effect on a success.

Master Ring

Ring, rare (requires attunement)

A magical ring of this sort is made alongside up to ten *slave rings* and is keyed to them. While you wear it, you can use an action to deal 3d6 psychic damage to one, several or all of the creatures wearing its linked *slave rings*.

In addition, the *master ring* has 3 charges, which it regains each dawn. You can expend a charge to cast *sending* to one creature wearing a *slave ring*.

Mattock of the Titans

Wondrous item, very rare (requires attunement by a huge creature with a Strength of 20 or higher)

This massive digging tool is 10' long and weighs around 100 lbs. It is far too massive to be of use to any but the largest and strongest creatures, but if you're attuned to it, you can use it to loosen or tumble earth or earthen ramparts in a 100 cubic foot area with only ten minutes' work. If used as a weapon, it counts as magic, and the mattock deals 5d6 piercing damage.

Maul of the Titans

Wondrous item, very rare (requires attunement by a huge creature with a Strength of 21 or higher)

This huge mallet is 8' long and weighs more than 150 lbs. It is far too massive to be of use to any but the largest and strongest creatures, but if you're attuned to it, you can drive piles of up to 2' diameter into earth, up to 4' deep with a single blow. The *maul of the titans* will smash to flinders an oaken door of up to 10' x 4' by 2" in a single blow, or a similarly-sized door of stone or iron in but two blows. In combat, it is +2 to hit and deals 10d4 damage on a

hit.

Medallion of Empathy

Wondrous item, uncommon (requires attunement)

While you wear this medallion, you can use a basic action to read the basic emotions of a creature you can see within 30'.

Medallion of Inspiration

Wondrous item, uncommon

Whenever you use your inspiration to make a roll with advantage, you also gain 5 temporary hit points.

Medallion of Spell Exchange

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

This medallion has 6 charges, which it renews each day at dawn. While you wear it, you can use a bonus action to 'unprepare' one spell of up to 6th level and prepare another or up to 6th level. This expends one charge per level of the spell newly prepared.

Medallion of Thought Projection

Wondrous item, uncommon (requires attunement)

This medallion appears to all tests to be a *medallion of thoughts*. However, when you spend a charge, it not only allows you to read the thoughts of others, but also projects your own thoughts to those creatures whose minds you read, alerting them to your presence and the fact that you are observing them.

Megrim Horn

Wondrous item, very rare

This magical horn produces an extremely discordant note when sounded. This loud noise leaves all creatures within 30' of it, including you, with such a splitting headache that they suffer disadvantage on attacks, saves and checks. This effect lasts for 1 minute. On its turn, a creature can use its action to try to focus through the pain by making a DC 15 Constitution check. If it succeeds, the effect ends for that creature, though its head continues to throb.

Merchant's Veil

Wondrous item, rare (requires attunement)

If you wear this veil while you purchase nonmagical goods, you receive a 10% discount on the price.

Merciful Weapon

Weapon (any ranged), uncommon

This magical ranged weapon allows you to decide to render a victim unconscious instead of dying or dead when you reduce it to 0 hit points. (Normally, you can only do so with a melee weapon.)

Metamagic Wandgrip

Wondrous item, very rare

This device is a hollow copper handgrip, designed to have a wand inserted into it. If you have any metamagic abilities, the cost to activate those metamagic abilities on spells cast from the wand is reduced by 1 sorcery point.

Meteor

Weapon (morningstar); unique (legendary power level) (requires attunement)

This starmetal-forged morningstar is fashioned in the shape of a flaming meteor. When you swing it through the air, a momentary trail of red light follows it.

This morningstar has a +3 bonus to attack and damage. You deal an extra 1d8 damage against prone targets when you hit them with *Meteor*. In addition, it has the following extra properties.

Charge. While you wield *Meteor*, you can charge like a shooting star. All your movement for your turn must be in a straight line ending with you within melee reach of an enemy you are aware of, but your speed for this movement increases by 15'. At the end of this movement, you can make a single melee attack with *Meteor*. If it hits, you deal double normal damage dice.

Knock Prone. When you hit a creature with a melee attack using *Meteor*, you can use a bonus action to force it to make a DC 18 Strength saving throw or fall prone. Once you use this power, you must complete a short rest before using it again.

Critical Hit. When you score a critical hit with *Meteor*, the target also falls prone.

Meteor Fall. When you are within 5' of a prone creature, you can use a bonus action to

magically keep it prone. Each round at the end of its turn, the creature can make a DC 18 Strength check to end this effect. It can also use its action on its turn to make a DC 18 Strength (Athletics) check to rise to its feet, ending this effect. This power recharges each night at midnight.

Methild's Harp

Wondrous item, rare (requires attunement by a bard)

You can use an action to play this harp and invoke its power, which parts all webs, opens all locks, breaks all bonds and unties all knots within 10'. All affected objects glow with orange *faerie fire* for one minute after being affected.

Methven Candle

Wondrous item, rare

This candle burns with a strange green flame. If you prepare spells by its light, you can prepare one extra spell each of 1st through 4th level. Up to four creatures can benefit from the candle at once. Once used, the *methven candle* melts to nothing.

Midnight Blade

Weapon (any sword or dagger), uncommon (requires attunement)

While you bear this weapon on your person, you gain 90' darkvision.

When you wield it in bright light, you have disadvantage on your attack rolls. When you wield it in darkness, you gain a +2 bonus to hit and damage. In addition, you can use an action to activate an aura that extends 10' around you in every direction, though it doesn't pass through barriers. What would normally be bright light in the aura becomes dim light, and what would normally be dim light in the aura becomes darkness. This effect lasts as long as you concentrate on it, to a maximum of 10 minutes.

Mind Dust

Wondrous item, rare

This item is constructed from the powdered brain of a mind flayer. If you cast a spell that deals psychic damage, you can expend this item as an additional material component. If you do so, roll psychic damage for the spell's initial effect twice and choose the result you prefer.

Mindbreaker Vambraces

Wondrous item, rare

When you hit a creature with a melee attack while wearing these vambraces, you can use a bonus action to stun that creature for 1 minute in addition to the other effects of the hit. The creature can make a DC 15 Constitution saving throw at the end of each of its turns to recover. Once you have used the vambraces' power, it cannot be used again until the next dawn.

Mirror Mask

Wondrous item, uncommon

This mask appears as a circle with dark lines radiating outward from your nose. Any creature looking at you sees its own face rather than yours. If a creature has a gaze attack, it is affected by its own gaze, and you are unaffected by it.

Mirror of Curing

Wondrous item, very rare

This item appears as a normal mirror of any size, from a hand mirror to a full wall-length mirror. It has 5 charges when initially created. Any creature within 10' of the mirror may look in it and use an action to speak its command word; the mirror will then cast *heal* on that creature.

Once the mirror's last charge is used, it shatters.

Mirror of Enlightenment

Wondrous item, rare (requires attunement)

A magical mirror of this sort stands between 4' and 6' high. If you gaze upon the reflection of a creature in the mirror, you (and only you) can see a flickering aura surrounding it. The color of this aura reveals the creature's alignment, as follows:

<i>Color</i>	<i>Alignment</i>
Gold	LG
Pale pink	NG
Light purple	CG
White	LN
Brown	N
Pale gray	Unaligned
Deep violet	CN

Red	LE
Yellow	NE
Black	CE

Mirror of Mental Prowess

Wondrous item, legendary (requires attunement)

This large crystal mirror is of very fine workmanship, framed by metal, wood, ivory or the like. It grants you the following powers and abilities.

- You can use an action to attempt to read the thoughts of a creature whose reflection is in the mirror, as if you had cast *detect thoughts*.
- You can use the mirror to cast *scrying*.
- You can use the mirror to open a portal to distant places by first scrying them out and then stepping through the surface of the mirror. The portal remains in place and open on the other side for 24 hours.
- You can ask the mirror a single question about a creature whose reflection is in the mirror, as if casting *commune*. Once you use this ability, it will not function for another week.

Mirror of Opposition

Wondrous item, legendary

This device exactly resembles a normal, large mirror. Anytime a creature's reflection falls on the mirror, it causes an exact duplicate of that creature to step forth from the mirror, bent on the original's destruction. The duplicate vanishes if slain, and if it slays the original, it tries to drag its body into the mirror, where both vanish forevermore.

Mirror of Recall

Wondrous item, rare (requires attunement)

It takes 9 days to gain attunement to this mirror. While you gaze upon it, you can use an action to utter a command word to cause the mirror to show you an exact image of anything you have ever seen.

Mirror of Vanity

Wondrous item, common

This cursed mirror appears to all tests to enhance your appearance if you spend an hour admiring yourself in it. Should you do so, you believe that it works as expected, but are actually

stricken with a curse of ugliness and vanity. You become convinced that you have become more handsome or beautiful and are unable to resist showing off your new looks at every opportunity. You gain the following flaw: "I know that I am extraordinarily good-looking and use my looks as much as possible. Anyone who fails to acknowledge my appearance is just jealous."

Your new appearance and flaw cause you to come across as very obnoxious, and you suffer disadvantage on all Charisma checks. This effect lasts until you receive a *remove curse* spell.

Mirrored Caparison

Wondrous item, rare (requires attunement by a mount)

This item is designed to slip over a horse or other, similarly-shaped Large mount. While it wears it, the mount gains a +1 bonus on all saving throws.

Misfortune's Tooth

Weapon (dagger), rare (requires attunement)

This magical dagger causes terrific misfortune to befall those who would attack you while you hold it in hand. Such creatures always have fumbles enabled, fumble on a 1-3, and suffer a +1d4 modifier to the severity of their fumbles.

Missile of Accuracy

Ammunition (arrow or bolt), rare

You don't have disadvantage for firing this missile at a target that is at long range. Once fired, this arrow or bolt breaks, regardless of whether it hits or misses.

Mist Tent

Wondrous item, rare

When found, this item appears to be a small stoppered glass flask holding white vapor. If you use an action to unstopper it, mist pours from the flask. At the end of your next turn, this forms into a tent suitable for four Medium creatures. If you don't use an action to stopper the flask by the end of the turn after the tent forms, it dissipates as described below.

The *mist tent* is as light as a cloud when unoccupied. Any creature within it can use an action to close the tent's flap. Once this is done, the tent and

all creatures and objects inside it become invisible; the tent then levitates 10' above the ground. This effect lasts until a creature inside the tent uses an action to open the flap, at which time the tent slowly descends to the ground (reaching it at the end of the next turn of the creature that opened the flap).

The floor of the tent is transparent, so creatures within it can watch the ground below.

The *mist tent* is AC 10 and has 10 hp. It is immune to fire and psychic damage. If destroyed, it dissipates in a shower of colored sparks and the flask shatters, ruined.

If you use an action to remove the stopper from the flask, the tent dissipates, returning to the flask in a stream of white mist by the end of your next turn. If it is levitating at the time, creatures within fall. Once the mist has returned to the flask, if you don't use an action by the end of your next turn to re-stopper the flask, it issues forth again (as described above). If the tent took damage but wasn't destroyed, when next you release it, it is fully repaired.

Mithral Shield of Radiance

Armor (shield), very rare (requires attunement)

This shield is made of mithril and shimmers with light, shedding bright light in a 30' radius and dim light for another 30' beyond that. While you wield it, you gain a +1 bonus to AC and resistance to radiant damage.

In addition, if a creature within 20' deals radiant damage to you, you can use your reaction to have the shield reflect some of that damage back at it. The creature must make a DC 15 Dexterity save, suffering radiant damage equal to half the amount it dealt to you (before your resistance) on a failure and ¼ the amount it dealt to you on a success.

Monarch's Plate

Armor (plate), very rare (requires attunement)

While you wear this armor, you gain a +2 bonus to AC and to Charisma saves. In addition, it has 3 charges, which you can use to cast the following spells, using Charisma as their spellcasting ability: *calm emotions*, *suggestion*.

Monk's Belt

Wondrous item, very rare (requires attunement by a

monk)

If you hit a creature with 3 open hand attacks on the same turn, it must make a Constitution save, DC 8 + your proficiency bonus + your Strength bonus, or be stunned until the end of its next turn.

Moonmetal Armor

Armor (chain, plate or scale), very rare (requires attunement)

This oddly-worked armor has many strange lines and whorls graven into its surface. It is apparent that it must have once been significantly altered to fit a creature of humanoid proportions, and was obviously originally for something of a substantially different body plan. The armor is made of a strange blue metal that comes only from moons.

While you wear this armor, you gain darkvision to a range of 60'. In addition, you are immune to the charmed condition. Finally, you gain proficiency in Intelligence and Charisma saving throws, if you don't already have it.

Moonstone Rabbit

Wondrous item, uncommon

This 2" rabbit figurine is a type of *figurine of wondrous power* (DMG 169) and follows the basic rules thereof.

Once commanded to animate, the figurine transforms into a normal rabbit. The rabbit can dig as if you had cast a *dig* spell. The rabbit digs for up to 1 hour before going dormant.

Mordant Blade

Weapon (any axe or sword), rare (requires attunement)

A magical weapon of this sort can be activated or deactivated by speaking its command word as a bonus action. While it is active, the weapon drips acid and does an extra 1d6 acid damage on a hit. If you score a critical hit, the target also takes this damage again at the start of each of its turns. It can remove the acid by using an action to wash it away, and at the end of each of its turns, it may make a DC 11 Dexterity saving throw to end the ongoing damage. While you are attuned to it, you are immune to the *mordant blade's* acid.

Mordenkainen's Ointment

Wondrous item, very rare

This ointment comes in a jar that contains a single dose. When rubbed on and into a magic item (a process taking ten minutes), the magic item is permanently enhanced in at least one of the following ways, as adjudicated by the DM:

- The item's bonus increases by +1, to a maximum of +3;
- The speed granted by the item increases by 10';
- The item gains 2 maximum charges;
- When used, the item's duration is doubled;
- The saving throw DC of the item's effect increases by 1;
- The damage produced by a spell or effect cast by the item increases by 2 dice;
- The item's effect is otherwise enhanced by 20%.

Expendable items are permanently enhanced, but are still expended when used.

Morganti Weapon

Weapon (any), very rare

Just looking at this dead-black weapon sends chills down your spine. It seems to radiate menace and dread, and this emanation cannot be disguised or hidden. If you reduce a creature that is neither undead nor a construct to 0 hit points with a Morganti weapon, it dies and its soul is consumed.

Mountain Shield

Armor (shield), rare

Neither you nor any creature you choose that you can see within 5' can be moved against your will.

Mudship

Wondrous item, legendary

Only seven of these magical carracks are known to exist, bearing the names *Faronos*, *Iquonabus*, *Miktyr*, *Ontonkolos*, *Tarjana*, *Ungulisar* and *Uzrivoy*- all words from the dialect of Primordial spoken at the intersection of the Elemental Planes of Earth and Water.

If you aren't attuned to the vessel, its decktop cabin or the hold below decks fill with air when they would otherwise not have any in them (for instance,

when the ship travels underwater).

Pilot of Earth and Sea (requires attunement by a creature proficient in water vehicles): If you attune to the *mudship*, you can pilot it (otherwise, it won't respond to you). On water, it moves at a speed of 7 mph. Better still, you can also cause it to submerge and travel underwater at a rate of 5 mph.

The *mudship* can also sail on land at a rate of 4 mph. While it does so, the ground appears to part around it and close behind it, just as water would. You must sail around obstacles, such as buildings or walls, and can't ascend or descend a slope greater than 45 degrees.

Earth Dive (requires attunement by a creature proficient in water vehicles): While piloting the ship, you can cause it to pass through up to 1500' of solid earth and stone, including manmade structures. Once you use this power, it won't function again for 1 week.

Murderer's Gloves

Wondrous item, uncommon (requires attunement by a rogue)

These magical black gloves are made of exquisitely thin lambskin. They have 3 charges and regain 1 each night at midnight.

When you successfully sneak attack, you can use a bonus action to cast *invisibility* on yourself, expending one charge from the gloves.

Murdock's Insect Ward

Wondrous item, common

This thick paste is found in a jar and smells strongly of citronella. If smeared onto a creature (which requires one minute), for the next hour, insects and insectoid creatures (such as a phraint, aspis, thri-kreen, etc) with Intelligence scores below 6 cannot willingly approach within 10' of the smeared creature. While within 10' of the smeared creature, an insect or insectoid creature suffers disadvantage on attacks and checks. A jar of this usually contains enough paste for 1d4+4 applications.

Mushroom Cap

Wondrous item, rare (requires attunement)

This wide-brimmed hat is red with white spots and resembles the cap of a mushroom. While

you wear it, you can communicate with plants within 25' of you. Although most plants can convey only basic information and are limited by their perceptual abilities- for example, most plants can't tell you what a creature looked like- they try to be helpful within the limits of their abilities. Even a basic exchange with plants takes at least ten minutes, unless the plant has an Intelligence score of 3 or higher.

Some plants don't respond well to you; plants in sick, polluted or fouled areas are often innately hostile, and plant monsters are motivated to need their survival needs (such as blood or flesh).

Music Book of Legendary Songs

Wondrous item, legendary

This music book contains a variety of insights into music, including archetypical songs and tales, etc. It requires a week of constant study to learn its secrets. Upon doing so, a bard gains enough experience points to reach the midpoint of the next level (and must take the level in bard).

A non-bard that is proficient in one or more musical instruments or the Perform skill who studies this work learns great secrets from it, as well. The creature earns double normal xp until it next gains a level.

A creature that is not a bard and is not proficient in any musical instruments or the Perform skill can make nothing of the tome, but after reading it, it cannot rid its head of a series of distracting earworms. The creature has disadvantage on all Dexterity, Intelligence and Wisdom checks. In addition, it suffers a 50% penalty to earned experience. This effect lasts until the creature receives a *remove curse*.

Music Box of the Gentle Lullaby

Wondrous item, uncommon

When this music box is opened, it plays a quiet, soothing lullaby for 1 minute. Any creature that is within 20' of the box for the entire time must then succeed on a DC 11 Wisdom saving throw or fall into a deep, pleasant, restful sleep. The creature sleeps for 1 hour or until it takes damage, must make a saving throw or a creature uses an action to wake it.

Nail of Building

Wondrous item, legendary

If you use this nail as the first nail when building a wooden structure made entirely of wood and nails, when construction is complete, you may remove the *nail of building* as an action, causing the whole building to vanish. Later, you can use an action to speak the nail's command word, and the building reappears wherever the nail is. Once the command word has been spoken, the nail loses its magic.

Necklace of Demons

Wondrous item, very rare (requires attunement)

A necklace of this sort has eight orbs of various sizes attached to it. You can use each orb once. If you use an action to remove an orb and toss it to a solid surface within 30', the orb breaks and a demon is released. The demon obeys your verbal commands if you have more hit points than it, but otherwise it breaks free of your control and likely attempts to slay you and your companions. You can issue a new command to the demon as a bonus action or as a reaction when it starts its turn.

If you summon more than one necklace with the demon, your hit points must exceed their combined hit points or they all break free of your control.

Two of the spheres summon dretches, two summon quasits and two summon vlocks; the others summon a succubus and a hezrou.

Necklace of Strangulation

Wondrous item, very rare

When you place this necklace around your neck, it immediately begins to constrict, strangling you. You suffer 5d8 bludgeoning damage at the start of each of your turns. A creature can use its action to attempt a DC 20 Strength check to free you. In addition, a *dispel magic* or *remove curse* cast upon the necklace will cause it to relax its grip for 1d4 rounds.

If you place this necklace around the neck of another creature, it takes 1d4 rounds for the necklace to awaken and start strangling its victim.

Necklace of Ugliness

Wondrous item, rare (requires attunement)

This item appears to be some sort of beneficial necklace, but once you attune to it, it

immediately lowers your Charisma to 3.

Once attuned, you can't remove the necklace without a *remove curse* spell, at which time your natural Charisma returns.

Needle of Repair

Wondrous item, common

If you touch it to a damaged item of cloth, wool, leather or similar fabric, this needle will set to repairing it, removing 1 wear point from the damaged item in 10 minutes.

Nephilium Wand of Purification

Wand, uncommon (requires attunement)

You can use this wand as an arcane spellcasting focus. In addition, while you hold it in hand, you gain advantage on saving throws against spells and effects from aberrations.

Net of Entrapment

Weapon (net), uncommon (requires attunement)

This magical net is extraordinarily tough; it requires 50 points of slashing damage or a Strength check, DC 20, for a creature to be freed from the net. It can withstand 5 wear points without suffering worse than cosmetic damage.

In addition, you can use an action to cause it to spread itself over a 10' diameter section of floor or ceiling. As long as you can see it and are within 120', you can subsequently use a bonus action to speak the net's command word to have it entrap creatures above (or below) it. Each creature in the area must make a DC 13 Dexterity save or be entrapped.

Net of Landing

Weapon (net), rare (requires attunement)

This magical net can be used as a weapon, but its powers protect you from falling. If you bear it on your person and fall, the net takes the falling damage instead of you. It can absorb a total of 200 hp of falling damage before its magic ends.

If you take more falling damage than the net can sustain, the excess damage applies to your own hit points.

Net of Paralyzation

Weapon (net), rare

When you hit a creature with this magical net, it must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.

Net of Snaring

Weapon (net), uncommon (requires attunement)

You can use an action to command this net to spring forward up to 50' and attempt to snare a creature. You make a ranged attack with the net as if you had hurled it at short range.

Neutron Rod

Rod, very rare

This rod of violet crystal has strange, ugly growths all over it. It gives off a sickly purple radiance and even being near it makes natural creatures slightly nauseous. A product of the ancient Miloxi Empire, a *neutron rod* is hazardous to its bearer over time.

The rod is actually made of a dangerous, artificial crystal called radiocrystal. The crystal gives off dangerous radiations, sickening and eventually killing most who bear it too long. Nonetheless, since it represents a long-lost type of magic, many loremasters and secret societies hunger for *neutron rods* and other Miloxi artifacts.

You can use this rod as an arcane or divine focus.

Radioactive. Every month that you possess the rod, you gain 1 RAD.

Radioactive Blast. Whenever you cast a spell that deals radiant or poison damage using the rod as a focus, you can choose to treat the damage as half radiant and half poison. If you do so, the spell deals one extra die of damage, and each target of the spell that fails its saving throw also gains one RAD. When you use this power, roll 1d6. On a 1, you gain 1 RAD.

New Leaf

Wondrous item, rare

This small brooch shaped like a leaf can be used once, then loses its magic. If you use an action to hold it over the head of a creature suffering from an effect that a *remove curse* would remove, the *new leaf* casts *remove curse* on that creature, using a 9th

level slot.

Nightcap of Sleep

Wondrous item, very rare

If you willingly don this nightcap, you fall into a magical sleep in which you need neither food nor water. This sleep lasts until you receive a *remove curse* spell. However, the *remove curse* must be cast with a spell slot level at least equal to the number of days you have been asleep (maximum of 9). You don't otherwise awaken even if damaged.

Nightcap of Vision

Wondrous item, common (requires attunement)

While you wear this nightcap, you have 60' darkvision.

Nightstick

Rod, very rare (requires attunement by a cleric)

This short black rod is carved with the holy symbols of a variety of deities. It has 4 charges, which it regains at dawn. While you bear it on your person, if you use your ability to turn undead, you can use a bonus action to expend a charge from the rod. If you do so, your ability to turn undead is not expended.

Nihilist's Shift

Wondrous item, very rare (requires attunement by a chaotic neutral creature)

This yellow shift functions only if you wear no armor other than a shield. While it functions, it allows your dismissal of the importance of anything to take on incredible potency. When you are affected by an attack, spell, power, trap or other effect, you can use your reaction to attempt to disbelieve. Make a Wisdom saving throw; the DC is equal to the highest of the following: 10, the save DC of the spell or effect or half the damage taken. If you succeed, you disbelieve the triggering effect and suffer no effect from it.

If the triggering effect continues or repeats after your turn, it will affect you normally.

Once you use this item's power, it will not function again until you complete a short or long rest.

Noble Pennon

Wondrous item, uncommon (requires attunement by a paladin or noble)

When you become attuned to this narrow banner, it changes to adopt your coat of arms (if you have one). Your attunement to it can't be broken unless you die or spend 24 hours meditating over the banner.

You can attach this pennon to a lance, fly it as a standard from a saddle or any fixed object, or have a follower carry it. As long as it is within 40' of you, you gain its benefits.

Improved Smiting (requires attunement by a paladin): When you use your divine smite ability or a smite spell, you deal 1 extra point of damage per die rolled (including the weapon's damage dice).

Knight's Challenge: You can use a bonus action to challenge a creature that can hear or see you and is within 60'. That creature must make a Wisdom save with a DC equal to 8 + your proficiency bonus + your Charisma bonus. If it fails, it attempts to meet your challenge until the end of its next turn. It must use its full movement to move within striking distance of you and, if possible, it must use its action to attack you in melee. If it can't reach you to attack in melee, it can use the Dash action to continue to close with you, but can otherwise take no actions or bonus actions. Once a creature makes its save against this power of the pennon, it is immune to this ability for 24 hours.

Fortitude and Will: The pennon has 3 charges, which are renewed each morning at dawn. When you must make a Strength or Wisdom saving throw, you can use your reaction to spend a charge and gain advantage on the save. You must do so before rolling.

Oars of Speed

Wondrous item, common

If you use these magic oars to row a boat that only requires one set of oars, the boat gains a +10' bonus to speed.

Oathbreaker's Bracelet

Wondrous item, rare (requires attunement)

While you wear this bracelet, you gain a +5 bonus on Charisma (Deception) checks made to tell a lie. In addition, you are immune to the effects of magic that would discern whether you are lying.

Obedient Hourglass

Wondrous item, common

By using a bonus action to touch this hourglass and speaking aloud a length of time, you can change its rate of flow to any desired. The sand in the hourglass will take the named length of time to flow into the lower chamber.

Obfuscating Mask

Wondrous item, rare (requires attunement)

Blank-faced and featureless, this mask makes it hard for creatures to perceive you. You are invisible to creatures further than 100' away, and creatures within 100' but further than 20' away have disadvantage on attacks against you and Perception checks made to spot you.

Obsidian Wand

Wand, uncommon

This wand has 4 charges and regains 1d4 each dusk. You can use a charge to cast ray of enfeeblement. If you ever spend the last charge, there is a 1 in 10 chance that the wand's power is lost.

Ocean Orb

Wondrous item, rare (requires attunement)

While you bear this orb, you can breathe water and gain a swim speed equal to your walking speed. In addition, when you hold it in hand, you can grant the ability to breathe water to each creature you choose within 10' of you. This *water breathing* ability lasts for 8 hours. Once you use this ability, it cannot be used again until the next dawn.

Oil of Armor

Potion, common

You can spend ten minutes working this oil over one creature of Medium or smaller size. That creature receives the benefits of a *mage armor* spell.

Oil of Buoyancy

Potion, uncommon

You can spend 10 minutes working this oil over one creature of up to Large size or one object that fits entirely within a 10' cube. If you do, for the

next 12 hours, that creature or object won't sink in water.

Oil of Cloaking

Potion, very rare

You can spend an hour working this oil into one item that fits entirely within a 10' cube. For the next week, divination magic will fail concerning the object.

Oil of Durability

Potion, common

You can spend an hour working this oil into one item that fits entirely within a 10' cube. That item is permanently made more durable, and can withstand an extra 3 wear points without suffering more than cosmetic damage.

Oil of Eating

Potion, very rare

This oil smells like a well-cooked steak. It can be poured on up to 5 objects that fill no more than a 5' cube. The oil has no effect on living creatures or magic or adamantine objects, but otherwise, the objects become edible, nutritious and delicious. Even metal and rock become easy to chew and digest. The objects in question will revert to their normal state after an hour. Even if you turn an entire 5' cube edible, you can consume that cube in an hour without feeling overly full. Up to five Medium or smaller creatures can eat a day's worth of rations from the coated objects.

Oil of Elemental Plane Invulnerability

Potion, rare

This oil comes in a flask sufficient to coat up to six Medium creatures. It takes one minute to work the oil into a creature, but for 24 hours thereafter, that creature is immune to the ambient environment of the Elemental Planes.

A creature covered in the oil can see, breathe and move in the Elemental Planes even when it would not otherwise be possible, such as breathing elemental fire or swimming through elemental earth. The creature takes no damage from the ambient environment, though special environmental hazards can still endanger it.

Oil of Feather Falling

Potion, common

You can spend 10 minutes working this oil into one creature. If you do, for the next 6 hours, if that creature falls, it gains the benefits of a *feather fall* spell.

Oil of Fiery Burning

Potion, rare

If this oil is exposed to air for more than a moment, it will explode. You can use an action to hurl it up to 60', and it will blow up in a 15' radius sphere of flames. Each creature in the sphere must make a DC 15 Dexterity saving throw, suffering 6d8 fire damage on a failure and half that on a success.

Oil of Fumbling

Potion, rare

This oil appears to be some magically beneficial sort. When you apply it to yourself, however, it curses you with a magical propensity to fumble. For 1 hour, you fumble on a natural 1 through 3 and have +1d4 to the severity of your fumbles. Each time you fumble, you may make a DC 15 Intelligence saving throw. If you succeed, you realize what is amiss; otherwise, you remain unaware of your improved chance to fumble.

Oil of Great Devotion

Potion, very rare

If you spend 1 hour working this oil into the body of a cleric while she prepares her spells, the cleric gains an extra spell slot of 3rd, 4th and 5th level, even if she can't normally cast spells of those levels. The extra slots remain until used or until the next dawn.

Oil of Immovability

Potion, rare

You can spend a minute working this oil into one Large or smaller creature or an item that fits entirely within a 10' cube.

If the oil is used on an object, for the next 8 hours, it can't be moved from its current location. Force sufficient to move it will inevitably destroy it first.

If the oil is used on a creature, for the next hour, it can't be moved against its will.

Oil of Impact

Potion, very rare

This thick oil can be applied to one bludgeoning weapon or up to 5 pieces of bludgeoning ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

Oil of Magic Weapon

Potion, common

This oil can be applied to a weapon or five pieces of ammunition, making it count as magical (but not giving it a bonus to hit or damage) for one hour.

Oil of Repair

Potion, common

When you spend an hour working this oil into an item that has wear points, the item recovers 1d3 wear points.

Oil of Rust Proofing

Potion, very rare

If you spend an hour working this oil into a metal object, that object is permanently made immune to rust. This effect can be removed via dispel magic.

Oil of Stillness

Potion, rare

If you pour this oil into a body of water, the waves in an area 5 miles in radius calm despite any existing storm, wind or other conditions. The water remains still for 8 hours.

Oil of the Pickpocket

Potion, common

If you spend 1 minute rubbing this oil into your hands, you gain advantage on Dexterity (Sleight of Hand) checks for the next hour.

Oil of Timelessness

Potion, legendary

This smooth, greenish oil can coat one

creature or object that can fit entirely within a 5' cube given one minute's work. A creature must be incapacitated and unable to move or willing to be coated. Once the subject is coated, it is protected from the ravages of time for as long as the oil remains on it. The oil remains in place until a creature spends a minute removing it with rags or applying some sort of solvent to wash it off.

A creature affected by *oil of timelessness* is unaware of its surroundings or the passage of time. It can be harmed by anything but time, so it is not protected from other creatures or environmental dangers.

Oil of Unlocking

Potion, uncommon

If you use an action to pour this oil over a nonmagical lock, the lock opens.

Ointment of Mage Smelling

Wondrous item, rare

If you spend 1 minute rubbing this ointment on your nose, you automatically smell when a sorcerer or wizard is within 60' of you, and can tell how many there are in range. If you are within 10' of a wizard or sorcerer, you can use a bonus action to sniff it and assess it as if you had cast *assess mage*. However, your assessment is based on the target's highest level unexpended slot or spell.

The ointment lasts for 6 hours once applied.

Ointment of Mental Blankness

Wondrous item, very rare

This ointment is usually found in a jar containing 1d4+1 doses. It takes one minute to apply a dose to a creature; once this is done, the creature gains the benefit of the *mind blank* spell for the next hour.

Ointment of Regeneration

Potion, very rare

If you spend one minute smearing this ointment on the stump or scar of a severed body part, that body part regrows over the next hour.

Ointment of Second Sight

Potion, rare

If you spend an action to smear this ointment on your eyes, you suddenly gain intense powers of perception. You can see invisible creatures and objects and can discern any creature that is in a shape that is not its true form and see an image of its true form superimposed over it. This second sight lasts for 1 hour.

Old Grandmother's Cane

Wondrous item, rare (requires attunement)

This tall cane is fashioned of sturdy, varnished cinnamon wood. It is carved to show a family of many people descending from one old crone at the top.

If you hold the cane in hand and use it to help you move, you can ignore 10' of any speed reduction affecting you.

In addition, while you hold the cane in hand, any hostile creature that starts its turn within 15' of you must make a DC 15 Strength saving throw or be pushed back 10' directly away from you.

Oozefighter's Belt

Wondrous item, very rare (requires attunement)

This belt is covered in a glossy laminate and is immune to the effects of acid. While you wear it, you gain the following benefits.

- You gain resistance to acid damage.
- You gain advantage on any saving throw against an effect caused by an ooze.
- If you hit an ooze with an attack, you deal an extra 1d10 damage.

Orb of Absorption

Wondrous item, very rare

While you bear this orb, the severity of critical hits on you is reduced by 2d6. In addition, when you are the target of a spell, you can use your reaction to negate all effects of that spell on you. Once you use this ability, it cannot be used again until the next dawn.

Orb of Autumn

Wondrous item, rare (requires attunement)

This 3" diameter orb is made of dead, shriveled wood. While you bear it, you gain resistance to necrotic damage. In addition, you can

use the orb as an arcane, divine or druidic implement when you cast a spell that deals necrotic damage. If you do so, the spell deals an extra 1d10 points of necrotic damage.

Orb of Blinding

Wondrous item, uncommon

This round, fist-sized opalescent crystal glows faintly. It has 3 charges, which renew each day at noon. While you hold it in your hand, you can use an action to expend a charge and cause the orb to emit a 15' cone of blinding light. Each creature in the cone must succeed at a DC 13 Constitution save or be blinded until the start of your next turn.

When you activate the orb, it goes dark and cannot be used again for 1 minute.

Orb of Drastic Resolutions

Wondrous item, rare (requires attunement)

This orb has 7 charges, and when the last one is used, it shatters into thousands of tiny pieces and is destroyed. While you hold the orb in your hand, when an enemy that you can see within 50' falls to 0 hit points, you can use your reaction to spend a charge and have the orb unleash a blast of magical energy at a different creature within 50'. The target must succeed at a DC 11 Wisdom save or be stunned until the end of its next turn.

Orb of Environmental Adaptation

Wondrous item, very rare

This transparent crystal sphere is tinged slightly green and is about the size of a plum. When you hold it in your hand, you can use an action to activate it, transforming it into a faintly glowing sphere of protection centered on you. You can choose for the radius to be anywhere between 5' and 30', and can change the radius as a bonus action on your turn.

Creatures and objects in the sphere are protected from environmental hazards. They can exist without discomfort in temperatures from -50 to 140 degrees Fahrenheit.

Once activated, the orb remains active for up to 9 days. Once it deactivates, it becomes dormant for 9 days before it can be used again.

Orb of Indisputable Gravity

Wondrous item, rare

While you hold this orb in your hand, you can use your action to force a flying creature you can see within 500' to sink 100' toward the ground. It takes no falling damage from this descent, but it cannot gain altitude. On each of its turns, the target can use its action to make a DC 13 Strength check to end this effect.

Orb of Inevitable Continuance

Wondrous item, rare (requires attunement by a spellcaster)

This magical orb has 7 charges. When the last one is used up, it cracks and is destroyed. When a spell that you cast has an ongoing effect and a creature that you can see within 60' succeeds on a saving throw to end that effect, you can use your reaction to spend a charge and force that creature to reroll the saving throw. It must accept the second result.

Orb of Invasive Fortune

Wondrous item, uncommon (requires attunement)

While you bear this orb, if a creature you can see within 30' recharges a power, you can recharge one of your class abilities that normally refreshes on a short rest.

Orb of Reversed Polarities

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

This magical orb has 7 charges. Each morning at dawn, it regains 1d4+1 charges. While you bear it, whenever you cast a spell that deals damage of a type that one or more targets resists, the orb automatically expends one charge per resistant target. Each target must make a DC 15 Wisdom save; if it fails, its resistance to the damage type is treated as vulnerability instead while you resolve the effects of that spell. If there are more resistant targets than charges in the orb, the orb's power affects all the targets, but the orb shatters.

Orb of Sanguinary Repercussions

Wondrous item, uncommon (requires attunement by an arcane spellcaster)

This crimson orb drips blood constantly. You

can use it as an arcane focus. When you do so, if you cast a damaging spell on a creature that has half its hit points or fewer, that spell deals an extra 1d6 damage to that target.

Orb of Spring

Wondrous item, rare (requires attunement)

This 3" diameter orb looks like a giant seed pod that is about to sprout. Little bits of fresh greenery are peeking out from within it. While you bear it, any time you receive magical healing or spend hit dice, you regain an extra 2 hit points per die of healing rolled. In addition, you can use the orb as an arcane, divine or druidic implement when you cast a spell that heals damage. If you do so, the spell heals an extra 2 points per die of healing. (The two abilities of the orb do not stack, so if you cast a healing spell on yourself, you still only gain an extra 2 hp/die.)

Orb of Storms

Wondrous item, legendary (requires attunement)

This glass sphere is 8" in diameter. While you are attuned to it, you can cast *control weather*. Once you do so, you cannot use this function of the orb again until the next dawn.

In addition, while you are attuned to this orb, you can cast *storm of vengeance*. Once you do so, you can't call upon this power again until 30 days pass.

Orb of Summer

Wondrous item, rare (requires attunement)

This 3" diameter orb is made of some sort of unusual burnished yellow metal. It is always very warm to the touch. While you bear it, you gain resistance to fire damage. In addition, you can use the orb as an arcane, divine or druidic implement when you cast a spell that deals fire damage. If you do so, the spell deals an extra 1d10 points of fire damage.

Orb of Winter

Wondrous item, rare (requires attunement)

This 3" diameter orb is made of ice and is very cold to the touch. While you bear it, you gain resistance to cold damage. In addition, you can use the orb as an arcane, divine or druidic implement when you cast a spell that deals cold damage. If you

do so, the spell deals an extra 1d10 points of cold damage.

Orrery of the Inner Planes

Wondrous item, legendary

This massive enchanted mechanical device fills a 10' cube. It shows the relative positions of the Inner Planes, Prime Material Plane, Shadowfell, Feywild and Ethereal Plane. If mounted on a ship, it allows a skilled navigator to make a DC 15 Intelligence check to navigate from any one of those planes to another of the named planes, and magically empowers the ship to sail through the native environment and protect its passengers from the basic natural environment of that plane. Failure leaves the ship on the Ethereal Plane (50%) or on a random other plane accessible from the orrery's power of via the Ethereal Plane (50%).

