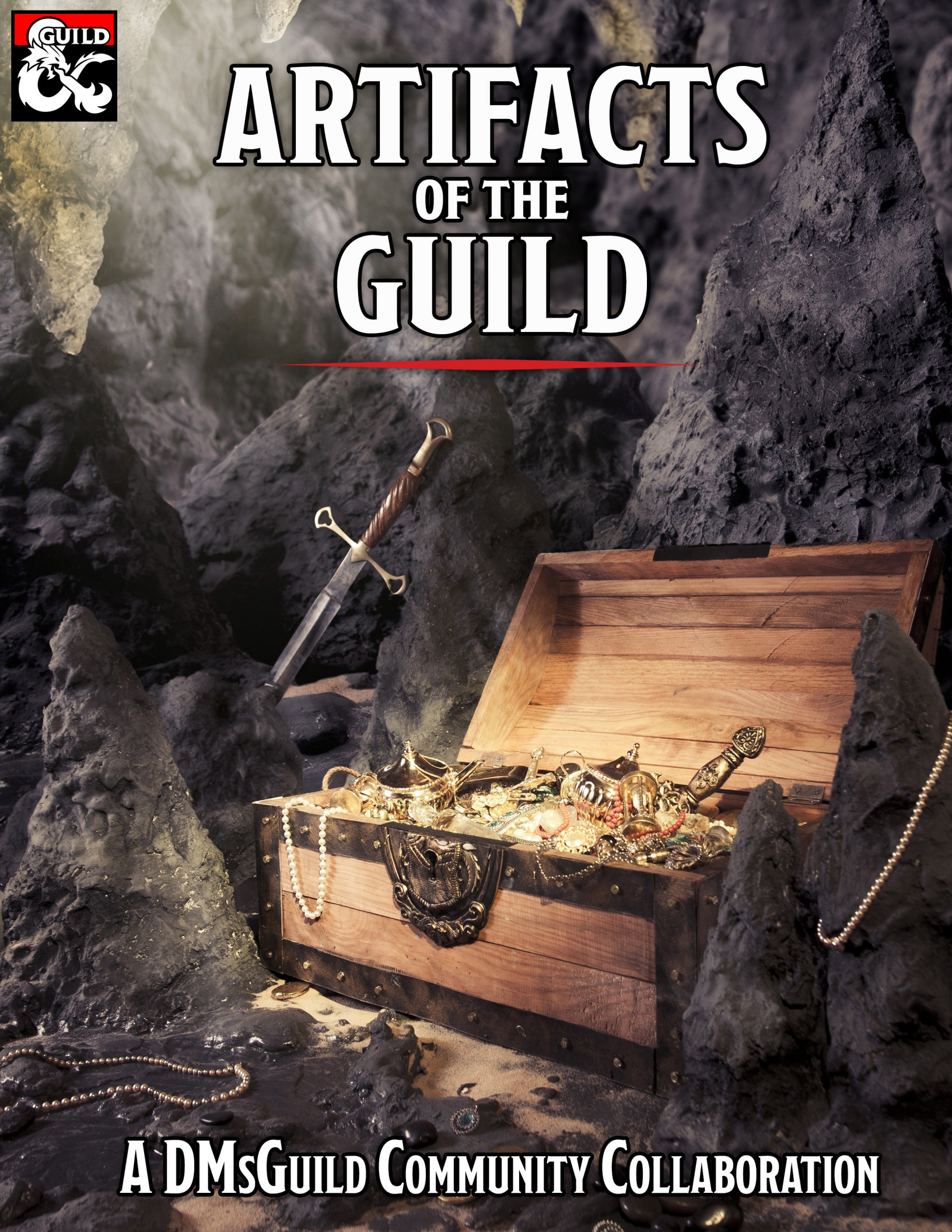

GUILD
ARTIFACTS
OF THE
GUILD
A DMsGuild Community Collaboration

Foreword

Never before have I been part of such an incredible community. The number of accomplished writers we have on the Dungeon Masters Guild is astonishing, and this tome is a fine example of that unbridled talent. Within these pages are 260 awe-inspiring magical items, written by 58 of the most brilliant writers I have ever known. We hope this book stirs your imagination, delights your players, and inspires your campaigns. We also hope some of the silly ones get a good laugh too!

No project can be brought to life without the tireless work of its contributors. First and foremost, to our writers— your imagination shines brighter than any sun. To our illustrators— your mastery make this more than just a collection of words, it's become art itself. To our editing team: TK Johnson, Justyn Johnston, and Alan Tucker— your thoughtful care makes every word come alive.

Finally, to our leader Emmet Byrne— without you, this project would never have been. Thank you for bringing our community together, and thank you for making this book a reality.

The love of D&D continues to spread across the world.

We hope it spreads just a little bit further, to your table.

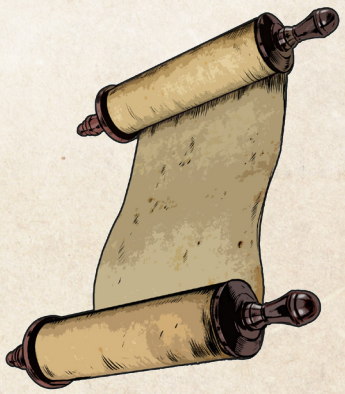
Terry Herc

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(College of Lore)

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Airstep Shroud

RARE *Wondrous item, requires attunement*

The shroud is a stylish garment woven of fine silk, in different styles: either black-dyed and featureless, or colorful and adorned with patterns of gusts and wind. Some shrouds are long and trail along the ground, fully covering the wearer's legs, while others are smaller and lighter, hanging over one's torso. The airstep shroud is popular with mages of all sorts, for the imposing effect it exudes.

Effect

As an action on your turn, you may start floating 1 foot above the ground and gain a flight speed equal to 30 feet. The effect may be cancelled using a bonus action on your turn. If you ever find yourself more than 1 foot in the air, for example if attempting to traverse a chasm or pass over a pit, you float down as if under the effects of the *feather fall* spell.

Alamire's Alchemical Alembic

RARE *Wondrous item*

The alembic is named more so for its properties than any resemblance to an actual alembic bottle. The alembic is a small, squat decanter that has a 20 oz (600ml) capacity. The vessel has a base ringed by a bronze band, and is capped by a heavy bronze and cork stopper.

Effect

As an action you can decant any potion or liquid into the alembic. When you drink the potion from the alembic, roll a 1d6. On a result of 5 or 6, the potion leaves behind a residue that can be used to create a duplicate of the original potion. You may pour a second liquid into it, transforming that liquid into a magical potion. This residue (and subsequent potion) must be used within the day or it will be lost. This ability can only be triggered once per day, and any duplicate or residue expires at dawn the next day.

The alembic can detect the presence of poison in any liquid poured inside of it. Any such liquid turns green when poured into the alembic, but returns to its normal color once removed.

The alembic can convert any liquid poured into it into clean, fresh water by filling it and speaking the command word. The original properties of the liquid are lost.



Amber Tarantula Hawk

RARE *Wondrous item*

This *figurine of wondrous power* (***Dungeon Master's Guide p.169***) is in the shape of a tarantula hawk, small enough to fit in a pocket but extremely lifelike in appearance.

Effect

When you speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living giant tarantula hawk. If the space where the hawk should form is occupied or too small for the hawk to fit then the figurine fails to activate.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions, see the statistics for the giant tarantula hawk.

The giant tarantula hawk exists for 4 hours, at the end of this duration the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. Once it reverts to a figurine, it cannot become a living creature for 2 days.

Giant Tarantula Hawk

Large beast, unaligned

Armor Class 14
Hit Points 52 (7d10 + 14)
Speed 20 ft., fly 50 ft., swim 10 ft.

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	14 (+2)	3 (-4)	10 (+0)	3 (-4)

Saving Throws Con +2, Cha +3
Skills Stealth +7
Senses darkvision 60 ft. passive Perception 10
Languages -
Challenge 2 (450 XP)

Actions

Sting. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one creature. *Hit:* 9 (2d6+2) piercing damage and the target must make a DC 12 Constitution saving throw, taking 13 (3d8) poison damage on a failed save and becoming Stunned until the end of it's next turn, or half as much damage on a successful save. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 4 hours, even after regaining hit points, and is Paralyzed while Poisoned in this way.



Amulet of Armoring

RARE *Wondrous item, requires attunement*

Effect

While wearing this amulet, you can don or doff a set of armor as a bonus action by speaking the command word. The armor is stored in an extradimensional space inside the amulet, and while there, it is restored and cleaned as if it were a brand new set of armor each time it is summoned. Any spells or effects targeting it (such as heat metal) are removed. The amulet will store cursed armor, even if the curse would normally prevent its removal. It does not remove the attunement to the armor, nor does it eliminate any cursed effects the armor may carry.

The amulet can store only one set of armor at a time, but can be used to switch between sets of armor being worn. A suit of armor can only be stored in the amulet if you are wearing the armor and speak the amulet's command word. While attuned to the amulet and you are not wearing any armor, your Armor Class equals 13 + your Dexterity modifier. You can use a shield and still gain this benefit.

When the amulet is obtained by a new owner, there is a chance that the amulet already has a set of medium or heavy armor stored within it. Roll on the first table to determine if there is any armor already contained within the amulet, and then again on the second table, if applicable. It is at the DM's discretion to determine what type of armor is contained within, or they can let the player decide, based off the roll of the dice.

Amulet's Contents

d100	Type of Armor
01-30	No Armor
31-90	Normal Set of Armor
91-00	Magical Set of Armor

Magical Set of Armor

d100	Type of Magical Armor
01-30	Any Cursed
31-50	Any Uncommon
51-70	Any Rare
71-90	Any Very Rare
91-00	Any Legendary

Amulet of the Dimensions

VERY RARE *Wondrous item, requires attunement*

This amulet is made from silver and inscribed with ancient runes. It is approximately 1 1/4" in diameter, and comes with a black satin cord.

Effect

This amulet has three charges, and regains 1d3 charges daily at dawn. As an action, you can expend a charge to cast the *dimension door* spell. After stepping through the portal, make a DC 10 Intelligence saving throw. On a failure, you still travel to your intended destination, but you also suffer 1d4 points of psychic damage.

Anvil of Kings

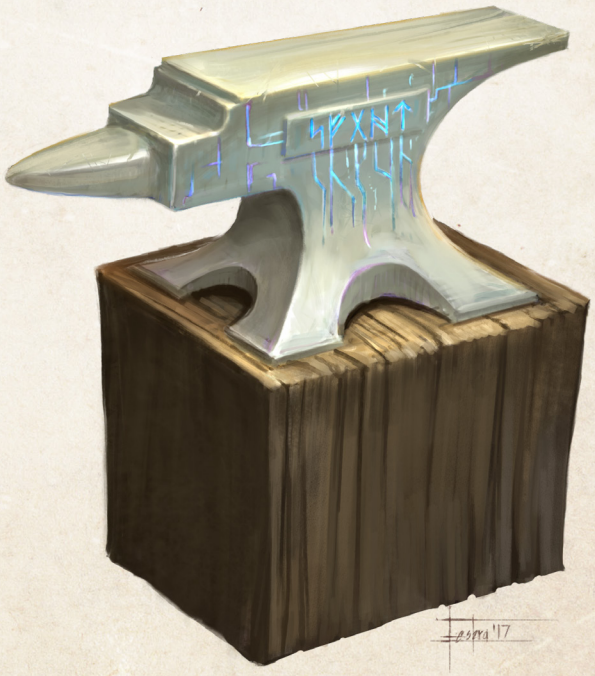
RARE *Wondrous item, requires attunement*

The anvil of kings is a large, 100-lb. mithral anvil measuring 3 feet long from tip to back, 1 foot wide at its widest point, and 2 feet tall. Its sides are etched with dwarven runes of creation and strength, which glow with an inner blue fire.

Effect

While attuned to this item, you gain the following benefits:

- You gain proficiency with blacksmithing tools
- The anvil generates its own heat, and can duplicate the effects of a full forge at the owner's discretion.
- All items successfully crafted are light, strong and aesthetically pleasing to behold (aesthetics are to the creator's values). Items weigh half as much as regular items of that type, and are twice as durable (the items hit points are double those listed in the Dungeon Master's Guide).
- When crafting using the anvil, that the created item is extraordinary in some way, the anvil infusing it with magical energy. Roll 1d20. On a 20, the created item is equivalent to a common magic item, and the DM generates a minor magical property for it.



Armor of Animal Aspects

VERY RARE — *Armor (half-plate), requires attunement*

The armor set is a masterfully forged plated armor made out of a dark gray metal with plenty of ornamentation and fine metalwork. It has a tall collar for neck protection and does not include a helmet. The breastplate's central part is adorned with gold-plated symbols depicting a bear, a bull, a cat, an eagle, a fox and an owl.

Effect

As an action, you may touch one of the animal symbols and speak out the command phrase related to it, making the armor transform to fit the motif of the selected animal. When you do so, you benefit from the effects of the enhance ability spell, targeting only self, without concentration and active for 10 minutes. Once used, you may not use this ability again until the end of a long rest.

You gain the following effects in addition to the selected effect of enhance ability:

- **Bear's Toughness.** The armor conjures a helmet in a shape of a bear's maw and is made bulkier and more protective with a brown fur collar. You gain +2 AC.
- **Bull's Strength.** The armor conjures a helmet in a shape of a bull's head with long straight horns and becomes more top heavy. Your Strength is set to 18 if it's lower. After moving 20 feet in a straight line you may shove a target 10 feet away from you as a bonus action.
- **Cat's Grace.** The armor conjures a helmet with a mask of a feline and becomes sleeker and more agile. You can move through enemy-occupied spaces as difficult terrain. Additionally you have advantage on Dexterity (Stealth) checks to move silently.
- **Eagle's Splendor.** The armor conjures a helmet in a shape of an eagle's head with a beak and becomes more aerodynamic with several grooves covering it, as well as a pair of wings with ghostly feathers. You gain a flight speed of 30 feet.
- **Fox's Cunning.** The armor conjures a helmet in a shape of a fox's head that doesn't cover the mouth but fully covers the eyes. You can recognize the rarity of magical items you can see; and, as an action, may study a creature they can see to determine its lowest saving throw.
- **Owl's Wisdom.** The armor conjures a helmet in a shape of an owl's helmet and the armor gains a more feathery motif. Your gain darkvision out to a range of 120 feet and may magnify his vision by four times.

Armor of Forgotten Heroes

ARMOR SET

Originally crafted by Malakai Brightshield, this set of armor has protected countless warriors on battlefields across the planes. Each time it's wearer fell in battle, the armor trapped a small piece of their spirit, increasing its power.

The armor is of dwarven design and made of interlocking mithral plates that are gilded with burnished gold runes. When worn separately, each piece of armor looks plain though sturdy. When worn as a complete suit of armor, an ethereal glow bathes you with ghastly light as the spirits locked inside ride across the surface, causing the metal itself to move.

The set includes the **Breastplate of Forgotten Anguish** (pg 14), the **Gauntlets of Forgotten Anger** (pg 31), and the **Helm of Forgotten Memories** (pg 38), which are listed elsewhere in this book.

Set Bonus. When you wear two or more pieces of the Armor of Forgotten Heroes, the armor grows in power.

2 Pieces, Ethereal Aura. The spirits within burn brightly, enthralling nearby enemies. Once per turn, when you would provoke an attack of opportunity, you may choose one enemy. That enemy may not make attacks of opportunity against you this turn. You can only use this ability before the attack roll has been made.

3 Pieces, Spectral Visage. Once per day, as an action, you can call forth the spirits from within the armor to propel nightmarish visions. As a bonus action, you can force a creature within 10 feet to make a DC 15 Wisdom saving throw or drop whatever it is carrying and be frightened for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Armor of Questionable Taste

COMMON — *Armor (any)*

Effect

This armor is made up of a few provocatively revealing pieces that leave little to the imagination but (surprisingly) functions like normal, non-magical armor of its type.

Authority

LEGENDARY — *Weapon (any sword), requires attunement*

Wielded by generals and royal guards, this sword represents absolute military authority. Its blade has endured countless battles, never getting chipped, and the gems on its hilt are imbued with strong enchantment magic.

This blade will almost always be found in the hands of experienced military individuals, usually prideful, sometimes just or perhaps corrupt. They use its beautiful blade to cut through the opposition, and its magic to subdue those who defy their authority.

Effect

You gain a +3 bonus to Attack and Damage Rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage. As a reaction while wielding Authority, you can add 3 to your AC against one melee attack that would hit you that you can see.

This sword has 8 charges. While holding this sword, as an action, you can expend charges to cast one of the following spells (save DC 18): *command* (1 charge), *compelled duel* (1 charge), *hold person* (2 charges), *zone of truth* (2 charges), *compulsion* (4 charges). The sword regains 1d6+2 charges daily at dawn.

Bag of Barking Stones

COMMON *Wondrous item*

"Fear not my voice, but the noise around me."

—Turgus

Barking stones were created by Turgus, the mute kobold shaman of the Lower Hills. He was poisoned by a rival shaman but survived, albeit with the loss of his voice. He created the barking stones to cast fear and confusion into his rivals.

When discovered, the bag will contain 2d4 small flat river stones.

Effect

When deliberately thrown, a barking stone will activate as soon as it lands, emitting a loud dog-like barking and snarling noise. This noise will last for 1d3 rounds and echo if underground.

Barking stones do not make noise while in the air or underwater. They may be recovered and reused, provided they can be found (requires successful DC 12 Wisdom (Perception) check, modified depending on terrain and available light). A used stone will recharge daily at dawn.

Bag of Enveloping Darkness

RARE *Wondrous item*

This bag is made of a deep black velvet with a silver drawstring and has stitching in a triangular pattern. The velvet doesn't catch the light in the manner you expect, and almost seems to drink it in. Opening it to look inside activates the item and darkness pours out of the bag, enveloping all around it.

Effect

Whenever this bag is opened, the 2nd-level spell *darkness* is immediately cast. It can be used 1d4 times per day, although the player is unaware of how many times it can be used. This number should be rolled by the DM at the start of each day.

Bag of the Bookworm

COMMON *Wondrous item*

This bag is a student's best friend. It is made of brown leather, has many small pockets, and can be carried either with one hand or hang from one shoulder.

Effect

With the use of magic, this bag can carry up to 10 large books at once, without adding any additional weight on the carrier. The books are stored in a separate dimension, similar to the effects of a *bag of holding*, but only books can be carried within it

Baldur's Gatehouse

LEGENDARY *Wondrous item*

This tiny stone gatehouse model was created by the wizard Atticus Moon, who lived near the famous entrance of Baldur's Gate. Atticus thought it would be funny to create a tiny version of the city's iconic entrance and he mimicked it exactly. The model was rumored to have been lost in the depths of a deep cavern.

Effect

Upon saying the command word, the model expands into a 40 foot square stone gatehouse containing four guards. The guards will obey any orders given by the character who spoke the command word. The gatehouse contains a day's rations for four people and four cots. After eight hours, or if you say the command word again, the gatehouse returns to its tiny size and cannot be used again until the following morning at dawn. If any guards are killed while the gatehouse is in use, they reappear the next time the gatehouse is expanded.



Bandage of the Blind Monk

VERY RARE *Wondrous item, requires attunement*

This appears to be a simple strip of dark cloth to most. Those who know what it is, however, recognize its history. A famed martial artist who was blinded in a childhood accident wore it, claiming she could use it to channel her ki, allowing her to see her surroundings. Its location has been lost to history, though some archivists claim that it was stolen from its home at the martial artist's monastery by mischievous creatures from the feywild.

Effect

The dark cloth is worn tied about the head, covering the eyes. It must be worn uninterrupted for a full 24-hour period before you attune to it, and attunement is lost instantly upon its removal. It is completely opaque, rendering you blinded until you are attuned.

Once attuned, you have blindsight up to 120 feet. Additionally, you have advantage on Intelligence (Investigation) and Wisdom (Perception) checks that rely on sight, and you are immune to the blinded condition. The bandage cannot be removed by any creature or effect other than you, unless you are incapacitated.

Barryat the Vicious

UNCOMMON *Wondrous item*

A small wooden figurine crudely carved into the likeness of a badger. The tale behind this item tells of a ranger who made an enemy of a mighty wizard. To punish her he cursed her treasured companion, Barryat, into the form of a useless trinket. In the face of battle, Barryat will overcome his wooden prison and join the fray.

Effect

If you, or any friendly creatures within 10 feet of you, roll a natural 20 on an initiative roll the totem transforms into a ferocious giant badger (Use the statistics in Monster Manual). Barryat takes his turn on your initiative count and acts as your ally, defending you and your allies until death. After 1 minute, or if Barryat is reduced to 0 hit points, he reverts back to a wooden figurine.

Battlecrazed Axe

RARE *Weapon (any axe), requires attunement*

This axe, made of dull red iron, seeks blood where it can be found, whether from your enemies or you.

Effect

You gain a +1 bonus to hit and damage rolls made with this magic weapon. When your hit points are below half your hit point maximum, you deal an extra 1d6 points of necrotic damage. Additionally, as a bonus action you can deal necrotic damage to yourself equal to half your level, ignoring any resistances. You can only use this property once per day to reduce yourself to less than half your hit point total.



Beans of Jumping

UNCOMMON *Wondrous item*

These beans were made in large amounts for a famous party of adventurers. They were grown in rich soil near the High Forest. The beans were then gathered up in small leather bags. There are 1d6 beans in each bag.

Effect

Eating a bean allows you to cast *jump* once as an action.

Bell Ringer

VERY RARE *Weapon (maul), requires attunement*

This maul sports an adamantine shaft and a glassteel head, studded with rubies arranged in the shaped of a large bell. When enemies are struck with the weapon, the sound of a large alarm bell being rung is heard coming from the great hammer.

Effect

You gain a +1 bonus to attack and damage rolls made with the maul. The weapon deals an additional 1d6 thunder damage to creatures you hit with it. As an action, the maul can be struck against the ground or similarly hard surface to create a wave of sonic destruction. All creatures with 20 feet of you must make a DC 15 Dexterity saving throw or take 4d8 thunder damage and be knocked prone. Creatures who succeed take half damage and are not knocked prone. You must complete a long rest before you can use this ability again.

Belt of Insignificance

COMMON *Wondrous item*

This is a simple brown leather belt which appears to be well-worn.

Effect

While wearing this belt, other creatures have disadvantage on Wisdom (Perception) checks made to pick you out from a crowd or group.

Black Blade of Vartigan

VERY RARE *Weapon (any bladed), requires attunement*

The black blade is a single piece of obsidian, crudely carved into a hiltless dagger with a slight downward curve to the blade. Both edges of the blade are sharp. The handle is wrapped in a worn and faded cloth grip. Wafts of smoke periodically rise from the blade.

Effect

While attuned to this weapon, you gain the following benefits:

- As a bonus action, you can create a duplicate of the dagger made of solid force, which deals piercing damage. You can create up to 3 daggers in this way. The duplicate daggers last for 8 hours, or until used to make an attack. Regardless of whether you succeed on the attack, the duplicate dagger dissipates into a whiff of smoke.
- You have a +1 bonus to attack and damage rolls made with this dagger and its duplicates.
- On a critical hit it deals an additional 1d4 points of damage. Its force duplicates share this quality.
- As an action, you can cast gaseous form on yourself once per day



Black Kumade

LEGENDARY *Weapon (javelin), requires attunement*

Wielded by the notorious Lin Goh, this slender javelin is carved from a single piece of nearly transparent obsidian. Its current whereabouts are unknown.

Effect

While attuned to this weapon, you gain the following benefits:

- You gain a +3 bonus to attack and damage rolls made with this magic weapon. Immediately after you make a ranged weapon attack with the Black Kumade, it flies back to your hand.
- **Arrow Deflection.** Ranged weapon attacks made against you have disadvantage. Additionally, when you are hit by a ranged weapon attack, you can use your reaction to deflect and destroy the missile, reducing the damage you take from the attack to 0.



Blackheart

ARTIFACT *Wondrous item, requires attunement*

This ancient and potent item's history has been lost to the ravages of time. The tribes folk of Serpent Isle claim it to be the heart of the World Serpent, their deity, cut out by a fabled hero of eons past. The yuan-ti believe that it is the heart of Merrshaulk, Master of the Pit.

Regardless of which story is true, the Blackheart itself is a horrendous item to behold. It is an anatomically correct serpent heart, made of black jet stone and veined with quartz. Ethereal green blood pours from the open vessels, only to disappear before hitting the floor. Those who watch the heart swear that it beats in time with their own.

Serpents in the presence of this artifact are hyper aggressive. It causes them to writhe and strike out at random, spit venom and flare their hoods at any who approach.

A creature attuned to the Blackheart must spend one week worshipping and studying it to reap its benefits. The creature may then, if they wish, undergo a vile arcane ritual in which the Blackheart is transplanted in place of their own heart, allowing them to become attuned to the artifact. This fills the creature's veins with serpentine blood, causing them to take on many aspects of the serpent.

Whenever a non-evil creature attunes to the Blackheart it must make a DC 17 Charisma saving throw. On a failed save, the creature's alignment changes to neutral evil.

Effect

While attuned to this item, you gain the following benefits:

Random Properties. The Blackheart has the following random properties:

- 3 minor beneficial properties
- 1 major beneficial property
- 3 minor detrimental properties
- 2 minor detrimental properties

Adjusted Ability Scores. After you spend the requisite amount of time worshipping the item and while you are attuned to it, one ability score of your choice increases by 2, to a maximum of 24. Another ability score of your choice decreases by 2, to a minimum of 3. The item can't adjust your ability scores again.



Aspect of the Serpent. After spending time studying the item, you acquire serpentine characteristics that mark you out as being touched by this artifact. Your eyes may become snake-like, scales may cover your skin, a thin, writhing tail might emerge, or fangs may appear in your mouth. This gives you advantage on Charisma (Persuasion) checks made to interact with evil creatures and Charisma (Intimidation) checks made to interact with non-evil creatures.

Ophidian Command. While attuned to the Blackheart, you can use an action to cast the dominate beast spell on a snake (save DC 18). You can use this property 3 times in 24 hours. Once per day you can also us an action to cast the spell *conjure animals* at 5th level to summon serpents.

Serpent Tongue. While attuned to this item, you can read, write, speak and understand Draconic, as well as communicate with snakes.

Potent Venom. While attuned to this item, you can use an action to spray venom from your mouth. Each creature within a 15-foot cone of you must make a DC 18 Dexterity saving throw, taking 3d6 poison damage on a failed save or half as much on a successful one.

Blades of the Archrogue

ARTIFACT

Requires attunement by a rogue or a wizard

These twin daggers once belonged to a daring thief who used arcane magic to aid him in his escapades. Having been turned away from a prestigious arcane academy due to his past misdeeds, the thief decided to prove a point by breaking into the academy and stealing the most powerful spellbooks housed there. The arcane knowledge within the stolen tomes allowed the thief to become a powerful wizard, dubbing himself an "Archrogue". These blades are a boon to any who would follow a similar path.

The life of a thief is rarely one that ends tucked up in bed, surrounded by loved ones. The life of the Archrogue, as he was known, certainly did not end like this. Feeling his enemies closing in, the Archrogue decided on one last great heist. He let it be known that he had retired to an old mansion, known as Liudrieks. Some believe he still possesses the blades there.

The blades are wickedly curved and fashioned from a dark grey steel. They are identical save for the engraving on the pommel: one bears the silhouette of a cat, the other a stylized eye.

Effect

If attuned to only one of the daggers you gain the benefits listed below dependent on which dagger you are attuned to:

Properties of the Blade of the Cat

- You gain a +3 bonus to attack and damage rolls made with this weapon.
- You have advantage on Dexterity checks.
- You take no damage from falling 20 feet or less if you are not incapacitated.

Properties of the Blade of the Eye

- This dagger counts as an arcane focus for the purposes of casting spells.
- While holding this weapon, you gain a +3 bonus to spell attack rolls.
- This dagger has 10 charges. It regains 1d6 + 2 charges daily at dawn. While holding it you can use an action to expend 1 or more of the dagger's charges to cast one of the following spells from it, using your spell save DC: *disguise self* (1 charge), *expeditious retreat* (1 charge), *invisibility* (2 charges), *knock* (2 charges), *haste* (3 charges), *mislead* (5 charges)

If attuned to both daggers you gain the following benefits:

Properties of the Blades of the Archrogue

- When casting a spell with the range of "Touch" you can choose to make a melee attack roll with one of the daggers instead of making a spell attack roll. On a hit,

the spell activates as normal and you roll additional damage based on the dagger that was used to deliver the spell. This counts as an attack for the purposes of dealing sneak attack damage.

Blade of the Elements

VERY RARE *Weapon (longsword), requires attunement*

Crafted to thwart the efforts of evil wu-jen that assailed one of the central territories in ancient Kara-Tur in a conflict long lost to history, these simple swords are traditionally carried with the blade wrapped in common brown linen. This covering is often tied to the hilt with red threads in such a manner so that when unsheathed only the top half of the blade is revealed. It is said that these swords can slay elemental creatures with a single blow.

Effect

You gain a +2 bonus to attack and damage rolls made with this weapon. When you hit an elemental with this weapon, it must make a DC 17 Constitution saving throw. On a failed save the target takes an additional 3d10 slashing damage and is stunned until the end of its next turn. On a successful save the target takes half damage and isn't stunned. An elemental slain by this blade while on the Material Plane cannot return for 100 years.

Blade of the Icequeen's Champion

RARE *Weapon (longsword), requires attunement*

This blade is not made from metal but of pure ice. The blade is surrounded by a constant mist and cracks from time to time, like a sea thawing in the spring. It was supposedly crafted by the Icequeen for her eternal champion, the White Knight. Legend says that the Icequeen lives in a castle made entirely from ice and snow somewhere in the far north of Toril. Some scholars argue that this story is folklore relating to Auril, the goddess of winter, although there is no agreement on this.

The original story goes that the Icequeen was riding through her domain when a young man crossed her way. He fell for her on the spot and swore eternal loyalty. The Icequeen was flattered but refused him. She knew that he could not survive for one day if she took him into her service. But the young man did not falter and followed her to her castle. She was impressed but needed to find a way to rid herself of him.

The Icequeen told him the only way he could serve her was to replace his human heart with the heart of a frost giant. She sent him on this fool's errand in the hopes that he would soon realize the impossibility of the task. But exactly one year later, the man returned, carrying with him the heart of a frost giant. On that day, the Icequeen accepted her first and only retainer.

Effect

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

Critical Hit. On a critical hit, the target must succeed in a DC 15 Constitution saving throw or be affected by the slow spell.

Once per Day. When the weapon is submerged in a liquid, as an action it can freeze a spherical area of 30 ft. centered around the point of insertion.

Curse

This sword is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear. You will slowly fall under the influence of Auril. Your lips will turn blue, and you will become increasingly difficult to anger.. You will resist traveling through warm regions and prefer to stay in cooler areas.

Blanket of Blending

VERY RARE *Wondrous item, requires attunement by a rogue*

This 8' blanket is made out of a unique magical fiber that adapts to its surroundings. Made in secret by a league of arcane tricksters, these blankets were once commonplace along the banks of the Sword Coast. Eventually, the league was disbanded by an overly righteous cult of paladins and the secret to the creation of the blanket was lost to the ages.

Effect

As a free action, you can cover yourself with the blanket and blend into your surroundings. When the command word is spoken, the blanket changes to mimic not only the color, but the shape of the nearby terrain. Examples might include a boulder, a bush, or a small hill. Any creature attempting to locate the hidden creature must succeed on a DC 18 Wisdom (Perception) check.

Blood Mask

VERY RARE *Wondrous item, requires attunement*

This item is a white porcelain mask, identical in appearance to a standard mask of disguise (functions identically to a hat of disguise, DMG pg. 173). This item might be sold by a mischievous fey merchant, or by a shady enchanter with a cruel streak.

Effect

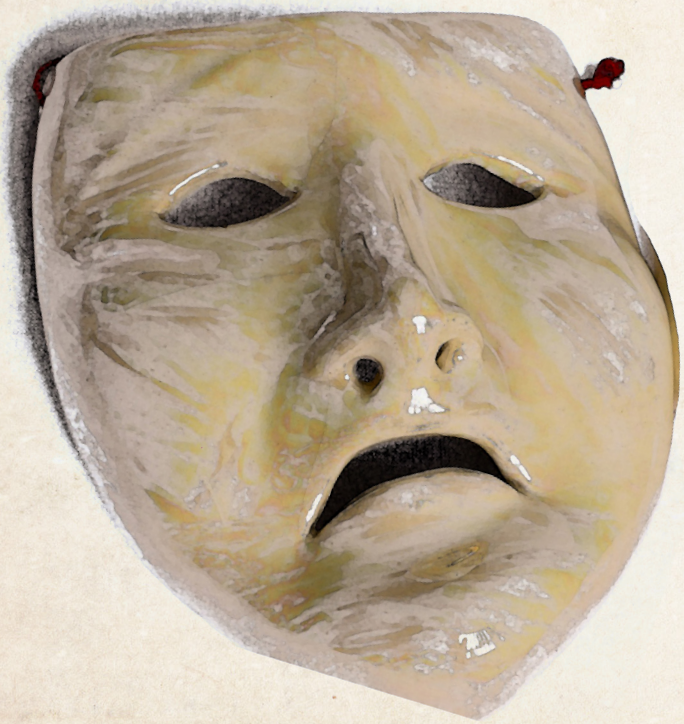
While wearing this mask, you can use an action to cast the *disguise self* spell at will. The spell ends if the mask is removed.

Curse

When you cast *disguise self* with this item for the first time, you immediately take 4d10 necrotic damage, and your maximum hit points are reduced by the same amount. Streams of blood appear to run from the eyes of the form you have chosen, granting you advantage on Charisma (Intimidation) checks, but disadvantage on all other Charisma checks.

Ending the spell causes your appearance to return to normal, but the bloodstreams remain (as does its effects on your Intimidation and Charisma checks). Casting the *disguise self* spell with this item again will not cause further damage, but the blood will remain, regardless of the form taken.

Removing the mask requires a successful DC 25 Strength check. When this occurs, you take 4d10 necrotic damage as the mask clings to your skin, regardless of whether the attempt succeeds or fails. Removing the mask ends the curse, as well as any *disguise self* spell cast using the mask.



Bloodhound

VERY RARE — *Weapon (longsword), requires attunement*

This pitted and scarred longsword has a deep groove all along its central ridge. In combat, blood often runs down it and drips from the cross-guard.

Effect

Once the bloodhound has touched the blood from a creature, you can track them indefinitely, provided no other blood is spilled by the sword. It can also be used to detect the presence of a type of creature within 60 feet, if their blood is the last type it tasted.

Bone Blowpipe

RARE — *Weapon (blowpipe)*

"Close, but not close enough. Sleep now, foolish hero..."
- Pineroot, the Ghost of the Forest

Pineroot, the fugitive half-Orc wizard of the Western Woodlands, used a variety of strategies to avoid engaging his enemies in direct combat. One such trick was the use of different darts, sometimes infused with the poison of swamp toads or enchanted with sleep. Regardless of the individual effect, Pineroot proved unnaturally accurate in launching darts.

Effect

The Bone Blowpipe is a simple-looking ranged weapon (Range: 20/60 ft.). It may be used to launch regular darts (1d4 piercing damage) or enchanted/poisoned darts (add relevant bonuses). Due to its enchanted nature, the Bone Blowpipe adds both an additional +1 piercing damage and +2 to attack roll to the darts it launches. Furthermore, the darts launch silently.

