

MAGE FORGE



A COLLECTION OF 250 MAGIC
ITEMS FOR THE WORLD'S
GREATEST ROLEPLAYING GAME!



MAGE FORGE

MAGIC ITEMS FOR THE FIFTH EDITION OF THE WORLD'S GREATEST ROLEPLAYING GAME Credits

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ALISARA'S REPOSITORY OF MISPLACED THINGS

Wondrous item, rare (requires attunement)

The fey sorceress Alisara once gained a great favor from a faerie lord known for his generosity to those who kept their promises. When Alisara nearly died while keeping her word this faerie lord gifted her a most useful item, explaining it would always collect her lost objects and eventually return them to her.

“And it has several other qualities,” he whispered when she wasn’t listening.

Alisara’s Repository of Misplaced Things is a large oxblood leather sack. It cannot be used to store anything. The repository has 10 charges and regains 1d4 charges daily at dawn. You can spend charges by touching the lip of the repository and desiring to see what is inside. The results of your retrieval depend on how many charges you choose to spend.

Spacious Repository. The repository gathers lost objects from across the multiverse, prioritizing objects the bag’s owner lost but occasionally gathering items of unknown origin from elsewhere. Despite this the bag never grows heavier. When you reach towards the opening an item coated in an oily rainbow sheen appears, sticking out of the bag.

Once removed from the bag, this film can be peeled off and dissipates into the air within 1 minute regardless of whether or not it was removed from the item. The item size is irrespective of the size of the sack. Mysteriously, no one can reach into the sack, even when an item fails to appear.

Divested Gifts. The repository can release some of the items from its storage and gift them to you regardless of their previous owner. Though the magic of the bag may grant possession of an item to you the original owner may feel differently about the matter.

Lost Things Found. Each day an item you lose can be retrieved through the power of the repository. This power can be used once per day without expending a charge.

1 Charge. A mundane and usually expendable item. Consult your Game Master for the results. Roll a d10 or the Game Master can determine what the most useful item would be under present circumstances.

d10	Item
1	A carefully wrapped box of drinks, meats, breads, and cakes for 4 people
2	Medicinal herbs that count as a one use of a healer’s kit
3	10 ft. of silk rope
4	A bundle of 4 torches
5	5 arrows
6	A set of common clothes (they were definitely repaired at some point)
7	A sling and a bag of 20 sling bullets
8	A random assortment of coins equivalent to 6d6 copper pieces
9	Climber’s kit
10	A trinket

2 Charges. Tools or alchemical supplies. Consult your Game Master for the results. Roll a d10 or the Game Master can determine what the most useful item would be under present circumstances.

d10	Item
1	Holy water
2	Potion of healing
3	Alchemist's fire
4	Antitoxin (vial)
5	Arcane focus
6	A saddle
7	Tinker's tools
8	Alchemist's supplies
9	Thieves' tools
10	A book

3 Charges. Potion, scroll or other consumable magic item. Consult your Game Master for the results. Roll a d8 or the Game Master can determine what the most useful item would be under present circumstances.

d8	Item
1	Poison, basic (vial)
2	1d3 pages of a spellbook with three 1st level spells, one 1st level and one 2nd level spell or one
3	A scroll that contains a 1st level spell
4	A token of the natural world
5	A potion of climbing
6	A potion of greater healing
7	A token of minor magic
8	A token of the warrior

5 Charges. A new type of magic item called a charm. Consult your Game Master for the results. Roll a d12 or the Game Master can determine what the most useful item would be under present circumstances.

d12	Item
1	Charm of Fated Outcome
2	Charm of Fey Blood
3	Charm of Instinctual Senses
4	Charm of Dimming
5	Charm of Eldritch Eyes
6	Charm of Planeswalking

7	Charm of Knowing
8	Charm of Oaken Limbs
9	Charm of Unchained
10	Charm of Vigor
11	Charm of Energy
12	Charm of Fortitude

LORE

The following Intelligence (Arcana, History) determine what an examination of the sack reveals.

DC 10. The oily rainbow sheen over the objects is some kind of astral / ethereal matter that quickly dissipates upon being released from the repository. (Arcana) The repository was fashioned by a fey lord long ago as an insult from one fey lord to another. (History)

DC 15. The “gifts” of the repository are real but it is not known whether or not they existed prior to being drawn from the repository. Some theorize that objects from elsewhere that mysteriously disappear fuel the “generosity” of the repository. (Arcana) While the fey lord who gifted Alisara with the repository had a name for it, Alisara deemed her more descriptive, but ostentatious, name suited the item better. (History)

DC 20. The repository's true nature is that of a well of power that is filled through the gifting of power from fey lords to their courts, fey knights to their squires, and fey folk to their kin. How the energy ends up here is a mystery. (Arcana) The repository's real name is “Hosta Vesta” or “Gathered Promises” a more appropriate name for it's true purpose given it by the fey lord who created it. (History)

DC 25. When promises are made by the fey and not fulfilled, through no fault of the one making the promise, the Hosta Vesta somehow gains ownership of the boon, item, or favor that was so promised. It is unknown what kind of fey could do this and their rationale for making it accessible to others simply by possessing the sack. (Arcana or History)



AMULET OF THE FOREST

Wondrous item, very rare (requires attunement)

When you wear this amulet carved of green agate in the shape of a wild animal hanging from a corded silver necklace you recognize and are recognized by others as protectors and servants of the land.

While you are attuned to the amulet you gain proficiency in the Animal Handling and Nature skills. If you are already proficient you double your proficiency bonus on checks made using these skills. In addition you can cast the *Speak with animals* and *Speak with plants* spells at will, without expending a spell slot.

You can also cast the *Awaken* spell once without expending a spell slot and requiring no material components. Once you use this feature you cannot use it again until dawn four days later.



ANGEL'S LOCK

Wondrous item, rare (requires attunement)

While you wear this woven lock of braided silver angel hair clasped neatly around your wrist, as a bonus action you may expend one spell slot to heal yourself for 1d8 hit points per level of the spell slot expended.

"A great deed you've done this day for goodness and the righteous. For this I gift a lock of hair. May it bring you succor and respite in your times of need and pain." — Celestial Ortha Star-Bringer



ARCANE ABSORPTION DICE

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

This exquisite set of seven fuchsia dice humming with power is always found in a silk bag. Sometimes called spell eaters they can be used to foil magic and magical effects.

As an action you can roll or fling one of the dice towards a spell or magical effect within 60 feet. Roll d20. Any spell of a level equal to or lower than the result ends. Subtract that number from the result. For one minute, at the start of another creature's turn you can use your reaction to end a spell of a level equal to or lower than the new result. The die crumbles into a fine dust after one minute or when the number of the initial die roll is 0.



ARCANE ACORN

Wondrous item, uncommon

When you plant this gold capped glass acorn in loose earth, you gain the effects of an *enhance ability* spell. You may choose which magical enhancement effect the acorn produces. The spell effect lasts for 1 hour, without the need for concentration.

A circle of druidic lorekeepers fashions these delicate replicas and imbues them with a connection to spirits of the land. Contained in the swirling primal energy inside lies the potential for the endurance of a bear, the strength of a bull, the grace of a cat, the splendor of an eagle, the cunning of a fox or the wisdom of an owl for the one who cultivates it.



ARCANE RAZOR

Wand, uncommon

This wand has 10 charges. While holding it you can use an action to expend 1 of its charges to remove all hair or fur from up to 2 square feet on an object or creature within 10 feet. You can point the wand at a creature within 30 feet and spend 2 charges to cause all of the target's hair or fur to fall out, leaving a cleaner surface and shave than any mundane razor can give. An unwilling creature who succeeds on a DC 13 Constitution saving throw resists either effect. The wand regains 1d8+1 charges at dawn.



ARMOR OF BLACK ICE

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

This smooth black armor feels as though it should gleam, but doesn't. The surface is cold to the touch but comfortably warm on the inside regardless of the temperature in which it's worn. At night or in darkness you have advantage on Stealth checks that rely on sight. The armor does not make you quieter.

Whenever another creature hits you with a melee attack you may use your reaction to move up to 10 feet. This movement doesn't provoke opportunity attacks.

If you are attuned to the *Armor of Black Ice* and the *Cloak of Black Ice*, the pair of items only counts as one item for attunement.



ARMOR OF BLOSSOMING LEAVES

Armor (breastplate), very rare (requires attunement)

You have a +1 bonus to AC while wearing this armor composed of enchanted leaves displaying the vibrant color of spring. The armor has the following properties, which work only while you're wearing it.

Leaf Balm. You can use your bonus action to call on the rejuvenating power of nature. For 1 minute all vibrant growth of grass, flowers or any normal plants of your choice blossoms and flourishes from the ground in a 5-foot cube centered on you. Whenever you or a creature you can see that isn't a construct or undead moves into the area for the first time on a turn or starts its turn there, you can restore 1d6 hit points to that creature (no action required). You can do this a number of times equal to 1 + your Wisdom modifier (minimum of twice). After healing this number of times the effect ends. Once you use this property you can't use it again until the following dawn.

Leaf Bloom. You can use your action to channel vitality into plants within a specific area. Choose a point within 150 feet. All normal plants within a 100-foot radius centered on that point become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves. Once you use this property you can't use it again until the following dawn.



ARMOR OF FALLEN LEAVES

Armor (breastplate), very rare (requires attunement)

You have a +1 bonus to AC while wearing this armor composed of enchanted leaves displaying the rich colors of autumn. The armor has the following properties, which work only while you're wearing it.

Leaf Cloud. You can use your bonus action to transform into a swirling cloud of leaves and move up to 30 feet to an unoccupied space you can see, moving through occupied spaces without interference and not provoking opportunity attacks. Once you use this property, you can't use it again until you finish a short rest.

Leaf Swirl. You can use your action to transform into a swirling mass of leaves for one hour. You can end the effect at any time (no action required). This effect ends if you drop to 0 hit points. While in this form your only method of movement is a flying speed of 10 feet. You can enter and occupy the space of another creature. You have resistance to nonmagical damage and advantage on Strength, Dexterity and Constitution saving throws. You can pass through small holes, narrow openings and even mere cracks. You can't fall and remain hovering in the air even when stunned or otherwise incapacitated. While in this form you can't talk, manipulate objects, attack or cast spells. Once you use this property you can't use it again until the following dusk.



ARMOR OF HEROIC VALOR

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

You have a +1 bonus to AC while wearing this armor that makes you stand taller and look immaculate even in the heat of battle. While you are attuned to this armor you are immune to the frightened condition.

Whenever a melee weapon attack misses you or when you make a successful melee weapon attack against a target that caused an ally that can see you within 60 feet to become frightened, the ally can immediately make a new saving throw to end the frightened condition on them.

As a bonus action you can rally your allies. All friendly creatures within 60 feet who can see you gain immunity to the frightened condition until the start of your next turn. You can use this feature a number of times equal to your Charisma modifier (minimum of once). *Armor of heroic valor* regains this feature at dawn the following day.



ARMOR OF THE DAYDREAM

Armor (any type), legendary (requires attunement by a character of good alignment)

The Daydream is the form a nightmare transforms into once it's repented for its evil deeds and returned to a celestial with increased power. When the very first Daydream passed on with its dying breath it willed itself to carry on in the mortal realm and continue to aid others. In doing so it became a suit of armor.

You have a +3 bonus to AC while wearing this armor decorated with white feathers. When you attune to this armor it takes the form of any nonmagical armor you desire. No matter what type of armor you choose it always appears to be made of white material and is half the weight.

While you are attuned to this armor you are immune to anything that would alter your alignment. You have advantage on saving throws against being charmed. Should a spell or magical effect force you to perform an evil act you can immediately end the effect on yourself as a reaction. Once you use this feature you can't use it again until the following dawn.

You can use your bonus action to cause feathery wings with a 10 foot wingspan to sprout from the back of the armor. The wings give you a fly speed of 60 feet for one hour and you can hover. While the wings are out you are immune to the frightened condition. In addition you and any allies within 30 feet of you are under the effects of the bless and aid spells without the need for concentration. Once you use this feature, you can't use it again for seven days.

While the armor is not completely sentient it does on occasion offer encouragement. After you see the result of an attack roll or ability check but before you know its success or failure you can choose to reroll. You can choose either result. Once you use this feature you can't use it again until the following dawn.

While you wear this armor your ideals lean more toward heroism and motivation to accomplish great deeds. Whenever possible you feel the desire to make evil repent and become an instrument of good instead of destruction.



ARMOR OF THE INQUISITOR

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

This glittering +3 armor seems to reflect the light wherever it catches, giving you a sparkling aura while you are attuned to it.

While you wear this armor you have disadvantage on Dexterity (Stealth) checks. If you knowingly lie while wearing the *armor of the inquisitor* you take 3d6 radiant damage in retribution for sullyng its purpose. In addition any creature within 10 feet of you that speaks a deliberate lie must succeed on a DC 14 Charisma saving throw, taking 4d6 radiant damage on a failed save and half as much on a successful one as the armor lashes out at the fallacy.



AURORA CLOAK

Wondrous item, rare (requires attunement)

This glittering cloak carries every color of the spectrum and falls exactly to your heels no matter how tall you are. While you are attuned to this cloak you gain a +1 bonus to AC and any time a creature within 5 feet makes a melee attack against you, roll 1d8 and consult the chart below. The creature takes 2d6 damage of a type indicated by the result .

d8	Damage type
1	Fire
2	Acid
3	Lightning
4	Poison
5	Cold
6	Force
7	Thunder
8	Psychic

A Fragment of a Landvaettir. The spirit of the aurora is capable of a great many amazing feats, and her favor is considered a great prize to secure if you have the chance. Sometimes, this comes in the form of a fragment of herself. Although she takes no warlocks, it is said there are warriors out there who wear a cloak spun from the aurora itself and when they see it they know it to be a gift from the tundra's landvaettir. Wearing it is either to curry her favor or her wrath if you killed one of her favored ones to get it.



AXE OF DWARVENKIND

Weapon (any axe), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon designed and made by dwarves. Dwarven rulers bestow these weapons with cultural significance to non-dwarves who have done a great service to the clan, ruler or to dwarven people as a whole. When you claim this axe as your own and carry it you gain the following benefits:

- Your voice deepens.
- If you are capable of growing a beard it becomes thicker and longer.
- You can understand and speak Dwarvish.
- The attitude of any dwarf you meet is shifted one step positive, from aggressive to unfriendly or from neutral to friendly automatically.
- If you are a dwarf you're viewed as the pinnacle of what a dwarf should be. You are aware of the changes the axe makes to you.



BALANCE OF LIFE AND DEATH

Weapon (sickle), legendary (requires attunement by a creature of neutral alignment)

This sickle appears as an ordinary, weathered farming tool with a handle bound in grave wrappings. While you're attuned tiny runes glow on along the handle from beneath the shroud cloth and the crescent blade glows like moonlight, shedding dim light in a 10 ft. radius. In the negative space inside the blade's edge a field of humming black energy takes shape like the shadow on the moon concealing all but a sliver of light.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage. When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the GM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Balancing the Scales. Whenever you use magic or an ability that heals another creature, you may choose to deal an additional 2d10 necrotic damage on any attack you make within the next minute.

Conversely, when you reduce a creature to 0 hp or score a critical hit with *Balance of Life and Death*, you can cast the *revivify* spell as an action without expending a spell slot or material components within the next minute.



BALM OF FLESH

Potion, rare

This thin rectangular glass jar contains one dose of a topical balm with a slightly nutty scent. The balm is pale and comes in any color flesh might be such as the ebony black of drow or the caustic pink so common in tieflings. You can apply the balm to a petrified creature as an action, ending the condition.



BANDAGES OF SEEING

Wondrous item, rare (requires attunement)

While you wear these bandages wrapped around your head and eyes you are blinded, and you gain blindsight to a distance of 30 feet. If you are able to hear, you are also aware of the location of any hidden or invisible creature within 10 feet of you. If you possess the Blindsense feature your range is increased by 10 feet.



BEACON

Weapon (any), rare (requires attunement)

This +1 weapon sheds dim light in a 30 foot radius when being held. If there are enemies within 100 feet, the light changes to bright light in a 30 foot radius and dim light to 30 feet radius beyond this range. If you are holding the weapon you have advantage on initiative rolls as the item grows warm to the touch when enemies are near.



BEACON IN A BOTTLE

Potion, very rare

Glowing amber runes float through a clear liquid. When you drink this potion you can cast the *sending* spell. In addition you can share any of your memories of anything you've seen or heard with the target of the sending from the day.

"Perhaps you've heard of a message in a bottle? It's like those, only far more potent and useful. You won't even need an ocean to cast your bottle into for all the planes shall be your ocean." — Unknown Scholar



BLESSED DICE OF THE HEALER

Wondrous item, varies (requires attunement by a cleric or paladin)

This exquisite set of swirled cerulean dice is always found in a silk bag. While attuned the dice you can use them as a spell focus. Whenever you cast a healing spell to restore hit points to a creature they regain additional hit points determined by the dice set's rarity.

- **Uncommon.** +1 bonus
- **Rare.** +2 bonus
- **Very Rare.** +3 bonus

The set of dice has 3 charges and it regains 1d3 expended charges daily at dawn. While holding the dice you gain the following benefits:

- Whenever you cast a healing spell to restore hit points to a creature, for every charge you spend the spell is cast as if using a spell slot one level higher.
- You can spend 1 charge to cast *lesser restoration*.
- You can spend 1 charge to remove one level of exhaustion.



BLOODSHOT LENSES

Wondrous item, uncommon (requires attunement)

These ruby quartz lenses fit over your eyes, bathing the world in red from your vision. Bloodshot lenses have 3 charges. While wearing them, as a bonus action you can expend 1 charge to enter a state of primal fury that lasts for 1 minute. While under these effects, you gain advantage on Strength checks and Strength saving throws and gain a +2 bonus to melee weapon attacks. If you are able to cast spells, you can't cast them or concentrate on them while under the effects of the eyes of blood.

Bloodshot lenses regain 1d3 charges daily at dawn.



BLOODSTAINED CROWN

Wondrous item, very rare (requires attunement)

This crude headpiece is fashioned of bloodstained tusks lashed together with sinew and tufts of coarse fur soaked in blood.

A bloodstained crown has 3 charges. While wearing the crown, as an action you can expend 1 charge and choose a target creature within 30 feet. The creature must succeed on a DC 14 Wisdom saving throw or become afflicted with short-term madness. If the afflicted creature is targeted again and fails a second saving throw, they are afflicted by long-term madness. If a creature afflicted with long-term madness from a bloodstained crown is targeted a third time and fails their saving throw they will be afflicted by indefinite madness. Your GM has tables to indicate the effects of short-term, long-term and indefinite madness.

SHORT-TERM MADNESS

d100 Effect (lasts 1d10 minutes)

- 01-20 The character becomes consumed by primal fury and must use their action each round to attack the nearest creature.
- 21-40 The character degenerates into a beast. They can only growl, snarl and roar and are incapable of normal speech or spellcasting.
- 41-60 The character becomes a savage predator. Choose the nearest creature. The character must use their action and movement each round to pursue and attack that creature.
- 61-80 The character suffers an uncontrollable urge to feed on the closest edible material, preferably the flesh of fallen foes.
- 81-100 The character becomes frightened of the next source of damage they take and must use their action each round to flee from the source of the fear.

LONG-TERM MADNESS

d100 Effect (lasts 1d10 x 10 hours)

- 01-20 The character's mind is shattered, and they suffer disadvantage on Intelligence and Wisdom saving throws.
- 21-40 Whenever the character takes damage, they must succeed on a DC 15 Wisdom saving throw or be affected as though he or she failed a saving throw against the *confusion* spell. The confusion effect lasts for 1 minute.

- 41-60 The character shakes with barely controllable fury, which imposes disadvantage on attack rolls, ability checks and saving throws that involve Strength or Dexterity.
- 61-80 The character becomes reckless, and attack rolls against it have advantage.
- 81-100 The character collapses and becomes unconscious. No amount of jostling or damage can wake the character.

INDEFINITE MADNESS

d100 Flaw (lasts until cured)

- 01-20 "I am savage fury incarnate. I cannot be reasoned with."
- 21-40 "I am a beast, more wild animal than thinking being."
- 41-60 "I am the predator, and all other creatures are prey."
- 61-80 "I am filled with hatred. Anyone who challenges me will feel my wrath."
- 81-100 "I have no restraint and live out my most savage desires."



BLOODSTONE

Wondrous item, uncommon

The red stone with streaks of black is small and easily fits in the palm of your hand. When held, you can use an action to spend up to 2 Hit Dice and heal an amount equal to spending those dice during a short rest. Once you use this ability, the bloodstone can't be used again until the next dawn.

Game Master Note. The bloodstone does indeed have a relationship to blood cult activity, [explored further in Taking Chances](#). It is a prototype meant to make the cult's warriors more effective. The stone was being transported to Gryphongaff when brutal bandits killed the couriers and fenced all they took from their corpses. Blaive of the Summer is duty-bound to get the stone and return it safely to the Company of the NAG. If Blaive successfully wins the auction, the journey back to Gryphongaff may be harried by blood cultists. If someone else wins the stone, Blaive desperately attempts to get it without breaking the law.



BLUDGEON OF BLOODY BRAMBLES

Weapon (greatclub), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. You can use a bonus action to speak this magic weapon's command word, causing large, wicked, barbed thorns to grow from the striking surface. The thorns deal an additional 2d6 piercing damage on a successful hit, and last until you use a bonus action to speak the command word again or until you drop to 0 hp or stop wielding the weapon.



BOOK OF DYING LIGHT

Wondrous item, very rare (requires attunement)

This silver bound black leather book features a ghoulish visage stitched into the cover, silver lettering on the cover and images of eyes along the spine and borders. While you are attuned to the book it floats 1d3 feet behind you, flapping its pages like the wings of a bird or simply hovering in the vicinity. If the book is hovering in this way it counts as being carried.

As a reaction you can open the pages of the book to trap a spell that targets you within the pages, causing the spell to fail and have no effect. The spells are absorbed by the book and appear on pages as spells that can then be copied over into a wizard's spellbook for the appropriate price and time commitment. You may also use these pages as scrolls. Once a spell is cast from the book it disappears from the pages. The book can hold up to 3 spells this way.

The *Book of Dying Light* has a few other spells contained within that appear to have been handwritten in its pages by a former owner. These additional spells are merely written as they would be in a spellbook and cannot be cast as they could be from a scroll.

The spells in the book are: *blindness/deafness*, *blur*, *eyebite*, *false life*, *fear*, *hallucinatory terrain*, *mirage arcane*, *ray of enfeeblement*, and *silent image*.



BOOK OF RECORDS

Wondrous item, common

The color of this leatherbound book changes colors depending on who it recognizes as its owner. When you pick the book up and take ownership of it, you choose a command word and may change the color to whatever you please.

A book of records contains 100 pages. When you place the book onto another document and speak the command word the book unerringly and instantly copies down whatever markings are on the document.

You may speak the command word to blank the book so no one can see what is written within it, and speak it again to reveal what you've collected in the book.

Whenever a new creature takes ownership of the book and chooses a command word it purges anything the previous owner collected. A creature with truesight can read the pages.