Navigating from one plane to another takes 24 hours, whether successful or not. The ship arrives at a random point on the plane near the edge closest to the plane that it departed from.

Overreaching Pole Arm

Weapon (any pole arm), very rare (requires attunement)

This magical pole arm gives you a +1 bonus to hit and damage. In addition, it magically extends when you so desire, increasing its reach by 5' without affecting its weight or balance.

Pact Blade

Weapon (dagger), rare (+1), very rare (+2) or legendary (+3) (requires attunement by a warlock)

While you hold this dagger in your hand, you gain a bonus to spell attack rolls and to the saving throw DCs of your warlock spells. The dagger also has an equal bonus to attack and damage when used as a weapon. The bonus is determined by the weapon's rarity.

Paintbrush of Passage

Wondrous item, very rare

This magical paintbrush has 3 charges, which it renews each day at dawn. While holding it, you can use your action to paint a window or a door on a surface within 5' of you. If you paint a window, you

can see through a square 5' x 5' window 5' deep. If you paint a door, it opens a 7' tall, 4' wide passage up to 5' deep.

A door or window may show or open upon bare rock or other inhospitable environments, but the area of the door or window itself is safe. Doors and windows thus created last for 1 hour and are visible from both sides.

Pan of Cooking

Wondrous item, common

If you hold this pan and speak a command word, it heats up to frying temperature to cook whatever is placed in it. Food never sticks to this pan.

Panther Spirit Armor

Armor (leather), uncommon

This magical armor is made of supple leather taken from a panther and imbued with the panther's spirit. While you wear it, you gain a +5' bonus to your speed.

In addition, the spirit of the panther prowls alongside you and your allies, joining your hunts and adding to your vitality. If you or an ally within 30' that you can see hits an enemy against whom it has advantage, the panther's spirit fills it with vitality. You or your ally regain hit points equal to half the damage you dealt on that hit. Once this power has functioned, it will not work again until the next dawn.

Paper of Forms

Wondrous item, rare

This magical colored paper can be folded into the shape of an object or creature, which it then becomes. You can use it to create only normal animals of CR ½ or less or normal, nonmagical, fabricated objects or natural objects. You could make a horse, house or tree, but not an owlbear, person or magic item.

Folding the paper takes 1 minute. You must make a DC 15 Dexterity (Sleight of Hand) check to successfully fold the paper; otherwise, it is ruined. Once you fold it, the paper transforms into the depicted creature or object, except that it has vulnerability to fire damage. The paper remains in its new form until a creature uses an action to touch it and utter a command word, which causes the paper to unfold and return to normal paper form.

Once the *paper of forms* has been used, it can't be used to make a different form, and the DC to fold it drops to 10.

Parchment of Selective Reading

Wondrous item, common (requires attunement)

Unlike most magic items, multiple creatures can attune to this item. To do so, they must all remain with the parchment for 1 hour, frequently touching it, and must all sign their names along the edges of the parchment. The names then become invisible.

If a new group attunes to the parchment, the invisible names of the old group are eliminated from the edges of the sheet.

Anything written on the parchment becomes invisible, but anyone attuned to it can read it clearly. The parchment can be scraped and reused 8 times before wearing through.

Pavilion of Perfect Recovery

Wondrous item, legendary

This large tent takes an hour to erect and requires at least four people to work to do so. It can sleep 20, and any creature that takes a long rest mostly in the pavilion recovers all its Hit Dice and hit points.

Pearl of Protection from Fire

Wondrous item, rare (requires attunement)

While you bear this item, you have resistance to fire damage.

Pearl of Puissance

Wondrous item, very rare (requires attunement)

While you bear this magical pearl, you gain a +1 bonus to melee attacks.

Pearl of the Ebbing Tide

Wondrous item, very rare

This powerful magic pearl is usually mottled light blue and white. Its great powers can force water to recede. If you hold it in your hand, you can use an action to activate the pearl. If you do, for as long as you concentrate, up to a maximum of 10 minutes, you can cause all water within 60' of you to recede at a rate of 5'/round.

When the effect ends, the water rushes back

in to its normal banks or depths.

Pearl of the Rising Tide

Wondrous item, very rare

This powerful magic pearl is usually mottled yellow and pink. Its great powers can force waters to rise. If you hold it in your hand, you can use an action to activate the pearl. If you do, for as long as you concentrate, up to a maximum of 10 minutes, you can cause all water within 60' of you to rise at a rate of 5'/round.

When the effect ends, the water rushes back down to its normal banks or depths.

Pearl of the Sea Queen

Wondrous item, rare (requires attunement)

This large, lustrous pearl is a mottled blue, green and white, strongly resembling an image of a wave-topped sea painted or etched upon the pearl's surface. While you bear it, you can breathe water, you gain a swim speed equal to your walking speed and you can speak and understand (but not read) Aquan.

Pearl of Wisdom

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

It takes 30 days of constantly bearing this item to attune to it. Once you have done so, your Wisdom increases by 1, as does your maximum Wisdom, for as long as you bear it on your person.

Pearl Trident

Weapon (trident), rare (requires attunement)

This magical trident looks as though it is made of pearls fused into its shape and has coral decorations along the shaft. It gives you a +1 bonus to hit and damage.

In addition, you can hurl it underwater with a range of 60'/120'. If you miss the target, the trident magically returns to your hand so swiftly that, if you have another attack, you can even hurl it again in the same round.

Pelarium Shield

Armor (shield), very rare (requires attunement)

This sparkling copper shield captures some of

the essence of certain energies that damage you. It gives you a +1 bonus to AC while equipped. In addition, when you take fire or radiant damage, until the end of your next turn, your attacks deal 1d6 extra damage of the type that you took. If you take both fire and radiant damage, your attacks deal an extra 1d6 fire and an extra 1d6 radiant damage until the end of your next turn.

Pendant of Devotion

Wondrous item, uncommon (requires attunement)

While you wear this pendant, if one of your allies that you can see is hit by a melee attack by an enemy within half your movement speed of you, you can spend your reaction to move half your speed, providing that you end this move adjacent to that enemy.

In addition, the pendant has 2 charges, which renew themselves at dawn. When you use the pendant's power, you can expend a charge. If you do so, you also make a single melee weapon attack against the enemy that triggered this power as part of your reaction.

Penance Armor

Armor (any), very rare (requires attunement)

This +1 armor has 3 charges, which renew each day at dawn. When you are hit by a melee weapon attack, you can use your reaction to expend a charge. If you do, the creature that hit you must make a DC 15 Wisdom save. If it fails, its blows are supernaturally weakened for 1 minute, during which time its weapon attacks deal half damage. At the end of each of its turns, the creature repeats the saving throw, ending the effect on a success.

Perfect Hunter's Weapon

Weapon (any ranged), very rare (requires attunement)

This weapon has a +2 bonus to hit and damage, but that is not its main power. While you have this weapon in hand, you can use a bonus action to magically pinpoint the location of all creatures within 50' of you, even those behind barriers and out of sight. This perception extends through walls and other barriers, but is blocked by 10' of wood, 5' of stone, 1' of metal or a thin sheet of lead or orichalcum. This perception lasts until the end of

your turn. However, it is very taxing to use this ability; for every five rounds of using it in a given day, you gain one level of exhaustion. You can reduce the exhaustion gained this way by one level every time you complete a short or long rest.

During your turn subsequent to pinpointing the creatures, you can attack any of them, even if there are barriers between you and it, and you ignore all cover and barriers between you and the target.

Perfumed Scarf of Clean Air

Wondrous item, uncommon

While you wear this scarf around your neck, you are immune to stench effects, pheromones and spores.

Periapt of Foul Rotting

Wondrous item, very rare

This item appears to be a beneficial periapt of some sort. Once you wear it, it reveals its true nature. It can't be removed without a *remove curse*, and it causes you to suffer from a horrible rotting disease similar to leprosy. Each time you complete a long rest, your hit point maximum is reduced by 5, and if you suffer a critical hit, the severity increases by 2d6.

A *heal* or *greater restoration* spell cast on you will temporarily reverse the reduced hit point maximum, but until you are rid of the periapt, the curse continues.

The *periapt of foul rotting* can be destroyed by crushing a *periapt of health* and sprinkling it upon the afflicted character. Otherwise, it magically repairs any damage and foils attempts to be rid of it other than via *remove curse* cast with a 7th or higher level slot.

Periapt of Wisdom

Wondrous item, uncommon (requires attunement)

While you wear this periapt around your neck, you gain a +1 bonus to any Wisdom checks you make.

Perpetual Resolve Vestments

Wondrous item, rare (requires attunement)

These vestments endow you with the ability to persevere in your beliefs in the worst circumstances. You are immune to effects that change

your alignment while you wear them.

In addition, if you are subjected to an effect that deals damage to you at the start of each of your turns (such as poison or being set on fire), you instead take that damage at the end of each of your turns, after any appropriate saving throw against the effect.

Personal Oasis

Wondrous item, rare

When you use an action to unroll this 10' x 10' blanket and then use a bonus action to speak the command word on the same turn, a 5' x 10' tent springs from the blanket, along with a campfire, a bowl of dates and a gallon of cool water. The campfire burns without needing fuel, and the dates provide enough food to sustain one person for one day.

The *personal oasis* functions for up to 10 hours, then goes dormant and can't be used again until the next dawn.

Peryton Horn Weapon

Weapon (any spear, trident or pole arm), very rare

This weapon's tines, blades or other striking surfaces are fashioned from the horns of a peryton. It has a +2 bonus to hit and damage, and if it scores a critical hit, the severity increases by 1d10.

Pet Rock

Wondrous item, uncommon

This item appears to be a normal rock, though it radiates magic. If you use an action to hurl it to the ground and cry, "I need a friend," the rock transforms into a lesser earth elemental. The elemental does its best to be friendly toward you, fighting to defend you or listening to your problems (if you speak Terran). The rock remains in elemental form for 1 hour, then returns to rock form. It cannot then be triggered again until the next dawn.

If the elemental is slain, the *pet rock* is destroyed.

Phallus of Froth

Wondrous item, very rare (requires attunement by a worshiper of Froth)

This magic item is fashioned to resemble a

phallus emerging from the mouth of a human skull. It can be wielded as a +1 *mace*. In addition, it grants you the following abilities.

- While you hold it in hand, you can Disengage as a bonus action.
- When you take damage, you can use your reaction to move half your speed without provoking opportunity attacks. You must end this movement farther than 5' from each enemy you can see or hear.
- If you use your action to Dash, you do not provoke opportunity attacks from creatures within 5' of your starting position.
- You can use your action to cause a stream of acidic urine to issue from the tip of the phallus. Make a ranged weapon attack against a target within 25'. If you hit, the creature takes 3d6 acid damage, and each creature adjacent to it takes 1d6 points of acid damage. Once you use this ability, you cannot use it again until you spend at least one minute drinking.

Philter of Glibness

Potion, very rare

For 1 hour after drinking this potion, magic cannot determine when you are telling a lie, and you gain advantage on Charisma (Deception) checks.

Philter of Persuasiveness

Potion, very rare

Upon quaffing this potion, you become possessed of incredible powers of persuasion. For the next hour, you have advantage on Persuasion checks.

Philter of Stammering and Stuttering

Potion, very rare

When you consume this liquid, you believe that you are empowered to speak eloquently and clearly, and believe you are doing so. However, you actually stammer and stutter uncontrollably, and you have disadvantage on any check requiring speech. Worse yet, to cast a spell with a verbal component, you must succeed on a DC 20 Wisdom check.

Phylactery of Faithfulness

Wondrous item, rare (requires attunement by a cleric

or paladin)

While you wear this phylactery, you are aware if any action you are about to take would adversely affect your standing with your deity or religion.

Phylactery of Long Years

Wondrous item, very rare (requires attunement)

While you wear this phylactery, you age only one-quarter as quickly as normal.

Phylactery of Monstrous Attention

Wondrous item, rare (requires attunement by a cleric)

This arm wrapping appears to be a beneficial device of some sort, but it actually draws the attention of supernatural enemies of your deity. This results in you being plagued by powerful and hostile creatures whenever you are in an area where such creatures are found.

The higher level you are, the more potent the enemies that plague you. Generally speaking, you draw the attention of supernatural creatures whose CR is up to your level + 4.

Pick of Iceparting

Weapon (pick), rare (requires attunement)

This magical pick has a +2 bonus to hit and damage. In addition, you can use an action to swing it into an icy surface, such as a glacial wall, the surface of a frozen lake or river or an iceberg. Three tiny fractures radiate out from the point you struck toward any three points within 50' that are connected to the point you struck by ice. Each crack then causes an explosion in a 5' radius. Each creature within the radius must make a DC 15 Dexterity save, taking 3d6 piercing damage on a failure or half that on a success.

Piercing Songblade

Weapon (any sword or dagger), very rare (requires attunement)

This +1 weapon sings heroic arias in battle in a clear, piercing voice that can be heard up to 200' away. Whenever you hit a creature that is wearing armor with it, the blade gives a great cry that threatens to crack or shatter the target's armor. The target must make a DC 15 Constitution save or its

armor gains 1d3 wear points. (For a typical item, 1 wear point is cosmetic damage, 2 wear points give it a -1 where appropriate and 3 wear points destroys the item.)

Arcane Focus (requires attunement by a bard): This weapon serves as an arcane focus for you.

Piercing Cry (requires attunement by a bard): When you hit an enemy with this blade, you can use your reaction to have it utter a piercing cry that unnerves the target. The target must make a DC 15 Wisdom save; if it fails, for 1 minute any attack against it gains a bonus 1d4 on the to hit roll. The target can repeat the save at the end of each of its turns, ending the effect on a success.

Pillow of Regeneration

Wondrous item, rare (requires attunement)

When you sleep on this pillow while taking a long rest, you regain up to 3 extra hit dice.

Pipe of Erudite Discourse

Wondrous item, rare (requires attunement)

When you engage in discussion lasting at least one hour while smoking this pipe, you may use your Intelligence in place of any other ability score when you make any Deception, Insight and Persuasion check made during the discussion.

Pipe of Grief

Wondrous item, rare (requires attunement)

If you fill this pipe with tobacco and use an action to light it and focus on its power, you can create a 5' radius cloud of smoke within 10' of you. The smoke remains in place for 3d8 minutes. Once per turn, any creature other than you that enters or starts its turn in the smoke must make a DC 15 Wisdom save or be overcome with grief, suffering disadvantage on attacks, saves and checks for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Once you have used the pipe's power, it won't function again until the next dawn.

Pipe of Insight

Wondrous item, uncommon

If you spend at least ten minutes smoking this

pipe, you gain advantage on Wisdom (Insight) checks for the next hour. Once you use the pipe's power, it will not function again until the next dawn.

Pipe of Smoke

Wondrous item, uncommon

This magical smoking pipe has a very large bowl. It has 5 charges, which renew each morning at dawn. You can use your action to spend a charge and smoke from the pipe (assuming that you have it loaded), exhaling a puff of smoke that fills a 10' cube adjacent to you (going around corners) and lasting until the end of your next turn. The smoke is extremely thick, and creatures within it are blinded. However, the smoke is so thick that they cannot be seen. A creature that starts its turn in the smoke must make a DC 10 Constitution saving throw or be wracked with coughing until the end of its turn. While wracked with coughing, it is poisoned, and it has a 25% chance of ruining any spell with a verbal component.

Pipe of Visions

Wondrous item, very rare

This smoking pipe draws poorly and any smoking herbs taken through it have a strange, foul taste. If you smoke from it and intentionally hold a hit as long as possible, you fall into a trance for 10 minutes, during which time you are incapacitated and cannot move. You awaken only if you take a number of points of damage equal to your level.

While in the trance, you have vivid visions, which you can attempt to guide to some degree. Make a DC 10 Wisdom (Insight) check. If you succeed, you guide the visions, allowing you to ask three questions and receive a momentary vision that seems to last no more than a minute. Each vision answers the corresponding question, though sometimes in an oblique or cryptic fashion. For instance, you might ask, "Who killed the princess?" and receive a vision of a griffon, (indicating the heraldic beast of House Kree-Lar). Your second question might be, "Where is the killer?", to which you could receive a vision of the edge of a desert (near House Kree-Lar's stronghold). Your final question might be, "What defends the killer?", to which you might see a vision of Kree griffon-riders.

If you fail the Wisdom (Insight) check, you

gain one level of exhaustion.

Once the pipe has functioned, it cannot work again until the next afternoon at 3 p.m. (the traditional smoking hour in the Sword Empire).

Pipes of Pain

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

These pipes appear to be a normal set of pipes. When you play them, they produce a wondrous, beautiful melody. If you make a DC 15 Charisma (pipes) check, the magic of the pipes activates. Each creature within 30' must make a DC 15 Wisdom saving throw or be affected by the pipes.

As soon as you stop playing the pipes, each affected creature begins to feel extreme pain at any noise whatsoever. For the next minute, the creature takes 2d4 thunder damage at the start of each of its turns unless it is in a totally silent area. In addition, if it takes thunder damage from another source, that damage doubles. At the end of each of its turns, it can repeat its initial saving throw to end the effect.

Pipes of Sounding

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

These pipes appear to be a normal set of pipes, but when you play them, you can cause them to create a variety of sounds, as if you were casting the *minor illusion* cantrip except that it is strictly auditory and the sound always comes from the pipes.

Piranha Bolt

Ammunition (bolt), very rare

A magical bolt of this sort is painted with a small mouth on the head. If you hit a target with it, the bolt animates and begins to bite the creature, dealing an additional 1d6 piercing damage to the creature at the start of each of its turns until a creature spends an action to make a DC 15 Strength check or DC 15 Dexterity (Medicine) check to pull the bolt free (a Strength check deals an additional 1d6 slashing damage to the target).

Once a *piranha bolt* has been removed from a creature, it loses its magic.

Platinum Pouch

Wondrous item, uncommon

Normal gemstones and coins of any denomination placed into this pouch are converted to an equal value of platinum pieces. Coins or gems that cannot be evenly converted to platinum pieces are unaffected.

Platter of Purity

Wondrous item, common

Any food or drink placed on this platter is purified of any poison or disease after 3 rounds.

Poison Balloon

Wondrous item, rare

When this balloon is punctured, it releases a colorless, odorless poisonous gas in a 10' radius. Each creature in the area must succeed on a DC 15 Constitution save or be poisoned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

Poisonword

Weapon (any sword), legendary (requires attunement)

Viscous green poison drips from the crystal-encased iron blade of this sword constantly. When you hit with it, you deal an extra 2d12 poison damage and the target must make a DC 19 Constitution save or be poisoned for 1 hour. The creature can repeat the save at the end of each turn, ending the effect after a success. However, if it fails three of these saves, it can no longer make saves to end it at the end of its turn.

Poker of Fire Control

Wondrous item, uncommon (requires attunement)

This metal fire-tending tool gives you great control over fires. If you use an action to poke it into a nonmagical fire and spend a charge, you can reduce the fire to mere embers or increase it to twice its present size.

This poker has 3 charges, which renew at dawn.

Poker of Searing

Wondrous item, uncommon

This device appears as a 2' long fire poker made of wrought iron. While you hold it, you can use a bonus action to cause its tip to become red-hot. If you do this, you can attack with the poker as an improvised weapon, dealing 1d2 piercing plus 1d6 fire damage.

Poker of Summoning

Wondrous item, very rare (requires attunement)

This item functions as a *poker of fire control*, but in addition, you can use an action to summon a fire elemental from any fire at least 10' in diameter. The fire elemental remains for as long as you concentrate, up to 1 hour, and serves you willingly. Once you've summoned an elemental with the poker, it won't do so again until the next dawn.

Polychromatic Tent

Wondrous item, uncommon

This magical tent is white when broken down. When pitched, it is large enough to accommodate up to six Medium creatures and their gear (but not mounts). While it is pitched, you can use an action to touch it and tell it either the name of a color or "blend". If you tell it the name of a color, it becomes that color. If you tell it to blend, it camouflages itself to match the background. As long as you and each creature camping with you, as well as all gear, is within the tent, the odds of having a random encounter are reduced by 50%.

Portable Breach

Wondrous item, rare

This item appears to be a small patch of cloth. When you use an action to unfold and place it on a wall, floor or other relatively flat surface, it creates a 6' diameter hole in the object up to 5' deep. The hole doesn't harm the surface, but it does allow creatures to pass through it.

Portable Bridge

Wondrous item, very rare

This item is a miniature bridge about 6" long that weighs about 5 lbs. You can use an action to set it down at the edge of a chasm or pit and speak the command word, and the bridge will extend up to 100' to cross the chasm. It remains in bridge form until a

creature touching it uses an action to speak the command word again, transforming it back into its miniature form in the creature's hand.

The bridge needs no additional support when in operation. It is 20' wide as long as there is sufficient room for it and it is no more than 50' long. If the bridge is more than 50' but no more than 80' long, it is 10' wide. If it is more than 80' long, it is only 5' wide. In any case, the bridge is made of strong stone, with hand rails running along the entire length of it.

Portable Dolmen

Wondrous item, very rare

This item is a miniature trio of menhirs, one crossed above the others (like some of those at Stonehenge). The whole thing makes up a rough cube about 1' on a side and weighs 10 lbs.

If you place the *portable dolmen* on the ground and use an action to speak the command word, it enlarges to cover a 10' cube. Up to four medium creatures can rest in the area that the dolmen covers; any creature that takes a short rest in the area gains one of the following benefits:

- Regain up to 2 levels of expended spell slots, or 4 levels for a druid or ranger;
- Regain 3d6 hit points, or 3d10 for a druid or a ranger;
- Recover from 1 level of exhaustion;
- Cause an attuned charged magic item that regains charges once per day to regain 1d3 charges;
- Regain 1 use of an expended daily class ability.

While touching the dolmen, you can use an action to speak the command word, which causes it to shrink down again. Once it has shrunken, the *portable dolmen* will not function until the next dawn.

Portable Foxhole

Wondrous item, uncommon

This device appears as a matte black circle of canvas edged with tiny runes. When you use an action to place it on a flat surface, it becomes a shallow extradimensional pit 5' square and 3' deep.

A creature close enough to pick up the

portable foxhole can do so as an action, which causes any creatures or objects within the foxhole to be harmlessly left where they would have been standing on the flat surface that the foxhole rested on.

Portable Shadow

Wondrous item, very rare (requires attunement)

This item appears to be a circle of dark gray cloth. Once per day, you can use your action to throw it up to 20', and it then emits a zone of dim light in a 15' radius centered on the cloth. This zone lasts for ten minutes or until you pick up the cloth. A creature other than you must use an action and succeed at a DC 15 Wisdom (Perception) check while within the zone in order to locate the cloth.

While within the zone of dim light, you can see normally and you can attempt to make Dexterity (Stealth) checks as if you were in darkness.

Portable Spring

Wondrous item, rare

This small scrap of paper can be placed and the command word spoken as an action. This causes it to become a burbling spring of fresh water, sufficient to water as many creatures as can approach it, one at a time. The spring remains in place until a creature touches it and speaks its command word as a bonus action.

Portable Store

Wondrous item, very rare

Appearing as a small wooden cube, when you use your action to toss this device to the ground and speak the command word, it becomes a magical, extradimensional store front that sells all normal equipment at normal prices. The store's proprietor appears to be a normal human, but if he is attacked in any way, the store deactivates and returns to cube form.

Pot of Brewing

Wondrous item, common

This burnished brass half-gallon pot is capable of magically transmuting water into bean juice. If filled with water and its command word is spoken by any creature within 15', it begins brewing. After 10 minutes, the water has become strong, good-

tasting bean juice.

Potion of Agility

Potion, very rare

When you drink this potion, your Dexterity becomes 18 for 1 minute.

Potion of Aging

Potion, very rare

When you drink this potion, you age 3d8 years.

Potion of Anger

Potion, uncommon

When you drink this potion, you regain one spent rage.

Potion of Archmagedom

Potion, legendary

When you drink this potion, if you are a wizard or sorcerer, you gain one 9th level spell slot. That slots lasts for 1 minute or until you use it.

Potion of Beast Control

Potion, common

When you drink a *potion of beast control*, you gain the ability to cast a powerful *dominate monster* spell on up to four beasts that are in a 20' cube that you can see within 200'. Each target must succeed at a DC 11 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the target's turns, it can repeat the save, ending the effect on a success.

Potion of Blindness

Potion, rare

Upon quaffing this potion, you immediately go blind.

Potion of Confusion

Potion, very rare

When you drink this potion, you are affected by a *confusion* spell. At the end of each of your turns, you may make a DC 17 Wisdom save. Once you succeed on three of these saves, the effect ends.

Potion of Craftsmanship

Potion, rare

Upon drinking this potion, you gain advantage on checks made with artisan tools for the next 8 hours.

Potion of Danger Detection

Potion, uncommon

For 1 hour after drinking this potion, you gain a special sense that alerts you of danger. While the potion lasts, you can't be surprised and you gain a +3 bonus on initiative checks.

Potion of Deafness

Potion, rare

Upon quaffing this potion, you immediately go deaf.

Potion of Delusion

Potion, rare

A potion of this sort seems to all tests to be of some beneficial sort, often *healing*. When consumed, you believe the potion to be effective, but in fact it has no effect. Whenever something happens that contradicts the efficacy of the potion, you may make a DC 11 Intelligence save to recognize the true nature of the potion.

Potion of Digging

Potion, very rare

For 1 hour after drinking this potion, you can burrow at a speed of 20' (though only through earth, not through rock).

Potion of Dragon Control

Potion, very rare

When you drink a *potion of dragon control*, you gain the ability to cast a powerful *dominate monster* spell on a dragon that you can see within 200'. The dragon must succeed at a DC 17 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the dragon's turns, it can repeat the save, ending the effect on a success.

Potion of Dreamspeech

Potion, very rare

For 1 hour after you drink this potion, if you speak to a sleeping or comatose creature, it hears you and can respond, if it chooses.

Potion of Elasticity

Potion, rare

Upon quaffing this potion, you gain the benefits of the *elasticity* spell for the next hour.

Potion of Elemental Control

Potion, very rare

When you drink a *potion of dragon control*, you gain the ability to cast a powerful *dominate monster* spell on an elemental that you can see within 200'. The elemental must succeed at a DC 17 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the elemental's turns, it can repeat the save, ending the effect on a success.

50% of these potions only affect elementals of a specific element type (air, earth, fire or water). Such a potion affects any elemental that includes that element type (so a *potion of fire elemental control* would affect a chillfire destroyer).

Potion of Fortitude

Potion, very rare

When you drink this potion, your Constitution becomes 18 for 1 minute.

Potion of Freedom

Potion, uncommon

For 1 hour after you drink this potion, you are immune to the paralyzed condition.

Potion of Genius

Potion, very rare

When you drink this potion, your Intelligence becomes 18 for 1 minute.

Potion of Giant Control

Potion, very rare

When you drink a *potion of dragon control*, you gain the ability to cast a powerful *dominate monster* spell on a giant that you can see within 200'. The giant must succeed at a DC 17 Wisdom saving

throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the giant's turns, it can repeat the save, ending the effect on a success.

Potion of Golden Silence

Potion, rare

When you drink this potion, you are struck dumb and unable to speak for 1 hour. Every 10 minutes, you can make a DC 15 Wisdom save to end the effect.

Potion of Humanoid Control

Potion, very rare

When you drink a *potion of humanoid control*, you gain the ability to cast a powerful *dominate person* spell on up to four humanoids that are in a 20' cube that you can see within 200'. Each target must succeed at a DC 15 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the target's turns, it can repeat the save, ending the effect on a success.

Potion of Perspicaciousness

Potion, common

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

Potion of Petrification

Potion, very rare

One sip of this potion forces you to make a DC 17 Wisdom save or start to turn to stone, being restrained. At the start of your next turn, repeat the save; if you fail, you are petrified. If you succeed, the effect ends. Regardless of whether you save or not, the potion itself turns to stone and loses its magic.

Potion of Plant Control

Potion, very rare

Upon drinking this potion, you gain the ability to cast a powerful *dominate monster* spell on up to three plant monsters that you can see in a 20' cube within 200'. Each target must succeed at a DC 17 Wisdom saving throw or be dominated by you for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the plant's turns, it can

repeat the save, ending the effect on a success.

Potion of Polymorph

Potion, rare

When you drink this potion, choose one beast that you have seen with a CR equal to or lower than your level. You polymorph into that beast for an hour, as if you were the target of a *polymorph* spell. You can end the effect early as a bonus action.

Potion of Protection from Immiscibility

Potion, rare

When you drink this potion, it protects you from the effects of mixing other potions. For the next minute, you can drink potions without rolling on the Potion Miscibility table.

Potion of Rainbow Hues

Potion, uncommon

For the next hour after you drink this potion, you can use a bonus action to assume any color or combination of colors you can think of, including patterns but not images. You can use this to camouflage yourself against the background; if you do so, as long as you don't move, you gain advantage on Stealth checks to hide and can hide in plain view.

Potion of Recall

Potion, uncommon

When you drink this potion, for the next 1 hour, you can perfectly recall anything you have seen, heard or experienced within the last month.

Potion of Sneaking

Potion, common

For 1 hour after you drink this potion, you have advantage on Dexterity (Stealth) checks.

Potion of Speech

Potion, uncommon

When you drink this potion, the next time you hear a language that you do not know, you understand that language. The potion wears off after 4 hours.

Potion of Superheroism

Potion, very rare

When you drink this potion, you gain 30 temporary hit points, which vanish after an hour. In addition, for the next hour, you are under the effect of a *bles* spell.

Potion of Sweet Water

Potion, common

If you drink this potion, it tastes sweet but has no effect. However, if you add it to a volume of up to 100,000 cubic feet of polluted water, or up to 1,000 cubic feet of another liquid, into fresh, clean water. The effects of the potion are permanent, but the water is subject to later contamination after an initial period of 5d4 rounds.

Potion of Teleportation

Potion, rare

When you drink this potion, for ten minutes, you gain the ability to teleport 30' as an action.

Potion of Treasure Finding

Potion, rare

After you drink this potion, you can sense the direction of the nearest mass of treasure. The treasure must be within 240', and either its mass must equal metal of at least 10,000 coins or 100 gems, or the value of the coins, gems and art objects in the treasure must be at least 2,500 gp. You can feel the direction but not the distance to the treasure, and intervening barriers other than those of lead or orichalcum do not interfere with your ability to sense the treasure. The potion lasts only 20 minutes.

Potion of Undead Control

Potion, very rare

Upon drinking this potion, you gain the ability to seize control of up to three undead monsters that you can see in a 20' cube within 200'. Each target must succeed at a DC 17 Wisdom saving throw or be under your control and forced to obey your telepathic commands for as long as you concentrate, to a maximum of 10 minutes. At the end of each of the target's turns, it can repeat the save, ending the effect on a success.

Potion of Ventriloquism

Potion, common

For 1 hour after you drink this potion, you can magically cause your voice to come from any location that you can see within 60'.

Potion of Watchfulness

Potion, rare

When you quaff this potion, for the next 8 hours, you can gain as much quality rest as if you were sleeping while remaining alert and watchful.

Potion of Wraithform

Potion, rare

When you drink this potion, for ten minutes, you gain the Incorporeal Movement trait. You can move through objects or other creatures as if they were difficult terrain, but if you end your turn in an object's space, you take 1d10 force damage. While this effect persists, undead perceive you as a specter or wraith, and will often ignore you. An undead creature that grows suspicious can use its action to make a Wisdom (Insight) check opposed by your Charisma (Deception) check to discover the ruse.

Pouch of Fool's Gold

Wondrous item, rare

If you fill this magical pouch with 100 copper coins, at the next dawn they are cloaked by an illusion that makes them seem gold. A creature that actively inspects the coins receives a DC 11 Wisdom saving throw to detect their false nature. Once the coins leave the bag, the illusion remains in place for 4 hours.

Pouch of Security

Wondrous item, common (requires attunement)

If anyone removes this pouch from your person, it screams, "I am being stolen!" over and over again for the next hour. Its cries are clearly audible up to 120' away. If you hold it and use a bonus action to command it to be quiet, it ceases its cries.

Pouncing Beast Armor

Armor (leather), rare (requires attunement by a druid)

While you wear this armor, whenever you use your *wild shape* ability, you can also move 5' without provoking opportunity attacks.

In addition, while in beast form, you gain the ability to jump 25' and up to 10' high with or without a running start. If your beast form has a speed below 25', you can instead jump up to your speed (and up to half your speed high).

Powder of Coagulation

Wondrous item, uncommon

This yellow powder stops all bleeding and provides some amount of healing when applied. It typically comes in a pouch or tube holding 2d4 pinches. You can apply one or more pinches, up to a maximum of four, to a creature within your natural melee reach as an action. When you do, any bleeding wounds it has close, and the creature regains 1d6 hit points per pinch applied.

Powder of Magic Detection

Wondrous item, common

This powder consists of finely-crystallised residuum. When found, it is usually in a small bag or box holding 1d10+10 pinches. Each pinch can be sprinkled on a single creature or object. If that creature or object is magical or under the effects of spells or magical effects, the powder begins to glow and flash with a bright rainbow of colors.

Powder of the Black Veil

Wondrous item, uncommon

This black, sooty powder comes in a small pouch. If you use an action to throw this powder at a creature within 5' of you, that creature must make a DC 13 Constitution saving throw or be blinded for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success. The powder is consumed once used.

Powder of the Hero's Heart

Wondrous item, common

This dull red powder can be thrown to cover all creatures in a 20' cube centered within 10' of you. This expends the powder, but each affected creature becomes immune to the frightened condition, gains 5 temporary hit points and has advantage on Wisdom

saving throws. These effects all last for 10 minutes.

Powdered Dragon's Blood

Wondrous item, very rare

This fine reddish powder is usually found in a packet containing 1d4+4 pinches. When you sprinkle a pinch on a creature, it will either cure one disease, end the charmed or frightened condition, cure 3d6 hit points of damage or act as a *remove curse*. The powder performs whichever function is appropriate; if more than one applies, you choose which it performs.

Predator's Armor

Armor (leather), rare (requires attunement by a druid)

This magical armor is designed to protect you when you *wild shape*. If you are wearing it when you assume the form of a beast, you gain a +1 bonus to AC while in beast form. In addition, while you are in beast form, you can use your reaction to make a single melee attack against a creature within your reach if it uses the Disengage action, stands up from prone or makes a ranged attack.

Prosthetic of Functionality

Wondrous item, uncommon (requires attunement)

This magical device appears as a pegleg, wooden arm, fake hand or other artificial limb. If pressed against the stump of a limb or appendage, it will change shape to match the missing limb, though it is still obviously made of wood.

The *prosthetic of functionality* will work just as if the original limb were still present, though you can't feel through it and it looks awkward.

Protection Pouch

Wondrous item, common

Any item in this magical pouch won't be damaged or broken unless the pouch itself is first penetrated.

Proton Rod

Weapon (mace), legendary

This red crystal rod functions as a +2 *mace*. When it hits, the target must also make a DC 17 Constitution save, gaining 1d6 RADs on a failure and

half that on a success.

Pure Spirit Totem

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

This carved piece of wood is twined about with vines woven into a complex pattern. The totem has 3 charges, which it regains each dawn. While you hold the totem in hand, you can use an action to spend one or more charges. If you do so, one creature you can see within 30' heals 1d6 hit points per charge spent.

Qanun of Quiet

Wondrous item, uncommon (requires attunement by a bard)

This qanun (an instrument related to a zither, with 79 strings) allows you to cast *veil of privacy* at will.

Quarrel of Quarrel

Ammunition (bolt), rare

This bolt has a +1 bonus to hit and damage. If you hit a creature with it, that creature must make a DC 13 Wisdom saving throw or become suddenly irrationally angry at its allies and companions. It must use the Attack action on its turn against such a creature if it can see one, or use the Dash action to try to close with one that is out of range. At the end of each of its turns, it can repeat the saving throw, ending the effect on a success. Otherwise, the effects of the bolt last for 1 minute.

Quarter Deck

Wondrous item, very rare

You can use an action to draw a card from this deck and show it to a nonblind creature within 20'. If that creature has 40 hit points or fewer, it must make a DC 17 Wisdom saving throw or surrender to you.

Once you have used this deck's power, it won't work again until the next dawn.

Quickening Rod

Rod, very rare (requires attunement by a spellcaster)

This rod is graven with magical glyphs and sigils. When you move it about, you can tell that it has a liquid core by the way the weight shifts around.

The rod has 3 charges; as long as it is on your person, you can expend one charge to change the casting time of a spell from 1 action to 1 bonus action as you cast it.

Each morning at dawn, the rod regains 1 charge.

Quickhit Bracers

Wondrous item, uncommon (requires attunement)

While you wear these arm guards, when you fight with two weapons, if you hit the same creature with both weapons, once per round you deal an extra 1d8 damage of the same type as the hit of your choice did.

Quickling Lock

Wondrous item, rare (requires attunement)

This lock of white hair, taken from a quickling, works only when braided into your hair. When this is done, your walking speed increases by 10', you gain a +2 bonus to initiative, and you are immune to effects that reduce your speed. In addition, you can stand up from prone as a bonus action.

Quill of Dictation

Wondrous item, uncommon

This magical quill produces its own ink and never runs dry. If you use an action to speak the command word while touching the quill to a piece or stack of paper, the quill then writes out the words you speak thereafter until you spend a bonus action to deactivate it, you move farther than 20' from it or it runs out of paper. When you activate it, you can decide whether the pen also copies down the speech of other creatures within 20', but you cannot change that decision until you deactivate it.

Quiver of Flames

Wondrous item, uncommon

This magical quiver is usually bright yellow, orange or red, and it can hold up to 20 arrows. You can place an arrow in the quiver as an action or a bonus action. When you fire an arrow that is drawn from the quiver, it deals an extra 1 fire damage on a hit.

Quiver of Poison

Wondrous item, very rare

This magical quiver can hold up to 20 arrows or bolts. If you use an action to pour a single dose of poison into the quiver, it is magically duplicated and coats each piece of ammunition in the quiver. Once the quiver's magic has functioned, it will not do so again until the next midnight.

Quiver of Returning

Wondrous item, rare

Nonmagical arrows you fire from this bow, as well as magical arrows that you miss with, never break during flight or upon impact. (They may be otherwise broken normally.)

Rag of Swift Striking

Wondrous item, uncommon

This item looks like nothing more than an oily rag, such as you might clean your weapon with. If you spend one minute working fine oils (costing no less than 10 gp) into a weapon, the next time you roll for initiative while you have that weapon in hand, you gain advantage on that initiative check.

Rageblood Armor

Armor (any light), rare (requires attunement by a barbarian)

While you wear this armor, if you enter a rage, you regain 1d10 + your Constitution modifier hit points.