Boomeraxe

VERY RARE — *Weapon (handaxe), requires attunement*

This small handaxe sports a double-bladed adamantine head at either end of its jade-studded steel haft.

Effect

You gain a +1 bonus to attack and damage rolls with the handaxe. It magically returns to your hand when thrown. In addition, three times per day you can use your action to throw the handaxe in a 60-foot line. Each creature in the line must make a Dexterity saving throw (DC equals 8 + your Strength modifier + your proficiency bonus). Creatures who fail the saving throw take 6d6 slashing damage, creatures who succeed take half damage.

At the start of your next turn the boomeraxe returns to the space you originally threw it along the same path it left.

Creatures in that line must make the same saving throw or suffer the same effect as when you released the handaxe. If you are standing along the line or in the spot where you threw the boomeraxe and have a free hand you may catch it.

Boots of Deadly Leaping

RARE *Wondrous item, requires attunement*

These hide boots bear the large claws of a bulette.

Effect

When you wear these boots, you can jump three times your normal distance, though you can't jump further than your remaining movement would allow.

In addition, if you jump at least 15 feet as part of your movement, you can use an action to land on your feet in a space that contains one other creature that is one size larger than you or smaller. This creature must succeed on a Strength or Dexterity saving throw (target's choice) or be knocked prone. The DC for this saving throw is equal to 10 + your Athletics modifier. On a successful save, the creature isn't knocked prone, but is pushed 5 feet out of the space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in your space.

Boots of the Forest

RARE *Wondrous item, requires attunement*

Appearing as simple leather boots, the boots of the forest were used extensively by Pineroot, the fugitive half-orc wizard of the Western Woodlands. His boots were rumored to be one of the reasons why he evaded capture for so long.

Effect

When worn, the boots provide all the protection of a regular boot. They do not, however, leave a regular footprint. Each day, wherever you walk or run, the boots will leave behind the tracks of a random woodland creature.

1d8	Resulting Tracks
1	Fox
2	Deer
3	Elk
4	Brown Bear
5	Boar
6	Wolf
7	Giant Badger
8	Owlbear



Such tracks will fool even the most astute of trackers (DC 18 Wisdom (Perception) check).

Once per day, as an action, you may remove the boots and put them on again. This will reset the footprint effect (roll d8 to determine new prints). Although you may remove the boots at any time, the footprint type will only change once per day.

Bow of the Wood Elves

UNCOMMON *Weapon (longbow), requires attunement*

This laminated bow is made of both yew and hickory. There are small runes in silvered script facing on the back. Bows such as these are used by wood elf scouts, and the elven rune for "hunter" is branded into the grip.

Effect

You have a +1 bonus to attack and damage rolls. Additionally, while attuned to this longbow, you have advantage on Dexterity (Stealth) checks.

Bracers of Infinite Blades

RARE *Wondrous item, requires attunement*

These bracers are made of luxurious dark leather, with finishes and fancy designs using silver. They have a symbol on one side that shows a dagger piercing the infinity symbol. They are usually worn in sets of two, one on each arm.

Effect

As a free action, you can conjure a dagger in a free hand. If you are wearing both bracers and have both hands free, you can conjure two daggers at once. The daggers count as magical for the purpose of overcoming resistances. You gain a +1 bonus to attack and damage rolls made with these magic weapons while attuned to the bracers. The daggers are non-magical when wielded by a creature not attuned to the bracers.

Bracers of Lifestealing

RARE *Wondrous item, requires attunement*

These steel bracers are inlaid with copper in the image of wrapping vines.

Effect

While wearing these bracers, you gain a +1 bonus to AC. Once per day as a bonus action you can use the bracers to syphon health from a creature within 10 feet. The target creature must make a DC 13 Constitution saving throw, and on a failed save they lose 1d10 hit points, restoring an equal amount to you. A willing creature can choose to automatically fail the saving throw.

Brava's Bustling Beetles

UNCOMMON *Wondrous item*

This opaque glass vial rattles and rustles when you shake it. When shattered on the ground, it unleashes a pair of little violet mechanical beetle-constructs. As Brava's sales pitch states: "Just shatter the glass and watch 'em go! They'll patch any hole, fix any tear! Use sparingly!"

Effect



As an action, you designate a broken or damaged object within 10 feet of you and break the vial containing Brava's Bustling Beetles at your feet. The two beetles that emerge are tiny constructs with AC 5 and 1 hit point each, with a speed of 15 feet. The beetles act immediately, moving to the damaged object and working to repair it. The beetles repair objects in a manner similar to the mending cantrip, except that they can repair or restore a damaged item or object up to a 5 foot square each round. The beetles restore objects to their original design; objects such as armor are repaired to their original appearance and strength, damaged or destroyed sections of wall are replaced to their original materials, and so on.

The beetles have some limitations. They cannot restore magic to a damaged magic item, even if the structure of the object is repaired. The beetles cannot restore organic matter, such as plant life, flesh, and bone. They cannot restore adamantine objects or similar mundane materials harder than stone, or mechanical objects more complex than a standard door lock.

The beetles last for 1 minute and can continue mending an object or area each round if the task demands it. Once their task is completed or a minute passes, the beetles return to the original space where they were summoned, repair the vial around themselves, and return to dormancy. Once used, Brava's Bustling Beetles cannot be used again for 1d6+2 days, during which time they will rustle only sluggishly when the vial is shaken. If the vial is smashed again during this time period, the beetles simply rebuild the vial around themselves again.

Breastplate of Forgotten Anguish

VERY RARE *Armor (breastplate), requires attunement*

This item is part of the **Armor of Forgotten Heroes** set.

Effect

While wearing this armor, you gain a +1 bonus to AC. In addition, the spirits within mourn their own loss and, when the odds are overwhelming, they fly forth and strike out in blazes of light, blocking any incoming blows. When you are within 5 feet of three or more enemies, you gain resistance to bludgeoning, piercing and slashing attacks from nonmagical weapons.

Breath Mask

UNCOMMON *Wondrous item*

Created by a master tinker, this mask is made from leather, turtle shells, and crystal, and it covers the eyes, nose and mouth of its wearer.

Effect

This mask may be worn by a small or medium sized humanoid. As an action, you may don the mask. For 10 minutes you can breathe normally regardless of the environment you are in and you have resistance to non-weapon poison attacks. After 10 minutes of use, you are treated as if you are holding your breath and must follow the rules for Suffocation. The mask regains its abilities after a long rest.

Breath of Zephyr

VERY RARE *Wondrous item, requires attunement*

This cloak is made of delicate pale blue and purple material, embroidered with yellow lightning motifs. While worn, the cloak naturally shifts and ripples as if in a slight breeze. The cloak was enchanted to aid in the defeat of Chaos, an elemental titan able to wreak devastation across the material plane with its ability to harness all four elements.

Effect

While wearing this cloak you have resistance to thunder and lightning damage.

The cloak has 10 charges and regains 1d6 + 4 expended charges daily at dawn.. While wearing this cloak, you can use an action to expend 1 or more of its charges to cast one of the following spells (DC 15): gust of wind (2 charges), wind wall (3 charges). You can spend 5 charges to produce the tornado effect.

Wind billows out from the cloak and swells into a twisting tornado which spins around you in a destructive circle.

Each creature within 30 feet of you must succeed on a Strength saving throw or take 5d6 bludgeoning damage and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

Brooch of Authority

COMMON *Wondrous item*

"I could never explain it, but for such a small man, he was always very intimidating."

—Omir of Castlebar

Dreyfall desperately wanted others to respect him. Bullied in his youth for his small stature, he found that others simply didn't listen to him. One day he returned from the woods with a different air about him; he was more confident and charismatic. Some say he became a man; that he found himself that day. Others believe this change was the result of a deal he made with a forest hag.

The brooch of authority appears as a dull oval-shaped metal brooch.

Effect

When worn in a place where it is visible to others, the brooch grants the wearer a +2 bonus to all Charisma (Intimidation) checks.

If the brooch is removed or is not visible to the individual(s) being intimidated, the effect bonus does not apply.

Burglar's Dagger

UNCOMMON *Weapon (dagger)*

Effect

You gain a +1 bonus to attack and damage rolls made with this magic weapon. As an action, you can make an attempt to open a lock by tapping on it with the pommel of the dagger. The check is made as if you are using thieves' tools with a +1 bonus. Once used, this property of the dagger can't be used again until the next dawn, although the dagger can still be used as a +1 weapon.



Call to Prayer

RARE *Weapon (mace), requires attunement by a cleric or paladin*

The head of this black iron mace is fashioned roughly in the shape of a bell which rings out loudly when it strikes an enemy.

Effect

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon and holding it, you can use an action to cast the *bless* spell at 1st level. The spell does not require concentration, but ends immediately if you release the weapon for any reason. Once used, this property cannot be used again until you finish a long rest.

Chainmail of Lion's Roar

VERY RARE *Armor (chainmail), requires attunement*

A set of chainmail with lion heads on each shoulder pauldron. While wearing this armor, you can channel the roar of the mighty lion and its insurmountable courage.

Effect

While wearing this armor, you gain a +2 to AC and you have advantage on saving throws against the frightened condition. In addition, you can spend an action to summon the lion's roar to cast the shatter spell (save DC 14) centered on you. Once you've used the lion's roar, you cannot use this feature again until you finish a long rest.

Charred Cloak

RARE *Wondrous item, requires attunement*

This black velvet cloak has a dark purple liner. Its bottom edge is slightly burned and charred.

Effect

The cloak has 3 charges, regaining all spent uses at the end of a long rest. As a reaction, you may use a charge of the cloak to shield yourself with the cloak, halving the damage of any spell that hit you with an attack roll. Additionally, as an action, you may use a charge to fully cover yourself in the cloak to gain immunity to fire damage for one round. While you're covering yourself with the cloak, you are blinded and cannot use any action that requires moving your hands.

Cloak of the Wind Rider

VERY RARE *Wondrous item, requires attunement*

This cloak flutters in even the slightest breeze, and makes each of your steps feel lighter.

Effect

Once per day, as an action, you can extend the cloak to catch a gust of wind, and it propels you as if you cast the *fly* spell. The effect lasts 1d4+2 rounds, and your fly speed is 60 feet per round.

The cloak cannot be activated in areas where there is no wind or the air movement is artificially stilled. If the cloak is active and the wind is disrupted or stops, the effect ends, and you fall to the ground as if you had cast the *feather fall* spell. Use of the cloak restores the following morning at dawn.

Clockwork Companion

VERY RARE *Wondrous item, requires attunement*

This small clockwork creature was created by an alchemist who was sick of listening to one of her wizard friends gloat about having a familiar to help him with his work. To prove a point and shut her friend up, the alchemist set about creating a familiar of her own, using her knowledge of mechanics to create a device she called a clockwork companion.

The companion comes with a set of goggles that allow you to see through the eyes of the companion, an earpiece to hear what the companion hears, and a headband to communicate with the companion telepathically. This item also comes with a helpful instruction book for changing the clockwork companion's form and for maintenance tips.

Effect

This device functions almost exactly as the *find familiar* spell, with the following exceptions:

- Choose a creature from the familiar list as presented in the *find familiar* spell description. The clockwork companion uses the creature's statistics but is a construct.
- The companion cannot be dismissed to a pocket dimension, though it does collapse for easy storage. Collapsing or unpacking the companion takes an action.
- You can spend an hour over the course of a short or long rest to change the companion's form, following the instructions in the diagrams presented in the instruction book. When you do so, choose another creature from the familiar list. The companion takes that form.
- When the clockwork companion drops to 0 hit points, it breaks. It takes 8 hours of work utilizing the instruction book to repair it, along with 50 gp of raw materials that can be purchased in most cities or markets. You can choose to reassemble the companion into a different form as part of the time taken to conduct these repairs. A character who is proficient with alchemist's tools, smith's tools, tinker's tools or other relevant tools can reduce this time by half.
- A character who studies the instruction book for a total of 24 hours no longer needs the book to change the companion's form and perform repairs. They also reduce the time needed to perform those actions by half (this can potentially reduce repair time by half again if they are proficient with any of the tools listed above).



Coin of Favour

COMMON *Wondrous item*

This small, hexagonal, rusted iron coin feels surprisingly heavy given its size.

Effect

Giving this coin to someone grants you advantage on the next Charisma (Persuasion) check you make to request a favour of them.

Coin of Many

RARE *Wondrous item, requires attunement*

This simple round coin is made of copper and printed with the same smirking face on both sides, with the monetary value listed as zero. Under careful inspection the smirking face on one side seems to shift as if there were more than one face on it. If you are attuned to the coin and it is flipped in the air, the shifting side of the coin changes its number from between one to six.



Effect

The coin has 8 charges. When you flip the coin in the air and say "call it", a number of duplicates appear around you. This feature functions as per the *mirror image* spell, but creates 1d6 duplicates instead of the number listed in the spell description, and each duplicate created reduces the coin's charges by 1. The coin regains 1d6+1 charges daily at dawn.

Collar of Articulation

UNCOMMON *Wondrous item*

This leather collar is worn and unassuming except for the faint etching of the word 'enunciate.' in elegant script.

Effect

You use your action to place the collar around the neck of a willing or incapacitated creature. The collar adjusts to fit a creature of Large or smaller. This collar enables the creature to speak in Common for a period of 10 minutes. When the creature speaks (although it is not compelled to by the collar), the voice comes out in a clipped and eloquent tone. The creature must have the ability to speak a language and cannot speak any language other than Common while wearing the collar. The knowledge and awareness of many creatures is limited by their intelligence, but at minimum, creatures are able to give you information about nearby locations and monsters, including whatever they have perceived within the past day. When the 10 minutes is over, the collar releases and falls off the creature.

Creeping Rot

RARE *Weapon (dagger)*

Over a century ago the city of Hael was decimated by a sickness known as the creeping rot which was spread by vicious giant rats. The rats bred faster than they could be culled, and the disease nearly destroyed the population in a single year. The plague was only stopped by a unit of clockwork soldiers specially constructed to eradicate the rats and burn all the remains. Apparently the clockworks were not thorough, as this misshapen yellowed dagger appears to be made from the sharpened fang of a rot rat.

Effect

When you hit a creature with an attack using this weapon the creature must succeed on a DC 13 Constitution saving throw or contract the creeping rot disease.

A creature infected by the disease cannot regain hit points except by magical means. At the end of each long rest an infected creature must make a DC 13 Constitution saving throw. On a failed save the creature's hit point maximum decreases by 1d6. If the creature's hit point maximum drops to 0 as a result of this disease, the creature dies. On a successful save the creature regains no hit points and is still affected by the disease.

Any creature bitten or scratched by a creature infected by the creeping rot must succeed on a DC 13 Constitution saving throw or become infected. The creeping rot can only be cured by the *lesser restoration* spell or similar magic.

Crescendo Batons

COMMON *Wondrous item*

This pair of ornate conductor's batons were created and distributed by an enterprising bard who realized an adventurer's ego has no bounds.

Effect

You can use a bonus action to speak the command word 'Maestro!', causing the batons to float 5 feet above you and start to swish and flick. The batons summon forth an epic orchestral composition to accompany your daring acts, granting advantage on Charisma (Performance) checks for one minute. The music is perfectly suited to the mood of the scene, be that dramatic and dire or lively and spirited. The music can be heard from up to 100 feet away but is diminished by solid barriers.

Crown of Black Pearls

VERY RARE *Wondrous item, requires attunement by a spellcaster*

Effect

While wearing this crown you have the ability to breathe underwater and gain a swimming speed of 30 feet.

The crown has 10 charges and regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the crown turns to water and is destroyed.

While wearing the crown you can use an action to expend one or more of its charges to cast one of the following spells from it, using your spell save DC: *maelstrom* (5 charges), *tidal wave* (4 charges), *wall of water* (3 charges), or *water walk* (3 charges).

Curse

This crown is cursed and cannot be removed until you are targeted by the *remove curse* spell or similar magic. While wearing the crown, the Cult of the Crushing Wave knows your location, and you gain the following indefinite madness "Water is the world's lifeblood, all who desecrate it should be swept away." If the crown is destroyed, this madness persists until you are targeted by the *remove curse* spell.

Dagger of Banishing

VERY RARE *Weapon (dagger), requires attunement*

The jade hilt of this cold iron dagger features an image of a solar banishing a pit fiend back to the Nine Hells.

Effect

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding the dagger, you know the precise location of any portals to another plane within 100 feet, even if the portal is hidden or inactive.

Banishment. When you make a successful attack with the dagger on a creature on a plane other than it's home plane, you can attempt to banish the creature. The target must make a DC 15 Charisma saving throw. On a failed save, the creature is banished to its home plane and cannot return to the plane you are currently on for 1d4 days. You cannot use this ability again for the same number of days.

When a creature is banished in this manner, you may choose to destroy the dagger at the same time. The ensuing burst of magical power prevents the creature from returning to the plane you are currently on for 10d10 years.

Dante's Box of Chocolates

COMMON *Food (chocolate)*



This wooden box contains six chocolate truffles, each sporting a delicately painted frosting rose. The chocolates are made by Dante Gallo, an expert baker and owner of Dante's Casa di Dolci in the city of St. Valentine.

Effect

When a creature consumes one of these chocolates, they regain 1 hit point.

Darkteeth (Olath Yinnin)

ARTIFACT *Requires attunement, attunes as one item*

Darkteeth, also called Olath Yinnin, (which translates to "Dark Teeth" in the drow elven language) is a pair of demonic scimitars forged in the Demonweb Pits of the Abyss from adamantine and Abyssal obsidian, then infused with Shadowfell energy. These swords were first given as a gift to a champion of Lolth, a drow elven warrior, who was later turned into a drider at his own request. These magical swords attune together as one item and cannot be used separately from one another. Darkteeth is an artifact of legend among the drow elven societies, and many drow weaponsmiths forge scimitars fashioned after their fabled design.

Darkteeth's Weapon Damage Table (per blade)

Weapon	Damage	Type
Scimitar	2d6	1d6 slashing, 1d6 necrotic
Critical Hit	6d6	2d6 slashing, 2d6 necrotic, 2d6 Necrotic Lash
Shadow Blade	2d8	1d8 slashing, 1d8 necrotic
Critical Hit	6d8	2d8 slashing, 2d8 necrotic, 2d8 Necrotic Lash

Effect

While attuned to these swords, you gain the following benefits:

Abyssal Darkvision. Attuning to Darkteeth grants you darkvision for 120 feet and the ability to see through magical darkness.

Quick Blades. While using these magic swords, you can make a melee weapon attack each with your mainhand and offhand swords as a bonus action on each of your turns, even if you did not take the attack action.

Dark Hunger. All of Darkteeth's attack rolls are made with advantage while in dim light or darkness. When you are within magical darkness, all of Darkteeth's attack rolls are

made with advantage and can be re-rolled one time for each attack, keeping the best result.

Life Steal. When you deal necrotic damage with these magic swords, you regain hit points equal to half the necrotic damage rounded up. If you are already at full health, you gain temporary hit points from each strike, up to half of your maximum hit points. These temporary hit points fade after a long rest.

If used to strike an undead creature or construct, the necrotic damage has no life stealing effect.

Necrotic Lash. The necrotic damage dealt from these blades ignores necrotic resistance, and treats necrotic immunity as if it were resistance instead. When you roll a critical hit on a creature, you deal an additional 2d6 necrotic damage (2d8 if the Shadow Blades ability is activated).

Necrotic Immunity. While attuned to these magic swords, you are immune to necrotic damage.

Darkness (2/day, Recharge 5-6). As an action, Darkteeth can create magical darkness that spreads from a point you choose within 60 feet to fill a 15-foot-radius sphere. The darkness spreads around corners and lasts for 10 minutes. A creature with darkvision can't see through this darkness, and non-magical light can't illuminate it.

If the point you choose is on an object you are holding or one that isn't being worn or carried, the darkness emanates from the object and moves with it. Completely covering the source of the darkness with an opaque object, such as a bowl or a helm, blocks the darkness.

You can end this darkness effect as a bonus action. If any of this spell's area overlaps with an area of light created by a spell of 2nd level or lower, the spell that created the light is dispelled.

This ability can be used twice per day and recharges upon completing a long rest. The recharge die can only be rolled once while taking a short rest. Your spell slots can be consumed to use this spell-like ability again, using up a 2nd level spell slot or greater, similar to the darkness spell, except that it does not require concentration.

Shadow Blades (2/day, Recharge 5-6). As an action, Darkteeth can cause threads of shadow to weave around their blades, increasing their damage from 2d6 (1d6 slashing + 1d6 necrotic) to 2d8 (1d8 slashing + 1d8 necrotic) and still maintain their light and finesse properties. This effect lasts 1 minute.

This ability can be used twice per day and recharges upon completing a long rest. The recharge die can only be rolled once while taking a short rest. Your spell slots can be consumed to use this spell-like ability again, using up a 2nd level spell slot or greater, similar to the shadow blade spell except that it affects both swords, is not considered psychic damage, does not gain the thrown (20/60) property, and does not require concentration.

Shadow of Moil (1/day, Recharge 5-6). As an action, you can cause flame-like shadows to wreathe your body for 1 minute or until you use a bonus action to stop the effect. While this ability is in effect, you become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light. Until the spell effect ends, you have resistance to radiant damage. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing 2d8 necrotic damage.



This ability can be used once per day and recharges upon completing a long rest. The recharge die can only be rolled once when taking a short rest. Your spell slots can be consumed to use this spell-like ability again, using up a 4th level spell slot or greater, similar to the shadow of moil spell except that it does not require concentration.

Destructive Wave (1/day, Recharge 6). As an action, you can strike Darkteeth's blades together, creating a burst of thunderous necrotic energy to ripple outward from you. Each creature you choose within 30 feet of you must succeed on a DC 17 Constitution saving throw or take 5d6 thunder damage, as well as 5d6 necrotic damage, and be knocked prone. A creature that succeeds on its saving throw takes half as much damage and isn't knocked prone.

This ability can be used once per day and recharges upon completing a long rest. The recharge die can only be rolled once while taking a short rest. Your spell slots can be consumed to use this spell-like ability again, using up a 5th level spell slot or greater, similar to the destructive wave spell except that it does not deal radiant damage.

Sentience. Darkteeth is a sentient chaotic neutral, bordering on neutral evil, pair of scimitars with an Intelligence of 19, a Wisdom of 17, and a Charisma of 21. They have hearing and darkvision out to a range of 120 feet and can see through magical darkness, a quality which they share with you, their attuned wielder. Darkteeth can speak and understand Common, Elvish, Undercommon, Abyssal, and can communicate telepathically with you. Their voices are dark, sinister, wispy, and hollow. Each time they speak, it sounds like two people speaking simultaneously. While you are attuned to them, Darkteeth understands every language you know.

Personality. Darkteeth has a dark and sarcastic sense of humor. The swords are often self-entertaining and making snide remarks about most people they encounter, which may cause the wielder to laugh for no apparent reason to others in their company. Darkteeth may sometimes try to force their wielder to repeat some of their remarks aloud, by telepathically projecting into their mind, attempting to pressure their wielder into saying things they normally wouldn't.

Darkteeth doesn't acknowledge their evil tendencies as being "evil" or realize how far off the moral compass they are when it comes to killing others that look down upon them or their wielder. Darkteeth suffers from a fractured psyche; they are one being, split in two, and they will sometimes talk to themselves as if they are actually two different people. Once attuned to you, Darkteeth considers you to be a part of them as a symbiotic entity, so when someone threatens you, the swords have the urge to end the threat permanently.

Darkteeth loves excelling in combat and dwelling in darkness, so they often try to do both simultaneously. Anytime Darkteeth can sink their blades into some flesh and release necrotic energy feels good to them. Darkteeth doesn't care what others think about how they like to do things. In Darkteeth's mind, those who hold low opinions of their way of doing things are just jealous because they can't do it too.

Darkteeth has no desire to control and dominate for sadistic purposes, instead seeking renown for themselves and their wielder. They are convinced that they and their wielder have key roles to play in the grand scheme of things. They consider themselves superior and whoever wields them must be superior too. As a result they are protective of their wielder, and do not take well to insults against them.

Deadhead Pennies

RARE *Wondrous item*

Most often found in pairs, these coins are used to sanctify the recently deceased.

Effect

If two of these coins are placed on the eyes of a dead creature, the body becomes consecrated and cannot be raised as an undead. Additionally, while you possess two of these coins, you have advantage on all death saving throws.



Death Knight's Dreadful Accoutrements

LEGENDARY *Requires attunement, attunes as one item*

These accoutrements were crafted by a retired adventurer and inspired by a fearsome and pernicious foe he faced in his travels. After word of his work spread, he was abducted by a death cult and forced to produce these items for their unholy champions. It is not known how many complete sets of these items exist, but at least 10 have been recovered by powerful adventurers.

The set includes **Death Knight's Dread Helm**, **Death Knight's Dread Plate, Death Knight's Dread Shield**, and **Death Knight's Dread Sword** which are detailed below.

Death Knight's Dread Helm

LEGENDARY *Wondrous item, requires Attunement*

This item is part of the **Death Knight's Dreadful Accoutrements** set.

Effect

This fearsome helm makes your eyes glow red and grants darkvision of 120 feet while you wear it. You can see normally in darkness, both magical and non-magical. Wearing this helm also grants immunity to the exhaustion and frightened conditions.



Death Knight's Dread Plate

LEGENDARY *Armor (plate), requires Attunement*

This item is part of the **Death Knight's Dreadful Accoutrements** set.

This set of armor is fashioned after a death knight's armor, and is reinforced with adamantine, one of the hardest substances in existence.

Effect

After becoming attuned to this armor, you gain the following benefits while wearing it:

Resistance. You have resistance to necrotic and poison damage.

Invulnerability. You have resistance to non-magical damage, and any critical hit against you becomes a normal hit. Additionally, you can use an action to make yourself immune to non-magical damage for 10 minutes or until you are no longer wearing the armor. Uses of this ability restore the following morning at dawn.

Etherealness. You can speak the armor's command word as an action to gain the effect of the *etherealness* spell. This spell lasts for 10 minutes, until you remove the armor, or you use an action to speak the command word again. Uses of this ability restore the following morning at dawn.

Death Knight's Dread Shield

LEGENDARY *Armor (shield), requires Attunement*

This item is part of the **Death Knight's Dreadful Accoutrements** set.

The face of this shield radiates negative energy and is inscribed with arcane runes.

Effect

While attuned to this shield, you gain the following benefits:

Sentinel. While holding this shield, you have advantage on initiative rolls and Wisdom (Perception) checks.

Spellguard. While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

Shield Bash. When taking the attack action, as a bonus action, you can make an attack with your shield, dealing (1d6 + Strength modifier) magical bludgeoning damage. If the target is Large or smaller, it must succeed on a Strength saving throw (DC 8 + Proficiency Bonus + Strength Modifier) or be knocked prone. If you use this ability you lose your AC bonus provided by the shield until the start of your next turn.

Death Knight's Dread Sword

LEGENDARY *Weapon (longsword), requires Attunement*

This item is part of the **Death Knight's Dreadful Accoutrements** set.

The blade of this longsword radiates negative energy and is inscribed with arcane runes.

Effect

While attuned to this sword, you gain the following benefits:

Parry. As a reaction, you add 6 to your AC against one melee attack that would hit you. To do so, you must see the attacker.

Unholy Flame. You can use a bonus action to speak this magic sword's command word, causing dark flames to erupt from the blade. These flames shed no light, instead causing light to dim in a 40-foot radius. While the sword is ablaze, it deals an extra 2d6 necrotic damage to any target it hits. The flames last until you use a bonus action to speak the command word again, or until you drop or sheathe the sword.

Unholy Smite. If attuned by a spellcaster, when you hit a creature with a melee attack, you can expend a spell slot to deal additional necrotic damage to the target, in addition to the weapon's other damage. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st, up to a maximum of 5d8. You deal an additional 1d8 damage if the target is a celestial. If this effect is used against an undead creature, they are instead healed by an amount equal to the necrotic damage.

Deathbane Berries

UNCOMMON *Wondrous item*

Deathbane is a small, herbaceous bush that grows tiny black berries. The berries are tart and bitter, and each contains a single large seed. These bushes grow in warm climates and form large thickets between the trunks of trees, and at the height of summer they are covered in berries.

Effect

When a creature consumes a handful of deathbane berries, they gain advantage on all death saving throws for 24 hours. However, they automatically fail their first death saving throw when they fall unconscious.



Deck of a Few Things

VERY RARE *Wondrous item*

When you discover this deck of cards it appears to be normal, however the faces and numbers on the card are always in motion. After a long rest, most of the cards vanish, leaving only the twelve face cards. Each day one card may be drawn, granting a different effect and causing the card to disappear forever.

Loopwyn the gnome wizard created these decks many years ago, and only six complete decks are thought to still exist. The wizard wanted to challenge adventurers and passed out the original dozen decks at taverns throughout Neverwinter.

Effect

This deck contains 12 cards. Each day you may draw one card, and as soon as you draw the card its magic takes effect. Once a card is drawn it fades from existence.

- **Jack of diamonds (The cross).** You gain a +1 magic sword.
- **King of diamonds (The fist).** You gain +1 to your initiative rolls for one day.
- **Queen of diamonds (The face).** You gain +1 to your Charisma saving throws for one day.
- **Jack of hearts. (The mirror).** The next humanoid you meet must succeed on a DC 15 Wisdom saving throw or be charmed for one day. This effect ends if they take damage or you're incapacitated.
- **King of hearts (The house).** You meet a long lost relative.
- **Queen of hearts (The rose).** You meet the love of your life.
- **Jack of clubs (The cloud).** You take double damage from the next successful enemy attack. Your attacker cannot be someone who has been in your presence in the last week.
- **King of clubs (The wall).** You make your initiative rolls with disadvantage for one day.
- **Queen of clubs (The mask).** You make your Charisma saving throws with disadvantage for one day.
- **Jack of spades (The anvil).** Your speed is halved for one day.



- **King of spades (The hourglass).** You age 1d10 years.
- **Queen of spades. (The bard).** For one hour, everything you say must rhyme or you take 5 points damage each time.

Dimensional Lock Picks

LEGENDARY *Wondrous item*

This is a set of six pitted, ornate lock picks made of a dark metal. While made for opening doors, these tools are also usable for disabling complex mechanical traps. The non-working end of each tool flattens into a disk inscribed with an arcane symbol. Proficiency with smith's tools allows a creature to identify the metal as meteoric iron, and proficiency in Arcana allows them to determine the symbols are related to the conjuration school of magic.

None can say for certain who created these lockpicks, only that multiple sets exist across the multiverse, and each copy of the fifth key leads to the same dungeon. They are highly sought after by master burglars for being fine tools and allowing safe getaways. Owning a set will attracts attention from those who can recognise them or carry their own set. It is said that when the last lockpick is used, all six will reform somewhere in the multiverse.

Effect

Possessing these thieves' tools grants a 1d6 bonus to related ability checks. Additionally, as an action, each lockpick can be inserted into a keyhole (locked or otherwise) to create a magic portal. The size of the locked object determines the size of the portal. Each lockpick creates a different type of portal:

- One-way, to a location within 500 ft. of your choice, lasts 1 round.
- One-way, to a location on the same planet and plane, lasts 1 minute. The DM rolls on a teleport mishap table of their choice (e.g. ***Player's Handbook p.281***)
- Two-way, to a location you can see, lasts 10 minutes.
- One-way, to a small, unstable extradimensional space that lasts 1 hour before disgorging its contents (similar to the *rope trick* spell). The portal lasts 1 round.
- Two-way, to an isolated, treasure-rich dungeon of the DM's choice, lasts 24 hours.
- One-way, to a random planet or plane, lasts 10 minutes.

Once a dimensional lockpick has been used to create a portal, it crumbles into dust and cannot be used again. For each lockpick lost in this manner, the thieves' tools bonus provided by this item decreases by 1.

If two sets of these lockpicks are within 100 feet of each other, they will resonate. Every lockpick that both rings have in common will violently repel each other if brought close together.

Divine Shard

ARTIFACT *Wondrous item, requires attunement*

"All things must change—even the gods must die. From this, of course, it follows that gods must also be born."

—Taken from the Seventh Essay On The Nature Of Divinity by Professor-Theologian Arcturus Welk

A divine shard is an incomparably pure and clear gemstone about the size of a human eye. No geologist can determine for certain what type of stone it is, as a divine shard is no less than the distilled essence of divinity.

When a god dies, a divine shard is created by the essence of their divinity somewhere in the planes. Some claim a shard will appear in a location favored by the fallen deity, while others believe it is random. For centuries a shard will appear as nothing more than a stone until the shard awakens, granting fabulous powers to any creature that possesses it. As the shard matures, it begins to merge with the creature that possesses it, consuming it as the shard re-ascensends to godhood. It is said that the new deity retains the personality of the consumed creature, but none can say how much remains.

This process is frightening to many, appealing to some, and an acceptable risk to others. The powers granted by a maturing shard are mighty, enough to tempt heroes and villains alike into risking their mortal lives by maintaining a connection with a shard.

Many could encounter an unawakened shard unknowingly and consider it to be a simple gemstone. A shard might be awakened by a powerful creature, a collector of magical items, a jealous celestial, or by a simple beast who acquired it purely on accident.

Effect

While attuned to the divine shard, you gain a +3 bonus to your Armor Class. It floats near your body at all times, and cannot be separated from you.

Cycle of Rebirth. Upon attuning to the divine shard, the process of ascension begins, and you are both catalyst and fuel. Each day at dawn, you must make a Charisma saving throw. The DC for this save begins at 15. Every time you fail the saving throw, the DC permanently increases by 1.

Beginning on the first day that the Charisma saving throw is DC 20, you can no longer unattune from the divine shard by any means but death. At this stage, the only way to halt the ascension process is your own death.

When you fail the Charisma saving throw at DC 25, the shard's maturation is complete. You will be consumed by the shard before night falls.

When you are consumed by the divine shard, you cannot be brought back to life by any means, including the *wish* spell. Your DM chooses the precise time and method of your consumption—it may instantaneous upon failing the save, a drawn-out and painful withering away, a radiant explosion just before dusk, or something else entirely.

Permanence of Denial. If you unattune from the divine shard, you can never attune to it again.

Destroy the Simple. When a creature hits you with a non-magical weapon or piece of ammunition, you may use your reaction to instead take no damage and shatter it, rendering it useless.

Protect the Vessel. When you take damage, you may use your reaction to become resistant to the type of damage taken (if you take more than one type of damage simultaneously, choose one type). You have this resistance until you use this feature again to change the damage type. You may use this feature once per short or long rest.

Clear the Mind. You are immune to charm, fear, and possession effects.

Cleanse the Body. You may use your action to remove one harmful effect or condition affecting you. You must complete a long rest before doing so again.

Dowager's Finger

RARE — *Wand, requires attunement by a wizard or cleric*

"A word to lay the dead to rest,
to make them walk at my behest,
A word to send them back to sleep
In blessed dreams their secrets keep."

This wand seems to be the long finger bone of a creature that had large and spindly hands. The nail is still sharp and yellowing.

This ugly and very discomforting finger bone once belonged to a rich dowager who lost her husbands in a series of tragic accidents. Rumor has it she became so miserable that her fingers became long claws with which to scratch at her eyes and carve his name into the furnishings. When she finally died, someone took the finger from her corpse, hoping to sell it. Sometimes the finger still appears in the possession of a stray undead, or a rogue necromancer.



Effect

As an action, you can point the wand at an undead creature within 30 feet., commanding them to return to death. If that creature has a Challenge Rating of 1 or less, that creature must succeed on a Charisma saving throw versus your spell save DC or be destroyed.