A book of records does not work to copy down spells. Something about the magic makes the ink bleed to the point it is unreadable.

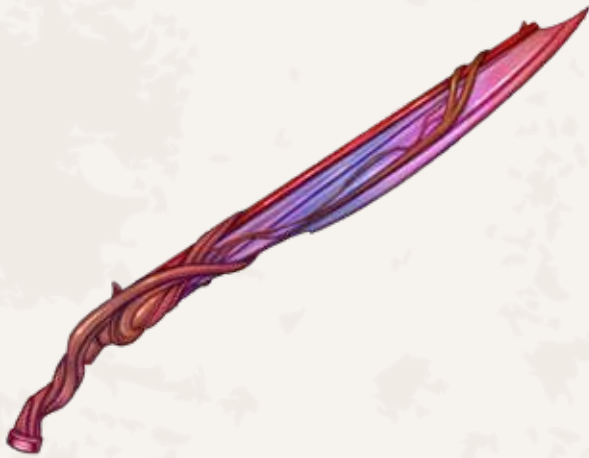


BOOK OF THE UNKNOWN

Wondrous item, uncommon

This nondescript book contains random knowledge that changes each day. If you read this book for at least 30 minutes each day you can gain advantage on a skill check for: Arcana, History, Nature or Religion. Once used you cannot gain advantage on this type of skill check via the book until the next dawn.

Game Master Note. The book sometimes gives specific knowledge or suggestions of lucrative opportunities in far-off places. You can use this to introduce plot threads and adventure hooks, info about far-off creatures and characters the party knows and basically whatever you want.



BOOMSTICK

Weapon (long rifle), very rare (requires attunement)

This bizarre contraption barely looks functional as a crude melee weapon instead of its true nature as a powerful rifle. The dark red cylinder four feet long has what appears to be a short sword or long spear blade attached to one end.

You have a +2 bonus to attack and damage rolls made with this magic weapon. In addition to its function as a long rifle you can also use a *Boomstick* as a longsword. A *Boomstick* creates its own ammunition when you make an attack.

(A long rifle is a ranged (80/240 ft.) firearms weapon that deals 2d6 bludgeoning and 1d6 fire damage, weighs 8 lbs and has the two-handed property.)

In addition at the start of your turn you can loudly proclaim, “This is my *Boomstick*!” When you do so, any attacks you make with *Boomstick* are made with advantage until the start of your next turn. Once you use this feature, you cannot use it again until the following dawn.



BOOTS OF WOVEN SNOW

Wondrous item, rare (requires attunement)

These fur-lined leather boots are cool to the touch on the outside but comfortably warm inside regardless of the temperature in which you wear them. Whenever you walk in the snow you leave no footprints. Snow and ice are no longer difficult terrain for you.

If you click the heels of these boots together, blades appear along the bottoms allowing you to skate along frozen surfaces. This increases your movement by 10 feet when you move on icy surfaces. On surfaces not covered by ice your movement is decreased by 10 feet.

If you are attuned to the *Boots of Woven Snow* and the *Robe of Woven Snow*, the pair of items only counts as one item for attunement.



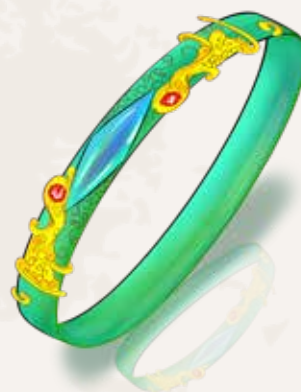
BOWSTRING OF BEARDOMANCY

Wondrous item, rare

This bowstring can be applied to any bow or crossbow. A weapon with this bowstring attached gains the following properties:

- The weapon is a magical weapon (if it was not already)
- The weapon's string cannot break unless cut by *Wilhelmina's Snippety Scissors*
- Your long range attacks are not made with disadvantage

The weapon possesses a command word, usually "something bubbly and fun to say," as Wilhelmina puts it. When you speak the command word (no action required) the bowstring grows outward and attaches to the bolt or arrow loaded within. When the ammunition is fired, the hair stretches ad infinitum until the ammunition hits the ground or impacts a solid surface. When this happens you may speak the command word again to cause the hair connected to the ammunition to anchor onto the surface, provided there is purchase. The anchor remains until you speak the command word again. The hair tether itself supports up to 2,000 lbs.



BRACELETS OF TRADING

Wondrous item, rare (requires attunement)

These bracelets always come in pairs, with one each meant to be worn by two creatures. They are magically connected to one another. As long as the creature wearing your bracelet's twin is on the same plane of existence you know what direction they are in and the distance between you and them.

Whenever you can see the creature wearing your bracelet's twin you can use a bonus action to switch places with them. As long as you can see the creature wearing your bracelet's twin, if that creature is willing you can use your bonus action to teleport and swap places. Once you use this feature, you can't use it again until you finish a long rest.



BRACER OF THE SERPENT

Wondrous item, rare (requires attunement)

When you place this heavy brass bracer shaped like a coiled snake upon your forearm, the snake seeks the ideal position and slithers until it fits comfortably.

When you attune to the bracer you learn of its power and the presence of the snake. While attuned you have resistance to poison damage and immunity to the poisoned condition. If you already have resistance, you gain immunity instead. The snake communicates with you telepathically and gives you advantage on any Intelligence checks you make related to information about snakes and snake-like creatures. The GM will tell if you the check applies.

You can command the snake to come alive as an action. The snake becomes a giant constrictor snake. The abilities of the bracer remain active even when the snake is animated. The snake is friendly to you and your companions and it acts on your turn. You can use a bonus action to command how the snake moves and what action it takes on its next turn or to give it general orders such as to attack your enemies. In the absence of such orders the snake acts in a fashion appropriate to its nature. The snake can remain animate for up to one hour or until it dies or command it to return to your wrist as a bonus action. If the snake dies its body immediately vanishes and the bracer magically appears on your wrist. Once the snake has been animated you cannot do so again for 7 days.

Curse. The snake spirit of this bracer prefers users with scales and if you are a creature who already possess scales there is no further issue. If you do not have scales, while attuned, when you finish a long rest you must succeed on a DC 16 Constitution saving throw or you begin to grow small patches of scales on your skin. You can choose to fail if you desire. A *remove curse* spell cast upon you removes any scales that have grown and simultaneously breaks your attunement. If you pass the saving throw 5 days in a row the DC increases by one. After 5 failed saving throws your skin is completely covered in scales.



BRACERS OF THE DUELIST

Wondrous item, rare

While you wear these finely wrought gold and silver etched bracers you can use your reaction to reduce the damage from a successful melee attack on you by 1d10 + Dexterity modifier (minimum of 1). This property can't be used again until the next dawn.



BRAID OF BRAVERY

Wondrous item, uncommon

A *Braid of Bravery* can be fashioned from the hair of any fallen champion. Usually they are adorned with clasps made of precious metals. Other ornamentation like feathers, beads and colorful threads are also commonly worked into the a Braid of Bravery. These objects typically bear runes representing heroism, courage, strength and honor.

While this war braid removed from a mighty champion is displayed prominently on your person you have advantage on saving throws against being frightened.



CAGED EYE

Wondrous item, uncommon

This small brass cage contains the preserved eyeball of an Order of the Wizeden suspended magically in the center. Agents of the Labyrinth are sometimes granted a caged eye in order to thwart any progress an Order of the Wizeden member makes towards uncovering hidden lore.

A caged eye has 3 charges. As an action, you can speak the caged eye's command word and expend one charge. Choose a target creature within 30 feet. The target must succeed on a DC 12 Intelligence saving throw or lose the ability to understand spoken or written language for 1 hour. The caged eye regains 1d3 charges daily at dawn.



CALL OF THE WILD DICE

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

This exquisite set of striated viridian dice is always found in a silk bag.

While attuned the dice you can use them as a spell focus. While holding this set of dice you gain a bonus to spell attack rolls and saving throw DCs of your druid or ranger spells. The bonus is determined by the dice set's rarity.

- **Uncommon.** +1 bonus
- **Rare.** +2 bonus
- **Very Rare.** +3 bonus

The set of dice has 3 charges, and it regains 1d3 expended charges daily at dawn. While holding the dice you can spend 1 charge and gain one of the following benefits of your choice:

- If you spend 1 minute meditating on the set of dice, you can replace one of your prepared or known spells with a different spell. The new spell must be of the conjuration school.
- When you cast a conjuration spell that summons or creates one creature, you can expend 1 charge to grant that creature advantage on attack rolls for 1 minute.



CANDLE OF CLEANLINESS

Wondrous item, uncommon

The flame from this candle sheds dim light in a 30-foot radius. All nonmagical food and drink within the candle's light is purified and rendered free of poison and disease.

Candles of Cleanliness are often marked with iconography of deities of healing, hospitality, purity, protection, good or the harvest.



CARRION TALON

Weapon (dagger), uncommon (requires attunement)

This push knife fits neatly over your hand, snugly across each of your fingers making your hand into a barbed, razor sharp claw for all intents and purposes. When you hit a creature with this magic weapon it deals an additional 1d4 necrotic damage. In addition, you can use your reaction to regain hit points equal to the necrotic damage dealt this way. The carrion talon can't be used this way again until the next dawn.



CATAPULT

Weapon (heavy crossbow), rare

You have a +2 bonus to attack and damage rolls made with this magic weapon fashioned from dark wood and Damascus steel. When you hit with an attack roll using this magic crossbow you can change the damage type from piercing to bludgeoning.

This weapon has 3 charges. When you hit a target with an attack using this magic crossbow you can expend 1 charge to detonate the bolt and cause 3d6 fire damage to the target and each creature within 5 feet of it. Catapult regains all expended charges daily at dawn.



CELESTIAL WARHORN

Wondrous item, rare (requires attunement)

This warhorn was carved from the curling horn of a tundra ram and blessed beneath the light of the clear tundra stars for a thousand nights. Constellations are carved into the side of the bone, charting the night sky from the perspective of the tundra in winter.

The warhorn has 3 charges. As an action you can blow the horn and expend 1 charge, causing you and all your gear to begin to glow with starlight, creating an inspiring image. For 1 minute, enemies have disadvantage targeting anyone but you. Additionally, all of your allies have advantage on their next attack roll. The warhorn regains 1d4-1 charges daily at dawn.



CHAOTIC BEGINNING

Wondrous item, very rare (requires attunement)

The thick silver bracelet is made of seven silver wires very finely corded together with prismatic gemstones set haphazardly among them, shifting and changing position when you're not looking.

When you're attuned to the bracelet it helps you shrug off magical energy, the type of which changes each day at dawn. Each day at dawn roll a d6. You gain resistance to the following energy type:

1. Fire
2. Cold
3. Thunder
4. Lightning
5. Acid
6. All of the above

Curse. Attuning to the bracelet and wearing it clasped around your wrist or ankle seals the curse and the bracelet cannot be removed unless the curse is broken. At the same time you gain resistance to a damage type the curse manifests. Each day at dawn roll 2d6. Until the following dawn your ability scores are switched. If you roll the same number then Chaotic Beginning makes no changes that day.

1. Strength
2. Dexterity
3. Constitution
4. Intelligence
5. Wisdom
6. Charisma

In order to break the curse you must decipher the pattern of the changing stones. Each day you can make a DC 30 Intelligence (Investigation) check. Once you succeed on this check seven times you unlock the full puzzle allowing you to adjust the stones into a permanent place. You get a permanent +2 bonus to all of your ability scores (maximum of 20). The bracelet still grants a random resistance each day at dawn, but the curse is gone.



CHARM OF DIMMING

Wondrous item, rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While you wear this dull gray cloak you have advantage on Dexterity (Stealth) checks and you cannot be detected or targeted by divination magic. You cannot trip an alarm, mundane or magical in nature.



CHARM OF ELDRITCH EYES

Wondrous item, rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While you wear this cabochon eye tiara you have truesight out to a range of 60 feet., your long ranged attacks are no longer made at disadvantage and if you focus for 1 round you can see up to 1 mile clearly as long as you remain stationary.



CHARM OF ENERGY

Wondrous item, very rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are

consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While one of these colored gems are on your person you are immune to one corresponding energy type.

Gem Color	Energy Type
Green	Acid
Blue	Cold
Red	Fire
Purple	Force
Yellow	Lightning
Black	Necrotic
Brown	Poison
Pink	Psychic
White	Radiant
Clear	Thunder



CHARM OF FATED OUTCOME

Wondrous item, uncommon

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While this gold coin is on your person you may make one ability check, attack roll or saving throw with advantage.



CHARM OF FEY BLOOD

Wondrous item, uncommon

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

As long as this vial of blood on a chain hangs from your neck you have advantage on saving throws against being charmed and magic can't put you to sleep. You may also choose to succeed on one failed saving throw.



CHARM OF FORTITUDE

Wondrous item, rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are

consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While you wear this bracelet of troll hair, as a reaction whenever you take damage you can spend your Hit Dice to recover hit points. In addition you can use your action to regenerate damaged body parts and any conditions you have gained from the damage.



CHARM OF GIANT HAIR TWIST

Wondrous item, rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

This twist of hair is much thicker than any humanoid would grow. It is thick, strong and long enough to be worn as a belt. When activated your Strength score increases by +2 to maximum of 20 and you have advantage on all Strength (Athletics) checks.



CHARM OF INSTINCTUAL SENSES

Wondrous item, uncommon

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While you wear this fox pin you gain advantage on Wisdom (Survival) checks made to hunt, track and avoid others. You cannot be surprised and gain advantage on saving throws involving traps.



CHARM OF KNOWING

Wondrous item, common

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While you hold this glass tablet with countless alphanumeric characters drawn on it you are considered proficient in any Intelligence or tool-based skill and add double your proficiency bonus to one check, instead of your normal proficiency bonus.



CHARM OF OAKEN LIMBS

Wondrous item, uncommon

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

As long as you wear this oak bark placard on a necklace you gain resistance to bludgeoning, piercing and slashing from nonmagical attacks. You are immune to any effect that would sever a part of your body unless it is done with an axe.



CHARM OF PLANESWALKING

Wondrous item, rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

This quartz square seems to contain many more quartz squares within its depths. While it is on your person, as an action you can cast *plane shift* without the need for material components.



CHARM OF TROLL BRAID

Wondrous item, very rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

This thick braid of coarse black hair is stained heavily with blood on one end. When you activate this charm you regenerate 1 hit point every round at the start of your turn if you have at least 1 hit point. This closes all wounds and leaves no scar. Detached limbs will reattach if held on for 1 full minute. Limbs will regrow in an hour. This charm will not affect or cancel out effects that result in immediate death such as disintegration or decapitation.



CHARM OF UNCHAINED

Wondrous item, uncommon

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

While you wear this broken silver locket you are immune to the grappled, restrained and paralyzed conditions. You are immune to any spells or magical abilities that would imprison, banish, teleport, move or reduce your physical speed.



CHARM OF VIGOR

Wondrous item, rare

Items of power infused with magical energy, charms can take a variety of forms from articles of clothing to pieces of jewelry. Charms are consumable magic items. Any creature holding or wearing the item can use an action to activate the magic of the charm. Once activated, the charm takes effect immediately and lasts until the next sunrise unless otherwise noted. The item then becomes a nonmagical object.

As long as this carved stone heart is on your person you are immune to diseases, poisons and effects that would age you, and you have advantage on Constitution saving throws. The first time you would be reduced to less than 1 hit point, you instead are reduced to 1 hit point.



CIRCLET OF BONES

Wondrous item uncommon (requires attunement)

This circlet made from a circle of teeth, rib or knucklebones can be fashioned as a necklace, bracelet or other form of jewelry. It is inscribed with necromantic glyphs and while you wear it the shambling undead sense you only as one of their own. Undead creatures CR ½ or less ignore you. Any spell that detects undead will detect you as an undead creature as well.



CLOAK OF BLACK ICE

Wondrous item, rare (requires attunement)

This silky black cloak is lined with the ink dark fur of a shadowcat. The surface is cold to the touch but comfortably warm on the inside regardless of the temperature in which it is worn. When you pull the cloak up around your head and spread the cloak around your body you are invisible while you remain motionless.

If you are attuned to the *Armor of Black Ice* and the *Cloak of Black Ice*, the pair of items only counts as one item for attunement.



CLOAK OF MISDIRECTION

Wondrous item, uncommon

This glittering cloak looks as though it could have been spun from diamonds. The clasp is a many-faceted gem and even the lining shines when it catches the light. While attuned to this cloak you have disadvantage on Dexterity (Stealth) checks. As a bonus action you can scatter colorful light in a 30 foot radius around yourself for 1 minute. All enemies that can see you while the cloak is activated in this way have disadvantage on attack rolls to hit anyone else.

Once you use this feature you cannot use it again until the following dawn.



CLOAK OF THE FIRE RAT

Wondrous item, very rare (requires attunement)

While you wear this rough scarlet cloak woven from the hair of fire rats folded effortlessly around your chest and arms you are unaffected by extreme heat and have resistance to fire damage. If you already have resistance to fire damage you have immunity to fire damage.



CLOAK OF THE GARGOYLE

Wondrous item, uncommon

This stony gray cloak's exterior feels rough to the touch but inside is soft and comfortable fine purple silk.

While you remain motionless you become indistinguishable from an inanimate statue while wearing it. As an action you may attempt to Hide regardless of your surroundings and conditions.



CLOAK OF THE WHISPERING WIND

Wondrous item, rare (requires attunement)

The bold, colorful patterns of this wind whipped cloak show signs of wear and tear yet despite the rough condition remains sturdy and functional. While you wear the cloak's ornate fur hood over your head you swear you hear whispers in moments of silence but you can never make out any distinct words.

While wearing this cloak you can cast the *guidance* cantrip, and you can use a bonus action to make the cloak billow dramatically.

While you are attuned to this cloak ranged weapon attacks made against you have disadvantage on the attack roll.

You can use your bonus action to blow like the wind and gain a flying speed of 60 feet for 1 minute. If you are still flying when the effect ends your rate of descent slows to 60 feet per round

until you land. You take no falling damage and can land on your feet.

In addition you can use your action to create a 15-foot cube of swirling wind centered on a point you can see within 60 feet. Each creature in that area must make a DC 15 Constitution saving throw. A creature takes 2d10 bludgeoning damage on a failed save, or half as much damage on a successful one. If a Large or smaller creature fails the save, that creature is also pushed up to 10 feet away from the center of the cube.

Once you use either of these properties of the cloak you can't use that one again until the following dawn.



CLOCKWORK FROG

Wondrous item, very rare

This item appears to be a large frog constructed out of copper plates weighing a total of 300 pounds. Pulling an exterior lever on its neck causes the mouth to open, allowing up to two Medium or smaller creatures to crawl inside. The mouth automatically closes 1 round after the lever is pulled. A similar lever inside opens the mouth.

Armor Class 16

Hit Points 100

Speed 30 ft., swim 30 ft.

Damage Immunities poison, psychic

To be used as a vehicle, the clockwork frog requires one pilot. While the mouth is closed, the interior is airtight and watertight. The interior holds enough air for 8 hours of breathing, divided by the number of breathing creatures inside. The clockwork frog floats on water. It can also go underwater to a depth of 500 feet. Below that, the vehicle takes 2d6 bludgeoning damage per minute from pressure.

A creature in the interior can use an action to move as many as two of the clockwork frog’s levers up or down. After each use, a lever goes back to its neutral position. Each lever functions as shown in the Clockwork Frog Levers Table, which your Game Master can provide.

1	Propels the clockwork frog forward.
2	Turns the clockwork frog up to 90 degrees to the left or right.
3	Eyes emit bright light in a 30-foot cone.
4	The clockwork frog leaps up to 30 feet long and/or 20 feet high.
5	Ejects all of the passengers 15 feet in a random direction.
6	(3/Day) Thunderous force blasts outward in a 20-foot cube originating from the clockwork frog. Each creature in the cube must succeed on a DC 15 Constitution saving throw or take 2d8 thunder damage and get pushed 10 feet away from the clockwork frog. On a successful save, the creature takes half damage and isn’t pushed.



COLLAR OF DIRE GROWTH

Wondrous item, uncommon

When a beast wears this leather collar studded with metal spikes it’s size magically doubles in all dimensions and its weight is multiplied by eight. This growth increases its size by one category – from Medium to Large, for example. If there isn’t enough room for the beast to double its size then it attains the maximum possible size in the space available. The beast has advantage on Strength checks and Strength saving throws and its attacks deal 1d4 extra damage.



COMB OF GROWTH

Wondrous item, common

Whenever you draw this elegant gold accented wooden comb through your locks its enchantment lengthens your hair. Originally enchanted for barbers prone to unfortunate mistakes, adventurers have found other clever ways to put it to use.

While holding the comb you can use an action to draw the comb through your own hair or the hair of a willing creature, causing it to instantly grow longer. The comb can cause 50 feet of hair growth each day, which is replenished each day at dawn. Hair has high tensile strength and a single strand of hair can hold many times its own weight. For example a rope fashioned of hair gathered from the teeth of the comb functions as 50 feet of silk rope when woven by a creature that succeeds on a DC 12 check using weaver's tools.



COMMANDER'S GAUNTLETS

Wondrous item, uncommon (requires attunement)

While wearing these finely made but well worn thick leather gloves you gain proficiency with navigator's tools and all vehicles.

In addition you can use your action to rally up to six friendly creatures (which can include yourself) within 30 feet of you who can see or hear you and who can understand you. Each creature can gain temporary hit points equal to your level + your Charisma modifier (minimum of 1). A creature can't gain temporary hit points from your inspirational leadership again until it has finished a short or long rest.



CONCH OF WARNING

Wondrous item, uncommon (requires attunement)

You can use an action to blow into the jeweled conch and cause a ringing tone to sound in the heads of up to 10 particular creatures you know. As long as a creature is on the same plane of existence as you, it knows your general direction and your exact location becomes fixed in its mind for 10 days. The creatures feel drawn to travel to the location, but are under no compulsion or control to do so.



COUTURE CLOTHING

Wondrous item, common

While you wear this fancy outfit you can use your action to change its color or style.

"It was the damndest thing. I picked up a hanger with a wizard's robe on it out of the closet after we defeated the vile necromancer and the next thing you know I was staring at my favorite outfit from back home." — Bewildered Dwarven Adventurer.



CREAM OF COLOR CHANGE

Potion, common

This prismatic unguent is always found in a fancy stoppered bottle. The magic used to enchant this shimmering cream causes it to shift from one color to another right before your eyes.

When you apply this cream to hair as an action, the hair changes color to whatever color the creature who applies the cream chooses. The color change lasts for 1 month.



CREEPY RING

Ring, common

This ring comes in a variety of different styles but it always looks creepy. It could be a small bone magically convinced to be shaped into a ring. It could be a ring of small skulls or eyeballs but whatever it looks like it is always bizarre and gives anyone who looks at it an uneasy feeling in their gut.

When you wear this ring and cast a spell, verbal components sound eerie and physical manifestations of spells give off creepy vibes. It could be the color of the flames, skulls or faces in the visualization of the spells or whatever you can imagine.



