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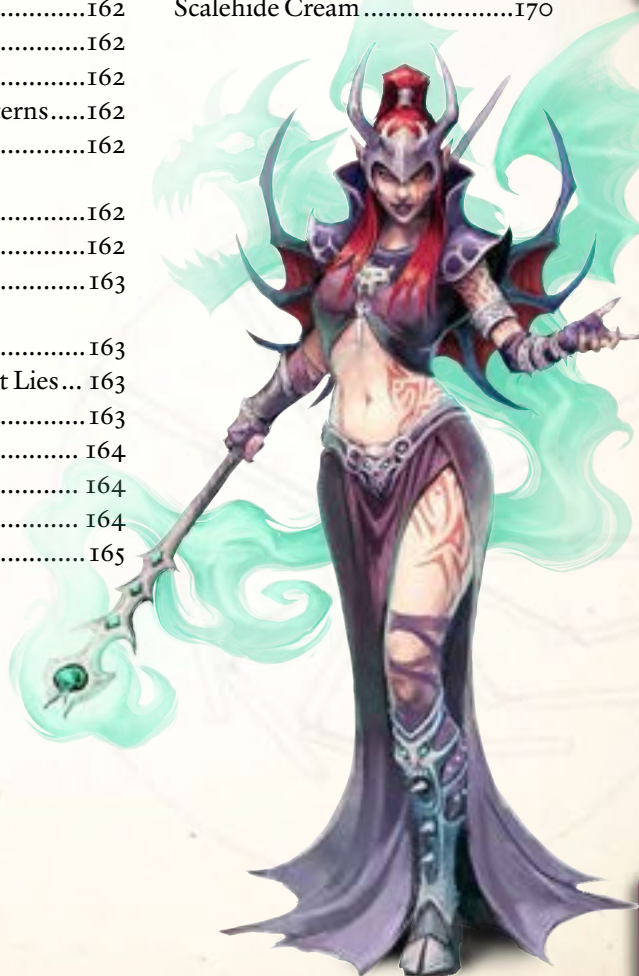
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Armor & Weapons

This chapter contains magical armors that exude molten lava, help you survive beneath the ocean waves, or are constructed from the hides of monstrous creatures. It also features weapons that drink the blood of those they strike, unerringly find their mark against ghostly foes, or even open rifts to the Void. Find everything heroes need to armor themselves against great threats and slay terrible monsters!

Agile Armor

Armor (any medium or heavy), common

This magically enhanced armor is less bulky than its nonmagical version. While wearing a suit of medium *agile armor*, the maximum Dexterity modifier you can add to determine your Armor Class is 3, instead of 2. While wearing a suit of heavy *agile armor*, the maximum Dexterity modifier you can add to determine your Armor Class is 1, instead of 0.

Akaasit Blade

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This dagger is crafted from the arm blade of a defeated akaasit (see *Tome of*

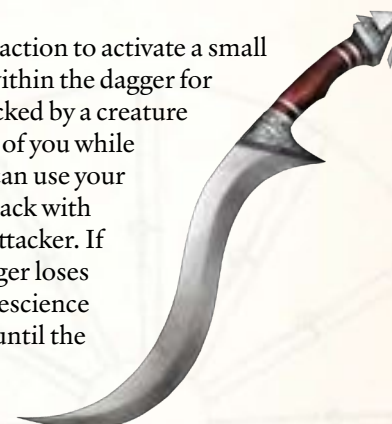
Beasts 2). You can use an action to activate a small measure of prescience within the dagger for 1 minute. If you are attacked by a creature you can see within 5 feet of you while this effect is active, you can use your reaction to make one attack with this dagger against the attacker. If your attack hits, the dagger loses its prescience, and its prescience can't be activated again until the next dawn.

Anchor of Striking

Weapon (war pick), rare (requires attunement)

This small rusty iron anchor feels sturdy in spite of its appearance. You gain a +1 bonus to attack and damage rolls made with this magic war pick.

When you roll a 20 on an attack roll made with this weapon, the target is wrapped in ethereal golden chains that extend from the bottom of the anchor. As an action, the chained target can make a DC 15 Strength or Dexterity check, freeing itself from the chains on a success. Alternatively, you can use a bonus action to command the chains to disappear,



freeing the target. The chains are constructed of magical force and can't be damaged, though they can be destroyed with a *disintegrate* spell. While the target is wrapped in these chains, you and the target can't move further than 50 feet from each other.

Angry Hornet

Weapon (any ammunition), uncommon

This black ammunition has yellow fletching or yellow paint. When you fire this magic ammunition, it makes an angry buzzing sound, and it multiplies in flight. As it flies, 2d4 identical pieces of ammunition magically appear around it, all speeding toward your target. Roll separate attack rolls for each additional arrow or bullet. Duplicate ammunition disappears after missing or after dealing its damage. If the *angry hornet* and all its duplicates miss, the *angry hornet* remains magical and can be fired again, otherwise it is destroyed.

Animated Chain Mail

Armor (chain mail), rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC, and you can use an action to cause parts of the armor to unravel into long, animated chains. While the chains are active, you have a climbing speed equal to your walking speed, and your AC is reduced by 2. You can use a bonus action to deactivate the chains, returning the armor to normal.

Grasping Chains. While wearing this armor with the chains active, you can use an action to attack twice with the chains. You are proficient with the chains. Each chain has a reach of 10 feet and deals bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you hit a creature of your size or smaller using a chain, you automatically grapple the creature with the chain. You can have no more than two creatures grappled in this way at a time.

While grappling a target with a chain, you can't attack other creatures with that chain. You can't attack a creature with either chain if you are climbing.



Anointing Mace

Weapon (maul), uncommon (requires attunement)

Also called an anointing gada, you gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, the ornately decorated head of the mace holds a reservoir perforated with small holes. As an action, you can fill the reservoir with a single potion or vial of liquid, such as holy water or alchemist's fire. You can press a button on the haft of the weapon as a bonus action, which opens the holes. If you hit a target with the weapon while the holes are open, the weapon deals damage as normal and the target suffers the effects of the liquid. For example, an *anointing mace* filled with holy water deals an extra 2d6 radiant damage if it hits a fiend or undead. After you press the button and make an attack roll, the liquid is expended, regardless if your attack hits.

Armor of Cushioning

Armor (padded), uncommon

While wearing this armor, you have resistance to bludgeoning damage. In addition, you can use a reaction when you fall to reduce any falling damage you take by an amount equal to twice your level.

Armor of Spite

Armor (any heavy), rare (requires attunement)

Unholy glyphs engraved on this black iron magic armor burn with a faint, orange light. While wearing the armor, you gain a +1 bonus to your AC.

At the start of your turn, you can choose to allow attack rolls against you to have advantage. If you do, the glyphs shed dim light in a 5-foot radius, and you can use a reaction when a creature hits you with an attack to force the attacker to take necrotic damage equal to twice your proficiency bonus.

Armor of the Leaf

Armor (light or hide), uncommon (requires attunement by a ranger)

This suit of armor always has a forest or leaf motif and is usually green or brown in color. While wearing this armor in forest terrain, you have advantage on Strength (Athletics) and Dexterity (Stealth) checks.

You can use an action to transform the armor into a cloud of swirling razor-sharp leaves, and each creature within 10 feet of you must succeed on a DC 13 Dexterity saving throw or take 2d8 slashing damage. For 1 minute, the cloud of leaves spreads out in a 10-foot radius from you, making the area lightly obscured for creatures other than you. The cloud moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the cloud and ends the effect. While the armor is transformed, you don't gain a base Armor Class from the armor. The armor can't be used this way again until the next dawn.

Armor of the Ngobou

Armor (hide), rare (requires attunement)

This thick and rough armor is made from the hide of a ngobou (see *Tome of Beasts*), an aggressive, ox-sized dinosaur known to threaten elephants of the plains. The horns and tusks of the dinosaur are worked into the armor as spiked shoulder pads. While wearing this armor, you gain a +1 bonus to AC, and you have a magical sense for elephants. You automatically detect if an elephant has passed within 90 feet of your location within the last 24 hours, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) checks you make to find elephants.

Ngobou Charge. If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, the target must succeed on a DC 15 Strength saving throw or be knocked prone. Elephants have disadvantage on this saving throw. Once used, this property can't be used again until the next dawn.

Armor of Warding

Armor (light, medium, or heavy), uncommon (+1), rare (+2), or very rare (+3)

Charms and wards made of claws, feathers, scales, or similar objects adorn this armor, which is etched with the likenesses of the creatures that contributed the adornments. The armor provides protection against a specific type of foe, indicated by its adornments. While wearing this armor, you have a bonus to AC against attacks from creatures of the type the armor wards against. The bonus is determined by its rarity. The armor provides protection against one of the following creature types: aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant, or undead.



Arrow of Grabbing

Weapon (arrow), very rare

This arrow has a barbed head and is wound with a fine but strong thread that unravels as the arrow soars. If a creature takes damage from the arrow, the creature must succeed on a DC 17 Constitution saving throw or take 4d6 damage and have the arrowhead lodged in its flesh. A creature grabbed by this arrow can't move farther away from you. At the end of its turn, the creature can attempt a DC 17 Constitution saving throw, taking 4d6 piercing damage and dislodging the arrow on a success.

As an action, you can attempt to pull the grabbed creature up to 10 feet in a straight line toward you, forcing the creature to repeat the saving throw. If the creature fails, it moves up to 10 feet closer to you. If it succeeds, it takes 4d6 piercing damage and the arrow is dislodged.



Arrow of Unpleasant Herbs

Weapon (arrow), uncommon

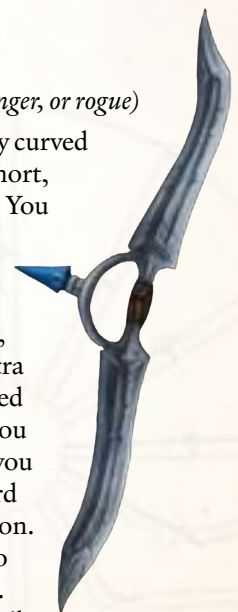
This arrow's tip is filled with magically preserved, poisonous herbs. When a creature takes damage from the arrow, the arrowhead breaks, releasing the herbs. The creature must succeed on a DC 15 Constitution saving throw or be incapacitated until the end of its next turn as it retches and reels from the poison.

Asp's Kiss

Weapon (shortsword), legendary (requires attunement by a bard, fighter, ranger, or rogue)

This haladie features two short, slightly curved blades attached to a single hilt with a short, blue-sheened spike on the hand guard. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to this sword, you have immunity to poison damage, and, when you take the Dash action, the extra movement you gain is double your speed instead of equal to your speed. When you use the Attack action with this sword, you can make one attack with its hand guard spike (treat as a dagger) as a bonus action.

You can use an action to cause indigo poison to coat the blades of this sword. The poison remains for 1 minute or until two attacks using the blade of this weapon hit one or more creatures. The target must succeed on a DC 17 Constitution saving throw or take 2d10 poison damage and its hit point maximum is reduced by an amount equal to the poison damage taken. This reduction lasts until the target finishes a long rest.



The target dies if this effect reduces its hit point maximum to 0. The sword can't be used this way again until the next dawn.

When you kill a creature with this weapon, it sheds a single, blue tear as it takes its last breath.

Axe of the Ancients

Weapon (handaxe), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you draw this weapon, you can use a bonus action to cast the *thaumaturgy* spell from it. You can have only one of the spell's effects active at a time when you cast it in this way.

Badger Hide

Armor (hide), uncommon

While wearing this hairy, black and white armor, you have a burrowing speed of 20 feet, and you have advantage on Wisdom (Perception) checks that rely on smell.



THE ASP'S KISS IN MIDGARD

The haladie is a knife common to Khandiria and the Mharoti Empire, though some have been seen as far west as Nuria Natal. Here are hooks for adding the *asp's kiss* to your campaign.

Mysterious Assassin. A basteti merchant family in Nuria Natal, the Antars, are being hunted by an unnamed assassin, who causes the Antar victims to weep a single blue tear upon death. The current head of the family, Neerlop Antar, remains unconcerned about the mysterious deaths, but his sister, Tahani Antar, fears for the lives of her children. She believes the assassin wields the legendary *asp's kiss* and seeks adventurers who can track down and stop the assassin before her entire family is destroyed.

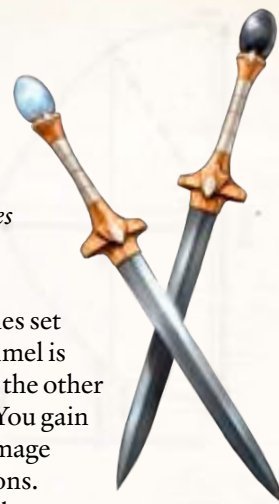
Retired Warrior. Ghazi Taslimi is an old dragonborn warrior who found a magical haladie while fighting in the wars against Khandiria under Sultan Makbule Khezmir. Retired and near the end of his life, Ghazi seeks a worthy inheritor of the *asp's kiss*. Thus far, he hasn't found a successor, leaving a trail of victims stained with blue tears in his wake as he searches.

Black and White Daggers

Weapon (dagger), rare (requires attunement)

These matched daggers are identical except for the stones set in their pommels. One pommel is chalcedony (opaque white), the other is obsidian (opaque black). You gain a +1 bonus to attack and damage rolls with both magic weapons. The bonus increases to +3 when you use the white dagger to attack a monstrosity, and it increases to +3 when you use the black dagger to attack an undead.