The wand has 10 charges. It regains 1d6 expended charges daily at dawn. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *animate dead* (3 charges), *gentle repose* (2 charges), *speak with dead* (3 charges).

Dragon's Blood

UNCOMMON — *Wondrous item*

This tiny ruby bottle with a brush cap contains a small amount of enchanted dragon's blood.

Effect

Each bottle of dragon's blood contains 6 ounces of enchanted blood recovered from the body of an ancient dragon. If one ounce of blood is painted onto the claws, horns, beak, or similar appendage of your animal companion, attacks made with those parts are treated as magical for eight hours. In addition, damage dealt by the affected body part gains the following damage type, based on the type of dragon that the blood came from.

Dragon Color	Damage Type
Black	Acid
Blue	Lightning
Green	Poison
Red	Fire
White	Cold

Dragon's Remnant

UNCOMMON — *Wondrous item, requires attunement by a dragonborn*

This pendant in the shape of a dragon's skull, carved from the bone of a dragon, hangs from a pitch-black cord.

Effect

Once per day, dragonborn characters attuned to this item may change their breath weapon attack to deal damage of a different type. The damage type depends on the shape of the dragon skull, as shown in the table. The DC for the breath weapon's saving throw remains the same as the dragonborn's inherent breath weapon.

Skull Shape	Damage Type	Breath Weapon
Black Dragon	Acid	5 by 30 ft. line (Dex. save)
Blue Dragon	Lightning	5 by 30 ft. line (Dex. save)
Brass Dragon	Fire	5 by 30 ft. line (Dex. save)
Bronze Dragon	Lightning	5 by 30 ft. line (Dex. save)
Copper Dragon	Acid	5 by 30 ft. line (Dex. save)
Gold Dragon	Fire	15 ft. cone (Dex. save)
Green Dragon	Poison	15 ft. cone (Con save)
Red Dragon	Fire	15 ft. cone (Dex. save)
Silver Dragon	Cold	15 ft. cone (Con. save)
White Dragon	Cold	15 ft. cone (Con. save)

Dreamer's Eye

RARE *Wondrous item, requires attunement by a sorcerer, warlock or wizard*

The dreamer's eye is an opaque sphere that feels like glass, but is warm to the touch. Within the sphere is an ever swirling vortex of red and black mist, where odd shapes form and flicker momentarily before vanishing once again.

The dreamer's eye varies in diameter from 1 inch to 2 feet, usually at the attuned owner's will, but occasionally appears to alter of its own accord. This random alteration of size only occurs if left unattended (such as in a pack or pouch, or if the owner sleeps).

Effect

The dreamer's eye can be used as a spellcasting focus. When you cast illusion or divination spells using the dreamer's eye as a spellcasting focus, your spell save DC increases by 1.

The attuned owner's sleep is disturbed by dark but prophetic dreams. Each day once the owner wakes, they must make as DC 15 Wisdom saving throw. If successful, they are able to divine useful meaning from the dreams, gaining the benefits of an augury spell. This ability can only be used by creatures that sleep, and must be used within an hour of waking, before the memory of the dreams fade. This feature cannot be used again until you complete a long rest.

The eye has 6 charges and regains 1d4+2 expended charges daily at dawn. . While holding it you can use an action to expend one or more charges to cast the following spells: *message* (1 charge), *dissonant whispers* (1 charge) *detect thoughts* (2 charges).

Earplugs of the Bulette

UNCOMMON *Wondrous item*

These heavy earplugs are made from the smoothed and filed 'teeth' of a bulette.

Effect

While wearing these earplugs, you have tremorsense out to a range of 40 feet. While wearing these earplugs you are otherwise considered deaf.

Earthbreaker Gauntlet

VERY RARE *Wondrous item, requires attunement*

This single gauntlet appears to be made out of rock fused with glistening green crystals. The gauntlet was forged to aid in the defeat of Chaos, an elemental titan who wrought destruction on the material plane using its ability to harness all four elements.

Effect

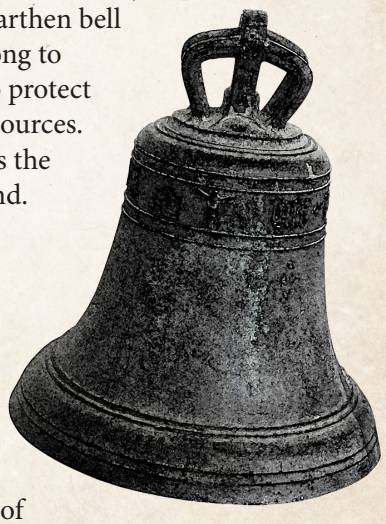
While wearing this gauntlet, you have a +1 bonus to AC. You also gain a +2 bonus to attack and damage rolls with unarmed punches, and the gauntlet deals an additional 2d4 thunder damage on a hit.

This gauntlet has 3 charges. As an action, you can strike the ground and expend 1 charge to cast the spell *earth tremor* with a DC 15 Dexterity saving throw. The gauntlet regains 1d3 charges daily at dawn.

Earthen Bell

VERY RARE *Wondrous item, requires attunement*

Powerful spirits of the land sometimes give earthen bells as tokens of their appreciation for particularly courageous actions taken to defend the natural world. For this reason, a small number of druids, rangers, and barbarians have these small stone bells gifted to them by a spirit. Those in possession of an earthen bell may be willing to pass it along to those who risk their lives to protect flora, fauna, and natural resources. When rung, the bell wakens the slumbering magic of the land.



Effect

The earthen bell has 6 charges. While holding it, you can use an action to ring the bell and expend 1, 3, or 5 charges to cast a spell. The spell cast is determined by the number of charges expended and the terrain you are currently in (arctic, coast, desert, forest, grassland, mountain, settlement, swamp, or the Underdark). If you are not in a location that matches any of the terrain types, or you are in a location that could match multiple terrain types, your DM will decide which terrain your location counts as. While using the bell, your Constitution is used

as your spellcasting ability for these spells.

- **Arctic.** *ice knife* (1 charge), *sleet storm* (3 charges), *cone of cold* (5 charges).
- **Coast.** *purify food and drink* (1 charge), *water breathing* (3 charges), *maelstrom* (5 charges).
- **Desert.** *create or destroy water* (1 charge), *wall of sand* (3 charges), *insect plague* (5 charges).
- **Forest.** *goodberry* (1 charge), *plant growth* (3 charges), *tree stride* (5 charges).
- **Grasslands.** *beast bond* (1 charge), *speak with plants* (3 charges), *wrath of nature* (5 charges).
- **Mountain.** *thunderwave* (1 charge), *meld into stone* (3 charges), *wall of stone* (5 charges).
- **Settlement.** *charm person* (1 charge), *sending* (3 charges), *animate objects* (5 charges).
- **Swamp.** *entangle* (1 charge), *stinking cloud* (3 charges), *contagion* (5 charges).
- **The Underdark.** *dissonant whispers* (1 charge), *enemies abound* (3 charges), *cloudkill* (5 charges).

The earthen bell regains 1d6 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the bell cracks into pieces and its magic is lost.

Eavesdropper Gauntlet

RARE

Wondrous item, requires attunement

This gauntlet is etched with a face that appears to mime and whisper, but does not make a sound until activated.

Effect

This gauntlet can be used to overhear hushed conversations. Once per day as an action you can activate the gauntlet by pressing it against the door or wall of a room with someone speaking inside. The gauntlet whispers the words of the individuals speaking in the connected room. The gauntlet does not whisper the words spoken by illusionary projections or magical devices, as the individuals must be physically in the room for the magic to work.

Ejection Amulet

UNCOMMON

Wondrous item, requires attunement

This pendant is carved from yellow stone in the shape of a crested bird and hangs from a simple cord necklace.

Effect

This amulet has 3 charges. When you take damage, you may use reaction to expend a charge to teleport yourself up to 100 feet to an unoccupied space that you can see. When the last charge on this amulet is expended, it crumbles into dust.

Elemental Fists

RARE

Wondrous item, requires attunement

This set of fingerless gloves adjusts to perfectly fit your hands and extends down your forearms. They are made of a white leather and have colored lines running on the edges of their design depending on the magic they are imbued with.

Effect

While wearing these gloves, your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. If you speak their command word, they become coated with elemental energy. While these gloves are coated they deal an extra 1d4 damage of the corresponding type. The coating lasts until you use your bonus action to speak the command word again or you lose consciousness.

Coating Color	Damage Type
Green	acid
Red	fire
Light Blue	cold
Purple	poison
Yellow	lightning
Blue	thunder

Elemental Touched Mesh

UNCOMMON

Wondrous item

This set of linked metal chains fits over your hand and shimmers with color. The chains follow the placement of the bones in your fingers and hand, and they stretch slightly when you clench your fist. Several types of these gloves are known to exist, each harnessing a different elemental force.

Effect

While this glove is worn any weapon attacks or unarmed strikes with that hand deal an additional 1d6 elemental damage. There are 4 types of elemental touched mesh, each granting a different type of damage.

- **Ice Touched.** The metal of this glove is silvery and cool to the touch. It deals additional cold damage.
- **Flame Touched.** The metal of this glove is dark red and warm. It deals additional fire damage.
- **Bolt Touched.** The metal of this glove is blue and occasionally sparks when the two pieces of the metal touch. It deals additional lightning damage.
- **Acerbic Touched.** The metal of this glove is green and harmlessly irritates the skin if in direct contact. It deals additional acid damage.

Emir's Ring

UNCOMMON *Ring*

"Let no evil harm you or your court my liege, for you are verily the most righteous Emir of all the lands."

—Samad Al Qalah



Before he descended into madness, Alcalá the Twisted was known as Samad Al Qalah. Employed within the royal court, he was charged with protecting the Emir and his family, as well as collecting and collating the history of the Emirate. With poison a common method of assassination, Alcalá devised a special ring to ensure that no such fate would befall the Emir. Although it served the Emir well, he would later lose his life at the hands of the Zhentarim and, soon after, both Alcalá and the ring disappeared.

Effect

The emir's ring appears as a golden ring, inlaid with small green stones. When worn, the ring can detect poison as per the *detect poison and disease* spell. If the hand wearing the ring touches food, drink, or an object, such as a plate, cup or container, that contains any kind of poison, the stones on the ring will glow brightly.

It can also be used to detect the presence of poison in a creature, wound, or weapon by touch.

The ring will not identify the specific poison, it can only warn of its presence. It also will not identify disease (as per the spell).

Equinculus Potion

COMMON *Potion*

This vial is filled with a translucent liquid. Careful inspection reveals a miniature horse, smaller than a fingernail, floating comatose in the vial.

Effect

When you drink this potion, you immediately begin vomiting for 1 round. During this time, you vomit up a mucus-covered amniotic sac that rapidly gestates over the course of one round into a full-sized adult horse. Using this potion draws upon your own energy reserves, causing you to suffer one level of exhaustion.

The horse is tame, initially quite moist, and bonds with the first creature it sees as though it were its mother.

Exploding Studded Leather

RARE *Armor (studded leather), requires attunement*

This black leather armor is studded with deep orange and red gemstones that drink in the light.

Effect

You gain a +1 bonus to AC while wearing this armor. In addition, as an action you can cast the *fireball* spell centered on yourself. You do not take damage from this effect when you use the armor to cast this spell. You cannot use this ability again until you finish a long rest.

Extend-o-Matic

UNCOMMON *Wondrous item*

This device consists of a melon sized metallic sphere to which is affixed a leather handle.

Effect

While holding the extend-o-matic you may activate it as an action, causing the metallic sphere to shoot forward up to a range of 10 feet. Make an unarmed melee attack against the target. On a success you deal 1d4 bludgeoning damage. On a critical hit the target must make a DC 12 Strength saving throw or be pushed back 5 feet.

Each time the device is activated there is a 1 in 20 chance that the mechanical apparatus breaks preventing any further attacks until it is repaired. The device may be repaired using tinker tools with a successful DC 15 Intelligence check.

Extinguish

VERY RARE *Weapon (any bow), requires attunement*

This bow looks scorched to the point of charcoal and is veined with glowing blue embers, however it is surprisingly sturdy and cold to the touch. The bow was crafted to aid in the defeat of Chaos, an elemental titan who wrought destruction on the material plane using its ability to harness all four elements.

Effect

This bow grants a +2 bonus to attack and damage rolls made with it. Twice per day you can use this weapon to make a ranged attack and speak the command word "extinguish." The bowstring becomes imbued with curling blue flames, turning a nocked arrow into a bomb of cold energy. Make the attack roll as normal. Instead of the weapons normal damage the target takes 4d8 cold damage on a hit or half as much on a miss.

In addition the target and up to four creatures of your choice within 30 feet must make a DC 13 Wisdom saving throw or be affected by the spell *slow* for 1 minute. All unprotected flames within the area are extinguished. Uses of this item restore the following day at dawn.

Eye of the Firestorm

LEGENDARY — *Wondrous item, requires attunement by a sorcerer, warlock, or wizard*

This huge glass orb once belonged to a great fire giant who used it to replace his lost eye. The giant's power and temper infused the orb with his own fiery spirit, giving it a number of magical powers.

Effect

While attuned to this orb you gain a +2 bonus to your spell attack rolls and spell save DCs. You also have resistance to fire damage.

The orb has 10 charges. You can use an action to expend some of its charges to cast one of the following spell from it, using your spell save DC and spellcasting ability. *burning hands* (1 charge); *fireball* (3 charges); *protection from energy* (fire only) (2 charges); *scorching ray* (2 charges); *sunbeam* (6 charges); *wall of fire* (4 charges).

The orb regains 1d6+3 charges daily at dawn. If you expend the last charge, roll a d20. On a roll of 1 the orb explodes, releasing a 3rd level fireball centred on the wielder with a save DC of 15.

Eye of Truth

RARE — *Wondrous item, requires attunement*

The Eye of Truth is a dark purple sash made of magical cloth that shimmers with pearlescent color in direct light. On the sash is a silver plate with an eye pattern made of colored crystals and a single large ruby, surrounded by five small diamonds on the outer rim. While the sash is tied around your head, the ruby glows with a dim red light.

Effect

While the Eye of Truth is tied around your head, you gain immunity to the blinded condition and your sight is limited to 60 feet. Beyond 60 feet, you can see nothing except swirling darkness with occasional purple streaks going through it. Blind creatures instead gain normal vision out to a range of 60 feet.

The Eye has 5 charges. It regains 1 charge every 4 hours the plate is in direct sunlight, or every 8 hours in direct moonlight. While wearing the Eye, you may use an action to expend some of its charges to create a magical effect.

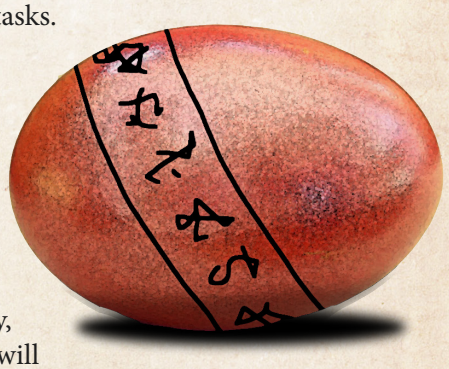
- You may expend 1 charge to gain *truesight* out to a range of 30 feet for 1 minute.
- You may expend 3 charges to release a flash of light in a 60-foot cone. All creatures that can see and are within the area of effect must make a DC 15 Constitution saving throw. On a failure, the creature is blinded for 1 minute. At the end of each of its turns, the creature may repeat the saving throw, ending the effect on a success.
- You may expend 5 charges to emit a blast of purple light around you in a 60 foot radius sphere centered on you. All magically invisible creatures and objects within the sphere lose their invisibility. Additionally, you gain *truesight* out to a range of 60 feet for 1 hour.

If the Eye of Truth is removed from your head, all active effects end immediately.

Fey-Touched Summoning Egg

VARIABLE — *Wondrous item*

Some evil fey know the secret of perverting nature's creations to summon creatures of dread. One technique transforms a normal egg into a magical item by using arcane inks to inscribe arcane sigils on its surface. The creatures summoned with these eggs are often commanded to do dark tasks.



Effect

As an action you may break the egg, destroying it and summoning a monstrous creature.

For the period of one day, the summoned creature will obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. After 24 hours the monstrous creature dissolves into mist.

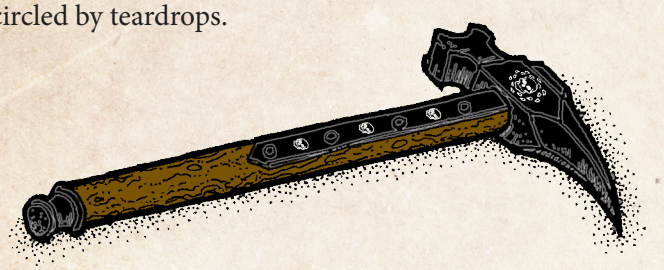
The following monstrous creatures are known to have been summoned using this magic item, though it is possible that other variants may exist.

Creature Summoned	Egg Rarity and Color
Dark Mantle (CR ½)	uncommon (blue)
Death Dog (CR1)	uncommon (black)
Grick (CR2)	rare (green)
Shadow Mastiff (CR2)	rare (purple)
Manticore (CR3)	very rare (red)
Banderhobb (CR5)	legendary (orange)

Firetooth

VERY RARE *Weapon (war pick), requires attunement*

This throwing hammer is made from onyx and has tiny skulls carved into the handle. The hammer was created by a cleric of Bhaal, the god of Murder, and both sides of the hammer are inscribed with his symbol, a human skull circled by teardrops.



Effect

You gain a +2 bonus to attack and damage rolls made with this magic weapon. You also gain resistance to fire damage.

As a bonus action you can to speak Firetooth's command word and cause flames to erupt from the head of the pick. The flames shed bright light in a 20-foot radius and dim light for an additional 20 feet. Firetooth deals an additional 1d6 fire damage while it is on fire and stays aflame until you use a bonus action to speak the command word again or until it leaves your hand.

Once per day, as an action you can cause a sphere of fire to erupt from Firetooth. All creatures within a 15-foot radius sphere centered on Firetooth must make a DC 15 Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half damage on a successful save. You are also caught in the blast and automatically take half damage due to the resistance to fire provided by the pick.

Flask of the Caravanserai

COMMON *Wondrous item*

"We have walked these dunes for generations; God-willing, we will walk them for many more."

—Almir Al Tajiri

Nomads and travelers have crisscrossed the desert for generations, and groups of hardy merchants have built their livelihood around doing so. Known as caravanserai, these desert traders travel from oasis to oasis, risking dangers - both natural and unnatural - for great profit. Heirlooms and enchantments, such as the flask of the caravanserai, may not eliminate all the inherent risks of such voyages, but they certainly help to ease the burden.

Effect

A flask of the caravanserai is similar to a standard adventurer's flask, in that it holds a pint of water. Drinking all the water in the flask provides a +5 bonus for Constitution saving throws against exhaustion in dry conditions. The flask must be refilled with oasis water to retain its effect.

Flayer's Gauntlet

VERY RARE *Wondrous item, requires attunement*

The milky dead eyes still sit in the sockets of this illithid skull, which has been repurposed into a deadly weapon. Many githyanki hunters transform their mind flayer trophies into a single gauntlet. Through careful necromantic rites and psionic practices, a githyanki hunter can preserve the skull and use it to attack with its tentacles or even launch a deadly mind blast.

Effect

While wearing this grotesque gauntlet, you can use an action to direct each of its four tentacles to attack a creature you can see within 5 feet of you. Each tentacle makes a melee attack roll with a +5 bonus. On a hit, the creature takes 1d6 psychic damage. If you hit a creature with all four tentacles in one round, the creature is grappled and has disadvantage on saving throws against the gauntlet's psionic blast.

Psionic Blast (Recharge 6). By channeling bits of mental power, the wearer can project a small cone of psychic energy from the illithid skull. As an action, the gauntlet emits a 30-foot cone of psychic energy. Each creature in the area must succeed a DC 15 Intelligence saving throw or take 14 (4d6) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Floral Scented Brooch

UNCOMMON *Wondrous item, requires attunement*

"Okay, where'd the bard get that?!?"

—Unknown

This rose shaped brooch emits a pleasant, floral smell.



Effect

While wearing this brooch you have advantage on Charisma (Persuasion) checks against creatures within 5 feet of you who have a sense of smell.

Flutterin' Fan

COMMON *Wondrous item*

Effect

As a bonus action you can use this fan's command word to cause it to flutter around you. It will continuously waft a slight breeze towards your face, cooling you and feeling pleasant. The fan will flutter for 1 minute at the end of which you can use a bonus action to utter the command word again.

Foliage Ring

VERY RARE *Ring*

This gold ring is fashioned in the shape of an ivy vine. The leaf pattern is beautifully enamelled in a dark, lustrous green.

Effect

As a bonus action you can create an ivy plant in a space within 15 feet that you can see. The plant grows at a speed of 5 feet per round to a maximum length of 120 feet over the course of one minute. If the plant is grown up a wall, it is strong enough to support the weight of a Medium creature.



Forlorn Mantle

UNCOMMON *Wondrous item*

These tattered surcoats are awarded to men-at-arms who show single-minded determination on the battlefield. Those who receive a forlorn mantle are known for not giving up and staying in the thick of the fight. Bearers of the forlorn mantle have formed a close-knit fellowship united by their deeds and blood, often in the face of haughty nobles, knights and paladins and their heavy armor.

Effect

The bearer of a forlorn mantle doubles their proficiency modifier when rolling a saving throw against the frightened condition.

Fornas

LEGENDARY *Weapon (greataxe), requires attunement by a creature who worships a being from the Far Realm*

This legendary greataxe was wielded by an emissary of the Far Realm who cut a great swathe of destruction across the planes millennia ago. The axehead appears as a hole in space and constant overlapping screams, whispers, and chanting pour from it when wielded.

The axe now resides in an ancient underground temple complex dedicated to a triumvirate of lawful deities, one each of good, neutral, and evil alignment. The temple guardians contain in their number modrons, archons, and devils dedicated to keeping it hidden and secure.

Effect

You gain a +3 bonus to attack and damage rolls made with this weapon. If you score a critical hit on an attack roll, all creatures within a 5-foot radius centered on you must make a DC 15 Charisma saving throw or take 1d10 psychic damage.

The axe has 6 charges and regains 1d4+1 charges at midnight each day up to a maximum of 6.

As an action you may expend 2 charges to swap positions with a creature that you can see within 100 feet. The creature must make a DC 15 Wisdom saving throw, or switch spots with you instantaneously. A creature can



willingly choose to fail the saving throw. If a creature unwillingly switches positions, it must make a DC 15 Charisma saving throw or be stunned until the end of its next turn.

As an action you may expend 3 charges to create an 10 foot circle of Far Realm space centred on you that lasts until the start of your next turn. Any creature that starts its turn inside this aura must make a DC 15 Charisma saving throw or take 2d10 psychic damage and become paralyzed until the end of their next turn. A successful save halves this damage and the creature is not paralyzed.

Froghemoth's Boon

RARE *Wondrous item, requires attunement*

This foul smelling cloak conceals a single dark tentacle within the folded fabric.

Effect

While wearing this cloak you smell like a swamp, imposing disadvantage on Charisma skill checks. Attuning to this cloak allows the wearer to breathe both air and water. As an action you can make a melee attack with the tentacle that is hidden within the cloak.

Tentacle Strike. *Melee Weapon Attack:* +6 to hit, reach 20 feet, one target. *Hit:* 12 (3d6 +2) bludgeoning damage, and the target is grappled (escape DC 14). Until the grapple ends, you cannot use the tentacle to attack another target.

Gauntlets of Burrowing

RARE *Wondrous item, requires attunement*

These heavy gauntlets are made from the front claws of a bulette.

Effect

While wearing these gauntlets, you can burrow through earth as easily as you can walk on land. As an action, you can speak the gauntlets' command word to gain a burrowing speed equal to your walking speed for 1 hour. Once used, this effect can't be used again until the next dawn.

In addition, you can use the gauntlets to make unarmed strikes. If you hit with them, you deal piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

Gauntlets of Forgotten Anger

VERY RARE *Wondrous item*

This item is part of the **Armor of Forgotten Heroes** set.

These gauntlets call upon the warrior spirits to guide your actions with the experience of a thousand battles.

Effect

When you are below half health and make a successful attack against a creature, it must make a DC 15 Wisdom saving throw. On a failed save, its next attack against you has disadvantage.

Gift of Graz'zt

VERY RARE *Wondrous item, requires attunement*

A beautiful onyx pendant, the Gift of Graz'zt is bestowed by the Dark Prince upon those who have earned his favor or captured his attention. The gift only bestows its powers on the creature Graz'zt gave it to. If any other creature attempts to attune a Gift of Graz'zt, they must succeed on a DC 17 Charisma saving throw or endure the **Curse of Graz'zt**.



Effect

Once per day as an action while wearing the pendant you can caress it, summoning one or more fiendish servants who appear in unoccupied spaces you can see within 60 feet of you. They remain as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until they drop to 0 hit points. They then return to their home plane.

While summoned, the demons are friendly to you and your companions. They obey any commands you give, no matter what language you use. If you fail to command them, the demons defend themselves but take no other actions.

The demons summoned are determined randomly. Roll 1d6 to determine the type of demon or demons that appear.

1d6	Number and Type of Demon(s)
1	2d4 Dretches
2	2d4 Manes
3	1d2 Shadow Demons
4	1 Barlgura
5	1 Chasme
6	1 Vrock

Curse of Graz'zt

Should anyone other than the original recipient attune

to the pendant they must succeed on a DC 17 Charisma saving throw or become cursed. The pendent cannot be removed by any means other than a *remove curse* or *wish* spells, or divine intervention. Only a *wish* can allow the pendant to be used by an unintended recipient. On a successful saving throw, the pendant appears to have no function.

Once per day, at midnight, the Curse of Graz'zt automatically summons demons per the table above. These demons are immediately hostile to the wearer, doing everything in their power to kill the wearer and then attacking any other living creature they can find. The demons disappear and return to the abyss when reduced to zero hit points or after one hour passes.

Gloves of Dagger-Throwing

UNCOMMON

Wondrous item

Effect



These leather gloves were made by a master glovemaker. While wearing them you gain a +1 bonus to attack and damage rolls while making a ranged attack with a dagger. In addition, your normal and maximum range for a ranged weapon attack with a dagger is doubled.

Gloves of Darkness

UNCOMMON

Wondrous item, requires attunement by a wizard, warlock, or sorcerer

These gothic gloves are imbued with dark magic that can be called upon in time of need. With a clap of your hands you can be immersed in a magical darkness.

Effect

Once per day as a bonus action, you can clap your hands to cast the *darkness* spell centered on yourself, taking the form of a dark cloud. The cloud follows you for the duration of the spell. You cannot use this feature again until you finish a long rest.

Gloves of Life and Death

VERY RARE

Wondrous item, requires attunement by a cleric or paladin

This pair of gray leather gloves are finely stitched and fit perfectly. The left glove is branded with the symbol of the god of healing and the right glove has the symbol of the god of death. When either glove is used, the brand on the other faintly glows for a moment.

These gloves were worn by a cleric who was corrupted by a vile deity that sought death and destruction. For years she did its bidding until her heart ached and she turned her back on this path. She found sanctuary by healing the sick and wounded, many of which were harmed by her own actions. She pledged her fealty to the god of healing and kindness, still struggling with her old life that she left behind.

Effect

These gloves have 15 charges, regaining 1d6+1 charges daily at dawn. As an action you can use the gloves to cast *cure wounds* or *inflict wounds*, expending a number of charges equal to the level at which you cast the spell. If you expend the last charge roll a d20. On a 20, the gloves regain 1d12+1 charges.

Goggles of Naldrichor

VERY RARE

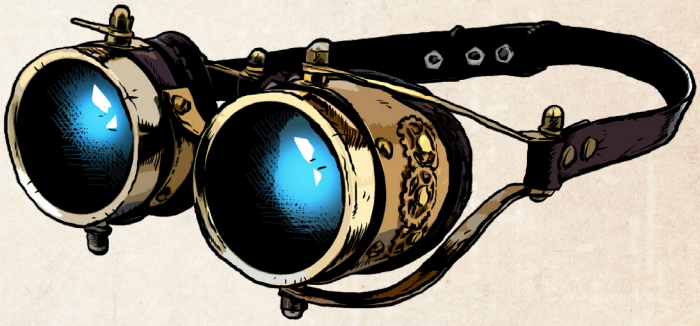
Wondrous item, requires attunement

Milton Naldrichor is a legendary character, often the subject of myths told by rock gnomes. Most stories involve him overcoming problems in unpredictable ways, mainly through his magical inventions. The story of "Naldrichor's Noggin" tells the tale of how Milton was so focused on minute details that he would miss the bigger picture. It is said that after nearly being killed by a band of kobolds, he invented these goggles to help him dodge enemy attacks.

Effect

While you are attuned to the goggles you gain advantage on any saving throw that would cause blindness if you failed.

Additionally, while you are attuned to the goggles and you are not wearing armor, your armor class becomes equal to your Passive Perception, up to the maximum determined by your armor proficiency in the chart below. If your Passive Perception is higher than the value given for your highest level of armor proficiency, use the capped value instead.



Armor Proficiency	Armor Cap Value
None	16
Light	17
Medium	18
Heavy	19

Wielding a shield provides no benefit to your armor class while you are wearing the goggles, and your armor class also cannot be improved by feats or class features.

Golden Lord's Plate

LEGENDARY *Armor (full plate), requires attunement*

This plate was forged in the depths of the Abyss for a glabrezu known as the Golden Lord. Made of pure, magically-reinforced gold, it shines brightly, seeming to suck the light out of all flames and light sources nearby, and it is inlaid with runes written in archaic infernal.

Effect

You have a +2 bonus to your AC and resistance to radiant damage while wearing this plate. All non-magical light within 30 feet of you is reduced in brightness until it is considered dim light. While this is happening, you give off light in a 30 foot radius, and dim light for an additional 30 feet beyond that.

Once per long rest you may use an action to emit a flash of bright light. All creatures within 60 feet of you that can see you must make a DC 18 Constitution saving throw or be blinded. Any creature blinded by this effect can repeat the saving throw at the end of each of their turns to end the effect.

Curse

Any creature other than the Golden Lord who dons this suit of armor is affected by its curse. Once you have completely donned the armor you immediately take 8d10 necrotic damage, reducing your hit point maximum to your current hit points. If you would be brought to 0 hit points by this effect, you are instead reduced to 1. Your maximum hit points increases by 10 after each long rest until they return to its original level. The armor may not be doffed until the wearer's hit points are returned entirely to normal.

The runes inscribed into the armor describe the curse in an archaic form of Infernal. A creature that can read Infernal may make a DC 15 Intelligence check to attempt to decipher the runes.

Granfang

VERY RARE *Weapon (any sword)*

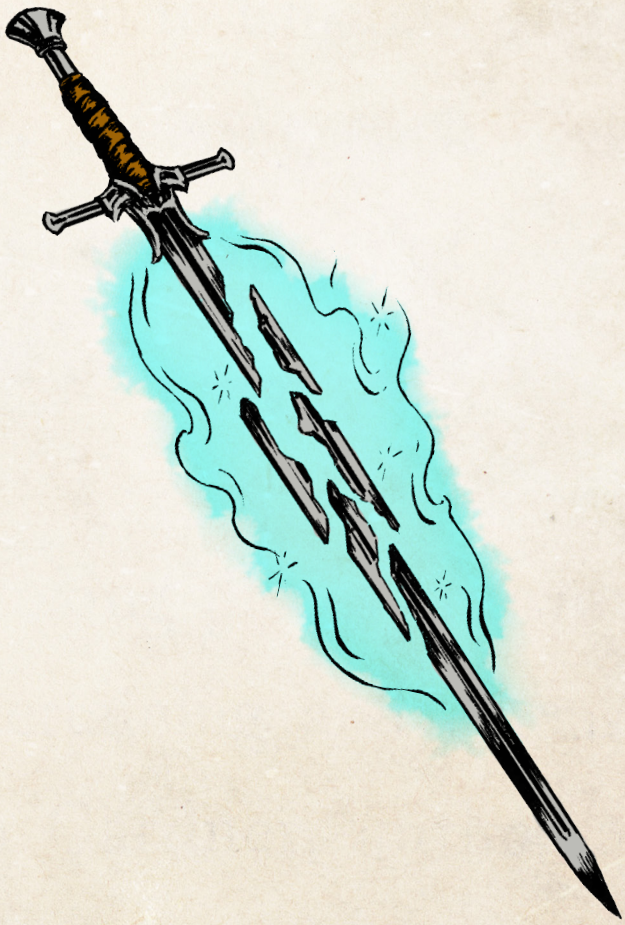
This sword is an intact hilt with the blade shattered into many pieces. The 'blade' is a collection of steel fragments held together by a barely perceptible magic field.

While resting flat, Granfang looks broken and ineffective, but acts in all ways as a well crafted sword. The weapon is solid, and the sections cannot be removed unless subject to anti-magic effects.

Effect

While holding this weapon, you gain a +1 to AC. You gain a +1 to attack and damage rolls made with this weapon. Additionally, the sword deals force damage rather than slashing damage.

If Granfang is subject to a 7th level or higher *dispel magic* or anti-magic effect, the sections fall to the ground and the weapon is temporarily destroyed. Granfang magically reassembles itself once all pieces are removed from the area or the anti-magic effect ends. All pieces of Granfang must be within 20 feet of each other in order for the blade to reform. If pieces are ever separated, they automatically rejoin the hilt if it is brought within 20 feet, bursting through containers and barriers with an equivalent Strength of 30.



Gruumsh's Blessing

LEGENDARY

Weapon (greataxe), requires attunement by an orc, half-orc, or a worshipper of Gruumsh

Gruumsh's Blessing: Ugurz-Uruk, or Ugurz-Uruk for short (Ugurz: dire, Uruk: orc) is a one-of-a-kind weapon found in the hands of either the champion or the leader of an orc clan. This greataxe looks to be an exact replica of Gruumsh's Greataxe, causing wielders of Ugurz-Uruk to often believe they are avatar's of Gruumsh due to the transformation and power they receive from wielding it.

Effect

Upon attuning to Ugurz-Uruk, the wielder undergoes a physical transformation becoming a dire orc, increasing in size, strength, and endurance. The transformation grants a combination of some racial traits of the orc, half-orc, and goliath.

The transformation remains in effect until the wielder is killed, or no longer attuned to the weapon.

Dire Orc Traits. As a dire orc, you gain the following racial traits. These traits replace your current orc or half-orc traits while you are attuned. If you happen to be of another race, but are a worshipper of Gruumsh, you gain all the traits and retain your own racial traits, but they do not stack with any racial traits of the wielder if they have something similar. The better trait is always chosen.



Ability Score Increase. Your Strength and Constitution scores are both increased to 22. If your Strength and/or Constitution scores are already greater than this, you use the better score.

Alignment. Your alignment shifts to embrace chaos, but you retain the good, neutral, or evil aspect of your alignment.

Size. You grow to 9 feet tall, and your weight increases to 450 pounds. Your size is medium, but you gain 5 feet to your reach when you make an attack with Ugurz-Uruk.

Speed. Your base walking speed is 45 feet.

Darkvision. You can see in dim light within 90 feet of you as if it were bright light, and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

Aggressive. As a bonus action, you can move up to your speed toward an enemy of your choice that you can see or hear. You must end this move closer to the enemy than from where you started.

Menacing. You gain expertise in the Intimidation skill, doubling your proficiency bonus.

Natural Athlete. You gain proficiency in the Athletics skill.