CROAK CLOAK

Wondrous item, rare (requires attunement)

This mottled green cloak looks odd as a fabric but all is revealed when you pull the hood up on top of your head while you are attuned to the cloak. Doing so activates its powers and the top half of a frog's head attaches to yours giving you the appearance of a second set of eyes.

Your jump distances are tripled in height and length while you are attuned to this cloak.

While wearing the cloak, you can use your action to cast polymorph on yourself, transforming into a frog or giant frog. While you are in the form of a frog, you retain your Intelligence, Wisdom and Charisma scores. The cloak can't be used to cast polymorph again until the next dawn.



CROSS MY HEART NEEDLE

Wondrous item, common

These consumable enchanted needles come in packs of ten. There is an inscription along the side of the needle that reads ‘Cross my heart and hope to die’ in elegant Elvish script.

When you touch an eye with one of these needles, that eye becomes capable of seeing out to 10 feet in magical darkness for 1 minute and the needle loses its magic.



CROWN OF EYES

Wondrous item, rare (requires attunement)

This circlet is made of black wrought iron with several colorful gemstones set all the way around it. Each gem has a pupil in the center, and while you wear this circlet you can see through each of the gemstones as if it were an eye, giving you 360 degree vision around yourself.

You gain a +2 bonus to AC while you wear this circlet, as you see attacks coming from all angles. In addition, you can see in magical darkness.



DECK OF DIVERSIONS

Wondrous item, rare (requires attunement)

This deck of 52 hand painted playing cards depicts images of beetles, eyes, ribbons and skulls with a stained-glass motif. While attuned to this deck you can use an action to draw a card at random from the deck and make a ranged weapon attack at a target within 30 feet. On a hit roll a d4 to determine the card. The target is under the effects of the condition of the card until the end of its next turn.

d4	Suit	Condition
1	Diamonds	Blinded
2	Hearts	Charmed
3	Clubs	Poisoned
4	Spades	Frightened



DEN MOTHER'S DEVOTION

Ring, rare

Both ends of this open loop ring are etched with the image of a mother bear with small toothlike shards of bone adorning the band, which fits snugly around your finger.

While you wear this ring you have advantage on Wisdom (Perception) checks that rely on smell.

In addition when a creature you can see targets an allied creature within 5 feet of you with an attack, you can use your reaction to swap places if that creature is willing and you become the target instead.



DIADEM OF SNOWDUST

Wondrous item, rare (requires attunement)

Three glowing gems are set into this elegant silver diadem. Each gem has 1 charge. As an action you may expend 1 charge to create an aura of cold to a distance of 10 feet originating from you. Any creature that ends its turn in the aura takes 1d6 cold damage. You may expend an additional 1 charge to extend the aura by 10 feet to a maximum of 30, or to add another 1d6 cold damage to the effect to a maximum of 3d6. The aura lasts for 1 minute.

The diadem regains all expended charges daily at dawn. If the diadem runs out of charges, roll a d20. On the result of 1, the diadem melts into cold water.



DICE OF FIREBALLS

Wondrous item, very rare

This exquisite set of tiger's eye dice is always found in a silk bag. The dice set consists of a d4, d6, d8, d10, d12 and d20. As an action you can throw one die at a point you choose within 150 ft. The die streaks towards the direction it is hurled and then blossoms with a low roar into an explosion of flame. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. Roll the die you threw; the total is how many d6s of fire damage a target takes on a failed save, or half as much damage on a successful one.

The fire spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

Once a die is cast it ceases to exist and has burned up in the fiery explosion.

A *Dice of Fireballs* set does not contain d100 but there are rumors of their existence in the multiverse.



DRAGON'S BREATH

Weapon (any sword), varies

The sword's golden crossguard is fashioned in the likeness of a fierce dragon head clutching the platinum blade in its fanged maw.

When you attune to the sword and any time thereafter when you finish a short rest choose a dragon type from the table below. Whenever you make an attack with the sword you can choose to deal either slashing damage or the damage type associated with the chosen dragon.

Dragon	Damage Type
Black/Copper	Acid
Blue/Bronze	Lightning
Green	Poison
Red/Brass or Gold	Fire
White/Silver	Cold

In addition you have a bonus to attack and damage rolls made with this magic weapon. The bonus is determined by the sword's rarity.

- **Uncommon.** +1
- **Rare.** +2
- **Very Rare.** +2 and you have resistance to the chosen damage type



DRUKAL THE FANG OF DRASUSGINO

Weapon (longsword), rare

You have a +1 bonus to attack and damage rolls made with this magic weapon forged of the scales of the Dragon Emperor Drasusgino. Set upon the pommel is a large emerald from Drasusgino's hoard.

Whenever danger nears and action is required the longsword invigorates you. You have a +2 bonus to initiative. More than that *Drukul the Fang of Drasusgino* knows its own and pulses with warmth when another dragon is within 120 feet of it.

The sword was first gifted to Drasusgino's first knight and may be recognized as a significant relic from that organization's history. The sword seeks to serve it's realm and master with enthusiasm, so much so the roaring of a dragon accompanies your unsheathing of this fine blade.



DUELING CANE OF THE WINTER COURT

Weapon (rapier), rare

This elegant rapier carries with it the colors of the Winter Court. The blade is long and cool to the touch, and there is a frost blue gem embedded in the pommel. Upon pressing down on this gem, the rapier reverts into a harmless looking walking cane of deepest ebon wood. It is impossible to discern this weapon is anything but a normal walking cane by any nonmagical means.

You gain a +1 bonus to attacks made with this magic weapon, and it deals an extra 1d8 cold damage.

Made in Exchange for Three Tasks. Once upon a time, long ago, there was a fey gentleman who wanted a dueling weapon to give him an edge at court. He sought out a weaponsmith deep in the Ironwood Forest and for weeks performed labor and services in exchange for this weapon. Unfortunately, he was also high court fey through and through so he did all of these services with magic and when he returned to court to challenge his rival, he almost immediately got skewered and the dueling cane was taken up by that person instead. In fact, the *Dueling Cane of the Winter Court* has almost always passed hands in this way — a duel to the death ending the wielder's life, and the winner walking off with the cane.



DWARVEN ROBES OF EXQUISITE TASTE

Wondrous item, legendary (requires attunement)

These finely tailored robes alter themselves to your fashion combined with current trends. The robes have a literal mind of their own and offer you mental prompts for manners and poise. If you are incapable of growing a beard you can choose to grow an immaculate beard of exceptional thickness and sheen as an action.

The robes alter on their own volition to accommodate changes in environment, color and other features to grant you the optimum comfort.

While wearing the robes your Armor Class equals 10 + your Dexterity modifier + your spellcasting modifier.

In addition while you wear the robes you add *Rapunzel's Curse* to the list of spells you can prepare at the beginning of each day. If you do not prepare spells instead you add *Rapunzel's Curse* to your list of known spells. This spell does not count against the number of spells you know. You can cast *Rapunzel's Curse* a number of times per day equal to your proficiency bonus without expending a spell slot. You can also cast the spell using any spell slots you have of 1st level or higher.

Rapunzel's Curse

1st Level Transmutation/Beardomancy

Casting Time: One Action

Range/Area: 60 ft.

Components: V,S,M (a turnip)

Duration: Instantaneous

One creature in range makes a Charisma saving throw (if unwilling). On a failed save, their hair grows one foot every round for the next five minutes. Once the hair has reached 5 feet in length it becomes cumbersome and every step they take is treated like difficult terrain as they try not to trip over their luscious locks.



EBONHORN THE CORRUPTOR

Weapon (greatsword), legendary (requires attunement by a creature that worships a god of justice or good alignment)

This sword often finds its way into the hands of holy champions who have fallen from grace. The pommel end of this magnificently crafted greatsword ends in a polished obsidian horn. You gain +3 to attack and damage rolls made with this magic weapon. It has the following additional properties.

Brimstone Blade. Once per day, Ebonhorn deals an additional 2d6 necrotic damage on a successful hit. While attuned to Ebonhorn you have darkvision 60 ft. (if you already have darkvision, the range increases 60

ft.), and resistance to fire and necrotic damage. Each day at dawn you gain 15 temporary hit points. Once per day Ebonhorn can deal 4d6 fire damage on a successful attack. As a bonus action you can cause Ebonhorn to teleport into your hands in a puff of brimstone smoke if it's on the same plane of existence. You also get a saving throw bonus equal to your Charisma modifier (minimum of 1). This bonus is negated when Ebonhorn attempts to take control of you.

Forbidden Knowledge. Ebonhorn is skilled in Arcana +7, History +7 and Religion +7 but is not required to reveal what it knows to its wielder.

Sentience. Ebonhorn is a sentient lawful evil weapon with Intelligence 16, Wisdom 12, and Charisma 19. It can hear, and has darkvision 120 feet. The weapon communicates telepathically with its wielder, taking on the voice of its wielder, and can speak, read, and understand Abyssal, Celestial, Common and Infernal. While you are attuned to it, Ebonhorn also understands every language you know and learns a new language that it's wielder knows at a rate of one per year.

Personality. Devious, subtle, and patient, Ebonhorn seduces its wielder with promises of accomplishing the greater good. It takes the virtue of justice and warps it to remove all thought of mercy. The blade's purpose is to corrupt the souls of those who worship goodly gods to commit evil atrocities. The sword is fashioned from the horn of a great devil and has a fragment of his soul imprinted upon it. Ebonhorn believes its greater destiny is to bring the devil whose horn it was fashioned from into the world.

Conflict arises if the wielder shows mercy to their enemies or fails to slay at least one good-aligned creature each month. Ebonhorn consumes the soul of it's wielder on the third time a result of 1 is rolled on a conflict roll.

LORE

The following Intelligence (Arcana, History, and Religion) checks can be made to determine what an examination of the blade yields. Proficiency in any two of these skills reduces the DC of the checks by 5.

DC 10. The pommel of Ebonhorn is crafted from the horn of a magical creature (magic weapon). (Arcana) Ebonhorn is renowned for finding its way into the hands of champions of justice and good. (History, Religion)

DC 15. The blade is preternaturally keen and will never lose its edge (+3 weapon). (Arcana) Wielders of Ebonhorn always become holy justicars acting as judge, jury and executioner to those that would commit acts of evil. (History, Religion)

DC 20. The blade of Ebonhorn is forged with hellfire and brimstone (granting resistances to fire and necrotic damage). (Arcana) Several of Ebonhorn's wielders have been known for bloodlust upon the battlefield, leading many of them to become disgraced by their orders. (History, Religion)

DC 25. Ebonhorn is possessed of a malign intelligence and has a will of its own (evil alignment). (Arcana) Many wielders of Ebonhorn have used the weapon to commit acts of butchery and slaughter. There's no history of a wielder of Ebonhorn not being turned upon by their order. (History, Religion)

DC 30. Ebonhorn reaps the souls of its owner for the powers of Hell and leaves powerful undead in its wake. (History, Religion)

DC 35. Wielders that lose their soul to Ebonhorn are damned to return as the Reapers of Ebonhorn and its destiny is to free a great demon upon the world. (History, Religion)



ELLASTREANA'S ENCHANTED EXPEDITION

Wondrous item, legendary (requires attunement)

From a young age Ellastreana was always wandering away from her parents. She always sought to see what lay over the next hill.

When she was grown she set out to explore the world. Given the long lifespan of an elf she thought she would be able to see it all.

Ellastreana's travels brought her to many places where she met many interesting and knowledgeable people. One such person began teaching her magic to travel to hard to reach places. She began using her magic to augment her walking speed so she could see more in a day, every day. She began using her magic to repair her boots and protect them from harsh elements. Over the centuries these boots captured a small fraction – an infinitesimal portion – of every spell she cast upon them. Over centuries this power imbued into the boots grew to considerable proportions.

No one rightly knows whether it was the combination of where she went and the magic she wielded or whether raw magical power itself but eventually the boots took on a life of their own. Powers she had employed each day were no longer necessary. Ellastreana moved onto more complex magics and the boots began to absorb those as well.

Ellastreana believed the most important part of any journey was a comfortable pair of boots. As she traveled the world and made maps of every little thing she could her boots went everywhere and captured a piece of everything she experienced.

These well-worn boots are indestructible even under the harshest of conditions or magic and impart a wanderlust and joy of travel to you. They are as comfortable as any pair of boots you could wear and enable you to travel twice as far in a day before suffering any exhaustion.

Ellastreana's boots can confer knowledge of the places she traveled. You add double your proficiency bonus to any Intelligence (History) checks, Wisdom (Survival) to follow a path or any checks you make to determine where you are or where you are going.

In addition the boots protect you from the challenges of travel. You suffer no penalties for harsh climates while attuned to these boots.

These boots allow you to walk across water, lava and ice without fear of damage, sinking in or suffering any damage. Desert sand acts as no more than soft soil and ice will not even crack under your weight. You also leave no footprints behind, masking any trail. You can still be tracked by magical means or if you leave a trail of objects to follow.

While attuned to the boots you can cast the following spells: *expeditious retreat*, *freedom of movement*, *longstrider*, *pass without trace* and *spider climb*. Once you cast any of these spells you can't cast it again using the boots until the following dawn.

Of all the power imbued into Ellasreana's boots, something of her desire and wanderlust was captured, too. The need to explore and travel is imparted into those who wear them. At the end of any 30 day period during which the creature wearing the boots finishes a long rest within a 10 mile radius of a location where they previously completed a long rest they must succeed on a DC 11 Wisdom saving throw or feel an intense desire to leave. On a failed save the creature is compelled to set off on a journey under the conditions of a geas spell, traveling in a direction away from this area and towards a point they have never visited. The creature must travel for at least 1 day this way.

Should another 30 days pass and the creature remains attuned to the boots they must repeat the saving throw but with DC 13. This process is repeated every 30 days, adding 2 to the DC each time (maximum 21). If the creature succeeds on this final saving throw they hear a telepathic message of farewell in a female elven voice. The boots break the attunement and walk away in a random direction seeking a new owner.

Should the attuned creature be bound or otherwise unable to move when they make the saving throw they still feel this compulsion. Despite this, the boots' need to travel forcefully separate from the wearer as if they succeeded on the final saving throw. Creatures immune to charm effects are not immune to the compulsions these boots place upon their wearer.



ENCHANTED STUDY GUIDE

Wondrous item, rare

These magical books contain study tips and tricks, exercises, succinct summaries and other techniques to aid in acquiring new skills. If you spend 1 hour each day over a period of 30 days studying the book's contents and practicing its guidelines, you gain proficiency in one skill. The enchantment on the book then ends, but regains it in a century.

Each book is enchanted to focus on a single particular skill.



EYES OF THE BLIND

Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes and grant you sight if you are blind. You also have darkvision out to 60 feet. If you possess darkvision, your range is increased by 60 feet.

While wearing the lenses you can use an action to cast the *see invisibility* spell. Once you use this feature, you cannot use it again until the following dawn.



EYES OF THE HUNTED

Wondrous item, rare (requires attunement)

These crystal lenses fit over your eyes, granting you the unique visual range of a mountain goat, offering protection from predators. While you wear the eyes of the hunted you can see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.

In addition, attackers never gain advantage on attacks or bonus damage from the presence of nearby allies.



FABULOUS FROG WAND

Wand, rare (requires attunement)

This wand holds 7 charges. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1 the wand turns into a frog and hops away.

ShatterCroak. While holding the wand you can use an action to expend 1 charge to cast *shatter* (DC 15).

Frogfall. While holding the wand you can use an action to expend 1 charge and choose a point in an

area that you can see. Frogs fall to the ground in a 15 foot radius, making the area difficult terrain and providing half cover to creatures who end their turn within it for 1 minute.

Summon Amphibious Ally. While holding the wand you can use an action to expend 3 charges to summon a giant frog. The giant frog can serve as a mount for one Small or Medium creature. It understands your commands and will serve you for 8 hours. Once that time is up, or if it is reduced to 0 hit points, it vanishes in a cloud of dank fog. The giant frog can store items inside of its belly, holding up to 2 cubic feet.



FAN OF DISCORDANT GLAMOUR

Wondrous item, rare (requires attunement)

While you are holding this painted folding fan imbued with abjuration magic you automatically detect illusions and succeed on saving throws against them. You can sense the presence of magic within 30 feet of you as if affected by the *detect magic* spell, but only magic from the illusion school. The illusions and any objects or creatures affected by them sparkle in your vision.

The fan has 5 charges. While holding it you can use an action to expend one of its charges and wave the fan at an illusion to dispel it. An illusion that has been dispelled by the fan appears on the painted surface whenever the fan is unfolded for the next 24 hours. The fan regains 1d4-1 charges at dawn. If the fan runs out of charges, roll a d20. On a 1 or below the fan unravels into fey dust.



FEMUR OF THE FIEND

Weapon (battle axe), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic battle axe carved from a single large femur bone. The bone is a sickly yellow gray with veins of scarlet and black running through it its entirety. The haft is wrapped in gut from the same fiendish creature from whence the bone came.

When you hit a creature with this magic weapon they must make a DC 14 Charisma saving throw or suffer the effect of the *bane* spell. It lasts for 1 minute or until you affect another creature with this effect.



FERAL PELT (FELINE)

Wondrous item, uncommon (requires attunement)

A feral pelt is the magically enchanted skin of an animal you wear over your head and around your shoulders. There are several kinds, fashioned from different beasts.

While you are attuned to a feral pelt you gain the following benefits:

- You can use your action to *polymorph* into a tiger and maintain the transformation for 1 minute. Whenever you use this feature you must make an Intelligence saving throw using the tiger's Wisdom score as the DC. On a failed save you lose yourself to the beast and lose the ability to distinguish friend from foe. You must choose a target you can see within range of the tiger's attack and use your action to attack the target. If a creature provokes an opportunity attack from you, you must make the attack if you are able to. Once you use this feature you can't use it again until the following dusk.
- While attuned to this wild cat pelt, when you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, the target must succeed on a Strength saving throw (DC 10 + your Strength modifier) or be knocked prone. If the target is prone, you may use your bonus action to make a melee weapon attack against the creature.



FERAL PELT (LUPINE)

Wondrous item, uncommon (requires attunement)

A feral pelt is the magically enchanted skin of an animal you wear over your head and around your shoulders. There are several kinds, fashioned from different beasts. While you are attuned to a feral pelt you gain the following benefits:

- You can use your action to *polymorph* into a dire wolf and maintain the transformation for 1 minute. Whenever you use this feature you must make an Intelligence saving throw using the dire wolf's Wisdom score as the DC. On a failed save you lose yourself to the beast and lose the ability to distinguish friend from foe. You must choose a target you can see within range of the dire wolf's attack and use your action to attack the target. If a creature provokes an opportunity attack from you, you must make the attack if you are able to. Once you use this feature you can't use it again until the following dusk.
- While attuned to this wild, shaggy gray dire wolf pelt you have advantage on attack rolls against any creature with at least one ally within 5 ft of it.



FERAL PELT (URSINE)

Wondrous item, uncommon (requires attunement)

A feral pelt is the magically enchanted skin of an animal you wear over your head and around your shoulders. There are several kinds, fashioned from different beasts. While you are attuned to a feral pelt you gain the following benefits:

- You can use your action to *polymorph* into a brown bear and maintain the transformation for 1 minute. Whenever you use this feature you must make an Intelligence saving throw using the brown bear's Wisdom score as the DC. On a failed save you lose yourself to the beast and lose the ability to distinguish friend from foe. You must choose a target you can see within range of the brown bear's attack and use your action to attack the target. If a

creature provokes an opportunity attack from you, you must make the attack if you are able to. Once you use this feature you can't use it again until the following dusk.

- While attuned to this great brown bear pelt you have advantage on Strength-based ability checks and Strength saving throws.



FERAL PELT (VULPINE)

Wondrous item, uncommon (requires attunement)

A feral pelt is the magically enchanted skin of an animal you wear over your head and around your shoulders. There are several kinds, fashioned from different beasts. While you are attuned to a feral pelt you gain the following benefits:

- You can use your action to *polymorph* into a fox and maintain the transformation for 1 minute (use the weasel stat block). Whenever you use this feature you must make an Intelligence saving throw using the fox's Wisdom score as the DC. On a failed save you lose yourself to the beast and lose the ability to distinguish friend from foe. You must choose a target you can see within range of the fox's attack and use your action to attack the target. If a creature provokes an opportunity attack from you, you must make the attack if you are able to. Once you use this feature you can't use it again until the following dusk.
- While attuned to this dusky fox pelt you have advantage on Wisdom (Perception) checks that rely on hearing and smell.



FERAL PELT (VULTURINE)

Wondrous item, uncommon (requires attunement)

A feral pelt is the magically enchanted skin of an animal you wear over your head and around your shoulders. There are several kinds, fashioned from different beasts. While you are attuned to a feral pelt you gain the following benefits:

- You can use your action to *polymorph* into a vulture and maintain the transformation for 1 minute. Whenever you use this feature you must make an Intelligence saving throw using the dire vulture's Wisdom score as the DC. On a failed save you lose yourself to the beast and lose the ability to distinguish friend from foe. You must choose a target you can see within range of the vulture's attack and use your action to attack the target. If a creature provokes an opportunity attack from you, you must make the attack if you are able to. Once you use this feature you can't use it again until the following dusk.
- While attuned to this carrion buzzard pelt you advantage on Wisdom (Perception) checks that rely on sight or smell.



FEY ORB

Wondrous item, rare (requires attunement by a spellcaster)

This orb appears to be made of glass with swirling energy inside. In the middle of the orb a beautiful flower blooms and then closes only to bloom again in a perpetual cycle. You can use the orb as a spellcasting focus. While holding this orb you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

The orb has 2 charges. You can use your action to spend 1 charge and summon a sprite or blink dog (your choice) or spend 2 charges to summon a dryad. It appears in an unoccupied space that you can see within 90 feet. The creature disappears after one hour, when it drops to 0 hit points or when you dismiss it as an action. The summoned creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the creature it defends itself from hostile creatures but otherwise takes no actions. The orb regains 1d2 expended charges daily at dawn.



FLOWERY ARMOR

Armor (half plate or plate), very rare (requires attunement)

You have a +1 bonus to AC while wearing this armor decorated with flowers and vines. The armor calms those in distress and as a reaction you can have any ally you can see within 30 feet make a new saving throw against a charm or frightened condition. While you are wearing this armor you have advantage on saving throws against being charmed or frightened. This armor never dents, rusts or gets dirty.

If you have a proficiency bonus of +5 or higher you cannot be charmed or frightened while attuned to this armor.



FLUTE OF THE DANSE MACABRE

Wondrous item, rare (requires attunement by a spellcaster)

This flute is carved from the hollowed out arm bone of a Large creature, with holes drilled into the top to change the pitch of the sound when wind is blown through. As an action you can play the flute and choose a pile of bones within 30 feet, expending a spell slot to animate a number of skeletons equal to the level of the spell slot you expend. The skeletons animate for one minute and you may only have one set of skeletons active at a time.

On each of your turns, you can use a bonus action to mentally command any skeletons you made if they are within 60 feet of you (if you control multiple skeletons you can command any or all of them at the same time, issuing the same command to each one). You decide what action the skeletons will take and where they will move during their next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the skeletons only defend themselves against hostile creatures. Once given an order, the skeletons continue to follow it until the task is complete.