Raistlin's Cursed Money

Wondrous item, rare

A bag of coins of this sort might be of any denomination. When it is paid in return for a promise, the coins inflict a terrible price on an oathbreaker. If the promise of the other party is broken, its hands turn black and begin to rot. The creature's hit point maximum falls by 1d10 each day until it either makes good on the promise or receives a *remove curse* spell, or until it dies when its maximum hit points reach 0. In this case, the creature's body rapidly rots away into a greasy stain.

Rake of Retrieval

Wondrous item, rare

This magical garden rake is about 3' in length. However, if you insert it into a body of water, it lengthens dramatically, possibly even extending out of sight. If you spend one minute drawing it through the water, you can dredge through an area 50' square at the bottom of the water and retrieving any items of interest.

Rake of Smoothing

Wondrous item, uncommon

This device is a normal garden rake. You can use an action to smooth out an area up to 5' square, eliminating all tracks and traces of creatures' passage.

Rapidstrike Bracers

Wondrous item, rare (requires attunement)

While you wear these bracers, you can make one melee weapon attack as a bonus action on your turn. However, doing so is tiring. You can use it a number of times equal to 2 + your Constitution modifier safely (minimum of 2). If you use it any more than that, you gain one level of exhaustion. For every additional number of times equal to your Constitution bonus (minimum of 1), you gain another level of exhaustion. This number resets when you complete a long rest.

Rat Blade

Weapon (any sword or dagger), very rare

Anyone who touches a weapon of this sort must make a DC 17 Constitution save or become infected with wererat lycanthropy. A creature that makes its save is immune to the touch of that *rat blade* forever.

Rat Leathers

Armor (leather), uncommon (requires attunement)

This magical leather armor looks like it is in terrible shape, being full of holes and showing many frayed areas. When wearing it, you can spend your action to polymorph into a rat, during which time you have all of its statistics except hit points and mental stats. This change lasts for 1 hour or until you lose consciousness or spend a bonus action to resume your normal form. Once you use this ability, you cannot use it again until you complete a long rest.

Razor Bracers

Wondrous item, uncommon

These bracers have sharp edges that make creatures that choose to grapple you pay dearly. If a creature grapples you or restrains you with its body, you can use your reaction to deal 1d10 slashing damage to it. In addition, each time it starts its turn, it suffers 1d10 slashing damage. This ends if the grapple or restraint ends.

Razor Scale

Armor (scale), rare

While you wear this armor, you gain a +1 bonus to AC. Moreover, this scale mail has a multitude of small blades magically merged into it. Whenever you suffer a critical hit from a melee attack, the creature that hit you takes 2d10 slashing damage.

Razor Shield

Armor (shield), rare

When an enemy that you can see within 5' hits you with a melee attack, you can use your reaction to make a melee attack with the razors along this shield's edge. You are considered proficient in the attack. If you hit, you deal 1d4 + your Strength bonus damage. The attack counts as a magic weapon.

Rebuking Armor

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

While you wear this armor, if a creature hits you with an attack, you gain a +1 bonus to hit that creature until the end of your next turn.

Recoil Shield

Armor (shield), uncommon (requires attunement)

When an enemy hits you with a melee attack, you can spend your reaction to invoke the shield's power and force the attacker to make a DC 13 Strength saving throw or fall prone. Once you use this ability, you must complete a short or long rest before you can use it again.

Red Coins of Greed

Wondrous item, rare (requires attunement)

Appearing as a bag of 66 unusual red coins,

this item suffers from a niggardly curse. While all attempts to identify the coins seem to indicate that they grant the bearer discount when purchasing items, in truth the bearer gains the following new flaw: "I never spend more than I absolutely have to on anything. It is never worth paying extra, nor should one treat money as a thing to be used; it is to be hoarded and kept from others."

Reflective Shield

Armor (shield), rare

While you wield this shield, any creature with a gaze attack that starts its turn when you are in range of its gaze attack, it is affected by its own gaze. (Some creatures are immune to the gaze of their own kind, but not all.)

Reptiliad Orb of Dominance

Wondrous item, legendary (requires attunement)

This orb is made of a single 10" diameter sphere of bone, though what it could have come from and what purpose it might have served in its body is impossible to determine. You can use this orb as an arcane or divine focus. If you cast a spell that imposes the charmed condition on a creature while so doing, targets of the spell have disadvantage on their saving throws. In addition, the orb has the following property.

Dominance. You can use your action to force one or more living creatures of your choice within 50' of you to make a Wisdom saving throw (DC 20) or become magically charmed by you for 1 hour. At the end of that hour, you can use your action to renew the charm, and each creature charmed by the orb and within 50' of you must repeat the save or be charmed for another hour. You can continue to renew the charm each hour as long as you are conscious and at least one charmed creature is in range. Once you have used this power, it cannot be used again until the third dawn after the last time you renew the charm.

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.

Resounding Weapon

Weapon (any hammer, flail, mace, sling or staff), rare

This weapon gains a +1 bonus to hit. It also has 3 charges, which it regains each dawn. If you hit a creature, you can spend a charge as part of the attack to cause the weapon to emit a peal of thunder that is audible up to 500' away and deals an extra 1d8 thunder damage to the target. In addition, the target must make a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Respectful Orb

Wondrous item, rare (requires attunement)

This orb has 3 charges, which it regains each dawn. Whenever you roll initiative and are not surprised, you can have the orb expend a charge to activate. If you do, until you take damage, creatures treat you as if you were under the effects of a *sanctuary* spell.

Revenant Ankh

Wondrous item, very rare

While you hold this ankh in hand, you can use an action to cause a dead creature that you can see that has died in the last minute to rise up at maximum hit points. It is dazed and can only take an action or a bonus action, not both, on its turn. The creature cannot regain hit points or recover from its dazed state, and at the start of each of its turns, it takes 15 damage. When the creature falls to 0 hit points, it dies.

Once you use the ankh, it will not function again until the next dusk.

Ricochet Shield

Armor (shield), rare

When a ranged weapon attack misses you, you can use your reaction to deflect the weapon at another creature of your choice. The new target must

be within a number of feet of you equal to half the short range of the deflected weapon. The attacker rerolls its attack against the new target.

Using this shield's ability is tiring. You can use it a number of times equal to your Strength bonus without penalty (minimum of 1). This number resets when you complete a short or long rest. Each additional time you use it, you gain one level of exhaustion.

Ring of Apathy

Ring, uncommon

A ring of this sort appears to be of a beneficial sort to all tests. Once you put it on, it won't come off without a *remove curse* spell being cast upon you first. While you wear it, you find it impossible to make decisions and become listless and apathetic. You respond to questions with statements of ennui such as "It doesn't matter," "It's all the same to me" or similar expression. You take no actions unless you are attacked, you take damage or a creature casts a spell upon you, at which point you can make a DC 10 Wisdom check to act normally until the end of your next turn.

Ring of Arcane School Affliction

Ring, uncommon (requires attunement by a spellcaster)

This cursed ring appears to be a *ring of arcane school resistance* and functions appropriately until you cast a spell of one of three other schools, when its curse reveals itself. Your save DC with spells of those schools is reduced by 1 and your saves against spells of that school are penalized by 1d4. Once it has revealed its curse, the ring no longer provides you with the benefits of a *ring of arcane school resistance*, and you cannot take the ring off without first receiving a *remove curse* spell.

<u>d8 Roll</u>	<u>School of Magic</u>
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Ring of Arcane School Resistance

Ring, uncommon (requires attunement by a spellcaster)

This magical ring makes you especially able to resist spells of a single school of magic, determined on the chart below. Whenever you make a saving throw against a spell of that school, you add 1d4 to the save. In addition, if you cast a spell of that school, the save DC increases by 1.

This ring gives you no bonus against or with effects that are not spells.

<i>d8 Roll</i>	<i>School of Magic</i>
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Ring of Arcane Supremacy

Ring, very rare (requires attunement by a spellcaster)

While you wear this ring, whenever a creature with the Magic Resistance trait rolls a saving throw against a spell you cast, you subtract 1d4 from its result.

Ring of Armoring

Ring, rare (requires attunement by a spellcaster)

While you wear this ring, whenever you cast a spell that gives you a bonus to AC, sets your AC to a specific number or gives you a new way to calculate your AC, the AC, bonus or calculation gets a +1 bonus.

Ring of Blinking

Ring, uncommon (requires attunement)

A *ring of blinking* allows you to cast *blink*. Once you do so, you can't use the ring again until you complete a short or long rest.

Ring of Bureaucratic Wizardry

Ring, very rare (requires attunement by a wizard)

To all tests, this ring appears to be of another, beneficial type. In truth, when you attempt to cast a spell while attuned to it, it causes a sheaf of papers, a quill and a vial of ink to appear in your hands. Before the spell will take effect, you must fill out paperwork, requiring one action per level of the spell slot used. If you do not immediately set to filling out the paperwork, the spell slot is expended without effect.

Once this ring has revealed its true nature, it cannot be removed without utilizing a *remove curse* spell cast with a 4th or higher level spell slot.

Ring of Cantrips

Ring, uncommon (requires attunement)

A ring of this sort contains one cantrip. While you wear it, you can cast that cantrip.

Ring of Cirulon

Ring, uncommon (requires attunement)

This ring has two powers. First, it allows you to use an action to touch a creature and heal 2d8 hit points of damage. This power can't be used again until the next dawn.

Its second power benefits only you. When a blow strikes you that would reduce you to 0 hit points, the ring reduces the damage the blow deals by 3d6 points. This power can't be used again until the next dawn.

Ring of Clear Thought

Ring, rare (requires attunement)

This ring makes you immune to the charmed and frightened conditions and gives you advantage on Intelligence saving throws.

Ring of Clumsiness

Ring, rare

To all tests, this magical ring appears to be of some other sort that is beneficial to you. It functions appropriately until you enter combat, at which point it lowers your Dexterity to half its current score and refuses to come off your finger until you receive a *remove curse* spell. It also ceases to grant its previous powers.

Ring of Combat Prowess

Ring, rare (requires attunement)

A magical ring of this type empowers you in combat. It grants you the following benefits.

- Opportunity attacks against you have disadvantage.
- You can move through the space of enemies in combat, though you still treat them as difficult terrain and provoke opportunity attacks normally.
- Once per round on your turn, if you reduce an enemy to 0 hit points with a melee weapon attack, you can apply any damage exceeding what it took to reduce it to 0 hit points to another target within 5' of both you and the original target. You must make another attack roll against the secondary target, and no additional effects apply against it (only the damage that carried over).

Ring of Command

Ring, rare (requires attunement)

This ring has 6 charges and regains 1d4 charges each dawn. If you spend the last charge, there is a 1 in 6 chance that the ring loses its powers. It allows you to cast the following spells by expending charges: *charm person* (2 charges), *command* (1 charge), *suggestion* (3 charges). You can also spend 1 or more extra charges when you cast *suggestion* to extend its duration by 1 hour per extra charge.

Ring of Contrariness

Ring, rare (requires attunement)

This ring appears to be a magical ring of some other (more helpful) sort. In fact, it is cursed. While you wear it, you are unable to agree with any suggestions or course of action suggested by others. Attempts at reverse psychology will be met with derision. You will not directly harm yourself or allow yourself to be harmed, nor will you allow the ring to be removed, going so far as to fight to the death to retain it. In any event, the ring will not leave your finger until a *remove curse* spell is cast upon it.

Ring of Dashing Derring-Do

Ring, rare (requires attunement)

As long as you keep uttering quips and japes at your foe's expense and your foe can understand your language, you add your Charisma bonus to

damage with melee weapon attacks.

Ring of Delusion

Ring, rare (requires attunement)

To all tests, this ring appears to be of another, beneficial type. In fact, the ring deludes you into believing that it is performing as expected, while you actually unconsciously use your other abilities and magic items to do your best to emulate its abilities. You will not remove the ring voluntarily, but a *remove curse* spell will allow you to do so.

Ring of Distraction

Ring, rare (requires attunement)

This ring has 5 charges, which renew each day at dawn. While you wear this ring, you can use a bonus action to expend a charge and create a sudden burst of light and sound that is perceived only by one creature within 60'. That creature must make a DC 15 Intelligence save. If it fails, it has disadvantage on all attacks until the start of your next turn. If it succeeds, it has a -2 penalty instead of disadvantage.

Ring of Elemental Metamorphosis

Ring, very rare (requires attunement)

While wearing this ring, you can use a bonus action to polymorph yourself into an air, earth, fire or water elemental (although 50% of these rings are limited to one type of elemental). This transformation lasts for as long as you concentrate on it, up to 1 hour.

Once you use the ring's power, it will not function again until the next dawn.

Ring of Enduring Arcana

Ring, rare (requires attunement)

While you wear this ring, any attempt to dispel or counter a spell you cast treats the spell as if it were cast using a slot two levels higher.

Ring of Enemy Awareness

Ring, uncommon

While you wear this ring, you can use a bonus action to study a creature that you can see within 60'. That creature may make a Wisdom saving throw to resist your study (although you can try again), but if it fails, you learn all of the following: whether the

creature is bloodied, whether the creature's CR is ½ your level or lower, whether the creature's CR is 4 or more above your level, and whether the creature intends to kill you.

Ring of Famulus

Ring, rare (requires attunement)

Named for its creator, this ring has several powers. While you wear it with no armor or shield, you gain a +1 bonus to AC. It has two additional powers.

Inflict Wounds. The ring allows you to cast *inflict wounds*. Once you have done so, you can't use this ability again until the next dawn.

Misty Step. The ring has 2 charges, which it regains each dawn. You can expend 1 to cast *misty step*.

Ring of Fearlessness

Ring, uncommon (requires attunement)

When identified, this ring reveals only that it makes the wearer immune to the frightened condition (which it does). However, when you attune to it, it also lowers your Wisdom score to half its normal value and gives you the following flaw: "I can handle any dangerous situation." You act accordingly.

Once attuned to, the ring can't be removed without using a *remove curse* spell.

Ring of Flying

Ring, rare (requires attunement)

While attuned to this ring, you can use a bonus action to gain a flying speed of 30' for as long as you concentrate on it, for up to 1 hour. Once you use the ring's power, it will not function again until you complete a short or long rest.

Ring of Fortitude

Ring, uncommon (requires attunement)

Whenever you make a Constitution saving throw while wearing this ring, add 1d4 to your save.

Ring of Geiger

Ring, very rare

This ring makes an audible clicking sound when you are exposed to radiation, with the clicks coming noticeably faster the greater the radiation

exposure. By making a DC 10 Intelligence check as a bonus action, you can ascertain whether you would accumulate RADs every round, minute or hour.

Ring of Harmlessness

Ring, common (requires attunement)

This ring cloaks you in an illusion that makes you appear to be a nondescript, unarmed, unarmored, small, thin, ragged-looking peasant. A creature that sees you do something inconsistent with the ring's illusion can make a DC 11 Intelligence save to see through it.

Ring of Health

Ring, rare (requires attunement)

It takes a week to attune to this ring, and if you take it off for even a moment, you lose your attunement to it. While you are attuned to it, whenever you spend a hit die to heal, you roll two dice instead of one and add your Constitution bonus to each one.

Ring of Holiness

Ring, rare (requires attunement by a cleric)

As long as you wear this ring while you prepare spells, you can prepare one 1st, one 2nd and one 3rd level spell within the ring. You can cast those spells using your spell slots as normal, but if you remove the ring, you lose access to them.

Ring of Human Influence

Ring, legendary (requires attunement)

While wearing this ring, you can cast *charm person* at will, but only on humans.

Ring of Icebolts

Ring, uncommon

This ring has 5 charges, which renew each dawn. If you spend the last charge, there is a 1 in 10 chance that the ring loses its magic. While you wear this ring, you can use an action to expend a charge and launch a bolt of solid ice at a single creature within 100'. That creature must make a DC 13 Dexterity save, taking 1d6 bludgeoning damage and 1d6 cold damage on a failure and half of each damage type on a success.

Ring of Instant Escape

Ring, common

While you wear this ring, if you must make a Dexterity save, you can use your reaction to cast *misty step*, and if you are no longer in range of the triggering effect, you don't need to make the save. Once you use this power, it won't work again until the next midnight.

Ring of Invisibility Negation

Ring, rare (requires attunement)

Whenever an invisible creature comes within 30' of you, it loses its invisibility and must make a DC 15 Dexterity save or be outlined with *faerie fire*. It can repeat the save at the end of each of its turns, ending the *faerie fire* on a success.

Ring of Jolting

Ring, very rare (requires attunement)

This ring has 2 charges, which it regains each dawn. While you wear this ring, you can use an action to expend a charge and send a beam of energy at a single creature within 100'. That creature must make a DC 17 Constitution save or be stunned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Ring of Lightning Flashes

Ring, rare

This copper and electrum ring has 3 charges, which it regains each dawn. You can use an action to expend a charge to cause a great shock of electricity to emit from the ring in a 5' radius sphere centered on you. Each creature in the sphere must make a DC 15 Dexterity save, suffering 5d6 lightning damage on a failure or half that on a success. A creature that is grappling you automatically fails the save.

Ring of Linguistic Learning

Ring, uncommon

This gold ring's band is carved to resemble a pair of people talking to each other. Such a ring has three charges; when the final charge is expended, it loses its magic. You can use a bonus action to spend a charge from the ring upon hearing a language you do not understand, and the ring instantly floods your mind with information, teaching you to speak,

understand, read and write the language (if it has a written form).

Ring of Liquid Identification

Ring, uncommon

This ring is set with a quartz crystal. You can use your action to wave it above a liquid. If you do so, the color of the crystal changes according to the liquid identified, as indicated below:

<u>Color of Stone</u>	<u>Liquid Type</u>
Red	Poison or potion
Orange	Oil or other flammable liquid
Yellow	Contaminated water
Green	Acid or other strong corrosive
Blue	Pure water
Indigo	Brine
Violet	Wine, ale, or other alcohol
White	Holy water
Black	Unholy water

Ring of Lore

Ring, very rare (requires attunement)

To attune to this ring, you must wear it for a week. While you wear this ring, you can cast *legend lore*. Once you do so, the ring won't function again for 1 week.

Ring of Magic Detection

Ring, rare (requires attunement)

While you wear this ring, you can see auras around magical spells, items and effects.

Ring of Magic Resistance

Ring, legendary (requires attunement)

While you wear this ring, you have advantage on saving throws against spells and magical effects.

Ring of Magical Opportunity

Ring, rare (requires attunement)

When an ally you can see within 120' of you makes an opportunity attack against a creature you can see, you can use your reaction to cast a cantrip with a casting time of 1 action that targets only a single creature at the creature that triggered the opportunity attack from your ally.

Ring of Magical Reprisal

Ring, very rare (requires attunement by a spellcaster)

If a creature in your reach hits you with a melee attack, you can spend your reaction to cast a spell that you know or have prepared with a range of touch on that creature as long as that spell's casting time is 1 action or 1 bonus action.

Ring of Mighty Summons

Ring, very rare (requires attunement)

While you wear this ring, whenever you conjure or summon a creature, when you roll that creature's hit points, roll twice and take the better result.

Ring of Projection

Ring, very rare (requires attunement)

While you wear this ring, you can cast *project image*. Once you do so, the ring ceases to function until the next dawn.

Ring of Protection from Pickpockets

Ring, common

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

Ring of Quick Action

Ring, very rare

This magical ring helps you to take very quick action. It typically has 2d4+12 charges when found. When its last charge is exhausted, the ring crumbles to dust.

When you are surprised, you may spend 2 charges from the ring. If you do, you are not surprised.

When you roll for initiative, you may spend 1 charge from the ring. If you do, instead of rolling, treat your initiative as if you had rolled a natural 20.

Ring of Quickness

Ring, uncommon (requires attunement)

While you wear this ring, you can use a bonus action to magically accelerate yourself to inhuman speed. Until the end of your turn, your speed doubles, and if you take the Attack action, you

can make one additional attack. Once you use the ring's power, it won't work again until the next dawn.

Ring of Randomness

Ring, very rare (requires attunement)

This ring has 3 charges, which it regains each morning at dawn. If identified, its chance to reverse spells cast from it will not be revealed. By spending one charge from the ring, you can cast any of the following spells from it. However, when you do so, there is a 50% chance that the effect will be reversed (e.g. *cure wounds* instead inflicts damage, *bless* instead acts as *bane*): *bless*, *cure blindness or deafness*, *cure wounds*.

Once you are attuned to the ring, it can't be removed unless a *remove curse* is first cast upon you.

Ring of Rapid Recovery

Ring, uncommon

A ring of this sort has two effects. First, it gives you a +2 bonus on death saves. Second, if you start your turn stable but at 0 hit points, you regain 1 hit point.

Ring of Regrouping

Ring, rare

This ring has 3 charges. Each morning at dawn, it regains 1 charge. You can use your action to spend 1 charge and cast *regroup*.

Ring of Remedies

Ring, rare (requires attunement)

This ring allows you to touch a creature and remove an affliction from it- either blindness, deafness, a disease, poison or a curse. Once you use the ring, it won't function again until the next dawn.

Ring of Restitution

Ring, very rare (requires attunement)

This ring appears to all tests to be of a beneficial type, and it functions as such until you inflict damage on a creature. Once you do so, you must make a DC 15 Wisdom save or take no actions other than to attempt to pay your "victim" 25 gp per hit point of damage done to it. If you don't have the money, you must offer fair value in goods and services. If the "victim" refuses the offer (including

by attacking you), you can then ignore the ring's power as regards that creature until the next dusk.

If your “victim” accepts your restitution, you may attack it again after paying it, but must then save against the ring's power again.

If you or your companions take any accepted restitution (even if the “victim” is dead), you (or they) fall under a powerful curse. Until the curse is lifted by a *remove curse* cast using a 5th or higher level spell slot, the subject has disadvantage on all ability checks.

Ring of Rhyming

Ring, common

This ring compels you to speak in rhyme. If you speak without rhyming, you lose inspiration and can't get it (including from another pc) until you complete a long rest.

Once this ring is on your finger, it clings tenaciously to you and can't be removed without a *remove curse* spell.

Ring of Rings

Ring, legendary (requires attunement)

While you wear this magic ring, you can wear one magic ring on each other finger without needing to attune them, even if they normally require attunement.

Ring of Shocking Grasp

Ring, rare (requires attunement)

Made of copper and usually inscribed with lightning symbols, this ring allows you to cast *shocking grasp* as an action. Each time you use this ability, you must make a DC 10 Constitution check. If you fail, you must complete a short or long rest to use the ring's power again.

Ring of Silence

Ring, very rare (requires attunement)

This ring has two functions. First, it gives you advantage on Dexterity (Stealth) checks to move silently.

Second, it allows you to cast *silence* centered on yourself, but once you do so, this power won't function again until the next dawn.

Ring of Sorcery

Ring, rare (requires attunement by a sorcerer)

When you finish a long rest, your current and maximum number of sorcery points increases by 3.

Ring of Spell Eating

Ring, very rare (requires attunement by a spellcaster)

This magic ring initially appears to all test to be a *ring of spell turning* that only a spellcaster can attune to. However, as soon as you cast a spell while wearing it, the ring 'eats' all of your other prepared spells. Once this has happened, it can't be removed until you receive a *remove curse* spell cast with a slot of 5th or higher level.

Ring of Spell Holding

Ring, legendary (requires attunement)

This ring can maintain concentration on one spell (or other similar effect) for you. If you must make a save to maintain concentration, so must it; it's save bonus is +0.

Ring of Spell Penetration

Ring, very rare (requires attunement by a spellcaster)

When a creature with magic resistance makes a saving throw against a spell you cast and has advantage on its save, you can subtract 1d4 from its saving throw.

Ring of Sustenance

Ring, uncommon (requires attunement)

It takes a week to attune to this ring, and if it leaves your finger for even an instant, you lose your attunement to it. Once you have attuned, however, the ring magically provides you with sustaining nourishment even though you might go for up to a week without food or water. It also refreshes your body and mind; if you must sleep, you need sleep only one-quarter as much as normal (though you must still rest for eight hours to gain the benefits of a long rest).

After functioning for a week, the ring deactivates for a week to replenish its powers.

Ring of the Eagle

Ring, rare (requires attunement)

You can use an action to *polymorph* yourself into a giant eagle, except that the effect lasts until you use a bonus action to end it or until you fall to 0 hit points. Once you exist giant eagle form, you can't resume it until the next dawn.

If you stay in giant eagle form for more than 24 hours, each day there is a 1% chance that the ring loses its powers and leaves you permanently in giant eagle form.

Ring of the Icy Soul

Ring, uncommon (requires attunement)

When you attune to this ring, you take on an icy appearance. For instance, your skin, hair and eyes may turn blue or white, or your breath might always be visible in the air. You gain immunity to cold damage but vulnerability to fire damage.

Ring of the Landwalker

Ring, uncommon (requires attunement by a creature with a swim speed)

This brass ring is stamped with a pattern resembling fish scales. While you wear it, you grow legs and feet if you don't have them already, gain a walking speed of 30' and lose any swim speed you have.

Ring of the Little People

Ring, rare (requires attunement by a druid)

Constructing one of these rings requires the cooperation of at least six different fey creatures from at least two Fey Courts. While you wear it, you gain several noteworthy powers.

- You gain advantage on saves against spells and effects cast or used by fey creatures.
- You can speak, understand, read and write Sylvan.
- You can use an action to shrink to anywhere from 6" to 2' in height while simultaneously becoming *invisible*. While you are reduced, you have disadvantage on Strength attacks and checks and the damage of your weapon attacks is reduced by 1d4.

Ring of the Phoenix

Ring, legendary (requires attunement)

While you wear this ring, you gain resistance to fire damage. In addition, if you die, the ring melts into your finger and you are reborn at the start of your next turn in a fiery conflagration that deals 10d6 fire damage to each creature within 5' of you. In your new form, you look the same as before you died, except your skin turns bright orange and your eyes and hair turn red. Your alignment changes to Neutral Good, and you gain the following trait: "Evil must be opposed and destroyed at every turn."

Once you have been reborn, you gain the ability to innately cast the following spells 1/day each, using Charisma as your spellcasting ability: *fireball*, *protection from fire*, *wall of fire*.

Ring of Thunder

Ring, very rare (requires attunement)

A *ring of thunder* has 3 charges and regains 1 charge each dawn. While you wear this ring, you can use an action to cause a zone of thunder to form in a 10' radius around you. The zone lasts as long as you concentrate on it, to a maximum of 10 minutes. Any other creature that starts its turn in the zone or enters it must make a DC 17 Constitution save, taking 10d6 thunder damage on a failure or half that on a success as the zone emits a tremendous boom, clearly audible up to 1,000' away and dimly audible miles away, depending on the conditions.

Ring of Tongues

Ring, rare (requires attunement)

While you wear this ring, you can speak, understand, read and write any language spoken by any creature within 30' of you.

Ring of True Seeing

Wondrous item, very rare (requires attunement)

While you wear this ring, you can cast *true seeing* on yourself. Once you do so, you must complete a short or long rest before you can do so again.

Ring of Truth

Ring, rare (requires attunement)

This ring is a mixed blessing. While wearing it, you automatically detect lies spoken in your presence. However, you are unable to lie yourself,

and if you attempt to do so, you find yourself speaking literal truth instead.

If you encounter a creature under the influence of magic that renders its lies undetectable, you don't detect the lies, but are also unable to hear the creature's voice.

Ring of Vapors

Ring, very rare (requires attunement)

This ring appears as a small circlet of misty vapors, constantly changing and shifting. However, it is solid to the touch. While you wear it, you gain the following abilities.

Flight. You can fly at a speed of 30'.

Spells. The ring has 7 charges and regains 1d4+1 each dawn. You can cast the following spells by expending one or more charges: *cloudkill* (5 charges), *fog cloud* (1 charge), *stinking cloud* (2 charges), *wind wall* (3 charges), *wind walk* (7 charges).

Conjure Air Elemental. You can use an action to conjure an air elemental, as if you had cast *conjure elemental* except that you need not concentrate on the effect. The elemental serves you willingly and to the best of its ability. After you use this power, 30 days must pass before you can use it again.

Ring of Vitals Protection

Ring, uncommon

While you wear this ring, the severity of critical hits on you is reduced by 1d10.

Ring of Vocalization

Ring, rare (requires attunement by a spellcaster)

This ring has 3 charges, which refresh themselves at dawn. If you use the last charge from the ring, roll 1d20; on a 1, the ring loses its magic permanently. You can expend 1 charge to cast a spell that normally requires a verbal component or activate a magic item that normally requires a command word without speaking.

Ring of Weakness

Ring, very rare (requires attunement)

While attuned to this ring, your Strength score drops to 3, unless it is already lower. You cannot

remove the ring unless a *remove curse* spell is cast upon you.

Ring of Weeping

Ring, rare (requires attunement)

You can use this dull gray ring to inflict great sadness on a creature. You can use an action to make a Strength or Dexterity attack at a creature you can reach; if you hit, it must make a DC 15 Wisdom save or become so overwhelmed with sadness that it is incapacitated until the end of its next turn, then has disadvantage on attacks and checks for 1 minute. At the end of each of its turns, it can repeat the save, ending the effect on a success.

Ring of Windwarding

Ring, rare (requires attunement)

While you wear this ring, the air within 10' of you is magically stilled. This protects you completely from winds of any strength, prevents *gust of wind*, *whirlwind* or *wind wall* spells from affecting you directly and so on. If you are attacked by a creature composed of air, such as an air elemental or an invisible stalker, you have resistance to any damage it does to you with its natural attacks.

Ring of Wizardry

Ring, legendary (requires attunement by a bard, sorcerer or wizard)

While you wear this ring, each time you complete a long rest, you gain one additional spell slot of each level available to you. If the ring is removed, you immediately lose one spell slot of each level available to you.

Ring of Wyrd

Ring, rare (1 wyrd), very rare (2 wyrd) or legendary (3 wyrd)

While you wear this ring, you gain 1 or more wyrd (depending on the ring). Each wyrd reduces the severity of critical hits on you and your fumbles by 1. In addition, you can spend a wyrd in order to have fate step in to aid you in some fashion, as determined by the DM. This intervention may be something you recognize, or it may not; it may be as simple as a hit becoming a miss, or as complex as allies arriving, an earthquake hitting and causing a partial collapse that

separates you from one or more enemies, or even an adventurer in the future raising you from the dead.

Ritual Candle

Wondrous item, common

If you light this candle while performing a ritual, it takes only an extra five minutes to perform the ritual rather than an extra ten minutes. Once you complete the ritual, the candle snuffs out and cannot be lit again until the next dawn; however, a candle of this sort is never actually used up.

Ritual Residuum

Wondrous item, uncommon

This glittering powder usually comes in small bags or vials. It is usually found in batches of 2d4+10 doses. It can be used to ease the difficulty and cost of ritual magic.

When you perform a ritual, you can expend a number of doses of *ritual residuum* equal to the level of the spell slot used to cast the ritual. If you do so, the ritual's casting is enhanced in several ways.

- If the ritual normally expends costly components, the *ritual residuum* counts for up to 100 gp worth of components per dose expended.
- If you must make an ability check as part of the ritual, you gain advantage on that check.
- If a creature must make a saving throw as a result of the ritual, it has disadvantage on that saving throw.
- If you must roll percentile dice to determine a result as part of the ritual, the DM modifies your roll by a number up to the number of doses expended toward the most favorable possible result.

Robe of Blending

Wondrous item, rare

This robe does not detect as magical, but if donned, it will immediately shift colors to make you blend into the background, matching the surrounding colors and textures. Even odor is produced by the robe. As long as you remain motionless, it requires a DC 20 Wisdom (Perception) check to spot you. A

creature that is aware of your presence and position has advantage on this check.

Robe of Bones

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

These robes have a number of small bones sewn into them. You can use an action to detach a bone and cast it to the ground within 10' of you, at which point the bone transforms into an undead. The undead is not under your control.

A *robe of bones* has bones that will turn into the following undead when first created:

- Four skeletons
- Two minotaur skeletons
- Two warhorse skeletons
- Two zombies
- Two ogre zombies

Once the robes have all been cast to the ground, the robe loses its magic.

Robe of Powerlessness

Wondrous item, very rare

To all forms of magical detection, this appears to be a beneficial robe of some sort. When you voluntarily don it, it reduces your Strength and Intelligence scores to 3. This lasts until you receive a *remove curse* followed by a *heal* spell.

Robe of Repetition

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

These robes have repetitive geometric patterns in bright colors woven into their fabric. Because of the enchantments laid upon these patterns, whenever you cast a spell of 1st through 5th level, there is a chance that the robe allows you to cast it again the next round without expending a spell slot. If you don't cast it the following round (or if it has a casting time longer than one round), the chance to cast the repetition is lost. If you do cast the repetition, there is no chance of the robe allowing you to cast it again.

The chance of the robe allowing a repetition depends on the level of the spell, as noted below:

<u>Spell Level</u>	<u>Chance of Repetition</u>
1 st level	50%
2 nd level	40%
3 rd level	30%
4 th level	20%
5 th level	10%

Robe of Shapechanging

Wondrous item, very rare (requires attunement)

While you wear this robe, any time you use a spell or ability that lets you change shape that is limited by Challenge Rating, add 1 to the CR limit.

Robe of the Netherworld

Wondrous item, rare (requires attunement by a wizard)

This dark robe allows you to figure your AC as 13 + Dex bonus. In addition, while you wear it, you can speak with and understand undead.

The robe's greatest power allows you to prepare one additional necromancy spell of each spell level that you can cast.

Robe of Vermin

Wondrous item, rare (requires attunement)

A robe of this sort seems to offer great magical protection, providing a +3 bonus to AC to all magical forms of identification. However, as soon as you enter combat, the protection is lost and the true nature of the garment is revealed. Rats and insects that infest the garment begin to bite and scratch you. You must use your action to scratch, adjust the robes and generally show signs of extreme discomfort caused by the pests.

Once the robes have revealed their true nature, the pests will not subside, and you cannot remove the robes without a *remove curse* spell or similar magic.

Robe of Vitamancy

Wondrous item, rare (requires attunement by a spellcaster)

While you wear these robes, you can use a bonus action to expend one or more hit dice. Instead of regaining hit points, you refresh a number of spell levels worth of spell slots equal to the number of hit dice you expended. When you use the robe's power,

you also gain 1 level of exhaustion.

Roc Armor

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

This magical leather armor gives you a +1 bonus to AC while you wear it. It is decorated with huge feathers.

When you *wild shape*, you can assume the form of a roc. If you use this ability, you cannot use it again until the next dawn, and you gain a level of exhaustion.

Rock Robe

Robe, rare (requires attunement)

This robe makes you immune to petrification effects (except from the robe itself).

In addition, you can use an action to voluntarily petrify yourself. This process takes until the end of your next turn, and if you move or act during this time, the effect fails. Once you are petrified, you can still see and hear, and the only action you can take is to change back (which also requires a full round).

Finally, if you place the robe on a petrified creature for 24 hours, it returns that creature to flesh and attunes to it.

Rod of Ash

Rod, rare (requires attunement)

This magical rod appears to be made of wood burnt almost to ash. It grants you several powers.

Counterspell Fire Magic: You can use your reaction to cast *counterspell* from the rod, but only against fire spells. Once you have used this power twice, you cannot use it again until the next midnight.

Dispel Fire Magic: You can cast *dispel magic* from the rod, but only against fire spells. Once you have used this power twice, you cannot use it again until the next midnight.

Ray of Frost: You can cast *ray of frost* from the rod, dealing 3d8 cold damage.

Rod of Beguiling

Rod, legendary (requires attunement)

This powerful rod has 5 charges, and it regains 1d4+1 charges each morning at dawn. You

can use an action to spend a charge and radiate a mental wave of fellow-feeling to all creatures within 20' of you, causing them to become charmed by you (no save). While charmed, the creature treats you as a trusted friend and companion that it loves and respects. They will willingly listen and obey you insofar as communication is possible and your instruction seems plausible and doesn't outwardly lead the beguiled to needless injury or destruction or go against its nature or alignment.

If you attack a beguiled creature, the effect ends on it. Otherwise, the effect lasts for 10 minutes.

Rod of Binding Awe

Rod, rare

This magical rod has 3 charges, which it regains each morning at dawn. You can use an action while holding the rod to expend a charge. If you do, each creature of your choice within 20' must succeed on a DC 15 Wisdom saving throw or have its speed reduced to 0 until the end of its next turn.

Rod of Brilliant Wrath

Rod, rare (requires attunement by a spellcaster)

This magical rod functions as long as you carry it in your hand. It functions as a spellcasting focus for you, and if you cast a spell that deals radiant damage, you deal two extra dice of damage with that spell.

Rod of Building

Rod, legendary

To use this potent rod, you must first have detailed interior and exterior plans for a building made of stone. You lay these out where you intend to build the building, then use the rod to etch the exterior dimensions into the soil or stone. Once you complete this task, the building begins to assemble itself, stone by stone, at a rate of 10 square feet per round, continuing until the building is complete.

The rod has two limitations on its use. First, it can only construct one building at a time; and second, once it has finished one building, it can't be activated again for 1 week.

Rod of Cancellation

Rod, very rare

This dreaded rod is a bane to magic items. You can attempt to touch it to a magic item by making a melee weapon attack at the bearer of that magic item. If you succeed, the touched item becomes permanently nonmagical, and the *rod of cancellation* turns brittle and loses its magic.

Rod of Corruption

Rod, rare (requires attunement by a warlock)

This twisted rod has 7 charges and regains 1d4+1 charges each night at midnight. When you cast the *hex* spell while holding this item, you can spend a charge to target two creatures instead of one.

Rod of Dark Reward

Rod, very rare (requires attunement by a spellcaster)

While you hold this rod in hand, any creature under the effect of a spell you cast has disadvantage on attack rolls against you.

Rod of Death's Grasp

Rod, rare (requires attunement by a spellcaster)

This rod serves as a spellcasting focus while in hand. If you score a critical hit with a spell while using it, the target suffers 3d6 necrotic damage at the start of each of its turns. At the end of each of its turns, it can make a DC 13 Wisdom saving throw to end this effect.

Rod of Distortion

Rod, very rare (requires attunement)

This magical device distorts the drain of power from charged items. It has 7 charges when first created, and cannot regain charges.

You can use an action to spend a charge from the rod, which causes it to emanate a visible field of energy in a 30' radius around you for 1 minute. During this time, anytime a magic item within the field spends one or more charges, its user must make a DC 15 Wisdom saving throw. If it fails, the charged item fails to expend any charges, and the power being used fails to take effect. If the saving throw fails by 5 or more, the item spends charges normally, but the activated spell or power backfires or has a reversed effect.

Rod of Dual Invocation

Rod, very rare (requires attunement by a cleric)

This rod is very potent. It has 5 charges and it regains 1d3 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the rod's power is forever drained.

When you cast a spell that has a casting time of 1 bonus action, you can spend 1 or more charges from the rod. If you do so, instead of being limited to casting only a cantrip with a 1 action casting time, you can cast a spell of a level up to the number of charges you spent with a casting time of 1 action.