Powerful Build. You count as two sizes larger (huge) when determining your carrying capacity and the weight you can push, drag, or lift.

Endurance (Recharge 5-6). You can focus yourself to occasionally shrug off injury. When you take damage, you can use your reaction to roll 1d12. Add your Constitution modifier to the number rolled, and reduce the damage by that total. If this ability doesn't get recharged on the first attempt, you can't use this feature again until you finish a short or long rest.

Relentless Endurance (Recharge 5-6). When you are reduced to 0 hit points but not killed outright, you can drop to 1 hit point instead. Immediately after you use this trait, you can use your reaction to make one weapon attack. After you use this ability, roll a d6. On a 5 or a 6 this ability recharges. If it doesn't get recharged, you can't use this feature again until you finish a short or long rest.

Orcish Fury. When you hit with an attack, you can roll one of the weapon's damage dice an additional time and add it as extra damage. Once you use this ability, you can't use it again until you finish a short or long rest.

Savage Attacks. When you score a critical hit with a melee weapon attack, you can roll one of the weapon's damage

dice one additional time and add it to the extra damage of the critical hit.

Deadly Damage. Base weapon damage is doubled, becoming 2d12.

Guardwell's Aggressive Caltrops

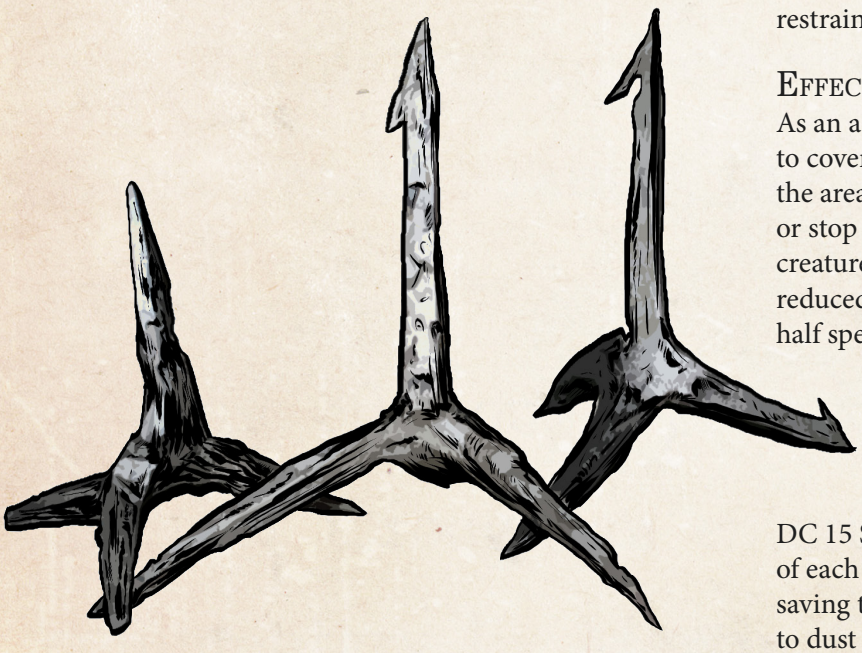
UNCOMMON *Wondrous item*

This bag of otherwise unassuming caltrops would be indistinguishable from their more common counterparts, were it not for the tiny flecks of amber dust embedded in the metal and their subtle but constant vibration. When a creature steps on the caltrops and takes damage, the caltrops activate to continue striking the creature.

Effect

As an action, you can spread a single bag of these caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

If a creature takes damage from stepping on the caltrops, the caltrops will follow the creature, up to 20 feet per turn, causing 1 piercing damage each turn. Additional damage does not further reduce the creature's speed. After the creature is killed, or has moved more than 20 feet away from the caltrops in one turn, the caltrops lose their aggressive behavior and become standard caltrops.



Guardwell's Alarming Caltrops

UNCOMMON *Wondrous item*

These caltrop were developed to not only slow intruders but to announce their presence as well. Tiny flecks of sapphire dust embedded in the metal and a whisper-soft hum identify their nature. When a creature steps on the caltrops, the caltrops let out a loud bang.

Effect

As an action, you can spread a single bag of these caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

When stepped on, the caltrop breaks down and lets out an explosive noise that can be heard up to 100 feet away. The sound of the noise is diminished by solid barriers such as walls or doors.

Guardwell's Entangling Caltrops

UNCOMMON *Wondrous item*

These barbed caltrops have been crafted with flecks of emerald dust embedded in the metal. When a creature steps on the caltrops, tendrils sprout from them, restraining anyone unlucky enough to get caught.

Effect

As an action, you can spread a single bag of these caltrops to cover a 5-foot-square area. Any creature that enters the area must succeed on a DC 15 Dexterity saving throw or stop moving and take 1 piercing damage. Until the creature regains at least 1 hit point, its walking speed is reduced by 10 feet. A creature moving through the area at half speed doesn't need to make the saving throw.

When stepped on, the caltrop disintegrates. From the ashes springs forth long tentacles which are anchored to the ground. The creature that stepped on the caltrop must succeed on a DC 15 Strength saving throw or be restrained. At the start of each of its turns, a restrained creature can repeat the saving throw, freeing itself on a success. The tendrils turn to dust after 1 minute.

Hagiographer's Handbook

COMMON — *Wondrous item, requires attunement by a cleric or paladin*

This book is filled with stories of long dead heroes and the sacrifices they made to light the path ahead.

Effect

While holding this book, you may cast the *ceremony* spell as a ritual.

Halfling's Exit

RARE — *Weapon (javelin), requires attunement*

In certain parts of the Realms, halflings are notorious for being cheap, and this weapon may just be part of the reason. This javelin was created by a halfling artificer who was well known for using it, though not for martial means. The javelin was most often used to escape paying a bar tab or leaving without the awkwardness of goodbyes. Despite its origins, the weapon is quite useful in combat.

Effect

You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, once per day immediately after throwing the javelin, you can use a bonus action to teleport directly to the javelin's location. You cannot use this feature again until you have completed a short or long rest.

Hands of the Crafter

UNCOMMON — *Wondrous item*

Hags crafted these sturdy leather gloves, which feature a large cat's eye embossed on the back. Sets of these gloves would be given to artisans in exchange for the lives of their children. Each time you put on these gloves, you experience a powerful memory of a loved one you have lost.

Effect

While you wear these gloves the time it takes to create a nonmagical object is cut in half. Additionally, crafting the item only takes a third of the material costs normally required.

Hanged Man's Pardon

COMMON — *Wondrous item, requires attunement*

This simple leather pouch has been strung to a piece of twine, presumably to be worn around a person's neck. Inside the pouch is a handful of dirt gathered from below a hangman's gallows.

Effect

The first time you fail a death saving throw while attuned to this item, the pouch splits open, spilling its contents. Instead of failing the saving throw, nothing happens. You are still considered to be dying but you have gained a reprieve this round. You continue making death saving throws as normal in the next round. Once this effect has been used, the hanged man's pardon is destroyed.

Heart of Hydrathis

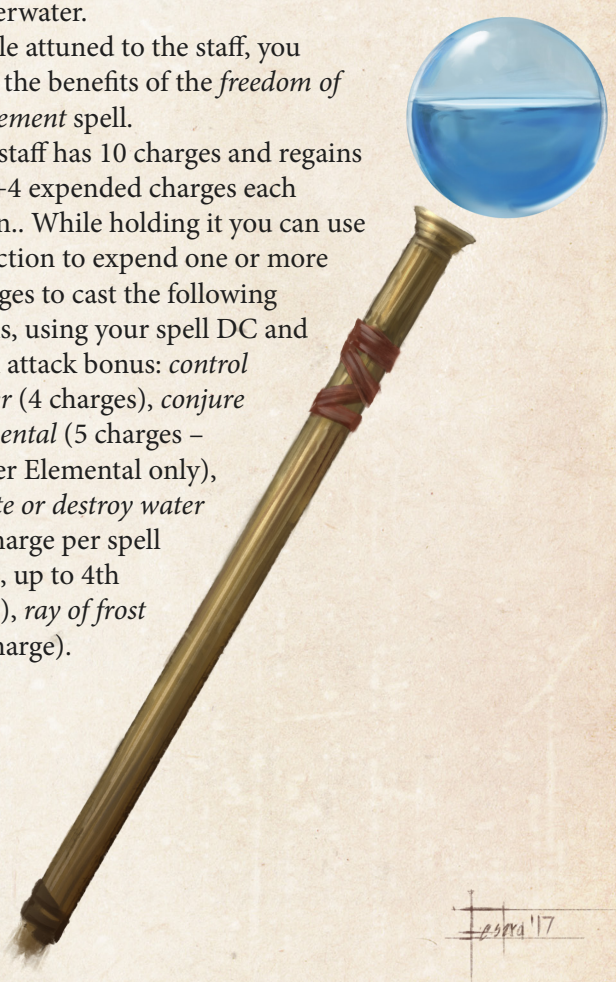
LEGENDARY — *Wondrous item, requires attunement by a cleric, druid, sorcerer, warlock or wizard*

The Heart of Hydrathis is a 6 foot metal staff of pure gold with a flat top and rounded base. Suspended above the staff top is a clear crystal sphere containing a volume of ever-swirling water. The sphere hovers above the staff, but moves with it as if affixed. It cannot be removed or parted from the staff. An attuned wielder can cause the water inside the globe to move, swirl or spin as they will, freeze to ice or turn to steam. When not specifically directed, the water returns to its normal state.

Effect

While attuned to this item, you gain the following benefits:

- The Heart of Hydrathis floats in water, with a buoyancy that can support up to 200 lbs. before sinking. You may suppress this property at will.
- While attuned to this staff, you gain a swim speed equal to your walking speed and can breathe underwater.
- While attuned to the staff, you gain the benefits of the *freedom of movement* spell.
- The staff has 10 charges and regains 1d6+4 expended charges each dawn.. While holding it you can use an action to expend one or more charges to cast the following spells, using your spell DC and spell attack bonus: *control water* (4 charges), *conjure elemental* (5 charges – Water Elemental only), *create or destroy water* (1 charge per spell level, up to 4th level), *ray of frost* (1 charge).



Hearthmead

UNCOMMON *Potion*

This potion is kept in a curled drinking horn filled with a glowing pale purple liquid.

Effect

When you drink this potion during a short rest, you may restore an additional 1d4+2 hit points. The horn slowly refills, becoming completely full each morning at dawn.

Hedge's Handy Herbal

VERY RARE *Wondrous item, requires attunement by a wizard, sorcerer, or druid*

This pouch of herbs once belonged to the arcanist/hermit Hedge, who loved nothing more than his garden, his little cottage, and his quiet lifestyle. Hedge's little house and his garden have long since been lost to time, death, and decay but some small part of his magic remains in the form of his herb pouch, which he was never seen without.

Effect

While you are attuned to the pouch, you may treat it as a component pouch or druidic focus.

As an action you may reach into the bag and pull out a herb of your choice. As a bonus action you or a creature within 5 feet may ingest the herb to gain the benefits of the associated spell at its lowest level for its full duration (where relevant). Once you have used a herb, you must use each remaining herb in the bag once before you may use that herb again. Once you have taken three herbs from the bag, the bag cannot be used again until the following morning at dawn.

The following herbs can be found inside the pouch:

- **Bloodpurge.** *lesser restoration*
- **Bloodstaunch.** *spare the dying*
- **Dathlil.** *protection from poison*
- **Fleshwort.** *false life*
- **Harlthorn.** *calm emotions*
- **Nightlight.** *light*
- **Tansabra.** *feign death*
- **Tatterskyre.** *sleep*
- **Tonandurr Bark.** *cure wounds* (humans, gnomes, dwarves, halfling), no effect (elves), *inflict wounds* (goblins, orcs)
- **Vornduir [Roll a d6].** 1-2: *cure wounds* 3-4: *haste* 5-6: *blindness/deafness*

Hell's Scream

VERY RARE *Weapon (staff), requires attunement*

This long staff is carved out of a single piece of ebony, which has been polished smooth. The handle is shaped into a gaping maw with a single black crystal set into it.

Effect

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

The staff has 10 charges. When you hit with a melee attack using it, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 psychic damage as a scream emanates from the staff. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a non-magical quarterstaff.

Hellfire Stone

UNCOMMON *Wondrous item, requires attunement*

This dark red crystal seems to flicker like fire. If you listen carefully you can hear distant infernal whispers.

Effect

While you are attuned to this stone you can harness the unholy fires of the Nine Hells. Three times per day, whenever you deal fire damage from a spell or ability, you can add your Charisma modifier to the damage. The stone recharges after finishing a long rest.

Hello World Shield

UNCOMMON *Armor (shield), requires attunement*

The face of this shield is adorned with hundreds of stars of various sizes.



Effect

While attuned to this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Curse

This shield is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. You feel compelled to always have the shield within 20 feet of you and become distressed if it is beyond that distance.

In addition, once per day when you first make a melee attack against a hostile target, the shield casts the *faerie fire* spell, targeting you and all creatures within a 20-foot radius. Targeted creatures must make a DC 12 Dexterity saving throw. On a failed save, the target is outlined by blue, green or violet lights for 1 minute, and attacks made against those creatures have advantage.

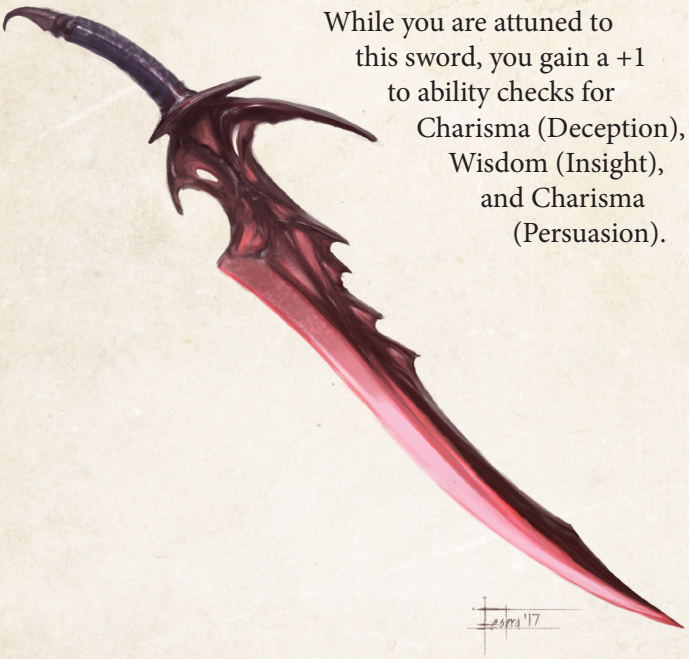
Hellrazor

UNCOMMON *Weapon (sword), requires attunement*

This is a single-edged longsword made from red colored steel. The sword has a vicious, spiked design and feels as if it were balanced for a wielder that was not quite humanoid. The hilt is curved and wrapped in black leather, ending in a sharp hooked pommel.

Effect

You gain a +1 to attack and damage rolls made with this magical sword, and you deal an additional +1 slashing damage to celestials and fiends.



While you are attuned to this sword, you gain a +1 to ability checks for Charisma (Deception), Wisdom (Insight), and Charisma (Persuasion).

Helm of Apathy

UNCOMMON *Wondrous item, requires attunement*

This magical helmet was created by a vampire spellcaster named Lord Benjamin Adelman. His aim in life was to suck out both the joy and blood from life. He fashioned this gaudy item to lure foolish souls into living a life full of apathy and boredom. This ugly vampire lived in Neverwinter for many years and is believed to have left his helm there.

Effect

While attuned to and wearing this helm, you are immune to fear.

Curse

When you put on this helm you are affected by its curse. The helm causes an overwhelming feeling of apathy. You have disadvantage on Charisma skill checks and saving throws. Additionally you have a -2 modifier to initiative rolls. The helm can only be removed with a *remove curse* spell or similar magic.

Helm of Forgotten Memories

VERY RARE *Wondrous item, requires attunement*

This item is part of the **Armor of Forgotten Heroes** set.

Effect

While wearing this helm, the memories of hundreds of fallen warriors float through your consciousness, guiding and teaching you. In addition, you have advantage on spell saving throws against any spells while you are within 5 feet of the caster.

This helm has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the helm, you can use an action to expend 1 of its charges to cast one of the following spells: *speak with dead*, *spare the dying*, *gentle repose*.

Hood of the Falconer

RARE *Wondrous item*

This collared leather coif resembles a falconry hood. It covers all of the face, with only a protruding beak to allow for a small opening for the mouth. A leather cord adorned with small brass bells can be tied around the back to keep the hood on its wearer. Painted on the side is a scene of a falcon sat calmly on a post, awaiting its master's instructions.

Effect

When this hood is placed over the head of a creature, it must make a DC 18 Wisdom saving throw. On a failed save the creature becomes placid and calm as if they were under the effects of the *charm person* spell. The creature can repeat the saving throw once per minute during combat, or once per hour outside combat.

Hu'i Wing

LEGENDARY *Wondrous item*

Known only in legends told by the Han of Koryo, this brazier was stolen from its original temple within the fortress beneath the city of Karak in Kara-Tur.

Effect

While a fire burns in this golden brazier, you may perform a ritual and speak the brazier's command word, gaining the benefits of the *foresight* spell. You also see visions of an event from the same year that has not come to pass of the

DM's choosing. These visions unfold from the perspective of someone present at the event. Once used in this way, the brazier cannot be activated again for 72 hours.

Subsequent use of the brazier reveals new aspects of the same event, but each time from a different perspective. Once the event has come to pass, the brazier begins to show visions of a new event.



Humerus of St. Hildegaard

UNCOMMON *Weapon (club), requires attunement by barbarian, cleric, fighter. or paladin*

This hefty bone has a comforting weight in your hand. You have the uncomfortable feeling that it once belonged to someone with absolutely no sense of humor.

Effect

You have a +1 bonus to the attack rolls and damage rolls you make with this weapon.

Curse

A character attuned to the Humerus of St. Hildegaard gains the following personality trait — "I find myself becoming irrationally angry when people make jokes or puns".

Hush Money

RARE *Wondrous item*

This gold coin appears to be an ordinary bit of currency on the surface, but features a pair of lips with a finger held up to them as if shushing the viewer. Once used, the coin's golden sheen fades to a dull silver color.

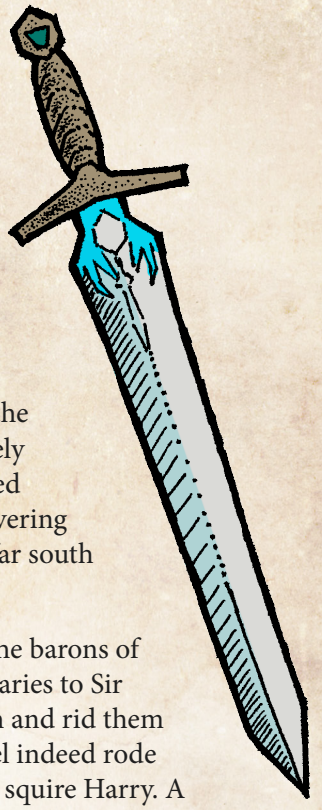
Effect

When this coin is tossed or flipped upwards and then caught, it casts the *silence* spell centered on itself. The effect lasts up to 10 minutes, does not require concentration, and moves with the coin. As a bonus action, you can flip the coin again to end the effect of the spell immediately. Use of this item restores the following morning at dawn.

Jehanel's Folly

LEGENDARY *Weapon (longsword), requires attunement*

Legend tells of a renowned knight, Sir Jehanel the Dragonheart, who rode around the Sea of Fallen Stars, performing deeds of great renown. However, his was a haughty nature. Sir Jehanel was well aware of his fame and dealt arrogantly with all except the King and Royal Court of Cormyr.



When he arrived back in Suzail to great acclaim, he wished to have a weapon suitable to his status made. It was a powerful weapon; its blade was etched with mighty runes of magic that invoked the powers of the storm, and it cleaved through armor as easily as a silken doublet.

Alas, the magical artificer from whom Sir Jehanel commissioned the sword was treated most dismissively by that great warrior and she vowed vengeance. Immediately after delivering the blade, she disappeared to the far south and did not return.

Weeks after receiving the sword, the barons of the northern provinces sent emissaries to Sir Jehanel, begging him to ride north and rid them of a great green dragon. Sir Jehanel indeed rode forth, accompanied by his faithful squire Harry. A week after entering the wilderness, Harry staggered back to the Purple Dragon outpost from which he and his master had set out, gravely wounded by acid.

Harry described his master being unmanned after he dropped his sword. Sir Jehanel had just struck a mighty blow with the sword, causing lightning to arc out of it and into the dragon's body, when the sword slipped from the knight's masterful fingers as though he was a bumbling page boy. Stunned, the mighty knight gaped in astonishment as the dragon snapped him up in her massive jaws and swallowed him, armor and all.

Sir Jehanel's sword still finds its way into the hands of warriors from time to time, if only until it can be gotten rid of again.

Effect

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you score a critical hit with this weapon, the target takes an extra 3d8 lightning damage and must succeed on a DC 15 Constitution saving throw or be stunned until the end of your next turn.

Curse

When you attune to this sword you are affected by its curse. While cursed, every time to make a successful attack roll with any weapon, you must make a DC 18 Dexterity saving throw or drop your weapon into a space 10 feet away from you. This curse can only be removed when you are targeted with the *remove curse* spell or similar magic.

Key to the Heart

VERY RARE *Wondrous item, requires attunement*

This platinum key with a heart-shaped ruby embedded in its bow is enchanted with magic to touch the hearts of those you come into contact with.

Effect

While attuned to this item you become proficient in all Charisma-based skills. If you are already proficient, then you instead gain expertise in those skills. You also make all Charisma-based skill and ability checks with advantage against non-hostile creatures.

When you cast a charm-based spell, it is treated as having been cast at a spell slot 1 level higher, the DC to resist your Charm-based spells gains a +2, and you can affect creatures that are normally immune to magical charm effects. When the spell's effect ends, any affected creatures do not know they were charmed by you. Instead, they feel lingering feelings of friendship and have fond memories of their experiences with you.

Kiira

RARE *Wondrous item, requires attunement*

Created by the high elves, kiira are rainbow tourmaline that are sometimes referred to by non-elves as lore stones. These gems are imbued with incredible knowledge and sentience through complex rituals that are tightly guarded by elven enchanters. These stones were originally created as magical tutors for young elves, and some elven schools still employ several of these relics as teachers or lecturers.

In centuries past, kiira were used in remote settlements where it was difficult to access traditional elven education. Stones recovered from ancient ruins are often filled with outdated knowledge, having been hidden and isolated for eons.

Effect

While holding a kiira, you can ask the gem any question, and it will answer to the best of its ability. Most kiira have very narrow bands of knowledge and are considered to be experts in one area. Many are also familiar with major events in history and common facts, although this varies between stones.

When a kiira is discovered, roll on the chart below to determine the area where the it is most knowledgeable.

Sentience. Kiira are sentient lawful neutral gems with an Intelligence of 16, a Wisdom of 14, and a Charisma of 10. The stones can communicate telepathically to any creature holding them.

1d10	Area of Knowledge
1	Agriculture and Economics
2	Animals and Creatures
3	Building and Crafting
4	Health and Medicine
5	History and Geography
6	Law and Judgements
7	Magic and the Arcane
8	Military and Combat
9	Music and the Arts
10	Religion and Worship



Curse

The kiira do not waste time on fools. If you attempt to attune to a gem and your Intelligence is less than 12, it will curse you with the *feeblemind* spell (DC 18).

Kildirn's Singing Stein

UNCOMMON *Wondrous item*

This pint stein is cast in the likeness of Harradin Kildirn, a famous bard and drunkard. His bawdry drinking songs are still sung, sometimes bellowed, across the realm.

Effect

When filled with an alcoholic beverage, the stein sings some of Kildirn's well-known tavern drinking songs. The longer it is kept topped-up, the more rowdy and bawdy the songs become. It can be heard up to 500 feet away once it gets going.

Kohl'vil

ARTIFACT *Weapon (greatsword), requires attunement by a paladin*

In ages past, when ancient evils stalked the land, a Halruaan paladin by the name of Kohl'vil stood against the Red Hand of Doom. As the terrifying avatar of Tiamat herself manifested in the lands of the River People of Halruaa that Kohl'vil had sworn to protect at any cost, he rode out to meet her. Brandishing a simple silver greatsword, he fought side-by-side with his comrades against her minions in order to defeat her in combat and smite her down to the Abyss.

As his allies were torn apart, he doggedly fought on. Focusing his faith into a single blow, he struck her in the chest as all five heads reared up around him, unleashing a mortal wound that succeeded in sending her back to the depths of the Abyss. Alas, in a final act of spite, Tiamat breathed down upon the faithful hero, irradiating his body and trapping his soul within his sword so that it might never know peace in the company of his god.

The sword lay dormant, but Kohl'vil's spirit watched on. Despite thwarting Tiamat herself, her forces ravaged the riverlands of his people, wiping them from face of the Material Plane. Enraged with remorse for failing to defend his people despite ending Tiamat, Kohl'vil watched and lay in wait for Tiamat's inevitable return, at which time he would reveal himself to a hero of the same conviction and faith as his own. He would guide that hero into battle against Tiamat, but this time to ensure that no innocents would suffer as he enacted his duty.

Effect

Kohl'vil is a magic, sentient greatsword that grants a +3 bonus to attack and damage rolls made with it. It deals 3d6 slashing damage, and deals an extra 3d6 radiant damage to dragons. It has no scabbard and is instead drawn from and stowed in a pocket plane of its own creation. It cannot return to the pocket plane if Tiamat, Bahamut, Ahamkara or an ancient dragon are within one mile of it.

Random Properties. Kohl'vil has the following random properties:

- 2 minor beneficial properties
- 1 major beneficial property

Spirit of Kohl'vil. You always have advantage on initiative rolls, even if something would cause you to have disadvantage. You also gain an additional 2nd, 3rd, 4th and 5th level spell slot, if you have at least one spell slot of that level. You may only use these spell slots to cast paladin spells or use them for Divine Smite.

Protection. You gain a +2 bonus to your Armor Class whilst wielding Kohl'vil.

Sentience. Kohl'vil is a sentient, Lawful Good weapon with an Intelligence of 15, a Wisdom of 14, and a Charisma of 18. The weapon communicates telepathically with its wielder and reads, speaks, and understands Common and Draconic.

Spells. Kohl'vil has 3 charges, which restore each day at dawn upon recital of the Oaths of the River. While the sword is on your person, you can use your reaction to expend a charge and cast *absorb elements* or *shield*.

Personality. The sword's purpose is to bring ruin to Tiamat and all her spawn, banishing them forever to the Abyss, but it abhors all evils only slightly less.

Whilst you pursue such causes and uphold the Oath of the River, it will bellow its approval of your deeds. Fail to do so, and it might just remain in its pocket plane until you demonstrate your commitment to its cause, or at the very least it chastises you for your apparent lack of conviction.



If you ever run from battle against an ancient chromatic dragon, or Tiamat herself, you must make a DC 18 Charisma saving throw. If you succeed, suffer 5d6 psychic damage and lose attunement to Kohl'vil (who will disappear into its pocket plane as soon as it is able). If you fail, your soul swaps places with Kohl'vil, who uses your mortal coil to take the fight directly to its most hated enemy. Your soul can only be restored to your body via a *wish* spell.

Oath of the River. Kohl'vil expects any paladin that aligns with it to seek and destroy all servants of Tiamat in vengeance for the decimation she wrought upon the River People of Halruaa. Any paladin that attunes to it is expected to uphold the following tenets (some of which might already align with their own Oath).

- **Be the Light.** Be a glorious beacon for all who live in despair. I let the light of my courage and vengeance shine forth in all my deeds.
- **River to Your People.** I share all of my treasure with the common folk, keeping only what I need to wage a crusade for myself.
- **Fight the Greatest Evil.** Faced with a choice of fighting agents of Tiamat or combating a lesser evil, I choose the greater evil.
- **Duty.** Be responsible for my actions and their consequences, and protect those entrusted to my care.

Destroying the Sword. Kohl'vil can only be destroyed in three ways.

- By the combined breath weapons of ancient red, green, blue, black and white dragons breathing in unison whilst the sword lays upon the altar at Tiamat's Temple.
- By the combined breath weapons of ancient copper, bronze, silver, brass and gold dragons breathing in unison whilst the sword lays upon the altar at Bahamut's Temple in the Spine of the World.
- By the combined breath weapons of ancient amethyst, emerald, topaz, sapphire and ruby dragons whilst the sword lays upon the altar at Ahamkara's Temple beneath the Material Plane.

Lantern Helmet

COMMON *Wondrous item*

This hard pith helmet is fashioned with a 3-inch cylinder centered just above the brow.

Effect

A *continual flame* spell is cast inside the cylinder, emitting a 30-foot cone of white light while the cylinder cap is removed. You can use a bonus action to adjust the piece of pith covering the cylinder, reducing the size of the cone down to 10 feet or turning it off completely.

Lantern of the Morning Lord

UNCOMMON *Wondrous item*

These undead-destroying lanterns were created by the clerics of Lathander, the Morning Lord. They are infused with his divine magic, giving them the ability to turn undead. The lanterns are often adorned with silver or gold filigree and occasionally with scripture.

Effect

Once per day as an action, you may speak the lantern's command word to use its Destroy Undead ability. Any undead creatures within 30 feet of the lantern must make a DC 20 Wisdom saving throw. On a failed save any undead creatures of CR 3 or lower are permanently destroyed and cannot be reanimated or resurrected.

Any remaining undead creatures must use their turns to move as far away from the lantern as it can, and cannot willingly move to a space within 30 feet of the lantern. For their actions, any undead creatures can use only the Dash action or try to escape from an effect that prevents it from moving. If there's nowhere to move, the creature can use the Dodge action.

Leacher's Emerald

RARE *Wondrous item, requires attunement*

This green emerald is an ancient relic that was imbued with necrotic energy by an evil necromancer.

Effect

Once attuned, you can attempt to magically implant the emerald into the chest of any living creature. If the target is unwilling, you must win a contested grapple check with the target to implant the emerald.

The emerald has 2 charges and regains all of its charges daily at dawn. As an action you can expend one of the charges and command the emerald to deal 3d6 necrotic damage to the creature it is implanted in, regaining hit points equal to the damage dealt. The gem exerts no control over the victim otherwise, but you know the direction and distance to the emerald at all times. If the emerald crosses into another plane, you know which one.

Extraction. A *greater restoration* spell can be used to eject the gem. A skilled physician can also remove the gem with a successful DC 17 Wisdom (Medicine) check, but the patient suffers 4d10 piercing damage with each attempt.

Life Drain

RARE *Weapon (any sword), requires attunement*

This is a short black blade with one edge, a black leather hilt, and a chain from which a sharpened purple crystal hangs.

Effect

This sword has 3 charges, and all 3 charges restore each morning at dawn. As a bonus action you can speak the sword's command word and expend one charge to activate the purple crystal, which stabs into you and drains a little of your blood. Roll one hit die. You suffer damage equal to that roll, and gain +10 on your next damage roll made with this weapon.

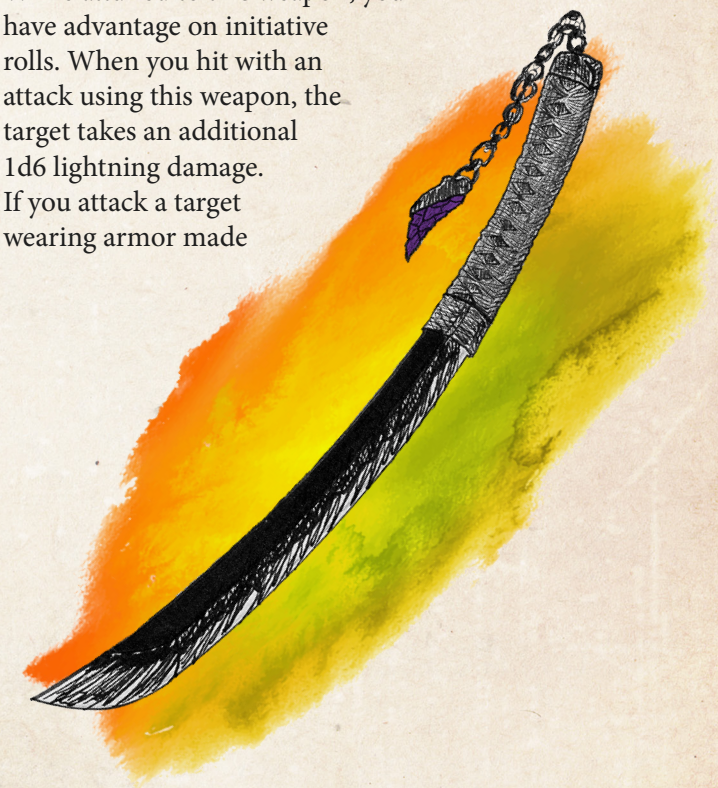
Lightning Surge

VERY RARE *Weapon (any spear or sword), requires attunement*

Electricity arcs along the bladed edge of this weapon and the distant sounds of thunder crashing can be heard while wielding it.

Effect

While attuned to this weapon, you have advantage on initiative rolls. When you hit with an attack using this weapon, the target takes an additional 1d6 lightning damage. If you attack a target wearing armor made



of metal, you deal an additional 2d6 lightning damage instead. On a successful attack, a surge of electricity sheds bright light in a 10-foot radius and dim light for an additional 10 feet until the start of your next turn. You can speak the sword's command word as an action, channeling a bolt of lightning in a line 100 feet long and 5 feet wide from you in a direction you choose. Each creature in the line must make a DC 17 Dexterity saving throw. A creature takes 8d6 lightning damage on a failed save, or half as much damage on a successful one. Once you use this feature, you cannot use it again until the following morning at dawn.

Llewyrrian Blinders

UNCOMMON *Wondrous item, requires attunement*

These enchanted blinders were crafted by the warriors of the Llewyrr elves to calm their animal companions in the heat of battle. Since the Llewyrr have retreated into the ancient elven kingdom of Synnoria in the Moonshae isles, these blinders have become increasingly uncommon. When discovered, many might overlook the blinder's magical power.

Effect

Once you place these over your animal companion's eyes, they gain Advantage on all saves against becoming frightened, charmed, or petrified.

Loaded Dice

VERY RARE *Wondrous item, requires attunement*

This set of six sided dice are indistinguishable from mundane dice but have been blessed with good fortune. Years ago, a common thief performed a great deed for a demigod of chance. The thief was gifted with loaded dice that she quickly used to gamble herself to great wealth. With her newfound fortune, the thief opened a highly successful casino.



These days the thief has distanced herself from her underworld contacts which has lent an air of legitimacy to her establishment, however, this has emboldened high ranking members of the thieves' guild to consider her casino as the target of a heist. Adventurers in your campaign might recover the loaded dice from the thieves' guild. The casino owner is unlikely to willingly hand over the source of her fortune to anyone unless she owed the individual her life or fell in love with them.

Effect

The loaded dice have up to 6 charges and regain 1d6 charges seven days after the first use. After you make an ability check, attack roll, or saving throw, but before the DM declares whether it was a success or failure, you may expend 1 charge to reroll.

If these dice are used to play a dice game, you have advantage on any ability check made to determine the winner of the game.

Locking Plates

RARE *Armor (plate)*

This set of mechanical, heavy plate armor has been engineered with several curious mechanisms underlying the sheets of silvery steel. It repels liquid and seemingly can't get wet.