FRIGHT ARMOR

Armor (any), very rare (requires attunement)

You have a +1 bonus to AC while wearing this armor. The armor always appears dark and tends to pull light in.

While attuned to the armor you can use your bonus action to transform the armor into images evoking horror and fear. It could be skulls, unblinking eyes or faces trying to push their way out of the armor. Regardless of what imagery you choose for the next 1 minute you are immune to the frightened condition. In addition any creature that targets you with a melee attack must first make a DC 14 Wisdom saving throw. On a failed save the creature loses the attack. Creatures immune to the frightened condition are immune to this effect. Once you use this property, you can't use it again until you finish a long rest.



FROG STICKER

Weapon (trident), rare

This weapon appears as a simple, well-worn and well balanced wooden-hafted trident. You gain a +1 to attack and damage rolls made with this weapon.

When you hit an amphibian with it, the creature takes an extra 2d6 piercing damage. For the purpose of this weapon, "amphibian" refers to any creature with the Amphibious trait.



FROG TONGUE SHIELD

Armor (shield), rare

While holding this frog-faced shield, as an action you can speak a command word ("Usamigaras") and cause a tongue to lash out from the mouth at a target within 30 feet. The target must succeed on a DC 12 Strength saving throw or be pulled to within 5 feet of the wielder.

Rope. The tongue can also be used as a 30 foot long rope. It is sticky enough to be able to firmly adhere to walls and ceilings.

Tongue Save. As a reaction when falling, you can command the shield's tongue to shoot out and latch on to a wall or ceiling to halt the descent. Roll a d10. On a result of 1, the tongue snaps and takes 1d6 days to repair itself. During this time, the shield has no special properties.

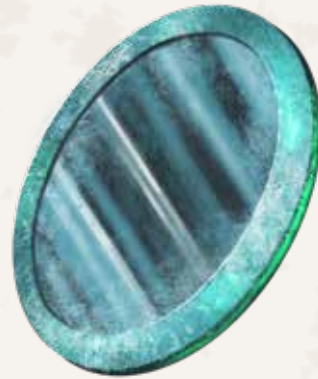


FROGSKULL HELM

Wondrous item, uncommon

This helmet is made from the skull of a giant frog. While you wear this helm, the eye sockets of the frog skull glow red and your voice sounds much deeper.

Death Croak. As an action you can let out a demonic croak that emits a forceful blast in a 30-foot cone and is audible 200 feet away. Each creature in the cone must succeed on a DC 15 Constitution saving throw. On a failed save a creature takes 3d6 thunder damage and is deafened for 1 round. On a successful save a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 6d6 thunder damage instead of 3d6. Once you use this feature you cannot use it again until you finish a long rest.



FROZEN MIRROR OF SPELL REFLECTION

Wondrous item, rare (requires attunement)

While holding this frosted mirror about the size of a dinner plate with a handle mounted on the back, you have a +2 bonus to AC. Behind the layer of frost there is a layer of churning magic and your reflection can barely be made out in the ice.

The mirror has 3 charges. When you are targeted by a spell you can use your reaction to expend a charge and reflect the spell back at the caster. Damage caused by the spell remains the same but the damage type becomes cold damage.

The mirror regains all expended charges daily at dawn. If the mirror runs out of charges, roll a d20. On the result of 1, the mirror melts into a puddle.



FRUIT OF KNOWLEDGE

Wondrous item, very rare

When you eat one of these exceptionally sweet berries you gain a new skill proficiency.

“I’ve heard of eating until your belly gets full but eating until your head gets full? That is just crazy talk. Whoever heard of such a thing?”— Dana the Halfling Warrior before eating the Fruit of Knowledge and knowing exactly who’d heard of such a thing, along with a lot of facts about history she didn’t know before.



GAMBLER’S GAMBIT

Weapon (any), rare (requires attunement)

Tavern Tales. Lorn lived life by the drop of the dice. The elven swordsman traveled far and wide, drawn by the need to search for adventure as much as the next hand of cards or roll of the dice. Years ago, in a smoke-filled underground speakeasy, Lorn found himself in deep with a local gangster, pressured into a game where the stakes were his life. With his last coins, he wagered on the stakes of the final gambit and whispered a prayer to the goddess of fortune and fate to bless his flight. His opponent, without any coin, put up a black iron greatsword set with a many-faceted red gem in the crossguard of the wide blade. Luck smiled on the elf, and he miraculously won the flight and the gambit, claiming the weapon as his own. Months later, Lorn’s life was again in danger — this time facing off against a deadly manticore while questing to retrieve three stolen magical relics. Once again putting his life in the hands of fate, he spun the red gem set into his sword and charged into battle...

While you are attuned to this magic weapon you have proficiency with all gaming sets and may

apply your proficiency bonus to any roll involved in games of chance. If the weapon is used as an ante in any game, you add twice your proficiency bonus for that game. If the weapon is placed as a bet during a game, you have advantage on any skill checks during the game.

Luck of the Draw. Won and lost in countless games of chance, these weapons are as likely to be anteed up in a high-stakes hand of Three Dragon Ante as they are to be found in the cold, dead clutches of unfortunate adventurers within dungeons deep. Any sort of weapon can be a *Gambler’s Gambit* but they all share one similarity: a red spherical gem with a multitude of triangle facets cut along its surface. Engraved runes mark each of the facets.

Life is a Roll of the Dice. A *Gambler’s Gambit* has the potential to aid you in combat in addition to its ability to affect games of chance. As a bonus action, you can spin the icosahedral gem. Roll 1d20 and consult the following table to determine the effects, which last for 1 minute. Once you use this ability, it cannot be used again until the next dawn.

d20	Effect
1-4	Attack rolls are made with disadvantage.
5-15	No effect
16-19	Attack rolls are made with advantage.
20	Attack rolls are made with advantage and the weapon gains a +1 bonus to damage.

If you are attuned to a *Gambler’s Gambit* and an *Inscrutable Defense*, the pair of items only counts as one item for attunement.



GEM OF MAGNIFICENCE

Wondrous item, varies (requires attunement by a spellcaster)

When you adorn yourself with this gem you always appear well-groomed and your physical form is immune to messiness. Anyone who admires such grace automatically has their attitude improved by one step.

While attuned to the gem, when you finish a long rest you may choose a school of magic. You gain a bonus to the DC of spells you cast from this school determined by the gem's rarity.

- **Uncommon.** +1
- **Rare.** +2
- **Very Rare.** +3



GERTA BRELLNAE

Weapon (Maul), artifact (requires attunement by a dwarf or barbarian)

Enchanted by Thorgarn Spiritcaller with the assistance of the Dawnbringers, Gerta of Clan Gedaun was

created in a ritual lasting more than an entire day.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the following additional properties.

Dragon Slayer. When you hit a dragon with this weapon the dragon takes an extra 3d6 damage. For the purpose of this weapon, “dragon” refers to any creature with the dragon type, including dragon turtles and wyverns.

Dragon Soul Bond. The Lady Vantage (Ancient Bronze Dragon). This weapon is soul bound to The Lady Vantage, an ancient bronze dragon for whom the weapon is named. When you hit a creature with this weapon you can deal an additional 8d10 lighting damage. Once you use this feature you can't use it again until the following dawn. The Soul Bond is only active as long as The Lady Vantage lives. If she dies this feature is permanently lost.

Sentience. Gerta of Clan Gedaun is a sentient chaotic good weapon with an Intelligence of 12, a Wisdom of 12 and a Charisma of 17. It has hearing and darkvision out to a range of 60 feet. The weapon can speak, read and understand Common and Dwarvish, and can communicate with its wielder telepathically. Its voice is soft and childlike. While you are attuned to it, Gerta of Clan Gedaun also understands every language you know.

Personality. Gerta of Clan Gedaun is inhabited by the spirit of Brellnae Gedaun, Talmud Gedaun's deceased daughter. Brellnae is a curious child, wanting to know everything about everything. However, she is easily frightened and this generally tempers her curiosity with caution. When danger does confront her, however, she lashes out at it instead of running away.

Whenever subjected to an effect that would cause the attuned wielder of Gerta of Clan Geduan to become frightened the weapon must also make a saving throw. On a failure, the fear causes the wielder to instantly go into a rage and attack the source of the fear, overriding any frightened condition.



GILDED LILY

Wondrous item, common

This flower is potted in a small gilded cage. You can use a bonus action to cause it to sing a birdsong of your choice audible out to a range of 60 feet that lasts until the start of your next turn.

Legends tell that long ago in distant realms diplomats honored a tradition of arriving with a *Gilded Lily*. These twofold gifts to rulers of these lands demonstrated the beauty of bird songs from the diplomats' realm and served as reminders of the home they represent. The tradition has long since been lost to time but a *Gilded Lily* sometimes shows up in treasure hoards from these long lost civilizations from time to time.



GLACIAL FANG

Weapon (spear), very rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this magic weapon.

The tip of this spear is made out of the bicuspid of something very old and very large. Whenever you hit a creature with this spear you deal an additional 2d8 necrotic damage, and you gain that many temporary hit points.



GLADE GLAIVE

Weapon (glaive), rare

The 2 foot metal blade of this glaive is made of a strange green material and rests atop a 5 foot shaft crafted to look like it is made of vines twisted together.

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

In addition you can use your action to cast *wall of thorns*. Once you use this feature you cannot use it again until 7 days have passed.



GLAIVE OF WIZARDRY

Weapon (glaive), legendary (requires attunement by a spellcaster)

This powerful weapon contains potent magic within. The segmented haft creates hold points to wield the weapon in different styles. Atop the haft a curving blade held clutched in a fanged dragon's head is adorned with arcane sigils etched into the blade.

When you attune to this glaive choose one school of magic. The gold and time you must spend to copy a spell from that school into a spellbook is reduced by a quarter.

While you are attuned to this weapon you can add your proficiency bonus to the attack roll for any attack you make with it if you're not already proficient and you gain a +2 bonus to attack and damage rolls made with this magic weapon. Whenever you hit a creature with the glaive you can expend a spell slot to deal extra damage. Choose acid, cold, fire, lightning or thunder damage. The extra damage equals 1d8 per level of the spell slot expended.

In addition, while holding this glaive you gain a +2 bonus to spell attack rolls and to the saving throw DCs of your spells. Whenever you cast *counterspell* you can gain a +2 bonus to any ability check you make to counter the magic. If your *counterspell* is successful the weapon steals the energy of the spell and you may recover a spell slot of 3rd level or lower.

Whenever you cast a spell that requires concentration you choose to have the glaive maintain the concentration of the spell instead of you. You can end the concentration at any time (no action required). This property can't be used again until the next dawn.



GLORIOUS CLOAK OF THE HERO

Wondrous item, very rare (requires attunement)

This cloak is very majestic. Visually the cloak has the ability to look like any kind of cloak but whatever it looks like it cannot change the look from anything short of magnificent work. It will always look to be made of the finest materials and of excellent workmanship.

You have a +1 bonus to AC and saving throws while you wear this cloak. While you are attuned to this cloak you are immune to the frightened condition.

As a bonus action you can roll a d4 and add the number rolled to attack rolls and ability checks until the end of your next turn. Once you use this feature three times, you may not use it again until dawn the following day.

While wearing this cloak, you can use a bonus action to make it billow dramatically.



GLow STICK

Wondrous item, common

This carved wooden stick is tipped with a clear, egg-shaped orb. As an action you cause the orb to emit three torch-sized lights within 60 feet that hover in the air. Each light sheds dim light in a 10-foot radius. You can use the lights for up to 10 minutes per day. You can extinguish the lights as a bonus action.



GOLDEN CHIMERIC MACE

Weapon, legendary (requires attunement by a creature of good alignment)

The distinctive face of each of the creatures upon which this weapon is based — the golden roaring lion, the majestic eagle and the radiant gold dragon — adorn the flanges of this magic weapon. Gilded in gold and platinum the mace is affixed to a shaft of golden hued wood veined with gold running. The weapon refuses any stain, dirt or marring of any

kind short of the most powerful spells or artifacts of great power.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. While attuned to this mace you are immune to the frightened condition and you have resistance to radiant damage.

In addition you can use your bonus action to manifest a golden halo above your head for 1 minute and choose which of the following visages you embody; your choice gives you certain benefits while the halo lasts. Once you embody a visage you can't embody it again until the following dawn:

Lion Visage. A spectral lion visage appears over your face. You can use your bonus action to unleash a mighty roar. Creatures of your choice in a 90 foot radius sphere must succeed on a DC 16 Wisdom saving throw or be frightened of you while the halo lasts. Creatures can repeat the saving throw at the end of their turn, ending the effect upon a successful save. Once a creature saves from this effect it is immune to the fear from the mace for 24 hours.

Eagle Visage. A spectral eagle visage appears over your face. You can use your bonus action to cause spectral eagle wings to sprout from your back and grant you a flying speed of 80 feet and can hover.

Dragon Visage. A spectral dragon visage appears over your face. You are immune to radiant damage and you can use your bonus action to exhale radiant energy in a 20 foot cone. Those in the area of effect must make a DC 16 Dexterity saving throw, taking 35 (10d6) radiant damage on a failed save and half as much on a successful one. Once you use this feature the halo vanishes.



GRAVECHILL BOW

Weapon (any bow), uncommon

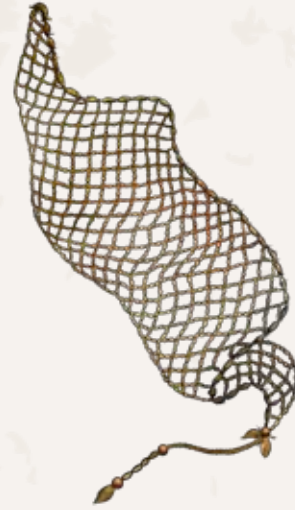
This bow appears to have been fashioned not out of wood but out of the heavy bones of some tundra creature. Dwarven runes have been inscribed along the curve of it. Once per round on your turn when you hit a creature with a ranged weapon attack using the bow you deal an extra 1d8 cold damage.



GRENADO

Adventuring gear

A black powder weapon, grenados can be thrown and have a range of 30 feet. When a grenado is thrown roll initiative for it. The grenado explodes on its next turn. When a grenado explodes, creatures within 10 feet must succeed on a DC 12 Dexterity saving throw, taking 1d6 piercing and 1d6 fire damage on a failed save, or half as much on a successful one. The grenado will also ignite flammable materials in the blast radius.



HAIR NET

Weapon, common (requires attunement)

This net is woven from the soft hair of several elves giving it a calico appearance and is enchanted for quick and easy movement through the air. A net of hair has the light property and when you make an attack with it using your action, bonus action or reaction to attack with this net you can make the same number of attacks you can normally make.



HAIR SHIRT

Wondrous item, uncommon (requires attunement by a barbarian)

When you wear this incredibly uncomfortable shirt made of hair, the fibers irritate your skin and make your anger rise to the surface easier. You gain an additional use of your Rage feature.

“Every time I feel the rough bristles of this gods awful tunic brush across my skin it makes me angrier than a manticore. About as angry as the monstrosity from whence this hide came in the first place!” — Vent, fire genasi barbarian



HAMMER OF THE MORIDANES

Weapon (warhammer), rare

Smith with No Name. Long ago, a master smith of the Moridanes, whose name is lost to history, crafted a series of wondrous but peculiar items that made the Moridanes famous. Among those items was a sword that was not a sword, the Hammer of the Moridanes

A Sword Named Hammer. The Hammer's body is sheathed in illusion so it looks like a regular long sword blade attached to an ornate hammer as the cross guard and pommel. Upon closer inspection it becomes apparent the edge is edgeless. Its blade is closer to that of half-round bar stock than a cutting edge. The blood groove is not a groove at all but an empty space running along the length, separating it into two distinct pieces. The weight is that of a mace or morningstar, and when struck by it creatures are deceived and thrown off guard by the added impact of this edgeless sword.

You gain a +1 bonus to attack and damage rolls with this magic weapon. When you attack, a humming emanates from the hammer and a gong sounds when the weapon strikes, audible out to 100 feet.

When you hit a target for the first time on your turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone.

Hammer is the Key. The smith had a secret shop, deep in the peaks of the Moridane Mountain range, where he stored his blueprints and crafted his more eccentric items. One of the ways the locked area is opened is through striking the concealed doorway with the Hammer.

Hammer Strikes the Anvil. Inside the smith's secret shop is an anvil that is slotted to accept the tuning fork body of the Hammer. When it is slid into the anvil it creates a reverberating “BONNNGGG” sound. When this is done, any blueprint or schema that is on top of the anvil is crafted as long as the required materials are present. Do you want a mithril repeating crossbow with adamantine-tipped bolts? If the schema or blueprint is present along with the proper runes for the dimensions and materials then the item is made as per the *fabricate* spell.



HARGANNOL'S MIND

Ring, artifact (requires attunement)

This platinum ring has oval stones of pure residuum with faceted rubies inset into the center of each stone. The value of the item is obvious at a distance and holding it shows its power as the item hums and vibrates with energy even when not attuned.

While attuned to this ring your proficiency bonus increases by +1. You gain a +2 bonus to AC and saving throws while wearing this ring.

When you attune to this ring you gain proficiency with one skill of your choice, you gain the ability to speak one language of your choice and you gain resistance to one energy type of your choice: fire, cold, lightning, acid, or poison. When you finish a long rest you can change any or all of these choices.

In addition you learn the *guidance* cantrip and you can cast *comprehend languages* and *detect magic* as ritual spells requiring no components. You can cast the *tongues* spell once per day.

Harcannol was a wizard explorer in a past age who loved uncovering lost knowledge and always willing to take risks in pursuit of this quest. The presence and mind of this wizard was blasted from their body and it took up residence in the ring they wore. *Harcannol's Mind* is a sentient item with Intelligence 20, Wisdom 16 and Charisma 14. The ring tends to appear when lost knowledge is required to stop a crisis certain to put many lives in danger. Beyond seeking knowledge, the ring urges its wearer to take risks. The greater the risk, the greater the reward.



HAT OF ANIMATION

Wondrous item, rare

This old felt top hat appears battered and torn around the edges and worn thin in places. When placed upon the head of an object representing a creature, provided the object is whole, it comes to life as if animate object were cast on the object.

The statue behaves as the creature would. If the creature would ordinarily speak a language, you may converse with it and ask it questions but like any other creature it may be reluctant to answer. The creature is not innately loyal to you and is still made of whatever material it was constructed from before you put the hat on it. A creature that has been petrified and animated by this hat will not revert to flesh, but instead be a different animated being while the hat is on its head.



HEADSMAN'S CHILL

Weapon (greataxe), rare (requires attunement)

This pale blue +1 lochaber greataxe has a blade made of magical ice and a haft ornately carved from the body of an evergreen tree. While you are attuned to this axe you have resistance to cold damage and immunity to all conditions and disadvantages imposed by cold weather. Additionally, attacks made with this axe have advantage in the snow or ice, and any blow struck with it does an additional 2d6 cold damage.

Bloody Hands, Cold Heart. Of the Hobgoblin clans in Kredgefur's Belt, only the Leopard Seal clan ever used an executioner. For the rest, justice was often dealt swiftly and immediately in the form of single combat, though the seals were inclined to believe there were some crimes too heinous to leave to the gods to judge. Needless to say, the other clans considered this practice an abomination, and the weapon used to do the deed seemed to agree with them.

That is, depending on who you ask. They say it grew cold in the hands of the hobgoblin who wielded it, gaining the properties of the relentless tundra where the beheadings took place. There are still others, however, who say the axe is blessed by the gods and that to carry it is surely to win their favor.



HELM OF THE HORNED KING

Wondrous item, rare (requires attunement)

A pair of curved, sharp horns attached to a circlet of iron and brass fits snugly on your head. When attuned to a helm of the Horned King, the horns fuse with your skull, growing into your flesh and becoming part of your body.

While attuned to a helm of the Horned King, if you move at least 10 feet straight toward a target and then hit it with a melee weapon attack on the same turn, it must succeed on a DC 14 Strength saving throw or be pushed up to 10 feet away and knocked prone.



HEROIC DRUM

Wondrous item, rare (requires attunement)

This drum is quite large, standing at 2 feet tall and 1 foot across with a long leather strap for carrying it across your back or in front to play while walking. The leather is dyed in 2 inch squares of dark colors – blue, black, green and red – with silver inlays and decoration.

When you play this drum for 1 minute choose up to 8 creatures including yourself that can hear the drum. For the next 8 hours these creatures are under the effect of *heroism* and *aid* spells. No concentration is required. This property of the drum can't be used again until the next dawn.



HEROIC TAIL

Wondrous item, common

When you use an action to hold this nondescript flexible appendage to the base of your back it stays magically affixed in place. While this tail is attached to your back you can remove it without issue.

Another creature can use an action to grasp the tail to remove it from you either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Sleight of Hand) check. While you wear the tail affixed to the base of your back you can change their size, shape and coloring to your heart's content with a thought. The *Heroic Tail* can appear as a fluffy fox tail or a thick leathery crocodile tail or anything in between. The tail responds to your thoughts but is not dexterous enough to hold items. Rumors suggest there are more powerful versions of this item with greater benefits.



HOARFROST ARMOR

Armor (plate), very rare (requires attunement)

This plate armor is constantly cool with a sheen of ice over the metal comprising it. When worn until it is attuned to, it sends a chill to your core. Once attuned to, this chill disappears and the Hoarfrost Armor grants you resistance to cold damage.

You have a +1 bonus to AC while wearing this armor.

Whenever you are hit with a melee attack you can use your reaction to force the attacker to make a DC 13 Constitution saving throw, taking 3d6 cold damage on a failed save and half as much on a successful one as the frost from the armor flashes along the creature's weapon to nip at their hands and bodies in recompense for daring to strike its master.

While attuned to the armor you are vulnerable to fire. If fire damage reduces you to 0 hit points while wearing the armor you die as your body is incinerated and you rise 24 hours later as a wraith.



HOURLASS OF BLACK SAND

Wondrous item, uncommon (requires attunement)

This curved glass structure is full of fine black sand and enchantment. As a bonus action you can target a creature that has 0 hit points and set the hourglass down.

The sand lasts for one hour. For the duration of the sand falling, that creature is in a state of suspended animation. It is protected from decay and can't become undead and does not make any death saving throws. You may turn the hourglass back over as many times as you want.



ICESPIRE

Shield, uncommon (requires attunement)

This kite shield's outside is constantly coated in a thick layer of rime. When a creature hits you with a melee attack while you are holding *Icespire*, you may use your reaction to strike them with the shield.

Make a melee attack on that creature using Strength. On a hit, the ice on the outside of the shield forms spikes and deals 1d4 bludgeoning damage, 1d4 piercing damage and 1d4 cold damage.



ICICLE

Weapon (dagger), very rare (requires attunement)

This translucent stiletto gleams like an icicle set into a basket hilt.

Whenever it strikes a living target the blade becomes incredibly cold and freezes some of the blood it has made contact with, causing an additional 3d6 cold damage. The target must succeed on a DC 15 Constitution saving throw or their movement speed is reduced by 5 ft. for 1 minute. If a target's movement speed is reduced to 0 in this way, they are restrained. A creature affected by this makes another Constitution saving throw at the end of each of its turns. On a successful save, the creature regains 5 ft. of movement. Icicle has no effect on constructs or undead.