Rod of Eldritch Power

Rod, rare (requires attunement by a warlock)

When you attune to this rod, choose one warlock invocation. You have access to that invocation as if you knew it. If you ever lose attunement to this rod, you can never regain it.

Rod of Electrification

Rod, uncommon

This silvery rod (actually a copper-nickel alloy) has a rubbery black handle on one end. If you hold it by the rubber handle, you can use a melee attack to touch a creature, dealing 2d4 lightning damage on a hit.

Rod of Elemental Might

Rod, very rare (requires attunement by a spellcaster)

Each of these rods is dedicated to a single element (air, earth, fire or water). While you hold this rod in hand, it gives you a degree of mastery over spells of that element. When you cast such a spell, you may treat it as if it were cast with a slot one level higher.

Rod of Entrapment

Rod, uncommon (requires attunement)

A rod of this sort is made of ivory tipped with amber. It has 6 charges and regains 1d4+1 charges each dawn. The *rod of entrapment* has the following powers.

Spells. You can use the rod to cast the following spells by expending the noted number of charges: *entangle* (1 charge), *web* (2 charges).

Paralyze. You can use an action to try to paralyze a creature with the rod. Make a melee

weapon attack, treating yourself as proficient with the rod. If you hit, you expend a charge and the target must make a DC 13 Constitution save, becoming paralyzed for 1 minute on a failure. A paralyzed creature can repeat the save at the end of each turn, ending the effect on a success.

Rod of Equestrians

Rod, uncommon

A rod of this sort has a horse's head ornately carved at its top. The other end usually has a horseshoe at the base. It has 6 charges, and regains 1d4+2 each day at dawn. If you spend the last charge, there is a 1 in 20 chance that the rod loses its magic forever.

If you use an action to grasp the rod in both hands just below the horse's head, hold it in front of your body tilted forward and gallop forward 10', you can expend 1 or more charges to cast the following spells: *mount* (1 charge), *phantom steed* (3 charges).

Rod of First Blood

Rod, uncommon (requires attunement)

While you bear this rod, each time you hit a creature with maximum hit points with an attack, you deal an extra 2d8 points of damage of the same type as the attack.

Rod of Flailing

Rod, very rare (requires attunement by a barbarian, fighter, paladin or ranger)

You can use a bonus action to transform this rod into a two-headed +2 *flail*. When you use the Attack action with it, you may make one additional attack.

You can also use a bonus action to swing the flail in a defensive pattern and speak a command word. If you do so, you gain a +4 bonus to AC until the start of your next turn. Once you have used this power, it won't function again until you complete a short or long rest.

Rod of Forceful Invocation

Rod, uncommon (requires attunement by a cleric)

This magical rod is carved with religious iconography. It functions as a divine focus for you. In addition, the rod has 4 charges and regains 1d4 each

dawn. If you spend the last charge, there is a 1 in 20 chance that the rod loses its magic.

When you hit a creature with a ranged spell attack, you can spend a charge from the rod. If you do so, that creature must make a DC 13 Strength save or be pushed 15' directly away from you. (If you hit more than one creature with ranged spell attacks, you can spend more than one charge.)

Rod of Generalship

Rod, legendary (requires attunement)

You can use an action to hold this rod aloft during combat. If you do, each ally within 600' that can see you and considers you its commander can add 1d4 to its attack rolls for the next hour. After you use this power, it can't be used again until the next dawn.

Rod of Green Slime

Rod, very rare

This rod is a cylinder of thick but hollow glass which contains green slime. A rubbery grip and pump handle are at one end, along with the maker's mark of the ancient Belmax Corporation.

You can use this rod as a *+1 club*. Each time you hit, the target is also splattered with green slime, taking 1d10 acid damage at the start of each of its turns until the slime is removed (see DMG 105).

In addition, you can point the rod and pump the handle to spray concentrated green slime at a target as a ranged attack (range 10'/30'; *Hit*: 1d10 acid damage, and the target takes 1d10 acid damage at the start of each of its turns until the slime is removed).

You can also use a bonus action to twist the rubber grip to activate a magical vibration in a 30' radius sphere centered on the rod. The vibration lasts for 1 minute and moves with the rod. Oozes treat the area of the vibration as difficult terrain. Once you use this function of the rod, it will not work again until the next dawn.

Finally, you can use an action to break the rod, causing an explosion of green slime in a 30' radius sphere centered on the rod. This destroys the rod and forces each creature in the sphere, including you, to make a DC 15 Dexterity save, suffering 10d6 acid damage on a failure and half that on a success. In addition, each creature that failed its save is coated

in green slime, taking 1d10 acid damage at the start of each of its turns until a creature uses an action to remove the slime.

Rod of Harvest

Rod, rare (requires attunement)

When you reduce a creature to 0 hit points while you bear this rod, you regain one spent Hit Die. Once this ability triggers, it won't work again until you complete a short or long rest.

Rod of Hope Triumphant

Rod, uncommon (requires attunement by a fighter)

As long as you bear this rod, whenever you reduce an enemy to 0 hit points, you gain 5 temporary hit points.

Rod of Ilmixie

Rod, unique (uncommon power level)

This rod of black iron murmurs to you telepathically while you bear it, constantly urging you to chaos and evil and mocking good acts that you perform. It is actually a demon bound into the form of a magic item by a powerful Abyssal cambion lord named Baron Ilmixie, who is the ancestor of an extended clan of tieflings and other by-blows. The rod is designed to further Baron Ilmixie's agenda in the world, even when its bearer is not consciously working to advance it. The baron's descendants are rarely aware of his existence or connection to them.

If you are a tiefling, you can attune to this item and gaining its (temporary) allegiance. If you do so, its whispers become more helpful, preventing you from being surprised.

In addition, you can use an action to project a 10' aura of fear around yourself. Each creature in the aura must make a DC 13 Wisdom save or become frightened of you for 1 minute. While frightened, the creature must use its action to move as far from you as possible. At the end of each of its turns, the creature can repeat the save, ending the effect on a success.

If something would destroy the rod, it instead vanishes, *plane shifting* away.

Rod of Magical Precision

Rod, rare (requires attunement by a spellcaster)

This slender rod is covered in a spiral of arcane symbols and runes. It functions as a spellcasting focus, and while you hold it in your hand, your spells ignore any cover less than full cover.

In addition, the rod has 3 charges, and it regains 1 charge each day at dawn. When you cast a spell that requires an attack roll, before you roll the die you can spend a charge from the rod to add 1d4 to the attack roll. Each time the rod's last charge is expended, there is a 1 in 20 chance that it loses its magic forevermore.

Rod of Many Wands

Rod, legendary

This rod has a surprisingly wide body. One end has three holes in it, appropriately sized for a straight wand to fit snugly within. It takes one minute to mount or remove a wand.

The *rod of many wands* has 20 charges. Each day at dawn it regains one charge, and if the last charge is spent, there is a 1 in 10 chance that the rod's powers are lost.

When you use an action to speak the rod's command word, all the wands in it activate at once, using whichever abilities you choose. You cannot choose to activate only some of the wands in the rod; all of them discharge whenever it is used. Doing this drains charges from the wands normally, and drains one charge per wand from the rod itself in addition.

Rod of Parrying

Rod, uncommon (requires attunement)

You can wield this rod as a *warhammer* +1. In addition, while you wield it, you can use your reaction when a weapon attack would hit you to add your proficiency bonus to your AC, possibly making the attack miss.

Rod of Piercing Cold

Rod, very rare (requires attunement by a spellcaster)

You can use this rod as a spellcasting focus for any spell that deals cold damage. It has 3 charges, which it regains at dawn. If you spend the last charge, there is a 1 in 6 chance that the rod loses its magic. When you cast a spell using the rod as a focus, you can use a bonus action to expend a charge. If you do and the spell damages any creature that has

resistance to cold, that creature takes psychic damage equal to the damage that it resisted.

Rod of Rage

Wondrous item, very rare (requires attunement)

Graven with an angry visage, while you bear this rod, it allows you to enter a rage, like a barbarian. Once you have done so, you must complete a long rest before you can do so again.

If you are a barbarian, this rod instead allows you to rage one extra time each day.

Rod of Reaving

Rod, uncommon (requires attunement)

While you hold this barbed metal rod in hand, you can use your action to deal 1d10 psychic damage to each creature within 10' of you, including yourself.

Rod of Resurgent Valor

Rod, rare (requires attunement)

While you bear this rod, whenever a creature makes a melee attack against you, you can use your reaction to gain a +1 bonus to hit against it until the end of your next turn.

Rod of Retributive Justice

Rod, very rare (requires attunement by a cleric)

This rod functions as a divine focus for your spells. In addition, the rod has 10 charges; once they are expended, it loses its magic.

When a creature hits you with a melee attack, you can use your reaction to expend 1 charge to cast a cantrip that targets only that creature that normally requires 1 action to cast.

Rod of Ruin

Rod, legendary

This dread rod is made of beaten copper and has a stylized skull at one end. Unless a barrier completely cuts it off from the rod (such that there is no open path, however indirect, to the creature), a creature that starts its turn within 60' of the rod has disadvantage on all saving throws.

Rod of Sand Repelling

Rod, uncommon

A rod of this sort is made of clear glass. While

you hold it in your hand, you can use a bonus action to force sand, dust, ash, grit and similar particles away in a 10' radius sphere. This effect continues until the beginning of your next turn, potentially allowing you to travel through sandy or dusty environments without being slowed, to remove sand or grit that forms a barrier, or even to be unharmed by a sandstorm or dust storm.

If you use the rod for more than four hours without taking a short or long rest, you gain one level of exhaustion.

Rod of Scouring Justice

Rod, very rare (requires attunement by a cleric or paladin)

You can use this rod as long as you bear it upon your person. It has 3 charges, which it regains each morning at dawn.

When you hit a creature with a melee attack, you can use a bonus action to expend a charge. If you do so, the target must make a DC 15 Wisdom saving throw; if it fails, it is struck with a bleeding curse as blood begins to pour from its nose, mouth, eyes and ears. For the next minute, at the start of each of its turns, the creature suffers 2d10 damage. At the end of its turn, it can repeat the save, ending the effect on a success.

Rod of Smoke

Rod, uncommon

This rod looks like a short, straight length of burnt oak. It is always hot to the touch, and it smokes constantly.

While you bear it, you ignore 30' of fog, mist, smoke or other vapor that obscures your vision. In addition, you can use an action to cause the rod to give off a burst of smoke, making you impossible to see unless you move from your current location and dealing 1d6 points of fire damage and 1d6 points of poison damage to each creature within 5' of you. The smoke disperses at the end of your next turn.

Rod of Splendor

Rod, very rare (requires attunement)

This rod is magnificent, chased with gold, platinum and gems and worked with the finest skill to show images of splendid-looking people garbed in finery feasting. As long as you carry it, you gain a +2

bonus to Charisma. In addition, all your garments are cloaked with an illusion and appear to be of the finest quality and condition, although they do not grant you any particular benefit.

In addition, the rod has 9 charges, which can be used to trigger the following additional effects. When the last charge is expended, the rod crumbles to dust.

Create Finery. You can use an action to expend a charge from the rod to create and garb yourself in clothing of the finest fabrics and adornments of furs and jewels. The clothing vanishes if forcibly removed from its wearer or if an attempt is made to sell any of it, but you can freely give it away. The clothing appears to be worth 6,000 – 15,000 gp (including the furs and jewels).

Splendid Pavilion. You use an action to spend a charge, and the rod creates a palatial tent- a huge pavilion of silk encompassing between 1,000 and 3,000 square feet. Inside the tent, temporary furnishings and food suitable for the splendor of the pavilion can be found, in sufficient quantity to entertain 100 persons. The tent and its trappings last for one day. At the end of that time, you can spend another charge to maintain the pavilion for another day. Otherwise, it and all objects taken from it vanish.

Rod of the Legendary Mariner

Rod, uncommon (requires attunement by a creature proficient in water vehicles)

Made of driftwood and brass, this rod makes your life aboard ship easier. While you bear it on your person, you gain advantage on any water vehicle checks you must make.

In addition, the rod has 3 charges, which it regains each day at dawn. You can spend a charge to cast *purify food and drink*.

Finally, the rod alerts you whenever a ship comes within one mile of the vessel you are on.

Rod of the Pyre

Rod, rare (requires attunement)

This blackened wooden rod holds 3 charges, which it regains each day at noon. While you hold the rod in your hand, you can use your action to spend a charge and force a creature within 100' that you can see to make a DC 15 Wisdom saving throw.

If it fails, it gains vulnerability to fire damage. It can repeat the save at the end of each of its turns, ending the effect on a success. If the creature succeeds on the saving throw the rod regains the charge.

Rod of Welkwood

Rod, very rare (requires attunement by a druid)

This rod has 6 charges and regains 1d4+1 charges each dawn. You can expend charges to cast the following spells from the rod: *entangle* (1 charge), *plant growth* (2 charges), *wall of thorns* (3 charges).

In addition, if you use it as your *shillelagh*, the *rod of welkwood* gains a +3 bonus to damage.

Rod of Wrathful Dismissal

Rod, very rare (requires attunement)

This rod has 5 charges and regains 1d4 each dawn. When an enemy hits you, you can use your reaction to spend a charge and force that enemy to make a DC 17 Strength saving throw or be pushed up to 15' in a straight line away from you. If the target fails its save by 5 or more, it is also knocked prone.

Rogue's Gloves

Wondrous item, uncommon

While wearing these gloves, you can use a bonus action to gain advantage on the next Sleight of Hand check you make before the end of your turn. Once you use this power, it cannot be used again until the next evening at dusk.

Rope of Constriction

Wondrous item, uncommon

This length of rope appears to be a *rope of climbing*, and it functions appropriately 1d4+1 times before its true nature reveals itself. At that point, instead of following your command, the rope wraps around your neck and the necks of up to four creatures within 5' of you or up to two creatures within 10' of you. Affected creatures are restrained, and at the start of each trapped creature's turn, it suffers 2d6 bludgeoning damage. Entangled creatures can't breathe and are in danger of suffocation. The *rope of constriction* can be disabled by a *dispel magic* or *animate rope* or by destroying it; it is AC 20, hp 22, immune to bludgeoning and piercing

damage; acid, cold, force, psychic, poison and thunder damage.

Rope of Tripping

Wondrous item, uncommon

You can use an action to drop this rope in either a 5' diameter coil or a 10' diameter coil and activate it by speaking the command word. Thereafter, any creature (including you) that starts its turn within 5' of the rope of that enters that area for the first time on its turn must make a DC 15 Dexterity saving throw, falling prone on a failure. The rope attempts to trip all creatures equally.

The rope can be destroyed by dealing 5 points of damage to it (AC 12; immune to bludgeoning, cold, poison and psychic damage). It can be deactivated by using a bonus action to speak its command word while within 5' of it.

Ruby Slippers

Wondrous item, rare (requires attunement)

While you wear these ruby slippers, you can use an action to tap your heels together three times and declare, "There's no place like home." If you do so, the slippers immediately teleport you to your home with no chance of error.

If you have no home, these slippers are useless to you.

Rudder of Guidance

Wondrous item, rare

Properly mounted in a water-going vessel at least 50' in length, this magical rudder makes it impossible for the vessel to be forced off course. (Sufficiently powerful waves or wind might push it directly backward along its course.)

Rudder of Propulsion

Wondrous item, very rare

Properly mounted in a water-going vessel no more than 30' in length, this rudder will propel the vessel at its normal speed if you touch it and utter a command word. The rudder continues to propel the vessel as long as you touch it and chant the command word. For every four hours that you do so, you gain one level of exhaustion.

Rudder of Speed

Wondrous item, rare

Properly mounted in a ship, this rudder increases its speed by 2 miles per hour.

Rug of Welcome

Wondrous item, legendary (requires attunement)

This rug appears to be a *carpet of flying* of largest size (6' x 9'). However, it has additional powers.

- You can use an action to animate the rug as a rug of smothering (MM 20) for as long as you concentrate, up to 10 minutes. If slain, the rug is destroyed.
- You can use an action to cause the rug to elongate and stiffen, becoming as hard as steel. The rug can achieve a maximum length of 27' long, at which point its width is 2'. The rug can serve as a barricade, bridge, etc. In this form it is AC 20, hp 100, immune to bludgeoning, piercing and slashing damage from nonmagical weapons, cold, poison, psychic and thunder damage. This transformation lasts until you use a bonus action to end it or you have not touched it for 24 hours.
- You can use an action to shrink the rug down to 6" x 9" for easy transportation. It remains shrunken until you use a bonus action to restore it to its normal size or 1 minute passes without you touching or bearing it.

Runestaff of Abjuration

Staff, very rare (requires attunement by a sorcerer)

This magical staff is made from the heartwood of an ancient tree. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *banishment, dispel magic, globe of invulnerability, protection from energy, repulsion, shield*.

Runestaff of Cacophony

Staff, very rare (requires attunement by a sorcerer)

This magical staff is forked at one end, and warped musical notes are scruven all over it. While

you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *great shout, shatter, shout, thunderwave*.

Runestaff of Charming

Staff, very rare (requires attunement by a sorcerer)

This staff, made from brightly colored tropical wood, assists you in influencing others. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *charm of the defender, charm person*.

Runestaff of Conjunction

Staff, very rare (requires attunement by a sorcerer)

While you have this magical staff in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *cloudkill, conjure animals, stinking cloud, unseen servant*.

Runestaff of Destruction

Staff, very rare (requires attunement by a sorcerer)

This exceptionally long staff is crafted from a single shaft of marble, yet weighs no more than a standard wooden staff. The top end bears a small image of a shattered mask. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *disintegrate, earthquake, shatter*.

Runestaff of Divination

Staff, very rare (requires attunement by a sorcerer)

This supple willow staff allows you to treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *detect evil and good, locate creature, locate object, prying eyes, tongues, true seeing*.

Runestaff of Earth and Stone

Staff, very rare (requires attunement by a sorcerer)

This short staff is carved of almost unbreakable stone. It can sustain an extra 6 wear points before taking more than cosmetic damage. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *move earth, passwall*.

Runestaff of Enchantment

Staff, very rare (requires attunement by a sorcerer)

This beruned staff is capped with a clear zircon crystal. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *break spirit, mass suggestion, sleep, suggestion, Tasha's hideous uncontrollable laughter, word of obeisance*.

Runestaff of Entrapment

Staff, very rare (requires attunement by a sorcerer)

This brass staff is covered in ancient carvings showing creatures bound by chains. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *dimensional anchor, Otiluke's resilient sphere*.

Runestaff of Ethereal Action

Staff, very rare (requires attunement by a sorcerer)

This white wooden staff has three silver bands on it. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *blink, etherealness*.

Runestaff of Evocation

Staff, very rare (requires attunement by a sorcerer)

Halfway down its length, this smooth yew staff bears an arrow rune. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are

a high enough level sorcerer to know a spell of the appropriate level: *chain lightning, fireball, ice storm, magic missile, shatter, wall of force*.

Runestaff of Eyes

Staff, very rare (requires attunement by a sorcerer)

This spiraling staff is covered with silver inlay and topped with a large piece of amber. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *arcane eye, see invisibility*.

In addition, while you hold it in your hand, you can use an action and expend a 2nd level spell slot to cure blindness in one creature that you touch.

Runestaff of Fiendish Darkness

Staff, very rare (requires attunement by an evil sorcerer)

This staff is of polished ebony and has a tarnished iron claw at either end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *animate dead, conjure fiend (as per conjure celestial), darkness, dispel magic*.

Runestaff of Fire

Staff, very rare (requires attunement by a sorcerer)

This magical staff is made from bronzewood and has brass bindings with runes of fire etched in them. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *burning hands, fireball, wall of fire*.

Runestaff of Forced Happiness

Staff, very rare (requires attunement by a sorcerer)

This smooth alabaster staff is hollow, yet is not especially fragile. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *intoxicate, Otto's irresistible dance, Tasha's uncontrollable hideous laughter*.

Runestaff of Frost

Staff, very rare (requires attunement by a sorcerer)

This magical staff is made of white wood, banded in silver and tipped with a glittering white diamond at each end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *cone of cold, ice storm, wall of ice*.

Runestaff of Illumination

Staff, very rare (requires attunement by a sorcerer)

This slim silver staff has a sunburst rune at the top. It seems to reflect light like a polished mirror. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *dancing lights, daylight, sunburst*.

Runestaff of Insanity

Staff, very rare (requires attunement by a sorcerer)

Made of twisted iron rods, this staff bears many runes depicting cracked human skulls. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *confusion, crown of madness, self-destruction, weird*.

Runestaff of Necromancy

Staff, very rare (requires attunement by a sorcerer)

This magical staff is fashioned of ebony and is carved to resemble a collection of bones. A small ivory skull is fitted at each end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *circle of death, enervation, ghoul touch, wave of fatigue*.

Runestaff of Night

Staff, rare (requires attunement by a sorcerer)

This ebony staff is capped with onyx. Runes of darkness, night and stars, as well as a rune that resembles an umber hulk, decorate it. While you

have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *darkness, darkvision*.

Runestaff of Opening

Staff, very rare (requires attunement by a sorcerer)

This magical staff is carved with images of doors, many of which are locked or chained shut. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *knock, passwall, shatter*.

Runestaff of Passage

Staff, very rare (requires attunement by a sorcerer)

This thin staff is made of alternating sections of mirror-polished steel and glass. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *astral projection, dimension door, misty step, passwall, teleport*.

Runestaff of Power

Staff, legendary (requires attunement by a sorcerer)

The top of this jet-black staff is set with a single glistening gem of unknown type. Several runes of arcane power have been etched into the crystal. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *cone of cold, continual flame, fireball, globe of invulnerability, hold monster, levitate, lightning bolt, magic missile, ray of enfeeblement, wall of force*.

Runestaff of the Architect

Staff, very rare (requires attunement by a sorcerer)

This oaken staff is shod in iron. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *move earth, stone shape, wall of stone, wood shape*.

Runestaff of the Artisan

Staff, very rare (requires attunement by a sorcerer)

This gilded staff is extremely well-made and bears a small hand rune at the center of its length. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *creation, fabricate, mending*.

Runestaff of the Assassin

Staff, very rare (requires attunement by a sorcerer)

This simple, slim, black staff is only 4' long and bears a leather strap that makes it easy to sling over your shoulder. It bears a small rune of a dagger on one end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *fog cloud, greater invisibility, pass without trace*.

Runestaff of the Undead Slayer

Staff, very rare (requires attunement by a sorcerer)

This staff is formed from a solid piece of black marble veined with gold and silver. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *death ward, detect evil and good, rend ectoplasm*.

Runestaff of the Undying

Staff, very rare (requires attunement by a sorcerer)

This staff is made from human bones bound together by copper wire. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *animate dead, create undead*.

Runestaff of Time

Staff, very rare (requires attunement by a sorcerer)

This is made of some sort of glittering silvery-green material. While you have it in hand, you may treat the following spells as if they were on

your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *expeditious retreat, haste, time stop*.

Runestaff of Transmutation

Staff, very rare (requires attunement by a sorcerer)

This staff is made of petrified wood and bears a rune depicting the symbol for infinity emblazoned over bars of lead and gold. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *alter self, disintegrate, expeditious retreat, polymorph, stone shape*.

Runestaff of Transportation

Staff, very rare (requires attunement by a sorcerer)

A staff of this sort is fashioned from a hollow coil of wire. It has a mottled brown gemstone at either end. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *blink, dimension door, teleport*.

Runestaff of Vision

Staff, very rare (requires attunement by a sorcerer)

This staff is made of bamboo and fitted with white leather straps elegantly inked with runes. While you have it in hand, you may treat the following spells as if they were on your list of known sorcerer spells, assuming you are a high enough level sorcerer to know a spell of the appropriate level: *darkvision, see invisibility, true seeing*.

Rust Balloon

Wondrous item, very rare

This balloon is very dangerous to metal. If it touches a metal object, that object gains 1d4 wear points. (Typically, 1 wear point is cosmetic damage, 2 wear points result in a -1 penalty to the object and 3 wear points destroys the object. Most magic items can sustain one additional wear point without more than cosmetic damage.)

Rust Blade

Weapon (dagger), very rare (requires attunement)

This magical weapon is very dangerous to metal objects. Whenever it touches metal, the *rust blade* inflicts 1d3 wear points on the touched object.

You can attack a creature's weapons or armor by targeting it with a melee weapon attack.

If a rust monster smells a *rust blade*, it will seek to eat it above all other items, driven into a ravenous frenzy. If a rust monster's tentacle touches a *rust blade*, the blade instantly melts into a hot, liquid form of residuum that the rust monster spends its next action eating. The rust monster will then fall into a deep, contented doze if unmolested. Some sages claim that devouring a *rust blade* mutates a rust monster into a more powerful specimen.

Ruthless Raider's Weapon

Weapon (any melee), rare (requires attunement)

This +1 weapon deals an extra 2d6 damage when it strikes a female or child.

Sacred Scabbard

Wondrous item, uncommon

This scabbard can change shape to fit whatever dagger, sword or axe is touched to it. It has 3 charges, which it regains at dawn. As you draw a weapon from the scabbard, you can use a bonus action to spend a charge and cause it to ignite with radiant energy. For as long as you concentrate, up to a maximum of 1 minute, the weapon deals an extra 1d6 radiant damage on a hit.

Saddle Key

Wondrous item, common

While mounted in a saddle, you can use a bonus action to touch this key to your saddle. If you do so, you can't fall or be unhorsed from your saddle.

Saddle of Blow-Taking

Wondrous item, common

If you are in this saddle and your mount is hit by a melee attack, you can use your reaction to change the attack's target to yourself.

Saddle of Stability

Wondrous item, common

You never fall from this saddle and can't be

unhorsed while you're in it.

Saddle of Strength

Wondrous item, rare (requires attunement by a mount)

While a mount wears this saddle, it gains advantage on Strength checks and has double its normal carrying capacity.

Saddle of Taming

Wondrous item, very rare (requires attunement)

This magical saddle can subdue even the wildest potential mount. If you can place it on the back of a creature that is a suitable mount, such as a unicorn, griffon, rhinoceros, etc, that creature must make a DC 17 Wisdom save. If it fails, it immediately submits to serve as your mount for as long as the saddle remain on it. The creature can repeat the save at the end of each day of service, ending the effect on a success.

Placing the saddle on a suitable creature is not usually easy.

Saddle of the Nightmare

Wondrous item, very rare (requires attunement)

While holding this saddle in both hands, you can use an action to summon a nightmare. The nightmare willingly serves you as a mount and fights for you for one hour; however, it is not under your complete control and its evil nature may cause it to act in ways you don't approve of. If you damage the nightmare or force it to make a saving throw, both it and the saddle vanish forevermore. Likewise, if the nightmare dies, it and its saddle vanish.

Once you have used the saddle, it will not function again until the next midnight.

Saddle of the Shark

Wondrous item, rare

While your mount wears this saddle, it gains the ability to breathe water and a swim speed equal to its walking speed. While mounted on it, you also gain the ability to breathe water.

Safewing Amulet

Wondrous item, uncommon

While you wear this amulet, you have

resistance to falling damage.

Salve of Scar Removal

Wondrous item, common

This thick, creamy and oily concoction can remove old scars and is often in demand by the wealthy. It is usually found in a jar containing 1d4+3 doses. If you spend ten minutes working it into a scar, the scar will slowly soften. After you complete three extended rests, the scar sloughs off.

Sandform Ring

Ring, rare (requires attunement)

A ring of this sort has 10 charges. You can use a bonus action to spend 1 charge to activate the ring for 1 minute, turning your body into sand. In sand form, you gain immunity to poison damage and to bludgeoning, piercing and slashing damage from nonmagical sources, gain resistance to cold, fire, lightning, necrotic and radiant damage, and can move at your normal speed through a hole as small as 1/2" in diameter. You can't attack, use an object or speak (and thus can't cast most spells), but can end the effect and resume your normal form as a bonus action.

Sash of Immolation

Wondrous item, uncommon

If you use an action to wrap this sash around your waist, it explodes in a sheet of whirling flame. Each creature within 10' must make a DC 13 Dexterity save, taking 1d10+20 fire damage on a failure or half that on a success. The sash is consumed in the explosion.

Saw of Mighty Cutting

Wondrous item, rare

This notched adamantine saw is 12' long and over 1' wide. It requires two people with Strength scores of 17 or higher to operate it; alternatively, a single creature with a Strength of 20 or higher can operate it. The blade will slice through a 2' diameter hardwood tree in only 10 minutes, a 4' diameter hardwood in only 30 minutes, or a 1' diameter tree in only 3 rounds.

For every hour of sawing, a creature gains one level of exhaustion. It can recover one of these

levels of exhaustion for each short rest it completes.

Scabbard of Hiding

Wondrous item, common

This magical scabbard can hold a single sword or dagger of any type. Any weapon within it becomes invisible to all creatures but you until you draw it.

Scabbard of Holding

Wondrous item, common

This item appears to be a sheath for a small knife. However, it will actually hold any sort of sword, even a great sword, without changing appearance.

Scabbard of Holthro

Wondrous item, rare

This scabbard is caked with old blood and magically resists all attempts at cleaning it. It will magically resize and reshape itself to fit any slashing or piercing weapon. When you draw a weapon from the scabbard, you are filled with furious anger. You must take the Attack action if possible, even if against an ally (you may choose from between valid targets). If you cannot, you must take the Dash action or otherwise attempt to get close enough to attack the closest creature that you can see. In addition, while the furious anger lasts, you deal an extra 1d6 points of damage with melee attacks. At the end of each of your turns, you must make a DC 15 Wisdom saving throw; if you succeed, the furious anger ends.

Scabbard of Poison

Wondrous item, rare

A scabbard of this sort can hold a dagger or short sword. You can use a bonus action to cause the scabbard to coat a weapon inside of it in poison. This poison lasts for 1 minute; while it lasts, if the weapon hits a creature, it must make a DC 15 Constitution save, suffering 1d10 poison damage and being poisoned for 1 minute on a failure or taking half damage on a success. The creature can repeat the save at the end of each of its turn, ending the effect on a success.

The scabbard has enough poison for 6 uses, after which you must refill its reservoir with

whatever poison you can find.

Scabbard of Surety

Wondrous item, rare (requires attunement)

A scabbard of this sort magically resizes to fit any weapon that deals slashing damage. If you draw a weapon from it, for the next minute, you do not fumble if you roll a natural 1.

Scale of Judgment

Wondrous item, rare

This magical set of balance scales can reveal a creature's ethical bent. If a creature touches the right-hand tray, a coin may appear in the left. If the creature is lawful, an electrum coin appears; if it is chaotic, a copper coin appears.

Scale of Power

Wondrous item, very rare

If you place a gem of at least 1,000 gp value in the right-hand tray of this balance scale and touch the left-hand tray, the gem is consumed in a flare of light and one of your ability scores is raised to 18 until you next complete a short or long rest. If you used a gem worth at least 5,000 gp, you select the ability; otherwise, it is determined randomly. If the ability score in question is already 18 or higher, another, random ability score is affected instead.

Scarab of Death

Wondrous item, very rare

This small scarab-shaped brooch or pin appears to be some sort of beneficial magical item. However, if held for more than 1 round or if placed within a container within 1' of a warm living body for 10 minutes, it will change into a horrible burrowing beetle-like creature. The thing will then tear through any leather or cloth, burrow into flesh, and reach the victim's heart in a very short time, killing it. It then crawls forth from the body of the victim and reverts to scarab form.

Once the *scarab of death* activates, it inflicts 10d6 points of magical piercing damage to the target each round. When the target reaches 0, the scarab reaches the creature's heart and it dies. While it is burrowing, a creature other than its victim that has a dagger or similar small cutting tool can attempt a

Dexterity (Medicine) check, DC 20, to remove the quick-moving scarab. This inflicts 3d4 piercing damage to the scarab's victim, regardless of its success or failure.

Scarab of Deception

Wondrous item, very rare (requires attunement)

This scarab, usually attached to a clip for use as a brooch, allows you to deceive divination magic. It has 12 charges when first crafted, and when the last charge is used, it cracks and crumbles.

Whenever you are the target of a divination spell, the scarab automatically expends a charge. This makes you aware of what spell you are being subjected to and allows you to decide what information to give it- true or false.

Scarab of Enraging Enemies

Wondrous item, rare

A scarab of this sort has 1d6+18 charges when found. When the last charge is used, it crumbles to dust. When you use an action to display this scarab and speak the command word, spending a charge from it, each creature hostile to you that can see you within 40' must make a DC 13 Wisdom saving throw or fly into a rage. While enraged, the creature must use its action to attack each round, and attacks recklessly (gaining advantage on its attacks, but granting advantage to attacks against it).

Scarab of Insanity

Wondrous item, very rare

A scarab of this sort has 1d6+18 charges when found. When the last charge is used, it crumbles to dust. When you use an action to display this scarab and speak the command word, spending a charge from it, each other creature within 20' of you must make a DC 15 Wisdom saving throw or be stricken with a random form of short-term madness (DMG 259) for 1 minute. At the end of each of its turns, the creature can repeat the saving throw, ending the effect on a success.

Scarab of Invulnerability

Wondrous item, legendary (requires attunement)

As long as you bear this amulet, you can use a bonus action to activate it. When you do so, you gain

immunity to all damage until the end of your next turn. Once you use this ability, it cannot be used again until the next morning at dawn.

Scarab of Life

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

While you wear this magical scarab pin, you can cast *cure wounds* as if you had expended a 5th level spell slot. Once you have used this power, you can't use it again until the next dawn.

In addition, you can cast *raise dead*. One you use this power, you can't use it again for a week.

Scarab of Uncertainty

Wondrous item, very rare (requires attunement)

While you wear this magical scarab pin, whenever a creature is conjured or summoned within 60', that creature must make a DC 17 Intelligence save. If it fails, it treats you as the summoner instead of its actual summoner.

Scarab Versus Golems

Wondrous item, very rare (requires attunement)

This scarab-shaped pin allows you to ignore any resistance or immunity a golem has to bludgeoning, piercing and slashing damage.

Scarf of Pedophilia

Wondrous item, very rare (requires attunement)

To all tests, this scarf seems to be of some beneficial type, and it functions appropriately. However, it also gives you the following flaw: "I am sexually attracted to children." Neither the scarf nor the flaw can be removed without benefit of a *remove curse* spell.

This magic item is used as a recruiting tool by cultists of Graz'zt, Seclaidra and other powerful entities whose portfolio includes lusty perversions.

Scarf of Razors

Wondrous item, uncommon

This long, thick scarf has weighted ends. Magically hidden razors emerge from it when you whip the ends at a creature. You can use this scarf as a finesse melee weapon dealing 1d10 slashing damage. It is considered a magical weapon. You are

proficient in it if you are proficient in the Performance skill. If you are not proficient with the scarf, you fumble on a natural 1 to 3.

Scarf of Style

Wondrous item, common (requires attunement)

This stylish Peshan scarf allows you to add 1d4 to a Charisma (Deception, Intimidation or Persuasion) check. Once you have used its power, it will not function again until the next dawn.

Scarf of the Dry Steppes

Wondrous item, very rare (requires attunement)

While you wear this magical scarf, you can perform a ritual requiring 1 hour to conjure 1d4 invisible stalkers. When the stalkers appear, you must succeed on a DC 17 Wisdom save to maintain control of them or they attack you.

If you maintain control over them, you can assign a single task to each one. The task must be able to be carried out within 200 miles. Each stalker will attempt to complete its task independent of the others. It remains until it has completed its task or until 1 week has passed, when they return to the Elemental Plane of Air.

Scarf of the Seven Veils

Wondrous item, very rare (requires attunement by someone proficient in Performance)

This elegant scarf is made of diaphanous silk and is long enough to drape almost completely around your body. It bears the tiniest hint of a sophisticated perfume. The scarf is of the same type as those used by the Sorority of the Seven Veils, a group of courtesans and spies from Pesh.

While you wear this scarf, you can use a bonus action to dance and wrap it around your body. Until the start of your next turn, whenever you make a Dexterity (Stealth) check to hide, you add 1d4 to the check.

In addition, you can use an action to dance and wrap the scarf around yourself to become invisible until the end of your next turn.

You can dance a number of rounds equal to your Constitution bonus + your Dexterity bonus without harm. If you dance longer before completing a short or long rest, you gain one level of exhaustion. If you dance more than 1 hour, you gain another level

of exhaustion for each hour of dancing.

Scarf of Water Breathing

Wondrous item, uncommon

While you wear this scarf, you can breathe water.

Scarlet Sash of the Swashbuckler

Wondrous item, rare (requires attunement)

When you wear this sash wrapped rakishly about your waste as a belt, you gain the following benefits.

Swashbuckling Leap. Whenever you jump, you clear twice the normal distance.

Dual Strike Superiority. If you are fighting with two weapons and you hit the same creature with both of them, that creature cannot take opportunity attacks against you until the start of your next turn.

Spit in the Face of Death. If you are reduced to 0 hit points, you may make a single melee attack as a reaction.

Scepter of Defense

Wondrous item, rare (requires attunement by a barbarian, bard, cleric, druid, fighter, monk, paladin or ranger)

This scepter, held in one hand, can offer you a potent defense. Once per round, you can use your reaction to impose disadvantage on one melee attack against you.

School Cap

Wondrous item, very rare (requires attunement)

Each of these magical caps is attuned to one school of magic, rolled on the chart below. While you wear it, you gain a +2 bonus on saves against spells of the cap's school.

<i>D8 Roll</i>	<i>School</i>
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Scimitar of Shame

Weapon (scimitar), uncommon

While you wield this scimitar, you can use a bonus action to cast *taunt* at any creature engaging you in melee to impugn its honor. Once you use this power, it won't function again until you complete a short or long rest.

Scourge of Regenerators

Weapon (any), rare

This weapon has a +1 bonus to hit and damage. When you hit a creature that regenerates, that creature can't regenerate until after the end of its next turn.

Scroll Case of Renewal

Wondrous item, very rare

This magical scroll case is able to renew expended spell scrolls for later use. If you use an action to thrust a spell scroll that was used in the last three rounds into the case, the case automatically expends one charge per level of the spell and renews the spell on the scroll, allowing it to be used again.

When found, a *scroll case of renewal* typically has 1d10+8 charges.

Scroll of Creation

Scroll, very rare

If you spend 10 minutes drawing a picture of a nonmagical object up to 10' x 5' x 1' and up to 500 lbs on this scroll, you can later use an action to pick the item up off of the scroll's surface, causing it to materialize as a real object. The object remains until you use a bonus action to banish it or for 24 hours.

Once you pluck an item from the scroll, the scroll becomes blank again and can't create a new item until the next dawn (although you can draw a new picture on it).

Scroll of Divine Identification

Scroll, uncommon

If you use your action to pass this scroll before an altar or symbol of a religion, writing magically appears on the scroll, naming the deity, philosophy or force, its alignment and its portfolio.