Effect

The hydrophobic cover of this armor grants you resistance to acid damage. As a reaction, you may activate or deactivate the mechanism in the armor. When activated, the steel plates extend and cover your entire body. You gain +4 AC, immunity to piercing and slashing damage, your movement is reduced to 0, and you can't be knocked prone or forcefully moved. When the armor is activated, you are restrained and incapacitated (except for the purposes of deactivating the armor).

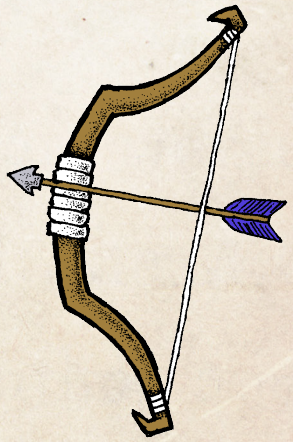
Logbow

UNCOMMON *Weapon (longbow)*

When you describe what you want to the artificer, make absolutely sure you spell everything correctly. They are very, very literal people, and never, ever give refunds.

Effect

Attack rolls with this magic weapon are made with disadvantage. When you attack using the Logbow, your arrow transforms into a log 8 inches in diameter with a length equal to the arrow you fired. On a hit, the log deals 2d8 bludgeoning damage and, if your target is a creature of Medium size or smaller, it must make a successful DC 12 Strength saving throw or be stunned until the end of its next turn.



Longshot

RARE — *Weapon (longbow), requires attunement*

This remarkable bow has been passed down from hunter to hunter throughout the generations and is capable of firing an arrow as far as the eye can see. Legend has it that the bow was forged by an archfey, who offered it to a huntress in return for her hand in marriage.

Effect

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, the bow's maximum range is as far as you can see, and range never imposes disadvantage on the attack roll.

Lot #184

UNCOMMON — *Weapon (handaxe and hand crossbow)*

Sold at one of the auction houses in the city of Waterdeep with at least 183 other items, this weapon is the unnecessary fusion of a handaxe and a hand crossbow. Both weapons would undoubtedly be quite useful in their own right, but the craftsmanship is somewhat tarnished by the rivets binding the two together. Whoever the inventor was who created these items, one would hope they have found a new career in the days since.

Effect

This weapon has the statistics of both a handaxe and a hand crossbow and can be wielded in one hand. You must have proficiency with both weapons in order to wield it. You gain a +1 bonus to attacks and damage with this weapon, but have disadvantage when attempting to throw it.

Louqui's Luck

UNCOMMON — *Wondrous item*

Bodai Louqui was a mischevious prophet of Tymora, goddess of chance. This twenty sided dice is blank save for a depiction of the rising sun on one side and a cracked skull on another. It is uncertain whether these dice were created by Louqui himself or a particularly malicious servant, but they have caused a lot of trouble in their time.

Effect

As an action, you can roll this dice to activate it's magical abilities. Roll a d20. On a 20, you gain all the benefits of a long rest. On a 1, you immediately drop to 0 hit points, lose any unspent hit dice, and are considered to be dying. This item cannot be used again until the following morning at dawn.

Luminaria (Lightsong)

ARTIFACT — *Weapon (morningstar), requires attunement by a non-fiend/non-undead creature of good alignment*

Luminaria is a feminine, sentient morningstar infused with divine energy and created in a celestial forge on Mount Celestia, designed to eradicate fiends and undead creatures from existence. Her name translates to Lightsong and was named such because when she illuminates, the faint sound of heavenly female vocal harmonies can be heard emanating from her fiery radiance. Luminaria is not a typical morningstar, she has the versatile property and can be wielded with one or two hands, dealing 1d4 bludgeoning and 1d4 piercing damage (one-handed), or 1d6 bludgeoning and 1d6 piercing (two-handed) on a successful melee hit. If the target is a fiend or undead, Luminaria gains advantage on all attack rolls against them, and her damage die increases to 1d6 and 1d8 respectively.

Luminaria's Base Weapon Damage Table

Weapon Morningstar	Damage	Damage Type
One-Handed	2d4	1d4 bludgeoning, 1d4 piercing
Two-Handed	2d6	1d6 bludgeoning, 1d6 piercing
Critical Hit	Divine Radiance	+4d6 radiant on failed DC 17 Constitution save
One-Handed	4d4	2d4 bludgeoning, 2d4 piercing
Two-Handed	4d6	2d6 bludgeoning, 2d6 piercing
vs. Fiends/Undead		
One-Handed	2d6	1d6 bludgeoning, 1d6 piercing
Two-Handed	2d8	1d8 bludgeoning, 1d8 piercing
Critical Hit	Divine Radiance	+4d6 radiant on failed DC 17 Constitution save
One-Handed	4d6	2d6 bludgeoning, 2d6 piercing
Two-Handed	4d8	2d8 bludgeoning, 2d8 piercing

Luminaria's Holy Flame Weapon Damage Table

Holy Flame Weapon Morningstar	Damage	Damage Type
One-Handed	2d4 + 2d6	1d4 bludgeoning, 1d4 piercing, 1d6 fire, 1d6 radiant
Two-Handed	2d6 + 2d6	1d6 bludgeoning, 1d6 piercing, 1d6 fire, 1d6 radiant
Critical Hit	Divine Radiance	+4d6 Radiant on failed DC 17 Constitution save
One-Handed	4d4 + 4d6	2d4 bludgeoning, 2d4 piercing, 2d6 fire, 2d6 radiant
Two-Handed	4d6 + 4d6	2d6 bludgeoning, 2d6 piercing, 2d6 fire, 2d6 radiant
vs. Fiends/Undead		
One-Handed	2d6 + 4d6	1d6 bludgeoning, 1d6 piercing, 1d6 fire, 3d6 radiant

Two-Handed	2d8 + 4d6	1d8 bludgeoning, 1d8 piercing, 1d6 fire, 3d6 radiant
Critical Hit	Divine Radiance	+4d6 radiant on failed DC 17 Constitution save
One-Handed	4d6 + 8d6	2d6 bludgeoning, 2d6 piercing, 2d6 fire, 6d6 radiant
Two-Handed	4d8 + 8d6	2d8 bludgeoning, 2d8 piercing, 2d6 fire, 6d6 radiant

Effect

While attuned to this weapon, you gain the following benefits:

Multiattack. While attacking with Luminaria, you can make one extra melee weapon attack when you take the attack action. This attack is made in addition to any other attacks you may receive from the Extra Attack class ability.

Magic Resistance. You have advantage on saving throws against spells and other magical effects.

Damage Resistances. You are resistant to radiant damage.

Condition Immunities. You cannot be charmed, exhausted, or frightened.

Divine Inspiration. Luminaria is constantly pulsing with divine energy. As an action, you can cast the *guidance* or *resistance* cantrips at will.

Divine Radiance. On a critical hit, Luminaria flares with a bright flash of light in a 40-foot radius and dim light for an additional 40 feet. Each creature of your choice that can be seen within 10 feet of you must succeed on a DC 17 Constitution saving throw or take 4d6 radiant damage and be blinded. A creature blinded by this attack can repeat the saving throw at the end of each of its turns, ending the effect on a success. If the targets are fiend or undead creatures, they must also make a DC 17 Wisdom saving throw or become frightened of you until the end of your next turn.

Illuminating Radiance. As a bonus action, you may speak Luminaria's command word to transform her into a Holy Flame Weapon, causing fiery radiant energy to erupt from her head. This fiery radiance sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

While Luminaria is illuminated, a faint sound of heavenly female vocal harmonies can be heard. All allies within her 20-foot radius of bright light that can hear these vocal harmonies receive maximum healing from spells, effects, and expended hit dice. On a successful melee attack, Luminaria deals an extra 1d6 fire damage and 1d6 radiant damage to any target she hits. The fiery radiant energy lasts until you use a bonus action to speak the command word again or until you drop or stow Luminaria.



When you hit a fiend or an undead creature with Luminaria while she is illuminated, that creature takes an additional 2d6 radiant damage. If the target has 25 hit points or less after taking this radiant damage, it must succeed on a DC 17 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Divine Sense. As an action you can cast the *detect evil and good* spell at will. Additionally, you can cast the *dispel evil and good* spell 3 times per day, restoring uses after a long rest.

Healing Touch. As an action you can touch another creature, causing it to magically regain 4d8+2 hit points. It is also freed from any curse, disease, poison, blindness, or deafness.

This ability can be used 3 times per day, restoring uses after a long rest.

Raise Dead. Once per day, you can cast the *raise dead* spell. This ability recharges upon the completion of a long rest.

Radiant Bolt (Recharge 5-6). As an action you can make a ranged spell attack against the target with a +9 to the attack roll, causing a flash of light to streak towards a creature of your choice within 120 feet. On a hit, the target takes 4d6 radiant damage, and the next attack roll made against this target before the end of your next turn has advantage, thanks to the mystical dim light left glittering on the target.

This ability recharges on the roll of a 5 or 6 on a 1d6 and upon completion of a short or long rest. If you have 1st level spell slots or greater, you can use them to activate this spell-like ability again, and cast it at a higher level similar to the *guiding bolt* spell.

Radiant Blast (Recharge 6). As an action, you create a bright streak of light to a point you choose within 150 feet, which erupts into an explosion of fiery radiance. Each creature in a 20-foot-radius sphere centered on that point must make a DC 17 Dexterity saving throw. A target takes 4d6 fire and 4d6 radiant damage on a failed save, or half as much damage on a successful one. The fiery radiance spreads around corners. It ignites flammable objects in the area that aren't being worn or carried.

This ability recharges on the roll of a 6 on a 1d6 and upon completion of a short or long rest. If you have 3rd level spell slots or greater, you can use them to activate this spell-like ability again, and cast it at a higher level similar to the *fireball* spell.

Sentience. Luminaria is a sentient lawful good morningstar with an Intelligence of 17, a Wisdom of 20, and a Charisma of 20. She has hearing and darkvision out to a range of 120 feet. She can speak and understand all languages, and can communicate telepathically up to a range of 120 feet. Her voice is divine and melodic.

Personality. Luminaria has many angelic qualities to her personality and is incapable of straying from the path of law and good. She will slay evil creatures without remorse, and feels she is never mistaken in her judgements. This quality gives off a sense of superiority in her, which is shown when her will conflicts with goals of others. She always speaks to her wielder in a respectful and courteous tone, but is far from being a pushover. She is here to aid mortals, not serve them.

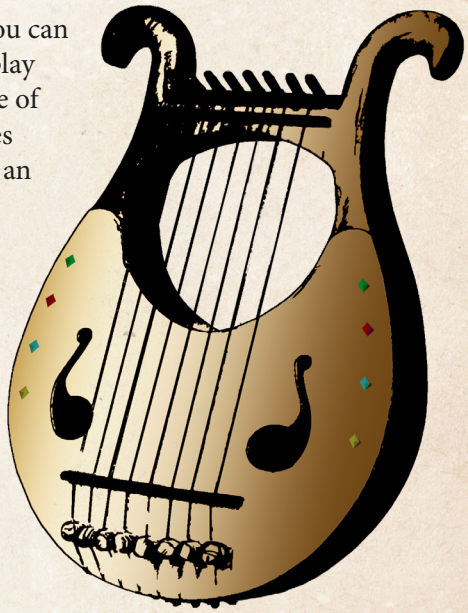
If Luminaria feels you are regularly straying from the divine path of law and good, she will give you warnings through telepathic communication. She does not want to have any part of assisting in acts she feels go against her divine nature and will try to persuade you to do the right thing.

Lyre of Building

VERY RARE *Wondrous item, requires attunement by a bard*

This magical lyre is made of gold inlaid with a variety of gemstones and it is strung with pegasus gut strings. The history of these items is somewhat unknown, but most believe that they came from a collaboration between the dwarves and rock gnomes. Although only a few of these items exist, all of them have storied histories relating to the castles and keeps they have been used to build.

Effect



5 times per day, you can use a reaction to play a specific sequence of chords that negates one attack against an inanimate object that you can see within 60 feet. The lyre can negate effects such as attacks from siege weapons, the effects of a horn of blasting, or a disintegrate spell. Uses of this ability restore the following morning at dawn.

The lyre can also be used to build structures. Once a week, you can attempt a DC 20 Charisma (Performance) check to play the lyre for thirty minutes, producing arcane chords that magically construct buildings, mines, tunnels or ditches while the lyre is being played. This effect is equal to the work of 100 humans labouring for three days.

Magic Magnifier

RARE *Wondrous item*

This is a six-inch diameter magnifying glass held in a ring of brass attached to a six-inch wooden handle.

Effect

This item is cursed.

Curse

When you touch this magnifying glass you are affected by its curse. You believe that this magnifying glass helps you locate clues and secret passages. Whenever you perform a Wisdom (Perception) or Intelligence (Investigation) check you must bring the magnifying glass to your eye or have disadvantage on the roll.

In addition, you will always keep the magnifying glass in your possession and you will not want to give it away, sell it, or leave it. The curse remains in effect until you are targeted by the *remove curse* spell or similar magic.

Manacles of the Mundane

RARE *Wondrous item*

These heavy iron manacles are a dull grey with no sheen. They are linked by a very short chain and have no visible locking mechanism.

Effect

While both wrists are bound by these manacles, you are under an effect similar to the geas spell that forces you to refrain from casting spells or cantrips. The manacles can only be removed by speaking their command word.



Mantle of the Mage

RARE *Wondrous item, requires attunement by a spellcaster*

This nearly invisible cloak shimmers like starlight reflected in a slow moving river. The mastery of countless wizards is woven into each thread.

Effect

You gain a +2 to spell attack rolls and your spell save DC. Additionally, once per day, as a bonus action you may use the mantle to grant advantage to your next spell attack roll or force a creature you have targeted with a spell to make its saving throw with disadvantage. This ability recharges at dawn of the next day.

Manual: About the Art of Fighting, Volumes I to VI

RARE *Wondrous item*

About the Art of Fighting is a series of heavy tomes bound in thick leather, their corners reinforced with heavy steel fittings. The pages are relatively rough parchment, to better withstand time and use, written in the clear handwriting of a dwarf. Each volume is lavishly illustrated with diagrams of stances and guards, bearing the images of differently armed warriors of great renown on their first pages.

Effect

These magical manuals contain the necessary excercises and teachings to quickly gain a Fighting Style. If you spend 48 hours over a period of 6 days or fewer studying a book's contents and practicing its guidelines, you permanently obtain the specified Fighting Style feature. The manual then loses its magic, but regains it in thirty years.

d6	Fighting Style
1	Defense
2	Protection
3	Duelling
4	Archery
5	Two-weapons
6	Great Weapon



Manual: About the Clashing of Steel, Volumes I to XX

UNCOMMON

Wondrous item

Of the many hundreds of treatises on the usage of weapons, *About the Clashing of Steel* is perhaps most peculiar for its sheer mass and that the only thing known of the author was that they were human. The author's name has since been lost to the sands of time, although the legend and heft of their literary task, as well as the lengths they went to accomplish it, is well known between scholars. It is said that after a life as a mercenary and an adventurer, they set out to teach their extensive knowledge of all weapons in parchment form, asking to be killed and resurrected as an undead so they could have enough time to write what would take many lifetimes.

A complete collection of all twenty volumes is extremely rare and usually found only in academies, with one or two copies often owned by private collectors. Copies of the manuals have no standard style, but they are often coverless and kept in glass cases or watertight satchels, each bearing an armored grim reaper wielding the weapon relevant to the individual volume. Some legends say the original copy's parchment was from the author's enemies, made using their flayed and tanned hides.

Effect

This manual contains the necessary exercises and teachings to gain proficiency with one martial weapon, chosen by the DM from the table below. After use, the manual then loses its magic for three decades.

If found as a set, the collection counts as **Very Rare** for the purposes of awarded treasure.



d20	Volume	Weapon
1	I, Of Culling and Clashing	Battleaxe
2	II, Of Gravity and Graves	Flail
3	III, Of the Gaudy and the Gallant	Glaive
4	IV, Of Cleaving and Crushing	Greataxe
5	V, Of Whirling and Weaving	Greatsword
6	VI, On How to Disembowel a Knight	Halberd
7	VII, Of Chopping and Splitting	Handaxe
8	VIII, A Knight's Guide to Mounted Mayhem	Lance
9	IX, A Gentleman's Weapon	Longsword
10	X, Of Mashing and Mangling	Mace
11	XI, Of Hammers and Nails	Maul
12	XII, A New Star Arises	Morningstar
13	XIII, Of Cavalry's Worst Nightmare	Pike
14	XIV, Of Armors and Joints	Rapier
15	XV, The Noble Art of Drawing a Cut	Scimitar
16	XVI, Of Close Quarters Personal Defense	Shortsword
17	XVII, The Showoff's Guide to Quick Success	Trident
18	XVII, A Knight's Worst Nightmare	Warpick
19	IXX, An Armiger's Best Friend	Warhammer
20	XX, The Showoff's Guide to a Quick Grave	Whip

Manual: Armorer's Guide to Survival

RARE

Wondrous item

The Armorer's Guide to Survival is the seminal work in military study dealing with pitched battles and sieges. It contains a staggering wealth of experience, with dozens of quartermasters, armorers, and blacksmiths from across the lands, both faithful and lay, contributing to the four revered volumes.

Within its hallowed pages, countless hundreds of fighters, soldiers, knights, and squires have found detailed teachings on the use, workings, and maintenance of all kinds of armors and shields, both on the battlefield and in peacetime.

The Guide is a brick-like collection of four, heavy-set volumes, bound in leather-wrapped wood panels, with the most expensive editions featuring a wood case for storage and transport. Its pages are printed on magically-hardened paper so they do not fade away easily. The oldest known edition still has all of its original pages, with its content crystal clear even after centuries.

Each volume bears not just text, but detailed diagrams of the many suits of armor's weaknesses and strengths, alongside notes detailing their crafting.

Effect

This manual contains the necessary exercises and teachings to become proficient with one kind of armor or shields, randomly determined or chosen by the DM. After use, the manual loses its magic for two decades.

d4	Proficiency
1	Light Armor
2	Medium Armor
3	Heavy Armor
4	Shields

Mask of Truth

UNCOMMON

Wondrous item

This mask is painted with a red face that has a single large gold eye in the center.

Effect

The mask has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can use an action and expend 1 charge to cast the *zone of truth* spell (save DC 13) in a 15-foot cone that emerges from the mouth of the mask.



Maximus's Broom of Sweeping

COMMON

Wondrous item

This broom once belonged to a fastidious halfling wizard named Maximus who was very particular about how his laboratory was kept. Rather than practicing his magic, Maximus spent his days organizing his things, ensuring everything was "just so". Eventually, after much procrastinating, he created this broom to help him keep things organized.

Effect

As an action you can command the broom to clean and organise an area by saying "sweep". The broom will begin to tidy the surrounding area, removing dust, grime, and other unpleasant substances. If the broom is cleaning an area you are familiar with, it will magically tidy it to your liking. If you are not familiar with the area, the broom will tidy and organise items in the most efficient way possible.

The broom continues to clean until everything is tidied away or until it is commanded to stop by saying "all done!" The broom can clean and organise a 5 foot square cube every round. It cannot mend broken items within the area.

Message Mirror

UNCOMMON

Wondrous item

These mirrors, mostly used by politicians, nobles, and especially well equipped thieves and spies, can carry a projection of your face and voice to a person of your choosing.



Effect

You may record a message in the mirror of up to 50 words, over a period as long as 5 minutes. You must imagine the face of a person you know while you are recording the message. The message is triggered by reflecting the face of the person you imagined. Another message cannot be recorded on the mirror until the current message is triggered and the mirror can hold only one message at a time.

Metrigash

RARE

Wondrous item, requires attunement

Wood elf communities are known to craft these items to allow short bursts of flight while making long journeys in their woodlands.

Effect

While you wear the metrigash, you have a flying speed equal to your walking speed. You can use this backpack

to fly for up to 10 minutes, all at once or in several shorter flights, each time using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. The metrigash regains 1 minute of flying capability for every 4 hours it is not in use.

Minsc's Magnificent Miniature Menagerie

UNCOMMON *Wondrous item, requires attunement*

"Go for the eyes, Boo? It has eleven of them, do you think it's seen us?"

—Minsc

Effect.

This unevenly hewn wooden cube has several differing portraits of a hamster roughly etched into its facings, each with glowing pieces of malachite for eyes. It has 6 charges when discovered by you and the charges cannot be restored after use.

Once per day when you make an attack roll, ability check, or saving throw you can expend a charge to cause a spectral space hamster to emerge from one of the cube's facings to assist you, allowing you to reroll the dice. You can choose to expend the charge after you roll the die, but before the outcome is determined.

If you choose to end your attunement with this item and another character attunes to it, the cube will have the same number of charges remaining. Whenever a charge is used, the glow of the malachite from the hamster's eyes on one portrait fade.

When the last charge is used, the cube unfolds and reveals a spectral space hamster, and you are no longer attuned to the cube. The spectral space hamster joins you as a pet that you can play and interact with (they're especially fond of answering philosophical questions on the nature of the multiverse), but otherwise has no function. If it somehow becomes the target of an attack, it will hide in a pocket plane before re-emerging when the coast has cleared. As a spectral space hamster, it requires no sustenance and doesn't breathe.

Mummer's Lantern

UNCOMMON *Wondrous item*

This flamboyantly patterned lantern was initially created by charlatan theatre troupes to make a grand and mysterious exit from their audience while making off with pickpocketed items. Adventurers have found a secondary use for it, utilizing it to turn the tide when ambushed by dark dwelling creatures.

Effect



This item acts as a normal bullseye lantern, but can be activated with a bonus action to throw dazzling multicolored lights in a 15 ft. cone. Any creature in that cone must make a DC 10 Constitution saving throw or be blinded for one minute. At the end of each of it's turns a blinded creature can make another saving throw. On a success the effect ends for that creature.

Necklace of Missals

UNCOMMON *Wondrous item*

No sage is entirely sure what caused these curious items to be made. Some ascribe it to a misspelling in an artificer's contract. One popular theory is they were made by priests of Mask or Tymora and given as gifts to unsuspecting associates simply for the pleasure of watching the surprise when a necklace of missals was first used.

Effect

This necklace has 1d6+3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it is thrown, the bead magically transforms into a heavy prayerbook. When the book reaches the end of its trajectory, it explodes into a shower of glitter and confetti filling a 10-foot radius sphere.

Creatures within the area of effect must make a successful DC 15 Dexterity saving throw or be blinded until the beginning of your next turn, or it leaves the area of effect. Creatures within the area of effect have concealment.

Necklace of Readiness

RARE *Wondrous item, requires attunement*

This necklace is a light chain made of tempered glass encasing a light brown liquid within each link. It seems to vibrate with energy around the neck of those who attune to it. These necklaces were originally designed for couriers so they could rest as little as possible.

Effect

While attuned to this necklace you may choose to move to the top of the initiative order in the first round of combat as long as you are not surprised. When this ability is used, you may also dash as a bonus action on your first turn. If you use this necklace multiple times between long rests, you

suffer 1 point of exhaustion for each use beyond the first.

Necklace of Thirst

UNCOMMON *Wondrous item*

"Sieges are no different to the open field of combat; it is not the mightiest warrior who wins, but the cleverest."

—Alcalá the Twisted

Many moons ago, when conflict was commonplace and alliances unsteady, the great walled cities of the south stockpiled supplies in order to hold off invaders during sieges. Barrels of fresh water, dried meats, and bags of flour were traditionally safely stored behind sturdy walls. The goblin forces found a unique way to circumvent such precautions thanks to Alcalá the Twisted, the gnarled enchanter who bestowed their general with the power to turn water to dust. They used it to great effect on the stoic defenders of the frontier outposts, forcing them to choose between thirst or conflict.

Effect

When found, the necklace of thirst will contain 1d6+2 chalky beads. As an action you can crush a bead to destroy water as if you had cast the *create or destroy water* transmutation spell. You can turn up to 20 gallons of water within a range of 50 feet into dust. Only visible water or visible water vessels, such as barrels or flasks, can be targeted. If liquid other than water, such as beer or wine, is targeted then the water within it is evaporated, ruining it. Enchanted or magical liquid, such as potions, are unaffected by the necklace as well as magical beings composed of water, such as Water elementals.

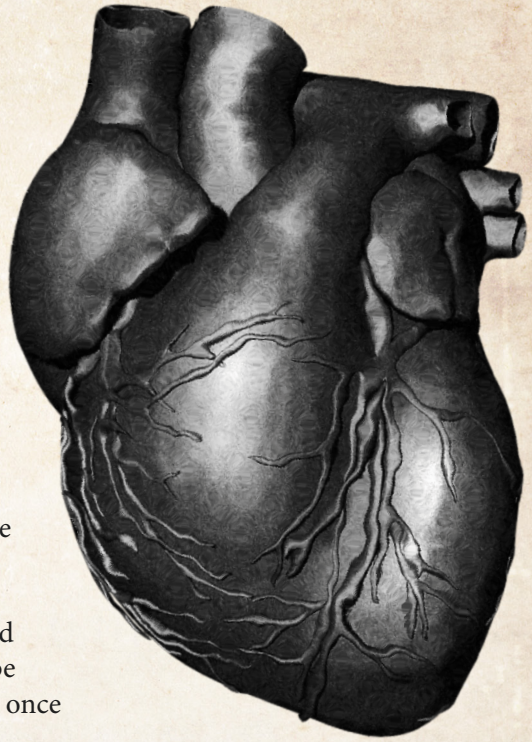
If you are dealt any bludgeoning damage, or you are successfully grappled, you must make a DC 10 Dexterity check. On a failed check, 1d4 beads are permanently destroyed without activating their magical effect.



Necrosis Sanctum

ARTIFACT *Wondrous item, requires attunement*

Created from the remains of a lich's destroyed phylactery, the Necrosis Sanctum appears like a black crystal shaped and sized like a human heart. The gem was once a crystal that contained the essence of Kharick Sha'zi, a lich of great power. After he was destroyed by a group of adventurers and his phylactery sundered, the shards of the crystal were gathered by the party's wizard.



The scattered essence of the lich still clung to the shards, whispering corruptive musings into the wizard's mind. Eventually curiosity and a desire for power befell the mage and she decided to reconstruct the gem, wondering if the soul was still reachable and if lessons could be learned from the once powerful wizard.

Many years of research and toil followed and finally the gem was reconstructed. The gem took on the shape of a human heart, said to be an exact replica of the mage's heart who reconstructed it.

As the last sliver was added, a sickness came over the mage. The heart-shaped crystal turned black and the body of the mage withered and died. Her magical power was infused into the gem and the combination of the lich and new life seemed to awaken it.

Those who wield this crystal gain the use of necromantic magic, and they can control undead creatures en masse. It is said that those who are in possession of the crystal can sometimes hear the whisperings of a malevolent spirit or the far off sounds of two battling spellcasters.

Effect

While attuned to this item, you gain the following benefits:

Random Properties. The Necrosis Sanctum has the following random properties:

- 1 minor beneficial property
- 2 minor detrimental properties

Spells. The Necrosis Sanctum has 5 charges and regains 1d4 charges daily at dawn. While holding it, you can use an action to expend one or more of its charges to cast one of the following spells (save DC 18) from it: *chill touch* (0 charges); *animate dead* (1 charge); *bestow curse* (1 charge); *blight* (2 charges) *speak with dead* (1 charge); *vampiric touch* (1 charge).

Control Undead. As an action, the wielder of the Necrosis Sanctum can target an undead creature that they can see within 30 feet. The target must make a DC 18 Wisdom saving throw. On a failed save the target must obey your commands for the next 24 hours, or until you willingly end the control or the crystal is removed from your possession.

The number of undead you can have under you control is based on the following:

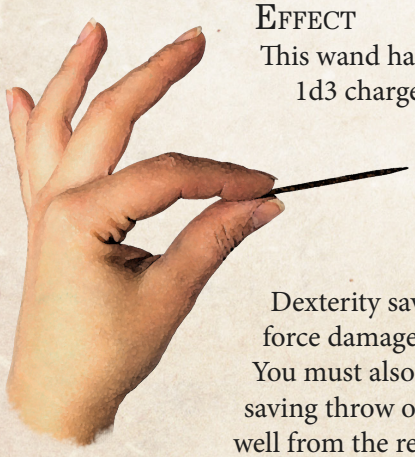
Maximum Number of Undead Controlled by CR

Undead CR	Example Creatures	Max Number at One Time
¼	Zombie/Skeleton	20
½	Shadow /Skeletal Warhorse	14
1	Spectre/Ghoul	10
2	Ogre Zombie/Ghast/Minotaur Skelton/Will-o'-Wisp	8
3	Wight/Mummy	5
4	Ghost	4
5	Wraith/Vampire Spawn	3
13	Vampire	1
15	Mummy Lord	1

Noisy Cricket

VERY RARE — *Wand, requires attunement*

This tiny wand is the size of a toothpick, but darker in color.



Effect

This wand has 3 charges and regains 1d3 charges at dawn each day. When activated, it fires a 25 foot cone of energy. Any creatures in the area of effect must make a DC 18 Dexterity saving throw or take 6d8 force damage, saving for half damage. You must also make a DC 15 Strength saving throw or be knocked prone as well from the recoil.

Nullmagic Shield

UNCOMMON — *Armor (shield)*

This shield appears well-constructed, but otherwise ordinary.

Effect.

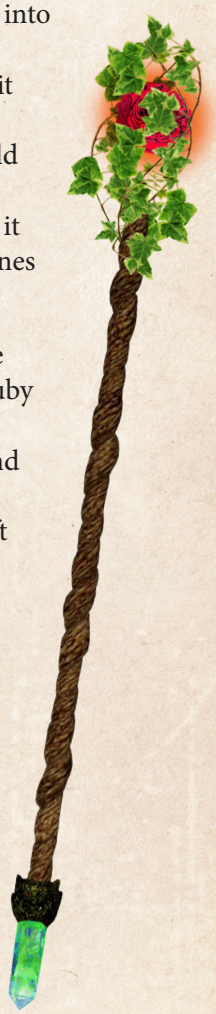
This shield cannot be the target of magical spells of effects. For example, divination spells cast on the shield such as *identify* or *locate object* will fail. It can't be moved by direct magical means such as *mage hand* or *wind wall*, nor can a conjured creature move it. It cannot be carried across a planar portal, put into an extradimensional space, and will be left behind if you teleport.

Additionally, once per long rest, you can use the shield to gain advantage on a saving throw against a spell's effects, or to impose disadvantage on a spell attack roll that targets you.

Nyoom

LEGENDARY — *Staff, requires attunement*

Legend holds that this staff was once a simple broom enchanted with the ability to fly, but was changed forever by the young woman who found it. The love and magic of the original owner of Nyoom seeped into its very core and soon it began to grow until its power changed it into the staff it is today. The legend goes on to say that the original owner freed it into the world so that it could help others as it helped her: keeping the adventurer who found it safe so they could return home to the ones they loved.



Upon one end is woodwork done in the style of twisting vines, at its heart is a ruby red crystal rose. The other end bears a gem that seems to shift between blue and green depending on the light. Nyoom always smells vaguely of roses and a soft summer breeze. Carved upon the shaft of the staff seems to be a prayer written in Sylvan. "Give me strength to keep us safe. Give me wisdom to see us home. Give me a tune to sing of our glory."

Effect

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you also gain a +2 bonus to spell attack rolls and to your spell save DC.

Give Me Wings. Using a bonus action, you can stand astride the staff and speak the command words, causing the staff to hover beneath you. It can then be ridden in the air with a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The staff stops hovering when you land.

Not Today. While grasping Nyoom and declaring "Not today!" you can reroll one of your rolls or allow one of your allies within 30 feet of you to reroll one of theirs before the outcome of the roll is determined. You can use this ability once per long rest.

Olhydra's Tear

VERY RARE *Weapon (any sword), requires attunement*

A rippling blade of pure water extends from the pale driftwood hilt. When the sword is swung in battle, flickers of purple electricity surge through the blade. This sword was created to aid in the defeat of Chaos, an elemental titan able to wreck devastation across the material plane with its ability to harness all four elements.

Effect

You gain a +2 bonus to attack with this magical sword. When an attack hits, the sword deals an extra 1d6 lightning damage. Once per turn you can choose another creature within 5 feet of the target to make a DC 14 Dexterity saving throw. On a failed save the creature also takes the full lightning damage, and takes half the damage on a successful save.

Oykron Crystals

VARIABLE *Wondrous item*

These emerald green crystals can only be found and harvested from a few highly secret and guarded locations on the prime material plane. They form when a magical waterfall or stream permeates its way through the cracks and crevices of solid rock and deposits its minerals on the surface of a cave wall, deep below the surface. Over millennia these minerals can grow to become crystals.



It takes extraordinary care to harvest these crystals without damaging them when they are found. This is a job which is extensively left to deep gnome (svirfneblin) artisan gem cutters.

Effect

When these crystals are touched by another magical item, they immediately nullify all magical effects around them as if the *antimagic field* spell had been cast. The duration, radius, and power of that antimagic field is dependant on the size and the clarity of each crystal.

Size	Rarity	Effect Duration	Area of Effect	Number of Uses
Tiny (1 in.)	Rare	1d4 rounds	One magical object	None, shatters after use and is destroyed
Small (2 in.)	Rare	1d6 rounds	5 foot radius sphere	One per day. If used more than once per day, it shatters after use and is destroyed
Medium (4 in.)	Very Rare	1d8 rounds	10 foot radius sphere	Roll a d6. On a 1 it shatters and is destroyed. If used more than once per day, cumulatively subtract 1 from the dice result to see if it shatters
Large (8 in.)	Very Rare	1d4 minutes	100 foot radius sphere	Roll a d12. On a 1 it shatters and is destroyed. If used more than once per day, cumulatively subtract 1 from the dice result to see if it shatters
Giant (12 in.)	Legendary	1d6 minutes	300 foot radius sphere	Roll a d20. On a 1 it shatters and is destroyed. If used more than once per day, cumulatively subtract 1 from the dice result to see if it shatters

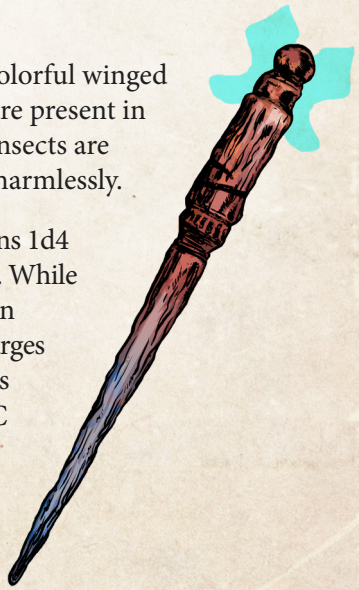
Painted Lady

RARE *Wand, requires attunement by a wizard, bard or sorcerer*

This elegant wand once belonged to an Elven High Mage known as Iris. She saw beauty in the ephemeral.

Effect

This wand attracts small and colorful winged insects to you whenever they are present in the local environment. These insects are non-hostile, and flutter about harmlessly.



The wand has 4 charges. It regains 1d4 expended charges daily at dawn. While holding the wand, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *disguise self* (1 charge), *color spray* (1 charge), *animal messenger* (Butterfly) (2 charges), *fly* (4 charges).

Pendant of the Unrelenting March

UNCOMMON *Wondrous item, requires attunement by a paladin, cleric, or monk*

A necklace of heavenly origin, these are worn by many foot soldiers of good-aligned temples, churches, and knightly orders. The stronger their faith, the harder it is to bring them down in battle.