When you hit a monstrosity or undead with both daggers in the same turn, that creature takes an extra 1d6 piercing damage from the second attack.



Blackguard's Blade

Weapon (dagger or shortsword), common

You have advantage on attack rolls made with this weapon against a target if another enemy of the target is within 5 feet of it, and it has no allies within 5 feet of it.

Blade of Petals

Weapon (shortsword), rare (requires attunement)

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

This brightly-colored shortsword is kept in a wooden scabbard with eternally blooming flowers. The blade is made of dull green steel, and its pommel is fashioned from hard rosewood. As a bonus action, you can conjure a flowery mist which fills a 20-foot area around you with pleasant-smelling perfume. The scent dissipates after 1 minute.

A creature damaged by the blade must succeed on a DC 15 Charisma saving throw or be charmed by you until the end of its next turn. A creature can't be charmed this way more than once every 24 hours.



Blade of the Dervish

Weapon (scimitar), rare (requires attunement)

This magic scimitar is empowered by your movements. For every 10 feet you move before making an attack, you gain a +1 bonus to the attack and damage rolls of that attack, and the scimitar deals an extra 1d6 slashing damage if the attack hits (maximum of +3 and 3d6).

In addition, if you use the Dash action and move within 5 feet of a creature, you can attack that creature as a bonus action. On a hit, the target takes an extra 2d6 slashing damage.

Blade of the Temple Guardian

Weapon (shortsword), uncommon (requires attunement by a monk)

This simple but elegant shortsword is a magic weapon. When you are wielding it and use the Flurry of Blows class feature, you can make your bonus attacks with the sword rather than unarmed strikes. If you deal damage to a creature with this weapon and reduce it to 0 hit points, you absorb some of its energy, regaining 1 expended ki point.

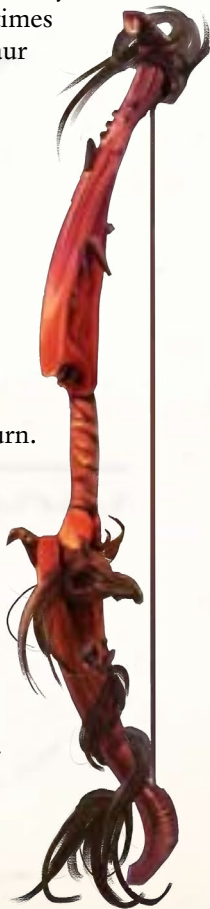
Bloodbow

Weapon (longbow), rare (requires attunement)

This longbow is carved of a light, sturdy wood such as hickory or yew, and it is almost always stained a deep maroon hue, lacquered and aged under layers of sundried blood. The bow is sometimes decorated with reptilian teeth, centaur tails, or other battle trophies.

The bow is designed to harm the particular type of creature whose blood most recently soaked the weapon. When you make a ranged attack roll with this magic weapon against a creature of that type, you have a +1 bonus to the attack and damage rolls. If the attack hits, the target must succeed on a DC 15 Wisdom saving throw or become enraged until the end of your next turn. While enraged, the target suffers a random short-term madness.

Bloodbows are most commonly soaked in the blood of bandits, thieves, or other humanoids. If you soak this weapon in the blood of a different type of creature for at least 1 hour, it ceases to affect the previous type of creature. The bow affects the new type of creature after you finish a long rest.



Blooddrinker Spear

Weapon (spear), rare (requires attunement)

Prized by gnolls, the upper haft of this spear is decorated with tiny animal skulls, feathers, and other adornments. You gain a +1 bonus to attack and damage rolls with this magic weapon.

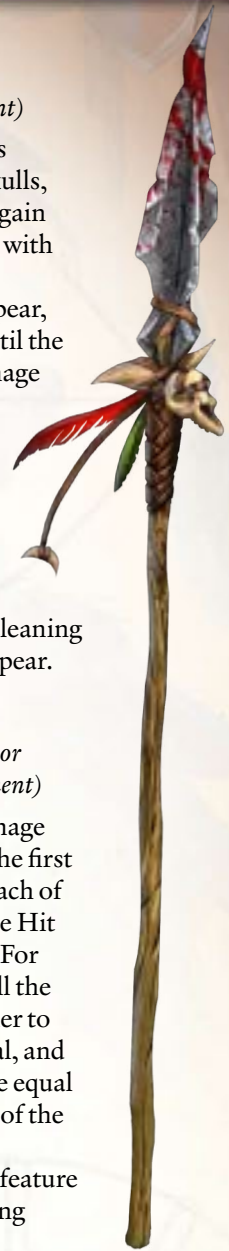
When you hit a creature with this spear, you mark that creature for 1 hour. Until the mark ends, you deal an extra 1d6 damage to the target whenever you hit it with the spear, and you have advantage on any Wisdom (Perception) or Wisdom (Survival) check you make to find the target. If the target drops to 0 hit points, the mark ends. This property can't be used on a different creature until you spend a short rest cleaning the previous target's blood from the spear.

Bloodfuel Weapon

Weapon (any weapon that deals piercing or slashing damage), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The first time you attack with the weapon on each of your turns, you can spend one or more Hit Dice, up to your maximum Hit Dice. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You lose hit points equal to the total, and the target takes extra necrotic damage equal to the total. You can't use this feature of the weapon if you don't have blood.

Hit Dice spent using this weapon's feature can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.



Bloodprice Armor

Armor (light, medium, or heavy), legendary (requires attunement)

When a melee attack would hit you while you are wearing this armor, you can use your reaction to increase your Armor Class by up to 10 against that attack. If you do so, you lose hit points equal to 5 times the bonus you want to add to your AC. For example, if you want to increase your AC by 2 against that attack, you lose 10 hit points.

Blood-Soaked Hide

Armor (hide), very rare (requires attunement)

Blood-soaked hide armor is crafted from the tanned skins of humanoids, carefully preserved and layered. The armor is always smeared in tacky, semi-dried blood, no matter how carefully it's cleaned. While wearing this armor, you gain a +1 bonus to AC, and you are immune to any effect that would cause you to lose hit points due to blood loss or ongoing wounds, such as the infernal wounds caused by a horned devil's tail or the necrotic damage caused by a *sword of wounding*.

Blood Form. As an action, you can transform into a flowing pool of thick blood for 1 minute, or until you use a bonus action to revert back to your true form. Any equipment you are wearing or carrying melds into your form or falls to the ground (your choice). Your statistics remain the same, but any magic items other than the blood-soaked hide cease to function. While in blood form, you can't speak, you are resistant to bludgeoning, piercing, and slashing damage, you can move through any opening as small as 1 inch wide without squeezing, and you can enter the space of other creatures and end your turn there.

A creature that starts its turn in your space must succeed on a DC 15 Constitution saving throw or lose 3d6 hit points due to blood loss, and you regain a number of hit points equal to half the number of hit points the creature lost. Constructs and undead who aren't vampires are immune to this effect.

Once used, you can't use this property of the armor again until the next dawn.



Bloodthirsty Weapon

Weapon (any weapon that deals piercing or slashing damage), rare (requires attunement)

This magic weapon bears long, branching channels inscribed into its blade or head, and it gives off a coppery scent. When you damage a creature that has blood with this weapon, it loses an additional 2d6 hit points from blood loss.

Thirsting. The weapon acquires a taste for creatures it damaged. When you miss an attack with this weapon against a creature you damaged with this weapon within the last 1 minute, the target loses 2d6 hit points due to blood loss as the weapon draws blood out of open wounds as it passes. If the wounded creature uses an action to staunch the wound with a successful DC 15 Wisdom (Medicine) check or the creature receives magical healing, the blade no longer has a taste for it, preventing this property from triggering. This property doesn't work against creatures that don't have blood.

Bludgeon of Nightmares

Weapon (flail, mace, or morningstar), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. The weapon appears to be a *mace of disruption*, and an *identify* spell reveals it to be such.

Curse. This weapon is cursed. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the weapon, keeping it on your person at all times. While attuned to this weapon, you have disadvantage on attack rolls made with weapons other than this one.

The first time you use this weapon to kill a creature that has an Intelligence score of 5 or higher, you begin having nightmares and disturbing visions that disrupt your rest. Each time you complete a long rest, you must make a Wisdom saving throw. The DC equals 10 + the total number of creatures with Intelligence 5 or higher that you've reduced to 0 hit points with this weapon. On a failure, you gain no benefits from that long rest, and you gain one level of exhaustion.

Bone Whip

Weapon (whip), very rare (requires attunement)

This whip is constructed of humanoid vertebrae with their edges magically sharpened and pointed. The bones are joined together into a coiled line by strands of steel wire. The handle is half a femur wrapped in soft leather of tanned humanoid skin. You gain a +1 bonus to attack and damage rolls with this weapon.

You can use an action to cause fiendish energy to coat the whip. For 1 minute, you gain 5 temporary hit points the first time you hit a creature on each turn. In addition, when you deal damage to a creature with this weapon, the creature must succeed on a DC 17



Constitution saving throw or its hit point maximum is reduced by an amount equal to the damage dealt. This reduction lasts until the creature finishes a long rest. Once used, this property of the whip can't be used again until the next dawn.

Bonebreaker Mace

Weapon (any weapon that deals bludgeoning damage), rare (requires attunement)

You gain a +1 bonus on attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use it to attack an undead creature. Often given to the grim enforcers of great necropolises, these weapons can reduce the walking dead to splinters with a single strike.

When you hit an undead creature with this magic weapon, treat that creature as if it is vulnerable to bludgeoning damage. If it is already vulnerable to bludgeoning damage, your attack deals an additional 1d6 radiant damage.

Bow of Accuracy

Weapon (any bow), common

The normal range of this bow is doubled, but its long range remains the same.

Brawn Armor

Armor (hide), rare (requires attunement)

This armor was crafted from the hide of an ancient grizzly bear. While wearing it, you gain a +1 bonus to AC, and you have advantage on grapple checks.

The armor has 3 charges. You can use a bonus action to expend 1 charge to deal your unarmed strike damage to a creature you are grappling. The armor regains all expended charges daily at dawn.

Brazen Bulwark

Armor (shield), rare (requires attunement)

This rectangular shield is plated with polished brass and resembles a crenelated tower. While wielding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Brazen Wall. As an action, you can plant the shield in the ground in front of you, transforming it into a steel wall 10 feet high, 3 inches thick, and up to 20 feet wide. The wall has arrow slits set at 5-foot

intervals and provides three-quarters cover to creatures behind it. The wall remains in place for 1 hour or until you use an action while within 5 feet of the wall to don the shield. Each 10-foot-by-10-foot section of the wall has AC 17 and 30 hit points. If both sections of the wall are reduced to 0 hit points, the shield reverts to its normal form, and its magic ceases to function until the next dawn. Once used, this property can't be used again until the next dawn.



Breaker Lance

Weapon (lance), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon. When you attack an object or structure with this magic lance and hit, maximize your weapon damage dice against the target.

The lance has 3 charges. As part of an attack action with the lance, you can expend a charge while striking a barrier created by a spell, such as a *wall of fire* or *wall of force*, or an entryway protected by the *arcane lock* spell. You must make a Strength check against a DC equal to 10 + the spell's level. On a successful check, the spell ends. The lance regains 1d3 expended charges daily at dawn.

Bullseye Arrow

Weapon (arrow), uncommon

This arrow has bright red fletching and a blunt, red tip. You gain a +1 bonus to attack rolls made with this magic arrow. On a hit, the arrow deals no damage, but it paints a magical red dot on the target for 1 minute. While the dot lasts, the target takes an extra 1d4 damage of the weapon's type from any ranged attack that hits it. In addition, ranged weapon attacks against the target score a critical hit on a roll of 19 or 20. When this arrow hits a target, the arrow vanishes in a flash of red light and is destroyed.

Buzzing Blade

Weapon (any sword or axe), rare (requires attunement)

You can use a bonus action to speak this weapon's command word, causing the blade to emit a loud buzzing sound. The buzzing noise is audible out to 100 feet. While the sword is buzzing, it deals an extra 2d6 thunder damage to any target it hits. The buzzing

lasts until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

Candied Axe

Weapon (battleaxe), very rare (requires attunement)

This battleaxe bears a golden head spun from crystalized honey. Its wooden handle is carved with reliefs of bees. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Blessing of the Bee. While you are attuned to the axe, you have immunity to poison damage, and you have advantage on any Charisma check to interact with beasts.

Honey Drip. While you are holding the battleaxe, you can use an action to cast the *slow* spell (save DC 15) from the weapon. Once used, this property can't be used again until the next dawn.

Curse. The axe bears a curse that affects any non-bearfolk that attunes to it. Even if the attunement ends, the curse remains. With each passing day, the creature's physical appearance and stature become more bearlike. After 7 days, the creature looks like a typical bearfolk, but the creature neither loses its racial traits nor gains the racial traits of a bearfolk.

The physical changes wrought by the axe can't be dispelled, but they can be undone by any effect that removes a curse, such as the *remove curse* spell.



Cephalopod Breastplate

Armor (breastplate), rare

This bronze breastplate depicts two krakens fighting. While wearing this armor, you gain a +1 bonus to AC.