Scroll of Protection from Energy

Scroll, rare

Each of these scrolls is designed to ward against a different type of energy. When you use an action to read the scroll, expending it, a 5' radius, 10' high cylinder springs into being, centered on and moving with you. For 5 minutes, this field prevents one type of energy from entering its confines.

However, if you move in such a way that an object, area, effect or environmental feature of the warded energy type enters the cylinder (for example, if you walk into a *wall of fire*), the scroll's power fails and the cylinder ends.

Roll on the chart below to determine what energy type the scroll wards against.

<u>D% Roll</u>	<u>Protects against...</u>
01-10	Acid
11-25	Cold
26-50	Fire
51-55	Force
56-70	Lightning
71-90	Necrotic
91-00	Thunder

Scroll of Protection from Magical Weapons

Scroll, very rare

When you use an action to read this scroll, you gain immunity to bludgeoning, piercing and slashing damage from magical weapons for 1 minute.

Scroll of Protection from Nonmagical Weapons

Scroll, rare

When you use an action to read this scroll, you gain immunity to bludgeoning, piercing and slashing damage from nonmagical weapons for 1 minute.

Scroll of Protection from Paralyzation

Scroll, uncommon

When you use an action to read this scroll, you are immune to the paralyzed condition for 1 hour.

Scroll of Protection from Petrification

Scroll, rare

When you use an action to read this scroll, a 10' radius cylinder 20' high centered on you springs into being. Creatures within it can't become petrified, but petrified creatures in the cylinder remain petrified.

Scroll of Protection from Poison

Scroll, rare

When you use an action to read this scroll, expending it, a 5' radius, 10' high cylinder springs into being, centered on and moving with you. For 5 minutes, any creature within the cylinder gains immunity to poison damage and to the poisoned condition.

Scroll of Protection from Traps

Scroll, rare

When you use an action to read this scroll, a 10' radius cylinder 20' high springs into being centered on and moving with you. Creatures within the cylinder gain resistance to damage from traps.

Scroll of Recipes

Scroll, rare

When found, this scroll appears blank. While you have it in hand, you can use a bonus action to activate it. Choose one spell or magic item that you can see within 60'. The scroll fills with the spell's formula or the item's construction recipe.

Scroll of Seeing

Scroll, uncommon

This scroll is initially blank. If you hold it in your hand and use an action to command it to write, it will draw pictures of creatures within 100' in the direction you indicate. It will draw the closest creatures first, and will draw up to four different types of creature.

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

Scroll of Spell Catching

Scroll, very rare (requires attunement)

A scroll of spell catching can be used to catch

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.

Scroll of the Death Servant

Wondrous item, very rare

If you read this scroll, it says, "For you, the greatest gift of all." You then feel a chill and then a warmth drift across your back. Although you don't necessarily know this, a death servant has merged with your shadow. It travels with you until you are about to die, then shoves you aside and dies in your place, dissipating in a cloud of black vapor.

Seafaring Anchor

Wondrous item, common

This device is a 2' long anchor that weighs 100 lbs. When a creature uses an action to drop the anchor from a ship while speaking its command word, its cable magically lengthens either to a named length, to 1 mile, or until it touches the bottom. It can also shorten its cable if a creature uses an action to touch the cable and speak the command word. Finally, a *seafaring anchor* requires no capstan (cable winch).

Sea Steed's Bridle

Wondrous item, uncommon

A bridle of this sort is crafted of fine leather with silver bits shaped like shells. When you ride an animal trained for riding that is wearing it into a body of water, your mount gains the ability to breathe water and a swim speed equal to its walking speed.

Seal of Deception

Wondrous item, rare (requires attunement)

You can use an action to cause this magical seal to reshape itself to any seal that you have seen. If you have a copy of the seal to work from, there is

only a 5% chance that the imitation has a flaw. If you are working from memory, this rises to 30%.

Seal of Vigor

Wondrous item, very rare (requires attunement)

When found, this magical item appears as a blank name seal. To use it, you must merely inscribe the surface with your name. Once you do this, whenever you spend a hit die to heal, you roll twice and take the better result. In addition, when you receive magical healing, any applicable dice roll is made twice and you take the better result.

Sealing Wax

Wondrous item, very rare

A brick of this magical wax measures 4" x 2" x 1". It can be pushed into any hole of about the same volume or a thin crack up to 20' long and it will form an airtight seal around the hole or crack. Once in place, it can't be removed or melted without using *universal solvent*. Once in place, the wax is as hard as mortared stone.

Seed of Growth

Wondrous item, common

Typically found in a small pouch containing 1d6 seeds, a seed of nature appears normal. However, if you use an action to throw one onto bare ground within 30' of you, it grows instantly into a shrub that makes a 5' diameter area difficult terrain.

Seed of Wealth

Wondrous item, legendary

A magical seed of this sort must be planted in the spring and watered normally. No magic that encourages or accelerates plant growth will affect the seed. If well-tended, the seed will grow into a tree with electrum-colored bark and silvery leaves. At the beginning of fall, the tree bears gems as fruit. Each of the gems is worth 1d10 x 1,000 gp. The number of fruit born depends on how old the tree is.

<i>Age of Tree</i>	<i>Number of Fruit Born</i>
1 year	1d4-2
2 years	1d4
3 years	1d4+1

4 years	1d6+1
5 years	2d4
6 years	1d8+1
7 years	2d4+1
8-10 years	1d8+2
11-20 years	3d4
21-40 years	2d6+1
41-80 years	3d4+1
81-120 years	4d4
121+ years	3d6+1

If ever 31 days pass without the tree being watered, it dies. The tree is not easy to keep alive.

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.

Shackles of Apathy

Wondrous item, very rare (requires attunement)

Any creature locked in these shackles becomes apathetic and finds it difficult to take any actions. Before it can take an action, it must make a successful DC15 Charisma check. It can attempt to make such a check only once every ten minutes.

If the creature is attacked or a spell is cast upon it, it can use its reaction to make a DC 15 Charisma check to take an action on its next turn. If it took damage from the triggering spell or attack, it has advantage on the check.

While the creature remains shackled, you can use an action to issue a *command* to it, as the spell.

Shadowfell Gloves

Wondrous item, uncommon (requires attunement by a spellcaster)

While wearing these magical gloves, you can use a bonus action to charge them with necrotic energy, causing the next spell you cast before the end of your turn to deal necrotic damage instead of its normal damage type.

Shadowflow Leather

Armor (leather), rare

This leather armor is pure black, and shadows sometimes seem to leak from it. While you wear it, you gain a +3 bonus on Stealth checks involving hiding in shadows. In addition, you can use a bonus action to cause darkness to seep out of the armor, filling a 15' radius sphere centered on you with flitting shadows. The sphere lasts as long as you concentrate on it, to a maximum of 1 minute, and while you are inside it, you can hide as if you were totally concealed, even from creatures with darkvision. Other creatures in the sphere have disadvantage on Perception checks. Once you use this ability, you must complete a short or long rest before you can use it again.

Shadowflow Shield

Armor (shield), rare

This black shield seems to leak shadows. You can use an action to cause it to emit a 15' radius sphere centered on you with flitting shadows. The sphere lasts as long as you concentrate on it, to a maximum of 1 minute, and while you are inside it, you can hide as if you were totally concealed, even from creatures with darkvision. Other creatures in the sphere have disadvantage on Perception checks.

Once you have used the shield's power, using it again drains some of your vitality. You must spend a Hit Die and forego recovering any hit points to use the shield again.

Shadowsword

Weapon (any sword), very rare

This weapon is +1 to hit and damage in bright light, +2 in dim light and +3 in darkness. In addition, you can use it to cast *invisibility* on yourself. Once you use this power, you can't use it again until the next dusk.

Shared Valor Armor

Armor (any), rare

Whenever you gain temporary hit points while you wear this armor, you may choose one creature that you can see within 20'. That creature gains an equal number of temporary hit points.

Whenever an ally within 20' that you can see gains temporary hit points, you may use your reaction to gain an equal number of temporary hit

points.

Shark Totem

Wondrous item, uncommon (requires attunement by a spellcaster)

This item is a small image of a shark made of a collection of bones worked together. It is quite delicate, and any damage (or a single wear point) destroys it.

While you bear this totem, any spell you cast that deals damage deals an extra 1d4 piercing damage, and if you score a critical hit with a spell, the severity increases by 1d4.

Sharkdoom Spear

Weapon (spear), rare

This spear gives you a +1 bonus to hit and damage. In addition, if you hit a creature with a swim speed with it, that creature's swim speed is reduced by 10' until the end of its next turn.

Sharksbane

Weapon (spear), rare

A spear of this sort gives you a +1 bonus to hit and damage. If you hit a shark with it, you deal an extra 2d8 damage.

Sheath of Weapon Changing

Wondrous item, uncommon

This enchanted sheath changes shape to hold whatever weapon you touch to it. Moreover, if there is a weapon in the sheath and you touch a different weapon to it as your free interaction with the environment, the sheath magically trades the weapons.

Shell of Protection from Sharks

Wondrous item, uncommon

Worn on a cord around the neck as an amulet, this magical shell prevents sharks of all types from physically approaching within 10' of you.

Shield of Advantage

Armor (shield), very rare

This shield gives you a +1 bonus to AC. It also gives you a +1 bonus when you take the shove action and when you attack a creature with

advantage.

Shield of Blocking

Armor (shield), legendary (requires attunement)

While you have this shield equipped, you have resistance to all damage from melee attacks.

Shield of Defiance

Armor (shield), common

This shield has 7 charges, and it loses its magic when the last charge is expended but remains a normal, well-wrought shield. When you suffer a critical hit, you can use your reaction to spend a charge to reduce it to a normal hit.

Shield of Deflection

Armor (shield), common

This shield gives you a +1 bonus to AC against ranged weapon attacks.

Shield of Dramos

Armor, uncommon (requires attunement)

As long as you wield this shield and are not breaking the law, you can use two abilities to benefit nearby allies. First, you can use your reaction to grant a creature within 5' of you a +2 bonus to AC against a specific attack. You may do this after seeing the roll of the die but before knowing the result. Second, if a creature within 5' of you suffers a critical hit, you can use your reaction to reduce the severity by 1d8.

If you break the law while attuned to this shield, your speed is reduced by 10' and you have disadvantage on all Wisdom saving throws. These effects last until you atone properly to a cleric of Dramos. Alternatively, if you give up your attunement to this shield, a *remove curse* will eliminate the effects, but then you can never again become attuned to a *shield of Dramos*.

Shield of Eyes

Armor (shield), very rare (requires attunement)

This shield is painted with repeating images of staring eyes. While you have it equipped, creatures do not gain advantage on attacks against you because you can't see them. In addition, a creature benefits from neither the Martial Advantage nor Pack Tactics trait when attacking you.

Shield of Haste

Armor (shield), uncommon (requires attunement)

This shield allows you to cast *haste* on yourself. Once you do so, it won't function again until the next dawn.

Shield of Huma

Armor (shield), very rare (requires attunement)

This shield gives you a +2 bonus to AC. Against a dragon, this increases to +3. In addition, if you make a successful save against a dragon's breath weapon, you take no damage (instead of half), and if you fail, you take half damage (instead of full).

Shield of Protection

Armor (shield), very rare

This shield gives you and each creature of your choice that you can see within your natural reach a +1 bonus to AC.

Shield of Spell Blocking

Armor (shield), rare (requires attunement)

When a spell or other magical effect requires you to make a Dexterity saving throw, you can use your reaction to use this shield to gain advantage on the save.

Shield of Striking

Armor (shield), very rare

While you have this shield equipped, you can use a bonus action to make one melee weapon attack with it, dealing 1d4+ your Strength bonus bludgeoning damage. If you roll a 4 on the damage die, the target must also make a DC 13 Strength saving throw or be pushed back 10' directly away from you.

Shield of the Griffon

Armor (shield), uncommon (requires attunement)

This shield bears an image of a griffon on it. You can use a bonus action to cause one of the claws of the griffon to emerge from the shield and attack a creature of your choice (make a melee weapon attack roll; you are considered proficient in the claw). If you hit, the target takes 2d6+3 slashing damage, and the claw recedes back into the shield.

If you miss, the claw remains and you can use a bonus action on subsequent turns to have it attack again. As soon as it hits, it recedes back into the shield.

Once the claw hits, the shield won't function again until the next dawn.

Shield of the Guardian

Armor (shield), very rare

This shield gives you a +1 bonus to AC. In addition, you can use a bonus action to cause one creature you can see within 5' to become shielded by a ghostly duplicate of the shield. That creature gains a +2 bonus to AC for as long as you concentrate, to a maximum of 1 minute. Once you use this power, you must complete a short or long rest before you can use it again.

Shield of the Unvanquished

Armor (shield), very rare (requires attunement)

This shield makes you immune to effects that reduce your hit point maximum and the stunned condition.

In addition, when a creature within your melee reach reduces you to 0 hit points, you may use your reaction to make a single melee attack against that creature. If you hit, you instead remain at 1 hit point.

Shield of Vandreu

Armor (shield), very rare (requires attunement)

This magical +1 *shield* is flat black in color. In addition, when an enemy misses with a melee weapon attack against you with a weapon that isn't part of its body, you can spend your reaction to invoke the powers of the shield. The attacker must make a DC 15 Dexterity saving throw, gaining a bonus equal to the weapon's magical bonus (if applicable), or the weapon shatters into pieces and is destroyed. Once you use the shield's ability, it cannot be used again until the next dawn.

Shield of Warding

Armor (shield), very rare

While you have this shield equipped, you can use an action to create a magical field of protective energy around yourself and one creature within 5' of

you. This shield lasts until the beginning of your next turn, and while it lasts, you and the other creature warded by it gain resistance to all damage. The ward is immobile, so if either of you move, you lose its protection. If another creature enters the ward, it is unaffected by it.

Shieldbreaker Weapon

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

This weapon has a +2 bonus to attack and damage. In addition, when you hit a creature wearing armor or bearing a shield with it, the target must make a DC 15 Constitution saving throw or its armor or shield (determine randomly if it has both) gains a wear point.

1 wear point indicates cosmetic damage, 2 gives the armor or shield a -1 penalty and 3 destroys the armor or shield. Magic items can generally sustain one additional wear point before suffering more than cosmetic damage.

A *shieldbreaker weapon* cannot harm armor or shields with a +3 bonus, those made of adamantine or certain other especially durable ones.

Shifter's Collar

Wondrous item, very rare (requires attunement)

This choker fits around your neck. If you change shape while wearing it, it changes to fit you but remains in place. While wearing it, you retain your normal Intelligence and Wisdom scores while in a different form. In addition, you retain the ability to speak.

The collar also has 2 charges, which renew each day at dawn. If you can cast spells in your normal form, you can use a bonus action to spend 1 charge while in a form that can't normally cast spells. If you do so, until the end of your turn, you can cast spells as if you were in your normal form. Any material components that merged into your form when you changed shape are considered available for spells and expended upon casting a spell.

Shimmering Sash

Wondrous item, uncommon

If you wear this brightly colored sash, you can use a bonus action to cast *blur*. Once you use this power, the sash won't function again until the next dawn.

Shimmerlight Shield

Armor (shield), very rare

This shield gives you a +1 bonus to AC. In addition, when a creature within 5' of you must make a Dexterity save, you can use your reaction to give that creature advantage on that save.

Ship-in-a-Bottle

Wondrous item, very rare

To the uninitiated, this appears to be a model of a ship within a bottle. If you use an action to smash the bottle in a place where there is enough room for it to grow unobstructed, the ship will enlarge to normal size. Once this happens, it is a normal ship of the type the 'model' depicted in all respects.

Shoes of Fharlanghn

Wondrous item, uncommon (requires attunement)

These low, thick-soled shoes are so durable that they never wear out. In addition, while you wear them, you never grow weary or gain exhaustion from walking, and you can walk 30 miles per day easily.

Sure Steps (requires attunement by a non-evil creature): You never trip or step into a snare or pit. You can walk up or down slopes as steep as 45 degrees without being slowed, tired or hindered. You can also walk along narrow ledges or slippery surfaces with no chance of falling. Finally, you are immune to the effects of the *entangle* spell.

Priest of Travel (requires attunement by a cleric of a god whose portfolio involves travel or walking): You never become lost while walking outdoors. If you Dash, you move an extra 30'. You gain advantage on Strength (Athletics) checks to climb. Finally, nothing walking on the ground can surprise you.

Shock Weapon

Weapon (any), rare

This magical weapon has no attack bonus, but when it hits, it deals an extra 1d6 lightning damage. Such a weapon is often chased with copper, set with studs of amber, made of wood taken from a tree that was struck by lightning, inscribed with lightning bolts, etc.

Some *shock weapons* deal 1 point of lightning damage to their wielder upon being drawn or otherwise readied for battle.

Shoes of the Streets

Wondrous item, uncommon

These shoes help you to be streetwise. You gain a +1 bonus to checks involving surviving on the streets and dealing with criminal elements.

Shoo Horn

Wondrous item, rare (requires attunement by a bard)

You can use an action to play this magical bugle to cast *repulsion*. Once you use the bugle's power, it won't work again until the next dawn.

Short Sword of Skewering

Weapon (short sword), rare

This flimsy-looking sword has no bonus to hit or damage, but ignores all magical bonuses to AC (including those from magic armor, *mage armor*, *barkskin*, etc).

Shovel of Animation

Wondrous item, uncommon (requires attunement)

This magical shovel appears and functions like a *shovel of digging*. However, if you use it to dig up a humanoid corpse, you can use an action to animate it as a skeleton or zombie. The newly-animated undead serves you faithfully, but if the shovel is damaged, any undead animated by it die immediately.

The shovel can animate one corpse at a time, and once it has done so, it can't do so again until the next dusk.

Shovel of Clangor

Wondrous item, uncommon

This shovel appears to be of fine make, with a tempered, pointed head and mystical runes graven upon its grip. Magical investigation will seem to indicate that the shovel has magical powers of digging, but if you carry it for more than ten minutes, its curse activates, at which point it begins to constantly knock against other objects, the wall, your leg, etc, making constant loud noise audible up to 100' away. You find that no matter what you do to

either be rid of or muffle the shovel, it reappears on your body.

A *remove curse* spell will allow you to cast the shovel aside.

Shovel of Digging

Wondrous item, common

A *shovel of digging* can dig on its own. If you touch it and use an action to command it to do so, it will dig up to 1 cubic foot per round of soil, sand or clay, and will continue to dig for as long as you concentrate on it, up to 1 hour, after which it won't function for an hour.

If you command the shovel to refill a hole it has already dug, it uses the same soil and finishes the job in 6 rounds, regardless of the size of the hole.

Shovel of Gravedigging

Wondrous item, rare

This shovel appears to be a *shovel of digging*, but whenever it is activated, it emits a silent call to all undead within 120'. The undead desire to possess the *shovel of gravedigging* and come to take it as soon as they can. If allowed to take the shovel, the undead return to their normal behavior.

Shroud of Disintegration

Wondrous item, very rare

A *shroud of disintegration* appears as a set of fine burial wrappings. When you place a body within the shroud (requiring one minute's work), you can speak the shroud's command word as an action. If you do, the body is *disintegrated* and the shroud's magic is drained.

Sickle of the Harvest

Weapon (sickle), rare (requires attunement by a druid)

A magical sickle of this kind has a +1 bonus to hit and damage. However, its real power is as a harvesting tool. If you use an action to speak its command word and then release the sickle, it will fly through the air to harvest edible plants in the area that you designate by mental command, harvesting half an acre of food every 10 minutes. It continues to do so as long as you concentrate on it, to a maximum of 8 hours, or until it moves a mile away from you.

Silver Bow

Weapon (any bow), very rare

This bow has a +1 bonus to hit and damage under most circumstances. However, it has greater powers against creatures that aren't in their true form; in this case, it is +2 to hit and damage and deals an extra 1d8 points of damage on a hit.

Against lycanthropes, a *silver bow* has its greatest power. It is +2 to hit and damage, adds 2d6 to its critical severity, and deals an extra 3d8 damage on a hit.

Silver Flute

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

If you use an action to play this silver flute, every weapon within 60' magically takes on the silvered quality for as long as you concentrate, to a maximum of 1 hour.

Silver Seeker's Blade

Weapon (any sword or dagger), very rare

This weapon magically allows you to use your Intelligence when making attacks with it, instead of Strength or Dexterity.

Silver Seeker's Notebook

Wondrous item, common

While you hold this folio open in your hands, you can use a bonus action to speak its command word. The notebook captures a detailed, full color likeness of a creature that you can see within 60'. It notes any information you have on the subject creature on the same page and, if you have enough information on it, on the following page(s). The notebook has enough room to hold the likenesses of 20 creatures, minus any pages dedicated to information about the creature.

Silver Seeker's Symbol

Wondrous item, uncommon (requires attunement)

While you bear this symbol, which resembles an open book, you gain a +1 bonus on Arcana and Religion checks.

Silver Spoon

Wondrous item, rare

If you use an action to place this silver spoon in the mouth of an infant not more than a day old, then ensure that the spoon remains in the baby's dwelling until its birthday, the baby will inherit a fortune from a long-lost forgotten relative. This fortune will be worth from 1,000 to 50,000 gp.

If the spoon is removed before the baby's first birthday, a curse falls upon the baby, and it loses all its money and possessions.

Silvering Quiver

Wondrous item, uncommon

Any normal arrow that rests in this quiver for at least an hour becomes silvered when removed from it and for 2 rounds thereafter.

Silveriron Weapon

Weapon (any metal), uncommon

The metal of this weapon is a strange mottled mix of silver and black. It is composed of magically fused cold iron and silver, and functions as whichever is more effective against a given target when it strikes.

Silversheen

Potion, rare

If you spend one minute coating a weapon or up to eight pieces of ammunition with this silvery liquid, the coated weapon or ammunition counts as silver for 1 hour.

Simulacrum Elixir

Potion, very rare

If you use an action to pour this chilly liquid over a fingernail clipping, piece of skin or hair, or other body part detached from a living creature, it creates a *simulacrum* of that creature, but it remains under your control.

Singing Skull

Wondrous item, rare (requires attunement)

This item appears to be a 3" diameter ivory model of a human skull. You can use an action to place the skull somewhere within your reach and command it to begin singing, which can be heard up to 50' away from it.

Any creature other than you that starts its turn

in range of the singing or comes within range of the singing must make a DC 15 Wisdom save. If it fails, the creature becomes frightened of the singing. It can repeat the save at the end of each of its turns, ending the effect on a success.

The skull sings for up to an hour or until you use a bonus action to command it to stop while within 50' of it or it is moved. Once you have activated the *singing skull*, it won't function again until the next dusk.

Singing Sword

Weapon (long or short sword), very rare

This +2 weapon is sentient (Int 15, Wis 11, Cha 19) and speaks Common, Elvish and Draconic. It loves two things above all others: singing and fighting. If its owner doesn't display a passion for both of those activities, the sword will try to persuade or force it to take up such activities, and failing that, will demand that the sword be passed on to a more suitable owner. It always urges its owner forward into the fray and up onto the stage at every opportunity.

Harmony (requires attunement by a bard).

The sword truly shines in the hands of a bard. It can harmonize with your own musical talents, enhancing the effects of bardic inspiration and spells. When a creature within 30' of the *singing sword* uses an inspiration die that you granted it in combat, it rolls the die twice and takes the better result. When you cast a spell while wielding the sword, it functions as an arcane focus for that spell, and any attack rolls made with that spell gain the sword's +2 bonus to hit.

Graceful Warrior's Dance (requires attunement by a bard). While singing and fighting with the sword, you don't take disadvantage on attacks against creatures that you can't see. In addition, you gain advantage on attack rolls you make when flanking a target.

Haste (requires attunement by a bard). The *singing sword* can cast the *haste* spell on you and maintain concentration on it so that you don't have to. If you stop singing or don't attack on your turn, the *haste* ends. Once the sword has used this power, it cannot do so again until the next dawn.

Skald's Armor

Armor (leather), rare (requires attunement by a bard)

Favored by wandering minstrels who often need to talk their way out of hairy situations, this magical armor allows you to add +1d4 to any Charisma (Deception or Persuasion) check you make.

Skie's Locks and Bolts

Wondrous item, rare

This device appears to be a small ornate lock with a tiny silver key. If you use a bonus action to turn the key clockwise, all doors, windows and other portals within 50' of the item slam shut and become *arcane locked*. This effect lasts until the key is twisted the other way (again, a bonus action) or the item is moved more than 50' from a given portal.

Skull Bracers

Wondrous item, rare

You can use a bonus action to activate these bracers. When you do, the next time you hit with an attack before the start of your next turn, you deal an extra 2d10 damage to that target of the attack. Once you use this power, you cannot use it again until the next midnight.

Skull Mace

Weapon (mace), very rare (requires attunement by an evil cleric)

A mace of this sort appears as a normal mace until you grasp it while attuned to it, at which point its true appearance is revealed, with the head being an iron, jagged-topped skull and the shaft resembling bones.

The *skull mace* has a +2 bonus to hit and damage. In addition, while you hold it, you can cast *animate dead* (one creature only) and *darkness*. Once you cast one of these spells, the mace can't grant you that spell again until the next midnight.

Skull of Fear

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

This ebony skull is fashioned so that it can be mounted on any tall pole, including a long weapon haft, standard or similar item, or on your armor. While you wear or bear it openly, you gain an aura of fear that extends in a 10' radius around you. Any creature that enters or starts its turn in the aura must

succeed on a DC 15 Wisdom save or become frightened of you for 1 minute, repeating the save at the end of each turn and ending the effect on a success. Once a creature makes this saving throw, it is immune to the effects of the *skull of fear* for 24 hours.

You can suppress or resume the aura with a bonus action, but suppressing it requires your concentration.

Skystrider Horseshoes

Wondrous item, very rare

While a mount wears these magical horseshoes, it gains a flying speed equal to its walking speed.

Slave Ring

Ring, rare

Up to ten *slave rings* are crafted alongside a *master ring*. You can't remove a *slave ring*; only the creature wearing the *master ring*, or appropriate magic such as *knock* or *remove curse*, can allow you to take it off.

The *slave ring* has no useful properties or powers; it merely makes you subject to the *master ring*.

Sling Bullet of Impact

Ammunition (bullet), rare

When you hit a creature with this magical bullet, you deal 1 extra point of damage for each point by which your attack roll exceeded the target's AC.

Sling of Seeking

Weapon (sling), rare

This sling is +3 to hit but only +1 to damage.

Sling Stone of Pulverizing

Ammunition (bullet), rare

If you hit a structure with this stone, you deal an extra 4d4 bludgeoning damage to it, and you ignore any damage threshold or bludgeoning resistance that it has.

Slip-Tip

Weapon (dagger), rare

This magical dagger has an obvious crack running perpendicular to the blade, yet seems sound and can strike with a +1 bonus to attack and damage.

Slip-Tip (requires attunement): As a bonus action, when the dagger hits, you can cause the tip to slip off into the wound and begin working its way into the victim's body, seeking the heart. This destroys the *slip-tip*. Each at the start of your turn, the victim takes 2d4+1 damage. On its turn, if it has a weapon that does piercing or slashing damage, the victim can use an action to make a Dexterity (Medicine) check, DC 15, to deal 1d6 points of slashing damage to itself and remove the tip of the weapon. If it fails the check, it still suffers the damage, but does not remove the tip. If the creature is not armed with a way to do piercing or slashing damage, it can still attempt the check, but it has disadvantage on it.

Slippers of Fancy Footwork

Wondrous item, very rare (requires attunement)

These slippers allow you to Disengage as a bonus action.

Slippers of Kicking

Wondrous item, very rare (requires attunement by a monk)

These light, flexible slippers enhance your kicks. When you make an unarmed strike with your feet, you gain a +2 bonus to hit and deal an extra 1d6 bludgeoning damage.

Slippers of Masterful Movement

Wondrous item, rare

When you take the Disengage action, you can move one and one-half times your normal speed.

Slippers of Sidestepping

Wondrous item, legendary (requires attunement)

These dark green slippers have an almost metallic sheen to them. Silver-green sand seems to flow through their interior as if coming from nowhere, making them slightly uncomfortable to wear. The slippers give you the following abilities.

- Whenever another creature teleports you, you can shift the destination of the teleport by 10' in any direction.

- You can use your reaction when an attack would hit you or you fail a saving throw to teleport 30'. If this places you out of the effect's range or area of effect, it has no effect on you. Once you use this ability, you can't use it again until you complete a short or long rest.
- You can use a bonus action to teleport 50'.

Smuggler's Boat

Wondrous item, uncommon

This magical boat rolls over on command, reversing gravity for creatures and objects within it and endowing the creatures within with *water breathing*. While upside-down, the boat still floats but only its keel and 2' to 3' of draft are visible. The *smuggler's boat* is thus very useful for discrete water travel.

Snuffer of Death

Wondrous item, legendary (requires attunement)

This magical candle snuffer is most potent indeed. When you use an action to snuff a candle with it, each living creature within 60' must make a DC 17 Constitution save, falling to 0 hit points on a failure. A creature that fails by 5 or more dies instantly.

Once you use the *snuffer of death*, it will not function again until the next midnight.

Snuffer of Dousing

Wondrous item, uncommon

A candle snuffer of this sort has 3 charges, which it regains at dawn. While you hold it in hand, you can use an action to spend a charge and extinguish nonmagical fire in a 10' x 10' square that you can see within 50'.

Snuffer of Exploding

Wondrous item, rare

This item appears to all tests to be a *snuffer of dousing*, but if used to extinguish a fire larger than a candle, it explodes in a 20' radius ball of flame. Each creature in the ball must make a DC 15 Dexterity save, taking 10d6 fire damage on a failure or half that on a success.

Soap Balloon

Wondrous item, uncommon

This magical balloon activates when punctured, releasing a burst of soapy liquid in a 10' radius explosion. Each creature in the burst must make a DC 13 Dexterity save, being blinded for 1 minute on a failure. A creature can take an appropriate action to clear its eyes if it has at least a gallon of water; trying to clear its eyes without water allows a creature to repeat the save, but still requires an action.

Soap of Washing

Wondrous item, uncommon

This small, brown cake of soap can be dissolved in a bucket or tub of water, which expends the soap but enchants the water. Any creature or item washed in the water becomes completely clean and is subject to a *remove curse* effect, as if cast with a 5th level slot. The water can wash any number of creatures or objects at a rate of one per ten minutes, but after one hour, the water loses its magic.

Soul Brazier

Wondrous item, very rare

This brazier is constructed from a humanoid skull. The brain pan has been lined with hammered gold and gems have been placed in the eyes. Three daggers or fire-hardened sticks tied with wire form a tripod upon which the brazier stands.

The brazier can be used to contact the soul of a dead creature. If you perform a ritual taking an hour in which you light a fire in the brain pan and add a piece of flesh and a bit of bone from a corpse, the smoke forms an image of that corpse as it was in life, but howling in torment.

You can ask the spirit ten questions, and it must answer truthfully, though it can be vague and cryptic. It knows only what it knew in life.

Using this item is an evil act.

Soulforged Plate

Armor (plate), legendary (requires attunement)

While you wear this armor, you gain a +3 bonus to AC. In addition, you do not fall unconscious if reduced to 0 hit points, but you do fall unconscious if you start your turn at 0 hit points.

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.

Spade of Colossal Excavation

Wondrous item, uncommon

This digging tool is 8' long with a spade-like blade 2' wide and 3' long. It requires an 18 Strength to use it, in which case, you can use your action to dig one cubic yard of earth per round. Exceptionally hard ground, clay or gravel takes twice as long to excavate, while loose sand takes half as long.

Spear of the Bloody Wall

Weapon (spear), rare

This spear is +1 to hit and damage. In addition, you and each creature that you can see within 30' that you choose gains advantage on saving throws against effects that include the frightened condition.

Spearblock Armor

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

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

Spectacles of Arcane Investigation

Wondrous item, uncommon

These spectacles allow you to see magical auras. In addition, you can use your action to utter a

command word. If you do, the spectacles cast *follow sorcery's trail*.

Spectacles of Awareness

Wondrous item, uncommon

While you wear these spectacles, you can apply your proficiency bonus to initiative.

Spectacles of Intellect Sight

Wondrous item, uncommon (requires attunement)

While you wear these ornate, thick-lensed spectacles, you can see an aura around intelligent creatures and objects within 20' of you. The aura's intensity reveals to you the approximate Intelligence of a creature. You can use a bonus action to make an Intelligence (Insight) check to determine how exactly you can discern a creature's Intelligence score, with results as follows:

<i>Int (Insight)</i>	<i>Result</i>
1 to 5	Dumb (1-10), smart (11-20), superhuman (21 or higher)
6 to 9	Low (1-7), middling (8-13), high (14-18), exceptional (19 or higher)
10 to 14	Barely intelligent (1-2), very low (3-5), low (6-9), average (10-11), high (12-14), very high (15-17), genius (18-20), superhuman (21 or higher)
15 to 19	Range of two, starting with even numbers (such as 8-9, 14-15, etc.)
20 or higher	Exact Intelligence score

Spectacles of Watchfulness

Wondrous item, rare (requires attunement)

While you wear these fine-looking, gold-rimmed spectacles, you are never surprised and can see invisible creatures and objects.

Spellblade

Weapon (long or short sword), very rare (requires attunement)

A *spellblade* has a +2 bonus to hit and damage. Each sword of this type is created with a specific offensive spell that it is paramount over, commonly *fireball*, *lightning bolt*, *magic missile*, *cone of cold* or *disintegrate*. When you are subject to

the effects of that spell, you can use your reaction to perform any one of the following feats:

- Redirect the spell so that it targets, or is centered directly upon, its caster;
- Redirect the spell so that it targets, or is centered directly upon, another creature or point within 30' of you. The new target (if any) must be valid for the spell; thus, you cannot redirect a spell that targets a creature at a point in space.
- Ignore completely the effects of that spell.

Spellguard Ring

Ring, very rare (requires attunement)

These magical rings come in pairs. One is worn by a spellcaster, and is considered the 'master' ring. The other- the 'bonded' ring- can be worn by any creature. The creature wearing the bonded ring is immune to the effects of any spell cast by the wearer of the master ring.

Sphere of 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*.

Spike of Silence

Wondrous item, common

This small metal spike makes no noise when hammered into a surface, and it also negates any noise made by the hammer being used.

Spiritshield Leather

Armor (leather), rare (requires attunement by a druid or ranger)

This leather armor has images of animal spirits burnt into it, covering every surface of it. While you wear it, you gain a +1 bonus to AC.

In addition, the armor has 2 charges, which it regains each day at dawn. When a creature you can see within 20' is the target of a melee attack, after the die is rolled but before you know whether it hits, you can use your reaction to expend a charge to give that target a +2 bonus to AC against that attack.

Spoon of Medication

Wondrous item, uncommon

If you fill this spoon with honey and then use an action to feed it to a creature, that creature is cured of all nonmagical diseases.

Spoon of Mixing

Wondrous item, rare

If you spend 1 minute stirring two potions together before drinking them, you can roll twice on the potion miscibility chart and take the better result.

Spoon of Stirring

Wondrous item, rare

Appearing as a normal spoon, this magic item can be used to change the identity of a potion by stirring it as an action. If you do this, roll on the table below to see what kind of potion is produced. The spoon will function but once on any given potion. If there are multiple versions of a produced potion, the version produced will be of the same rarity as the originally stirred potion was, if possible, and as as possible otherwise.

D12 Roll	Potion Produced
1	Clairvoyance
2	Climbing

3	Diminution
4	Fire breath
5	Gaseous form
6	Giant strength
7	Growth
8	Healing
9	Invisibility
10	Poison
11	Resistance
12	Water breathing

Spoon of Sugar

Wondrous item, uncommon

While you hold it, you can use an action to cause this spoon to fill with a sugary syrup. This sugar attracts all insects, normal and giant within 30', distracting them. An insect with 10 hp or more can make a DC 13 Wisdom save to resist the effect; otherwise, it approaches the spoon and does nothing else for 1 minute. An affected insect is incapacitated and grants advantage on attacks against it. If an insect takes damage, the effect ends on it.

Spirit Oil

Potion, uncommon

If you spend 1 minute rubbing this oil into a corpse's mouth and throat, the corpse sighs and answers questions as if you had cast *Speak with Dead*.

Spring Renewal Totem

Wondrous item, very rare (requires attunement)

This carved length of green wood has blossoms and fresh growth coming out of it, as if it were still alive. It has 3 charges, which it regains each dawn. You can use a bonus action to spend a charge. If you do so, choose one creature you can see within 30'. For the next minute, whenever that creature starts its turn with 1 hit point or more, it regains 3 hit points.

Spyglass of Distant Sight

Wondrous item, uncommon

When you peer through this magical spyglass, distances up to a mile away appear as clear as if they were only 10' away.

Spyglass of the Misty Isles

Wondrous item, uncommon

This magical spyglass allows you to peer through up to half a mile of fog or mist.

Squire's Sword

Weapon (any sword), uncommon (requires attunement)

While you wield this sword, allies within 5' of you gain a +1 bonus to AC.

Squirrel Medallion

Wondrous item, rare (requires attunement)

This magical medallion has a big, very realistic-looking squirrel hanging from it. While you wear it, you can speak with and understand squirrels and kercpa. In addition, you can use it to summon 1d4 dire squirrels, each of which appears in an unoccupied space within 30' of you. One you use this ability, you can't use it again until the next dawn.

Staff of Air and Water

Staff, rare

While you hold this staff in your hand, you and any other creature within 10' of you can breathe both air and water.

Staff of Alliance

Staff, rare (requires attunement)

This magical staff is chased with ivory images of a mighty knight. It has 10 charges. You can expend one charge to create an illusory knight in an unoccupied space within 40'. The knight lasts as long as you concentrate on it, to a maximum of one minute.

You and your allies can see the knight for what it is, and can move through it freely. Unless an enemy spends an action to examine the knight and succeeds at a DC 15 Wisdom saving throw, it believes the knight is real. If an enemy attacks the knight and hits AC 10, it may also make such a saving throw. Once a creature has made its save against the knight, it cannot be affected by knights created by that particular staff for 24 hours.

An enemy that believes the knight is real cannot move through its space. In addition, if the knight is adjacent to an enemy that believes it is real, melee attacks against that enemy gain advantage, and

that enemy has disadvantage on attacks against targets other than the illusory knight.

The staff regains 1d8+2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes harmlessly into chunks of dry, brittle wood.

Staff of Cirulon

Staff, uncommon (requires attunement by a bard, cleric or druid)

This staff is made of clear crystal and is 6' long. When fully charged, it holds 50 charges. If it is left exposed and unmoving in sunlight for 8 hours, it regains 3 charges. If the last charge is spent, the staff shatters.