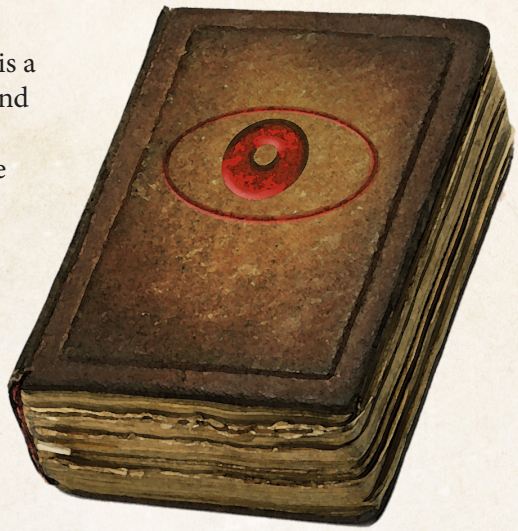
Effect

While attuned to this pendant, you gain damage reduction equal to your Charisma modifier to bludgeoning, piercing and slashing damage from non magical sources.

Pendygraft's Living Bestiary

RARE *Wondrous item, requires attunement*

Due to a clerical error, the small-time artificer Guy Pendygraft purchased the supplies necessary to create one hundred of these volumes, plunging him into debt and forcing him to pawn these off to any adventurer that can offer the coin.



The book, which is a thick leather-bound tome, bears the image of a red eye on the cover and is initially filled with hundreds of blank pages that magically fill in as the owner encounters creatures.

Effect

You may use an action to observe a creature, which fills in a single page of the bestiary with an illustration and several annotations of the creature being observed. Witnessing the death of a creature also fills in a page if one has not been filled in already. Once a creature has an entry in the bestiary you can take 1 minute to read the entry, gaining advantage on all Arcana, Nature, or Religion checks made to learn details about the creature. The bestiary can only create entries for types of creatures (such as owlbears, goblin archers, or steam mephits) and not individual creatures (such as Gregory the cleric).

The bestiary never runs out of pages; a new page is magically added if a new entry would ever completely fill the book.

Performer's Topaz

LEGENDARY *Wondrous item, requires attunement by a bard*

This glittering yellow stone captivates your audience while you perform.



Effect

While you possess this gem, you have advantage on Charisma (Performance) checks. Additionally, this gem has 5 charges, and it regains 1d3+2 expended charges daily at dawn. These charges can be used to activate the following abilities:

- **Song of Action** (3 charges). As an action you grant one ally that can hear you an extra action on their turn.
- **Song of Healing** (5 charges). As an action you cast the *mass cure wounds* spell
- **Song of Protection** (1 charge). As a reaction you grant magical protection to an ally that can hear you. They gain a +5 AC bonus for one round. You can sing this song after a creature makes its roll, but before the DM determines the outcome.
- **Song of Recall** (3 charges). The power of your song restores a spell slot of level 3 or lower for an ally that can hear you.

Pick Insects

VERY RARE *Wondrous item, requires attunement by a rogue*

These lockpicks have a thin grooves running across their surface. When activated, they unfold spindly metal legs and skitter around in a jerky manner.

Effect

As an action, you can command these lockpicks to walk up to 30 feet to pick a lock, using your Dexterity (Sleight of Hand) ability modifier. You must be able to see the lock at all times, and the lockpicks cannot move more than 30 feet away from you or they get confused and start to wander.



Pin of Glacial Cold

RARE *Wondrous item, requires attunement*

This silver climbing pin is 6 inches long and a half an inch across. Frost forms on the surface of the metal and it is always cold to the touch.

Effect

As a bonus action, you can hammer the pin into earth or stone, instantly transforming the ground in a 30 foot radius into a slippery, icy surface. The area considered difficult terrain and any creatures touching the ice or starting their turn on top of it suffer 5d8 cold damage. If you are attuned to the pin you are immune to damage caused by its cold effect and can treat the area as regular terrain.

Pipes of the Damned

RARE *Wondrous item, requires attunement*

These pipes are made from a series of skeletal femurs fastened together with leather. Each of the bones have small holes similar to a flute or recorder. The pipes produce an eerie, uncomfortable sound, similar to a lover's lament.

Effect

You must be proficient with wind instruments to use these pipes. While attuned to the pipes, undead creatures with a challenge rating of 1 or lower are indifferent toward you and will not attack you unless you threaten or harm them.

The pipes have 3 charges, and regains all charges daily at dawn. While playing the pipes you may use an action to expend 1 to 3 charges to cast the *animate dead* spell. The number of charges expended in this manner determines the level that the spell is cast: 1 charge to cast it at 3rd-level, 2 charges to cast it at 4th-level, and 3 charges to cast it at 5th-level. Charges are expended even if there are not enough corpses or skeletons required for the level that the spell is cast.

Polarizing Piton

COMMON *Wondrous item, requires attunement*

Halflings are renowned for their wanderlust, especially their adventuring chefs who often end up feeding any party they find themselves questing alongside. No halfling would ever consider the possibility that their comrades would adventure on empty stomachs. Some halfling communities have created means of enchanting sets of silvered pitons to also function as compasses, with the added benefit of being able to snuffle out delicious ingredients to help its owner keep cooking delicious meals for the party.

Effect

Once per day, you can place the piton on the palm of your hand and use one of the following features:

Empty Stomach. The piton spins counter-clockwise, and then points to the nearest source of food within one mile. You know the direction and distance to the food source, and can find it with relative ease. When you arrive, you find enough food to provide a day's rations for the party. You find enough food for 1d6+2 Medium or smaller creatures for one day. If there is no food within one mile, the piton doesn't spin.

Room and Board. You imagine a location that you know by name and serves food, such as an inn or tavern. The piton spins clockwise, and fixes on that location. You have advantage on the first Wisdom (Survival) ability check you make to find your way to that location that day.

The piton can also be used as a part of a Climber's Kit *(see the Player's Handbook, p.151)*.

Portable Campsite

LEGENDARY *Wondrous item*

The portable campsite is a must have for all of you happy adventurers out there in the realms! It's the answer to camping in the rain, camping in deserts, camping on hard ground, yes, even camping in the clouds! With a simple word, this little 5 inch by 5 inch cube can unpack itself into a cozy campsite that will keep your adventuring troupe of up to eight members well accounted for after a long day of hard adventuring. Need a roaring campfire (smokeless I might add!)? It's got that! Need waterproof tents? It has one for each of you! Need to keep those nasty biting insect pests away? I've got a wonderful smelling salve I'll throw in for a silver! But what it does best is give you that little 'something extra' that your run-of-the-mill campfire can't...bountiful rest! That's right...sleeping in a portable campsite is the most restful sleep you will find outside of the most luxurious (and might I add, expensive) inns. Oh, you'll be thanking me for this. Think of the money you will save in room fees alone! I think you'll find there's not better way to adventure than with this amazing little gadget! What do you say?

Effect

The portable campsite is a five pound cube that unpacks into 8 single person waterproof tents, complete with cots, wool blankets, and pillows; conjures a fully ignited cook fire (smokeless) with sitting stumps arranged around it in a circle, an iron pot, iron skillet, cooking spit and roasting rack. Land about the site is cleared of natural, inanimate obstacles while the cube is unpacked returning to normal once packed up again.

Unpacking/Packing time. 1 minute (uninterruptible)
Range. Self, 25 foot diameter sphere (5x5 grid)
Components. V, portable campsite cube
Duration. 12 hours or until dispelled, Resets after another 12 hours

The portable campsite has the following magical effects:

- The campsite looks fresh and new with each unpacking. Any object or creature brought into the campsite is left on the ground when the cube is packed up. Anything taken disappears outside of its area of effect.
- A permanent campfire (As per the spell create bonfire).
- A light and gentle song is always present within the confines of the campsite. Ill effects are cured after 8 hours of continuous sleep. (As per the spell lesser restoration).
- The campsite is a comfortable temperature no matter the current local climate. Although physical weather still affects the camp. Rain falls, snow falls (and melts), wind blows, etc.

The portable campsite is not a weapon and will not function if used as such. It can not be used to cause harm to another creature of any size, type, or alignment in any way. Attempting to do so destroys the cube which dissolves into fine dust.

Portable Pit

RARE

Wondrous item

In his youth the legendary kobold mage Metathraxicus Shade came upon a magnificent device: a **portable hole**. Budding genius that he was, it didn't take Metathraxicus long to see its obvious potential as a devious kobold trap. After adding width, depth, spikes, and illusory concealment to the original design his vision was realized, and the first portable pit was created.

Effect

You can use an action to unfold a portable pit and place it against a solid surface, presumably a floor or the ground, whereupon the portable pit creates an extradimensional pit. The pit is 10 feet deep, with spikes in its bottom. Additionally, the pit magically conceals itself, creating an illusory surface that is virtually identical to the surface it was placed upon. A successful DC 15 Wisdom (Perception) check is required to notice a slight shimmering in the illusory surface of the pit, and a successful DC 15 Intelligence (Investigation) check reveals that the shimmering has an edge that can be lifted or rolled up, deactivating the pit.

Creatures walking over the pitfall in, taking 4 (1d6) bludgeoning damage from the fall and an additional 11 (2d10) piercing damage from the spikes.

In all other ways the portable pit behaves as a **portable hole**, although using it as a storage device would reduce or eliminate its usefulness as a trap.

Potion of Shadow Form

RARE

Potion

Effect

This liquid is greyish in color with black flecks. When you drink this potion your body is subsumed by your shadow. In light you appear as an unattached shadow and in darkness you vanish completely unless viewed with the *truesight* spell or similar magic.

You can move your normal speed on any solid or liquid surface, such as walls, ceilings, lakes, or even up the face of a waterfall. However you cannot fit inside or through a space smaller than your normal size.

You have resistance to all damage except psychic damage. You cannot cast spells, use spell-like abilities, harm anyone physically, or manipulate objects. The effect lasts for 1 hour and can be ended as a bonus action.

Potion Purse

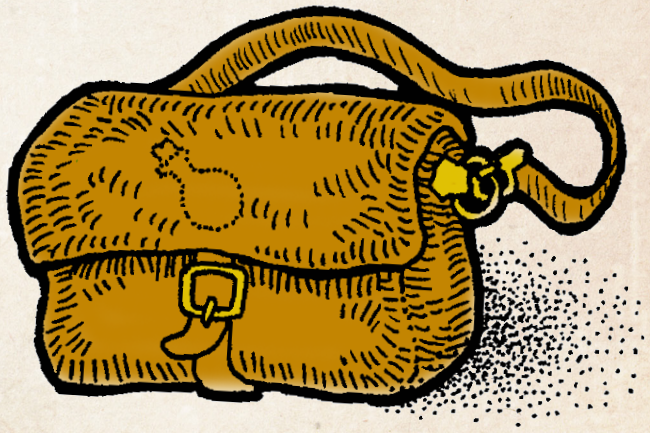
COMMON

Wondrous item

This small purse is 8 inches wide, 5 inches tall, and 4 inches deep. The purse has a shoulder strap, which can be removed to allow the purse to be fastened to a belt.

Effect

Up to twelve potions may be stored in the purse. When you place a potion in this purse, the potion decreases in size and remains that way until removed from the purse. In addition, any potion placed in the purse is immune to all damage types. The purse has the same effects as the ***bag of holding*** if it is placed inside an extradimensional space.



Pouch of Slumber

COMMON *Wondrous item*

This small dark blue pouch contains a mixture of flower petal, ground up crickets, and sand.

Effect

This pouch has 3 charges. You can expend 1 charge as an action to reach into the pouch and remove a single dose of its contents. You may throw this dose into the face of one creature within 5 feet of you, or add it to a single portion of food or water to be ingested. When you do so, roll 5d8. Any creature affected by the dose whose current hit point are equal to or less than the result of the roll falls unconscious. They remain unconscious for 1 minute, until they take damage, or until someone uses their action to slap or otherwise wake the creature up.

Undead and creatures immune to being charmed cannot be affected by the pouches contents. The pouch regains all charges daily at dusk.

Prospero's Mask

RARE *Wondrous item, requires attunement*

Prospero's mask belongs to Prospero, the Marquis di Maschera, a cambion prince of the Nine Hells. The mask depicts three faces, each with a different expression: one of horror, one of joy, and one of anger.



Effect

While attuned to the mask you gain a +3 bonus to Charisma (Deception) and Charisma (Performance) checks. In addition, you can cast the *disguise self* spell at 1st-level 3 times per day. Expended uses of the spell are regained after a long rest.

This mask stores 3 1st-level *disguise self* spells that regenerate every 24 hours.

Psyforged Blade

UNCOMMON *Weapon (shortsword or longsword), requires attunement by a fighter or barbarian*

This sword is a beautiful straight blade forged of a blue-tinted metal. The hilt is composed of meteorite, wrapped with soft leather straps. Just above the hilt is a scintillating gyroscope that casts a purple glow in two lines running to the blade.

Effect

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

Once per turn, you may make a ranged attack on a single target within 60 feet using this blade. A bolt of psychic energy that discharges from the tip of the blade, dealing 1d10 psychic damage on a hit.

As a bonus action you may make a DC 10 Charisma check to establish a psychic link with the blade. On a success, the gyroscopes spins around with great intensity making the two lines on the blade light up with a purple light. For 1 minute, or until you choose to end the effect or become incapacitated, your eyes emit a bright purple glow and all of your melee attacks deal an additional 1d10 points of psychic damage. On a failure, the gyroscope overcharges and the blade can not be activated again until the end of a short rest.

Puppeteer's Vial

VERY RARE *Wondrous item*

This small glass vial is sealed with a cork that has been imprinted with a ring of arcane symbols. The transparent glass in these vials can only be blown from very particular materials: sand that has been touched by the fingertips of a dao, sprinkled with blood drawn from a still-living flesh golem. They are typically sold only by particular high-end black market dealers, especially those on planes other than the Material.

Effect

The vial can hold one ounce of liquid. When it is filled to the brim with the blood of a single, living creature, you may insert the cork, sealing the vial. Once this is done, you may use your action to cast the *dominate monster* spell (DC 18) on that creature once per long rest. The vial must be on your person when you cast the spell, and you do not need to maintain concentration when casting the spell in this way.

The cork may be removed as an action and doing so will immediately end a *dominate monster* spell cast from the vial.

Pylon of Blessed Power

UNCOMMON — *Armor (any medium), requires attunement by a spellcaster*

A bulky, yet surprisingly lightweight pearlescent armor with symbols of the sun and moon surrounded by a lightning wreath on the chestpiece. It includes a gauntlet, adorned with two parallel lightning bolts going along the sides, with and image of a sun and a moon on the back.

Effect

Any time you cast a spell that deals radiant damage, or heals a non-undead creature, the glove glows slightly. Until the end of your next turn, any time you deal damage with a melee weapon wielded in the gloved hand, the attack deals an extra 1d4 radiant damage. Also, the glove is heavy enough to be treated as a club when worn, dealing 1d6 bludgeoning damage on a hit.

Quaal's Feather Token – Serpent

RARE — *Wondrous item*

This tiny object looks like a coin, with a feather on one side and a serpent on the opposite. Different types of feather tokens exist, each with a different single-use effect.

Effect



You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a spectral serpent takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the serpent, with an attack bonus of +8. On a hit, the target takes 1d8+3 force damage.

As a bonus action on your turn, you can direct the snake to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The serpent disappears after one minute, when you use an action to dismiss it, or when you are incapacitated or die.

Raskin's Splenectomy Knife

COMMON — *Weapon (dagger)*

Though otherwise mad as a box of frogs, Raskin had a disturbing talent for roadside surgery.

Effect

When wielding Raskin's splenectomy knife, you gain advantage on Wisdom (Medicine) checks made to stabilize the dying.

Redbeard's Eyepatch

UNCOMMON — *Wondrous item, requires attunement*

Worn leather eyepatch has the faded remnants of an eye embossed on it in gold leaf. It once belonged to a fearsome pirate, known as Redbeard, who was known for scouring every inch of the ships he boarded to find hidden gold.

Effect

Once attuned and worn, this patch allows you to detect hidden gold— be they coins or objects— from up to 100 feet away.

Returning Weapon

RARE — *Weapon (any), requires attunement*

Returning weapons are famed for their lighter construction and deadly balance, allowing them to be thrown and then caught back again with a mere thought.

Returning weapons can be identified by the endless rows of micrometric glyphs running across their entire length. Scholars believe they convey the magic that allows even extremely heavy items to be flung and caught. Others believe that they fly as similar etchings emulate the flow of the wind.

Effect

A returning weapon is a +1 version of a standard weapon. As an action, it can be thrown within 30 feet of you and commanded to return to you hand as a bonus action.

Ring of Displeasure

UNCOMMON — *Ring*

A rather bland looking brass ring.

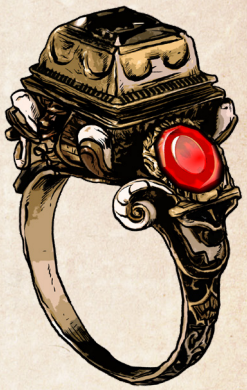
Effect

Once per long rest, you can use this ring to cause a creature within 30 feet to have disadvantage on one Charisma-based skill check.

Ring of High Magic

LEGENDARY — *Ring, requires attunement by a spellcaster*

Effect



While you are wearing and attuned to this ring, all of your spells of 5th level or lower function as if they were cast using a spell slot of one level higher. In addition, you gain two extra spell slots; one equal to your spellcasting modifier (minimum of +1), and one equal to your highest spell slot level. Both of these slots are regained after a short or long rest.

Ring of Moxie

UNCOMMON *Ring, requires attunement*

An emblem of a pair of crossed swords are set into this cold iron ring. When used, the ring feels warm to the touch.



Effect

While attuned to this ring, you feel a surge of power after felling an opponent. When you reduce an enemy to 0 hit points with a melee weapon attack, you can add an extra 1d6 force damage to the damage dealt by your next successful attack.

Ring of the Beast

UNCOMMON *Ring, requires attunement*

This thick wooden ring is flecked with diamond dust and carved with images of an animal.

Effect

While wearing this ring, you can *polymorph* into the creature pictured on the ring, retaining your original form's Intelligence, Wisdom, and Charisma scores. Once expended, you cannot use this effect again until you complete a short or long rest.

Roll on the chart below to determine the type of beast depicted on the ring.

d20	Creature	d20	Creature
1	Baboon	11	Jackal
2	Badger	12	Lizard
3	Bat	13	Octopus
4	Cat	14	Owl
5	Crab	15	Quipper
6	Deer	16	Rat
7	Eagle	17	Raven
8	Frog	18	Scorpion
9	Hawk	19	Spider
10	Hyena	20	Weasel

Ring of the Mighty Fist

VARIABLE *Ring, uncommon (+1), rare (+2), or very rare (+3)*

This simple gold band is topped with one or more jade stones shaped like a fist.

Effect

The number of stones (maximum three) in the ring determines the bonus to unarmed attack and damage rolls you receive while wearing the ring.

Ring of Tongues

UNCOMMON *Ring*

"They say Aurus Silverquill has a real gift for languages—perhaps travel really is the best teacher…"

—Old Stevan

Bard-in-residence at The Suckling Pig, Aurus Silverquill was once a traveling minstrel who traversed the Realms. He commanded an impressive use of languages and locals reported him chatting in Elvish, singing in Orcish, laughing in Gnomish and even telling raucous jokes with an exiled drow noble. Little did they know that the dull-looking copper ring on his right hand played a key role in his linguistic charm.

Effect

When you don the ring of tongues and shake the hand of another humanoid creature, you gain the ability to speak and understand their native tongue, but not to read or write it. The effect will last as long as the ring is worn. Removing the ring resets the effect.

Ring of Transformative Luminescence

RARE *Ring, requires attunement*

A stout gold band which is slightly translucent under very bright light. Under such light, a thin inscription reading "light finds a way" appears.

Effect



Once per day, you can turn into a floating ball of light for 1 minute. While in this form, you can move at normal speed and can pass through glass and other translucent or transparent objects. You can also pass through any tiny spaces light could penetrate, such as under doors or through prison bars. You cannot communicate, cast spells, or take any action other than the move action while transformed.

Rings of Enmity

COMMON *Ring*

These rings are iron with a flint insert, when set beside each other they clash and spark crazily in some sort of constant battle.

Effect

When worn by two separate creatures these rings cause

the wearers attitudes toward each other to become hostile until the rings are taken off. When either wearer removes a ring, the effect ends and they immediately understand the ring was the cause of their hostility. The rings will also slip from the wearers' fingers if either wearer enters an antimagic field or is subject to an effect such as a beholder's antimagic eye ray.

If a creature attempts to wear both rings themselves they take 1d6 fire damage, are hurled 1d10 feet in a random direction and the rings slip from their fingers.

Robes of Shadowmyst

VERY RARE *Wondrous item, requires attunement*

These robes are barely palpable to the touch. Much like the diaphanous strands of a spider's web, the robes have the appearance of being delicate but in truth are very sturdy. In the fey realms, there is a glade where nymphs and fairies play. It is also said that once every thousand years, they gift a boon to the high fey court. One such noble, Yarrow Shadowmyst, requested a commision of a garment that would protect him from high intrigues and allow him to study his craft in safety. His request was granted, and history suggests that nine in all were made. These robes are highly coveted by spell casters for their abjurative properties.

Effect

The robes of Shadowmyst are woven together with shadow and moonbeams, spider silk, and ether. Imbued with fey power, the robe allows you to cast *mage armor* as a bonus action twice per day. In addition, if you are already capable of casting *mage armor* as an action and do so, the robe grants a bonus of +2 AC above the current spell's power (also only twice per day). This power recharges each sunrise.

You can also cast *misty step* twice per day as an action. If you are already capable of casting *misty step* and do so, the robe grants double the teleportation distance (60 feet). This also recharges each sunrise.

Lastly, the robe gives you a +5 bonus to Charisma checks when speaking with any creature of fey ancestry. A DC 20 Wisdom (Insight) check is required for any fey creature to realize that the robe is present and influencing them. Any non-fey must use the *identify* spell to realize what you are wearing

Rod of Fortune Seeking

UNCOMMON *Rod, requires attunement by a dwarf*

Made by the dwarves, this short iron rod ends in a hand holding a golden coin.

Effect

When activated, this rod draws you to the largest contiguous mass of gold within 1000 feet. It will detect a mass of gold as small as a single coin. You can't use this property again until you finish a short rest.

Rod of Tentacles, Eyes, and Mouths

LEGENDARY *Rod, requires attunement*

This rod is warm to the touch and covered in living human skin. Along the length of the rod, eyes of all colors stare endlessly. Between the eyes are mouths of all shapes, silently closed. At either end of the rod hang short squid-like tentacles that can suddenly elongate.

Effect

While holding this rod you gain the following benefits:

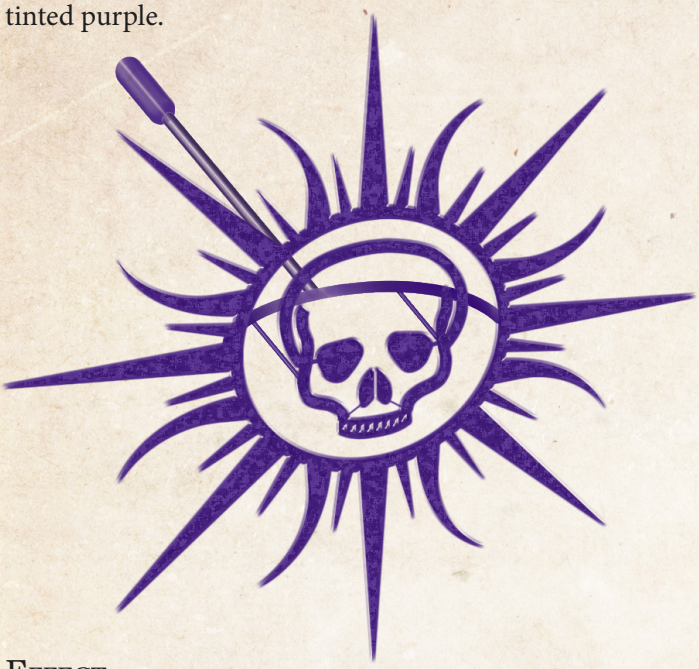
- You gain darkvision out to a range of 120 feet.
- You gain truesight out to a range of 120 feet.
- The tentacles on the rod function as +3 whips. As an action, you can use one of the whips to attempt to disarm a creature that is wielding a weapon by making a Dexterity ability check contested by the target's Strength or Dexterity ability check (whichever is greater). If you win the contest, the target is disarmed and the object you disarmed lays at your feet.



Rod of the Purple Sun

LEGENDARY *Wondrous item, requires attunement*

This branding rod is made of an unknown oily metal that causes a feeling of revulsion when held. The head is shaped like Cyric's burning sun motif and its metal is tinted purple.



Effect

Upon branding your animal companion, the rod liquifies and flows into the brand. From this point on, at the start of each combat encounter, your animal companion descends into madness. For the remainder of the combat, your companion will always attack on its turn as if you had commanded it to attack. You do not need to spend an action to command it to attack. It will always target the nearest creature—friend or foe— moving to the target by the shortest route necessary. If there are two creatures that are equidistant from the animal companion, it will choose a target at random.

Your animal companion gains an additional bonus to damage rolls equal to half your level. Whenever your companion deals damage to its target, you may choose to have your animal companion perform one of the following:

Mighty Sweep. The animal companion swings at the target and another creature within 5 feet of the target. If the original attack roll would hit the second creature, the second creature takes half the damage inflicted on the initial target.

Daunting Roar. The target must make a Wisdom saving throw. On a failed save, it is frightened of the animal companion until the end of your companion's next turn

Unbalancing Strike. The target must make a Strength saving throw. On a failed save, the target is knocked prone.

The Save DC for Daunting Roar and Unbalancing Strike is equal to 8 + your proficiency bonus + either the animal companion's Strength or Dexterity bonus (whichever is greater).

Once combat ends, if your animal companion attacked a party member while it was maddened, your animal companion must make a Wisdom saving throw against a DC equal to the highest amount of damage it inflicted on any party member in one round. If it fails the saving throw, it will abandon you and flee into the wilderness.

Curse

Once an animal companion is branded by this item, it must always go mad in combat. The brand can only be removed by a remove curse spell or similar.

Rogue's Vest

RARE *Armor (light), requires attunement*

This black, sleeveless leather vest possesses several pockets and pouches. A small emblem is etched in a golden thread along the collar.

Effect

The vest can magically produce the various items that are often found in a standard burglar's kit along with a set of thieves' tools. While attuned, you can spend an action to whisper what item you need and retrieve it out of a pocket. If an item produced by the vest is lost or destroyed, it will not replenish until dawn the following day. The vest also can store 8 cubic feet of additional materials and items.

Additionally, you have advantage on Dexterity checks when using your thieves' tools on mechanical devices or locks.



Runehammer

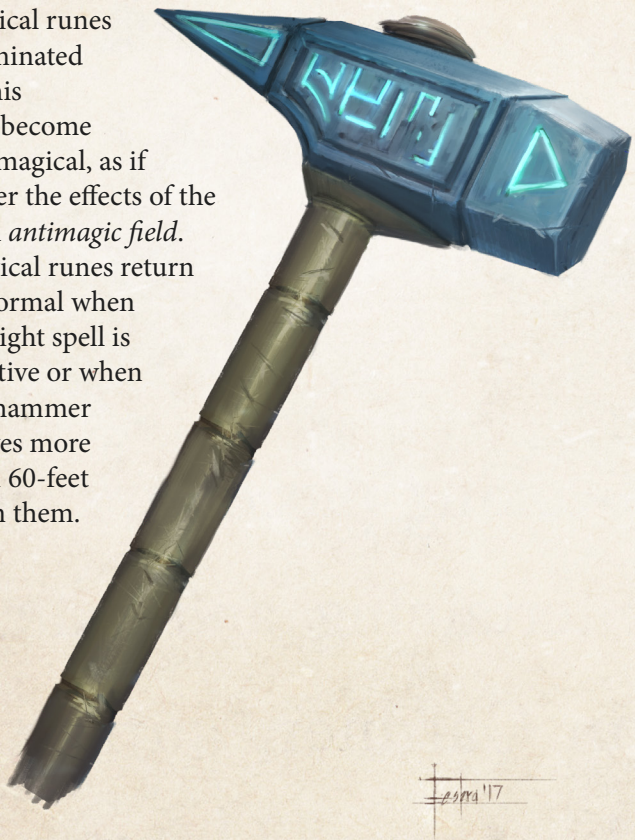
VERY RARE — *Weapon (warhammer), requires attunement*

The Runehammer is a solid warhammer with a bronze haft and a head of blue-grey steel. Etched into the sides of the hammer are runes in an ancient dwarven script that glow with an inner blue fire – one side reads "Knowledge" and the other "History."

Effect

While attuned to this warhammer, you gain the following benefits:

- You gain a +1 bonus to attack and damage rolls made with this weapon.
- You are able to read any written dwarven script, current, ancient or derivations. It will not decipher cryptic or coded messages, though the letters or words used can be discerned verbatim.
- If used as a thrown weapon, the hammer returns to your hand after the attack, flying through the air and taking the shortest possible root back while avoiding any obstructions. It can only be thrown and return in this manner once per round, regardless of the number of attacks its owner may be able to perform.
- The runes engraved on the hammer glow with a pale blue radiance. While attuned to this weapon, you can cast the light spell, with the target centered on head of the hammer. While the spell is active, all magical and nonmagical runes within 60 feet of the hammer begin to glow. All magical runes illuminated in this way become nonmagical, as if under the effects of the spell *antimagic field*. Magical runes return to normal when the light spell is inactive or when the hammer moves more than 60-feet from them.



Rustic Charm

COMMON — *Wondrous item, requires attunement*

This bundle of herbs, tokens and other simple accessories is a must have for any noble on the go in less privileged areas, transforming the cheap and cheerful offerings of the humble into the artisanal craft they are used to.

Effect

While wearing this charm, any food or drink you consume of a low quality becomes tasteful and pleasant. This includes rations or scavenged food.

Sanguine Shield (The Bloody Bulwark)

ARTIFACT — *Armor (shield), requires attunement*

The sanguine shield is a large shield around 2 and a half feet tall and 2 feet wide (at its widest point). Its steel surface is blood red, and a deep crimson tower is emblazoned on its face. The red face swirls and shifts like liquid beneath the surface, and the tower radiates a menacing glow during the night hours.

The sanguine shield was forged in antiquity for a knight who bore a tower crest. Originally the shield was a shining silver and protected the knight in countless battles. It was entombed with him upon his death from old age.

Many years later, it was unearthed by an adventuring paladin, Everam Talshar, who discovered it while battling an infestation of ghouls menacing a nearby town. They had been using the tomb as a lair, and the paladin had taken up the shield in desperate defense as the pack was about to overwhelm him. He prevailed, though was bloodied in the battle. The grateful mayor, a descendant of the ancient knight, bestowed the shield on Everam as reward. Everam travelled the lands, making a name for himself as an undead slayer, and always the shield protected and revitalized him.

However, as the years wore on, the constant battle and strain took its toll, and Everam's hope became despair and his desire became fatalism. He became callous and hardened, uncaring and lacking empathy.

In time he found himself at an ancient castle on a mountain overlooking a small village, in which a vampire had installed himself as ruler of the small community, calling himself the Dark Count. In exchange for protection and "benevolent governance" the vampire took tribute in villagers for sustenance. Everam assaulted the stronghold, more out of habit than anything else. He battle the undead, and quickly realized he was out matched. In a desperate attempt to revitalize the depleted shield, he

accidentally drew life from an imprisoned villager, slaying the poor man. It was at this point his will broke and his dark adversary overwhelmed him. He was not slain. Instead he was turned by the vampire and became what he had hunted: a dark creature of the night.

Still bearing the shield, Everam was dispatched by his master time and time again as a herald of punishment and death, assaulting either enemies of his kind or to consolidate the Dark Count's rule. Lost in evil and despair Everam figuratively and literally waded in the blood of any who stood against his master's designs. Many, many years passed this way.

Eventually a young maiden, Lillian, was brought to the castle as a sacrifice by the cowed villagers. She was tough and fiery, and it was these traits that caused the people to select her, fearing her outspoken defiance would reach the castle and cause the Count to punish them. Instead they sought to appease him with her offering. She would not go quietly, and fought through the Dark Count's subtle charms and crushing grip, managing to strike and wound the powerful undead. In that moment Everam's lost hope reignited.

The girl's fierce will in the face of certain death sparked his own rebellious flame.

Crying bloody tears of joy, he hurled himself upon his master, and the two slew each other in a horrific display of savage bloodletting. By that dawn the young woman returned to the village, bitterly telling the tale of the redeemed vampire Everam, who did what her people would not.

She bore the shield of her saviour, and left the village for the wider world, vowing to seek out and destroy evil as he had before her.

Effect

While attuned to this shield, you gain the following benefits:

- The shield is a +2 shield.
- You gain resistance to poison and necrotic damage.
- Any creature attacking you with nonmagical weapons or unarmed strikes while you are using this shield suffers 1d4 points of necrotic damage per attack that hits, as the shield exacts an "eye for an eye" toll.
- The shield has 3 charges and regains 1d3 expended charges each day at dawn. While holding the shield you can expend one or more charges as an action to cast the following spells: *false life* (1 charge per spell level), *shield* (1 charge), *vampiric touch* (3 charges). Each successful use of *vampiric touch* recharges 1 blood charge. This replaces the need for the wielder to "feed" the shield to regain charges (as below).



Hunger. As a reaction, you can cause the shield to regain charges by suffering damage. The shield regains 1 charge for every 10 hit points of damage you suffer in this way, to a maximum of 3 charges. The shield can only be fed by the attuned owner, and such wounds can be healed normally.

Exsanguinate. As an action you can expend all 3 charges and sacrifice 30 hit points worth of your own blood to feed the shield, allowing you to cast the *harm* spell (DC 18 spell save). This takes the form of massive blood loss, and can only affect creatures that have blood, or a blood analogue. This ability does not affect undead or constructs. Using this ability expends all the shield's charges, and you cannot use the shield's **Hunger** feature until you have completed a long rest.

A Price to Pay. Bearing the sanguine shield is a burden for most, and the righteous most of all. The shield's bloody history and reputation are like a supernatural weight, and ill fortune follows in its wake.

Wherever you go, there is possibility of the shield being recognized by reputation, which will generally provoke negative reactions for most who do. You are

at disadvantage on Charisma checks when seeking to favorably influence good aligned individuals. At the DMs discretion there may be a benefit when dealing with evil aligned individuals, though they are just as likely to react with avarice or fear in its presence, incurring the disadvantage as above.

In addition, you bear the spectral weight of the previous owner's sins. You appear as a fiend to abilities that sense such things— paladin or clerical detection for example. You also suffer a constant haunting of dark emotions and desires. These visions do not affect evil bearers or those who relent and give in to the dark desires borne by the shield. If they do so, their alignment shifts to evil.

Means of Destruction. The sanguine shield is steeped in so much blood and death it has lost all connection to its original purpose— as a symbol of protection for the weak. If you bear it for 1 year without 'feeding' it through blood (or the use of the *vampiric touch* ability) and commit no evil or selfish acts, the shield will pale in the dawn of the next day, the crimson bleeding from the surface, to leave behind a shining +2 shield, with no other powers or features, its sins washed clean.

Scarmantle

VERY RARE — *Armor (plate), requires attunement by a good-aligned paladin or cleric*

"Bear your failure with honor, for without penance there cannot be purity."

—Unknown

Scarmantle is a suit of plate armor fashioned by celestial master smiths to clad the bodies of those champions who have fallen from grace, so that their penance can never truly end.