You can use an action to speak the armor's command word to release a cloud of black mist (if above water) or black ink (if underwater). It billows out from you in a 20-foot-radius cloud of mist or ink. The area is heavily obscured for 1 minute, although a wind of moderate or greater speed (at least 10 miles per hour) or a significant current disperses it. The armor can't be used this way again until the next dawn.

Chainbreaker Blade

Weapon (any sword), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you use this weapon to attack or break chains, manacles, or similar metal objects restraining creatures, you have advantage on the attack roll or ability check. In addition, such items have vulnerability to this sword's weapon damage.

Chieftain's Axe

Weapon (battleaxe), very rare (requires attunement)

Furs conceal the worn runes lining the haft of this oversized, silver-headed battleaxe. You gain a +2 bonus to attack and damage rolls made with this silvered, magic weapon.

Chieftain's Rally. You can use an action to raise the axe while shouting a rallying cry. All allies who can hear and see you can use a reaction to make a melee attack. Once used, this property can't be used again until the next dawn.

Bearfolk Belonging. If you aren't a bearfolk, bearfolk who see you carrying the chieftain's axe are immediately hostile. In addition, you have disadvantage on Charisma checks to influence bearfolk. However, if you turn the axe over to bearfolk, provided you haven't used the axe against bearfolk to their knowledge, they become friendly and, at the GM's discretion, might provide aid to you and your allies.

Chillblain Armor

Armor (medium or heavy, but not hide), very rare (requires attunement)

This armor is forged from overlapping blue steel plates or blue rings and has a frosted appearance. While wearing this armor, you gain a +1 bonus to AC, and you have resistance to cold damage. In addition, when a creature hits you with a melee weapon attack, it must succeed on a DC 15 Constitution saving



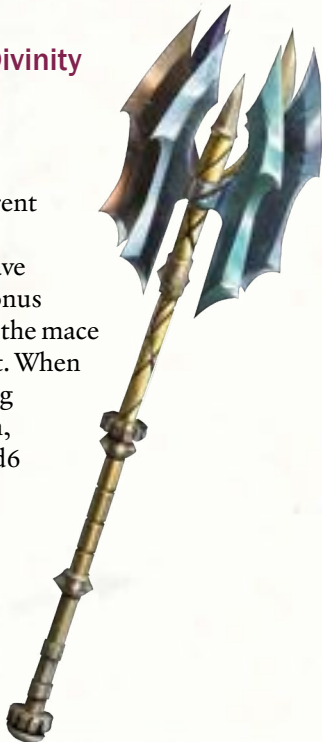
throw or become numbed by the supernatural cold radiating from the armor. A creature numbed by the cold can use either an action or bonus action on its turn, not both, and its movement speed is reduced by 10 feet until the end of its next turn.

Curse. This armor is cursed, a fact that is revealed only when an *identify* spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by the *remove curse* spell or similar magic; removing the armor fails to end the curse. While cursed, you have vulnerability to fire damage. If you are hit by a critical hit that deals fire damage while wearing this armor, the armor shatters into useless fragments.

Clockwork Mace of Divinity

Weapon (mace), uncommon (requires attunement)

This clockwork mace is composed of several different metals. While attuned to this magic weapon, you have proficiency with it. As a bonus action, you can command the mace to transform into a trident. When you hit with an attack using this weapon's trident form, the target takes an extra 1d6 radiant damage.



Commander's Plate

Armor (plate), uncommon

This armor is typically emblazoned or decorated with imagery of lions, bears, griffons, eagles, or other symbols of bravery and courage. While wearing this armor, your voice can be clearly heard by all friendly creatures within 300 feet of you if you so choose. Your voice doesn't carry in areas where sound is prevented, such as in the area of the *silence* spell. Each friendly creature that can see or hear you has advantage on saving throws against being frightened. You can use a bonus action to rally a friendly creature that can see or hear you. The target gains a +1 bonus to attack or damage rolls on its next turn. Once you have rallied a creature, you can't rally that creature again until it finishes a long rest.



MAGIC OF THE LAST HEIR

Deep in the Eastern Heart of the Margreve sits the Grove of Eternal Autumn. There lives a clan of alseid who speak fondly of a group of adventurers, who not only saved the fate of their village, but that of the balance of the Margreve itself. Each adventurer bore a magical gift from the sly contributions of Baba Yaga, the intentional interventions of Rava, or the unexpected generosity from the Queen of Night and Magic, and each gift reflected the journey and growth of the heroes who received them.

Thanks to these gifts and the heroes' dedication and bravery, they stopped the attempted destruction of the Grove by a power-driven, wayward clan member, who was under the manipulations of a freed elder vampire from the Dead Druid's Run. After defeating the elder vampire, restoring the integrity of the stones,

and believing in second chances, Xira, Shreg, Slaine, Jervayn, MAURICE, Eowilgalith, and Weeble Wobble realized there is more than meets the eye to the Margreve, its inhabitants, and each other, and they became honorary members of the Grove of Eternal Autumn in turn.

Their magic items first appeared in the livestream campaign, *The Last Heir*, but now live on beyond those characters, awaiting new heroes to take up their legacy. These items are the *amulet of the oracle* (see page 106), *boots of the grandmother* (see page 117), *clockwork hare* (see page 126), *clockwork mace of divinity*, *ring of the grove's guardian* (see page 80), *spear of the stilled heart* (see page 37), and *valkyrie's bite* (see page 42).

Constant Dagger*Weapon (dagger), rare*

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

When you roll a 20 on an attack roll made with this weapon, the target loses its resistance to bludgeoning, piercing, and slashing damage until the start of your next turn. If it has immunity to bludgeoning, piercing, and slashing damage, its immunity instead becomes resistance to such damage until the start of your next turn. If the creature doesn't have resistance or immunity to such damage, you roll your damage dice three times, instead of twice.

Consuming Rod*Weapon (mace), very rare (requires attunement)*

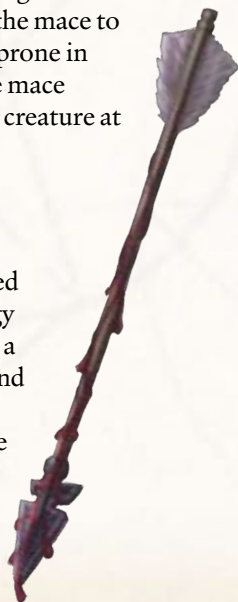
This bone mace is crafted from a humanoid femur. One end is carved to resemble a ghoulish face, its mouth open wide and full of sharp fangs. The mace has 8 charges, and it recovers 1d6 + 2 charges daily at dawn.

You gain a +1 bonus to attack and damage rolls made with this magic mace. When it hits a creature, the mace's mouth stretches gruesomely wide and bites the target, adding 3 (1d6) piercing damage to the attack. As a reaction, you can expend 1 charge to regain hit points equal to the piercing damage dealt.

Alternatively, you can use your reaction to expend 5 charges when you hit a Medium or smaller creature and force the mace to swallow the target. The target must succeed on a DC 15 Dexterity saving throw or be swallowed into an extra-dimensional space within the mace. While swallowed, the target is blinded and restrained, and it has total cover against attacks and other effects outside the mace. The target can still breathe. As an action, you can force the mace to regurgitate the creature, which falls prone in a space within 5 feet of the mace. The mace automatically regurgitates a trapped creature at dawn when it regains charges.

Crimson Starfall Arrow*Weapon (arrow), uncommon*

This arrow is a magic weapon powered by the sacrifice of your own life energy and explodes upon impact. If you hit a creature with this arrow, you can spend one or more Hit Dice, up to your maximum Hit Dice. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You lose hit points equal to the



total, and each creature within 10 feet of the target, including the target, must make a DC 15 Dexterity saving throw, taking necrotic damage equal to the hit points you lost on a failed save, or half as much damage on a successful one. You can't use this feature of the arrow if you don't have blood.

Hit Dice spent on this arrow's feature can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

Crocodile Armor*Armor (leather or hide), rare*

While wearing this armor fashioned from crocodile skin, you gain a +1 bonus to AC.

In addition, you can hold your breath for 15 minutes, and you have a swimming speed equal to your walking speed.

**Crusader's Shield***Armor (shield), common**(requires attunement by a cleric, druid, or paladin)*

A bronze boss is set in the center of this round shield. When you attune to the shield, the boss changes shape, becoming a symbol of your divine connection: a holy symbol for a cleric or paladin or an engraving of mistletoe or other sacred plant for a druid. You can use the shield as a spellcasting focus for your spells.

Versatile Cantrip. While holding the shield, you can try to cast a cantrip that you don't know. The cantrip must be on your spell list, and you must make a DC 10 Intelligence (Religion) 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.



Dagger of the Barbed Devil

Weapon (dagger), rare

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

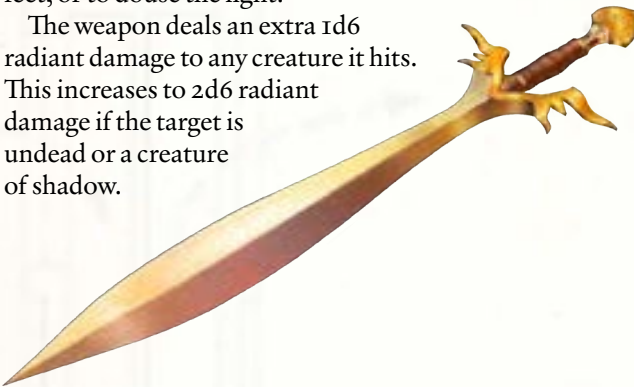
You can use an action to cause sharp, pointed barbs to sprout from this blade. The barbs remain for 1 minute. When you hit a creature while the barbs are active, the creature must succeed on a DC 15 Dexterity saving throw or a barb breaks off into its flesh and the dagger loses its barbs. At the start of each of its turns, a creature with a barb in its flesh must make a DC 15 Constitution saving throw. On a failure, it has disadvantage on attack rolls and ability checks until the start of its next turn as it is wracked with pain. The barb remains until a creature uses its action to remove the barb, dealing 1d4 piercing damage to the barbed creature. Once you cause barbs to sprout from the dagger, you can't do so again until the next dawn.

Dawn Shard

Weapon (any sword or dagger), uncommon (requires attunement)

The blade of this magic weapon gleams with a faint golden shine, and the pommel is etched with a sunburst. As a bonus action, you can command the weapon to shed dim light out to 5 feet, to shed bright light out to 20 feet and dim light for an additional 20 feet, or to douse the light.

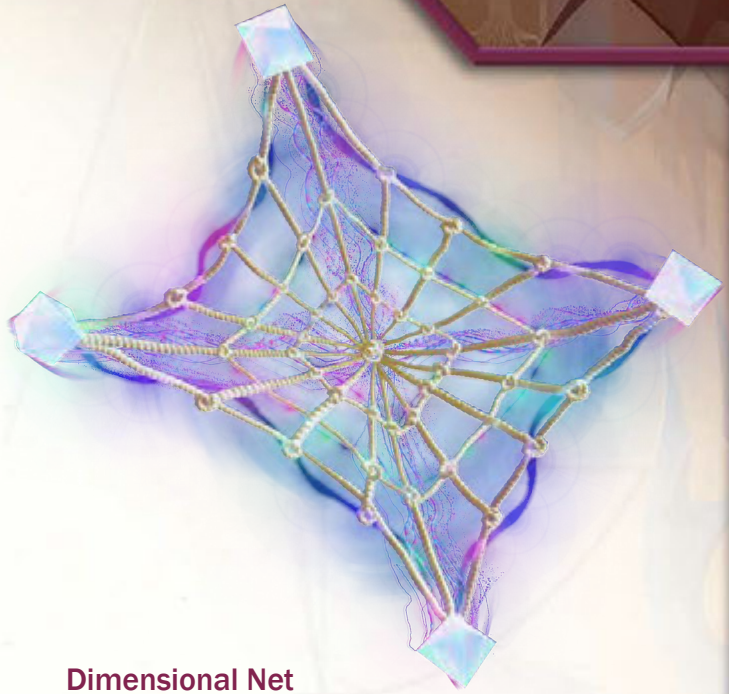
The weapon deals an extra 1d6 radiant damage to any creature it hits. This increases to 2d6 radiant damage if the target is undead or a creature of shadow.



Deadfall Arrow

Weapon (arrow), rare

You gain a +1 bonus to attack and damage rolls made with this magic arrow. On a hit, the arrow transforms into a 10-foot-long wooden log centered on the target, destroying the arrow. The target and each creature in the log's area must make a DC 15 Dexterity saving throw. On a failure, a creature takes 3d6 bludgeoning damage and is knocked prone and restrained under the log. On a success, a creature takes half the damage and isn't knocked prone or restrained. A restrained creature can take its action to free itself by succeeding on a DC 15 Strength check. The log lasts for 1 minute then crumbles to dust, freeing those restrained by it.



Dimensional Net

Weapon (net), rare (requires attunement)

Woven from the hair of celestials and fiends, this shimmering iridescent net can subdue and capture otherworldly creatures. You have a +1 bonus to attack rolls with this magic weapon. In addition to the normal effects of a net, this net prevents any Large or smaller aberration, celestial, or fiend hit by it from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. When such a creature is bound in this way, a creature must succeed on a DC 30 Strength (Athletics) check to free the bound creature.