INSCRUTABLE DEFENSE

Shield, rare (requires attunement)

This polished steel bears the Mark of High Stakes prominently upon the front, a well-known symbol indicating a person who lives by a code of high risk and high reward. While you are attuned to this shield +1 you have proficiency on Wisdom (Insight) checks, and when you make any such check involved with your participation in a game of chance your proficiency bonus is doubled. If the shield is offered as collateral in any game of chance, negotiation or bargaining, you have advantage on any Charisma (Deception, Intimidation or Persuasion) checks made to affect the outcome.

Death and Dice Level All Distinctions. An *Inscrutable Defense* has the potential to aid you in combat in addition to its ability to affect games of chance. As a bonus action, you can invoke the Mark of High Stakes. Roll 1d20 and consult the following table to determine the effects, which last for 1 minute. Once you use this ability, it cannot be used again until the next dawn.

d20	Effect
1-4	Attack rolls made against you have advantage.
5-15	No effect
16-19	Attack rolls made against you have disadvantage.
20	Attack rolls made against you have disadvantage and you have +1 AC.

If you are attuned to a *Gambler's Gambit* and an *Inscrutable Defense*, the pair of items only counts as one item for attunement.



KALDRUK THE BASTION OF DRASUSGINO

Armor (shield), rare (requires attunement)

You have a +1 bonus to AC while holding this immaculate shield made from the dark scales of the Dragon Emperor Drasusgino, which shine and glisten even in dim light. The gemlike eye set into the shield seems to follow the gaze of onlookers, comforting those you call allies and unsettling those you consider enemies. The shield is indestructible by any known means and never shows any signs of wear or damage.

While you hold the shield you can use your bonus action to issue a tremendous roar from the shield. Each creature in a 15-foot cone originating from you must make a DC 15 Constitution saving throw. On a failed save, a creature takes 3d6 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

You can use this bonus action a number of times equal to your proficiency bonus. If you are also attuned to *Drukal the Fang of Drasusgino* you can draw the sword as part of the same action allowing both items to roar, which extends the roar to a 30 foot cone and increases the Constitution saving throw to DC 16.

KEYS OF DANGER

Part of a Matching Set!

"The keys? I know they seem powerful but we have methods of reacquiring them if the humanoid that's taken them is dead. It gives them some direction and something to hunt for. Makes the experience more real. Besides, they tend to get messy when they don't have their hands full." — Em-Katha, Manager of the Humanoid Exhibit

This set of keys has been distributed throughout the [Humanoid Exhibit of the Mystical Menagerie](#). It is said if you collect all six keys you can use them to unlock the mythical Oasis where a humanoid can live out the rest of its days in perfect comfort and out of danger.

The truth is these keys are pretty powerful in their own right and procuring just one can be the difference between life and death in some places. This also makes it exciting when a humanoid leaves the Oasis. After all there's nothing stopping them but they can't get back in until they've collected them all and even the humanoids who have done so before don't always know where they'll be stashed again this time around. It's always dangerous.



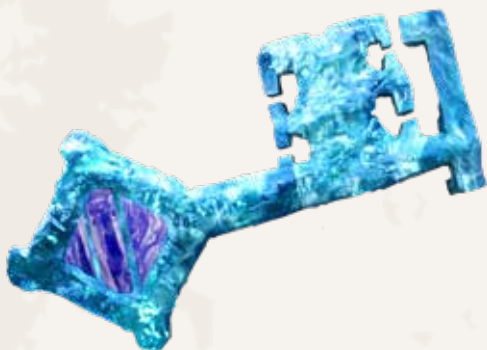
KEY OF DANGER (ACID)

Wondrous item, rare (requires attunement)

Part of a set of six distinct objects, this glass key is remarkably sturdy and filled with a sickly yellow liquid that sloshes inside when the key is moved.

The key has 3 charges. You can use your action to spend a charge and create a 15-foot-radius sphere of acidic mist centered on a point you choose within 60 feet. All creatures inside the area when it is cast must make a DC 15 Dexterity saving throw, taking 8d8 acid damage on a failed save and half as much on a successful one. Creatures ending their turn in the area or entering it for the first time on their turn must make their save and take damage. The circle cannot be moved and lasts for 10 minutes.

The key regains 1d4-1 spent charges daily at dawn (minimum 0).



KEY OF DANGER (ICE)

Wondrous item, rare (requires attunement)

Part of a set of six distinct objects, this crystal key is cool to the touch and glistens in the light.

The key has 3 charges. As an action you may spend a charge and point the key at a creature within 30 feet. The target must make a DC 17 Constitution saving throw or be frozen (petrified) for 1 minute. A creature within reach can use an action to break away the ice and free the target without harm. Any food or beverage touched by the key is instantly chilled. Doing this does not consume a charge.

The key regains 1d4-1 spent charges daily at dawn (minimum 0).



KEY OF DANGER (MAGIC)

Wondrous item, rare (requires attunement)

Part of a set of six distinct objects, this violet key thrums with arcane power and has five amethysts set into the handle like a crown.

The key has 5 charges. You may expend charges to cast a spell you know of a level equal to the number of charges you expend from the key, without expending a spell slot.

The key regains 1d4-1 spent charges daily at dawn (minimum 0).



KEY OF DANGER (MAGMA)

Wondrous item, rare (requires attunement)

Part of a set of six distinct objects, this key is made of scarlet stone with orange glowing veins throughout it and is always warm to the touch.

The key has 8 charges. As an action you may expend 1 charge to cast *fire bolt*, 2 charges to cast *flaming sphere* and 3 charges to cast *fireball*. Any food or beverage touched by the key is instantly warmed. Doing this does not consume a charge.

The key regains 1d4-1 spent charges daily at dawn (minimum 0).



KEY OF DANGER (§AND)

Wondrous item, rare (requires attunement)

Part of a set of six distinct objects, this key is smooth and striated with thin layers of mineral.

The key has 3 charges. As an action you may expend a charge to cast *haste* on a target of your choice within 30 feet (no concentration required).

The key regains 1d4-1 spent charges daily at dawn (minimum 0).



KEY OF DANGER (§TARS)

Wondrous item, rare (requires attunement)

Part of a set of six distinct objects, this twisted black wrought iron key is embedded with three small glowing diamonds along the handle.

The key has 3 charges. As an action you may expend a charge to create a pulse of radiant energy in a 20 foot radius centered on you. All creatures in the area must make a DC 15 Charisma saving throw, taking 8d6 radiant damage on a failed save and half

as much on a successful one. You may exempt up to four other creatures from this damage. Whenever you expend a charge, one of the diamonds stops glowing.

The key regains 1d4-1 spent charges daily at dawn (minimum 0).



KIBUR'S CUBE

Wondrous item, legendary

This complex series of metal squares moves in a pattern. The cube requires knowledge of the arcane. If you do not have proficiency in the Arcana skill your check to operate the device is made with disadvantage. You can use your action to make an Intelligence (Arcana) check to attempt to access the following aspects of the cube. Once you successfully unlock an aspect of the cube five times you can always go back to that setting with a successful DC 10 Intelligence (Arcana) check.

(DC 15). You access an extradimensional space similar to a large bag of holding. The cube opens up to a very large opening and contains enough things to fill a small room. Up to 1000 pounds of material may be stored within this extradimensional space. Everything left in this room is temperature controlled and kept in stasis until removed.

(DC 18). You access an interdimensional workshop. When this extradimensional space is opened it is prepared for work and contains any tool sets you desire.

(DC 20). This extradimensional space opens into a research library, which contains books on numerous subjects, perhaps even things lost to the ages. Whenever you make a knowledge based check while in this space you make the check with advantage.

(DC 25). This extradimensional space is a massive chamber suited for whatever you need. It has an indestructible prison, a security vault or anything else.



KRGURGEN'S BOUNTIFUL CROSSBOW BOLT CASE

Wondrous item, very rare

Each of the three wood and leather compartments comprising this bolt case are embossed and edged with a different metal – copper, silver and gold – with arcane runes etched into each of these metal caps.

Each day at dawn each of the compartments conjures 5 crossbow bolts. The copper compartment creates +1 crossbow bolts, the silver compartment creates +2 crossbow bolts and the gold compartment creates +3 crossbow bolts. After one of these bolts are used to make an attack they vanish. Any unfired crossbow bolts vanish at dawn.



KRGURGEN'S CRAZY CALTROP CONTAINER

Wondrous item, rare

This small iron chest is etched with figures comically hopping on one foot while grabbing the other. When opened while it still has charges it appears full of small iron caltrops.

KrGurgen's Crazy Caltrop Container has 50 charges. Once all the charges are spent the container becomes a nonmagical iron chest. Upon your command the chest begins pouring caltrops out wherever you aim the open container and creates one of the following effects of your choice:

- You can use your action to speak the command word and spend 1-5 charges to cover an area in caltrops. The area consists of one 10 foot cube for each charge you spend, which you can arrange as you wish within 10 feet for each charge, and each 10 foot cube must have at least one face adjacent to the face of another cube.
- You can use your action to speak the command word and spend 10 charges to cause a cone of caltrops to erupt from the chest. Each creature in a 60 foot cone must make a DC 15 Dexterity saving throw. A creature takes 8d8 piercing damage on a failed save or half as much damage on a successful one. The area becomes covered in caltrops.



KRGURGEN'S WILD WOODEN TOKENS

Wondrous item, uncommon

This small leather pouch smells faintly of cedar and contains 1d6+4 wooden tokens roughly the size of a gold piece with arcane sigils burned into them. The command word is stitched into the top of the inside of the pouch.

You can use your action to pluck a token from the pouch and activate it by speaking the command word. The token vanishes. Roll d6 and consult the following table to discover what happens.

d6 Effect

- | | |
|---|---|
| 1 | Your skin takes on the appearance of wood and you have a +2 bonus to AC for 1 hour. |
| 2 | Thorns protrude from your weapons and they deal an additional 1d4 piercing damage for 1 hour. |
| 3 | A Tiny spectral token hovers lazily in the air around you and you can use your reaction to cast <i>counterspell</i> . After you cast this spell, or after 1 hour, the token vanishes. |
| 4 | A Tiny spectral token manifests on your forehead and you can use your bonus action to spend hit dice as if you finished a short rest. After 1 hour the token vanishes. |
| 5 | A Medium spectral door manifests in an unoccupied space within 5 feet of you and |

you can walk through the door to teleport yourself up to 500 feet away. You arrive at exactly the spot desired by stepping out of another spectral door that manifests. After you walk through the door, or after 1 hour, the door vanishes.

- 6 A gold piece appears in your hand. Then another. And another. Roll d100 to determine how many gold pieces appear in total. The coins disappear after 24 hours.



LANTERN OF STONESEEING

Wondrous item, very rare (requires attunement)

Strong divination magic infuses this unremarkable iron bullseye lantern. While lit and shined in a 5 foot radius upon a stone surface 15 feet thick or less, you can see through the stone into the space beyond where the light falls as if it were transparent. The area appears as if in dim light. Creatures on the other side of the stone cannot see you or the lantern's light unless they have truesight.



LAST BREATH

Weapon (dagger), rare (requires attunement)

This simple looking dagger has three runes at the base of the blade. One rune is blue, one is red and one is yellow. With the thought the blade can change into a short sword. In either case this +1 weapon can unleash one of the runes as a bonus action (spell save DC 15). The blue can be used to invoke a *lightning bolt*. The red can be used to cast *fireball*. The yellow can be used to cast *blight*. Once a rune is invoked you must finish a long rest before you can invoke that rune again.



LENS OF STATUARY

Wondrous item, rare (requires attunement)

This clear amethyst carved into a lens fits over the eye like a monocle. It has 3 charges. While wearing it, as an action you expend one of the charges to cast *flesh to stone* (save DC 15). Whenever you use the last charge, you must make a saving throw. If you fail the spell is also cast on you. The lens regains 1d4-1 charges daily at dawn.



LIAR'S ARROWS

Weapon (arrow), uncommon

These black fletched arrows come in sets of 10. When you fire one of these arrows at a creature that has told you a deliberate lie in the past 24 hours, you have advantage on the attack. If the attack hits the creature takes an extra 3d6 radiant damage as the arrow bursts into light and is destroyed.



LINGERING SCENT

Wondrous item, common

This etched glass vial with an atomizer squeeze bulb attached with a tube is filled with a subtle perfume that never runs out.

Created by a powerful but extremely vain mage. Rumor has it the powerful and extremely vain mage who created this aromatic only became a wizard in order preserve and enhance their beauty. *Lingering Scent* is but one of many of their creations designed to help them preen and peacock around the nobility. It said the others at court referred to them and as the Peacock Wizard behind their back.



LUCKY TOKEN

Wondrous item, uncommon

This object can literally be any tiny item easily worn or carried in a pocket or pouch. If kissed, rubbed or otherwise interacted with prior to making a check using any gaming set you can add +1 to your check. You must believe the object is indeed lucky to make the item work. Should the item fall out of your possession for more than 1 day, you have disadvantage on all gaming skill checks for 30 days.



MANTLE OF THE PREDATOR

Wondrous item, uncommon (requires attunement)

This short cape covers the shoulders and is made of coarse fur crusted with dried blood. While wearing the *mantle of the predator*, once per turn you have advantage on a melee attack roll against any creature that doesn't have all its hit points.



MANTLE OF THE THORNED VINE

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

This cloak made of large leaves grants you a +1 bonus to AC, ability checks and saving throws. If you are a Small humanoid you also gain advantage on Dexterity (Stealth) checks in forests or areas of tall grass when the cloak's hood is pulled up. Pulling the hood up or down requires an action.

LORE

The following Intelligence (Arcana, History, or Nature) checks can be made to determine what an examination of either the whip or mantle reveals. Proficiency in any two skills reduces the DCs of the checks by 5.

DC 10. Legends tell of an ageless diminutive ghost-in-the-woods, a hero, who has stood-up for the small folk for the last 150 years. He's known as the Thorned Vine for his ability to trip-up and be a thorn in the sides of larger would-be despots. (History) The Thorned Vine is known for wielding a fantastic whip that appears as a vine and wearing a cloak of large leaves that would shroud his face. (Arcana or History)

DC 15. Every once in a while, there are those who swear their village or town had been visited by the Thorned Vine without his wearing the telling cloak or seeing signs of his vine whip. (History)

DC 20. The whip was called after its namesake, *Thorned Vine* and the leafy cloak became known as the *Mantle Of The Thorned Vine*. Those who have seen the whip in person say it moves as if alive and the cloak hides its wearer from sight. (Arcana or Nature)

DC 25. The few accounts of the Thorned Vine's appearance vary greatly; at times described as a gnome or halfling, male or female, and having auburn, blonde, or red hair depending on the era in which the tale is told. (History)

DC 30. There have actually been dozens of Thorned Vines as the title is handed-down from the one currently bearing the namesake to a worthy apprentice who's often trained under the current Thorned Vine for years. (History)

DC 35. The Thorned Vine, whether those that are retired or the one that actively bears the mantle, belong to a secret society known as The Ivy Wreath. Opinions on the role of civilization differ in this enclave of those concerned with the natural world and mankind, but members are bound together in their belief for protecting the natural order. (History or Nature)

You gain the Lucky feat while you are attuned to the *Mantle of the Thorned Vine* and *Thorned Vine*.



MASK OF BASTION

Wondrous item, rare (requires attunement)

This solidly made featureless mask has a good weight to it and a stoic expression. It has three charges, represented by three glowing gemstones along the forehead of the mask. As a reaction, you can expend one charge to raise your AC by 3 until the end of your next turn. The mask regains all expended charges at the next dawn.



MASK OF VEXES

Wondrous item, rare (requires attunement)

This solidly made featureless mask has a good weight to it and a puzzled expression. It has three charges, represented by three glowing gemstones along the forehead of the mask. When you take damage you can use your reaction to expend one charge and deal 2d6 psychic damage to the creature that hit you. Additionally, the creature must make a DC 14 Wisdom saving throw or be frightened of you until the end of their next turn.



MASK OF WRATH

Wondrous item, rare (requires attunement)

This solidly made featureless mask has a good weight to it and an angry expression. It has three charges, represented by three glowing gemstones along the forehead of the mask. When you take damage you can use your reaction to expend one charge and deal half that much damage back to the creature that hit you.

MASQUES OF FAIRY GLAMOUR

The fey courts take their masquerades very seriously, down to every last mystery. Most human masquerades make a paltry effort in comparison, but when you attend a fey party the masque is designed to cloak your voice and even some of your other features. They came into fashion in the Summer Court but the practice spread like wildfire. A little bit of illusion, a little bit of transmutation and a little bit of the fey realm doing as it has always done and dialing the magic up as far as it goes.

A Menagerie of Animals. Although these example masques are definitely available, there are also masques featuring all manner of creatures of fur and feather and scale. Some of the wearer's features become animalistic in a purely aesthetic way. These examples give you an idea of how a Masque of Glamour functions.



MASQUES OF GLAMOUR (DRAGON)

Wondrous item, rare (attunement optional)

Members of the fey courts wear these masques fashioned into the shapes of various animals at their enchanted soirees. Upon putting on the masque you take on secondary attributes of whatever animal the masque was made to replicate. While wearing the masque, any Wisdom (Insight) checks made to discern your identity have disadvantage. Your voice is altered to fit the animal you have chosen.

Upon donning this metallic masque scales appear along your arms and legs and a pair of leathery wings folds against your back like a cloak. Physical interaction with these features shows this is not the case in reality, but an illusion. You choose the color and intensity of the scales the illusion creates. Your voice takes on a crisp, smoky quality.

The masque has 4 charges. If you are attuned to the masque you can spend charges to make the illusion a reality. You can use your bonus action to spend 1 charge and gain a flying speed equal to your walking speed and you gain a +1 bonus to your AC for 1 minute. Each day at dawn roll a d10. On a result of 1-5 the masque regains no charges and 6-10 the masque regains 4 charges. The fey are fickle after all.



MASQUES OF GLAMOUR (FOX)

Wondrous item, rare (attunement optional)

Members of the fey courts wear these masques fashioned into the shapes of various animals at their enchanted soirees. Upon putting on the masque you take on secondary attributes of whatever animal the masque was made to replicate. While wearing the masque, any Wisdom (Insight) checks made to discern your identity have disadvantage. Your voice is altered to fit the animal you have chosen.

Upon donning this black, silver or ginger colored mask your fingers elongate and manifest small claws and you have a brushlike tail. Physical interaction with them shows this not the case in reality, but an illusion. Your voice takes on a low, sly quality.

The masque has 4 charges. If you are attuned to the masque you can spend charges to make the illusion a reality. You can use your bonus action to spend 1 charge to double your walking speed and you are unaffected by difficult terrain for 1 minute. Each day at dawn roll a d10. On a result of 1-5 the masque regains no charges and 6-10 the masque regains 4 charges. The fey are fickle after all.



MASQUES OF GLAMOUR (RAVEN)

Wondrous item, rare (attunement optional)

Members of the fey courts wear these masques fashioned into the shapes of various animals at their enchanted soirees. Upon putting on the masque you take on secondary attributes of whatever animal the masque was made to replicate. While wearing the masque, any Wisdom (Insight) checks made to discern your identity have disadvantage. Your voice is altered to fit the animal you have chosen.

This raven mask almost always comes in black though the rare white variant does exist. Upon donning this mask your fingers elongate and manifest talons and a pair of feathered wings folds against your back like a cloak. Physical interaction with either of these features shows this is not the case in reality, but an illusion. Your voice takes on a wry, sardonic quality.

The masque has 4 charges. If you are attuned to the masque you can spend charges to make the illusion a reality. You can use your bonus action to spend 1 charge and gain a flying speed equal to your

walking speed and you have advantage on Dexterity checks and saving throws for 1 minute. Each day at dawn roll a d10. On a result of 1-5 the masque regains no charges and 6-10 the masque regains 4 charges. The fey are fickle after all.



MASQUES OF GLAMOUR (SPIDER)

Wondrous item, rare (attunement optional)

Members of the fey courts wear these masques fashioned into the shapes of various animals at their enchanted soirees. Upon putting on the masque you take on secondary attributes of whatever animal the masque was made to replicate. While wearing the masque, any Wisdom (Insight) checks made to discern your identity have disadvantage. Your voice is altered to fit the animal you have chosen.

Upon donning this black, brown or sundry bright colored mask with eight eyes you become taller and more slender and manifest eight spindly appendages from your back. Physical interaction with these features shows them not to be the case in reality, but an illusion. Your voice takes on a stretched, malevolent quality.

The masque has 4 charges. If you are attuned to the masque you can spend charges to make the illusion a reality. You can use your bonus action to spend 1 charge and gain a climbing speed equal to your walking speed and you ignore movement restrictions caused by webbing. for 1 minute. Each day at dawn roll a d10. On a result of 1-5 the masque regains no charges and 6-10 the masque regains 4 charges. The fey are fickle after all.



MASQUES OF GLAMOUR (SQUID)

Wondrous item, rare (attunement optional)

Members of the fey courts wear these masques fashioned into the shapes of various animals at their enchanted soirees. Upon putting on the masque you take on secondary attributes of whatever animal the masque was made to replicate. While wearing the masque, any Wisdom (Insight) checks made to discern your identity have disadvantage. Your voice is altered to fit the animal you have chosen.

This squid mask comes in a myriad of colors and in fact changes colors to match its surroundings. Upon donning this mask eight tentacles surround you at all times. Physical interaction with them shows this is not the case in reality, but an illusion. Your voice takes on a guttural, writhing quality.

The masque has 4 charges. If you are attuned to the masque you can spend charges to make the illusion a reality. You can use your bonus action to spend 1 charge and gain a swimming speed equal to your walking speed and you can breathe water for 1 hour. Each day at dawn roll a d10. On a result of 1-5 the masque regains no charges and 6-10 the masque regains 4 charges. The fey are fickle after all.



MAW HAMMER

Weapon (chained fist), uncommon (requires attunement)

The weights at either end of this length of chain are fashioned in the shape of a snarling beast with fangs bared to the world. Whenever you hit an enemy with this magic weapon, you may use a bonus action to make an additional bite attack with the maw. The bite attack is made with advantage and if it hits deals 1d6 piercing damage and 1d6 poison.

(A chained fist is a martial melee weapon that deals 1d6 bludgeoning damage, weighs 4 lbs and has the reach (10 ft.) and thrown (range 20/60 ft.) properties.)



MEMORY STONE

Wondrous item, common

This clear, faceted gem stores an image of a loved one. The face can be changed upon command as a bonus action.

“Merchants, adventurers and travelers of all sorts cherish these magically cut and crafted gemstones. A reminder of far off loved ones can sometimes make all the difference between hope and despair.”



MINGEL'S FOOD FILIBUSTER

Wondrous item, uncommon

"At first glance I thought the shopkeeper was trying to get one over on me. This might look just like a simple rock but it is very special." — Unknown adventurer

When you hold this rock in your hand while you consume nonmagical food and drink it alerts you if the item is safe to eat or drink. If the food or drink is free of poison and disease the stone delivers a soft, warm sensation. If not it delivers an unpleasant shock. It is not enough to cause any damage but certainly enough to alert you the course of action is unwise. What you do thereafter is entirely up to you, as Mingel would say.