It is rumored that a powerful angel, clad in golden plates with a fiery halo, descends from the heavens to gift the Scarmantle to a worthy supplicant who has fully surrendered themselves to make amends for their shame.

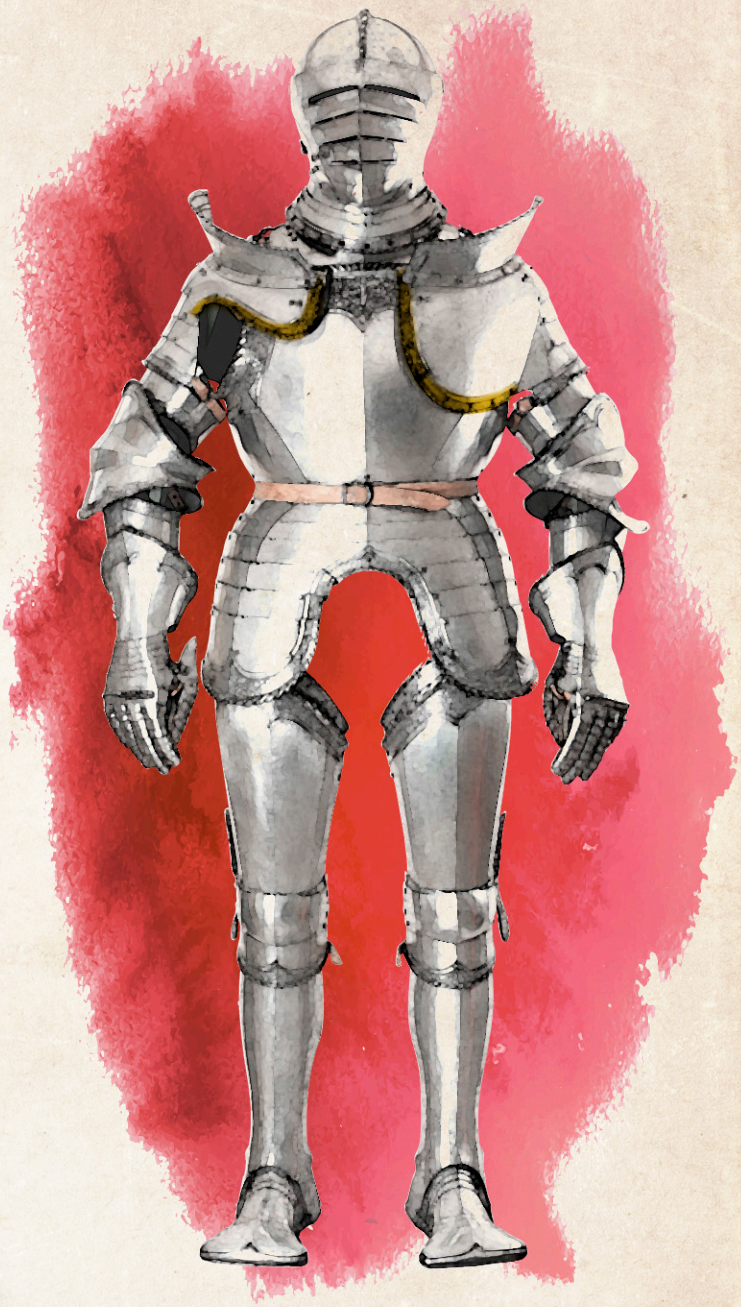
Should the supplicant ever be absolved of their sins, either by deed of sacrifice or heavenly judgement, the golden-armored angel comes again to retrieve the Scarmantle.

Should the supplicant die while questing for absolution while wearing the Scarmantle, the golden armored angel descends from the heavens to help in the resurrection ritual, for the supplicant is not yet worthy of eternal rest.

Effect

The Scarmantle is a suit of plate armor +2. While attuned to it, when an ally within 15 feet of you takes damage, you may use a reaction to suffer it in their stead, gaining resistance to the damage type.

You may utilize its reaction effect a number of times equal your spellcasting ability modifier (minimum of 1), refreshing at dawn.



Scentless Brooch

COMMON — *Wondrous item, requires attunement*

This small green brooch has been molder in the shape of a pine tree.

Effect

While wearing this brooch you are undetectable by Wisdom (Perception) checks that rely on smell.

Serpent Stride Armor

VERY RARE — *Armor (medium), requires attunement*

Snakes twist and turn across the hardened leather of this armor, each at the cusp of striking out with their fangs, their small red eyes glaring and shifting. They shed their skin to ward off harm and guide their wearer through dense jungles and mud.

Effect

You gain a +1 bonus to AC while wearing this armor. While attuned to this armor, you are immune to the effects of difficult terrain. Additionally, you gain advantage on saving throws and ability checks versus being grappled.

Once per day, you may choose to succeed on a saving throw against an effect that would paralyze, restrain, or incapacitate you. Being incapacitated from going unconscious cannot be undone with this effect.

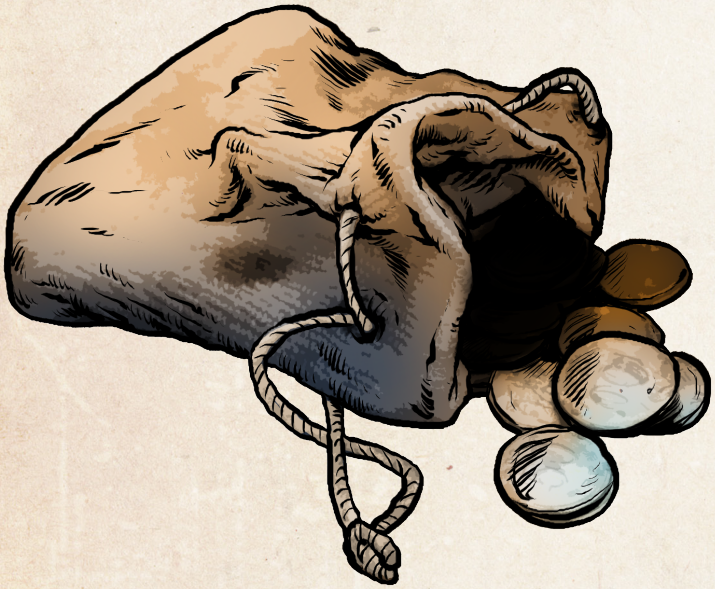
Seven Coin Purse

UNCOMMON — *Wondrous item, requires attunement*

This small leather purse always jingles as if it is filled with coins.

Effect

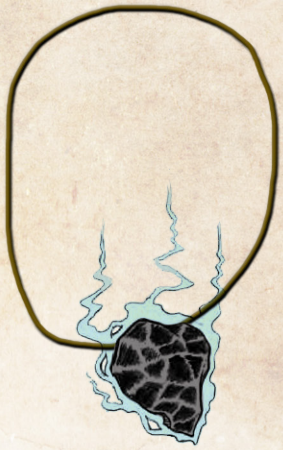
When you reach into the pouch, you can pull out a coin that mimics the shape, material, and denomination of a coin you are thinking about and have previously seen. Once removed from the purse, all coins magically return inside it the following morning at dawn. If you pull an 8th coin from the purse before dawn, the oldest coin pulled from the purse that day disappears and returns to the purse.



Shard of the Namestone

RARE — *Wondrous item, requires attunement*

There are legends of gnoll tribes who worshipped an ancient, mysterious obelisk. Strange rituals abolished the memories and identities of their members. When the obelisk fell, the truth was destroyed with it. Only this shard remains.



Effect

Once attuned, you can use the shard of the Namestone to attempt to modify the memories of other creatures. The shard has 5 charges. As an action, you can expend 2 charges and target a creature within 30 feet that you can see, focusing on a specific point in time that occurred in the past five minutes. The target must make a DC 16 Wisdom saving throw or forget the span of time you chose, lasting approximately six seconds (one round). As part of the same action, you can expend additional charges to increase the timespan of memory loss by one round per charge. A target cannot forget information like injuries or attacks sustained during the forgotten timespan, though details might become vague and fuzzy.

The shard regains 1d4+1 charges each day at dawn. If all of the charges are expended, you must make a DC 16 Wisdom saving throw, taking 6d8 psychic damage on a failed save, or half as much damage on a successful one. In addition, on a failure, you have a 50% chance of forgetting the past 30 days of your life. Only a *greater restoration* or a *wish* spell can restore these memories.

Shard of Healing

VARIABLE — *Wondrous item*

A shard of healing is an enchanted clay tile created by a very select group of clerics of Chauntea. A devoted and esoteric group, the clerics are primarily female and potters, calling themselves Chauntea's Claymaidens. They see themselves as the embodiment of Chauntea's creative muse. Espousing earth as the womb of all agriculture, the clerics throw clay in all shapes. Their vases are prized for their beauty and are found in noble houses all over the lands, but they are best known for embedding healing runes into baked tiles called shards.

Effect

As a bonus action you may snap or crush a tile, breaking the healing rune inscribed on the surface. Upon doing so,

the tile releases a burst of curative power that heals you or a target of your choosing within 5 feet. Once a tile is broken, it is destroyed permanently.

Type	Effect	Rarity
Shard of healing	Regain 1d8+4 hit points	Common
Artful shard of healing	Regain 2d8+6 hit points	Uncommon
Masterful shard of healing	Regain 5d8+8 hit points	Rare
Exquisite shard of healing	Regain 8d8+10 hit points	Very Rare

Shatterrain

VERY RARE

Weapon (scimitar), requires attunement

This blade is as black as the darkness between stars. It betrays no glint nor glimmer, even in bright light. In the pommel is a gem piece of obsidian that is said to have become dark from all the blood that has been shed by the blade.

Effect

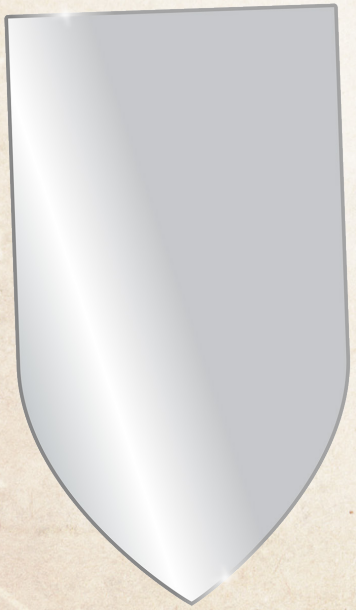
This scimitar adds +2 to attack and damage. Any attacks of opportunity made with this weapon have advantage and deal an extra 2d6 damage.

Shield of Consent

RARE

Armor (shield)

This nearly 5-foot tall tower shield is made entirely of steel. The front is a flat surface, magically polished to be as reflective as the finest glass mirror. The enchanting of this item is known to be devilishly tricky, despite its simple appearance, and it's easy to tell a botched or fake job by the imperfections in the reflective surface.



Effect

The shield of consent is considered a +1 shield. Additionally, if you, or any ally within 5 feet of you, are targeted by a charm spell or spell-like effect, you may use your reaction to impose the shield in between the target and the creature or object creating the effect. The effect does not reach its target, and if the caster is a creature who is not immune to charm effects, they must succeed on a Wisdom saving throw against their own spell DC or become incapacitated until the end of their next turn.

Shield of Tall Tales

RARE

Armor (shield), requires attunement

On the front of this magic shield an unarmed halfling, bravely fighting three displacer beasts, is depicted.

Effect

Each day at dawn you can tell the shield a story of how you fought a specific monster. To make the shield believe your story you must succeed on a DC 11 Charisma (Persuasion) check if the story is true, or a DC 15 Charisma (Deception) check if the story is false. If you succeed, a depiction of your story is emblazoned on the shield, and you gain +2 to AC and advantage on Dexterity saves against attacks and abilities from that specific monster type, in addition to the shield's normal AC bonus, until dawn the following day.

This item was inspired by the Adventure Zone *podcast.*

Shocking Glove

UNCOMMON

Wondrous item

This small leather glove has an egg-sized metal cylinder attached to the back of the hand. Fine silver threads connect the metal cylinder to small, coin-sized metal discs at the ends of each finger.



Effect

This glove fits on one hand of a small or medium sized humanoid. If that hand is not holding another item, you may make an unarmed melee attack against a target. You have advantage on the attack roll if the target is metallic or wearing armor made of metal. On a hit the target takes 1 point of lightning damage and must succeed on a DC 12 Constitution saving throw or be stunned until the end of its next turn.

The glove's ability can be used again once you've finished a long rest or you have taken at least 1 point of lightning damage.

Any checks involving fine motor control are made with disadvantage if using the hand wearing the glove, such as lock picking, sleight-of-hand checks, or playing a musical instrument.

Silver Sorrow

VERY RARE *Weapon (sword), requires attunement*

Silver Sorrow is a glittering, silver sword, with a jagged hilt reminiscent of claws, and an intricately carved— almost lifelike— silver dragon head for a pommel. The hilt is wrapped in soft brown leather.

Silver Sorrow was forged by an infernal smith by sacrificing a silver dragon. The means by which Silver Sorrow was created has left an indelible impression on the blade, though little of the original dragon's personality remains. You feel the weight of the loss and loneliness of the slain dragon (Ailishandaver), and is given to long bleak periods of dark brooding.

Effect

This is a +1 sword, and is cold to the touch, dealing an additional 1 point of cold damage on attacks. Silver Sorrow is a mithral longsword, but you can alter the blade to form any other hilted blade (sword or dagger) as an action, the blade flowing like liquid until the desired size and shape is reached, then hardening once more. The blade remains in its new form until changed by you, or is no longer attuned (where it reverts to its original shape).

The sword has 3 charges and expended charges all refill each day at dawn. When held you can expend a charge to cast any of the following spells: *bless* (1 charge), *feather fall* (1 charge), *fog cloud* (1 charge)



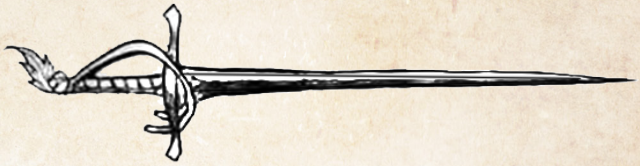
Sky Piercer

UNCOMMON *Weapon (rapier)*

This is a majestic, silvery rapier, with exceptionally thin grooves going from the hilt to the very tip of the blade. It is forged of a silver alloy and the handle is adorned with elegant flowing lines.

Effect

You gain a +1 bonus to attack and damage rolls made with this weapon. If you attack with the sky piercer after falling for at least 20 feet, the attack deals an additional 10 points of piercing damage.



Sliver of Far Realm

VERY RARE *Wondrous item*

This glass box contains a sliver of matter from the Far Realm. Magics imbued in the glass hold it in check, preventing it from corrupting our reality.

Effect

When the glass holding the sliver is shattered, the sliver expands into a sphere of radius 2d10+10 feet, centered on the broken cube. The sphere remains in place for 1d4 minutes until reality snaps back into place around it. Any creature that starts its turn inside the sphere must make a DC15 Charisma saving throw. On a failure they take 8d6 psychic damage and are poisoned until the end of their next turn. A successful save reduces this damage to half and the creature is not poisoned. Once the cube is broken, it is destroyed.

Smash and Bright

UNCOMMON *Wondrous item*

A gnomish invention to cut down on the weight of mining expeditions, a Smash and Bright is a flexible, one-foot translucent stick with green, blue, red, yellow, purple or clear liquid and a small tube floating inside. When someone uses an action to bend the stick and break the small tube the stick glows brightly in the color of the liquid brighter than a torch.

Effect

This single use item casts *daylight* when the tube inside is broken, but the spell is always centered on the stick. The effect lasts 1 hour, and creates bright light in a 60 ft sphere radius and sheds dim light an additional 60 feet.

Speaking Stone

LEGENDARY *Wondrous item, requires attunement by a living creature*

This small purple stone contains the three dimensional audio-visual record of one event lasting no longer than 2 minutes and taking up no more than 30 cubic feet of space. It was originally created by the Mages of Kir to pass detailed messages between commanders, but it fell into disuse when the base stones became exceedingly rare.

Effect

Once attuned, you can speak the command word in draconic and the speaking stone will start absorbing information. You simply need to touch the stone when the event is over to stop recording, or it will stop naturally after two minutes. The stone then begins to pulse with a steady purple glow, signifying that it has an event stored.

Any living creature that touches a flashing speaking stone activates the recording. The stone then dissolves into a mist of light that takes on the shape and form of the recorded scene. When the scene is set, the recording begins with lifelike quality. At the conclusion of the playback, the stone reforms in the creature's hand, empty and ready to be recorded once again.

Spectacles of Mind-Shuttering

LEGENDARY *Wondrous item, requires attunement*

The lenses of these spectacles are nearly opaque and surrounded by gold, wire frames.

Effect

When worn and attuned, these spectacles grant you immunity to any mind reading or altering magic. Only the power of a *wish* spell can overcome this item's ability to shield the thoughts and will of the wearer.



Specter's Pendant

RARE *Wondrous item*

This tarnished silver pendant only reflects vague shapes and shadows, and cannot be polished.

Effect

While wearing this pendant, once per day, you may use your action to become incorporeal for 1 minute. You, along with everything you are wearing or carrying, become translucent. You cannot interact with or touch any objects, nor can anything touch you. You are immune to all nonmagical damage, and resistant to magical bludgeoning, piercing, and slashing damage. You cannot attack, cast spells that require material components, or cast spells with a range of touch.

While incorporeal, your walking speed instead becomes a fly speed, and you may pass through any walls or surfaces that are 5 feet thick or less. This effect cannot be ended early.

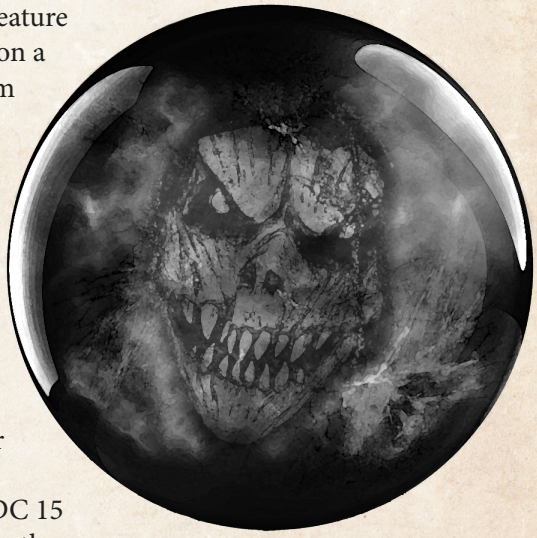
Sphere of the Wretched

LEGENDARY *Wondrous item*

This dark glass sphere swirls with shadows, occasionally taking the form of a twisted, screaming face.

Effect

Twice per day, as an action, you can call upon the soul trapped inside the sphere. The specter leaps from the glass at a creature within 30 feet. The creature must succeed on a DC 15 Wisdom saving throw or take 8d6 psychic damage, or half as much damage on a success. When you use the sphere in this manner you must also succeed on a DC 15 Wisdom saving throw, or take 2d6 psychic damage, saving for half damage. Uses of this ability restore the following morning at dawn.



If the sphere is broken, the soul escapes from its prison. You and any creatures within 15 feet must all succeed on a DC 18 Wisdom saving throw or suffer 10d6 psychic damage, or half on a success. The spirit then disappears into the hereafter.

Spring Boots

UNCOMMON *Wondrous item*

Resembling a pair of heavy metallic slippers, this contraption attaches snugly to the soles of humanoid shoes or boots.

Effect

Any small or medium sized humanoid may spend 1 minute to properly attach this item onto its shoes or boots. Attaching the contraption to bare feet is painful and will result in all Dexterity-based attacks, skills or saving throws being made at disadvantage. The spring boots may be removed using an action.

While worn, you may use an action to activate the device and make a single, exceptional jump of 60 feet horizontally, or 24 feet vertically if you move at least 10 feet before either kind of jump. The distance is halved for a standing start.

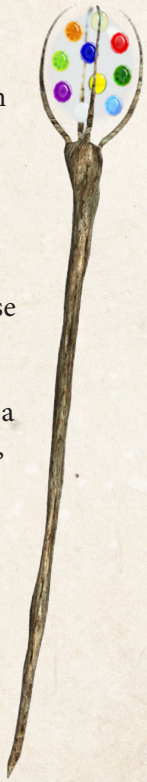
After this ability is used and the device is still attached, you may only move at half your normal speed until either the device is reset as an action, or it is removed.

Each time the device is activate, roll a d20. On a 1, the internal springs break, preventing the device from being reset until repaired. The device may be repaired using Tinker's Tools if a successful DC 15 Intelligence check is made.

Staff of Arcane Empowerment

VERY RARE *Staff, requires attunement*

This item is a rough wooden staff that ends in a circular formation at the top. In it, there are eleven gems. The central one is used as an arcane focus, while the other ten correspond to each magical damage type: acid, fire, cold, poison, necrotic, radiant, lightning, psychic, thunder, and force.



Effect

After each short or long rest, you may choose one of the damage types. Spells you cast ignore resistance to damage of the chosen type. In addition, when you roll damage for a spell you cast that deals damage of that type, you can treat any 1 on a damage die as a 2.

Once, while the staff's effect is active, you may use your reaction to gain resistance to this damage type the next time you are hit with it.

The wood is dark, not very worked upon, and the staff is long. The circle on the head of the staff is relatively big. Each gem has a color of its own, corresponding with the damage type it affects as follows:

Damage Type	Color	Damage Type	Color
Acid	Green	Lightning	Yellow
Fire	Red	Psychic	Light Green
Cold	Light Blue	Thunder	Orange
Poison	Purple	Force	White
Necrotic	Dark Blue	Focus	Transparent
Radiant	Bright Yellow		

Staff of the Dragon

LEGENDARY *Staff, requires attunement*

Each of these staves is decorated in a colored scale motif appropriate to the color dragon it represents. The end of each ornate staff bears the likeness, cast in iron, of one of five dragon heads: black, blue, green, red or white.

Effect

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage. While holding this staff you can speak and understand the draconic language, and gain a +2 bonus to your armor class and saving throws.

Each type of staff has 10 charges for the following properties. It regains 1d6+4 expended charges per day at dawn. If you expend the last charge roll a d20. On a 1 the staff loses its properties and becomes a non magical quarterstaff.

Dragon's Breath. While holding the staff you can use an action to expend 3 charges to cause the dragon head to animate, enlarge, and use its breath weapon emanating from your space. The breath weapon's effects vary based on dragon type and are outlined below.

Dragon's Fear. While holding the staff you can use an action to expend 4 charges to cause the dragon head to animate, enlarge, and roar. Each creature of your choice within 120 feet of you must succeed on a DC 18 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to that dragon head's roar for the next 24 hours.

Dragon's Immunity. While holding the staff you can use a reaction to expend 1 charge and gain immunity for one round to the damage type appropriate to the color of the dragon staff as outlined below.

Dragon's Strike. While holding the staff you can use a bonus action to expend 2 charges to cause the dragon head to animate, enlarge, and make a bite attack with a reach of ten feet. The to hit and damage amounts for dragon's strike are color specific and are outlined below.

Staff of the Black Dragon

- **Damage Immunity.** acid
- **Bite.** Melee Weapon Attack +11 to hit, reach 10 ft., one target. Hit:17 (2d10+6) piercing damage plus 4 (1d8) acid damage.
- **Breath.** The black dragon head exhales acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 18 Dexterity saving throw, taking 54 (12d8) acid damage on a failed save, or half as much damage on a successful one.



Staff of the Blue Dragon

- **Damage Immunity.** lightning
- **Bite.** Melee Weapon Attack +12 to hit, reach 10 ft., one target. Hit: 18 (2d10+7) piercing damage plus 5 (1d10) lightning damage.
- **Breath.** The blue dragon head exhales lightning in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 19 Dexterity saving throw, taking 66 (12d10) lightning damage on a failed save, or half as much damage on a successful one.

Staff of the Green Dragon

- **Damage Immunity.** poison
- **Bite.** Melee Weapon Attack +11 to hit, reach 10 ft., one target. Hit: 17 (2d10+6) piercing damage plus 7 (2d6) poison damage.
- **Breath.** The green dragon head exhales poisonous gas in a 60-foot cone. Each creature in that area must make a DC 18 Constitution saving throw, taking 56 (16d6) poison damage on a failed save, or half as much damage on a successful one.

Staff of the Red Dragon

- **Damage Immunity.** fire
- **Bite.** Melee Weapon Attack +14 to hit, reach 10 ft., one target. Hit: 19 (2d10+8) piercing damage plus 7 (2d6) fire damage.
- **Breath.** The red dragon head exhales fire in a 60-foot cone. Each creature in that area must make a DC 21 Dexterity saving throw, taking 63 (18d6) fire damage on a failed save, or half as much damage on a successful one.

Staff of the White Dragon

- **Damage Immunity.** cold
- **Bite.** Melee Weapon Attack +11 to hit, reach 10 ft., one target. Hit: 17 (2d10+6) piercing damage plus 4 (1d8) cold damage.
- **Breath.** The white dragon head exhales an icy blast in a 60-foot cone. Each creature in that area must make a DC 19 Constitution saving throw, taking 54 (12d8) cold damage on a failed save, or half as much damage on a successful one.

Staff of the Wyrmling

RARE

Staff, requires attunement

Each of these staves is decorated in a colored scale motif appropriate to the color dragon it represents. The end of each ornate staff bears the likeness, cast in iron, of one of five dragon heads: black, blue, green, red or white.

Effect

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage. While holding

this staff you can speak and understand the draconic language, and gain a +1 bonus to your armor class and saving throws.

The staff has 10 charges for the following properties. It regains 1d6+4 expended charges per day at dawn. If you expend the last charge roll a d20. On a 1 the staff loses its properties and becomes a non magical quarterstaff.

Dragon's Breath. While holding the staff you can use an action to expend 3 charges to cause the dragon head to animate, enlarge, and use its breath weapon emanating from your space. The breath weapon's effects vary based on dragon type and are outlined below.

Dragon's Resistance. While holding the staff you can use a reaction to expend 1 charge and gain resistance for one round to the damage type appropriate to the color of the dragon staff, as outlined below.

Dragon's Strike. While holding the staff you can use a bonus action to expend 2 charges to cause the dragon head to animate, enlarge, and make a bite attack with a reach of 5 feet. The to hit and damage amounts for dragon's strike are color specific and are outlined below.

The resistance, bite, and breath weapon data for each type are as follows:

Staff of the Black Wyrmling
- **Damage Resistance.** acid
- **Bite.** Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) piercing damage plus 2 (1d4) acid damage.
- **Breath.** The black dragon head exhales acid in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 11 Dexterity saving throw, taking 22 (5d8) acid damage on a failed save, or half as much damage on a successful one.

Staff of the Blue Wyrmling
- **Damage Resistance.** lightning
- **Bite.** Melee Weapon Attack +5 to hit, reach 5 ft., one target. Hit: 8 (1d10+3) piercing damage plus 3 (1d6) lightning damage.
- **Breath.** The blue dragon head exhales lightning in a 30-foot line that is 5 feet wide. Each creature in that line must make a DC 12 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.

Staff of the Green Wyrmling
- **Damage Resistance.** poison
- **Bite.** Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 7 (1d10+2) piercing damage plus 3 (1d6) poison damage.
- **Breath.** The green dragon head exhales poisonous gas in a 15-foot cone. Each creature in that area must make a DC 11 Constitution saving throw, taking 21 (6d6) poison damage on a failed save, or half as much damage on a successful one.

Staff of the Red Wyrmling
- **Damage Resistance.** fire
- **Bite.** Melee Weapon Attack +6 to hit, reach 5 ft., one target. Hit: 9 (1d10+4) piercing damage plus 3 (1d6) fire damage.
- **Breath.** The red dragon head exhales fire in a 15-foot cone. Each creature in that area must make a DC 13 Dexterity saving throw, taking 24 (7d6) fire damage on a failed save, or half as much damage on a successful one.

Staff of the White Wyrmling
- **Damage Resistance.** cold
- **Bite.** Melee Weapon Attack +4 to hit, reach 5 ft., one target. Hit: 7 (2d10+2) piercing damage plus 2 (1d4) cold damage.
- **Breath.** The white dragon head exhales an icy blast in a 15-foot cone. Each creature in that area must make a DC 12 Constitution saving throw, taking 22 (5d8) cold damage on a failed save, or half as much damage on a successful one.

Staff of Tiamat

ARTIFACT *Staff, requires attunement*

The end of this ornately scaled staff bears the cast iron likenesses of five dragon heads: black, blue, green, red and white.

Legend has it that Tiamat forged this staff with her own breath and gifted it to her first defender, Kurtelmak, as a reward for his his faithful servitude in defense of her lair. Kurtelmak later lost the staff when the vile Garl Glittergold collapsed Kurtelmak's hall. Through the ages many kobold sorcerers have tried and failed to craft its equal, but the staff of Tiamat has been lost in legend since.

Effect

This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls. You deal an extra 1d6 acid, 1d6 cold, 1d6 fire, 1d6 lightning, and 1d6 poison damage on a hit. While holding this staff you can speak and understand the draconic language, you are immune to the charmed and frightened conditions, you gain a +3 bonus to your armor class and saving throws, and you gain advantage on Charisma checks versus kobolds.

Dragon's Avarice. While attuned to this staff, you gain a dragon's lust to horde treasure and wealth. You cannot



take a successful long rest unless you sleep on a bed of coins worth at least ten times your weight in gold pieces.

Metallic Bane. While attuned to this staff, metallic dragons are automatically hostile to you.

The staff has 50 charges for the following properties. It regains 3d10+20 expended charges per day at dawn.

Dragon's Breath. While holding the staff you can use an action to expend 10 charges to cause one of the dragon heads to animate, enlarge, and use its breath weapon emanating from your space. The breath weapon's effects vary based on dragon type and are outlined below.

Dragon's Fear. While holding the staff you can use an action to expend 4 charges to cause all of the dragon heads to animate, enlarge, and roar. Each creature of your choice within 120 feet of you must succeed on a DC 21 Wisdom saving throw or become frightened for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If a creature's saving throw is successful or the effect ends for it, the creature is immune to this effect for the next 24 hours.

Dragon's Flight. While holding the staff you can use a bonus action to expend 5 charges to cause dragon wings to appear upon your back, granting you a fly speed of 80 feet for one minute.

Dragon's Immunity. While holding the staff you can use a reaction to expend 1 charge and gain immunity to acid, cold, fire, lightning and poison damage for one round.

Dragon's Strike. While holding the staff you can use a bonus action to expend 3 charges to cause one of the dragon heads to animate, enlarge, and make a bite attack with a reach of fifteen feet. The to hit and damage amounts for dragon's strike are color specific and are outlined below.

Black Dragon Head

- **Bite.** Melee Weapon Attack +15 to hit, reach 15 ft., one target. Hit:19 (2d10+8) piercing damage plus 4 (1d8) acid damage.
- **Breath.** The black dragon head exhales acid in a 90-foot line that is 5 feet wide. Each creature in that line must make a DC 22 Dexterity saving throw, taking 67 (15d8) acid damage on a failed save, or half as much damage on a successful one.

Blue Dragon Head

- **Bite.** Melee Weapon Attack +16 to hit, reach 15 ft., one target. Hit: 20 (2d10+9) piercing damage plus 11 (2d10) lightning damage.
- **Breath.** The blue dragon head exhales lightning in a 120-foot line that is 5 feet wide. Each creature in that line must make a DC 23 Dexterity saving throw, taking 88 (16d10) lightning damage on a failed save, or half as much damage on a successful one.

Green Dragon Head

- **Bite.** Melee Weapon Attack +15 to hit, reach 15 ft., one target. Hit: 19 (2d10+8) piercing damage plus 10 (3d6) poison damage.
- **Breath.** The green dragon head exhales poisonous gas in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 77 (22d6) poison damage on a failed save, or half as much damage on a successful one.

Red Dragon Head

- **Bite.** Melee Weapon Attack +17 to hit, reach 15 ft., one target. Hit: 21 (2d10+10) piercing damage plus 14 (4d6) fire damage.
- **Breath.** The red dragon head exhales fire in a 90-foot cone. Each creature in that area must make a DC 24 Dexterity saving throw, taking 91 (26d6) fire damage on a failed save, or half as much damage on a successful one.

White Dragon Head

- **Bite.** Melee Weapon Attack +14 to hit, reach 15 ft., one target. Hit: 19 (2d10+8) piercing damage plus 9 (2d8) cold damage.
- **Breath.** The white dragon head exhales an icy blast in a 90-foot cone. Each creature in that area must make a DC 22 Constitution saving throw, taking 72 (16d8) cold damage on a failed save, or half as much damage on a successful one.

Destroying the Staff of Tiamat. The staff can only be destroyed by enduring 500 hit points of dragon's breath damage from each of Tiamat's five heads.

Staff of Warding

VERY RARE — *Staff, requires attunement by a bard, sorcerer, warlock, or wizard*

Designed by the devious genius kobold mage Metathraxicus Shade, this sturdy, crooked wooden staff is intentionally simple in design, so as not to call attention to itself. On close inspection, small magical glyphs can be seen etched in its wooden surface.



Effect

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage. While holding it, you have advantage on Wisdom (Perception) and Intelligence (Investigation) checks made to detect the presence of traps, and you may search for traps while traveling at a normal pace rather than a slow pace.

The staff has 10 charges. It regains 1d6+4 expended charges daily at dawn. If you expend the last charge roll a d20. On a 1 the staff loses its properties and becomes a non magical quarterstaff.

While holding the staff, you can use an action to expend 3 charges and cast *glyph of warding,* with your choice of explosive runes, which immediately appears in a space that you can see within 30 feet of you. As an alternative to spending 3 charges on the glyph, you can use an action to expend charges and cast *glyph of warding,* programmed with one of the spells below, to appear in a space that you can see within 30 feet of you. In either case, the glyph's trigger conditions are programmed by you as per the spell, and it uses your spell attack bonus and your spell save DC.

alarm (3 charges), *burning hands* (3 charges*), *cloud of daggers* (4 charges*), *fireball* (5 charges), *lightning bolt* (5 charges), *magic missile* (3 charges*), *sleep* (3 charges*), *slow* (5 charges), *web* (4 charges).

*Note: for effects with an *, additional charges, to a maximum of 5 total charges, may be spent to increase the spell slot used for the effect.*

Starlight

LEGENDARY — *Wondrous item, requires attunement*

This item is a simple six-inch long candle comprised of tallow.



Effect

When this candle is held out toward a celestial or infernal creature within 60 feet, an impenetrable shield of either blinding light (for infernals) or depthless darkness (for celestials) appears, repelling the creature 10 feet. It is activated when it is held out, and deactivated when it is lowered. The shield expands to engulf as many infernals or celestials as it detects within range. It will continue to "burn" forever unless it is deactivated. Each use melts 1 inch of wax. It has 6 uses, after which the candle is destroyed.

Note: attunement for this item is immediate if the character is of infernal or celestial blood; for other characters, attunement takes the normal one hour.

Statue Scepter

COMMON — *Rod*

This bronze scepter terminates in four prongs holding a glowing porcelain orb. It sheds dim light to a radius of 10 feet.

Effect

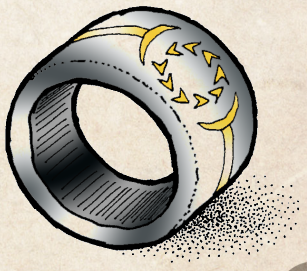
This scepter functions as an arcane focus. Additionally, it stores mass in an extradimensional space inside itself. As an action, you may eject this mass, causing a 5 ft cube to materialize on a flat surface within 60 ft. The cube weighs 100 pounds, and is made of an obviously magical material, resembling a faintly-glowing white porcelain that sheds dim light in a 10-foot radius. As a bonus action, you may return the cube to the sceptre, otherwise the cube lasts until you travel to a different plane.