The net has immunity to damage dealt by the bound creature, but another creature can deal 20 slashing damage to the net and free the bound creature, ending the effect. The net has AC 15 and 30 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the net drops to 0 hit points, it is destroyed.

Dirgeblade

Weapon (rapier), legendary (requires attunement by a bard)

This weapon is an exquisitely crafted rapier set in a silver and leather scabbard. The blade glows a faint stormy blue and is encircled by swirling wisps of clouds. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

This weapon, when unsheathed, sheds dim blue light in a 20-foot radius. When you hit a creature with it, you can expend 1 Bardic Inspiration to impart a sense of overwhelming grief in the target. A creature affected by this grief must succeed on a DC 15 Wisdom saving throw or fall prone and become incapacitated by sadness until the end of its next turn.

Once a month under an open sky, you can use a bonus action to speak this magic sword's command word and cause the sword to sing a sad dirge. This dirge conjures heavy rain (or snow in freezing

temperatures) in the region for 2d6 hours. The precipitation falls in an X-mile radius around you, where X is equal to your level.

Dirk of Daring

Weapon (dagger), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the dagger, you have advantage on saving throws against being frightened.

Dragonstooth Blade

Weapon (greatsword or longsword), very rare (requires attunement)

This razor-sharp blade, little more than leather straps around the base of a large tooth, still carries the power of a dragon. This weapon's properties are determined by the type of dragon that once owned this tooth. The GM chooses the dragon type or determines it randomly from the options below.

When you hit with an attack using this magic sword, the target takes an extra 1d6 damage of a type determined by the kind of dragon that once owned the tooth. In addition, you have resistance to the type of damage associated with that dragon.

d6	Damage Type	Dragon Type
1	Acid	Black or Copper
2	Fire	Brass, Gold, or Red
3	Poison	Green
4	Lightning	Blue or Bronze
5	Cold	Silver or White
6	Necrotic	Undead

Encouraging Armor

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

While wearing this armor, you gain a +1 bonus to AC. In addition, each friendly creature within 10 feet of you that can see you gains a +1 bonus to attack rolls and saving throws. If you are a paladin with the Aura of Courage feature, this bonus increases to +2.

Enraging Ammunition

Weapon (any ammunition), uncommon

When you hit a creature with a ranged attack using this magical ammunition, the target must succeed on a DC 13 Wisdom saving throw or become enraged for 1 minute. On its turn, an enraged creature moves toward you by the most direct route, trying to get within 5 feet of you. It doesn't avoid opportunity attacks, but it moves around or avoids damaging terrain, such as lava or a pit. If the enraged creature



is within 5 feet of you, it attacks you. An enraged creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Ensnaring Ammunition

Weapon (any ammunition), uncommon

When you hit a creature with a ranged attack using this magical ammunition, the target takes only half the damage from the attack, and the target is restrained as the ammunition bursts into entangling strands that wrap around it. As an action, the restrained target can make a DC 13 Strength check, bursting the bonds on a success. The strands can also be attacked and destroyed (AC 10; hp 5; immunity to bludgeoning, poison, and psychic damage).

Entrenching Mattock

Weapon (war pick), rare

You gain a +1 to attack and damage rolls with this magic weapon. This bonus increases to +3 when you use the pick to attack a creature made of earth or stone, such as an earth elemental or stone golem.

As a bonus action, you can slam the head of the pick into earth, sand, mud, or rock within 5 feet of you to create a wall of that material up to 30 feet long, 3 feet high, and 1 foot thick along that surface. The wall provides half cover to creatures behind it. The pick can't be used this way again until the next dawn.

Exsanguinating Blade

Weapon (dagger), rare (requires attunement)

This double-bladed dagger has an ivory hilt, and its gold pommel is shaped into a woman's head with ruby eyes and a fanged mouth opened in a scream. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on an attack roll made with this weapon against a creature that has blood, the dagger gains 1 charge. The dagger can hold 1 charge at a time.

You can use a bonus action to expend 1 charge from the dagger to cause one of the following effects:

- You or a creature you touch with the blade regains 2d8 hit points.
- The next time you hit a creature that has blood with this weapon, it deals an extra 2d8 necrotic damage.



Fellforged Armor

Armor (plate), very rare (requires attunement)

While wearing this steam-powered magic armor, you gain a +1 bonus to AC, your Strength score increases by 2, and you gain the ability to cast *speak with dead* as an action. As long as you remain cursed, you exude an unnatural aura, causing beasts with Intelligence 3 or less within 30 feet of you to be frightened. Once you have used the armor to cast *speak with dead*, you can't cast it again until the next dawn.

Curse. Once attuned to this armor, you can't remove it unless you are the subject of a *remove curse* spell or similar magic. As long as you remain cursed, while wearing the armor, you gain an unnatural aura, causing all animals to panic when you are within 30 feet of them. You also gain disadvantage on attack rolls against incorporeal undead and on saving throws made against their spells and abilities.



Flash Bullet

Weapon (sling bullet), common

When you hit a creature with a ranged attack using this shiny, polished stone, it releases a sudden flash of bright light. The target takes damage as normal and must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn. Creatures with the Sunlight Sensitivity trait have disadvantage on this saving throw.

Fog Stone

Weapon (sling bullet), uncommon

This sling stone is carved to look like a fluffy cloud. Typically, 1d4 + 1 *fog stones* are found together. When you fire the stone from a sling, it transforms into a miniature cloud as it flies through the air, and it creates a 20-foot-radius sphere of fog centered on the target or point of impact. The sphere spreads around corners, and its area is heavily obscured. It lasts for 10 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Forgefire Hammer

Weapon (maul or warhammer), rare

The head of this weapon is shaped like an anvil, and engravings of fire and arcane runes decorate it. You can use a bonus action to speak this magic weapon's command word, causing its head to glow red-hot. While red-hot, the weapon deals an extra 1d6 fire damage to any target it hits. The weapon's anvil-like head remains red-hot until you use a bonus action to speak the command word again or until you drop or sheathe the weapon.

When you roll a 20 on an attack roll made with this weapon against a target holding or wearing a metal object, such as a metal weapon or metal armor, the target takes an extra 1d4 fire damage and the metal object becomes red-hot for 1 minute. While the object is red-hot and the creature still wears or carries it, the creature takes 1d4 fire damage at the start of each of its turns.

Fountmail

Armor (chain mail), legendary (requires attunement)

This armor is a dazzling white suit of chain mail with an alabaster-colored steel collar that covers part of the face. You gain a +3 bonus to AC while you wear this armor. In addition, you gain the following benefits:

- You add your Strength and Wisdom modifiers in addition to your Constitution modifier on all rolls when spending Hit Die to recover hit points.
- You can't be frightened.
- You have resistance to necrotic damage.

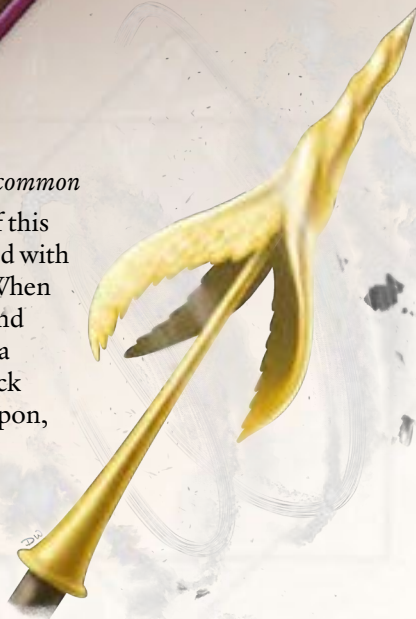
Gale Javelin

Weapon (javelin), uncommon

The metallic head of this javelin is embellished with three small wings. When you speak a command word while making a ranged weapon attack with this magic weapon, a swirling vortex of wind follows its path through the air. Draw a line between you and the target of your attack; each creature within 10 feet of this line must make a DC 13 Strength saving throw. On a failed save, the creature is pushed backward 10 feet and falls prone.

In addition, if this ranged weapon attack hits, the target must make a DC 13 Strength saving throw. On a failed save, the target is pushed backward 15 feet and falls prone.

The javelin's property can't be used again until the next dawn. In the meantime, it can still be used as a magic weapon.



is grappled by you. At the start of each of your turns, the spear twists and grinds, dealing 2d6 piercing damage to the grappled target. If you release the spear, it remains lodged in the target, dealing damage each round as normal, but the target is no longer grappled by you. While the spear is lodged in a target, you can't make attacks with it. A creature, including the restrained target, can take its action to remove the spear by succeeding on a DC 15 Strength check. The target takes 1d6 piercing damage when the spear is removed. You can use an action to speak the spear's command word, causing it to dislodge itself and fall into an unoccupied space within 5 feet of the target.

Goblin Shield

Armor (shield), rare (requires attunement)

This shield resembles a snarling goblin's head. It has 3 charges and regains 1d3 expended charges daily at dawn. While wielding this shield, you can use a bonus action to expend 1 charge and command the goblin's head to bite a creature within 5 feet of you. Make a melee weapon attack with the shield. You have proficiency with this attack if you are proficient with shields. On a hit, the target takes 2d4 piercing damage.



Ghost Barding

Armor (light, medium, or heavy), uncommon

This armor is blue-green and translucent. It weighs only 1 pound, and if the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, this version of the armor doesn't. The armor's base Armor Class applies only against attacks by undead creatures and doesn't provide protection against any other attacks. When a beast wears this armor, the beast gains a +1 bonus to AC against attacks by undead creatures, and it has advantage on saving throws against the spells and special abilities of undead creatures.

Glazed Blade

Weapon (any sword or axe), common

A pleasant scent emerges from this weapon. While it is on your person, you have advantage on Charisma (Persuasion) checks made to interact with humanoids and fey.

Gnawing Spear

Weapon (spear), rare (requires attunement)

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

When you roll a 20 on an attack roll made with this spear, its head animates, grows serrated teeth, and lodges itself in the target. While the spear is lodged in the target and you are wielding the spear, the target

Golden Bolt

Weapon (heavy crossbow), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. This crossbow doesn't have the loading property, and it doesn't require ammunition. Immediately after firing a bolt from this weapon, another golden bolt forms to take its place.

Gorgon Scale

Armor (scale mail), very rare (requires attunement)

The iron scales of this armor have a green-tinged iridescence. While wearing this armor, you gain a +1 bonus to AC, and you have immunity to the petrified condition.

If you move at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, you can use a bonus action to imbue the hit with some of the armor's petrifying magic. The target must make a DC 15 Constitution saving throw. On a failed save, the target begins to turn to stone and is restrained. The restrained target must repeat the saving throw at the end of its next turn. On a success, the effect ends on the target. On a failure, the target is petrified until freed by the *greater restoration* spell or

other magic. The armor can't be used this way again until the next dawn.

Grasping Shield

Armor (shield), uncommon (requires attunement)

The boss at the center of this shield is a hand fashioned of metal. While wielding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Grasping Defense. When a creature you can see within 5 feet of you hits you with a melee weapon attack, you can use a reaction to animate the hand on the shield. Make a melee weapon attack with the shield. You have proficiency with this attack if you are proficient with shields, and you gain a +1 bonus to the attack roll. On a hit, the attacker is grappled (escape DC 13) by the hand. While the shield is grappling a creature, you gain no bonuses to AC from the shield. The grapple ends when you can command the shield to release the target (no action required), when the creature escapes, or when you drop the shield.

Grave Ward Armor

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

This armor bears gold or brass symbols of sunlight and sun deities and never tarnishes or rusts. The armor is immune to necrotic damage and rusting attacks such as those of a rust monster. While wearing this armor, your maximum hit points can't be reduced.

As an action, you can speak a command word to gain the effect of a *protection from evil and good* spell for 1 minute (no concentration required). While the spell is active, if you are reduced to 0 hit points, you drop to 1 hit point instead. Once you use this property, it can't be used again until the next dawn.

Grim Escutcheon

Armor (shield), uncommon (requires attunement)

This blackened iron shield is adorned with the menacing relief of a monstrously gaunt skull. You gain a +1 bonus to AC while you wield this shield. This bonus is in addition to the shield's normal bonus to AC.

While holding this shield, you can use a bonus action to speak its command word to cast the *fear* spell (save DC 13). The shield can't be used this way again until the next dusk.

Hammer of Throwing

Weapon (light hammer), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon. In addition, when you throw the hammer, it returns to your hand at the end of your turn. If you have no hand free, it falls to the ground at your feet.

Hellfire Armor

Armor (any metal), rarity varies

This spiked armor is a dark, almost black crimson when inactive.

Hellfire Armor (Common). While wearing this armor, you can use an action to cause it to glow and appear red-hot, giving you a hellish appearance. The armor sheds light as a candle, but it doesn't emit heat. The effect lasts until you use a bonus action to end it.

Molten Hellfire Armor (Uncommon). This more powerful version of *hellfire armor* has 3 charges. It regains all expended charges daily at dawn. If you expend 1 charge as part of the action to make the



armor glow, you can make the armor emit heat in addition to light for 1 minute. For the duration, when a creature touches you or hits you with a melee attack while within 5 feet of you, it takes 1d4 fire damage. You are immune to the armor's heat while wearing it.

Hexen Blade

Weapon (shortsword), rare (requires attunement)

The colorful surface of this sleek adamantine shortsword exhibits a perpetually shifting, iridescent sheen. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

The sword has 5 charges and regains 1d4 + 1 charges daily at dawn. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells from it, using spell save DC 15: *disguise self* (1 charge), *hypnotic pattern* (3 charges), or *mirror image* (2 charges).