MINGEL'S MAP OF MOVEMENT MEMORY

Wondrous item, rare (requires attunement)

This large scroll of sturdy parchment is quite intelligent and tracks all the places you travel underground, recording and annotating in great detail everything you encounter as you walk and observe, provided you speak to the map as you go.

When you attune to the map you appear as a blinking dot on the otherwise blank parchment. You can use your action to describe your surroundings aloud and magical ink appears on the parchment, sketching out the space as it begins recording your travels. The map creates as much parchment as necessary to continue mapping without becoming any larger or heavier.

The subterranean magic and materials used to craft these maps is highly susceptible to sunlight. If exposed to sunlight for 10 minutes without interruption they burn up and are destroyed.

Hopefully you find or acquire your copy in a city so you can travel back to that location. It then records the detail as you move along your trail.

The stories go there are a few maps that do not reset upon going to a new owner though those would be very rare indeed. These maps have notations from various users and the scrolls would be very large, ever expanding to all the new locations recorded.

But worry not. Travel back to the wonderful deep gnome city and acquire another. Having such a map, you can easily backtrack your trail when you make a wrong turn or even take you back to the nearest safe location.



MINGEL'S ROTUND ROCKS OF REPELLING

Wondrous item, uncommon

These Tiny egg-shaped rocks are covered in scratches and faintly glowing runes. You can use an action to hurl it at a point on the ground within 30 feet of you.

An illusion of a Large or smaller creature of your choice appears over the thrown rock, makes noise audible from as far away as 300 feet away and moves away from you with a speed of 30 feet. The illusion lasts for 1d4+1 minutes, reacting and interacting with other creatures in its path. It has passive Perception 12 and creatures must succeed on a DC 15 Wisdom saving throw to see through the illusion.



MIRROR OF HEART AND HOME

Wondrous item, common

When you look at the reflection in this handcrafted silver mirror you see your children in the reflection. If you are not a parent you see yourself as a child in the reflection. Those who travel far or often frequently carry these hand mirrors so they can catch a glimpse of their beloved children anytime while away from home.



MIRROR OF THE OTHERSIDE

Wondrous item, rare

You can use this mirror as a spell focus for casting *speak with dead*. As long as you know the name of the dead creature you wish to use the spell on you

can ignore the requirements of the spell pertaining to the corpse. After completing the spell the mirror shatters and is no longer magical.



MIRROR OF VANITY

Wondrous item, uncommon (requires attunement)

Beautiful engravings of a flock of peacocks with long and graceful feathers, each carved with excruciating detail decorate the outside frame of this enchanted mirror of shining silver. When you look at your reflection in the mirror you see an idealized version of yourself.

While you are attuned to this mirror you have advantage on Charisma (Deception and Persuasion) checks as the mirror gives you a boost of confidence. Additionally, as a bonus action you may alter one small detail about yourself, such as the color of your eyes, or hide a scar.



MONSTER FEET

Wondrous item, rare (requires attunement)

The appearance of these boots varies by the type of monster they represent. There are 14 kinds of monster feet based on creature types.

Monster Feet always appear as the feet of a monster from a particular type of creature (aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant or undead).

While you are attuned to monster feet you can use your bonus action to change the appearance of your feet to that of any creature of your boots' type. Anyone tracking you while wearing the boots determine they're tracks of the particular monster you choose up to and including extra limbs. Senses like truesight can pierce this ruse. You also have advantage on Charisma (Deception, Intimidation, Persuasion) checks made to influence any creatures of your boots' type.

In addition you can cast the *shapechange* spell limited by your boots' type (including undead or constructs). Once you use this feature you can't use it again for one week.

While attuned to monster feet you acquire one of the following quirks:

- 1 You take on the eating habits of one of the creatures of your monster feet type.
- 2 You become a hoarder or trophy taker.
- 3 You have a distinct odor based off of a creature of your monster feet type.
- 4 Your eyes take on appearance of a creature of your monster feet type.
- 5 You either attract or repel domestic animals.
- 6 You give off a false aura of creature type to divination magic.
- 7 A tattoo related to a creature of your monster feet type appears on your body.
- 8 Your skin takes on the texture of a creature from your monster feet type.



MOON BOW OF THE ARCHFEY

Weapon (longbow), uncommon (requires attunement)

Crafted in the lands of faerie by a Seelie craftsman noble, the pale white wood has veins of gold running throughout and lacks a bowstring or any way of stringing one. When you make a drawing motion an arrow of force appears. The bearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.



MYSTICAL MENAGERIE MAP

Wondrous item, common

This interactive map stores locations and interacts with you when you unfold it. The map shows you the region where you are provided you have been there before with the map on your person. You may touch the area you are trying to go to and the map shows you the most direct path to get there with a glowing line.

Folded, the map can fit in a pocket. Unfolded, its full size is 4 feet by 4 feet. You must succeed on a DC 12 Dexterity (Sleight of Hand) check to fold the map back up once you've opened it.

"Yes, I know, it's hard to fold back once you've unfolded it. Just turn it this way."



NANNY'S MILK

Potion, uncommon

This thick potion has small globules floating inside and tastes slightly sweet and clean, with no strong aftertaste. When you drink this potion you gain advantage on saving throws against cold and gain resistance to cold for 1 hour.

"On exceptionally rare occasions mystics from the Order of the Wizen provide these enchanted draughts to fellow scholars and loremasters to aid in the journey to Maktaba Hold high in the mountains where they keep guard over vast repositories of ancient knowledge."



NECKLACE OF TONGUES

Wondrous item, rare (requires attunement)

This grotesque necklace made of nine severed tongues each branded with an arcane symbol and lashed together has 9 charges.

The *Necklace of Tongues* can be used as a spellcasting focus and can be used in place of the verbal component of spells you cast while you wear the necklace.

In addition whenever you cast a spell with a verbal component you can use your bonus action and spend 1 charge per spell slot level to command the necklace of tongues to repeat the spell, choosing a new target within range. When the final charge is spent the necklace is destroyed.



NEGRODRUM

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

This drum is imbued with necromantic magic and radiates heavily so under detect magic spells. When you play this drum made of bones covered by stitched and stretched hides with bone drumsticks you can coax dark magic from the rhythm.

While holding the drum you can use your action to choose a Medium or Small humanoid corpse within 60 feet and reanimate it as a wight under your control. (The GM has game statistics for this creature). You can't use this property again until you finish a long rest. As a bonus action on each of your turns you can mentally command the wight if it is within 60 feet of you. You decide what action the wight takes and where it moves during its next turn, or you can issue a general command. If you issue no commands the wight only defends itself against hostile creatures. Once given an order the wight continues to follow it until its task is complete.

The wight is under your control for 24 hours, after which it stops obeying any command you have given it. Once every 24 hours, you can play the drum to reassert control over the wight you animated with it.

In addition you can play the drum as an action to cast the *create undead* spell. Once the drum has created an undead creature, it can't do so again until 7 days have passed.



NECTAR OF THE GODS

Potion, uncommon

When you consume this fragrant honeyed liquid from its etched golden chalice it removes all exhaustion, cures all diseases and removes all conditions from you. Any curses upon you are lifted, as are any reductions to your ability scores or effects reducing your maximum hit points.

“Imbibing the drink of the gods does indeed cure one of all ailments but sipping such nectar is not meant for mortals. The golden drink imparts an unquenchable thirst that can forever after can only be slaked by this divine nectar.”

Curse. Each day at dawn after consuming nectar of the gods you must consume another. If you don't you must succeed on a DC 15 Constitution saving throw or gain a level of exhaustion. Only another *Nectar Of The Gods* or a *greater restoration* or *wish* spell can remove this exhaustion. A *remove curse* spell cast on you suppresses the curse until the following dawn.



NIGHT SKY CLOAK

Wondrous item (cloak), rare (requires attunement)

This black cloak is lined in a dark blue silk studded with small twinkling gems that track the patterns of the stars in the sky and even while you're underground displays the constellations where they are from your perspective.

If you cast a divination or teleportation spell while wearing this cloak, and the creature or place you are targeting is beneath the open sky, treat it as if you have a relic of the person or an object from the location in your possession.

While attuned to the cloak you can use an action to cast *legend lore*, with no material components required as long as the subject of your questioning has been touched by starlight. Once you use this property you can't use it again until the following dusk.



NORTHSTAR

Weapon (flail), common (requires attunement)

This gleaming flail has a handle of polished ebony inlaid with a silver star at the bottom of the handle. Whenever you hit a creature with Northstar, you may mark them as a bonus action. The symbol of a star appears somewhere on the creature's body. You always know what direction and how far away the marked creature is from you as long as they are on the same plane of existence. They remain marked until you kill them or you use a bonus action to mark a new creature.



NOTCHED BLADE

Weapon (any sword), rare

This blade at a glance appears damaged with its cutting edge clearly nicked and notched from many blows against a harder metal. The golden hilt appears intact and is the only possible indicator of this blade having any value. However when you pick up the blade it appears lighter than other blades of its type and is incredibly well balanced.

This magic sword offers no combat bonuses but despite its appearance is indestructible and razor sharp along the entire blade. The damage is an illusion. The blade is in fact in immaculate condition. The sword has 3 charges. Once on your turn you can spend a charge to make an extra attack if you took the attack action. The sword gains back 1 charge at dawn each day.



ORB OF DREAMS

Wondrous item, uncommon

The churning particles within this colorful orb catch the light and seem to move more rapidly when you let your mind wander. If you're a spellcaster, you can use the orb as a spellcasting focus.

Whenever you hold this orb in your sleep, the orb captures a part of what your unconscious mind experiences in the dreaming world. Whenever you awake from sleep with the orb in your possession roll a d10. If the result is 1-5 the orb retains a dream. If the result is 6-10 the orb retains a nightmare. If the orb contains a dream the particles will be gold. If it contains a nightmare the particles will be dark purple.

As an action you may view whatever experiences the orb retains in your waking hours. If you view a nightmare contained by the orb you take 2d6 psychic damage. If you view a dream you regain 2d6 hit points. Using this feature expends whatever experiences the orb retains and it cannot be used again until the orb captures a new experience in the Dreaming World.

In addition you can use an action to smash the orb upon the ground at your feet or another hard surface within 5 feet, shattering it. If the orb contains a dream when you do this, up to six creatures of your choice you can see within a 15 foot radius of where the orb shattered regain 8d6 hit points. If it holds a nightmare up to six creatures of your choice you can see within a 15 foot radius take 8d6 psychic damage. Once you use this feature the orb is destroyed.



ORB OF FORECASTING

Wondrous item, common

When you hold this smooth glass orb and speak the command word, an image appears inside that predicts what the weather will be at your location for the next 24 hours.

When an orb of forecasting is inactive the images inside fluctuate randomly between snow squalls, storm clouds, rain, crackling lightning and different types of weather phenomenon.



ORB OF ICE SPIRES

Wondrous item, rare

This fist sized orb of ice is seamless and never melts. While you carry the orb when you would normally roll one or more dice to deal cold damage from a spell you cast you use the highest number possible for 1 die. For example, instead of dealing 3d8 cold damage with a spell you deal 8 + 2d8 cold damage.



ORB OF WINTER'S NIGHTMARE

Wondrous item, very rare (requires attunement)

This polished orb is the color of glacial ice with a soft glow deep inside of it. If you're a spellcaster, you can use the orb as a spellcasting focus.

The orb has 4 charges. Whenever you cast a spell that deals cold damage you can expend one of its charges to cast the spell using a spell slot one level lower.

The orb regains 1d4 expended charges daily at dawn. If the orb runs out of charges, roll a d20. On the result of 1, the orb melts into cold water.



PETAL ARMOR

Armor (any), varies

This armor has the appearance of blooming flowers. When you don the armor you decide the petal formation and coloration. While you wear this armor you can cast the *druidcraft* cantrip. In addition you can cast *speak with plants*.

Once you cast *speak with plants*, you can't use this property again until the following dawn. You can also cast it using any spell slots you have of the appropriate level.

In addition you have a bonus to AC while wearing the armor, determined by its rarity.

- **Uncommon.** No AC bonus
- **Rare.** +1 AC
- **Very Rare.** +2 AC
- **Legendary.** +3 AC



PETAL BLADE

Weapon (longsword), uncommon

This longsword is oxidized and budding vines wrap around it from pommel to the tip of the blade.

As an action you can strike the ground and create a 10 foot radius of flowers. The flowers are poisonous and all nongood creatures must make a DC 12 Constitution saving throw or take 11 (2d10) poison damage and become poisoned until the end of your next turn, of half as much damage and they are not poisoned on a successful save. After one minute the flowers lose their magical potency and are no longer poisonous. The sword can't be used this way again until the next dawn.



PIG PEN

Weapon (maul), rare (requires attunement)

This maul looks pock marked with age and rust. When it moves flakes of rust fall off of that fades after one minute. This +1 weapon deals an additional 2d6 acid damage on a successful hit. Attacks against objects and constructs deal an additional 2d6 acid damage for a total of 4d6 acid damage.

PLUSHIES OF FUNDROUS POWER

In the Gift Shop of the Planar Menagerie...

The little shop on the way out of the planar zoo is much like any other zoo gift shop you may have been in, in your life. It is full of customized coffee mugs and keychains, grabby-bitey toys in the shapes of the exhibits and T-shirts proudly declaring "I survived looking at the Beast of Many Arms with my Sanity Intact!"

One of the most common objects in the shop, of course, is a plush toy of one of the exhibited creatures. These are bound to be a hit with the kids!



PLUSHIE OF FUNDROUS POWER (HUNGRY GANTUAN)

Wondrous item, common

Don't You Want a Stuffed Human? A plushie of fundrous power can be found in the planar menagerie's gift shop. It is a stuffed animal of a creature small enough to fit comfortably under a child's arm. You can use an action to speak the command word and drop the plushie on the ground within 60 feet of you, and the plushie becomes animate. The plushie is friendly to you and your companions. It understands your languages and obeys spoken commands to the best of its ability. If you issue no commands, the plushie behaves in a fashion depending on the kind of plushie it is.

Hungry Gantuan. This plush gantuan is overwhelmingly fluffy and soft. Open its mouth to find a plush apple, but be careful! When the apple is removed the gantuan plushie grows to Large size in a matter of seconds and its tummy rumbles to thunderous effect. If the apple is replaced, the gantuan shrinks to its Tiny size.



PLUSHIE OF FUNDROUS POWER (RAMPAGING DRAGONBORN)

Wondrous item, common

Don't You Want a Stuffed Human? A plushie of fundrous power can be found in the planar menagerie's gift shop. It is a stuffed animal of a creature small enough to fit comfortably under a child's arm. You can use an action to speak the command word and drop the plushie on the ground within 60 feet of you, and the plushie becomes animate. The plushie is friendly to you and your companions. It understands your languages and obeys spoken commands to the best of its ability. If you issue no commands, the plushie behaves in a fashion depending on the kind of plushie it is.

Rampaging Dragonborn. This plush female dragonborn features soft red scales and a thick tail. It carries nothing but has flint in its throat. When left to its own devices it will strike a fearsome stance and open its mouth wide, spewing a tiny gout of flame for a couple of seconds.



PLUSHIE OF FUNDROUS POWER (WICKED TIEFLING)

Wondrous item, common

Don't You Want a Stuffed Human? A plushie of fundrous power can be found in the planar menagerie's gift shop. It is a stuffed animal of a creature small enough to fit comfortably under a child's arm. You can use an action to speak the command word and drop the plushie on the ground within 60 feet of you, and the plushie becomes animate. The plushie is friendly to you and your companions. It understands your languages and obeys spoken commands to the best of its ability. If you issue no commands, the plushie behaves in a fashion depending on the kind of plushie it is.

Wicked Tiefling. This plush female tiefling features a long tail and stuffed curved horns. It carries a toy staff. When left to its own devices it will cackle maniacally and tap its fingers together in a display of gleeful evil. In the presence of other plushies it may wiggle its fingers in an attempt to 'curse' that plushie.



PORTAL KEY

Wondrous item, very rare

This enchanted object of artifice looks like a closed compass. When you open it a crystal lens protects a jumble of gears and sigils that spins a dial to point at the nearest planar portal. A gem at the center of the dial glows when such a portal is within 1 mile of you.

A *Portal Key* is attuned to a particular portal. When you succeed on a DC 17 Intelligence (Arcana) check and tinker's tools check you can attune the key to any portal you choose that is known to you. This includes any magical portal such as one created by the *gate* spell as well as any door or entrance on the same plane or a different plane of existence.

You can use your action to conjure a portal linking an unoccupied space you can see within 60 feet to the particular portal or a random location of the GM's discretion on the plane the key is attuned to. The conjured portal is a circular opening 10 feet in diameter and remains open for 1d4 hours. Once the *Portal Key* conjures a portal it can't do so again until the following dawn.

Portal Keys were originally created by the Vargarian Collective, a culture of construct infused humanoids and interdimensional conquerors connected through a hive mind. Vargarians use such devices to locate mana flux events, which they use to tear through dimensions to their home world and create a portal they can use to invade.

Vargarian mastery of arcanotechnology allows them to integrate a portal key to one of their interdimensional vessels and create portals large enough for these vehicles to pass through. Using a portal key this way puts tremendous strain on the fabric of reality and such a portal closes almost instantly after such a large object passes through.

Every Vargarian squadron has at least one portal key to move their forces around efficiently as they do and these magic items are almost always recovered. Even for Vargarians these are not easy objects to fabricate and they almost always send someone back to retrieve them if they believe they have been lost. They might even go as far as to attack the being that has them.

At one time all portal keys connected to the Vargarian homeworld but time and ill fortune have left these magic items scattered throughout the planes and access to this homeworld has been cut off. Vargarian invaders have not been seen in centuries because of this. Can the appearance of a portal key signal the impending arrival of these invaders?



POTION OF DETANGLEMENT

Potion, common

When you apply this liquid to any hair or beard it becomes immune to entangling of any kind for 1 day. If you take a long or short rest during this time, at the end of the rest your luxurious hair and beard appear finely brushed.

“The key to effective detangler is using only the finest ingredients: the viscous liquid of certain pressed plants and the purest water. Some beardomancers include their own special additives as well. I like a nice lavender aetheroleum, personally.” — Choam Gero, dwelf beardomancer



POTION OF EFFICACY

Potion, rare

When you drink this potion your entire body is invigorated. You regain 3d8 hit points, it removes the paralyzed condition and reduces your level of exhaustion by 1. For the next minute, the surge of energy coursing through you allows you to take one additional action on your turn. Once you take this extra action, the effect ends.



POTION OF PHYSICAL RESISTANCE

Potion, rare

This dark purple potion seems a little gritty when drank as if it has sand in it or it was not properly mixed. When you imbibe this gritty suspension you gain resistance to bludgeoning, piercing and slashing damage for 1 hour.

“I am nigh invincible! Arrows glide off my skin, sword slashes turn away from my flesh and hammer blows bounce away leaving my bones unshattered. By far this is the most amazing drought I’ve ever drank.” — Last words of an unknown warrior before taking a lightning bolt to the chest, ending both the testimony for the Potion of Physical Resistance and their life.



PRISMATIC COINS

Wondrous item, legendary (requires attunement)

Found in the treasure hoards of dragons, the collections of dilettantes and the caches of fey, *prismatic coins* are sought the world over for their beauty and power. Glowing with a golden light the coins appear as faceted crystalline discs reflecting their own light like a prism.

Prismatic coins exist in a pocket dimension accessible through a magical receptacle, which appears as any Tiny container. When you attune to the *prismatic coins* you choose the form this container takes. You can change the container's form whenever you finish a long rest.

Stories and Legends. *Prismatic coins* are well known for being powerful magical items. Every story, rumor or gossip told of them varies when it comes to what the coins are stored within and who owns them. One consistent part of the tale is the coins must remain confined to a magical container or they quickly lose their magical potency. Tales suggest the owner of the coins chooses what others see when they look at the container. Some reports describe a large wine bowl and others an embroidered basket. Many stories speak of a small black cauldron filled with the golden light of the crystalline coins.

Wealth and Power. *Prismatic coins* are kept by those with power, influence or wealth — but they are not the owners of the container. Any creature

in possession of a *prismatic coin* after it loses its golden glow are the owners of a finely cut crystal disc. Such an *object d'art* might fetch 100 gold pieces on the open market and potentially much more to a collector who knows its true rarity and worth.

Somewhere Over the Rainbow. While *prismatic coins* give off a golden light they are not made of gold. They are crystalline discs refracting light in a scintillating display of all of the colors of the rainbow. Myths point to the coins as a gift from one ancient fey noble to another. Loremasters debate over which part of the mythical rainbow bridge the discs were cut from and if this is the reason the bridge is no longer usable from the Material Plane. The bridge no longer functions as originally intended but the magic resides in the *prismatic coins* cut from it. As a creature gains more understanding of the coins and more experience using them they gain greater access to the bridge's once tremendous power.

Prismatic Emanations. As a bonus action you may remove a number of *prismatic coins* equal to half your current level (rounded down). Once you remove these *prismatic coins*, no more coins can be removed until the next dawn. As an action you can use a prismatic coin to pay for one of the spells in the list below. You may only activate each spell once per day, and your level must be greater than the level of the spell. Any coins removed from the container, whether they are spent or not, lose their magic at the next sunset and become finely cut crystal discs.

Spell Level	Spells
1st Level	<i>color spray, faerie fire</i>
2nd Level	<i>misty step, moonbeam</i>
3rd Level	<i>daylight, hypnotic pattern</i>
4th Level	<i>dimension door, hallucinatory terrain</i>
5th Level	<i>creation, seeming</i>
6th Level	<i>find the path, sunbeam</i>
7th Level	<i>prismatic spray, plane shift</i>
8th Level	<i>demiplane, glibness</i>
9th Level	<i>astral projection, gate</i>



RIMECLASH

Weapon (warhammer), very rare (requires attunement)

This heavy warhammer glitters with a constant sheen of ice around the head and haft, cool to the touch but not freezing.

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

Rimeclash has 3 charges. As an action you can strike the ground with *Rimeclash* and expend 1 charge to send out a 30 foot cone of frigid air that turns the ground slick with crackling ice. Creatures in the area must make a DC 15 Dexterity saving throw. On a failed save, they take 8d6 cold damage and fall prone as they slip on the ice. On a successful one they take half as much and are not prone.

Rimeclash regains 1d3 charges daily at dusk.

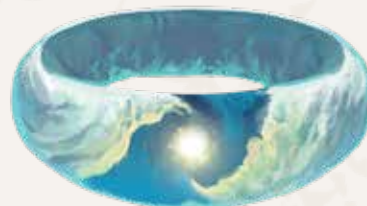


RING OF ANGEL'S GRACE

Wondrous item, rare (requires attunement)

This golden band features a pair of pearl wings. While you wear this ring you have a flying speed of 30 feet and the ring glows, shedding dim light around you for 60 feet.