You can use the staff to cast the following spells by expending charges: *cure wounds* (1 charge per level of the slot, to a maximum of 4), *detect evil and good* (1 charge), *detect magic* (1 charge), *lesser restoration* (3 charges), *restoration* (6 charges).

Without expending charges, you can use an action to touch the staff to a day's worth of rations that have spoiled or are poisoned, diseased or otherwise unfit for consumption. If you do, the staff purifies the food and restores it to a palatable, nourishing state.

Staff of Combat

Weapon (staff), rare

This magical quarterstaff grants a +2 bonus to hit (but not damage) and scores a critical hit on a 19 or 20. It gains a +2d6 bonus to critical severity.

Staff of Curing

Staff, rare

A magical staff of this sort allows you to help cure many ailments. It has 7 charges and regains 1d6+1 charges each morning at dawn. If you use the last charge, there is a 1 in 20 chance that the staff loses its magic.

You can use an action to spend a charge and touch the staff to a creature. If you do so, you can either heal the target of 3d6+3 hit points or cure one of the following: a disease, blindness, deafness or insanity.

Staff of Dispelling

Wondrous item, rare (requires attunement)

This staff has 10 charges, regaining 1d6+2 each dawn. If you use the last charge, there is a 1 in 20 chance that the staff's powers are lost forever.

You can use the staff to cast either of the following spells by expending charges: *counterspell* (2 charges), *dispel magic* (1 charge). You can also spend additional charges to cast the spell as if it were using a higher level spell slot by expending a number of additional charges equal to the number of levels above 3 of the spell slot.

Staff of Distant Shielding

Staff, rare (requires attunement by a cleric, druid or wizard)

This magical staff has 10 charges, regaining 1d6+2 each dawn. When you spend the last charge, there is a 1 in 10 chance that the staff loses its magic thereafter. When a creature you can see within 60' is the target of a melee attack, after the die is rolled but before you know the result, you can spend a charge to give the target a +2 bonus to its AC against the triggering attack.

In addition, when a creature you can see within 60' is hit by a melee attack, you can use your reaction to expend 1 to 3 charges in order to unleash a magical reprisal against the attacker. If you do, the attacker must make a DC 15 Reflex save, suffering 1d10 radiant damage per charge that you expended on a failure or half that on a success.

If you use the first function of the staff and the attack still hits, you can trigger the second function as part of the same reaction.

Staff of Fiery Might

Staff, uncommon (requires attunement by a spellcaster)

You can use this staff as a spellcasting focus. In addition, when you use it to cast a fire spell, you can reroll any 1s on the damage dice, but you must accept the second result.

Staff of Fury

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

You can use this staff as a spellcasting focus. While you do so, you can use a bonus action to enhance a damage-dealing spell. If you do so, the

next time you cast a spell that deals damage before the end of your turn, you deal +1 damage per die of the spell. In addition, saves against the spell suffer a -1 penalty.

Staff of Provocation

Weapon (quarterstaff), very rare (requires attunement by a fighter or monk)

This quarterstaff gives you a +1 bonus to hit and damage. In addition, the staff has 6 charges, and it regains 1d3+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's magic is lost.

When you hit a creature with the staff, you can expend up to 3 charges as part of the attack. For each charge, choose one creature within 5' of the target. That creature must make a DC 15 Wisdom save. If it fails, it must use its reaction to make a single melee weapon attack against the target.

Staff of Rain

Staff, rare

A staff of this sort is made of wood that is always wet. The staff has 5 charges, and it regains 1d3+1 charges each morning at dawn. If you expend the last charge from the staff, roll 1d20. On a 1, the staff loses its magic. Within an hour, it dries out; an hour later, it crumbles to dust. The staff can function as an arcane or druidic focus.

Light Rain. When you hold the staff, you can use your action to cause a light rain to fall, even if you are indoors. If you are outside, this rain extends everywhere in a 1,000' radius; indoors, it is limited to a 100' radius, and barriers, such as doors, walls and the like, cut the effect off. This area of light rain is stationary and lasts for 1 minute.

Cloudburst. While holding the staff, you can spend a charge and use your action to create a downpour in a 20' radius cylinder up to 200' high. Creatures within the cloudburst have disadvantage on Perception checks and ranged attacks. Fires up to the size of a small campfire are smothered in a single round; larger fires, including lasting magical effects, are smothered in 3 rounds. The cloudburst lasts for 1 minute.

Defensive Downpour. While holding the staff, you can spend a charge and use your reaction to create a sudden downpour to defend yourself when

you have to make a saving throw against a spell or effect that deals fire damage. You are swamped by the downpour, gaining advantage on your saving throw and resistance to fire damage from the spell or effect.

Staff of Silence

Staff, rare (requires attunement)

This staff has 15 charges and regains 1d10+4 each dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's magic is lost. You can use a bonus action to activate it, cloaking yourself in silence so that you make no sound as you move and act. This drains 1 charge per round and lasts as long as you concentrate on it.

If you take thunder damage or have to make a saving throw against an effect you must hear, you can use your reaction to expend 2 charges to erect a defensive form of deafness that magically makes you immune to thunder damage and prevents you from hearing. This deafness lasts until the end of your next turn.

You can use an action to activate the final power of the staff. This causes it to emit all the sounds it has stored since the last time this power was used in a cacophonous wail of sound. This wail affects everything within a 30' cone. Each creature in the cone must make a DC 15 Constitution save, taking 2d12 thunder damage on a failure or half that on a success. A creature that fails its save is also deafened for 1 minute, repeating the save at the end of each turn and ending the effect on a success. If it fails its save by 5 or more, it is also blown back 15' away from you and knocked prone. The wail is clearly audible up to 2,000' away. This function doesn't drain charges, but once you use it, it won't function again until the next dawn.

Staff of Slinging

Staff, rare

This magical staff has a +1 bonus to hit and damage. With the right wielder, its powers are far greater.

Sling Object (requires attunement by a druid): You can use a bonus action to touch the end of the staff to a heavy, roughly spherical shape (including a stone, metal ball, pottery crock, etc) up to 9" in diameter and 5 lbs. The object adheres to the

end of the staff and you can fling it to a range of 90'/180' easily. The missile arcs 1' high for every 10' traveled, so the ceiling must be high enough to accommodate the missile's path. You can make a ranged weapon attack with the missile, treating yourself as proficient, and deal 2d4 + your Dexterity bonus bludgeoning damage on a hit.

Sling Large Object (requires attunement by a druid): The staff has 5 charges and regains 1d4+1 each dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's power is lost forever. You can use a bonus action to touch the end of the staff to a heavy, roughly spherical shape (including a stone, metal ball, pottery crock, etc) up to 36" in diameter and up to 300 lbs and spend a charge. The object adheres to the staff, and you can use an attack to hurl it before the end of your turn. In this case, the range is 150'/300', and if you hit, you deal 3d10 + your Dexterity bludgeoning damage on a hit.

Staff of Spell Focusing

Staff, very rare (requires attunement by a spellcaster)

This staff functions as a spellcasting focus. In addition, it has 3 charges, which it regains each day at dawn. When you cast a spell, you can expend a charge to cause one creature affected to have disadvantage on its saving throw. If you spend the last charge, you gain a level of exhaustion.

Staff of Storms

Staff, rare (requires attunement by a spellcaster)

This staff functions as a spellcasting focus. In addition, it has 3 charges, which it regains each day at dawn. It also regains 1 charge for every hour it is exposed to a storm. When you cast a spell with it that deals lightning or thunder damage, you can spend a charge to produce a secondary detonation in a 15' cube adjacent to you. Each creature in that cube must make a DC 13 Dexterity saving throw, suffering 2d8 lightning damage on a failure, and a DC 13 Constitution save, suffering 2d8 thunder damage on a failure.

Staff of Stunning

Weapon (quarterstaff), rare (requires attunement)

This staff gives you a +1 bonus to hit and damage. In addition, if you hit a creature and your natural roll was an 18-20, it must make a DC 15

Constitution save or be stunned for 1 minute, repeating the save at the end of each turn and ending the effect on a success.

Staff of the Couatl

Staff, very rare (requires attunement)

This staff is usually made of some precious material, such as ivory. The top third of the staff is fashioned to resemble a feathered serpent.

You can wield the staff in combat as a +1 *quarterstaff*. In addition, the staff gives you resistance to poison. While you bear it, you also gain a +1 bonus to saving throws against spells and other magical effects.

The staff also has 8 charges, regaining 1d6+1 each dawn. If you spend the last charge, there is a 1 in 20 chance that the staff's magic is lost. You can use the staff to cast the following spells by expending the indicated charges: *charm monster* (snakes only) (1 charge), *neutralize poison* (3 charges), *wind walk* (7 charges).

The final power of the staff is great indeed. You can use an action to summon a couatl to your aid. The couatl is well-inclined toward you as long as you aren't of evil alignment, and it attempts to aid you within reason to the best of its ability. However, you have no control over the couatl. The couatl remains for up to 30 minutes or until you use a bonus action to dismiss it. Once you use this power, it won't function again for a month.

Staff of the Druids

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

You can use this staff as a druidic spellcasting focus. In addition, it has 15 charges and recovers 1d4+2 charges each dawn. If you use the last charge, there is a 1 in 20 chance that the staff loses its powers.

When you cast a druid spell, you can use a bonus action to expend a number of charges equal to the level of the spell slot used to cast the spell in place of expending the slot. If you use 7 or more charges in this way, you gain a level of exhaustion.

Staff of the Elements

Staff, legendary

This powerful item functions as a +2

quarterstaff in combat. However, it has a number of far greater powers that can only be unlocked through attunement.

The staff has two modes. It is 'dormant' while there is no elemental imprisoned within it, and 'active' while an elemental is contained inside it. An active staff initially has a number of charges equal to twice the Hit Dice of the elemental held within it. These charges are not regained except by absorbing a new elemental into the staff. When the last charge is expended, the captive elemental dies, and the staff becomes dormant.

Using a *staff of the elements* is dangerous. Each time you expend one or more charges from it, there is a 2% chance per charge expended that the trapped elemental bursts forth, destroying the staff, and attacks.

Absorb Elemental (requires attunement).

While the staff is dormant, you can activate this power as a bonus action when you successfully hit a non-composite elemental of one of the classic four elements (air, earth, fire and water) in combat with the staff. If you do so, the elemental must succeed on a DC 17 Charisma save or be sucked into the staff and imprisoned within it. The staff becomes active.

Air Powers (requires attunement by a spellcaster). While the staff is active and contains an air elemental, you can use it to cast any of the following spells, expending charges as noted: *airboat* (8 charges), *cloudkill* (5 charges), *gust of wind* (1 charge), *solid fog* (3 charges), *stinking cloud* (2 charges), *wind wall* (2 charges).

Earth Powers (requires attunement by a spellcaster). While the staff is active and contains an earth elemental, you can use it to cast any of the following spells, expending charges as noted: *crystalbrittle* (10 charges), *dig* (3 charges), *flesh to stone* (6 charges), *passwall* (5 charges), *stone shape* (3 charges).

Fire Powers (requires attunement by a spellcaster). While the staff is active and contains a fire elemental, you can use it to cast any of the following spells, expending charges as noted: *barrage* (4 charges), *fire shield* (4 charges), *fire storm* (7 charges), *fireball* (3 charges), *fountain of flames* (1 charge), *wall of fire* (3 charges).

Water Powers (requires attunement by a spellcaster). While the staff is active and contains a water elemental, you can use it to cast any of the

following spells, expending charges as noted: *airy water* (3 charges), *control water* (6 charges), *wall of ice* (6 charges), *water breathing* (2 charges), *water walk* (2 charges), *watery double* (3 charges).

Staff of the Moonglow

Staff, very rare (requires attunement)

This staff has 15 charges and regains 2d6+1 charges each night at midnight. If there is a moon, the staff instead regains all its charges, and it operates as a +3 *quarterstaff*. Should you ever use the last charge, there is a 1 in 20 chance that the staff becomes useless, losing its magical qualities.

When not under a moon, the staff operates as a +1 *quarterstaff*. If you hit a creature with it, you may expend 2 charges and forgo dealing damage to the target to affect it with a *dimensional anchor* effect. At the end of each of its turns, the target can make a DC 17 Wisdom save to end this effect.

You can also use a bonus action to cause the staff to begin radiating a pearly, blue-white radiance, shedding bright light in a 30' radius and dim light for an additional 30' beyond that. This effect lasts as long as you concentrate on it, but it drains 1 charge per round. This radiance has several qualities and effects.

- Any magical writing in the bright light is clearly legible and glows with amber *faerie fire* within the blue glow, even if it is normally invisible or unreadable.
- A *ring of shooting stars* in the bright light can be used as though it were outdoors under an open sky at night.
- Any undead creature in the bright light has disadvantage on attack rolls.

Staff of the Pharaoh

Staff, rare (requires attunement by a spellcaster)

This staff, leafed in gold, is surmounted by an ankh. It has 5 charges, and regains 1d4 each dawn. If you spend the staff's last charge, there is a 1 in 20 chance that it loses its magic.

While you hold the staff in hand, you can use it to cast the following spells by expending charges as noted: *control weather* (4 charges), *fear* (2 charges), *lightning bolt* (1 charge).

In addition, while you hold the staff, you can cause it to summon a giant poisonous snake with maximum hit points. The snake appears in an

unoccupied space within 30' of you and acts immediately after your turn. The snake remains as long as you concentrate on it, to a maximum of 10 minutes. Using this function of the staff drains 3 charges from it.

Staff of the Shark

Staff, very rare (requires attunement)

This driftwood staff is studded with shark teeth and smells of the sea. Its surface is remarkably rough for driftwood. You can use it as a quarterstaff, in which case it deals an extra 1d4 points of piercing damage on a hit and scores a critical hit on a 19 or 20. In addition, you can use it as an arcane, divine or druidic spellcasting focus. If you do so, any spell attacks you make also score a critical hit on a 19 or 20.

Staff of the Sunburst

Staff, rare (requires attunement by a spellcaster)

This staff sheds bright light in a 30' radius and dim light for an additional 30'. It can be used in combat as a +1 quarterstaff.

More importantly, the staff can help ward off foes. If you take damage, you can use your reaction to cause the staff to unleash a brilliant flare of light. Each creature within 25' of you must succeed on a DC 15 Dexterity save, suffering 2d10 radiant damage and falling prone on a failure or taking half as much damage and not falling prone on a success. Each time you invoke this power of the staff, you gain a level of exhaustion.

In addition, you can break the staff, unleashing an effect identical to a *sunburst* spell centered on you, except that it doesn't affect you.

Staff of the Wayfarer

Staff, very rare

This staff can be used as a quarterstaff +2.

Spells (requires attunement by a spellcaster): The staff has 10 charges, and it regains 1d6+2 each dawn. You can use the staff to cast the following spells, expending the indicated number of charges: *create water* (1 charge), *heroes' feast* (7 charges), *Leomund's tiny hut* (4 charges).

Endure Elements (requires attunement by a spellcaster): You can spend one of the staff's charges to ignore environmental discomforts such as cold or

heat. This effect lasts as long as you concentrate on it, up to 8 hours. It has no effect against direct damage from the environment, such as if you are struck by lightning or fall into boiling water.

Staff of Thimbleton

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

This thin-hafted staff has a green glowing gem at either end. It can be used as a +2 quarterstaff, providing its bonus to attack and damage. In addition, it has 7 charges. Each day at dawn, it regains 1d6+1 charges. The charges can be expended for any of the following effects.

Striking. When you hit an enemy with a melee weapon attack using the staff, you can expend 1 charge to deal an extra 2d6 points of damage.

Illusory Duplicates. You can use your action and expend 2 charges from the staff to create four illusory duplicates of yourself, each within 20' of you. These duplicates last as long as you concentrate on them, to a maximum of 1 minute. Any attack on a duplicate destroys it. While at least one duplicate remains, you can cause any spells you cast to originate from it. You can use your movement to move your duplicates instead of (or in addition to) yourself, splitting your speed as you like between yourself and them.

Rainbow Chains. You can use your action and expend 3 charges from the staff to cause a mass of chains composed of rainbow light to erupt from the staff and wrap around a creature within 50' of you. The target must make a DC 15 Dexterity saving throw or be restrained for 1 minute. It can use its action to try to escape by making a DC 18 Strength (Athletics) or Dexterity (Acrobatics) check. While restrained, the target gives off bright light in a 10' radius and dim light for an additional 10', and it is distracted by the scintillating rainbow colors. It suffers disadvantage on Intelligence and Wisdom saving throws while restrained, and can take an action or a bonus action, but not both, on its turn.

Staff of Vision

Staff, rare

This staff functions as a spellcasting focus. In addition, it has 30 charges, and it regains 3d6+10 each morning at dawn. If you spend the last charge,

there is a 1 in 20 chance that the staff's powers are lost.

While you hold the staff in hand, you can use a bonus action to mentally activate it. It gives you a combination of 90' darkvision, *arcane sight* and *see invisibility*. This lasts as long as you concentrate (but see below) and drains 1 charge per round.

If you use the staff's power for more than 6 rounds in a row, you begin to hallucinate violently, as if affected by *black visions*. Each round, you can make a DC 13 Intelligence save to end the effect.

The staff can also cure a creature of blindness, even regenerating missing eyes if need be, if you use an action to touch the staff to the creature's eyes and spend 3 charges.

Staff of Winter

Staff, uncommon (requires attunement by a spellcaster)

This staff serves as a spellcasting focus. When you use it to cast a spell that deals cold damage and the target fails its saving throw against that spell, its speed is reduced to 0. If the spell has an attack roll and no save and you hit by at least 4, the target's speed is reduced to 0. The target or another creature able to reach it can use an action to make a DC 15 Strength check to break free of the ice immuring it and end the effect.

Staff of Wrath

Staff, rare (requires attunement)

This staff has 5 charges, and when the last one is used, there is a 1 in 20 chance that the staff loses its magic forevermore. Otherwise, it regains 1d4 charges each dawn.

You can use an action to stamp the butt of the staff on the ground and spend a charge, generating a peal of thunder in a 25' radius sphere centered where you stamped the butt. Each creature other than you in the sphere must make a DC 15 Constitution saving throw, falling prone and being deafened for 1 minute on a failure. The creature can repeat the save at the end of each of its turns, ending the deafness on a success.

Stair of Ascending

Wondrous item, common (requires attunement)

This item appears to be a wooden board about

5' long, 1' wide and 1/2" thick. When you use an action to place the board onto a flat surface, it creates a staircase that ascends up to 20', leading up from your location. You can cause the stairway to return to its original form as a bonus action, and you can choose for the plank to be at the top or the bottom of the stairway.

Stair of Descending

Wondrous item, common (requires attunement)

This item appears to be a wooden board about 5' long, 1' wide and 1/2" thick. When you use an action to place the board onto a flat surface, it creates a staircase that descends up to 20', leading down from your location. You can cause the stairway to return to its original form as a bonus action, and you can choose for the plank to be at the top or the bottom of the stairway.

Stair of Slipping

Wondrous item, uncommon (requires attunement)

This item functions as either a *stair of ascending* or a *stair of descending*, but it also has an additional power. You can use a bonus action to mentally command it to become slippery. Each creature on it must make a DC 13 Dexterity save or slip and fall, taking appropriate falling damage.

Stalker's Poncho

Wondrous item, uncommon (requires attunement by a ranger)

Appearing as an oiled poncho, this item offers you several benefits.

- While you wear it, you gain darkvision 60'. If you already have darkvision, its range increases by 30'.
- While you wear it, you are immune to any discomfort or effects caused by nonmagical wind and precipitation.
- When you make a Wisdom (Survival) check to track while you wear it, you ignore penalties for darkness and precipitation; the trail magically appears to you as if it had not been rained on or the like.

Standard of Courage

Wondrous item, common

For this standard to function, you must affix it to a long hafted weapon, such as a lance, halberd, spear or the like. While it flies from the weapon, you and any of your allies that can see it within 30' gain advantage on saves against effects that include the frightened condition.

Standard of Heroism

Wondrous item, uncommon

For this standard to function, you must affix it to a long hafted weapon, such as a lance, halberd, spear or the like. While it flies from the weapon, you and each of your allies that can see it within 30' gain 5 temporary hit points at the start of your turn as long as you have at least 1 hit point.

Standard of No Retreat

Wondrous item, rare

For this standard to function, you must affix it to a long hafted weapon, such as a lance, halberd, spear or the like. While it flies from the weapon, you and any of your allies that can see it within 30' gain advantage on saves against effects that include the frightened condition.

In addition, it is impossible for teleportation, plane travel or similar effects to allow a creature to depart from any space within 30' of the standard.

Standing Tent

Wondrous item, common

You can use a bonus action to speak this tent's command word while within 15' of it. This causes it to start to pitch itself, finishing at the end of your next turn. A second command word causes it to instead break itself down. This tent is only big enough for one person.

Star Opal Ring

Ring, very rare (requires attunement)

While you wear this ring, you gain a +10' bonus to your walking speed. In addition, the ring has 3 charges, regaining 1 each morning at dawn. You can use an action to spend a charge and teleport to a place that you can see within 100' of you. Immediately after you do, the ring also produces a brilliant explosion in a 15' radius sphere centered on the space you teleported out of. Each creature in the

sphere must make a DC 15 Dexterity saving throw, suffering 8d8 radiant damage on a failure and half that on a success.

Starella's Aphrodesiac

Wondrous item, rare

This magical perfume typically comes in a vial holding 1d4+1 doses. It takes an action to apply the perfume, and for 30 minutes thereafter, any creature of similar race and appropriate sexual preference that approaches within 5' of you must succeed at a DC 13 Wisdom saving throw or become charmed by you for 1 hour. While charmed, the creature is enamored with you and convince that you are meant to be together. It regards you as a friend, ally and romantic interest to be heeded and protected. This doesn't mean that it does what you like, and in fact, sometimes it will become jealous of other would-be suitors. If you attack or take other hostile actions against a charmed creature, the charmed condition ends for it.

A creature that makes its save against this perfume, or on whom the effects of the perfume end, is immune to its effects for 24 hours.

Steadfast Saddle

Wondrous item, uncommon

While a mount wears this saddle, it cannot be moved against its will. While you are mounted and seated in this saddle, you cannot be knocked from the saddle or fall out of it.

Steadying Robe

Wondrous item, uncommon

While you wear this robe, you gain advantage on Dexterity (Acrobatics) checks made to maintain your balance and on saving throws to avoid losing concentration due to violent or extremely vigorous movement.

Steel Cloth

Wondrous item, rare (requires attunement)

This item appears as an 8' long piece of cloth. You can cause it to stiffen and become as hard as steel by mentally commanding it (which is not an action), causing it to function as a *spear +1*. The *steel cloth* remains in spear form only while you

actively choose for it to do so.

Sticks of Poison Neutralizing

Wondrous item, common

Each of these lacquered sticks is about 12" long and as thick as a human's finger. It is adorned with small beads and shells. They are usually found in groups of 1d4+2 sticks. You can use your action to touch a creature suffering from poison with the stick. If you do so, the stick draws the poison forth, blackening and being destroyed but ending the poison effect on the target.

Sticky Shield

Armor (shield), very rare (requires attunement)

This shield gives you a +1 bonus to AC. However, if a creature attacks you with a melee weapon and rolls a natural 2 or 3, its weapon sticks to the shield. A creature can attempt to make a DC 15 Strength check to free the weapon. Otherwise, it remains stuck to the shield.

Stirrups of Horsemanship

Wondrous item, common

While you are in these stirrups while on a mount, you can apply your proficiency bonus to ability checks you make to ride or control your mount.

Stocking of Mystery

Wondrous item, uncommon

This item appears as a stocking. If you use an action to pull the stocking over your head, it is impossible to recognize you, even for those intimately acquainted with you. The effect lasts for 1 hour. Once you use the stocking's power, it won't function again until the next dawn.

Stone of Alarm

Wondrous item, uncommon

This item appears as a cube of stone about 4" on a side. By speaking the command word and pressing the stone onto any surface, you can cause it to adhere to that surface. The stone remains in place until a creature speaks the command word again and touches the stone, or until a creature uses an action to make a DC 15 Strength check to pull it free.

If a creature touches the stone without speaking the command word, the stone emits a high-pitched, piercing shriek that can be heard up to 1000' away. The *stone of alarm* continues to screech for 1 hour or until someone touches it and speaks its command word.

Stone of Mysterious Sounds

Wondrous item, uncommon

This stone is highly malleable, though it can't be pulled apart. If you use an action to stick it on a surface, it activates at the beginning of your next turn, emitting a random sound. The stone continues to sound off until a creature uses an action to pull it free of the surface. Roll on the table below to ascertain what noise the sound makes.

<i>D% Roll</i>	<i>Noise Emitted</i>
01-04	Creaking
05-08	Buzzing
09-12	Groaning
13-16	Footsteps
17-20	Ocean waves
21-24	Stones grinding
25-28	Laughter
29-32	Coughing
33-36	Sneezing
37-40	Muted whispering
41-44	Whips cracking
45-48	Fingers snapping
49-52	Mumbled chanting
53-56	Screaming
57-60	Animal growling
61-64	Birds chirping
65-68	Horns (musical)
69-72	Steady rain beat
73-76	Wind chimes
77-80	Fighting (swords clashing, etc)
81-84	Speech (impossible to make out)
85-88	Whistling
89-92	Chains rattling
93-96	Crying
97-00	Wind blowing

Stone of Sampling

Wondrous item, uncommon

Appearing as a smooth green stone, this item allows you to record and store up to fifty 20-second

long pieces of speech or music. You can then play them back. Triggering the stone to record or play is a bonus action; recorded samples remain recorded unless you command them to erase.

Stone of Shielding

Wondrous item, very rare

You activate this white stone by using an action to crush it. When you do so, you gain a +6 bonus to AC until the beginning of your next turn. Then you gain a +3 bonus to AC until the beginning of your next turn. Then you gain a +1 bonus to AC until the beginning of your next turn.

Stone of Stunning

Ammunition (sling stone), rare

When you use one of these heavy lead sling stones, its magic is expended whether you hit or miss. If you hit, the target must make a DC 13 Constitution saving throw or be stunned until the start of your next turn.

Stone of the Well

Wondrous item, rare

Appearing as a polished sphere of black granite, this magic item is very powerful- but only really useful in arid regions. You can place it in a well at least 30' deep as long as the well has at least 2' of water in it. The stone immediately fills the well halfway to the top. The water produced is pure and refreshing, and no well within a mile of the stone will run dry.

Stone Salve

Potion, very rare

If this ointment is rubbed on a petrified creature, it will turn that creature back to flesh. If you instead apply it to a creature that is not petrified, that creature gains the benefit of a *stoneskin* spell. In either case, applying the salve requires one minute.

Stonewall Shield

Armor (shield), very rare (requires attunement)

This heavy shield gives you a +1 bonus to AC. In addition, while you have it equipped, you can use an action to cast *wall of stone*. Once you have done so, you cannot use the shield's power to do so

again until the next dawn.

Storm Pendant

Wondrous item, very rare (requires attunement)

When you take lightning damage, you can use your reaction to fire a line of lightning 5' wide and 30' long, extending from your body. Each creature caught in this line must make a DC 15 Dexterity saving throw, suffering 3d6 lightning damage on a failure or half that on a success.

When you take thunder damage, you can use your reaction to emit a peal of thunder in a 10' radius sphere centered on you. Each creature other than you in this sphere must make a DC 15 Constitution saving throw, suffering 1d10 thunder damage or half that on a success. In addition, a creature that fails this saving throw is deafened for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Storm Shield

Armor (shield), very rare (requires attunement)

While you wield this shield, you gain resistance to lightning and thunder damage.

Storm Star

Weapon (morning star), very rare (requires attunement)

This magical morning star is made of electrum-plated steel. It has a +1 bonus to hit and damage, but its greatest power allows it to add a devastating electrical blast to a blow.

When you hit a creature, you can use a bonus action to cause a bolt of lightning to jump from the *storm star* at the target, forcing it to make a DC 17 Dexterity save, taking 8d6 lightning damage on a failure or half that on a success. In addition, the bolt leaps from the target to another three creatures of your choice within 70' of the initial target. Each of these targets must make a DC 17 Dexterity save, suffering 6d6 lightning damage on a failure or half that on a success.

Once the *storm star* has unleashed its lightning, it cannot do so again until you complete a short or long rest.

Stormrider Boots

Wondrous item, very rare

Stormrider boots are supple leather boots with gold lightning bolts embroidered down the outside edge. They give you a +5' bonus to your walking speed.

In addition, if you take the Attack action, you can use a bonus action to activate the boots, transforming you into living lightning until the end of your turn. While you are living lightning, you can move through other creatures' spaces, and opportunity attacks against you have disadvantage. If you move through a creature's space, that creature must make a DC 15 Dexterity saving throw, suffering 9d6 lightning damage on a failure or half that on a success. Once you have used this power, it won't function again until the next dawn.

Stormrider Cloak

Wondrous item, very rare

A *stormrider cloak* grant you resistance to lightning damage. In addition, it has 3 charges, which it regains at dawn. You can use an action to expend a charge to gain a flying speed of 60' for 5 minutes.

Stormwalker's Cloak

Wondrous item, very rare (requires attunement)

This cloak grants you resistance to lightning and thunder damage.

String Cage

Wondrous item, rare

This item appears as a piece of white thread 20' long, flecked with gold. When arranged in a circle such that the ends touch, it forms a circle capable of containing a single Medium or smaller creature. Any creature within the circle is prevented from leaving as if the circle formed a *wall of force* in a 6' high, closed-top cylinder.

The *string cage* functions only if placed on a solid surface and cannot be moved without disrupting its magic. The creature trapped within can't move the string, but any other creature can.

If not otherwise dispelled, a *string cage* will remain effective for 3d4 hours, at which time the ends separate and it won't function again until the next dawn.

Strength Sapper

Weapon (any melee), very rare

A weapon of this sort is +2 to hit and damage. Whenever it strikes a creature other than a construct, plant or undead, that creature must succeed on a DC 17 Constitution save or gain 1 level of exhaustion.

Strongbox of Immobility

Wondrous item, rare (requires attunement)

This metal box is of very strong construction, and the lock can't be picked through nonmagical means. If the box is locked and you use an action to speak the command word while touching it, the strongbox stays exactly where it is currently located, even in midair. No force will move it without first destroying it.

You do not lose attunement to this item unless you have not touched it for a year and a day. If you lose attunement to it, it can be moved.

Stun Bolt

Ammunition (bolt), rare

When you hit a creature with this magical bolt, it must make a DC 15 Constitution save or be stunned until the end of your next turn.

Sudden Escape Armor

Armor (any), very rare (requires attunement)

This armor gives you a +2 bonus to AC. In addition, if you are hit by a melee attack, you can use your reaction to teleport 30', avoiding the hit. Once you use this ability, you can't use it again until the next dawn.

Summer Growth Totem

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

This piece of carved bone has sun and growth symbols carved into it and painted green. It has 8 charges, and regains 1d4+2 charges each day at noon. If you spend the last charge, there is a 1 in 20 chance that the totem crumbles to dust.

While you hold it in hand, the totem enables you to cast the following spells: *entangle* (2 charges), *plant growth* (4 charges), *thorn whip* (1 charge), *wall of thorns* (8 charges).

Summoner's Tome

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

When you hold this tome in hand, you can use it as a spellcasting focus for any spell that conjures or summons creatures. If you do so, each creature you summon gains a +2 bonus to hit and damage.

Sundial of Direction

Wondrous item, common

As long as it is under the sun, you can use a bonus action to touch this sundial and activate it, and the fin swivels to point due north.

Sunleaf Mantle

Wondrous item, rare (requires attunement)

This item incorporates leaves from a rare Feywild tree called a sun tree into its design. While you wear it, you gain resistance to radiant damage. In addition, when an enemy hits you with an opportunity attack, you can use your reaction to cause your mantle to erupt with light. The attacker must make a DC 13 Dexterity save, suffering 3d8 radiant damage on a failure or half that on a success.

Supple Armor

Armor (any medium or heavy), very rare

While you wear this armor, you gain a +1 bonus to AC. In addition, if it is medium armor, the maximum Dex bonus you can apply to your AC while wearing it increases by 1. If it is heavy armor, you can apply your Dex bonus to a maximum of +1 to the armor.

Survival Candle

Wondrous item, common

A candle of this sort is also sometimes referred to as a *ranger's candle*. When lit, it burns for 10 hours and gives off as much warmth and light as a campfire. Wind and precipitation will only extinguish it if they are of sufficient intensity to extinguish a campfire.

Sword Cult Blade

Weapon (any sword), uncommon (requires attunement)

When you make an attack with this magical

sword and you have advantage, you may roll 3d20, instead of 2d20, and take the best result. If you score a critical hit, you increase the severity by 2d4.

Sword of Assassination

Weapon (any sword), rare (requires attunement by an assassin)

This sword has a ruby in the pommel and is also sometimes known as a ruby sword because of this. When you successfully use your assassination class feature, you gain a +5 bonus to damage (which doubles to +10).

Sword of Black Flame

Weapon (any sword), rare (requires attunement)

This +1 sword detects the presence of undead within 10' and bursts into cold black flames when it senses them. Against undead, its bonus rises to +3.

Sword of Chopping

Weapon (any sword), rare (requires attunement)

This magical sword has a +2 bonus to hit and damage and ignores the damage threshold of objects.

Sword of Insanity

Weapon (any sword), uncommon (requires attunement)

This sword has a +1 bonus to hit and damage. If you roll a natural 20, the target must make a DC 13 Intelligence save or contract a random short-term madness (DMG 259).

Sword of Night

Weapon (any sword), rare (requires attunement)

While some swords shed light, a *sword of night* can shed darkness. If you use a bonus action to command it to do so, it will cloak a radius of from 5' to 25', at your option, in magical darkness. You can see through this darkness with ease, but other creatures, even those with darkvision, cannot. The sword produces the darkness until you use a bonus action to end it or to change its radius.

In addition, the sword has 3 charges, which it regains at dusk. You can spend a charge to cause each other creature in the darkness shed by the sword to make a DC 15 Wisdom save or become frightened of the darkness for 1 minute. The creature can repeat the

save at the end of each turn, ending the effect on a success.

Sword of Overthrow

Weapon (any sword), rare (requires attunement)

This weapon is +1 to hit and damage, but against public officials of any sort, it is +2 and deals and extra 2d6 psychic damage.

Sword of Perx

Weapon; unique (uncommon power level) (requires attunement)

This magical short sword was forged for a gnome captain in the Sword Empire. It is a magical weapon, but normally provides no bonus to hit or damage, instead granting a +2 bonus to initiative if it's in hand when initiative is rolled and granting its wielding proficiency in Intelligence saving throws while it is wielded. In addition, against kobolds or goblins (not other goblinoids), it gains a +1 bonus to attacks and damage and a +1d6 bonus to critical severity.

Sword of Rage

Weapon (any sword), rare (requires attunement by a barbarian)

While you rage, you gain a +1 bonus to hit and a +3 bonus to damage with this sword.

Sword of Subtlety

Weapon (short sword), very rare (requires attunement by a rogue)

When you satisfy the conditions required to sneak attack a creature, you gain a +2 bonus to hit and damage with this sword. If you deal sneak attack damage, you can reroll any 1's on the damage dice, but you must accept the second result.

Sword of the Planes

Weapon (any sword), legendary

This sword has a +1 bonus to hit and damage while on the Prime Material Plane. However, when taken to any of the Inner Planes or the Ethereal Plane, or when striking a creature native to any of them, its bonus rises to +2. When on an Outer Plane or the Astral Plane, or when striking a creature native to any of them, the blade's bonus rises to +3.

In addition, while you hold it in your hand, the blade protects you from the harmful environmental effects of whatever plane you are on.

Sword of Vampiric Regeneration

Weapon (any sword), legendary (requires attunement)

This weapon is +3 to hit and damage. When you hit a creature other than a construct or undead with it, you regain hit points equal to half the damage that the creature takes.

Sylvan Armor

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

While you wear this armor, you gain a +2 bonus on Athletics and Stealth checks. While you are in a woodland, this bonus increases to +4.

Symbol of Battle

Wondrous item, rare (requires attunement by a cleric of the symbol's faith)

This magical holy symbol is dedicated to a religion whose clerics have access to the War domain. While you hold it in your hand, when you cast a spell that deals damage to one or more creatures but before any attack roll or saving throws are made, you may choose one creature to take an additional 1d10 radiant damage. This damage is reduced or negated as normal for the spell on a miss or successful saving throw.

Symbol of Deadly Smiting

Wondrous item, rare (requires attunement by a paladin who serves the deity the symbol represents)

This item is a holy symbol, usually of Holthro, Vandreu or the Sword Cult (although 20% of them are dedicated to a different deity). When you score a critical hit while smiting, you increase the critical severity by 2d8 plus an additional 2 per level of the spell slot expended in the smite.

Symbol of Delayed Doom

Wondrous item, very rare (requires attunement)

This symbol shows an image of a man with his arms crossed before him, with flames, arrows and mystical energies deflecting away from him. It has 3

charges, which it renews each dawn. When you fail your save against a spell, you can use your reaction to spend a charge to delay the effects of that spell on you until the end of your next turn.

Symbol of Hope

Wondrous item, rare (requires attunement by a cleric or paladin of the symbol's faith)

This holy symbol is dedicated to a religion whose clerics have access to the Life domain. It has 3 charges, which it regains each morning at dawn. While you bear it, when a creature within 30' that you can see must make a saving throw but before it rolls, you can spend a charge to give it advantage on that saving throw.

Symbol of Imperial Authority

Wondrous item, uncommon

This badge shows the symbol of the old Sword Empire. While you wear it, you gain a +1 bonus to Intimidation and Persuasion checks against civilized creatures familiar with the empire.

Symbol of Leadership

Wondrous item, uncommon

While you wear this badge, allies with fewer HD than you that you can see within 20' gain a +1 bonus to hit and damage.

Symbol of Life

Wondrous item, uncommon (requires attunement by a cleric or paladin of the symbol's faith)

This magical holy symbol is dedicated to a religion whose clerics have access to the Life domain. While you hold it in your hand, when you cast a spell that heals hit points, you heal an extra 1d6 hit points to each affected creature.

Symbol of Power

Wondrous item, uncommon (requires attunement by a cleric of the symbol's faith)

This magical holy symbol might be dedicated to any faith. When you hold it hand while you cast a cleric spell, any attack roll or save DC of that spell gains a +1 bonus. In addition, if you cast a cleric spell with a lasting effect that is ended by a saving throw while holding this symbol in hand, the DC of

saves to end that effect increases by an additional 1 (total of +2).

Symbol of Radiance

Wondrous item, uncommon (requires attunement by a cleric or paladin of the symbol's faith)

This magical holy symbol is dedicated to a religion whose clerics have access to the Light domain. While you hold it in your hand, when you cast a spell that deals radiant damage, the save DC increases by 1 and you can reroll any 1's on the damage dice, but must accept the second roll.