Hidden Armament

Weapon (any melee weapon that isn't two-handed), uncommon (requires attunement)

While holding this magic weapon, you can use an action to transform it into a tattoo on the palm of your hand. You can use a bonus action to transform the tattoo back into a weapon.

Humble Cudgel of Temperance

Weapon (club), uncommon

This simple, polished club has a studded iron band around one end. When you attack a poisoned creature with this magic weapon, you have advantage on the attack roll.

FAUSTIN AND THE HUMBLE CUDGEL OF TEMPERANCE

Formerly a moneylender with a heart of stone and a small army of brutal thugs, Faustin the Drunkard awoke one day with a punishing hangover that seemed never-ending. He took this as a sign of punishment from the gods, not for his violence and thievery, but for his taste for the grape, in abundance.

He decided all problems stemmed from the "demon" alcohol, and he became a cleric. No less brutal than before, he and his thugs targeted public houses, ale makers, and more. In his quest to rid the world of alcohol, he had the *humble cudgel of temperance* made and blessed with terrifying power. Now long since deceased, his simple, humble-appearing club continues to wreck havoc wherever it turns up.

When you roll a 20 on an attack roll made with this weapon, the target becomes poisoned for 1 minute. If the target was already poisoned, it becomes incapacitated instead. The target can make a DC 13 Constitution saving throw at the end of each of its turns, ending the poisoned or incapacitated condition on itself on a success.

Iceblink

Weapon (any sword), rare (requires attunement)

The blade of this weapon is cool to the touch and gives off a yellow-white radiance, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. In temperatures above freezing, vapor wafts off the chilled blade. When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage.

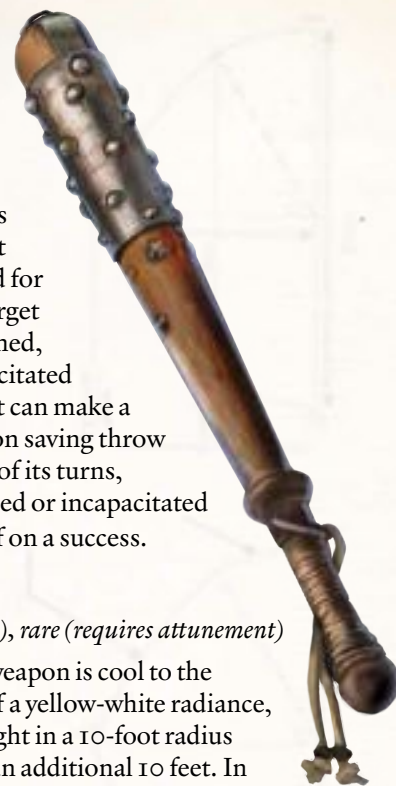
Freeze Water. While holding the sword, you can use an action to plunge the blade into a body of water, causing its surface to freeze over. The water freezes to a depth of 3 inches within a 60-foot radius of the point where you plunged the blade. Creatures that were swimming on the surface of the water must succeed on a DC 15 Dexterity saving throw or be restrained by the ice. A restrained creature can use an action to make a DC 15 Strength check, breaking free on a success. The ice is not magical and melts after 1 minute if temperatures in the area are not cold enough to sustain it. Once used, this property can't be used again until the next dawn.

Snowblind. While holding the sword, you can use an action to generate a bright flash of light from the blade at one creature you can see within 5 feet of you. The target must succeed on a DC 15 Constitution saving throw or be blinded 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. Once used, this property can't be used again until the next dawn.

Impact Club

Weapon (club), uncommon (requires attunement)

This magic weapon has 3 charges and regains 1d3 expended charges daily at dawn. When you hit a target on your turn, you can take a bonus action to spend 1 charge and attempt to shove the target. The club grants you a +1 bonus on your Strength (Athletics) check to shove the target. If you roll a 20 on your attack roll with the club, you have advantage



on your Strength (Athletics) check to shove the target, and you can push the target up to 10 feet away.

Impaling Weapon

Weapon (any melee weapon that deals piercing damage), rare (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, you embed the weapon in the target. If the target is Medium or smaller and is within 5 feet of a wall or other solid object when you hit with this weapon, it is also restrained while the weapon is embedded. At the end of the target's turn while the weapon is embedded in it, the target takes damage equal to the weapon's damage, with no additional modifiers. A creature, including the target, can use its action to make a DC 13 Strength check, removing the weapon from the target on a success. You can remove the embedded weapon from the target by speaking the weapon's command word.

Knockabout Billet

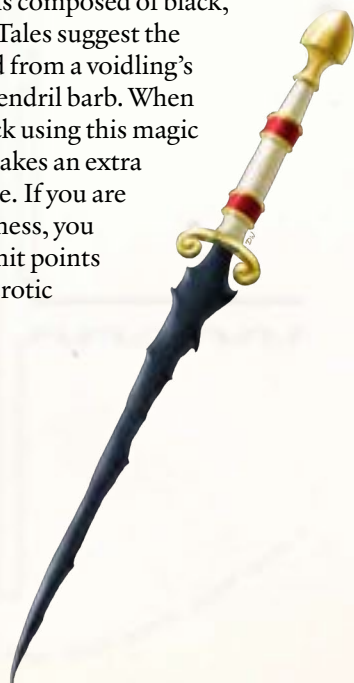
Weapon (club), common

This stout, oaken cudgel helps you knock your opponents to the ground or away from you. When you hit a creature with this magic weapon, you can shove the target as part of the same attack, using your attack roll in place of a Strength (Athletics) check. The weapon deals damage as normal, regardless of the result of the shove. This property of the club can be used no more than once per hour.

Kyshaarth's Fang

Weapon (dagger), rare (requires attunement)

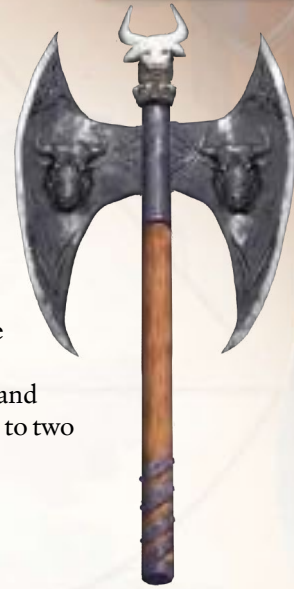
This dagger's blade is composed of black, bone-like material. Tales suggest the weapon is fashioned from a voidling's (see *Tome of Beasts*) tendrill barb. When you hit with an attack using this magic weapon, the target takes an extra 2d6 necrotic damage. If you are in dim light or darkness, you regain a number of hit points equal to half the necrotic damage dealt.



Labrys of the Raging Bull

Weapon (battleaxe or greataxe), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While you wield the axe, you have advantage on Strength (Athletics) checks to shove a creature, and you can shove a creature up to two sizes larger than you.



Larkmail

Armor (chain mail), rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC. The links of this mail have been stained to create the optical illusion that you are wearing a brown-and-russet feathered tunic. While you wear this armor, you have advantage on Charisma (Performance) checks made with an instrument.

In addition, while playing an instrument, you can use a bonus action and choose any number of creatures within 30 feet of you that can hear your song. Each target must succeed on a DC 15 Charisma saving throw or be charmed by you for 1 minute. Once used, this property can't be used again until the next dawn.

Leaf-Bladed Sword

Weapon (any sword), rare (requires attunement)

This thin, curved blade has a bell guard shaped like a curled, golden leaf. You gain a +1 bonus to attack and damage rolls with this magic weapon. When you hit an aberration or undead creature with it, that target takes an extra 1d8 damage of the weapon's type.

You can use an action to cast the *barkskin* spell on yourself for 1 hour, requiring no concentration. Once used, this property can't be used again until the next dawn.

Living Juggernaut

Armor (plate), rare (requires attunement)

This broad, bulky suit of plate is adorned with large, blunt spikes and has curving bull horns affixed to its helm. While wearing this armor, you gain a +1 bonus to AC, and difficult terrain doesn't cost you extra movement.

Juggernaut Rush. While wearing this armor, you can use the Dash action to move into and through the spaces of any creatures no more than one size larger than you, physically ramming into them as you pass. You can't ram into a creature more than once during the same movement. Each creature

you ram must make a DC 15 Dexterity saving throw. On a successful save, the creature can choose to be pushed 5 feet away from your path. A creature that chooses not to be pushed or that chooses to make an opportunity attack against you suffers the consequences of a failed saving throw. On a failed save, the creature takes bludgeoning damage equal to $2d6 +$ your Strength modifier, and it is pushed 5 feet in a direction of your choice. Once used, this property of the armor can't be used again until the next dawn.



Lockbreaker

Weapon (dagger), common

You can use this stiletto-bladed dagger to open locks by using an action and making a Strength check. The DC is 5 less than the DC to pick the lock (minimum DC 10). On a success, the lock is broken.

Mail of the Sword Master

Armor (half plate), uncommon (requires attunement)

While wearing this armor, the maximum Dexterity modifier you can add to determine your Armor Class is 4, instead of 2. While wearing this armor, if you are wielding a sword and no other weapons, you gain a +2 bonus to damage rolls with that sword.

Manticore's Tail

Weapon (morningstar), uncommon (requires attunement)

Ten spikes stick out of the head of this magic weapon. While holding the morningstar, you can fire one of the spikes as a ranged attack, using your Strength modifier for the attack and damage rolls. This attack has a normal range of 100 feet and a long range of 200 feet. On a hit, the spike deals 1d8 piercing damage. Once all of the weapon's spikes have been fired, the morningstar deals bludgeoning damage instead of the piercing damage normal for a morningstar until the next dawn, at which time the spikes regrow.

Masher Basher

Weapon (greatclub), uncommon

A favored weapon of hill giants, this greatclub appears to be little more than a thick tree branch. When you hit a giant with this magic weapon, the giant takes an extra 1d8 bludgeoning damage.

When you roll a 20 on an attack roll made with this weapon, the target is stunned until the end of its next turn.

Meteoric Plate

Armor (plate), rare (requires attunement)

This plate armor was magically crafted from plates of interlocking stone. Tiny rubies inlaid in the chest create a glittering mosaic of flames. When you fall while wearing this armor, you can tuck your knees against your chest and curl into a ball.

While falling in this way, flames form around your body. You take half the usual falling damage when you hit the ground, and fire explodes from your form in a 20-foot-radius sphere. Each creature in this area must make a DC 15 Dexterity saving throw. On a failed save, a target takes fire damage equal to the falling damage you took, or half as much on a successful saving throw.

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

Mirrored Armor

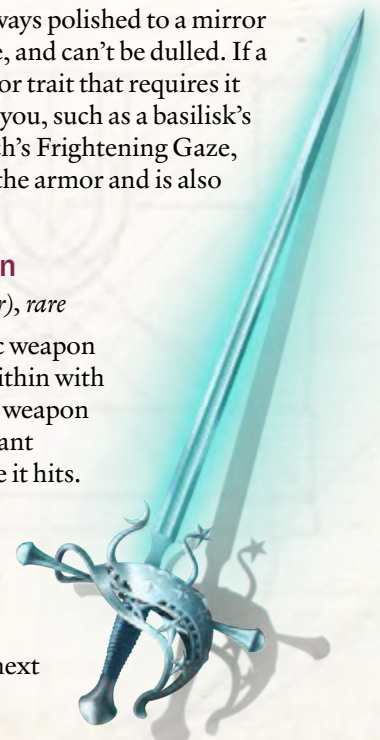
Armor (breastplate, half plate, plate, or shield), uncommon

This metal armor is always polished to a mirror sheen, highly reflective, and can't be dulled. If a creature has an action or trait that requires it to gaze at you to affect you, such as a basilisk's Petrifying Gaze or a lich's Frightening Gaze, it sees its reflection in the armor and is also affected by the gaze.

Moonsteel Weapon

Weapon (rapier or dagger), rare

The blade of this magic weapon seems to shine from within with a pale, white light. The weapon deals an extra 1d6 radiant damage to any creature it hits. If the creature is a shapechanger or any other creature not in its true form, it becomes frightened until the start of your next



turn. At the start of its turn, a creature frightened in this way must succeed on a DC 13 Charisma saving throw or immediately return to its true form. For the purpose of this weapon, “shapechanger” refers to any creature with the Shapechanger trait.

Mordant Blade

Weapon (any weapon that deals slashing damage), rare (requires attunement)

You can use a bonus action to speak this magic weapon's command word, causing the blade to weep a caustic, green acid. While weeping acid, the weapon deals an extra 2d6 acid damage to any target it hits. The weapon continues to weep acid until you use a bonus action to speak the command word again or you sheathe or drop the weapon.

Acid Arc. While holding the weapon, you can use an action to swing it in a wide arc, spraying acid in a 15-foot cone. Each creature in the cone must make a DC 15 Dexterity saving throw, taking 4d6 acid damage on a failed save, or half as much damage on a successful one. Once used, this property can't be used again until the next dawn.