This ring has 1 charge, and you can use a bonus action to spend the charge and deal an extra 5d8 radiant damage when you hit with a weapon attack. This charge, if expended, returns at dawn each day when sunlight touches the ring. The *daylight* spell counts for this, but only at the hour of dawn. If there is no light to be had, the ring does not recharge.



RING OF CLEAR SKIES

Wondrous item, common

This ring appears to be fashioned from a slice of the very sky itself, with wisps of white cloud lazily drifting across a field of azure around a brightly shining sun. While you wear this ring an invisible force forms a canopy that protects you from getting wet in the rain.



RING OF HORK

Ring, rare (requires attunement)

Hork. A word whispered in the deepest reaches of the cosmos since a time long forgotten. Many have been drawn to its call like moths to the flame. Though Hork hasn't gained direct access to the all worlds, the entity has found ways to subtly influence realms through conduits such as the ring bearing its name.

Worms crafted of three unknown metals intertwine to form a ring. From the corner of your eye you're sure the worms writhe, but they are still when you observe directly. While you're attuned to the ring you can speak and understand Deep Speech.

This ring has 7 charges. The ring regains 1d6+1 charges daily at dusk. If you expend the last charge roll a d20. On a 1 the ring casts *black tentacles* centered on you and vanishes. Spells cast from the ring have a DC 15.

Grasp of Hork. You can use your action to spend 1 charge and cast *entangle* except instead of grasping vines the ground erupts with giant flailing worms. Alternatively you can spend 4 charges to cast *black tentacles* except the squirming tentacles too are, of course, giant flailing worms.

Curse. Aberrations within 1 mile of the ring sense the direction to the ring's location and feel an intense urge to approach it while within 60 feet of it. When such a creature can see the ring or comes within 60 feet of it, the creature must succeed on a DC 15 Wisdom saving throw or use its movement on each of its turns to get as close to the ring as possible. When the creature has done so, it can't willingly move away from the ring.

A Dark Gift from Beyond. The ring was first created by Zarthain, a human wizard, who found a way to reach out to the planes beyond in search of knowledge and power. Hork is what answered his call with the formula to make the ring and three oddly shaped seeds plummeted into the earth before Zarthain's feet and he took his first step into becoming a servant of Hork.

Harvest of Madness. His frenetic work created what was imprinted on his mind. Zarthain infused that patch of earth where the Hork's seeds fell with dark arcane energies for 33 nights. Upon the last night the ring's power was sparked by devouring the sanity of its creator and sacrificing the souls of the outlying town as gigantic, ravenous black worms erupted from the land, feeding on all they caught in its all-consuming hunger.

Worm of Ruin. After that night the wizard would come to be known as Zarthain the Worm of Ruin and he would go on to terrorize the world for 100 years, spreading fear and madness in his wake. The blight on the land only ended when he was slain by the hero Galerio who came to be known as Worm's Bane.

LORE

The following Intelligence (Arcana or History) checks can be made to determine what an examination of the ring yields. Proficiency in these two skills reduces the DCs of the checks by 5.

DC 10. Entwined in the tentacles of the ring are the hidden secrets of the language not of our realm (Deep Speech). (Arcana) Tales speak of a ring that gave its wielder strange and wondrous powers. (History)

DC 15. The ring will allow its bearer to wield the power of another plane (conjunction magic). (Arcana) Strange monsters seem to be drawn to this ring. (History)

DC 20. There is a danger of the ring turning on its owner if its magic is depleted. (Arcana) The hero Galerio Worm's Bane slew the ring's mad creator known as The Worm of Ruin. (History)

DC 25. The ring calls out to aberrant creatures. (Arcana) The ring first appeared in the town of Hilth, which is nothing more than ruins now. (History)

DC 30. The ring is a conduit to a great power from realm of madness. (Arcana) This ring is a Harbinger of Madness and unmaking it is the only way to stop the Children of Hork. (History)

DC 35. Hork is an otherworldly being of godlike power. (Arcana) The Worm of Ruin's full name, Zarthain Ullinvar, and clues to the ring's unmaking can be found in the location of his final resting place located in the Valley of Delirium. (History)



RING OF PLANAR ANCHORING

Ring, rare

This heavy iron ring has a sailing anchor scratched into its surface. While you wear the ring, you cannot be removed from the plane you are on unwillingly and automatically pass any saving throw made to resist being sent to another plane.

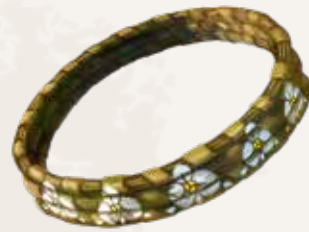
A demon summoner created the first *Ring of Planar Anchoring* after growing tired and frustrated by adventurers and heroes banishing their summoned demons. The summoner gifted these rings to newly summoned demon minions, and soon learned the hard way to their folly when an angry demon escaped their control and sought revenge. In a panic the summoner attempted to banish the demon from whence it came. As the attempt failed the the last thing the summoner saw as the demon's claw descended for the killing blow was a heavy iron ring etched with a sailing anchor.



RING OF STONESHIELDING

Ring, uncommon (requires attunement)

The enchantment on this granite ring depicting a basilisk wrapped around the outer edge protects you from petrification effects while you wear it on your finger. You are unaffected by spells and other magical effects that cause you to be restrained, and are immune to the petrified condition.



RING OF THE GHOST ORCHID

Ring, uncommon

This ring is constructed of reeds and has small white orchids depicted on its band. The ring grants its wearer advantage on saving throws versus poison and disease.

A culture of gnomes who settled in swamps full of poisonous creatures and disease first created these rings to safeguard themselves against their rivals — an army of evil froglike humanoids with poisonous skin and a pension for enslaving their neighbors. Gnome warriors called Frog Stickers wore these rings to protect the gnomes' resources against incursion by their competitor for survival in the dangerous environment.



ROBE OF WOVEN SNOW

Wondrous item, rare (requires attunement)

This fluffy white robe is cool to the touch on the outside but comfortably warm on the inside regardless of the temperature it is worn in and you are unaffected by cold weather.

Whenever you are outside, flurries of snow swirl around you within 10 feet. When you become angry, the snow falls harder around you. Upon hitting the ground, the snowflakes vanish. Any spell you cast that deals fire damage deals cold damage instead.

If you are attuned to the *Boots of Woven Snow* and the *Robe of Woven Snow*, the pair of items only counts as one item for attunement.



ROD OF CRITTERS

Rod, uncommon (requires attunement)

This 10 inch wooden rod is carved with loads of animal imagery. When you attune to this +1 rod the animals carved into the object change to designs you would enjoy.

You can cast *find familiar* through the rod not requiring any costly components. Once you have done so you cannot do so again until you have completed a long rest or until you use a spell slot of 1st level or higher to do so again. When you cast this spell through the rod your familiar gains bonus hit points equal to your level.



ROD OF REVIVIFICATION

Rod, very rare (requires attunement)

This rod is made of smooth zebrawood inset with three diamonds. As long as it has at least one diamond inset into the rod you can use an action to touch a creature that has died within the last two minutes and return it to life with 1d8 plus your Wisdom modifier (minimum 0) hit points. When you do so one of the diamonds disappears from the rod. The rod can't return to life a creature that has died of old age, nor can it restore any missing body parts.

When you complete a long rest and the rod is missing at least one diamond roll a d6. On a 4-6 a new diamond appears on the rod (maximum 3). A diamond of at least 300 gp value may be placed into an empty slot on the rod and it instantly fuses and looks like it belongs there. If a diamond is removed forcibly from the rod it instantly disappears leaving the empty socket intact.

Additionally you can grasp the rod as an action, if you have an attunement slot open, and reduce yourself to 1 hit point to instantly attune to the item.

"Restoring life sometimes can require a sacrifice of self. I am willing to make this sacrifice to see my friend again." — Barger Spiritcaller, cleric of Grandar Sunforge



ROD OF THE NECROTIC HAND

Rod, legendary (requires attunement)

Holding this rod formed from the bones of a humanoid forearm, wrist and hands fused together in a clawlike gesture grants you a +3 bonus to the saving throw DCs of your spells and to your spell attack rolls. The *Rod of the Necrotic Hand* can be used as an arcane focus. Every so often the fingers seem to flex and move when viewed out of the corner of your eye but never when directly observed.

While holding the rod you can also use your action to summon the Necrotic Hand, which bursts forth from the ground at a point you can see within 60 feet and lasts for one minute or until you fall unconscious or dismiss it as an action. When you call forth the hand and then as a bonus action on each of your turns you can bid the hand to grapple a Large or smaller creature within 5 feet of it using your spell attack modifier to resolve the grapple. While the hand is grappling the target you can use a bonus action to move the creature up to 30 feet.

Once you call forth the hand you can't use this property again until you finish a long rest. Alternatively you can expend a 5th level or higher spell slot to use this feature again.

While attuned to this rod you know the *mage hand* cantrip. When you cast the spell this way the summoned hand is skeletal but otherwise functions normally.



SCABBARD OF ENDLESS WINTER

Wondrous item, rare (requires attunement)

This magical scabbard fits any blade sheathed in it. The ivory encasement is carved with depictions of harshest winters of hail and mammoths and snow wolves. Any blade sheathed in the scabbard becomes infused with its magic. Once it has spent 1 hour in the scabbard, for the next day the winter-touched blade deals an extra 2d6 cold damage on a hit.



SCARPOR'S MANTLE

Armor (hide), artifact (requires attunement)

You have a +3 bonus to AC while wearing this armor composed of assorted furs, feathers, skins and scales.

While you are attuned to this armor you have advantage on Wisdom (Animal Handling) checks and can cast *speak with plants* and *speak with animals* each a number of times equal to your proficiency bonus and you regain all expended uses when you finish a long rest.

While the armor is in plain sight you have advantage on all Charisma (Persuasion) checks with challenge rating 10 or higher fey creatures.

If you are a druid you gain 2 additional uses of your Wild Shape feature and your new forms always have the maximum hit points possible.

If you are not a druid you can magically transform into a beast with a challenge rating of 1 or less you have seen before and remain in that form for up to a number of hours equal to half your level (rounded down). You can choose whether your equipment falls to the ground, melds with your new form or is worn by the new form. You revert to your true form if you die or fall unconscious. You can revert to your true form using a bonus action.

While in a new form your game statistics are replaced by the statistics of the beast, except you keep your current hit points, hit point maximum, this bonus action, your languages and your ability to speak. The new form's attacks count as magical for the purpose of overcoming resistances and immunity to nonmagical attacks.

You can use this property twice. The armor regains expended uses daily at dawn.

Scarpor's Mantle is a sentient item. It has sight and hearing out to 120 feet with darkvision. It has an INT 14, WIS 20 and CHA 16. Scarpor was a ranger who lived on the outskirts of civilization and dedicated their life to defending nature against those who would spoil it or take more than necessary. In death they chose to remain behind among the living and continue this vigil.

While wearing this armor you feel a strong compulsion to defend nature against unnecessary destruction and slaughter of its animals. Epic levels of destruction are sure ways to summon the armor or the one wearing it.



SCAVENGED ARMOR

Armor (any light or medium), rare

This ramshackle armor looks to have been cobbled together from several different suits of armor. Nevertheless it is still a full suit of armor and offers the usual protections. Rumors persist it was put together from other suits of magical armor severely damaged in an epic conflict.

Whenever you roll initiative, roll a d4 and consult the table below to see how the armor functions for you. Each of these effects lasts one minute.

d4 Result

- | | |
|---|--|
| 1 | Roll a d6. On a 1-2 you have resistance to bludgeoning damage. On a 3-4 you have resistance to piercing damage. On a 5-6 you have resistance to slashing damage. |
| 2 | You have a +1 bonus to AC while wearing this armor. |
| 3 | You have a +1 bonus to AC while wearing this armor. Roll a d6. On a 1-2 you have resistance to bludgeoning damage. On a 3-4 you have resistance to piercing damage. On a 5-6 you have resistance to slashing damage. |
| 4 | You have a +1 bonus to AC while wearing this armor and you have resistance to bludgeoning, piercing and slashing damage. |



SCORPION'S KISS

Weapon (any bow), rare

This black bow glitters along the outside, the two ends of it carved to resemble the fat toxic tails of a scorpion.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, attacks made with the bow deal an additional 1d6 poison damage and the target must succeed on a DC 16 Constitution saving throw or be poisoned for 1 hour. The target can repeat this saving throw at the end of each of its turns, ending the effect on a success.



SCREAMER

Weapon (pistol), very rare (requires attunement)

This dark gray tube looks as if a humanoid jaw was stretched out into a metallic cylinder and a handle added. It is smooth and sleek. Identified as a firearm, it does not have a typical trigger but fires

through your will alone. This +2 ranged weapon deals 1d6 force damage per attack (Range 150/600). Every time you will the weapon to fire a projectile leaves the tube and all within 300 feet are able to hear a high pitch scream. It is how the pistol acquired its name.

Additionally as an action you can will the weapon to emit a beam of force damage. Any creature or object in a line from the end of the tube out to 120 feet must make a DC 12 Dexterity saving throw, taking 6d8 points of force damage on a failed save and half as much damage on a successful one. You must wait 1d4 rounds before *Screamer* can be used again for regular attacks. Once you use this feature, you cannot use it again until the following dawn.



SHAWM OF THE WILDLANDS

Wondrous item, rare

This wind instrument is carved from a single piece of unknown dark green wood with a variety of animals carved along its length. Any Animal Handling checks made by creatures who can hear the music made while you are playing the shawm are made with advantage.

Beasts will not attack you while you play this instrument unless they are provoked.



SHOCK STICK

Weapon (club), very rare

The shock stick is a club wrapped in a series of silver bands. A shock stick has 1 charge. Whenever you hit with an attack with the club you can expend the charge and deliver an electrical shock that deals 2d8 lightning damage, and the target must make a DC 15 Constitution saving throw or be stunned for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success.

Any creature can spend a spell slot of 3rd level or higher to charge a shock stick with 1 charge. A shock stick can hold 1 charge at a time.



SHRUNKEN HEAD

Wondrous item, uncommon (requires attunement)

This shriveled male goblin head's skin is taut and leathery, its eyes stitched closed with heavy black stitches and its long dark hair is pulled up into a top knot with a handle made of hair. The head is barely bigger than a fully clenched fist.

If you're a spellcaster, you can use this as a spellcasting focus. If you hold the head by the hair and present it when you cast a spell you gain a +1 bonus to spell attack rolls and the DCs of your spells.

You can consult with the shrunk goblin head for one minute and gain advantage on the next Intelligence skill check you make during this time. In addition you can use your action to make a DC 15 Charisma (Persuasion) check (DC 10 if you speak Goblin) to convince the shrunk head to immediately cast any 1st level spell.

Once you use either of these properties of the shrunk head you cannot use that one again until the following dusk.



SKULL DRUM OF WAR

Wondrous item, rare (requires attunement)

When you play this drum made from the large skull of a massive horned creature and carved with totemic runes as an action all allies within 300 feet gain advantage on melee attack rolls until the start of your next turn. You can continue to play as a bonus action on your turn for up to 10 minutes.

Once you use this feature it can't be used again until the next dawn.



SKULL OF MORK

Wondrous item, very rare (requires attunement)

This helmet is fashioned from the skull of an ettin's head, worn over your head with the orbitals coming down over your eyes. The vertebrae extend off of the back of the skull and align with your spine, knitting into your flesh while you are attuned to the helm. Tiny bone splinters prevent it from being removed against your will.

When you attune to the *Skull of Mork* your maximum hit points are decreased by 2d6. This reduction lasts as long as you are attuned to the helmet.

You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, charmed, deafened, frightened, stunned, and knocked unconscious. In addition, magic can't put you to sleep. The helmet remains aware of your surroundings and you are considered awake even when you sleep normally.



SMOLDERING SATCHEL

Wondrous item, common

This burnt umber leather satchel that is warm to the touch unfolds to reveal a campfire at its center.

"Not everyone is a ranger you know. Those of us without the skills still need to cook and stay warm, even in a downpour. Especially in a downpour! Besides, gathering firewood is for the birds. Whoever enchanted the Smoldering Satchel must have been thinking about us when they created it."
— Galeed, city dweller turned adventurer



SNOWCLEAVER

Weapon (longsword), rare (requires attunement)

The blade of this longsword is pale and cold to the touch. Five blue gemstones are set into the grip and glow softly with an icy light.

This weapon has 4 charges. As a bonus action when you hit a target with the sword you can expend 1 charge to deal an additional 2d8 cold damage, or expend 2 charges and force a target within 30 feet of you to make a DC 14 Strength saving throw or become restrained as ice freezes them to the ground.

Snowcleaver regains all expended charges daily at dawn. Upon expending the last charge, roll a d20. If the result is a 1, the enchantment melts off of *Snowcleaver*, leaving it an ordinary longsword.



SNOWSPUN SLIPPERS

Wondrous item, uncommon (requires attunement)

These silken slippers are embroidered with dozens of seed pearls along the top of the pale blue surface. They retain a consistently warm temperature on the inside regardless of how cold it gets. These slippers leave no footprints in snow, and in fact your feet don't sink down in at all while you are attuned to them. Snow is not difficult terrain for you, and creatures have disadvantage on any checks made to track you.



SPECTACLES OF SPELLCASTING

Wondrous item, rare (requires attunement)

These wire rimmed spectacles have half moon lenses and small gems around the eyes. While you are attuned to these glasses whenever you see a creature within 60 feet of you casting a spell you can use your reaction to activate the spectacles to record the spellcasting procedure. For the next 24 hours you can access the spell in order to copy it into a spell book. You may also prepare the spell to cast or cast the spell directly from the spectacles if it is on your class's spell list and of a level for which you have a spell slot. After 24 hours the spell vanishes from the spectacles. The spectacles can't be used to record another spell until the next dusk.



SPECTRAL LANTERN

Wondrous item, rare (requires attunement)

This silver wrought lantern carries an unearthly glow, radiating bright light in a 60 foot radius and dim light for another 60 feet. While attuned to the lantern you can suppress this light as a bonus action, reducing the radius to your choice of 30 feet, 10 feet or suppressing the light completely.

Whenever a humanoid you can see within 30 feet of you dies you can use your reaction to snatch the creature's soul and collect it inside the lantern where it remains until released. The lantern can hold a number of souls equal to your proficiency bonus. While you have a soul inside the lantern you can use your bonus action to release one or more souls and exploit them in one of the following ways:

- A creature within 10 feet must succeed on a DC 15 Dexterity saving throw or take 1d6 radiant damage per soul released.
- Regain 1d6 hit points per soul released.
- Make your next attack roll, ability check or saving throw with advantage. If you don't use this benefit before the start of your next turn it is lost.



SPIRIT BRACERS OF ALA'GOONA

Wondrous item, rare (requires attunement by a monk)

While wearing these bracers carved of etched bone by the dwarven monk Ala of Clan Goldfire under instruction from the Clan Spirit Goona, you gain a +2 bonus to AC if you are wearing no armor and using no shield. Dubbed Wristguards of Undead Smiting these fabled bracers were crafted to destroy undead. The bracers grow cold when evil undead are within 60 feet.

While attuned to the bracers you gain extra ki points equal to your proficiency bonus. In addition attacks you make with your Flurry of Blows feature and any spells you cast that deal cold, fire or thunder damage deal an additional 1d6 radiant damage.



SPIRIT SEVER

Weapon (any axe), rare (requires attunement)

When found this axe appears as a handaxe made of a silvery metal that sometimes appears partially incorporeal, as if it is made of spectral metal.

Dwarven runes inscribed along the haft spell out the axe's name — *Spirit Sever*.

This +1 weapon deals an extra 2d6 force damage to incorporeal creatures. As an action you can reshape the weapon into any axe with which you are proficient.



STAFF OF BLACK LIGHT

Staff, uncommon (requires attunement)

This ebony staff curves at the top like a shepherd's crook. A purple lantern hangs from inside the crook and contains three glowing motes emitting black light. While holding the staff as a bonus action you can command the motes to shed bright light in a 15 foot radius and dim light an additional 15 feet.

The staff has 3 charges, represented by glowing motes within the lantern. While holding the staff you can use an action to expend one charge to duplicate the effects of the *zone of truth* spell that affects any creature in the light of the staff. Creatures in the dim light of the staff have advantage on their saving throw.

Whenever you expend a charge the radius of light decreases by 5 feet for both the bright light and dim light. The staff regains 3 charges daily at dusk.



STAFF OF REPTILE COMMAND

Staff, rare (requires attunement)

This gnarled wooden staff is expertly carved with representations of reptilian creatures along the entire length and topped with a fierce lizard head holding an aquamarine gem in its fangs. The staff has 3 charges and regains 1d3 expended charges daily at dawn. If you expend the staff's last charge, roll a d20. On a 1, the staff crumbles to dust and is destroyed.

You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, with a spell save DC 15: *animal friendship* (1 charge) or *dominate beast* (2 charges). These spells only affect creatures with "alligator," "crocodile," "lizard," "snake," or "turtle" in their name, and animal friendship only affects Tiny or smaller creatures.



STAFF OF THE SEEKER

Staff, uncommon (requires attunement)

The staff of entwined tendrils of thin wood comes to a point at the end reminiscent of a ziggurat-shaped mass of twigs.

A staff of the seeker has 10 charges. While holding this staff you can use an action to expend one of its 10 charges to cast *comprehend languages*, four charges to cast *locate object*, or six charges to cast *tongues*.

The staff can also be used as a magic quarterstaff.

The staff regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.



STINGING STAFF

Staff, rare (requires attunement)

A golden honeycomb tops this six foot shaft of golden yellow wood. While you're attuned to this staff you add a +1 to hit with spells and a +1 to your spell save DCs.

The stinging staff has 10 charges. While holding this staff you can spend a charge to change the damage type of a spell you are casting by spending. When you do so you replace the damage type of the spell with magical piercing or poison damage (your choice). When you do so the magic of the spell manifests visually as a spectral swarm of bees attacking the target or area of effect.

The staff regains 1d6 + 2 charges daily at dawn.



STITCHED HORNS

Wondrous item, common

When you use an action to hold these horns to your head they stay magically affixed in place. While these horns are attached to your head you can remove them without issue. Another creature can use an action to grasp the horns to remove them from you either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Sleight of Hand) check.

While you wear the horns affixed to your head you can change their size, shape and coloring to your heart's content with but a thought. The horns can appear as small nubs or grow as long as 6 inches at maximum size. Rumors suggest there are more powerful versions of this item with greater benefits.



STONE HELM OF GROUNDING

Wondrous item, very rare (requires attunement)

The visor of this helm carved from red clay is incredibly light despite its earthen appearance, and far sturdier than it looks. The visor of the

helm covers your eyes and while wearing it you are blinded. You have resistance to lightning damage and gain tremorsense out to 60 feet.

The helm has 3 charges. You can expend one charge to use one of the following abilities:

Earth Glide. As an action you activate the helm and gain a burrow speed equal to your walking speed for 10 minutes. You can burrow through nonmagical, unworked earth and stone. While doing so you don't disturb the material it moves through.

Grounded. Whenever an effect would force you to move unwillingly you can use your reaction to resist being moved. You must be in contact with the ground to use this ability. This effect lasts for 1 minute.