Symbol of the Noble Hawk

Wondrous item, uncommon (requires attunement)

This symbol bears the image of a noble and proud hawk upon it. You can use an action to activate the symbol, which grants you the combined benefits of a *protection from evil and good* and *bless* spell. The effect lasts for 1 minute, and once the symbol has been used, it won't function again until the next dawn.

Symbol of Victory

Wondrous item, rare (requires attunement)

This item might be a holy symbol, military emblem, noble house crest or other similar symbol. While you wear it, whenever a creature you can see within 15' scores a critical hit with a weapon attack, you can use your reaction to allow it to make one extra attack with that weapon.

Table of Contents

Wondrous item, rare

This item looks and functions like a *table of plenty*, but if you place items on the plates before dismissing them, they are stored within the table until you recall the plates. A *table of contents* can hold a maximum of 2,000 lbs of material.

Table of Plenty

Wondrous item, uncommon

This plain wooden table is 3' tall and measures 5' square. If you use an action to touch it and speak a command word, the table creates a tablecloth, candles, plates, cups and silverware for four; using a second action to again touch the table

and utter its (second) command word causes the table to produce food and drink. A third touch and command causes everything created by the table and not yet consumed to vanish. A fourth and fifth command cause it to shrink to a 1" tall miniature table or revert to normal size. The table can create three meals per day.

Any item taken more than 5' from the table vanishes.

Tablecloth of Feasting

Wondrous item, very rare

This thick, richly embroidered tablecloth is very heavy, weighing in at 30 lbs, and difficult to fold; it takes two creatures one minute to do so, or one creature five minutes to do so. If placed on a table, it automatically adjusts itself to fit any size up to 30' in its largest dimension.

If you use an action to touch it and speak its command word, the tablecloth produces a *heroes' feast*. Once this power has been used, it won't function again until the next dawn.

Talisman of Elemental Travel

Wondrous item, very rare (requires attunement by a wizard)

This talisman looks like a round amulet with symbols of all four elements graven in it. While you bear it on your person, when you cast *conjure elemental*, you may use the talisman to reverse the effect, sending you and up to four willing creatures touching you to the elemental plane from which you would have conjured an elemental.

Talisman of Preparation

Wondrous item, common (requires attunement by a cleric, druid, paladin or wizard)

This talisman appears to be a miniature book filled with nonsense script. While it is on your person, it takes you only half the normal time to prepare spells.

Talisman of Prolepsis

Wondrous item, rare (requires attunement)

This talisman appears as a clear, polished crystal. While you bear it on your person, you can never be surprised, and you gain advantage on

initiative checks. In addition, if you must make a Dexterity save and your speed is not 0, you have advantage on that save.

Talisman of the Beast

Wondrous item, uncommon (requires attunement)

This talisman appears as a string of multicolored beads strung on papyrus reeds, which you can spin to form animal pictures. If you use an action to do so, you can cast *speak with animals*.

In addition, the talisman has 3 charges, which it regains each dawn. You can use an action to spend 1 charge to *polymorph* into a beast with a CR no higher than 1/3 your level. This lasts for 1 hour or until you drop to 0 hit points or use a bonus action to end the effect.

Talisman of the Chimera

Wondrous item, uncommon (requires attunement)

This talisman is the actual dragon head of a chimera, shrunk to the size of a walnut and hung on a silver chain. While you bear it on your person, you can use an action to breathe forth a 30' cone of energy of the type that the dead chimera breathed. Any creature in the cone must make a DC 13 Dexterity save, taking 3d6 damage of the appropriate type on a failure or half that on a success.

Talisman of the Cockatrice

Wondrous item, very rare

This talisman appears to be a dried chicken leg, but is actually the foot of a cockatrice. You can use an action to touch the talisman to a creature; make a melee weapon attack with no proficiency bonus. If you hit, the target must make a DC 17 Wisdom save or become restrained as it starts to turn to stone. At the start of its next turn, it must repeat the save, ending the effect on a success or becoming permanently petrified on a failure. Once you have used the talisman's power, it won't function again until the next dawn.

Talisman of the Faerie

Wondrous item, common

This talisman appears to be a small, hollow piece of yellow glass or crystal attached to a headband made from woven vines. While you wear

it, you can cast *fog cloud* and *gaseous form*, but once you cast one of those spells, you can't cast it again until the next dawn.

Talisman of Tongues

Wondrous item, very rare (requires attunement)

While you wear this medallion, you can speak and understand all languages.

Talisman of Zagy

Wondrous item, legendary (requires attunement)

This talisman appears to be a nicely-polished stone. When you attune to it, you must make a Charisma check. If you roll a 10 or lower, the talisman acts as a *lodestone*. If you roll an 11 to 20, the talisman remains for 5d6 hours or until you make a *wish* upon it, whichever happens first, then disappears. If you roll a 21 or better, the talisman remains with you for 1 month per point of Charisma you have. It will grant you one *wish* for every six months it stays with you. In addition, it grows warm and throbs whenever you come within 20' of a mechanical or magical trap (if you aren't holding it, you are not aware of this). Regardless of the reaction, when the *talisman* vanishes, it leaves a 10,000 gp diamond in its stead.

Talking Skull

Wondrous item, rare

This polished human skull allows you to cast *speak with dead* even on corpses with barely any bits remaining, as long as they are a year old or less. You must place a piece of the corpse's bone in the *talking skull's* mouth; the skull noisily chews the bone up, then answers up to four questions as if it were the corpse being interrogated.

The *talking skull*, once employed, won't work again until the next dawn. If you attempt to interrogate the same corpse twice, the skull chews the bone offering, but then spits it out violently in a 5' cone; each creature in the cone must make a DC 15 Dexterity save, taking 2d4 piercing damage on a failure. This also happens if you feed it a bone from a creature with an Intelligence of less than 3 or from a corpse over a year old.

Tallin's Tightrope

Wondrous item, rare (requires attunement by a rogue)

This rope is 50' long. You can use a bonus action to command it to snake forward at an angle of up to 45 degrees upward or downward. It will knot itself at the far end on command.

In addition, you and up to five other creatures that you verbally designate gain advantage on Dexterity (Acrobatics) checks to walk across the tightrope.

Tapestry of Ruin

Wondrous item, very rare

This 10' x 15' woven tapestry shows a desolate scene of a dingy river winding through a bleak landscape of broken rocks and jagged mountain peaks. If it is properly hung and a creature within 40' of the tapestry uses an action to speak the command word of the tapestry, it becomes a one-way portal that remains open for 3 minutes.

Creatures can easily walk through the portal into the desolate landscape beyond, but it is impossible to return. Some sages speculate that the landscape is on one of the Lower Planes, or perhaps an unknown plane entirely. Others suggest that it is on the World, but tens of thousands of miles away (or more).

Tauran Shield

Armor (shield), uncommon

This shield bears the face of a bull upon it. While you wield it, you gain advantage on shove attacks, and if you choose to shove a creature back, you can push it an additional 5'.

Tax Collector's Badge

Wondrous item, rare (requires attunement)

This badge looks very official and bears the prominent title "Tax Collector". While you wear it, you can use an action to demand that a creature you can see within 30' pay its taxes. If that creature can understand your language, it must succeed on a DC 13 Wisdom saving throw or else spend its next action giving you 10% of its money. Once it has done so, it treats you as though you are under a *sanctuary* spell that only affects that creature.

You can only affect a given creature once each year with this badge.

Tent of Captivity

Wondrous item, very rare

This magical tent appears to be a *tent of luxury*, and even functions as one. Each time the entrance is *arcane locked*, there is a 1 in 4 chance that it sticks and can't be opened. If this occurs, a *knock*, *remove curse* or *wish* will open the tent; otherwise, creatures must exit out the back door or starve (the tent doesn't refresh its supplies if it isn't folded up and put away).

Tent of Excellent Restfulness

Wondrous item, uncommon (one person), rare (two person) or very rare (four person)

This magical tent comes in various sizes, each capable of holding a number of Medium or smaller creatures depending on its rarity. When you sleep in the tent as part of an extended rest, you regain hit points equal to your level.

Tent of Luxury

Wondrous item, very rare

This magical tent appears to be a two-person tent, but if you crawl inside, you find it to be much larger on the inside than it is on the outside, opening onto a demiplane.

Any creature inside the tent can use a bonus action to cause the entrance to become *arcane locked*. The extradimensional space is 120' square and contains supplies and accommodations for 10 Medium creatures and their mounts for one day. It contains comfortable silk beds, a stable, a large water basin, a bush that is covered in delicious fruits and tasty leaves, magic lighting that can be adjusted on command, a window through which creatures inside can view the outside from a position 10' above the tent, and a back door that leads to the Ethereal Plane.

The tent's contents can't be removed by any means, but they replenish themselves if the tent is folded up and put away for 12 hours.

If a *tent of luxury* is damaged while creatures are inside it, they are ejected into the Ethereal Plane.

Thimble of Repair

Wondrous item, common

You can use an action to touch this magical

thimble to a cloth or leather item and speak the command word, removing 1 wear point from the item. Once you use the *thimble of repair*, it will not function again until the next dawn.

Thought Bottle

Wondrous item, rare

A *thought bottle* usually appears as a flask or beaker, often made of metal. Both it and its stopper are usually inscribed with magic runes and glyphs.

The bottle is used to store thoughts. You can spend an action to concentrate on a specific memory and open the bottle, which causes the memory to move from your mind into the bottle. You no longer remember anything other than the general nature of the thoughts (“Oh, that's my thought on the design of an efreeti-powered steam engine!”). The specific details are trapped in the bottle.

Retrieving the thought requires a creature use an action to uncork the bottle and concentrate upon receiving it. The thought then moves from the bottle back into the creature's mind.

Thought bottles can be used to transmit information in a fairly subtle way. The bottle can hold normal materials without interfering with the trapped thought, and as long as the opener doesn't concentrate on receiving a thought, opening the bottle doesn't 'spill' the trapped thought.

Thread of Aging

Wondrous item, very rare

This magical spool of thread attaches itself to you if you touch it. You can't be rid of it (even if you cut it) unless you receive a *remove curse* spell or via the application of *universal solvent*.

For every inch of thread that unspools, you age one year. If fully unwound, the thread is 300' long.

Thread of Commands

Wondrous item, uncommon

This magical spool of thread is 300' long. If you use an action to place one end of it on any magical cloth or leather item, it sews itself to the cloth in the form of the command word. If the item has multiple command words, the thread reveals them all. Each letter requires 2” of thread.

Thread of Embroidery

Wondrous item, very rare

This magical spool of thread is gold in color. If you use an action to touch it to any normal cloth, it sews itself in beautiful patterns, increasing the value of the cloth by 10 gp per inch of thread used. There are a total of 300' of thread on the spool.

Throwing Shield

Armor (shield), very rare

While you wield this shield, you gain a +1 bonus to AC. While it is equipped, you can throw this shield as a ranged weapon attack, making an attack using either Strength or Dexterity. The shield deals 2d8 + your Strength or Dexterity bonus bludgeoning damage on a hit. It has a range of 40'/80'.

If you try to throw the shield when it isn't equipped, treat it as an improvised weapon that deals 1d4 bludgeoning damage and has a range of 10'/20'.

Thunderburst Weapon

Weapon (any ranged), legendary (requires attunement)

This weapon has a +2 bonus to hit and damage. If you hit the same target twice with this weapon in the same turn, a burst of thunder emanates from the creature in a 10' radius sphere centered on it. Each creature in the sphere, including the target, must make a DC 15 Constitution saving throw, suffering 3d10 thunder damage on a failure and half that on a success.

Thundering Weapon

Weapon (any), rare

When you hit with this weapon, it deals an extra 1d6 thunder damage. If you score a critical hit, the target is also deafened for 1 minute. It can attempt a DC 15 Constitution save at the end of each of its turns to end the effect.

Thunderwave Staff

Staff, uncommon (requires attunement by a spellcaster)

This staff is a spellcasting focus. When you use it to cast a spell that moves a creature, you can instead knock that creature prone and deal 1d10 thunder damage to it per 10' it would have moved

(rounded up).

In addition, the staff has 5 charges. You can use an action to spend a charge and cast *thunderwave*.

Thurbrand's Protector

Armor (shield), very rare (requires attunement)

This shield gives you a +1 bonus to AC. If it suffers any damage short of total destruction, it repairs itself completely when you take a long rest.

If you use an action to tap the shield's frame thrice, the shield creates a globe of fresh, still air in a 10' radius centered on and moving with you. This globe prevents you from being affected by wind or poisonous gas and supplies you with air underwater. The air supply can't be used up. The sphere lasts for up to 1 hour, but you can renew it by tapping the shield again.

Tide of Iron

Wondrous item, rare (requires attunement by a fighter)

This magical book of fighting techniques contains tricks and exercises within it. If you spend an hour practicing them, you gain the ability to use a fighting technique that pushes enemies away. Each time you hit with a melee weapon attack, you can choose to push the target up to 5' away from you. The target may make a Strength saving throw, DC 8 + your proficiency bonus + your Strength bonus, to avoid the push. This ability persists until you finish a long rest, at which point you must again practice to master it.

Tiger Spear

Weapon (spear), rare

This weapon has a +1 bonus to hit and a +2 bonus to damage. While you wield it, your long jump is 30' and your high jump is 10', with or without a running start.

Timeless Tome

Wondrous item, legendary (requires attunement by a wizard)

If you hold this tome in hand when you cast *time stop*, you can take one extra action while the spell lasts.

In addition, if you have *time stop* prepared, you can use an action to cast it with an 8th level spell slot, just as if you had used a 9th level slot instead.

Tombforged Armor

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

Armor of this sort was built around a single link, scale or other small piece of the armor of a hero dead for at least a century.

While you wear this armor, you gain a +2 bonus to AC. In addition, you gain resistance to necrotic damage.

The armor also has 3 charges, which it renews each morning at dawn. When an ally you can see within 25' of you takes damage, you can use your reaction to spend one or more charges from the armor. For each charge that you spend, the target regains 1d10 hit points.

Tome of Arcane Breadth

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

It takes a week of study to attune to this tome. When you do so, choose one wizard spell of a level that you can cast. You gain access to that spell as if it was one of your spells known, and you can cast it with your spell slots. If you lose your attunement to this tome, you immediately lose your knowledge of this spell.

At any time, you can spend 8 hours studying the tome to change the spell that it grants you.

Tome of Arrest

Wondrous item, rare (requires attunement)

While you bear this tome, whenever you paralyze a creature or reduce its speed to 0, the tome deals 2d6 psychic damage to that creature. (You can't paralyze a creature that is already paralyzed or reduce a creature's speed to 0 if it is already 0.)

Tome of Dogmatic Methods

Wondrous item, very rare (requires attunement)

This silver-bound book is jeweled and appears to be of great value, but it is actually cursed. When you attune to it, you become convinced that it has a wealth of useful advice for everything.

Thereafter, before you start any activity, you must first check the book for advice and follow that advice. Typically, the advice consists of useless and/or ridiculous rituals- all completely worthless, though you believe it to be otherwise.

Whenever you are in a situation that requires hasty action, you must spend your first action consulting the book and your second action carrying out the rituals within. For example, if you are entering combat, you might pause to perform some much-needed stretching exercises. If you are preparing for an activity that will take more than a day (for example, along trip), you will be busy for 1d4 days “properly preparing” for the activity.

Tome of Forty Steps

Wondrous item, rare (requires attunement by a spellcaster)

Each creature conjured or summoned by you gains a bonus of +20' to speed.

Tome of Item Creation

Wondrous item, legendary (requires attunement)

This tome helps you to create magic items. As long as you refer to it at least thrice daily during the process, it allows you to learn the formula to create any magic item that is very rare or more common. The formulae the tome grants you are specific and require the tome's assistance to work; they are not valid formulae without the book, so recording them for others is useless.

Tome of Monsters

Wondrous item, rare

This thick magical book can function as an arcane or bardic focus. In addition, if you see a monster within 60' and use your action to open the tome towards it, three pages of the book fills with lore about that monster, including a good drawing of it. The first page includes the monster's name (type, not personal) and picture. The second page gives a brief summary of basic lore about it. The third page gives an overview of its combat strategy, attacks and weaknesses. You can spend another action to read the information on one page.

If the monster is unique or not in its true form, the book does not function.

The book contains 60 pages, allowing it to

identify 20 monsters. Once they are full, it ceases to function.

Tome of Study

Wondrous item, very rare (requires attunement)

Each of these magical tomes contains a wealth of lore about a specific skill, tool or language. If you study it for no less than 8 hours per day for 30 consecutive days, you gain proficiency in that skill, tool or language, and the tome vanishes. Once it does so, your attunement to it is broken.

Tome of the North Wind

Wondrous item, rare (requires attunement by a wizard)

A tome of this sort is covered in a thin patina of frost at all times, even in the heat of the desert. It contains the spells *cone of cold* and *wall of ice*, which magically copy themselves into your spellbook if you don't already know them as soon as you attune to this tome.

In addition, when you deal cold damage to a creature with a spell, that creature's speed is reduced by 10' for 1 minute. If the spell already reduces its speed, it is reduced by an additional 10'. At the end of each of its turns, the creature can make a Constitution save against your spell save DC, ending the effect on a success. (If the spell reduces the target's speed for a different period of time, the save only ends the additional 10' reduction, but if the spell reduces its speed until it makes a save, the creature recovers from the entire penalty.)

Tome of the Replenishing Flame

Wondrous item, uncommon (requires attunement by a wizard)

A tome of this sort is warm to the touch in even the coldest conditions. It is bound in copper. It contains the spells *fireball* and *wall of fire*, which magically copy themselves into your spellbook if you don't already know them as soon as you attune to this tome.

In addition, whenever you cast a spell that deals fire damage, you regain hit points equal to the level of the slot you used to cast it.

Torc of Burning Rage

Wondrous item, rare (requires attunement by a barbarian)

When you enter a rage while wearing this torc, you literally ignite with fury. Any creature that hits you with a melee weapon attack takes 1d6 fire damage. The flames you emit do not harm you or your equipment, and while they persist, you gain resistance to fire damage.

Torc of Courage

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

While you wear this bronze torc, you are immune to the frightened condition.

Torc of Cowardice

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

This bronze torc appears to all tests to be a *torc of courage*. However, whenever you take damage while wearing it, you must make a DC 10 Wisdom saving throw or become frightened. It requires a *remove curse* spell or similar magic to remove the torc from you once it has shown its true nature.

Torc of Fury

Wondrous item, very rare (requires attunement)

This magical torc is inscribed with images of the dreadful tarrasque, a monster of legendary power. While you are wearing it, you can spend a bonus action to go into a fury. When you do so, you grow two size categories to a maximum of Gargantuan (if you don't have enough room to do so, you cannot enter the fury). Your reach extends to 10' if you become Large, or 15' if you become Gargantuan. You gain 30 temporary hit points, and while the fury lasts, you have advantage on Strength and Constitution saving throws. Your melee weapon damage doubles (although extra dice, such as sneak attack and poison, do not).

Once you enter a fury, you must end each turn with at least one enemy within your reach. If you don't, the fury ends.

Once you have used this torc's power, it cannot be used again until you complete a long rest.

Torc of Stability

Wondrous item, rare (requires attunement)

While you wear this torc, you can't be moved against your will. This power even prevents you from falling.

Torc of the Unstoppable

Wondrous item, rare (requires attunement)

You can use a bonus action to end an effect that reduces your speed or paralyzes you or to slip free of a nonphysical effect that grapples or restrains you.

Tooth of Chaos

Weapon (initially appears as any melee), very rare (requires attunement)

This weapon has a +2 bonus to hit and damage. You can use a bonus action while touching it to cause it to transform into any melee weapon.

Totem of Ghost Walking

Wondrous item, very rare (requires attunement)

This item appears to be a 1' long bone, such as an arm or leg bone, with notches carved into it and luminescent fungus growing on it. It sheds dim light in a 10' radius.

While you hold the totem in your hand, you can use a bonus action to turn incorporeal until the end of your turn, gaining the ability to move through other creatures and objects as if they were difficult terrain. If you end your turn in an object, you take 1d10 force damage and are expelled into the nearest space large enough to hold you.

Totem of Strogass

Wondrous item, uncommon (requires attunement by a cleric)

Made of bits of wood, grass, bone and flowers, all black, this totem can be used as a divine spellcasting focus.

In addition, if you hold this item in hand when you destroy one or more undead creatures with a spell or by using your *turn undead* ability, you can use your reaction to cause each destroyed undead to take one action of your choice before being destroyed. Once you use this ability, it cannot be used again until the next midnight.

Tracker's Scarf

Wondrous item, uncommon (requires attunement by a ranger)

While you wear this scarf, you can magically identify any tracks you encounter, as long as you are familiar with the creature that made them. For instance, you can discern whether boot prints were left by a human, elf, hobgoblin or other creature, but if you've never heard of a xvart, you wouldn't be able to identify its tracks.

Trauma Bracers

Wondrous item, uncommon

While you wear these bracers, if you score a critical hit against a creature, it cannot regain hit points for the next 10 minutes. At the end of each of its turns, it can make a DC 15 Constitution save to end this effect.

Traveler's Leather

Armor (leather), rare (requires attunement)

It takes a week to attune to this armor. While you wear this magical leather armor, you do not need food or drink.

Triangle of Fire

Wondrous item, common

This magical device resembles a hollow triangle made of three bars of metal. When you hold it in hand, you can use a bonus action to activate it. The triangle begins to burn with a bright yellow flame that is only warm to the touch, shedding bright light for 30' and dim light for another 30' beyond that.

In addition, while it is aflame, you can use an action to make a ranged weapon attack with it to hurl the flames at a single creature or object within 30'. If you hit, the target takes 3d6 fire damage and must succeed on a DC 13 Dexterity saving throw, catching fire on a failure and burning for 1d10 fire damage at the start of each of its turns until a creature takes an appropriate action to extinguish the flames. Hurling the flames causes the fire lighting the triangle to go out.

Each time you hurl the flames from the trident, there is a 1 in 6 chance that the triangle's

magic is depleted and it cannot be used again until the next dawn.

Triangle of Light

Wondrous item, common

This magical device resembles a hollow triangle made of three bars of metal. When you hold it in hand, you can use a bonus action to activate it. The triangle begins to glow, shedding bright light for 30' and dim light for another 30' beyond that, and continues to glow until you release your grasp on it.

Trident/Military Fork

Weapon (trident), very rare (requires attunement)

This trident has a +3 bonus to hit and damage. In addition, you can use a bonus action to lengthen the haft, gaining reach (and changing it into a 'military fork').

Trident of Festering Wounds

Weapon (trident), very rare

A trident of this sort is +1 to hit and damage. In addition, damage inflicted by it can only be healed via magic.

Trident of Planar Penetration

Weapon (trident), very rare (requires attunement)

This trident has a +2 bonus to hit and damage and gains a bonus of +1d6 on critical severity. In addition, it can attack creatures or objects on the ethereal plane, though it doesn't help you detect them.

Trident of Submission

Weapon (trident), very rare (requires attunement)

This trident is +1 to hit and damage. When you hit a creature with it, you can use a bonus action to attempt to force it to surrender. The creature must make a DC 13 Wisdom save or yield, though this effect ends after 1 hour or as soon as you treat the surrendered creature poorly. (Poor treatment is relative to the creature; a kobold would probably submit to a beating, while a proud knight might not even give up his sword.)

Trident of Yearning

Weapon (trident), very rare

Simply grasping this trident activates its powers. You are overcome with the urge to submerge yourself as deeply as possible. You must spend your turn moving toward the nearest large and deep body of water that you can reach within the next few minutes, at least covering your entire body. If there is no body of water close enough to reach in a few minutes, you must immediately hasten toward the largest and deepest body of water within an hour's travel, or if there is no such body close enough, to the closest body of water you know of that is deep enough to submerge yourself. You will do nothing else until this desire is met, though you can defend yourself if attacked.

A *calm emotions* or *remove curse* will negate the yearning and allow you to loose your grip on the trident.

Trollhide Bracers

Wondrous item, very rare (requires attunement)

These bracers have 3 charges, which renew each dawn. You can use a bonus action to spend a charge to regain 5 hit points each time you start your turn with at least 1 hit point for 1 minute. If you take acid or fire damage, you don't regenerate at the start of your next turn.

Trollskin Armor

Armor (leather or hide), very rare

This armor resembles the green, warty skin of a troll. While you wear it, you can spend a bonus action to gain regeneration 5 for as long as you concentrate on it, to a maximum of 1 minute. If you take acid or fire damage, the regeneration ends. Once you have used the armor's power, it will not function again until the next night at midnight.

There are those who claim that *trollskin armor* sometimes manages to transform into an actual troll, but these reports remain unverified.

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.

Turban of Discernment

Wondrous item, common

While you wear this turban, you always know which way is north. In addition, whenever you make an Intelligence save, you can add 1d4 to the result.

Turban of Multiplication

Wondrous item, common

While you wear this turban, you can cast *mirror image*. Once you have done so, the turban ceases to function until the next dawn.

Twilight Hunter

Weapon (any ranged), very rare (requires attunement by a barbarian, druid, fighter or ranger)

A ranged weapon of this sort seems to swarm with shadows even when directly exposed to bright light. It has a +2 bonus to hit and damage, and while you hold it in your hand, you gain darkvision 90'.

In addition, when you hit a creature with this weapon, you gain advantage on all ranged attacks against it until the end of the current turn.

Finally, the weapon allows you to cast the following spells: *invisibility*, *misty step*. Once you cast one of the spells, you cannot cast it again until the next dusk.

Two Fingers

Wondrous item, uncommon

This magical amulet resembles a ladder, and in fact, you can use an action to transform it into a ladder up to 1,000' high. The ladder can support up to 1,000 lbs without harm, but any greater weight causes it to transform back into amulet form. In addition, if the ladder is untouched for 10 minutes, it transforms back to amulet form. You can also transform it by using your action to grasp it in both hands and speak its name.

Two-Way Stair

Wondrous item, uncommon (requires attunement)

This item appears to be a wooden board about 5' long, 1' wide and 1/2" thick. When you use an action to place the board onto a flat surface, it creates a staircase that either ascends or descends up to 20', leading up or down from your location. You can cause the stairway to return to its original form as a bonus action, and you can choose for the plank to be at the top or the bottom of the stairway. The staircase won't 'pierce' existing structures.

Unbreakable Weapon

Weapon (any melee), rare

This weapon is +1 to hit and damage. It is immune to all damage and never gains wear points.

Unceasing Violence

Armor (hide); legendary (requires attunement)

This hide armor is made from the hides of owlbears, with claws and beak inset to increase the menace of its appearance. It is well-stained and shows the signs of having been repaired after many battles.

This armor is *hide armor* +3. While you wear it, whenever you regain hit points, you may spend your reaction to make a single weapon attack. In addition, whenever you drop an enemy to 0 hit points with a weapon attack, you regain hit points equal to your Strength bonus.

Once per day, as a bonus action, you can regain a number of hit points equal to 1d10 + your level.

Undead Slayer

Weapon (any melee), rare (requires attunement)

This weapon is +1 to hit and damage. If you hit an undead with it, you deal double weapon damage dice (though not other dice, such as smite or sneak attack). Moreover, it gives you a +1 bonus to saving throws against effects created by undead.

Unending Spool

Wondrous item, uncommon

Appearing as a spool with 50' of rope wrapped around it, this magical device can actually unspool up to 1,000' of rope. By speaking a command word, you can cause the rope to spool up as long as no more than ten pounds of weight are attached to it. If the rope is cut, the spool's magic is ruined.

Unguent of True Seeing

Wondrous item, very rare

This unguent is usually found in a jar containing 1d6+2 doses. If you rub a dose on your eyes, you gain the benefits of the *true seeing* spell for the next hour.

Unholy Weapon

Weapon (any), rare (requires attunement by an evil creature)

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

Unnecessary Violins

Wondrous item, uncommon (requires attunement)

While you bear this violin on your person, your critical range expands by 1 (for example, if you normally score a critical hit on a 20, you now score one on a 19-20).

Unseen Listener

Wondrous item, uncommon (requires attunement)

This item appears to be a normal stone, albeit a polished and semiprecious one. However, you can set the stone in a location and activate it. For the next week, you can hear through the stone as if you were present. At the end of the week, the stone goes dead until it spends 24 hours in your presence or someone else attunes to it.

Urn of Cremation

Wondrous item, very rare

If the ashes of a burnt body are placed in this urn, it is impossible to return that creature to life. If the ashes are removed, this effect ends. The urn can hold only one set of ashes at a time.

Urn of Oil

Wondrous item, uncommon

This large urn requires two hands to handle. It has 5 charges, and regains 1d3 charges each morning at dawn. You can use an action while holding the urn to expend a charge and pour a large pool of slippery, inflammable oil on the ground before you, covering either a 20' diameter circular pool or a rough square 20' on a side. In either case, you must be either in or adjacent to the pool.

Any creature that attempts to move into or while within the oil must make a DC 10 Dexterity (Acrobatics) check or fall prone and end its movement. If it succeeds, it can move freely in the oil until the end of the turn. If any creature in the oil is forcibly moved, it slides an extra 10' in the same direction that it was moved.

If fire is applied to the oil, it bursts into flame. Each creature in the oil must make a DC 13 Dexterity save, taking 2d10 fire damage on a failure and half that on a success. Any creature that enters the flaming oil or starts its turn in the flames suffers 1d10 fire damage. At the end of your next turn, the oil burns out (but other objects that caught fire may continue burning).

Urn of Oozes

Wondrous item, rare

This large urn weighs 15 lbs and has a locking lid. You can unlock the lid as a bonus action and pour the urn out as an action. If you do so, you produce a gray ooze within 5' of yourself. The ooze won't attack you, but you have no special control over it. The ooze is permanent.

Once you use the urn's power, it will not function again until the next dawn.

Vacuous Grimoire

Wondrous item, legendary

A book of this sort is indistinguishable from

other magical works or spellbooks. If you read so much as a single word of the tome, its curse strikes. You must make a DC 17 Intelligence saving throw and a DC 17 Wisdom saving throw. If you fail either save, you permanently lose 2 points of the associated ability score. Once you have read it, the *vacuous grimoire* always returns to your possession unless you burn it after casting *remove curse* upon it.

Vambraces of Lethality

Wondrous item, uncommon

Crafted from steel and black leather, these vambraces increase the severity of critical hits you inflict with weapon attacks by 1d8.

Vambraces of Sure Striking

Wondrous item, uncommon (requires attunement)

While you wear these vambraces, the severity of your fumbles is reduced by 1d10.

Vasharan Offal Bag

Wondrous item, common (requires attunement)

This big burlap sack is full of dung that always remains fresh and odiferous. If the bag is ever emptied completely, it loses its magic.

You can use an action to dump a small pile of dung on the ground within 5' of you. At the end of your turn, this dung transforms into a giant cockroach with an Intelligence of 3 that understands Common. The cockroach willingly obeys your verbal commands as long as you are within 100' of it, but if you move beyond that range, it ceases to obey you. It remains for 1 hour or until reduced to 0 hit points, at which point it turns back into a pile of dung.

Once you have used the bag's power, it won't function again until the next dawn.

Vat of Deconstruction

Wondrous item, uncommon

This large vat can hold up to 50 gallons of material. If you place one or more magic items within it and close the top for 24 hours, the magic items within are broken down into residuum. You gain residuum equal to ½ the value of a typical magic item of the same rarity (or half that for expendable items).

Veil of Assassins

Wondrous item, very rare (requires attunement by an assassin rogue)

While you wear this veil, you have advantage on checks made to conceal your identity. In addition, when you hit a creature that has not acted yet in combat, you can treat that creature as if it is surprised.

The veil has one more potent ability. If you hit a creature with a melee attack while you have advantage against it, you can use a bonus action to use the magic of the *veil of assassins* to leave the target off balance. It grants advantage on attacks against it for 1 minute. At the end of each of its turns, the creature can make a DC 15 Wisdom save to end the effect. Once you use this power, you must complete a short or long rest before you can use it again.

Veil of Fire

Wondrous item, uncommon (requires attunement)

This crimson and yellow veil allows you to cast *fireball*. Once you use this power, it will not function again until the next dawn.

If you have naturally red hair, the *veil of fire* will function twice before becoming nonfunctional.

Veil of Genderbending

Wondrous item, common (requires attunement)

While you wear this veil, if you are of a race with two sexes, your sex changes.

Veil of Poison

Wondrous item, rare (requires attunement)

This black lace veil is worn across the face, but it is easy to discern your features through it. While you wear it, you can spend a bonus action to magically coat a weapon in your hand that does piercing or slashing damage with poison. The next time you hit with it, the target must make a DC 13 Constitution save or suffer an extra 2d6 poison damage and be poisoned for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.

Once you use the veil's power, you cannot use it again until you complete a short or long rest.

Veil of Seduction

Wondrous item, uncommon (requires attunement)

Originally from Pesh, this magical veil aids you when you make amorous advances on another creature. It gives you a +3 bonus to Charisma (Persuasion) checks to seduce or woo a creature whose sexual preference includes your race and sex.

Veil of Water Breathing

Wondrous item, uncommon

If you use an action to wrap this veil around your face, it allows you to breathe water.

Velvet Crown

Wondrous item, rare (requires attunement)

This item appears to be a circlet or garter of velvet, but only functions if wrapped around the head like a crown. While you wear it properly, it gives you several powers.

Spells. You can use the *velvet crown* to cast *darkness*, *feather fall* or *silence*. Once you use one of these spells, the crown can't cast that spell again until you complete a short rest.

Freedom of Movement. By using a bonus action to issue a mental command to the crown, you can cast *freedom of movement* on yourself, but it lasts only until the end of your next turn. Once you use this power, you can't use it again until you complete a long rest.

Vengaurak Mask

Wondrous item, rare

This hideous mask grinds its mandibles constantly when worn, and its eyes flash as if it were alive. From a distance greater than 100', you look like you have an insect head while you wear this mask.

You can make a melee weapon attack with the mask's bite while you wear the mask. You are proficient in the bite, and it does 2d6 + your Strength bonus piercing damage. Furthermore, if a creature grapples you, you can use your reaction to make a bite attack against it.

A creature that has 15 hit points or less that comes within 30' of the mask must make a DC 15 Wisdom save or be frightened of it for 1 minute, repeating the save at the end of each turn and ending

the effect on a success. While frightened, the creature must use its movement to move as far away as possible from the mask.

Venom Lance

Weapon (lance), very rare

A lance of this sort is +1 to hit and damage and gains a bonus of +1d4 on critical severity. If you hit a creature with it, that creature must make a DC 17 Fortitude save or take an extra 3d6 poison damage.

Verdant Staff

Staff, uncommon (requires attunement by a druid or ranger)

A *verdant staff* is alive, with green sprouts and flowers entwining about it. While you bear it, you can speak with fey creatures and sentient plants with an Intelligence score of 3 or higher.

In addition, the staff has 6 charges, and it regains 1d4+1 charges each morning at dawn. If you use the last charge, roll 1d20; on a 1, the staff dies and becomes nonmagical. You can use it to cast any of the following spells: *entangle*, *goodberry*, *grasping vine* (4 charges), *locate plants*, *pass without trace*, *plant growth* (2 charges) and *speak with animals*.

Vest of Escape

Wondrous item, very rare (requires attunement)

This stylish vest has hidden thieves' tools within it. It requires a DC 20 Investigation or Perception check to find them when searching you.

In addition, you can use a bonus action to escape from a grapple or an effect that restrains you.

Vial of Icy Sheets

Wondrous item, common

This item is often mistaken for a potion, but it is actually the vial that is magical. The vial usually contains a clear liquid when found (unless it has been used in the last day). You can use an action to pour this liquid on the ground within your natural reach, and it will form a sheet of slippery ice in a 10' radius centered where you poured it. Once per round, any creature entering or starting to move within the ice sheet must make a DC 11 Dexterity save or fall

prone. The ice sheet counts as difficult terrain.

Alternatively, you can use an action to pour the liquid on an object, which coats with a slippery sheath of ice. In this case, any creature that attempts to pick the object up must make a DC 11 Dexterity (Sleight of Hand) check to do so, and a creature that starts its turn holding the object must make a similar check or drop it.

In either case, the icy coating remains for 1 minute, then abruptly evaporates into nothing.

If you drink the contents of the vial, you suffer 6d6 cold damage.

The vial refills itself magically each dawn.

Vigorous Resolve Vestments

Wondrous item, rare (requires attunement)

These vestments fit over armor. While you wear them and you are at half your hit points or fewer, you gain advantage on Constitution saves.

Vile Spell Ring

Ring, legendary (requires attunement by a spellcaster)

While attuned to this ring, whenever damage a creature with a spell of first or higher level, the target's hit point maximum is reduced by a number equal to the level of the spell slot used. This effect lasts until the target receives a *dispel evil and good* spell.

Vile Weapon

Weapon (any), very rare (requires attunement)

A weapon of this sort is +1 to hit and damage. In addition, whenever it hits, it reduces the target's hit point maximum by 1, or by 2 on a critical hit. This effect lasts until the target receives a *dispel evil and good* spell.

Vile Weapon Ring

Ring, legendary (requires attunement)

While attuned to this ring, whenever you hit a creature with a melee weapon attack, the target's hit point maximum is reduced by 1, or by 2 on a critical hit. This effect lasts until the target receives a *dispel evil and good* spell.

Villain's Cloak

Wondrous item, very rare (requires attunement by an evil creature)

This cloak is fancy dark blue velvet trimmed with black fur. It has a deep hood that keeps your face in shadow. While you wear it, you can add 1d4 to any Charisma (Deception or Intimidate) or Dexterity (Stealth) check you make.

In addition, the cloak has 5 charges. Whenever you spend the last charge, there is a 1 in 20 chance that the cloak loses its magic. Each midnight, the cloak regains 1d3+2 charges. By spending charges, you can use any of the following abilities.

Speak with Evil. By spending 1 charge as a bonus action, you can speak with any evil creature or creatures for as long as you maintain concentration, up to a maximum of 1 hour.

Sneak Attack. When you hit a creature with a melee attack and you have advantage against that creature or it has one of your allies within 5' and that ally isn't incapacitated, you can use a bonus action to spend 1 charge and deal an extra 2d6 points of damage.

Misty Step. You can spend 2 charges to cast *misty step*.

Violin of Dancing Dead

Wondrous item, very rare

By using an action to play this violin, you can cast *dancing dead*. The body continues to dance as long as you use your action to play the violin.

Once you have played the violin for 10 rounds, you must complete a short rest before invoking its powers again.

Vocalization Choker

Wondrous item, rare (requires attunement by a spellcaster other than a bard)

This choker fits about the neck. It has 3 charges, which refresh each morning at dawn. While you wear it, when you cast a spell, you can spend a charge from it to ignore the verbal components of the spell.