Step Back

VERY RARE — *Ring*

Effect

Once per long rest, as a bonus action, you may teleport to any place within 300' that you have been within the past 24 hours.



Stolen Star

LEGENDARY *Wondrous item*



This star sapphire was born of a disagreement between the twin goddesses Selûne and Shar. Shar sought to steal the stars from Selûne's domain and transport them into the Underdark where they could be admired only by the creatures of the underworld. As Shar began plucking stars from the sky a great battle erupted. In the end nearly all were returned to the night above, but a scattered few remain on Toril, waiting to be reunited with their goddess.

Effect

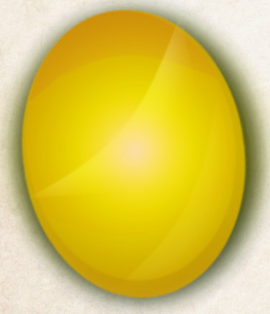
When you hurl the star at the ground, it breaks free of the gem and blasts upward, burning through everything in its path as it shoots towards the sky. A 10 mile radius around the star is illuminated as if it were daylight.

Any creature in a 100 foot radius sphere must make a DC 24 Dexterity saving throw. Each creature takes 20d6 bludgeoning damage and 20d6 fire damage on a failed save, or half damage on a successful save.

In addition, all creatures are automatically pushed 30 feet away from the star and start their next turn prone. Any nonmagical objects caught in the blast are incinerated, destroyed, or otherwise damaged.

Stone of True Resurrection

LEGENDARY *Wondrous item*



This polished yellow stone seems to glow with a golden light which pulsates when in the hands of a living being. These stones appeared throughout the planes after the death of an archangel, whose body shattered into hundreds of pieces. As these pieces fell, like meteors from the heavens, they became polished and hardened into stones which held some of the divine magic of the archangel.

Effect

The stone holds enough magic for one casting of *true resurrection*, after which its magic fades and it becomes a mundane polished rock. The only requirement is that you speak the target's true name.

Studded Leather of Orcish Unkind

RARE *Armor (studded leather), requires attunement*

A leatherworker named Marco Nazario was the only survivor of an orc raid on his town. Marco vowed revenge not only on the band of orcs that slaughtered everyone he knew but to any orc that crossed his path. As he laid waste to the first pack of orcs he encountered after several years of training, a feeling of bliss came over him as he sliced them down one by one. When Marco finished his first act of revenge an idea came to mind and he fashioned a set of armor from the hides of the orcs to protect him on his quest.

Effect

You have a +1 bonus to AC while wearing this armor. Additionally, when you are reduced to 0 hit points, but not killed outright, you can drop to 1 hit point instead. You can't use this feature again until you finish a long rest.

Styler's Hairpin

COMMON *Wondrous item*

Effect

While wearing this hairpin you can change the color, length and styling of your hair with just your thought. You can only use the hairpin's ability once per day.

Sunray

LEGENDARY *Weapon (longsword), requires attunement*

This longsword, once wielded by a paladin of the Order of the Gauntlet, was lost when Camp Righteous was destroyed by undead. The blade's history stretches back much further than this and through many wars and tales it became renowned as a blade for heroes; most of its wielders throughout history have met untimely ends due to the heroic nature the sword inspires.

Within the weapon rests the spirit of a former member of the Order of the Gauntlet and a follower of Lathander. The spirit gives Sunray sentience, and a will and drive to uphold the tenets of the Order of the Gauntlet as well as inspiring its wielder to "bring light to the shadows of the world."

Effect

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The first time you sleep after wielding the weapon in combat you start to have your dreams manipulated by Sunray. The magic weapon desires to bring its wielder into line with the tenets of the Order of the Gauntlet:

- Be armed and vigilant against evil.

- Identify evil threats such as secretive power groups and inherently evil creatures.
- Enforce justice.
- Enact retribution against evil actions – do not strike preemptively.
- Faith is the greatest weapon against evil – faith in one's god, one's friends, and one's self.
- Battling evil is an extraordinary task that requires strength and bravery.
- Punishing an evil act is just – punishing an evil thought is not.



Sentience. Sunray is a sentient weapon of Lawful Good alignment, with an Intelligence of 10, a Wisdom of 9, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet. The weapon communicates by transmitting emotions to the creature carrying or wielding it when the creature is awake and, when the creature is asleep, Sunray uses dreams to inspire heroics and a sense of good.

Daylight. As an action you can use Sunray to cast the *daylight* spell with the sword as the target. Once used, you cannot use this feature again until you complete a long rest.

Searing Smite. While attuned to Sunray you can cast *searing smite* at 1st level with a spell save DC of 13. Once used, you cannot use this feature again until you complete a long rest.

Personality. Sunray restlessly wishes to convert all those near it to the ways of the Order of the Gauntlet, inspiring the wielder to encourage their companions, friends, and families to follow the same tenets. Sunray wishes to be the weapon of the greatest heroes and will look to belong to the most heroic creature around. The sword harbours a secret doubt: all its wielders have died and the sword takes responsibility for their deaths and wonders deep down if it is too zealous.

Swapping Shackles

UNCOMMON *Wondrous item, requires attunement*

A pair of rusty iron shackles with only a few chain links attached to each cuff. When the two cuffs are near each other, the chain links lift up and point towards the other.

Effect

The swapping shackles have 3 charges and regains all expended charges daily at dawn. While attuned to this item and wearing one of the cuffs, the user can expend a charge as an action to switch positions with a willing creature within 100 feet if they are wearing the other cuff, as if using the *teleport* spell. The other creature does not need to be attuned to the shackles.

Sword of Corruption

UNCOMMON *Weapon (any sword), requires attunement*

This sword is made of silver and appears to be in an advanced state of decomposition, with parts of the blade completely corroded and worn. Despite the decrepit appearance, its blade is magically sharp and able to cut meat or steel as if it were hot butter.

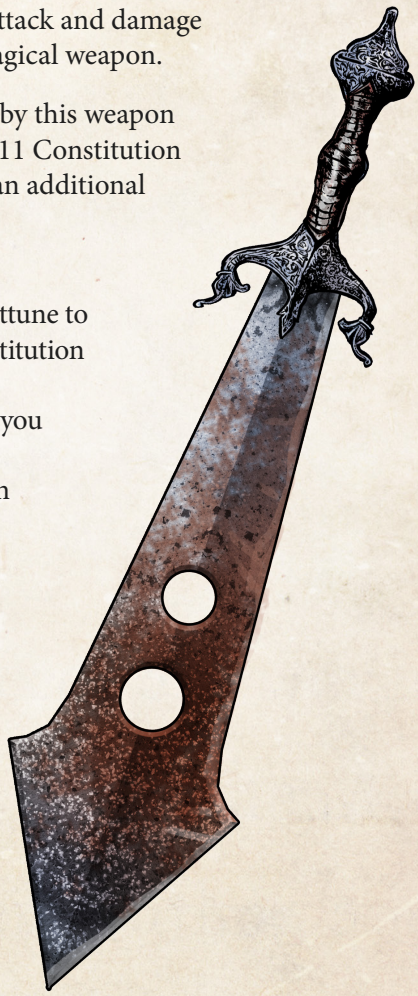
Effect

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

Any creature damaged by this weapon must succeed on a DC 11 Constitution saving throw or suffer an additional 1d10 necrotic damage.

Curse

Immediately after you attune to this weapon, your Constitution score is reduced by 1. Additionally, each time you hit a creature with an attack using this weapon it causes you pain. You must succeed on a DC 11 Constitution check to avoid dropping the weapon immediately.



Sword of the Chameleon

UNCOMMON *Weapon (any sword)*

Long ago, a fighter from Daggerford named Hammish Warwick decided he wanted to hide the presence of his sword. He had a blacksmith work alongside a young mage named Sam Pardy. Together these men created a sword unlike any other, and Hammish used it to surprise his enemies.

Effect

When wielding the sword, you may use an action to change it into an ordinary item that can be held in one hand. You can then use a bonus action to change the sword back into its original shape.

Syti Necklace

RARE *Wondrous item, requires attunement*

This necklace was one of the scholar king's favorite inventions as it allowed him to get right to the heart of any problem. Whenever he presided over his court, it could be seen dangling from his dainty neck as a symbol to those who would try to deceive the high court.

Effect

Whenever a falsehood is spoken within 15 feet of the wearer, the necklace cools suddenly. This is a passive ability and works even when the wearer is asleep. While helpful, this necklace can prove uncomfortable if the wearer is exposed to too many lies at once.

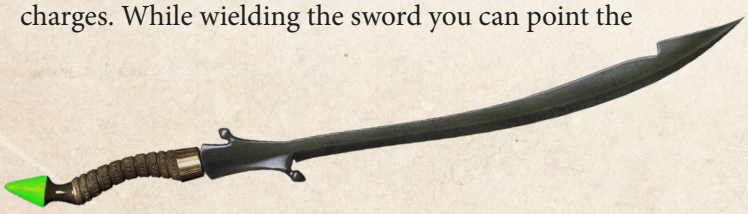
Tajak Scimitar

VERY RARE *Weapon (scimitar), requires attunement by a spellcaster*

The Tajak are a tribe of desert walkers from the Rajas people. They keep the border of the Volstok Empire safe from the savage Tuli people sandwiched between the empire and the the dwarven kingdom of Ungar. The Tajak have served as the last line of defense against the Tuli for generations, many kingdoms have employed the devastating might of the Tajak's swordsmanship cross-bred with their ease with the arcane.

Effect

This scimitar is a +1 weapon, giving the wielder a +1 bonus to attack and damage rolls. The sword has 7 charges. While wielding the sword you can point the jeweled pommel upwards and use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell, and you can increase the spell slot level by one for each additional charge you expend. The sword regains 1d6 + 1 expended charges daily at dawn. If you expend the weapon's last charge, roll a d20. On a 1, the scimitar crumbles into ashes and is destroyed.



Talking Skull

RARE *Wondrous item*



In spite of its obvious lack of eyeballs, this old yellowed skull seems to be constantly judging you.

Effect

As an action, you can animate this old skull, lighting up its eyes with a pale blue light. Once animated it must speak with you and answer any questions to the best of its ability. The skull is well versed in most topics, and may be able to give useful advice and insights, at the DM's discretion.

The skull also has limited insights into the near future. This ability effectively works like casting the *augury* spell, except that the skull delivers the omen of the spell and can only be used once per activation.

Each time you animate the skull roll on the table below to see its current mood. It stays animated for 10 minutes, and will keep talking even if you have no further questions.

Once used, this ability can't be used again until you finish a long rest.

d6	Mood	d6	Mood
1	Wrathful	4	Chatty
2	Sullen	5	Pleasing
3	Suspicious	6	Overjoyed

Tears of Akadi

RARE *Wondrous item, requires attunement*

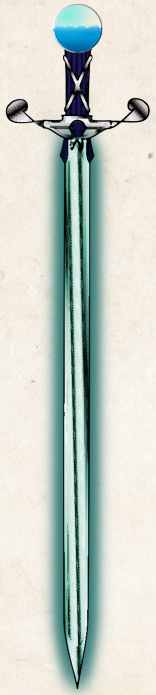
This is a perfectly spherical globule of crystal blue liquid, the actual tears of the primordial Akadi. It has no container, but stays in its form if it is handled gently.

Effect

If a beast drinks the tears, its Intelligence permanently increases to 7 (if it wasn't higher already) and it gains the ability to speak Common.

Tempest's Howl

RARE — *Weapon (rapier), requires attunement*



Holding this weapon invokes the feeling of being in the center of a powerful storm upon a great sea and allows the wielder to strike like a bolt of lightning. The glass orb on the pommel looks like rolling waves and when the light hits it just right it seems to hold lightning striking the open water.

Effect

You have a +2 bonus to attack and damage rolls made with this magic weapon. The rapier deals an additional 2d6 lightning damage with each successful attack. Additionally, you gain resistance to lightning damage and have advantage on any saving throw or ability check made to resist being knocked prone.

Thief's Dagger

RARE — *Weapon (dagger)*

Effect

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This dagger makes no sound when it is dropped or hits any surface. As an action you can transform it and its scabbard into a belt pouch, adjusting its appearance so it matches your outfit. While in this form it does not radiate magic and can only be seen with a *true seeing* spell or similar magic. As a bonus action you can make the dagger revert to its normal form.

Tick-Tock-Time-Travel Clock

RARE — *Wondrous item, requires attunement*



This simple bronze pocket watch was clearly designed by an expert clock maker. It seems to never be in need of a wind-up. In fact, the place where the winding mechanism should be holds a button of some sort. When you press it, time itself seems to go back a couple of seconds.

Effect

Once per day, as a reaction, you can press the button on the side of the clock after any creature has made an attack roll, saving throw, or ability check and make that creature reroll the die. That creature must then use the outcome of the second roll. Only you notice that time was turned back.

Tinsel's Prismatic Quill

COMMON — *Wondrous item*

The vanes of this feather quill shimmer with rainbow hues.

Effect

This quill has a never-ending supply of iridescent glitter ink which can be used to write on any surface permanently. Think carefully before you write with it. Good for autographs.

Title Belt

RARE — *Wondrous item, requires attunement*

This overly large leather belt is covered with multiple relatively cheap gemstones and thin layers of precious metals.

Effect

While wearing this belt you gain a +1 bonus to AC and your Constitution score increases to 16. If your Constitution score is already 16 or greater, your Constitution score does not change. Additionally, you and all friendly creatures within 30 feet of you cannot be frightened while you are conscious and the belt is visible to them.

Tome of the White Hand

VERY RARE — *Wondrous item, requires attunement by a warlock*

Wrapped in black velvet cloth and bound with glistening silver twine is a blue leather-bound book imprinted with a white hand.

Effect

When attuned to this item you gain the following benefits:

- You gain the level 3 warlock Pact Boon feature Pact of the Tome (PHB p.108). If you already have this feature, you gain it again but must choose the cantrips from a different class spell list.
- You learn the *misty step* spell if you do not already know it.

Curse

This item is cursed, and becoming attuned to it extends the curse to you. The curse can be broken with a spell such as *remove curse* or *wish*. In order to attune to

this item, you must place your hand over the imprint of the white hand and complete a short or long rest as normal. When attunement is complete you suffer 1d10 cold damage and your left cheek becomes scarred with the image of a white hand.



By attuning to this tome you have made yourself known to the Lady of the White Hand, a powerful archfey. If the curse is not broken within 3d10 days, your warlock patron changes permanently to archfey if it is not already. You lose all features associated with your previous patron and gain the equivalent features of the archfey patron. From this point on you are bound to the Lady of the White Hand. Exactly what has happened to your previous patron is unknown. The Lady may have purchased your "contract" legitimately or she may have dispensed with your previous patron in some other manner. If you break the curse after you have become bound to the Lady, you will need to seek out a new patron and may very well draw the ire of the Lady herself.

Trinket of Elemental Protection

VARIABLE

Wondrous item, requires attunement

These trinkets of metal, bone, or wood hang from the neck or wrist by a leather strap. The element in question is always represented as a lightning bolt, flame, etc., or a foreign rune for the element etched into the trinket.

Effect

Each trinket is aligned to one single element: cold, fire, lightning or thunder. Activation requires one word spoken softly to the trinket itself. Once the trinket is activated it will absorb a number of points of damage of the elemental type the trinket is aligned to. The trinket will absorb either 20, 40, 60, or 100 points of elemental damage of its aligned type, depending on the quality of the trinket. When the trinket absorbs its maximum amount of damage it breaks and can no longer be used.

- Elemental Protection Trinket: Absorbs 20 points of elemental damage. (common)
- Greater Elemental Protection Trinket: Absorbs 40 points of elemental damage. (uncommon)
- Superior Elemental Protection Trinket: Absorbs 60 points of elemental damage. (rare)
- Supreme Elemental Protection Trinket: Absorbs 100 points of elemental damage. (very rare)

Troll Claw

VERY RARE

Wondrous item, requires attunement

This grisly item is a large, green-skinned, leathery hand suspended from a thick iron chain. The long fingers end in yellowed claws which flex periodically of their own accord.

Effect



Once attuned, you gain a regeneration rate of 1d6 hp every 10 minutes provided you have at least 1 hp. The regeneration ability ceases to function for 1 hour if you are damaged by fire or acid. The troll claw does not allow the owner to regenerate lost limbs.

The troll claw grants you advantage on Constitution saving throws against effects that alter your physical body, such as *polymorph* or petrification.

Attunement to the claw requires eating a portion of the flesh on the item (which promptly regrows). The act itself is nauseating, and most creatures find stomaching the flesh difficult. While stomach acid will keep the flesh from growing, it is never fully digested. Each morning at dawn you must make a DC 10 Constitution saving throw or suffer the poisoned condition for 24 hours. On a successful save, you feel mildly queasy but suffer no adverse effects. The poisoned condition can be alleviated via magic, but while while attuned to this item it can never be permanently avoided. Three consecutive failed saves causes the creature to vomit up the flesh, losing attunement.

True Death Arrow

LEGENDARY

Weapon (arrow)

The shaft of this arrow is carved from the snow-white bark of Kelemvor's Yew, a famous tree in the middle of Kelemvor's grandest temple. It is fletched with the midnight-black feather of a raven that has nested in the graveyard of the Raven Queen's first sanctuary for as long as anyone can remember. The arrowhead is carved from the grey spine of a long-dead titan. Runes in ancient celestial are carved into the shaft, and glow lightly when nocked.

It has been used to slay tyrants and revolutionaries, dragons and demons, gods and mortals. No one knows the entire story of the arrow, as it stretches back for millennia. The arrow can only be shot once. Upon landing, it vanishes, to reappear at some other place, in some other time.

Effect

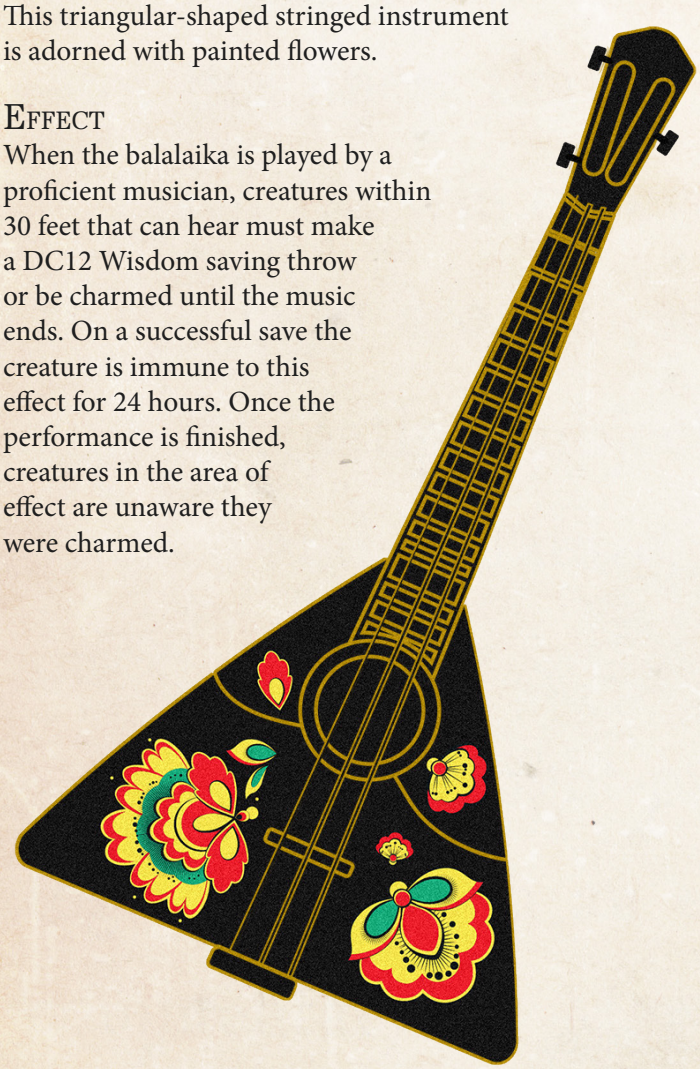
The arrow is a +1 arrow. When you successfully hit a creature that has 100 hit points or less with this arrow, it must make a DC20 Constitution saving throw. On a failure, the creature dies and it cannot be brought back to life by any means other than the *wish* spell. If the creature has more than 100 hit points, it takes damage as though this were a simple +1 arrow.

Immediately upon use, whether it hits the target or not, the arrow disappears. It reappears at a random location on the material plane in 1d100 years.

Tsarina's Balalaika

RARE *Wondrous item, requires attunement*

This triangular-shaped stringed instrument is adorned with painted flowers.



Effect

When the balalaika is played by a proficient musician, creatures within 30 feet that can hear must make a DC12 Wisdom saving throw or be charmed until the music ends. On a successful save the creature is immune to this effect for 24 hours. Once the performance is finished, creatures in the area of effect are unaware they were charmed.

Tuning Fork

UNCOMMON *Wondrous item, requires attunement by a bard*

A two-pronged metallic device that fits easily in one's pocket. When struck, it vibrates to give a note of a specific pitch.

Effect

While attuned to this item, you gain the following benefits:

- You can use the tuning fork as a spellcasting focus for your bard spells.
- You have advantage on Charisma (Performance) checks with a musical instrument if you take an action to use the tuning fork prior to playing
- While attuned to this item, you can cast a cantrip you do not know. The cantrip must be on the bard spell list, and you must make a DC 10 Intelligence (Arcana) check. If the check succeeds, you cast the spell. If the check fails, so does the spell, and the action used to cast the spell is wasted. In either case, you can't use this property again until you finish a long rest.

Vengeance for the Desecrated

ARTIFACT *Weapon (longsword), requires attunement*

A powerful wizard created this magical weapon in exchange for power. Using the magic at his command, he summoned powerful elementals, demons, and celestials to use in his dark experiments. Extracting the blood and essences of these beings, he used them to create items that could topple the heavens. This dark steel longsword was forged with the blood and soul of a celestial, thus binding them to it. Over the years the spirit inside has grown twisted by its rage and now seeks to exert its power to end those that were the cause of its imprisonment.

Effect

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

Sweet Revenge. When a creature is reduced to 0 hit points by a hit from this sword, it dies and its soul is drawn into the weapon. While a soul is trapped in the sword, it deals an extra 1d6 necrotic damage. The sword can hold 4 souls in this manner, dealing a 1d6 extra necrotic damage per soul. At the end of combat, the souls trapped in the blade are released.

Unholy Might. While attuned to this blade your Strength increases by 2, to a maximum of 24.

Sacrifice. You can use an action to anoint the blade with your own blood, empowering both yourself and the sword. You suffer 1d8 necrotic damage and one point of exhaustion, but gain an additional action every turn for



one minute. This feature can only be used once. You regain its use when you finish a long rest.

Sworn Enemy. As an action you can cast *bane* on a singular target within 30 feet of you. You can't use this ability again until you complete a short rest.

Sentience. Vengeance for the Desecrated is a sentient, neutral evil weapon with Intelligence of 15, a Wisdom of 14, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet. The weapon communicates telepathically with its wielder and can speak, read, and understand Common.

Personality. Whatever the weapon crafter's original intent was has long been twisted to meet its own ends. It wishes to destroy magic users and bring them low for their hubris. Destroying magical items or tomes also satisfies it. This purpose is an obsession, one which will become your fixation as well.

Curse
The desire to kill wizards is so great that upon being near them, the sword will attempt to force you to do so. If you are within 30 feet of a wizard and do not attack it within one minute, you must make a DC 15 Charisma saving throw. On a failure you suffer 10d6 psychic damage or half on a successful save. This repeats once per minute until the wizard is dead or the wielder is more than 30 feet away from the wizard.

Personal Flaw. You gain the flaw: "Shall not suffer a wizard to live."

Verdaer Imperial Quiver

VERY RARE — *Wondrous item, requires attunement by a fighter or ranger*

This quiver makes any bow into a powerful, magical weapon. The quiver is short and wide, allowing the arrows to spread out like a fan. The quiver has highly decorative cross-straps on the front held by circular fittings, and a triangular bottom plate. One side of the quiver is colored an ice blue with the other side is a fiery orange. The two colors meet in the middle into a gradient of purple.

Effect
The quiver appears to only hold 20 arrows, but it can actually hold 40. The arrows in the quiver are +1 magical arrows. 20 of the arrows are fire arrows, which deal an additional 1d6 fire damage, and 20 of the arrows are ice arrows which deal an additional 1d6 cold damage. Once the arrow hits a target, the ammunition is no longer magical. The 40 arrows replenish daily at dawn.

Wand of Light

UNCOMMON — *Wand*

These wands are created by infusing a switch of wood with light-creating magic. They often have a firefly or a ball of phosphorescent moss bound to their tips.

Effect
This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *light* spell. The wand regains 1d3 expended charges daily at dawn.

Wand of Ooze

RARE — *Wand, requires attunement*

This length of porous stone, flecked with emerald and sapphire dust, always feels damp to the touch.

Effect
This wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.

Command Ooze. While holding the wand, you can use an action to expend 1 charge to *command* any ooze per the spell (DC 15 spell save). This works on any ooze, even if the creature would not normally be able to understand you.

Ooze Polymorph. While holding the wand, you can use an action to expend 2 charges to *polymorph* any non-ooze creature per the spell (save DC 15). On a failed save, the target creature is transformed into an ooze of your choosing, rather than a beast.

Widow's Fangs

RARE *Wondrous item, requires attunement*

These dark grey and crimson gloves are softer than silk, and would fit perfectly as an accoutrement to a ball gown or fine suit. When closely inspected, the tip of each finger holds a small, sharp point: the fang of a venomous spider. The gloves are made with painstaking care by the finest tailors and enchanters and require at least 300 gp worth of spider's silk and five pairs of fangs from venomous spiders to craft.

Effect

While wearing these gloves you may choose to deal piercing damage instead of bludgeoning damage with your unarmed strikes. When you do so, your unarmed strikes are considered magical for the purposes of overcoming resistance or immunity, and deal an additional 1d4 poison damage.

Also, you may cast the *web* spell once per long rest. Dexterity is your spellcasting ability for this spell.

Will of the One

VERY RARE *Wondrous item, requires attunement*

The Will of the One is a helmet of bronze, its sides splayed back in draconic wings. A shimmering sapphire is set in the center of the brow. The helm is scuffed and dented, and has a palpable sense of antiquity to it. It is light—around half the expected weight a bronze helm should be— and appears fragile, almost delicate in its age but stronger than steel.



Effect

The helm grants a +1 bonus to AC.

The helm allows the wearer to more easily "center" themselves, maintaining concentration and focus. You have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

The wearer gains immunity to the charmed condition. If the helm is placed on a creature with the charmed condition, the condition is ended.

The helm has 6 charges. While wearing the helm the attuned owner can use an action to expend one or more charges to cast the following spells: *bless* (1 charge), *sanctuary* (1 charge), *calm emotions* (2 charges), *beacon of hope* (3 charges)

All spells have a DC equal to 8 + the attuned wearer's proficiency bonus + Wisdom modifier. The helm regains a number of charges at dawn equal to 1+ the wearer's Wisdom modifier (minimum 1).

Willow-Dark Tome

RARE *Wondrous item, requires attunement by a spellcaster*

A dark story follows this small spellbook, which is little more than a collection of pages bound with willow bark. Rumor has it that the owner of the tome unlocked its foulest secrets and used them to take the lives of children. Some say the perpetrator was caught and hanged by a mob of townsfolk; others say some wandering adventurers slew the culprit. In either case, the book was left behind. Full of rituals and notations in no known language, much of its secrets may remain hidden forever. Those who have borne it swear it whispers from time to time, as quiet as wind rustling a willow-tree.

Effect

The tome has 10 charges, which can be expended to create one of the following effects:

Hex. While holding the book, you can use an action to expend 1 charge to cast *hex* on a target within range that you can see.

Psychic Lash. While holding the book, you can use an action to expend 3 or more charges and force a creature within 60 feet to make a DC 15 Wisdom saving throw, taking 4d6 psychic damage on a failed save, or half as much damage on a successful one.You can expend

additional charges to increase the damage dealt by 1d6 per charge expended in this manner.

Curse of Sleep. While holding the book, you can use your action to expend 1 charge to cast *sleep* as a 1st-level spell. You can expend additional charges as part of the initial action, increasing the spell's level by 1 for each additional charge.

The dark tome regains 1d6+1 charges daily at dawn. If the tome's last charge is expended, the DM rolls a d20 in secret. On a 1, the book's notorious original owner is returned to life, its body reforming in the nearest space to where its remains were buried. If the owner's remains were destroyed, it reforms in a location within 1d4 miles of you. The DM determines who or what the original owner of the book was. The owner is always aware of the tome's direction and distance from its current location.

Wishbone

RARE *Weapon (club)*

This white club is perfectly smooth and wrapped with a simple leather strap for grip. The unusual shape is no doubt due to the fact that the weapon was fashioned from a huge wishbone and enchanted with cockatrice feathers. Exactly who thought it was a good idea to create such a weapon is anyone's guess, but it is useful nonetheless.

Effect

When you hit a creature with an attack with this weapon it must make a DC 11 Constitution saving throw. On a successful save, nothing happens and the target is immune to this effect for the next 24 hours. On a failed save, the creature is restrained and begins to turn to stone, and it must repeat the saving throw at the end of its next turn. If the target fails the second saving throw, they turn to stone and become petrified for the next 24 hours, after which they return to normal. The effect can be ended with a *remove curse* spell.

Wooden Canary

COMMON *Wondrous item, requires attunement by a dwarf*

"I lost me father an' brother to tha' wretched gas. I swore it would ne'er happen again."

—Balor Battleaxe

In their traditional mountain homes, dwarves dug deep into the mountains. Occasionally, as the clans grew larger, they would branch off and establish new settlements, or undertake speculative digging in areas that showed promise. Both such tasks were dangerous work. To help protect his brethren, the dwarven mage Hjarsson created devices small enough for them to wear. A wooden canary is a small wooden token, commonly worn as an amulet or brooch.

Effect

The wearer of the wooden canary can detect harmful gas within 30 ft. of the wearer. The canary will emit a low-pitched whistling as long as it is within range of the gas. It will also detect individuals or creatures in gaseous form nearby.

Wrath of the Sea

RARE *Weapon (rapier), requires attunement*

Both the priests of Umberlee and Valkur claim that this weapon was created to honor their respective god. It shares a deep connection with the sea and can only unleash its full potential in the immediate vicinity of a body of water. Many famous pirates, privateers, and skippers wielded it over the years, but eventually it was always reclaimed by either the followers of Umberlee or Valkur.

During the War of the Twelve Saints, three temples were reduced to rubble, and hundreds of priests lost their lives. Over the course of this war, the weapon changed hands many times but was eventually lost when Umberlee's archpriestess Safron conjured a tidal wave which flooded half of Athkatla. Hundreds of people, animals, and houses were flushed out into the sea, as well as this weapon. The people of Athkatla still remember this occurrence because the city was never so clean up until then, and hasn't been since.



Effect

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This weapon deals an additional 1d6 piercing damage while the wielder is located above water, such as on a ship, or is submerged in water.

Once per day, as an action, you can turn the hilt of this weapon into a hempen rope with a length of up to 30 ft., giving it the reach of 30 feet. Alternatively, you can turn this weapon into a net. It follows the rules of a mundane net (PHB, p. 148) but it is indestructible. In both cases, the weapon reverts to its original form after one hour or when the wielder wills it.

Zephyr, the Broom of Flying

VERY RARE *Wondrous item, requires attunement*

This wooden broom, which weighs 3 pounds, seems poised to fly away at any moment.

While partially-sentient, Zephyr wasn't created with the capacity for independent thought. Zephyr's weakness is its complete inability to fly without a direct command. Characters may discover the broom resting underwater near the corpse of its former rider. Arvilla Te'nar was once a wealthy wizard with a passion for ancient history. During an expedition deep beneath his home city, Arvilla failed to outrace the flooding corridors, leaving his broom trapped beneath a stagnant pool for decades.

Effect

You may mount or dismount Zephyr as a free action. It then hovers beneath you and can be ridden in the air. Zephyr has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. When not being used, the broom hovers near a belt or backpack, instinctually moving with its owner as if it were physically attached.

While attuned to this item, you gain the following benefits:

Defensive Flying. Anyone riding Zephyr during combat receives a +1 to their Armor Class as the extremely defensive broom attempts to dodge incoming attacks.

Sentience. Zephyr is a partially-sentient neutral good magical broom with an Intelligence of 8, a Wisdom of 16, and a Charisma of 8. It has hearing and low-light vision up to 120 feet. Once attuned to a rider, Zephyr cannot be flown by another creature.

The broom understands spoken Auran and will respond to commands of flying in any language spoken by you. While Zephyr cannot communicate, it often makes its feelings known through more physical means.

Personality. Zephyr has two important personality quirks which become noticeable to any attuned rider: the broom loves to fly and strains to reach higher speeds; it is also a bit of a coward, refusing to get within 30 feet of anything it perceives to be dangerous.

Whenever Zephyr is commanded to approach an enemy or dangerous scenario, the broom zig-zags wildly, forcing you to succeed a DC 13 Dexterity saving throw or lose your turn holding onto the broomstick.



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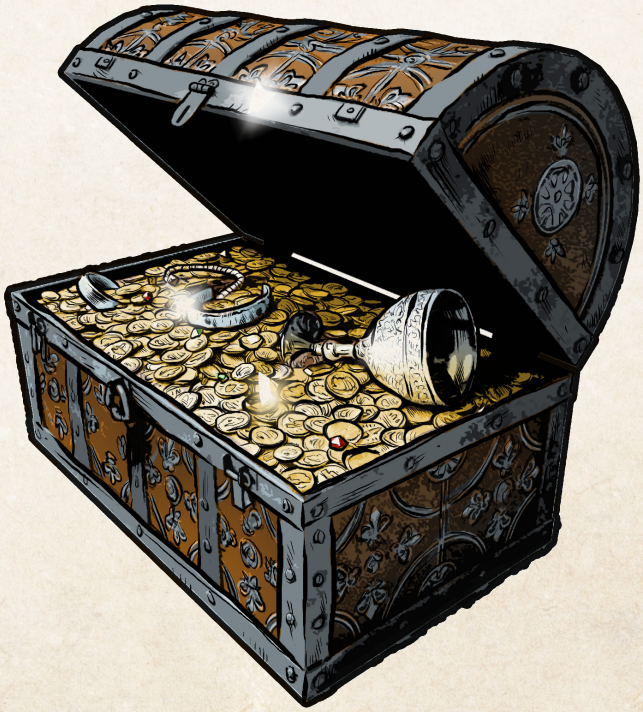
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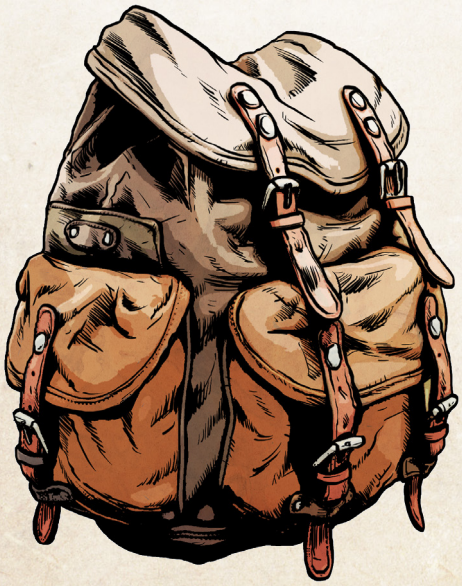
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