The helm regains all expended charges each day at dawn.



STONETAIL SWORD

Weapon (longsword), rare (requires attunement)

This magic longsword imprinted with the faint texture of reptilian scales takes on a green sheen when it catches the light. In spite of this it is very reflective.

As a bonus action you can reflect light with this sword, targeting one creature within 120 feet. The creature must make a DC 14 Wisdom saving throw. On a failed save the target can't use reactions, its speed is halved and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both. These effects last until the end of the target's next turn.



SWAPPING CHESS SET

Wondrous item, rare

This beautiful set of marble chess pieces works with any board but all the pieces of one side must come from this original set. The owner of this set has advantage on Dexterity (Sleight of Hand) checks to swap two pieces during their turn. Your willingness to cheat to gain victory confers advantage on any chess set checks made while using this set. The DC for your Dexterity (Sleight of Hand) check is your opponent's passive Perception or that of any observer.

When the pieces are swapped the bases and pieces do not actually switch but in fact physically change when the pieces come in contact.



TAINTED BLADE

Weapon (longsword), rare (requires attunement)

This magic weapon looks in every way like the weapon of a true hero. Its blade gleams in any light and reflects light all the brighter.

Curse. This cursed weapon identifies as a magnificent +3 longsword. However, once you are attuned you see imperfections in the blade. The edges no longer look sharp and the light no longer reflects as it once did to you. It is dull and has severe bloodstains that will not come clean. While you are attuned to this weapon you have disadvantage on attack rolls with any other weapon and attuning to the *Tainted Blade* breaks attunement with any other weapon you possess. Over time, you come to see the imperfections in all things, and beauty is denied you.

Game Master Note. Should you so desire this could be a quest item and you can guide the character through any number of quests to restore this blade to its status as a true *longsword* +3 (no attunement required). The sword once belonged to a mighty hero who betrayed his purpose and killed some very important people. The slaying of those individuals angered the gods, who cursed the sword and the hero. Setting things right might please the gods and restore the blade to its original state. Feel free to add any other benefits to the restored sword too!

TALHUND

Wondrous item, varies (requires attunement by a cleric)

Delving deep into the beneath, Harker, a cleric of the gods of light, and his companions discovered the true threat behind the terrible packs of umber hulks that drove the dwarves from their home — a fomorian warlord!

Claiming the dwarven outpost to expand its lair, the fomorian desecrated the forge-temple with the blood and corpses of the dwarves who fell in battle there. Harker and the other heroes were overmatched in the pitched battle to defeat the evil giant. Faced with a grim fate, Harker looked to the statue of the dwarven god, Grandar Sunforge, the jeweled eyes on the huge blood splattered statue glimmered and seemed to gaze upon Harker with sadness. Stumbling towards the statue, Harker reached out to the dwarven deity.

Although a human himself, his faith in the divine granted him a connection to the god. From where his hand rested upon the stone a chunk of crystal emerged. Instinctively he grasped it and with its power turned the tide of battle, defeating the fomorian and driving its minions back.



TALHUND (CRYSTAL)

Rare (requires attunement by a cleric)

When a dwarven society faces a dangerous threat, the gods sometimes share a secret hidden deep within the earth to those who share a connection to the divine. This talhund, or “hidden gift,” takes the form of a fist-sized teardrop of polished carbonado, a high-density polycrystalline black diamond of superlative luster. A substance associated with spiritual aid, this crystal is often used to “cleanse” tools, overcome adversity and bring calm and confidence. These dark gems are seen as a link between the physical and spirit world, unlike other varieties.

While attuned to talhund, you can cast *acid splash*. In addition, you always have the following spells prepared, and they don’t count against the number of spells you can prepare each day.

Cleric’s Level	Bonus Spells Known
1st	<i>heroism, shield of faith</i>
3rd	<i>acid arrow, spike growth</i>
5th	<i>meld into stone, slow</i>
7th	<i>stone shape, stoneskin</i>
9th	<i>conjure elemental (earth), wall of stone</i>

Different Gifts for Different Devotees. Grandar Sunforge could have gifted the faithful cleric, Harker, with the powers of his Sunforge. But those are gifts he deems appropriate for only the most devoted of his dwarven followers, the powers over forge and flame.



TALHUND (METALLIC)

Very rare (requires attunement by a cleric)

Shaped out of a mithral handle and adamantine head and set with a teardrop of polished carbonado, this small forge hammer is used to shape the world in Grandar’s image — forge and flame. While attuned to talhund you are proficient with smith’s tools and can cast *produce flame* and *mending*. In addition, you always have the following spells prepared, and they don’t count against the number of spells you can prepare each day.

Cleric’s Level	Bonus Spells Known
1st	<i>divine favor, identify</i>
3rd	<i>heat metal, locate object</i>
5th	<i>daylight, protection from energy</i>
7th	<i>fabricate, wall of fire</i>
9th	<i>conjure elemental (fire), legend lore</i>



TAPHOS. THE PLANEBREAKER

Wand, artifact (requires attunement by a spellcaster)

This wand appears to comprise the four elements of earth, air, fire and water fused together into the shape of a wand. While you are attuned to the wand you understand and can speak all dialects of Primordial and you have advantage with all Charisma checks against elementals.

While holding this wand you gain a +4 bonus to spell attack rolls and the DC of spells you cast.

In addition, *conjure elemental*, *conjure minor elemental* and *contact other plane* are added to your spell list and you always have them prepared. Each of these spells are ritual spells for you requiring no components even if they normally require them.

Whenever you cast a spell that deals acid, cold, fire or lightning damage you can change the damage type to any of these others, and when you roll damage you roll a number of additional dice equal to your spellcasting modifier (minimum of 1).

Taphos is a sentient wand. It has an Intelligence, Wisdom and Charisma of 20. It likes using its power and urges you to conjure elementals to unleash on your foes. It loosely wishes to do good and protect the world, but it secretly desires to make permanent portals to the elemental planes and seeks a wielder willing to make this happen.



TEETH OF ANKHARA

Wondrous item, rare

This necklace is strung with 1d20 +10 glimmering teeth when found. The magical teeth have small holes drilled into them and can easily be pulled from the leather cord. As an action you can crush one of the teeth between your fingers and gain the ability to breathe normally underwater for 24 hours. You also gain a swim speed of 25 feet.



THORNED VINE

Weapon (whip), very rare (requires attunement)

Thorned Vine is a whip crafted from a shambling mound of great power whose existence is connected to the Crawlwood and its counterpart *Mantle of the Thorned Vine* is made of leaves from the ancient Gnarlroot tree with its own eldritch power. Sages who have studied these items exhaustively seem to think the pair of items are fated for some greater destiny than has been seen as of yet...

This whip is formed from a length of thorned, vinelike plant material that at times almost seems to be alive — it may twitch or writhe just outside the corner of your eye. You gain a +2 bonus to attack and damage rolls made with this magic whip.

Thorned Vine has 3 charges. While holding it you can use a bonus action to expend a charge to add 25 feet to your reach when you attack with it, as well as when determining your reach for opportunity attacks with it, until the start of your next turn. In addition the next time you hit a creature with *Thorned Vine* before the start of your next turn the creature takes an additional 3d6 piercing damage, and if the creature is Large or smaller, you pull the creature up to 10 feet closer to you.

Thorned Vine regains 1d3 expended charges daily at dawn.

If you are attuned to the *Mantle of the Thorned Vine* and *Thorned Vine*, you gain a +3 bonus to attack and damage rolls made with this magic whip instead.



TOKEN OF MINOR MAGIC

Wondrous item, common

This delicate crystal feather allows you to cast *feather fall*, or any one cantrip of your choice. The crystal feather shatters after you cast the spell.

“Rings of feather falling are great and all but have you seen how much gold they cost? Besides, certain powerful magics require you to bond to the item and you can only make a limited number of these bonds. That’s why tokens of minor magic are great for adventurers on a budget.”— Retired adventurer educating a new adventurer



TOKEN OF THE NATURAL WORLD

Wondrous item, uncommon

This wooden statuette is carved in the likeness of a beast of challenge rating 1 or lower. When you burn the statuette it is consumed in fire and a fey spirit taking the form of the beast is summoned and appears in the statuette’s space. The beast is friendly to you and disappears when it drops to 0 hit points.



TOKEN OF THE WARRIOR

Wondrous item, uncommon

This shard of polished, magnetic steel can be affixed to any weapon or armor where it stays magically stuck to the item. The weapon or armor has a +1 bonus and is considered magical. At the next sunrise the shard loses its magical properties and becomes a mundane piece of metal. It does retain its magnetic quality.



TONIC OF HAIR GROWTH

Potion, common

When you apply this tonic to hair or beard as an action, at the end of your next turn the hair undergoes the equivalent of 6 months of growth. If your hair is too short, you’re tired of waiting for that patchy beard to come in or you keep running afoul of fireballs scorching your coiffure, this is the perfect solution for you. Also it’s remarkable for pranks and bewildering opponents.



TREADS OF THE SECRET PATH

Wondrous item, uncommon (requires attunement)

These soft soled boots of supple leather feature a leaf motif accented with moss green gemstones. While you are attuned to the boots you have advantage on Wisdom (Survival) checks you make to track creatures.

While wearing the boots they alert you to the location of any secret or concealed doors within 30 feet of you. In addition you can use an action to cast *locate object*. Once you use this property you can't use it again until the following dusk.



TRIDENT OF WATER TRAVEL

Weapon (trident), rare (requires attunement)

A polished aquamarine is set into each prong of this golden trident. While you hold the trident you have a swimming speed of 40 feet.

The trident has three charges. You may expend one charge to gain the ability to breathe normally underwater for 10 minutes.

As a reaction when you hit a creature with the trident you may expend one charge to deal an extra 2d6 cold damage.

The trident regains 1d4-1 charges daily at dawn.

VARGARIAN PROSTHETICS

Shaped in Man's Image. The Vargarians are a people who are as much artifice as flesh, flawlessly combining the supple versatility of biology with the unrelenting steel and adamantine of artifice. Many of the parts they use to augment their human bodies have been harvested from constructs but over time they have learned to recreate such pieces on their own.

Individually crafted pieces such as these are not made specifically to bring another being into the fold though they are a part of the process. In other words the artifice of the Vargarian people is not limited merely to bringing the other humanoid races into the collective. Some of their creations extend only to the physical.

BECOMING ONE WITH THE COLLECTIVE

(Attunement tweaks)

Vargarian prosthetics require 1 attunement slot no matter how many you have. This isn't without risk. For every prosthetic you possess the pull of the vargarian collective becomes stronger and stronger. If there are no vargarians you wish to become subservient to other intelligent creatures with the construct type. When in the presence of an intelligent construct make a charisma saving throw DC 12+1 for every prosthetic past the first 2. On failed saving throw you are charmed by it and mentally connected to each other. It can give you mental commands even if you don't share a language. You can repeat the saving throw at the end of your turn. On a successful save you are immune to this effect for 24 hrs.

In your world Vargarians might be a myth of a hive minded collective of constructs, a long dead society of artificers, or a complete mystery where these objects of power come from and their affinity for constructs.

Point people towards the [Vargarian Collective](#) they want more info on Vargarians



VARGARIAN EYE

Wondrous item, rare (requires attunement)

This artificial eye crafted from a gemstone lens contains a number of mirrors inside, which twist and bob when the eye rolls. The eye fits perfectly into an empty socket and while you are attuned to it you can see as though it were a normal eye as well as see a faint aura around any visible creature or object that bears magic, and you learn its school of magic, if any. You can detach or reattach it as an action, and it can't be removed against your will. It detaches if you die.

The eye has 4 charges, marked by smaller gems set around the lens of the eye. You can spend 1 charge as a bonus action to cast one of the following spells: augury, detect thoughts, find traps or hunter's mark.

The eye regains all charges after each day at dusk.

You can attune to any number of *Vargarian Prosthetics*, which count as a single item for the purposes of attunement.



VARGARIAN LIMB

Wondrous item, rare (requires attunement)

This adamantine limb made of silver cogs and interlocking wires moves with the aid of carefully inscribed magical sigils. To attune to a limb you must hold it against the stump of a missing limb for the entire attunement period. At the end of this period it functions identically to the part it replaces. You cannot feel fine details through the limb but you can see a faint aura around any visible creature or object that bears magic, and you learn its school of magic, if any. You can detach or reattach it as an action, and it can't be removed against your will. It detaches if you die.

There are two kinds of Vargarian Limbs, each with their own unique abilities:

Arm. Your Strength score increases by 1 and you have advantage on grapple checks.

Leg. Your walking speed increases by 5 feet and your jump distance is tripled.

You can attune to any number of *Vargarian Prosthetics*, which count as a single item for the purposes of attunement.



VARGARIAN LINK DISC

Wondrous item, uncommon

When you affix this coin-sized disc to your head or underneath the hair you forge a telepathic link among up to eight willing creatures with Intelligence scores of 3 or more of your choice within 30 feet. Bonded creatures can communicate telepathically through the bond whether or not they have a common language. The communication is possible over any distance, though it can't extend to other planes of existence.

Every day at dawn make a DC 12 Wisdom saving throw. If you succeed the spell functions as normal and allows you to hear the thoughts of bonded creatures and add your own to theirs. On a failure you are unable to hide any of your thoughts from bonded creatures unless you remove the *Link Disc*, which causes 3d8 psychic damage to you.

Vargarian Collective. If Vargarians maintain a presence in your campaign setting then a freshly found *Link Disc* is already attuned to the frequency of the Vargarian hivemind. A successful DC 14 Intelligence (Arcana) check allows you to alter the sigils to a new frequency, however attempting to use the *Link Disc* before doing so will plug the wearer into the Vargarian network. The Wisdom save to maintain one's mind against the flood of the collective is DC 16, and upon three consecutive failed saves, the wearer becomes part of that collective and will take any action they can to go and join their Vargarian brethren. At this point, removing the disc causes 8d8 psychic damage.

The Keys of the Collective Mind. Made with similar arcanotech to the portal keys, a *Vargarian Link Disc* is sympathetically charged and connected to every other disk in the collective, allowing the ones that use them to share thoughts and intent. Each one is patterned with a certain magical sigil frequency and disrupting these sigils disrupts a being's link to the collective as a whole.



VARGARIAN WINGS

Wondrous item, rare (requires attunement)

This adamantine prosthetic made of silver cogs and interlocking wires moves with the aid of carefully inscribed magical sigils. To attune to the wings you must hold them against your back for the entire attunement period. At the end of this period they function as wings and you gain a flying speed of 30 feet. You cannot feel fine details through the wings but you can see a faint aura around any visible creature or object that bears magic, and you learn its school of magic, if any. You can detach or reattach them as an action, and they can't be removed against your will. The wings detach if you die.

You can attune to any number of *Vargarian Prosthetics*, which count as a single item for the purposes of attunement.



VETERANS HELMET

Wondrous item, rare

These well made brass or bronze gold-accented helms bear the marks of many battles. Often adorned with holy symbols, cultural iconography or any number of other significant symbology, the small dents and scratches belie the fact this is a magic item. While you wear this helmet you are immune to the frightened condition.



VIAL OF ANGEL'S BLOOD

Wondrous item, rare

This sealed vial contains a golden, luminescent liquid.

As a bonus action you can shake the vial and cause it to shed bright white light in a 20-foot radius and dim light for an additional 20 feet for one hour or until you dismiss it as an action. Completely covering the vial with something opaque blocks the light.

When you utter the name of the angel whose blood fills the vial you can use your action to cast *bleed* on up to 12 creatures you can see within 30 feet. Once you use this feature it can't be used again until the next dawn.

You can use your action to hurl the vial at a point you can see within 30 feet. It explodes upon impact. Each creature of your choice in a 20-foot-radius sphere centered on the point of impact must make a DC 15 Dexterity saving throw, taking 42 (12d6) radiant damage on a failed save, or half as much damage on a successful one. This destroys the vial forever.



WAND OF FIRE

Wand, very rare

This wand has 3 charges. The wand is made from a footlong branch of a charred yew tree with arcane symbols and phrases inscribed all along its length. While holding it you can use an action to cast *fire bolt*.

Alternatively you can expend 1 or more of its charges to cast the following spells. For 1 charge, you can cast *burning hands*. For 2 charges you can cast *flaming sphere*. For 3 charges you can cast *fireball*. Any creature can spend a spell slot to charge a wand of fire with one charge per level of the spell slot.

A *wand of fire* can hold 3 charges at a time.

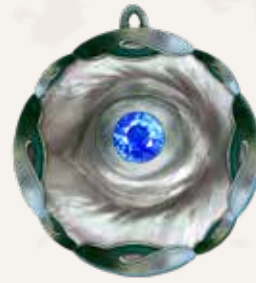


WARRIOR'S GAMBIT DICE

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

This exquisite set of pitted steel dice is always found in a silk bag. While attuned to the dice your weapon attacks are magical. The set of dice has 3 charges and it regains 1d3 expended charges daily at dawn. While holding the dice you can use an action (unless otherwise indicated) to spend 1 charge and gain one of the following benefits of your choice:

- For one minute, whenever you hit a creature with a weapon attack the creature takes an extra 1d4 damage.
- As a reaction add 1d6 to your AC against one weapon attack that would hit you. To do so you must see the attacker and be wielding a melee weapon.
- For one minute, whenever you hit a creature with a weapon attack a different creature within 5 feet of the original target takes 1d8 force damage.
- When you hit a creature with a weapon attack you can spend 1 charge to deal an additional 1d10 damage.
- When you miss a creature with a weapon attack you can spend 1 charge to roll 1d12 and add the number rolled to the attack roll, potentially turning the miss into a hit.
- Increase your hit point maximum by 1d20 until you finish a long rest.
- As a reaction when you are hit with a weapon attack you gain 1d100 temporary hit points, which last until the end of your next turn.



WATCHER'S PENDANT

Wondrous item, uncommon (requires attunement)

This mother-of-pearl inlaid pendant takes the shape of an eye with a sapphire blazing in the center in place of the iris. The sapphire in the center of the pendant flares with soft blue light whenever you overlook something.

Whenever you make an ability check to notice or find something, you can roll an additional d20. You can choose to do this after you roll the die, but before the outcome is determined. You choose which of the d20s is used for the ability check.

The pendant can't be used this way again until the next dawn.



WIG OF RIDICULOUSNESS

Wondrous item, rare

This difficult to describe head accessory made of alchemically treated hair fibers always looks however the last owner wished it to appear.

The hair can appear short or long and of any color — some so unusual that others can't help but notice your outrageous coiffure when you walk into the room.

The wig's netting binds to your skin and becomes indistinguishable from your original hair. The hair reacts like any other hair to stimuli such as water, wind, cold, fire and so on but you can always make the necessary adjustments to your precious perm with just a thought. While wearing the wig you can use your bonus action to change the color, length and style of your magical hair. The appearance remains until you use a bonus action to make another change.

While your hairstyles do not automatically grant any ability to go unnoticed or remain unseen, a perfect hairstyle should always be remarkable and gain you some appreciative comments while a boring hairstyle on a vibrant personality might throw their whole demeanor off for others.

In addition to your personal style mastery you can use an action to force a creature you can see within 60 feet to make a DC 15 Charisma saving throw. On a failure you can transform the appearance of their hair for one hour. On a success the target's hair remains unchanged. Once you use this property you can't use it again until the following dawn.



WILHELMINA'S SNIPPETY SCISSORS

Wondrous item, rare

These golden scissors inlaid with jeweled imagery of the latest hairstyles can shear through any material less than 1 inch thick like a hot knife through butter.

As an action you can cut a single strand of a creature's hair and magically alter its hairstyle, including length, shape, hold, color and it can even cause hair to grow on a bald surface with a simple tap.



WINTER QUEEN'S KISS

Ring, legendary (requires attunement)

This silver ring is believed to come from the Winter Queen of Fey herself and is always cold to the touch. Even creatures immune to cold feel the frigid emanation from this elegant ring fashioned into a blossoming flower with a deep purple stone set in the center. These rings are typically bestowed upon Knights of the Fey by the queen, who kisses the Knight's hand where a ring appears on their finger. Trouble may befall those not granted this boon who wear such a ring openly in her land.

While you wear this ring you gain +1 bonus to your AC as well as all your saving throws. You are immune to cold damage and have resistance to necrotic damage. Whenever you hit a creature with a melee attack you add an extra 1d6 cold damage. In addition any time you deal cold damage with a spell you add another 1d6 cold damage.

Your interactions with Winter Fey Nobles increase by one step if you hold the favor of the Winter Queen while you wear this ring openly but decrease all interactions with Summer Fey Nobles by one step. Should you earn the Winter Queen's ire the ring curses you until you perform a service for a fey monarch. Your attunement to the ring ends. You cannot attune to the ring and as long as you remain cursed you cannot remove it. While cursed all fey creatures have advantage on attacks against you and you are vulnerable to cold and necrotic damage.



WOLF BLADE

Weapon (any blade), uncommon (optional attunement)

The magical sword's hilt is forged in the shape of a wolf's head. The eyes glow red if there is a wolf within 100 feet. While you carry the sword no wolf will attack you unless you attack it first or it is magically compelled.

While you're attuned to this blade you have a +1 bonus to attack and damage rolls made with this magic weapon. In addition you can use your action to summon a wolf to fight by your side and any magical healing you receive also heals this wolf. The wolf obeys your commands and acts on your initiative. Its proficiency bonus is equal to yours. The wolf gains a bonus to hit points equal to 2 times your level. Once you use this property you can't use it again until the following dusk, and you cannot summon a new wolf while an existing one still lives.



WRAITH WRAP

Wondrous item, rare

While you wear this black and gray tattered scrap of cloth as a mantle about your neck and shoulders your type counts as undead.

You can use your bonus action to become incorporeal for up to 1 minute at a time. Once you use this property it cannot be used again for 10 minutes. While incorporeal you can move through other creatures and objects as if they were difficult terrain. If you are in a solid object when your time runs out you are shunted to the closest unoccupied space regardless of direction and you take 1d6 points of damage for every 5 feet you are forced to travel.

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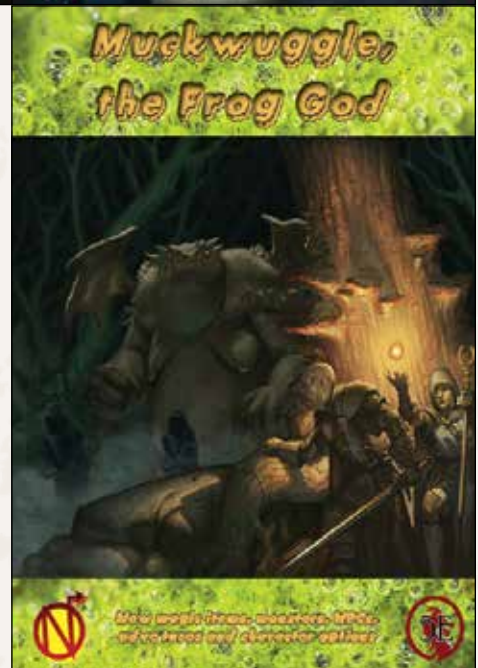
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