Mountain Hewer

Weapon (greataxe), very rare (requires attunement)

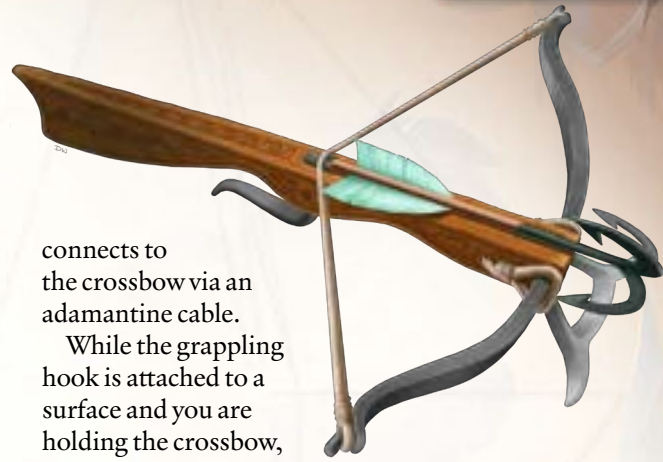
You gain a +2 bonus to attack and damage rolls made with this magic weapon. The massive head of this axe is made from chiseled stone lashed to its haft by thick rope and leather strands. Small chips of stone fall from its edge intermittently, though it shows no sign of damage or wear. You can use your action to speak the command word to cause small stones to float and swirl around the axe, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. The light remains until you use a bonus action to speak the command word again or until you drop or sheathe the axe.

As a bonus action, choose a creature you can see. For 1 minute, that creature must succeed on a DC 15 Wisdom saving throw each time it is damaged by the axe or become frightened until the end of your next turn. Creatures of Large size or greater have disadvantage on this save. Once used, this property of the axe can't be used again until the next dawn.

Mountaineer's Crossbow

Weapon (any crossbow), uncommon

This crossbow has a weathered look, and scenes of mountains are etched across its stock. An adamantine grappling hook and cable are built into this magic crossbow. While no ammunition is loaded in the crossbow, you can use an action to fire the grappling hook at a surface, structure, precipice, or other similar location that you can see within 60 feet of you. The grappling hook magically attaches to the surface and



connects to the crossbow via an adamantine cable.

While the grappling hook is attached to a surface and you are holding the crossbow, you can use an action to speak a command word to reel yourself and up to 1,000 pounds of willing creatures and objects connected to you to the surface. Speaking a second command word as a bonus action releases the grappling hook from the surface, reattaching it to the crossbow, and winds the cable back into a tiny pocket dimension inside the crossbow.

This cable has AC 12, 20 hit points, and immunity to all damage except acid, lightning, and slashing damage from adamantine weapons. If the cable drops to 0 hit points, the crossbow can't be used in this way again until 24 hours have passed.

Muffled Armor

Armor (padded, scale mail, half plate, or any heavy), common

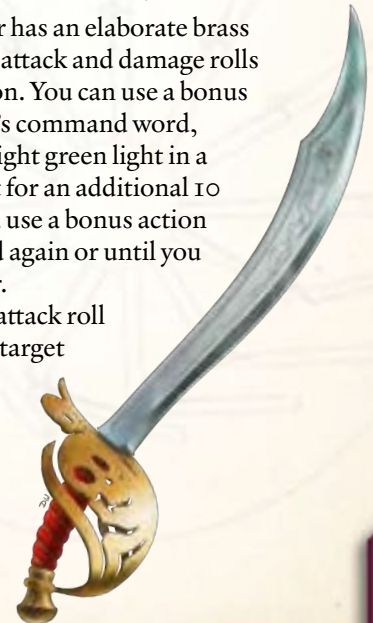
This magical armor is laid with enchantments to mute its noise and ease movement, even muting and dulling its colors and shine when you attempt to conceal yourself. While wearing this armor, you don't have disadvantage on Dexterity (Stealth) checks as a result of wearing the armor, but you might still have disadvantage on such checks from other effects.

Mutineer's Blade

Weapon (scimitar), rare (requires attunement)

This finely balanced scimitar has an elaborate brass hilt. You gain a +2 bonus on attack and damage rolls made with this magic weapon. You can use a bonus action to speak the scimitar's command word, causing the blade to shed bright green light in a 10-foot radius and dim light for an additional 10 feet. The light lasts until you use a bonus action to speak the command word again or until you drop or sheathe the scimitar.

When you roll a 20 on an attack roll made with this weapon, the target is overcome with the desire for mutiny. On the target's next turn, it must make one attack against its nearest ally, then the effect ends, whether or not the attack was successful.



Odd Bodkin

Weapon (dagger), rare

This dagger has a twisted, jagged blade. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature other than a construct or an undead with this weapon, it loses 1d4 hit points at the start of each of its turns from a jagged wound. Each time you successfully hit the wounded target with this dagger, the damage dealt by the wound increases by 1d4. Any creature can take an action to stanch the wound with a successful DC 11 Wisdom (Medicine) check. The wound also closes if the wounded creature receives magical healing.

Pestilent Spear

Weapon (spear), uncommon

The head of this spear is deadly sharp, despite the rust and slimy residue on it that always accumulate no matter how well it is cleaned. When you hit a creature with this magic weapon, it must succeed on a DC 13 Constitution saving throw or contract the sewer plague disease.



Phidjetz Spinner

Weapon (dart), uncommon (requires attunement by a monk)

This dart was crafted by the monk Phidjetz, a martial recluse obsessed with dragons. The spinner consists of a golden central disk with four metal dragon heads protruding symmetrically from its center point: one red, one white, one blue and one black.

As an action, you can spin the disk using the pinch grip in its center. You choose a single target within 30 feet and make a ranged attack roll. The spinner then flies at the chosen target.

Once airborne, each dragon head emits a blast of elemental energy appropriate to its type. When you hit a creature, determine which dragon head affects it by rolling a d4 on the following chart.

d4	Effect
1	Red. The target takes 1d6 fire damage and combustible materials on the target ignite, doing 1d4 fire damage each turn until it is put out.
2	White. The target takes 1d6 cold damage and is restrained until the start of your next turn.
3	Blue. The target takes 1d6 lightning damage and is paralyzed until the start of your next turn.
4	Black. The target takes 1d6 acid damage and is poisoned until the start of your next turn.

After the attack, the spinner flies up to 60 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet.

Pick of Ice Breaking

Weapon (war pick), uncommon

The metal head of this war pick is covered in tiny arcane runes. You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the war pick to attack a construct, elemental, fey, or other creature made almost entirely of ice or snow. When you roll a 20 on an attack roll made with this weapon against such a creature, the target takes an extra 2d8 piercing damage. When you hit an object made of ice or snow with this weapon, the object doesn't have a damage threshold when determining the damage you deal to it with this weapon.

Pistol of the Umbral Court

Weapon (hand crossbow), very rare (requires attunement)

This hand crossbow is made from coal-colored wood. Its limb is made from cold steel and boasts engravings of sharp teeth. The barrel is magically oiled and smells faintly of ash. The grip is made from rough leather.

You gain a +2 bonus on attack and damage rolls made with this magic weapon. When you hit with an attack with this weapon, you can force the target of your attack to succeed on a DC 15 Strength saving throw or be pushed 5 feet away from you. The target takes damage, as normal, whether it was pushed away or not.

As a bonus action, you can increase the distance creatures are pushed to 20 feet for 1 minute. If the creature strikes a solid object before the movement is complete, it takes 1d6 bludgeoning damage for every 10 feet traveled. Once used, this property of the crossbow can't be used again until the next dawn.



Poison Strand

Weapon (whip), very rare (requires attunement)

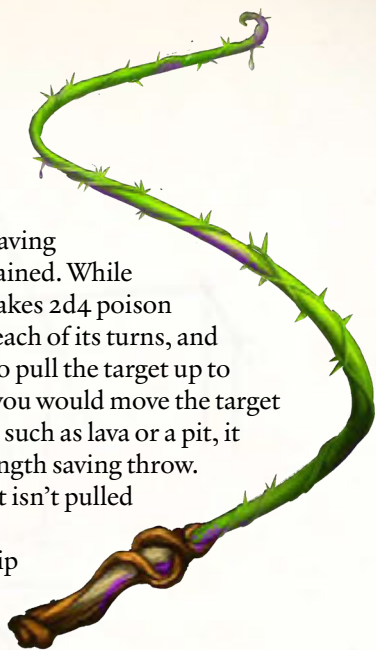
When you hit with an attack using this magic whip, the target takes an extra 2d4 poison damage.

If you hold one end of the whip and use an action to speak its command word, the other end magically extends and darts forward to entangle a creature

you can see within 20 feet of you. The target must succeed on a DC 17 Dexterity saving throw or become restrained. While restrained, the target takes 2d4 poison damage at the start of each of its turns, and you can use an action to pull the target up to 20 feet toward you. If you would move the target into damaging terrain, such as lava or a pit, it can make a DC 17 Strength saving throw. On a success, the target isn't pulled toward you.

You can't use the whip to make attacks while it is restraining a target, and if you release your end of the whip, the target is no longer restrained. The restrained target can use an action to make a DC 17 Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). On a success, the target is no longer restrained by the whip.

When the whip has restrained creatures for a total of 1 minute, you can't restrain a creature with the whip again until the next dawn.



Primordial Scale

Armor (scale mail), uncommon (requires attunement)

This armor is fashioned from the scales of a great, subterranean beast shunned by the gods. While wearing it, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the armor increases its range by 60 feet, but you have disadvantage on attack rolls and Wisdom (Perception) checks that rely on sight when you are in sunlight. In addition, while wearing this armor, you have advantage on saving throws against spells cast by agents of the gods, such as celestials, fiends, clerics, and cultists.



Rain of Chaos

Weapon (longbow), uncommon (requires attunement)

This magic weapon imbues arrows fired from it with random energies. When you hit with an attack using this magic bow, the target takes an extra 1d6 damage. Roll a d8. The number rolled determines the damage type of the extra damage.

d8	Damage Type
1	Acid
2	Cold
3	Fire
4	Lightning
5	Necrotic
6	Poison
7	Radiant
8	Thunder

Ravager's Axe

Weapon (greataxe), very rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Any attack with this axe that hits a structure or an object that isn't being worn or carried is a critical hit.

When you roll a 20 on an attack roll made with this axe, the target takes an extra 1d10 cold damage and 1d10 necrotic damage as the axe briefly becomes a rift to the Void.

Reef Splitter

Weapon (warhammer), very rare (requires attunement)

The head of this warhammer is constructed of undersea volcanic rock and etched with images of roaring flames and boiling water. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

When you roll a 20 on an attack roll made with this weapon, the hammer erupts with magma, and the target takes an extra 4d6 fire damage. In addition, if the target is underwater, the water around it begins to boil with the heat of your blow, and each creature other than you within 5 feet of the target takes 2d6 fire damage.



Retribution Armor

Armor (breastplate), very rare (requires attunement)

Etchings of flames adorn this breastplate, which is wrapped in chains of red gold, silver, and black iron. While wearing this armor, you gain a +1 bonus to AC. In addition, if a creature scores a critical hit against

you, you have advantage on any attacks against that creature until the end of your next turn or until you score a critical hit against that creature.

Retributive Resurrection. If you are killed by a creature while wearing this armor, you arise the following round as a tireless, vengeful undead. Your type changes to undead, and you gain the following benefits:

- You have resistance to necrotic damage, and you are immune to poison damage.
- You can't be charmed or poisoned, and you don't suffer from exhaustion.
- You have darkvision out to a range of 60 feet.
- You have advantage on saving throws against effects that turn undead.
- You can use an action to sense the direction of your killer. This works like the *locate creature* spell, except you can sense only the creature that killed you.

You rise as an undead only if your death was caused with intent; accidental deaths or deaths from unintended consequences (such as dying from a disease unintentionally passed to you) don't activate this property of the armor. You exist in this deathly state for up to 1 week per Hit Die or until you exact revenge on your killer, at which time your body crumbles to ash and you finally die. You can be restored to life only by means of a *true resurrection* or *wish* spell.

Riverine Blade

Weapon (longsword), rare

The crossguard of this distinctive sword depicts a stylized garroter crab (see *Tome of Beasts*) with claws extended, and the pommel is set with a smooth, spherical, blue-black river rock. You gain a +2 bonus to attack and damage rolls made with this magic weapon. While on a boat or while standing in any depth of water, you have advantage on Dexterity checks and saving throws.

Rowdy's Club

Weapon (club), uncommon

This knobbed stick is marked with nicks, scratches, and notches. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While wielding the club, you can use an action to tap it against your open palm, the side of your leg, a surface within reach, or similar. If you do, you have advantage on your next Charisma (Intimidation) check. If you are also wearing a *rowdy's ring* (see page 87), you can use an action to frighten a creature you can see within 30 feet of you instead. The target must succeed on a DC 13 Wisdom saving throw or be frightened of you until the end of its next turn. Once

this special action has been used three times, it can't be used again until the next dawn.

Ruby Crusher

Weapon (greatclub), legendary (requires attunement)

This greatclub is made entirely of fused rubies with a grip wrapped in manticores hide. A roaring fire burns behind its smooth facets. You gain a +3 bonus to attack and damage rolls made with this magic weapon.

You can use a bonus action to speak this magic weapon's command word, causing it to be engulfed in flame. These flames shed bright light in a 30-foot radius and dim light for an additional 30 feet. While the greatclub is aflame, it deals fire damage instead of bludgeoning damage. The flames last until you use a bonus action to speak the command word again or until you drop the weapon.