Wallbreaker Pick

Weapon (pick), rare (requires attunement)

This magical pick is +2 to hit and damage. In addition, it has 6 charges. You can use your action to

expend a charge and swing the pick at a wall within your melee reach, smashing a hole 5' in diameter through the wall. Once it is out of charges, the pick retains its +2 bonus.

Wand of Armory

Wand, rare

A wand of this sort has 3 charges, which it regains each dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses all of its power.

You can use an action to touch the wand to a willing creature and expend a charge, giving that creature a +3 bonus to AC for as long as you concentrate on it, up to 6 rounds.

Wand of Burdening

Wand, uncommon

This wand has 3 charges, which it regains each dawn. You can use an action to expend 1 charge and burden one creature that you can see within 90'. The target must make a DC 13 Strength save; if it fails, its speed is reduced by 20' for 1 minute. It can repeat the save at the end of each turn, ending the effect on a success.

Wand of Conjunction

Wand, very rare (requires attunement)

While you hold this wand in your hand, you instantly and automatically recognize any conjunction spell that you see cast or whose effects you see.

In addition, this wand has 12 charges, regaining 1d8+2 each morning at dawn. If you spend the last charge from the wand, there is a 1 in 20 chance that it is permanently drained of magic. You can use your action to spend 1 charge from the wand to cast the following spells: *mount*, *unseen servant*.

You can also use an action to spend 1 or more charges to summon non-humanoid monsters, to a maximum number of charges equal to your level or 6, whichever is higher. When you do so, you can summon a number of creatures that live within 5 miles whose total CR is equal to the number of charges spent. (If no non-humanoid creatures live within 5 miles, the summoning fails and charges are not expended.) Thus, if you spend 4 charges, you might summon a single CR 4 creature, two CR 2 creatures, four CR 1 creatures, etc. You have no

control over exactly what creatures respond to the summons, but they appear within 100' of you in a space that you can see and obey your verbal commands as well as they can understand them. If they don't understand your commands, the summoned monsters will do their best to defend. If one of your summoned monsters dies, it vanishes, returning from whence it came with no ill effect or memory of the event. Summoned monsters remain as long as you concentrate on them, to a maximum of 1 minute.

You can use your action to spend 3 charges to create a thin curtain of blackness that covers up to 600 square feet of area. The curtain blocks line of sight; darkvision does not penetrate it.

Finally, you can create a *prismatic wall* with the wand, but this is a slow process. Each round you use an action to spend a charge and create one layer of the wall in order, from red to violet. At least part of the wall must be within 5' of you. You cannot create a layer independent of the others, with the exception of red (the first layer); each must be attached to the existing wall.

Wand of Corridors

Wand, rare

A wand of this sort is very specialized. It has 20 charges and regains 2d6+4 of them every morning at dawn. When it is on a plane with no dawn or dusk, such as the Elemental Plane of Earth, the wand instead returns to full charges 6 hours after the first charge from it is spent.

If you hold the wand, you can use an action to spend a charge to create a corridor through a plane that is otherwise too solid for you to pass through, such as the Elemental Plane of Earth of the Quasi-Plane of Minerals. This corridor is 10' high and 10' wide, and extends 50' from you in a straight line.

The wand's power has no effect on creatures, including earth elementals or similar creatures that might appear to be part of the surrounding plane.

Wand of Darkness

Wand, very rare (requires attunement by an evil creature)

This wand has 5 charges and regains 1d4 charges each midnight. If you spend the last charge, there is a 1 in 20 chance that the wand loses its

magic. The wand has several powers.

Spells. You can expend charges to cast the following spells: *animate dead* (4 charges), *darkness* (1 charge).

Break Protection. You can expend 2 charges to dispel all *magic circle* and *protection from evil and good* spells within 30' of you.

Summon Nightmare. You can expend 3 charges to summon a nightmare, which appears within 60' in a burst of brimstone and smoke. The nightmare willingly serves you for 1 hour as long as you are committing evil acts.

Wand of Defoliation

Wand, uncommon

A wand of this sort is never made of wood; instead, it is usually constructed of ivory, bone or metal. This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic forever.

End the Green. You can use an action to expend one charge to cause all chlorophyll in a 30' radius to be destroyed. Thus, grass turns brown, leaves turn to autumnal colors and fall, etc.

Plant Death. You can also use an action to expend 2 charges to kill all normal, nonanimate plants within 30' of the wand. Animate or sentient plants take 1d6 necrotic damage.

Blight. Finally, you can expend 5 charges to cast *blight*.

Wand of Earth and Stone

Wand, rare

A wand of this sort is always made of some sort of stone. This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic and transforms into loose earth.

While you hold the wand, you can spend charges to cast the following spells: *dig* (2 charges), *hungry earth* (2 charges), *passwall* (3 charges), *shift the earth* (5 charges), *wall of stone* (4 charges).

Wand of Eldritch Rain

Wand, uncommon

This wand has 4 charges and regains 1d3+1 each morning at dawn. If you spend the last charge,

there is a 1 in 20 chance that the wand cracks and is ruined. You can spend a charge from the wand to create a rain of weird droplets in a 10' radius cylinder up to 60' high centered on a point that you can see within 120'. Each creature that starts its turn in the cylinder takes 1d12 psychic damage and must make a DC 11 Wisdom saving throw. If it fails, it is frightened of the cylinder and can take no actions until it leaves the area of the cylinder.

Wand of Elemental Transmogrification

Wand, very rare

One of these wands can transform one element into an equal amount of another. You can thus use it to turn water into fire, earth into air, etc. Using it requires you to point the wand at the targeted elemental material within 60' and concentrate, using your action. The wand will change up to 10 cubic feet per round, costing 1 charge per 10 cubic feet.

The transmogrification is permanent but can be dispelled. Elemental material created by this wand has special characteristics. Fire requires no fuel, water never evaporates, air is perfectly pure (but unless contained, it is lost immediately) and earth can appear as soil, sand, clay or stone, at your option. It is not possible to create valuable treasure such as gold or gems with this wand.

You can also use the wand to destroy a non-composite elemental by transmogrifying it into its opposite element. This use of the wand costs a number of charges equal to the elemental's Hit Dice, and the elemental is allowed a DC 15 Wisdom save to avoid the effect.

When fully charged, one of these wands has 30 charges, and it regains 2d4+5 charges each morning at dawn.

Wand of Eyes

Wand, rare (requires attunement)

This wand has 7 charges and regains 1d4+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic.

Spells. You can use the wand to cast the following spells: *arcane eye* (1 charge), *see invisibility* (3 charges).

Cure Blindness. You can use an action to touch the wand to a blind creature's eyes and expend 4 charges, curing its blindness.

Wand of Feathers

Wand, uncommon

This 18" long wand is carved from rune-graven wood and tipped with a cluster of multicolored feathers. It has 6 charges and regains 1d4+1 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic forevermore.

You can use the wand to cast the following spells: *gust of wind* (2 charges), *Tasha's uncontrollable hideous laughter* (1 charge), *unseen servant* (1 charge).

Wand of Flame Extinguishing

Wand, uncommon

This wand has 12 charges and regains 1d8+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. A *wand of flame extinguishing* has four different functions.

Extinguish Flames. By using an action to point the wand at a nonmagical fire of up to 5' diameter within 60', you can extinguish it without expending any charges. If the fire is up to 10' diameter, you can extinguish it by expending 1 charge.

Suppress Magical Flames. You can point the wand at a persistent magical fire, such as a *wall of fire* or *flame tongue*, and expend 3 charges. This causes the effect to be suppressed for 10 minutes. If its duration isn't up, it resumes at that point.

Counterfire. If you have the wand in hand, you can use your reaction to counter a spell that deals fire damage that is cast or targeted within 30' of you. This expends a number of charges equal to the level of the spell slot used to cast the spell.

Harm Fire Creature. You can use an action to point the wand at an elemental that is partially or wholly composed of fire and expend a charge. That creature must make a DC 13 Constitution save, suffering 6d6 damage on a failure or half that on a success.

Wand of Force

Wand, very rare

This wand has 9 charges and regains 1d4+2 charges every morning at dawn. If you spend the last charge, there is a 1 in 12 chance that the wand's magic is permanently expended, and it becomes nothing more than a fancy-looking stick. While you hold it in your hand, you can use it to cast the following spells by spending charges: *Bigby's hand* (3 charges), *wall of force* (3 charges).

In addition, you can use an action to touch the wand to a force effect to end that force effect. This costs a number of charges equal to 1/3 the level of the force effect, rounded up. If it doesn't have a level, it costs a number of charges equal to ¼ the CR of the creature or trap creating it. If none of these things apply, it costs 2 charges.

Blade of Force (requires attunement): You can use a bonus action to cause a shaft of brilliant energy to spring forth from the wand's tip. This requires 1 charge to initiate; every 2 rounds, you must spend another charge to maintain it. You can wield the energy blade as a melee weapon with the Finesse and Light properties; you are considered to be proficient with it. The weapon deals 2d8 force damage if it hits.

Wand of Fumbling

Wand, very rare (requires attunement)

A *wand of fumbling* has 7 charges and regains 1d4+1 charges each morning at dawn. By pointing the wand and uttering a command word, you can cause any of the following effects to take place.

Stumble (1 charge). You point the wand at a creature within 60'. The target must make a DC 13 Dexterity saving throw or fall prone.

Fumbling Attacks (3 charges). You point the wand at a creature within 60'. It must make a DC 13 Wisdom saving throw or grow clumsy when attacking, suffering disadvantage on attacks, fumbling on a natural 1-3 and taking a +1d6 penalty to the severity of its fumbles. This effect lasts as long as you concentrate on it, for up to 10 minutes.

Wand of Glorious Victory

Wand, uncommon (requires attunement by an arcane spellcaster)

While you use this wand as an arcane focus, anytime you kill or render an enemy unconscious

with an arcane spell, you gain 5 temporary hit points.

Wand of Grim Exchange

Wand, uncommon

A wand of this sort allows you to trade your own vitality for enhanced spell power. You can use it as an arcane spellcasting focus; if you do so, when you cast a spell that allows a saving throw, you can spend a number of Hit Dice equal to the level of the slot used to give each target of that spell disadvantage on its saving throw. (You do not regain hit points for Hit Dice spent this way.)

Wand of Illumination

Wand, rare

This wand has 3 charges and regains 1d3 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand blackens and becomes nonmagical. While you hold it in your hand, you can cast *dancing lights* or *light*. In addition, you can spend a charge to cast *sunburst*.

Wand of Illusion

Wand, uncommon

This wand has 5 charges and regains 1d4 each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand vanishes into thin air as if it were an illusion all along. You can spend 1 charge from the wand to cast *major image*.

Wand of Inspired Alacrity

Wand, common (requires attunement by a spellcaster)

While you use this wand as a spellcasting focus, you can expend your inspiration to cast a spell that normally has a casting time of 1 action with a bonus action instead.

Wand of Malford

Wand, rare (requires attunement by an arcane spellcaster)

This wand has 10 charges, and it regains 1d6+2 charges each morning at dawn. Whenever you expend the last charge, roll 1d20. If you roll a 1, the wand loses its magic. You can use your action while holding the wand to expend one or more charges for any of the following effects:

Spells: You can use the wand to cast *Malford's doppelgangment* (4 charges), *Malford's group invisibility* (5 charges), *phantasmal force* (2 charges) or *steam jet* (2 charges).

Stealth: You can spend 1 charge to gain the ability to Hide as a bonus action on your turn for the next minute.

Wand of Melf

Wand, uncommon (requires attunement by a sorcerer or wizard)

This wand has 6 charges, and regains 1d4+1 charges each morning at dawn. When you expend the last charge, roll 1d20. On a 1, the wand loses its magic. You can use an action while holding a spell to cast any of the following spells by expending the indicated number of charges: *Melf's acid arrow* (2 charges), *Melf's minute meteors* (3 charges).

Wand of Metal and Mineral Detection

Wand, uncommon

This wand has 10 charges and regains 1d6+4 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand shatters. While you hold the wand, you can use an action or bonus action to spend a charge and name a mineral or metal (gold, platinum, silver, diamond, beryl, etc). If any of the named metal or mineral is within 240', the wand will point in the direction of each place where the metal or mineral can be found, one location per round. The wand's detection ability is foiled by 10' of earth or wood, 5' of stone, 1' of metal or a thin sheet of lead or orichalcum. One charge enables the wand to function for 10 minutes, during which time it will point at whichever concentration of the named mineral you choose.

Wand of Misplaced Objects

Wand, very rare (requires attunement)

This wand has 5 charges, and regains 1d3 charges each morning at dawn. If you spend the last charge from it, there is a 1 in 6 chance that the wand shatters into pieces, its magic lost forever.

You can use your action to point the wand at a creature within 90' of you and utter the command word, expending 1 charge from the wand. This

causes a stream of golden orbs that rush toward the target, surrounding and swirling wildly around it. At the start of your next turn, the target must make a DC 15 Dexterity save. If it fails, all objects on the target are spontaneously and randomly rearranged. A warrior might find his helmet on his foot and his sword down his pants. Until it spends 1 minute rearranging itself, the target grants advantage on attacks against it and has disadvantage on skill checks due to the colossal inconvenience produced by the wand. In addition, the creature is not considered to have any item ready at hand, so it must re-equip its weapon(s), shield, etc. An affected creature can use an action to make a DC 15 Dexterity check to cease granting advantage on attacks.

If an affected creature wishes to pull out a small item, such as a potion, flash of oil, ring, etc, it must first use an action or a bonus action to make a DC 10 Intelligence (Investigation) check to locate the item.

Wand of Missile Enhancement

Wand, rare (requires attunement by a sorcerer or wizard)

You can use this wand as an arcane spellcasting implement. If you cast *magic missile* while doing so, each missile deals 1d6+1 damage instead of the normal 1d4+1.

Wand of Negation

Wand, rare

This wand has 5 charges and regains 1d4+1 charges each morning at dawn. You can use an action to spend a charge and fire a thin grey beam from the wand at a target that you can see within 100'. Make a ranged attack at the target; if you hit, none of its magic items function for 1 minute. At the end of each of its turns, the target can make a DC 15 Wisdom saving throw to end the effect.

Wand of Obliteration

Wand, uncommon

This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. You can use an action and expend one charge to obliterate a page of writing, a single spell that takes written form, such as *symbol* or a *glyph of*

warding, or even a scroll or a page from a spellbook.

Wand of Prime Material Pockets

Wand, very rare

A wand of this sort is of great use to planar travelers. It has 20 charges and regains 1d4+6 charges each morning at dawn, or every 24 hours on a plane with no dawn.

When on a plane other than the Prime Material, you can use this wand to create a pocket within the plane where the conditions mirror those on the Prime from which the wand hails. The pocket typically contains ground, air and a controlled temperature, with the lower third of the sphere occupied by land and water. The surface of the pocket is semipermeable, allowing creatures to enter and exit freely but keeping the conditions of the external plane out.

Using your action to expend one charge creates a spherical pocket 10' in diameter that lasts for 6 hours. At your option, you can instead expend multiple charges, increasing the diameter of the pocket by 10' for each additional charge.

When the pocket's duration expires, if you are within it, you can expend additional charges equal to those required to create the pocket to extend its lifespan by an additional 6 hours.

Wand of Ritual Conduction

Wand, rare

You can use this wand as a spellcasting focus for any ritual you perform. If you do, the ritual spell is cast as if using a spell slot one level higher than you actually use.

Wand of Rusting

Wand, very rare (requires attunement)

A *wand of rusting* is made of rusty iron. This wand has 5 charges and regains 1d3 charges each morning at dawn. If you spend the last charge, there is a 1 in 10 chance that the wand loses its magic. You can use an action to expend a charge and cause a single metal item within 90' to rust and fall to pieces. If the item is worn or carried by a creature, it can make a DC 17 Wisdom save to resist the effect, but otherwise, the item is destroyed.

Wand of Storms

Wand, very rare (requires attunement by a spellcaster)

A wand of this sort is usually made of copper, and is often shaped like a lightning bolt. This wand has 10 charges and regains 1d6+2 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic.

While you hold the wand, you can use it to cast the following spells by expending charges: *chain lightning* (4 charges), *fog cloud* (1 charge) or *gust of wind* (2 charges).

You can also use an action to expend 3 charges to activate an effect like *control weather*, except it doesn't require concentration, and you can only make the weather stormy with it.

Wand of Telekinesis

Wand, rare

This wand has 5 charges, regaining 1d3+1 at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. You can spend a charge to cast *telekinesis*.

Wand of the Masked Avenger

Wand, uncommon (requires attunement by a spellcaster)

While you use this wand as an arcane focus, anytime you roll a critical hit with a spell attack, you deal an extra 1d6 fire, 1d6 force and 1d6 lightning damage (which is not doubled by the critical hit).

In addition, when you cast a damaging spell whose effect is a cube but before determining the effectiveness of the spell (i.e. before rolling damage and before the DM makes appropriate saving throws), you can use a bonus action to deal an additional 1d10 fire, 1d10 force and 1d10 lightning damage to each target. This extra damage is reduced or negated as normal if the target makes any appropriate saving throw against the spell you cast. Once you use this power, you must complete a long rest before it can be used again.

Wand of the Pyromancer

Wand, uncommon (requires attunement by a spellcaster)

This wand has 10 charges, and regains 1d6+2

charges each morning at dawn. While you use it as a spellcasting focus, whenever you roll a 1 on a damage die for a spell that deals fire damage, you can spend one charge to reroll that die (no action required). You can reroll as many 1s as you spend charges.

Wand of the Underdark

Wand, uncommon (requires attunement)

This wand has 5 charges and regains 1d4+1 charges each morning at dawn. If you spend the last charge, there is a 1 in 20 chance that the wand loses its magic. You can use the wand to cast any of the following spells by expending a charge: *darkness*, *detect magic*, *silence*.

Wand of Viscid Globs

Wand, rare

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.

Wand of Warding

Wand, uncommon

This wand has 7 charges and recovers 1d4+2 charges each day at dawn. If you spend the last charge, roll 1d20; on a 1, the wand loses its magic.

You can use your action to spend one charge to create a zone of warding in a 10' radius sphere within 60'. The zone lasts until the end of your next turn, and each creature of your choice in the zone gains a +2 bonus to AC.

Wand of Wind

Wand, uncommon

This wand has 5 charges. Each morning at dawn, it regains 1d3+2 charges. Whenever you spend the wand's final charge, there is a 1 in 20 chance that

it is drained of magic and rendered useless.

You can use an action to spend 1 charge to cast *gust of wind*. You can also use an action to spend 3 charges to create a great wind pushing away from you in all directions that lasts until the start of your next turn. Each creature within 50' of you must make a DC 13 Strength save or be pushed 10' directly away from you. In addition, it takes 2' of movement to move 1' toward you for creatures between 50' and 15' distant, and 3' of movement to move 1' toward you for creatures closer than 15' to you.

Warden's Amulet

Wondrous item, uncommon (requires attunement)

This amulet gives you a +1 bonus to saving throws. In addition, you gain a +2 bonus to each Hit Die that you spend to heal.

Warding Light Armor

Armor (any heavy), legendary (requires attunement)

White and yellow coronas play over this armor at all times, giving you disadvantage on Dexterity (Stealth) checks that involve being unseen. It gives you a +3 bonus to AC. In addition, it has 3 charges, which it renews each day at noon. When a creature hits you with a melee attack, you can use your reaction to expend a charge and cause the coronas on the armor to leap at the target, which must succeed on a DC 17 Dexterity save, suffering 3d10 radiant damage on a failure or half that on a success. In addition, a creature that fails its saving throw by 5 or more is also blinded for 1 minute. It can repeat the save at the end of each of its turns, ending the effect on a success.

Warding Spirit Armor

Armor (any), very rare (requires attunement)

While you wear this armor, you can use an action to call up the spirit of a great warrior who once wore it. The spirit appears in an unoccupied space that you can see within 30' and helps to defend you and your allies that are near it. It is Medium sized but creatures and objects can pass through it. It has AC 10 and all of its save bonuses are +3. If an attack hits it or it fails a saving throw, it is dispelled until you summon it again. The spirit otherwise remains for 1 minute.

While the spirit exists, opportunity attacks

against you and your allies have disadvantage while either you or the targeted ally or the attacker is within 5' of the spirit. In addition, it grants a +2 bonus to AC to you and any of your allies that are within 5' of it.

Each time the spirit vanishes, whether by being dispelled or by its duration ending, you gain 1 level of exhaustion.

Warlock's Bracers

Wondrous item, uncommon (requires attunement by a warlock)

Any creature under the effect of your *hex* spell takes a -1 penalty on attack rolls against you.

Warlord's Weapon

Weapon (any), rare (requires attunement by a battlemaster fighter)

You gain a +1 bonus to your superiority dice.

Warlord's Helm

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

While you wear this helm and you can speak, you are able to greatly aid your allies in battle, helping to coordinate them and make sure the right member of your team is in the right place at the right time. While you are in battle, you can use a bonus action on your turn to aid your allies in one of the following ways:

- You can move one willing ally within 120' who can see or hear you up to 15' without provoking opportunity attacks;
- You can grant one ally a saving throw or action to end an ongoing effect; or
- You can grant one ally within 120' who can see or hear you a bonus of 1d6 on the next saving throw that it makes before the start of your next turn.

Warp Marble

Wondrous item, very rare (requires attunement)

Appearing as a 1/2" diameter sphere of fine crystal, often with a rich blue or aquamarine tint, this item is a powerful device used to imprison a creature of up to Large size.

Each *warp marble* has three command words associated with it. If you use an action to speak the

first command word, the nearest creature other than you of Small, Medium or Large size must make a DC 17 Charisma save or be sucked within an extradimensional prison created within the marble. A trapped creature can see and hear the world around the marble, but can't effect it in any way, nor can it cast spells or use psionics. The extradimensional prison can hold only one creature, and if the command word is spoken while the prison is occupied, it has no effect.

If you use an action to speak the second command word, an imprisoned creature is released, appearing in the nearest unoccupied space to the marble.

The third command word allows you to set the *warp marble* as a trap. You can use an action to speak the command word while you can see the marble and are within 20' of it. Afterward, the next creature of Small, Medium or Large size to touch the marble must succeed on a DC 17 Charisma save or be sucked within the prison, as noted above. (The prison can still only hold one creature.)

If a *warp marble* is placed in an extradimensional space or transferred to another plane, any creature imprisoned within it is immediately released on the Astral Plane.

Warstar of the Manticore

Weapon (morning star), rare (requires attunement)

This +2 *morning star* allows you to use an action to fire a volley of six spikes at a single target within 60'. Make a ranged attack roll for each spike normally; each hit deals 1d4 + your Dexterity bonus piercing damage. One you use this power, you must complete a short or long rest to use it again.

Watcher's Horn

Wondrous item, common

When you use a bonus action to blow this horn, it makes no sound, but each sleeping creature within 40' wakes up.

Watchful Spirit Totem

Wondrous item, common

This carved stick has a guardian spirit bound within it. This spirit whispers warnings to you; while you bear the totem on your person, you gain a +1 bonus to Wisdom (Perception) checks.

Wavestriders

Wondrous item, uncommon

While wearing these magical boots, you can stand on and move across any liquid as if it were solid.

Wax of Careful Hearing

Wondrous item, common

This magical wax is usually found in a brick 4" long, 2" wide and 1" thick. You can use an action or bonus action to roll a ball out of some of the wax (the brick has enough wax for a total of ten balls). You can stuff these balls into your ears as an action, and while you have a ball in each ear, you have advantage on saves against effects that you must hear, such as a harpy's song.

Once you place the balls in your ears, they function for an hour.

Wayfarer's Wand

Wand, rare (requires attunement by a bard, cleric, ranger, paladin, sorcerer, warlock or wizard)

This wand has 6 charges, which you can use to cast the following spells: *dimension door* (3 charges), *dimension hop* (1 charge), *regroup* (5 charges).

Weapon of Assured Success

Weapon (any), uncommon (requires attunement)

A weapon of this sort is designed to ensure that you eventually succeed at hitting even the most difficult-to-strike opponents. As long as you don't attack a different creature or allow a full round to go by without attacking your chosen target, each time you miss an attack with this weapon, you gain a cumulative +1 bonus to your next attack roll against that target.

Weapon of Balance

Weapon (any), rare (requires attunement by a true neutral character)

When you hit an enemy whose alignment is wholly non-neutral (and who is not unaligned), you deal an extra 2d6 psychic damage.

Weapon of Deception

Weapon (any), rare (requires attunement)

While you bear this weapon, you can use an action to magically disguise yourself. Make a Charisma and add your proficiency bonus to set the DC for creatures to penetrate your disguise.

Weapon of Fortunate Striking

Weapon (any), uncommon

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

Weapon of Returning

Weapon (any thrown), common

When you hurl this weapon, if you miss, it returns to your hand with such alacrity that you can attack with it again the same round, if you have multiple attacks.

Weapon of Slowing

Weapon (any), very rare (requires attunement)

When you hit a creature with this weapon, it must succeed on a DC 15 Wisdom save or become slowed, as if affected by a *slow* spell, until the end of its next turn.

Weapon of Swiftess

Weapon (any), uncommon

When you wield this weapon, your speed increases by 10'.

Weapon of the Wielder's Health

Weapon (any melee), uncommon

This weapon has 2 charges, which it regains at dawn. You can use a bonus action to expend a charge to heal yourself of 3d8 points of damage.

Weapon of Unclosing Wounds

Weapon (any), very rare

This weapon has a +1 bonus to hit and damage. In addition, any creature that you hit cannot regain hit points until the end of your next turn.

Web Arrow

Ammunition (arrow), rare

When you hit with this crimson-fletched black arrow, the target and each other creature within 5' of it must make a DC 15 Dexterity save or be

caught in a *web* (as the spell, except that it extends only in a 5' radius around the target).

Wheel of Fire

Wondrous item, rare (requires attunement)

Always found in pairs, *wheels of fire*, properly installed on a chariot, empower it to burst into flame when you use an action to so command it. The chariot, its mounts, passengers and any objects inside it are immune to the fire, but any other creature that starts its turn within 30' of the chariot or comes within 30' of it for the first time on a turn suffers 2d6 fire damage.

While active, the chariot leaves flaming tracks behind it. You can deactivate the chariot by using an action to speak the command word.

When you attune to a pair of these wheels, it only counts as attuning to one magic item.

Wheel of Floating

Wondrous item, common

If this wagon wheel is properly installed on a wagon, that wagon can float across water if laden with 1,000 lbs or less of weight. Each additional *wheel of floating* increases this limit by 500 lbs.

Wheel of Lighting

Wondrous item, common

If this wagon wheel is properly installed on a wagon, anyone on the wagon can use a bonus action to utter a command word to cause the wheel to project a *light* spell 30' ahead of the wagon. The *light* moves continuously with the wagon.

Whetstone of Keening

Wondrous item, common

This whetstone can be used 1d6+2 times before it is expended. You draw a piercing or slashing weapon across it as an action, and the next time an attack is made with that weapon, it adds 1d4 to the attack roll and 1d4 to the damage.

Whetstone of Terrible Wounds

Wondrous item, legendary

This whetstone can be used 1d6+2 times before it is expended. You draw a piercing or slashing weapon across it as an action, and for the next hour,

that weapon is magically enhanced, inflicting terrible wounds. It deals an extra 2d8 damage on a hit, scores a critical hit on a 18-20 and gains a bonus of +2d10 to critical severity.

Whip of Disarming

Weapon (whip), rare (requires attunement)

This magical whip has a +1 bonus to hit and damage. You can use an action to attempt to disarm a creature wielding a manufactured weapon. That creature must make a DC 15 Dexterity save; if it fails, one item of your choice that it is holding is lashed away from it. You may choose to catch the item in a free hand, if you have one. Alternatively, you can whip the item to an unoccupied space of your choice within 15' of the target.

Whip of Zeif

Weapon (whip), rare

This magical whip has a +2 bonus to hit and damage. In addition, you can use an action to crack it overhead, generating a tremendous noise. Each other creature within 20' must make a DC 15 Constitution save or be deafened for 1 hour. The sound is audible up to 1,000' away. Once you use this power, you must complete a short or long rest before using it again.

Whirlwind Weapon

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

This weapon is +2 to hit and damage. It has 2 charges, which renew at dawn. You can use an action and expend a charge to make one attack with this weapon against each creature within 5' of you.

Whistle of Stopping

Wondrous item, uncommon

If you use an action to blow this whistle, each land vehicle (but not mount) within 120' stops in its tracks and cannot move for 3 rounds.

Whistle of Training

Wondrous item, uncommon (requires attunement)

If you use this magical whistle when training a beast, the training time required is cut in half.

White Cloak of Charming

Wondrous item, uncommon (requires attunement by a spellcaster)

Whenever you cast a spell that inflicts the charmed condition, the DC to resist it increases by 1.

White Copper Ring of Fire

Ring, uncommon (requires attunement by a spellcaster)

When you cast a spell that deals fire damage, it instead deals radiant damage.

Winch of Power

Wondrous item, rare

This intricate mechanical winch is only 3" high and can lift 200 lbs. It includes 100' of unbreakable thread and can be wound and unwound with a thumb and forefinger, no matter how much weight is on it. If you use a bonus action to speak a command word, the winch anchors itself in place and won't move until someone uses a bonus action to speak the command word again while touching it.

Window of Dressing

Wondrous item, uncommon

This item appears to be a 2' square window frame. You can use an action to hold it upright before you, and it will enlarge and move over you, placing you in a special otherdimensional cubicle. The only thing that you can do in the cubicle is dress or undress, including donning or removing armor, but it takes you only one action to completely undress or dress.

Window of Peeping

Wondrous item, uncommon

When you hold this 1' square window frame to a wall or door, it allows creatures to see through the wall or door, provided that the wall or door is no more than 2' thick. The vision is two-way.

Window of Spying

Wondrous item, uncommon

When you hold this 1' square window frame to a wall or door, it allows creatures to see through the wall or door, provided that the wall or door is no more than 2' thick. The vision is one-way, only allowing creatures on your side to see through it.

Windrunner's Shirt

Wondrous item, rare

This shirt seems to ripple and flash like sunlight on running water. You can use an action to extrude saillike membranes that run from your wrists to your knees, allowing you to catch the wind and glide by spreading your arms. You can't use your arms for anything else while you are gliding, but you can fly with a speed of 50' while you glide.

You can use the shirt's power for 1 hour each day, but this time can be split up as you see fit.

Winged Dagger

Weapon (dagger), very rare

This +2 dagger can only be used to full effect by a spellcaster.

Winged Guardian (requires attunement by a spellcaster): You can use your action to loose the dagger and it will hover around you, darting this way and that. If a creature within 5' makes a melee attack against you, the dagger will attack that creature as if you were wielding it (but without using your reaction). Once it has attacked, it cannot do so again until the start of your next turn.

Winter's Grasp Totem

Wondrous item, rare (requires attunement by a druid)

This totem is made of dry wood and white fur, embodying the spirit of winter. You can use it as a druidic spellcasting focus; if you cast a spell that deals cold damage while doing so, you deal one extra die of damage.

Witchslayer Weapon

Weapon (any), very rare (requires attunement)

This +2 weapon deals an extra 2d6 psychic damage whenever it hits a creature that can cast a spell.

Wolf Collar

Wondrous item, uncommon (requires attunement)

While you wear this spiked black leather collar, you can use a bonus action to change into a dire wolf (as if you had used the druidic wild shape ability). This change lasts until you lose consciousness, your wolf form falls to 0 hit points or

until you use a bonus action to end it.

Each time your wolf form falls to 0 hit points, the collar gains 1 wear point. It cannot have its wear points restored by any means. With 1 or 2 wear points, the collar suffers cosmetic damage and your wolf form looks unkempt and somewhat aged; with 3 wear points, the wolf form has a -1 penalty on attack and damage rolls; and with 4 wear points, the collar is destroyed.

Writ of the Holy Mission

Wondrous item, legendary

This book is a repository of fanatical exhortations to both combat readiness and fanatical devotion that is greatly beneficial to a paladin. It requires a week of constant study to learn its secrets. Upon doing so, a paladin gains enough experience points to reach the midpoint of the next level (and must take the level in paladin).

A creature that is not a paladin that reads this work finds it to be a strident screed with a tone that seems to imply hysteria. Nonetheless, it finds itself thinking obsessively about religion, unable to focus on other things. It suffers a 50% penalty to earned experience until it takes a level in paladin or receives a *remove curse* or *atonement* spell.

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

Wyrmtooth Dagger

Weapon (dagger), very rare (requires attunement)

Carved from a dragon's tooth, this dagger can be used as a normal weapon (though, due to its shape, it isn't suitable for throwing).

If you hit a creature with the *wyrmtooth dagger*, you can use a bonus action to lodge the dagger within the target. Until a creature makes a DC 20 Strength check to pull it free or casts *dispel magic* on it, the *wyrmtooth dagger* remains lodged. While it is lodged in a creature's body, the dagger gives the target vulnerability the damage type inflicted by the breath weapon of the dragon it was taken from in life (e.g. a blue *wyrmtooth dagger* inflicts vulnerability to lightning damage).

Xaphoon of Mellow Meeting

Wondrous item, rare (requires attunement by a bard)

This short bamboo instrument has a reed at the mouthpiece. It makes a very soulful sound when played, similar to the saxophone.

If you use an action to play the xaphoon when you first meet one or more creatures and before combat has broken out, you fill all of them with a sense of mellow contentment and fellowship. Before any creature within 60' of you with an Intelligence score above 4 can make an attack or cast a spell, it must make a DC 17 Wisdom saving throw. Otherwise, it instead only talks, taking no hostile action. As soon as a creature attacks or casts a spell, this effect ends.

Xenolith of Passage

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

This item appears as a 3" diameter, 2" thick stone with a second, foreign rock fully included within it. It weighs 10 lbs.

As long as the rock is on your person, you can spend a bonus action to activate it. When you do, you become able to move through earth and stone as if it were water, moving via swimming and leaving no trail behind. You cannot take other creatures with you, and you gain no special ability to see through the earth and stone. Each round you may spend a bonus action to keep the *xenolith of passage* active until the end of your next turn, for a maximum of one hour; once it becomes inactive, if you are still within the earth and stone, you are immediately ejected to the nearest space capable of holding you and suffer 10d10 points of damage.

Once you have activated the xenolith, it cannot be activated again until the next dawn.

Xylograph

Wondrous item, uncommon

This item appears as a wooden slab 1' square and 1" thick. While you hold it, you can use a bonus action to cause it to transcribe your words, carving them backward into the wood. It can record up to thirty words. You can also inscribe a simple drawing into the block while it is transcribing by drawing it with a finger.

You can use a second bonus action to cause the lines to fill with ink. If you then use an action to press it against paper, parchment, a wall, etc, the

recorded words (and image, if any) are printed on the touched surface. The *xylograph* then goes blank.

Yantra of Fascination

Wondrous item, uncommon

This item appears as a one foot square of cloth stretched by a wooden frame. A handle allows you to hold it in one hand. The cloth bears a brightly colored series of concentric squares and circles.

You can use your action while you're holding it to cause the pattern on the yantra to begin to swirl and move, casting *hypnotic pattern*. Once you use this power, it will not function again until the next dawn.

Yellowjacket Dart

Weapon (dart), rare

This dart has a +1 bonus to hit and a +3 bonus to damage. In addition, if you hit a target, it must make a DC 13 Constitution saving throw, suffering 3d6 poison damage and becoming poisoned for 1 minute on a failure. It can repeat the saving throw at the end of each of its turns, ending the effect on a success.

Yoke of Bile

Wondrous item, very rare (requires attunement)

This heavy iron yoke sits very uncomfortably on your neck and shoulders. It is foul-smelling and spotted with corrosion.

When you do this item, you undergo a visible transformation into a bile-tainted creature. Constant pains wrack your body. You gain resistance to acid and poison damage and immunity to the poisoned condition. Whenever you must make a saving throw against an effect that includes the charmed condition, you automatically succeed.

In addition, you can use your action to spit a spray of bile in a 30' cone. Each creature in this cone must make a DC 15 Constitution save, suffering 5d8 acid damage and 5d8 poison damage on a failure or half that on a success. If a creature fails by 5 or more, it takes 1d10 acid and 1d10 poison damage at the start of each of its turns until it takes an appropriate action to wash the bile off its body. Once you use this ability, you must complete a long rest to use it again.

Yoke of Underwater Action

Wondrous item, uncommon

This yoke can be worn by any quadruped. While it wears it, the creature can breathe water and move through it at its normal walking speed.

Zebra Cloak

Wondrous item, rare (requires attunement)

This waist-length cloak is made of zebra hide. The zebra is a symbol of balance and illusion; this cloak's powers are related to both.

If you move at least 30' on your turn, you can cast *invisibility* on yourself. You can do this twice before this power is exhausted; it refreshes each day at dawn.

In addition, whenever you make a saving throw against an illusion, you can apply your proficiency bonus to that save, regardless of whether you are proficient in the appropriate saving throw type.

Virtue of Balance (requires attunement by a true neutral creature): You gain a +1 bonus on Wisdom checks. In addition, when a creature with no neutral alignment components attacks you, you gain a +1 bonus to AC against its attacks.

Zither of Speed

Wondrous item, uncommon (requires attunement by a bard)

This zither has 1 charge, which it renews each dawn. You can use it to cast *haste* or *slow* by playing the zither.

Zither of Zombie Control

Wondrous item, uncommon (requires attunement by a bard)

Shaped like a flat stringed box, this instrument allows you to assume control of zombies within 60' by using an action to strum it. Each zombie must make a DC 13 Wisdom save or fall under your mental control for 8 hours.

This item has 3 charges, which renew at dawn. Each time you use it, it expends one charge.

Zombie Cauldron

Wondrous item, very rare (requires attunement)

This massive iron cauldron is about 5' in

diameter and 4' high. It weighs over 10,000 lbs. You can place up to four Medium or Small corpses in the cauldron and spend the next twelve hours heating, stirring and chanting over the cauldron, the bodies animate as zombies under your control. There is no limit to the number of zombies that you can create and control with this item.

A *zombie cauldron* is extremely durable, and it can withstand 10 wear points with just cosmetic damage.

Zoster of Zeal

Wondrous item, rare (requires attunement)

You can invoke the powers of this magical belt as a bonus action. Once you do, you are filled with a zeal for battle and gain a +3 bonus on attack rolls. This lasts as long as you concentrate on it, to a maximum of 1 minute. Once you have used the belt's power, it won't work again until the next dawn.

Zwieback of Zymurgy

Wondrous item, uncommon

This dry, crusty bread is usually found in a package holding 2d10 pieces. They keep indefinitely, and this bread helps ensure that you drink only the best beer and wine. If dipped into a container of wine or beer, the zwieback dissolves into the liquid and changes it into an excellent brew or vintage.

Zymurgist's Mug

Wondrous item, common

This mug transforms any nonmagical liquid poured in it into high-quality beer.