When you hit a Large or larger creature with this greatclub, the creature must succeed on a DC 17 Constitution saving throw or be pushed up to 30 feet away from you. If the creature strikes a solid object, such as a door or wall, during this movement, it and the object take 1d6 bludgeoning damage for each 10 feet the creature traveled before hitting the object.

Rust Monster Shell

Armor (breastplate), rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC. In addition, you can use an action to magically coat the armor in rusty flakes for 1 minute. While the armor is coated in rusty flakes, any nonmagical weapon made of metal that hits you corrodes. After dealing damage, the weapon takes a permanent and cumulative -1 penalty to damage rolls. If its penalty drops to -5, the weapon is destroyed. Nonmagical ammunition made of metal that hits you is destroyed after dealing damage. The armor can't be used this way again until the next dawn.



Sacrificial Knife

Weapon (dagger), rarity varies (requires attunement)

Runes dance along the blade of this keen knife.

Sacrificial Knife (Common).

While attuned to it, you can use this magic, rune-inscribed dagger as a spellcasting focus.

Ceremonial Sacrificial Knife

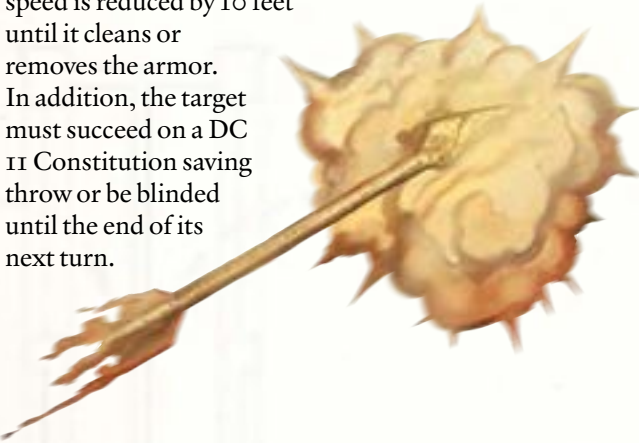
(Uncommon). More powerful versions of this blade also exist. While holding the greater version of this dagger, you can use it to perform a sacrificial ritual during a short rest. If you sacrifice a Tiny or Small creature, you regain one expended 1st-level spell slot. If you sacrifice a Medium or larger creature, you regain one expended 2nd-level spell slot.



Sand Arrow

Weapon (arrow), uncommon

The shaft of this arrow is made of tightly packed white sand that disincorporates into a blast of grit when it strikes a target. On a hit, the sand catches in the fittings and joints of metal armor, and the target's speed is reduced by 10 feet until it cleans or removes the armor. In addition, the target must succeed on a DC 11 Constitution saving throw or be blinded until the end of its next turn.



Sand Suit

Armor (leather), very rare (requires attunement)

Created from the treated body of a destroyed apaxrusl (see *Tome of Beasts 2*), this leather armor constantly sheds fine sand. The faint echoes of damned souls also emanate from the armor.

While wearing this armor, you gain a +1 bonus to AC, and you can understand and speak Abyssal. In addition, you can move through nonmagical, unworked earth and stone at your speed. While doing so, you don't disturb the material you move through. Because the souls that once infused the apaxrusl remain within the armor, you are susceptible to effects that sense, target, or harm fiends, such as a paladin's Divine Smite or a ranger's Primeval Awareness.

This armor has 3 charges, and it regains 1d3 expended charges daily at dawn. As a reaction, when you are hit by an attack, you can expend 1 charge and make the armor flow like sand. Roll a d12 and reduce the damage you take by the number rolled.

Sanguine Lance

Weapon (lance), uncommon (requires attunement)

This fiendish lance runs red with blood. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you hit a creature that has blood with this lance, the target takes an extra 1d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt.

Curse. This lance is cursed, and becoming attuned to it extends the curse to you. Each day, as long as you remain cursed, you have disadvantage on Constitution saving throws until you draw blood from another creature with the lance. Once the lance has done damage to another creature or its surface has been in contact with the blood of another creature, this effect of the curse is suppressed until the next dawn.

Scimitar of the Desert Winds

Weapon (scimitar), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding or carrying this scimitar, you can tolerate temperatures as low as -50 degrees Fahrenheit or as high as 150 degrees Fahrenheit without any additional protection.

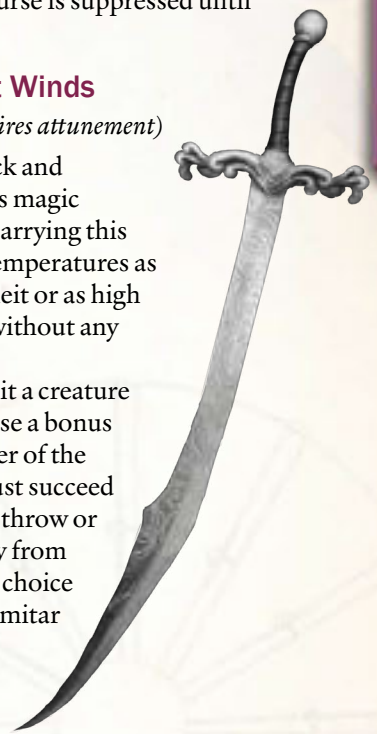
Wind Strike. When you hit a creature with the scimitar, you can use a bonus action to call upon the power of the desert winds. The target must succeed on a DC 15 Strength saving throw or be pushed up to 15 feet away from you in the direction of your choice and knocked prone. The scimitar can't be used this way again until the next dawn.

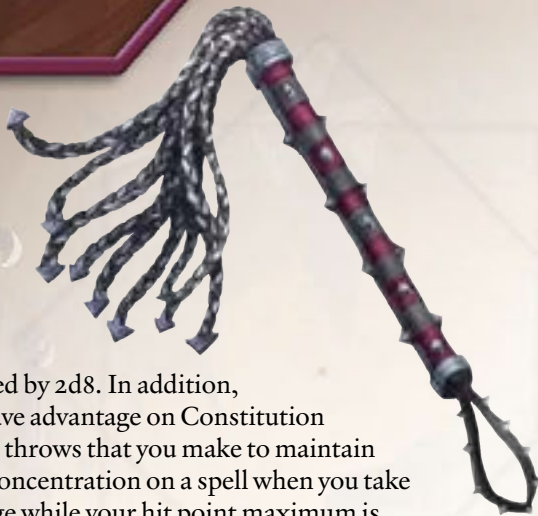
Scourge of Devotion

Weapon (flail), rare (requires attunement)

This cat o' nine tails is used primarily for self-flagellation, and its tails have barbs of silver woven into them. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and the weapon deals slashing damage instead of bludgeoning damage.

You can spend 10 minutes using the scourge in a self-flagellating ritual, which can be done during a short rest. If you do so, your hit point maximum is





reduced by 2d8. In addition, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage while your hit point maximum is reduced. This hit point maximum reduction can't be removed with the *greater restoration* spell or similar magic and lasts until you finish a long rest.

Sea Witch's Blade

Weapon (shortsword), very rare (requires attunement)

This slim, slightly curved blade has a ghostly sheen and a wickedly sharp edge. You can use a bonus action to speak this magic sword's command word ("memory") and cause the air around the blade to shimmer with a pale, violet glow. This glow sheds bright light in a 20-foot radius and dim light for an additional 20 feet. While the sword is glowing, it deals an extra 2d6 psychic damage to any target it hits. The glow lasts until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

When a creature takes psychic damage from the sword, you can choose to have the creature make a DC 15 Wisdom saving throw. On a failure, you take 2d6 psychic damage, and the creature is stunned until the end of its next turn. Once used, this feature of the sword shouldn't be used again until the next dawn. Each time it is used before then, the psychic damage you take increases by 2d6.

Searing Whip

Weapon (whip), rare (requires attunement)

Inspired by the searing breath weapon of a light drake (see *Tome of Beasts 2*), this whip seems to have filaments of light interwoven within its strands. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this weapon, the creature takes an extra 1d4 radiant damage. When you roll a 20 on an attack roll made with this weapon, the target is blinded until the end of its next turn.

The whip has 3 charges, and it regains 1d3 expended charges daily at dawn or when exposed to a *daylight* spell for 1 minute. While wielding the whip, you can use an action to expend 1 of its charges to transform the whip into a searing beam of light. Choose one creature you can see within 30 feet of you and make one attack roll with this whip against that creature.

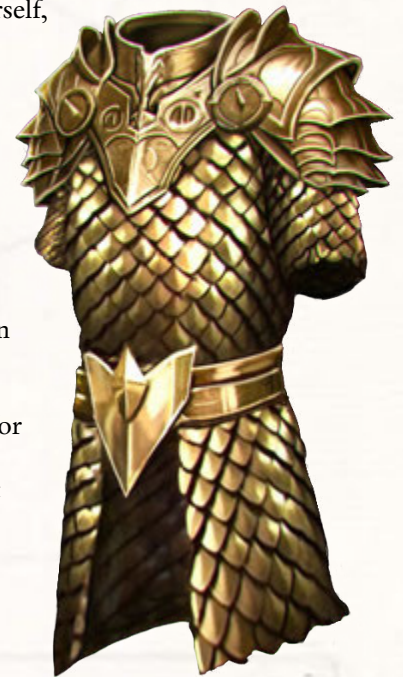
If the attack hits, that creature and each creature in a line that is 5 feet wide between you and the target takes damage as if hit by this whip. All of this damage is radiant. If the target is undead, you have advantage on the attack roll.

Serpent's Scales

Armor (scale mail), rare (requires attunement)

While wearing this armor made from the skin of a giant snake, you gain a +1 bonus to AC, and you have resistance to poison damage.

While wearing the armor, you can use an action to cast *polymorph* on yourself, transforming into a giant poisonous snake. While you are in the form of a snake, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain concentration on the spell, and the transformation lasts for 1 hour, until you use a bonus action to revert to your normal form, or until you drop to 0 hit points or die. The armor can't be used this way again until the next dawn.



Serpent's Tooth

Weapon (spear), uncommon (requires attunement)

When you hit with an attack using this magic spear, the target takes an extra 1d6 poison damage. In addition, while you hold the spear, you have advantage on Dexterity (Acrobatics) checks.

Sharkskin Vest

Armor (leather), rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC, and you have advantage on Strength (Athletics) checks made to swim.

While wearing this armor underwater, you can use an action to cast *polymorph* on yourself, transforming into a reef shark. While you are in the form of the reef shark, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain concentration on the spell, and the

transformation lasts for 1 hour, until you use a bonus action to revert to your normal form, or until you drop to 0 hit points or die. The armor can't be used this way again until the next dawn.

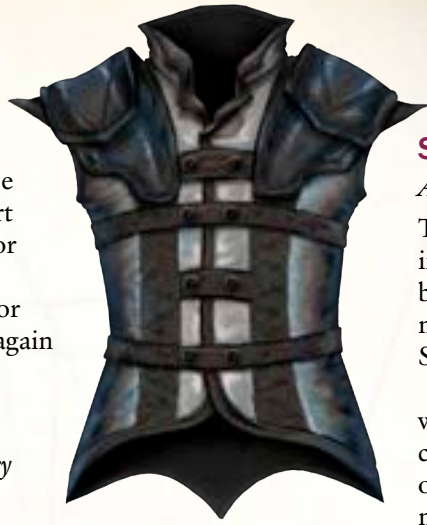
Shepherd's Flail

Weapon (flail), legendary

The handle of this simple flail is made of smooth lotus wood. The three threshers are made of carved and painted wooden beads. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

True Authority (Requires Attunement). You must be attuned to a *crook of the flock* (see page 72) to attune to this weapon. The attunement ends if you are no longer attuned to the crook. While you are attuned to this weapon and holding it, your Charisma score increases by 4 and can exceed 20, but not 30. When you hit a beast with this weapon, the beast takes an extra 3d6 bludgeoning damage. For the purpose of this weapon, "beast" refers to any creature with the beast type.

The flail also has 5 charges. When you reduce a humanoid to 0 hit points with an attack from this weapon, you can expend 1 charge. If you do so, the humanoid stabilizes, regains 1 hit point, and is charmed by you for 24 hours. While charmed in this way, the humanoid regards you as its trusted leader, but it otherwise retains its statistics and regains hit points as normal. If harmed by you or your companions, or commanded to do something contrary to its nature, the target ceases to be charmed in this way. The flail regains 1d4 + 1 expended charges daily at dawn.



Shield of Gnawing

Armor (shield), rare (requires attunement by a barbarian)

The wooden rim of this battered oak shield is covered in bite marks. While holding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you can use the Shove action as a bonus action while raging.

Gnawing Attack. If you bite down on the shield while moving at least 20 feet straight toward a creature and then hit it with a melee weapon attack on the same turn, the target takes an extra 4d6 necrotic damage. You gain temporary hit points equal to the necrotic damage dealt. Once used, this property can't be used again until the next dawn.

Shield of Missile Reversal

Armor (shield), rare (requires attunement)

While wielding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. When you would be struck by a ranged attack, you can use a reaction to cause the outer surface of the shield to emit a flash of magical energy, sending the missile hurtling back at your attacker. Make a ranged weapon attack roll against your attacker using the attacker's bonuses on the roll. If the attack hits, roll damage as normal, using the attacker's bonuses.



THE CROOK AND FLAIL IN MIDGARD

The *crook of the flock* (see page 72) and *shepherd's flail* were created for the beloved god-king Hekhmet, who was known for his way with people and beasts. The set of magical tools enhanced his natural talents and was interred with him when he passed, some years into a prosperous and happy reign.

Generations later, his descendent, Ibris Hekhmet's leadership abilities are being called into question due to his underwhelming presence. A recent increase in predatory beasts hunting the local livestock and a hopeful new leader eager to enact his own plans upon the kingdom have left Ibris fearful of losing the right to rulership. Ibris is seeking a group of adventurers who can lend legitimacy to his claim to rule by retrieving the crook and flail from his ancestor's tomb, and in doing so, help him restore prosperity and peace to his people.



Shield of the Fallen

Armor (shield), common

Your allies can use this shield to move you when you aren't capable of moving. If you are paralyzed, petrified, or unconscious, and a creature lays you on this shield, the shield rises up under you, bearing you and anything you currently wear or carry. The shield then follows the creature that laid you on the shield for up to 1 hour before gently lowering to the ground. This property otherwise works like the *floating disk* spell. Once used, the shield can't be used this way again for 1d12 hours.

Sickle of Thorns

Weapon (sickle), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. As an action, you can swing the sickle to cut nonmagical vegetation up to 60 feet away from you. Each cut is a separate action with one action equaling one swing of your arm. Thus, you can lead a party through a jungle or briar thicket at a normal pace, simply swinging the sickle back and forth ahead of you to clear the path. It can't be used to cut trunks of saplings larger than 1 inch in diameter. It also can't cut through unliving wood (such as a door or wall). When you hit a plant creature with a melee attack with this weapon, that target takes an extra 1d6 slashing damage.

This weapon can make very precise cuts, such as to cut fruit or flowers high up in a tree without damaging the tree.

Siege Arrow

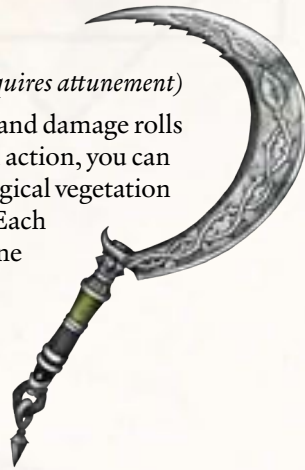
Weapon (arrow), common

This magic arrow's tip is enchanted to soften stone and warp wood. When this arrow hits an object or structure, it deals double damage then becomes a nonmagical arrow.

Signaling Ammunition

Weapon (any ammunition), uncommon

This magic ammunition creates a trail of light behind it as it flies through the air. If the ammunition flies through the air and doesn't hit a creature, it releases a burst of light that can be seen for up to 1 mile. If the ammunition hits a creature, the creature must succeed on a DC 13 Dexterity saving throw or be outlined in golden light until the end of its next turn. While the creature is outlined in light, it can't benefit from being invisible and any attack against it has advantage if the attacker can see the outlined creature.



Slick Cuirass

Armor (leather), common

This suit of leather armor has a shiny, greasy look to it. While wearing the armor, you have advantage on ability checks and saving throws made to escape a grapple. In addition, while squeezing through a smaller space, you don't have disadvantage on attack rolls and Dexterity saving throws.

Slimeblade

Weapon (any sword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The blade of the sword is coated in an endless supply of violet-colored slime. Despite the sword's tendency to drip, the slime does not flow over the pommel, regardless of the angle at which it is held. You are immune to the effect of the slime while attuned to this sword. While holding this sword, you can communicate telepathically with ooze creatures, and you have advantage on Charisma (Deception, Intimidation, and Persuasion) checks against ooze creatures.

In addition, you can use an action to fling some of the sword's slime at a creature you can see within 30 feet of you. The target must make a DC 15 Constitution saving throw. On a failure, the target takes 2d4 poison damage and is poisoned until the end of its next turn. On a success, the target takes half the damage and isn't poisoned. The sword can't be used this way again until 1 hour has passed.

Sling Stone of Screeching

Weapon (sling bullet), uncommon

This sling stone is carved with an open mouth that screams in hellish torment when hurled with a sling. Typically, 1d4 + 1 *sling stones of screeching* are found together. When you fire the stone from a sling, it changes into a screaming bolt, forming a line 5 feet wide that extends out from you to a target within 30 feet. Each creature in the line excluding you and the target must make a DC 13 Constitution saving throw. On a failure, a creature takes 2d8 thunder damage and is knocked prone. On a success, a creature takes half the damage and isn't knocked prone. Make a ranged weapon attack against the target. On a hit, the target takes damage from the sling stone plus 3d8 thunder damage and is knocked prone.

Once a *sling stone of screeching* has dealt its damage to a creature, it becomes a nonmagical sling stone.

Slipshod Hammer

Weapon (light hammer), uncommon

This large smith's hammer appears well-used and rough in make and maintenance. If you use this hammer as part of a set of smith's tools, you can repair

metal items in half the time, but the appearance of the item is always sloppy and haphazard.

When you roll a 20 on an attack roll made with this magic weapon against a target wearing metal armor, the target's armor is partly damaged and takes a permanent and cumulative -2 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.

Smoking Plate of Heithmir

Armor (plate), legendary (requires attunement)

This armor is soot-colored plate with grim dwarf visages on the pauldrons. The pauldrons emit curling smoke and are warm to the touch. You gain a +3 bonus to AC and are resistant to cold damage while wearing this armor.

In addition, when you are struck by an attack while wearing this armor, you can use a reaction to fill a 30-foot cone in front of you with dense smoke. The smoke spreads around corners, and its area is heavily obscured. Each creature in the smoke when it appears and each creature that ends its turn in the smoke must succeed on a DC 17 Constitution saving throw or be poisoned for 1 minute. A wind of at least 20 miles per hour disperses the smoke. Otherwise, the smoke lasts for 5 minutes. Once used, this property of the armor can't be used again until the next dawn.

Spear of the North

Weapon (spear), very rare (requires attunement)

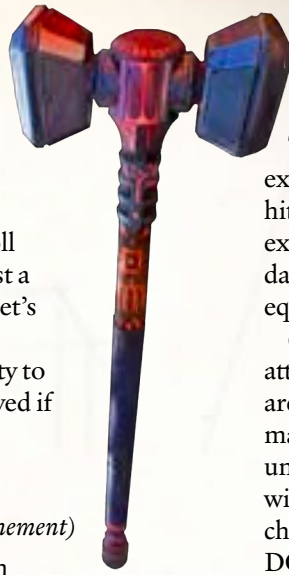
This spear has an ivory haft, and tiny snowflakes occasionally fall from its tip. You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this magic spear, the target takes an extra 1d6 cold damage.

You can use an action to transform the spear into a pair of snow skis. While wearing the snow skis, you have a walking speed of 40 feet when you walk across snow or ice, and you can walk across icy surfaces without needing to make an ability check. You can use a bonus action to transform the skis back into the spear. While the spear is transformed into a pair of skis, you can't make attacks with it.

Spear of the Stilled Heart

Weapon (spear), very rare (requires attunement)

This rowan wood spear has a thick knot in the center of the haft that uncannily resembles a petrified human heart. When you hit with an attack using this magic spear, the target takes an extra 1d6 necrotic damage.



The spear has 3 charges, and it regains all expended charges daily at dusk. When you hit a creature with an attack using it, you can expend 1 charge to deal an extra 3d6 necrotic damage to the target. You regain hit points equal to the necrotic damage dealt.

Curse. This spear is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic. As long as you remain cursed, you are unwilling to part with the spear, keeping it within reach at all times. When you expend a charge from the spear, you must succeed on a DC 12 Constitution saving throw or become sensitive to bright light and distracted by a thirst for blood for 1d4 hours. If you are already suffering from this effect when you fail the saving throw, increase the duration by 1d4 hours. For the duration, you have disadvantage on Wisdom and Intelligence checks.

Spear of the Western Whale

Weapon (spear), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. Fashioned in the style of a whaling spear, this long, barbed weapon is made from bone and heavy, yet pliant, ash wood. Its point is lined with decorative engravings of fish, clam shells, and waves. While you carry this spear, you have advantage on any Wisdom (Survival) checks to acquire food via fishing, and you have advantage on all Strength (Athletics) checks to swim. When set on the ground, the spear always spins to point west.

When thrown in a westerly direction, the spear deals an extra 2d6 cold damage to the target.

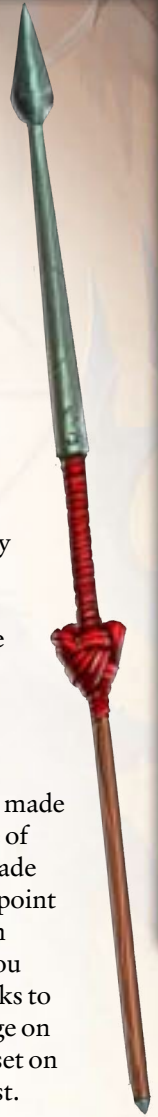
Spearbiter

Armor (shield), rarity varies (requires attunement)

The front of this shield is fashioned in the shape of a snarling wolf's head.

Spearbiter (Uncommon). When a creature you can see within 5 feet of you makes a melee weapon attack against you, you can use a reaction to attack the attacker's weapon, the wolf's head animating and snapping its jaws at the weapon. Make a melee weapon attack with the shield. You have proficiency with this attack if you are proficient with shields. If the result is higher than the attacker's attack roll against you, the attacker's attack misses you. You can't use this property of the shield again until the next dawn.

Adamantine Spearbiter (Rare). A more powerful version of this shield exists.



Its wolf's head is fitted with adamantine fangs and appears larger and more menacing. When you use your reaction and animate the wolf's head to snap at the attacker's weapon, you have advantage on the attack roll. In addition, there is no longer a limit to the number of times you can use this property of the shield.

Spectral Blade

Weapon (shortsword), rare (requires attunement)

This blade seems to flicker in and out of existence but always strikes true. You gain a +1 bonus to attack and damage rolls made with this magic weapon, and you can choose for its attacks to deal force damage instead of piercing damage.

As an action while holding this sword or as a reaction when you deal damage to a creature with it, you can turn incorporeal until the start of your next turn. While incorporeal, you can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.



Standard of Divinity

Weapon (glaive, halberd, lance, or pike), rare (requires attunement by a cleric or paladin)

This weapon was created in a long-forgotten holy war. A woven banner bearing the symbol of a god hangs from it. When you attune to it, the banner changes to the colors and symbol of your deity. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Plant Standard. You can use an action to thrust one end of the weapon into the ground and create a safeguard for yourself and your allies. Choose up to six creatures, which can include yourself. While within 30 feet of the standard, each creature you chose has advantage on saving throws for 1 minute. While the weapon is planted in the ground, you can't use it to make attacks. You can't use this property of the weapon again until the next dawn.



Steadfast Splint

Armor (splint), uncommon (requires attunement)

This armor makes you difficult to manipulate both mentally and physically. While wearing this armor, you have advantage on saving throws against being charmed or frightened, and you have advantage on ability checks and saving throws against spells and effects that would move you against your will.

Stinger

Weapon (dagger), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with an attack using this weapon, you can use a bonus action to inject paralyzing venom in the target. The target must succeed on a DC 15 Constitution saving throw or become paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Creatures immune to poison are also immune to this dagger's paralyzing venom. The dagger can't be used this way again until the next dawn.

Survival Knife

Weapon (dagger), common

When holding this sturdy knife, you can use an action to transform it into a crowbar, a fishing rod, a hunting trap, or a hatchet (mainly a chopping tool; if wielded as a weapon, it uses the same statistics as this dagger, except it deals slashing damage). While holding or touching the transformed knife, you can use an action to transform it into another form or back into its original shape.

Swarmfoe Suit

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

While wearing this armor festooned with thin draconic scales, you gain a +1 bonus to AC. You can use the scales as a melee weapon while wearing the armor. You have proficiency with the scales and deal 1d4 slashing damage on a hit (your Strength modifier applies to the attack and damage rolls as normal). Swarms don't have resistance to the damage dealt by the scales. In addition, if a swarm occupies your space, you can attack with the scales as a bonus action.

Sweet Nature

Weapon (battleaxe), uncommon

You have a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a humanoid with this weapon, the humanoid takes an extra 1d6 slashing damage. If you use the axe to damage a plant creature or an object made of wood, the axe's blade liquifies into harmless honey, and it can't be used again until 24 hours have passed.

Sword of Fallen Saints

Weapon (any sword), uncommon (requires attunement)

This enchanted blade is infused with the spirits of fallen warriors who carried it in battle long ago. You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you die while attuned to the sword, you gain the effect of the *gentle repose* spell. This effect lasts until another creature attunes to the sword.

Sword of Volsung

Weapon (longsword or greatsword), very rare (requires attunement by a fighter or paladin)

Legends tell of a dragon whose hide was impenetrable and so robust that only a blow to the heart would kill it. An unnamed hero finally defeated it and tore its heart into two. The dragon's name was lost, but its legacy remains. This sword is one of two items that were crafted to hold its heart. The black blade is adorned with glittering silver runes, and its guard has a shallow opening at the center with grooves connecting it to the first rune. The sword's pommel is a large, clear crystal held fast by silver scales.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. When you hit a dragon with an attack using this sword, that creature takes an extra 1d6 slashing damage.

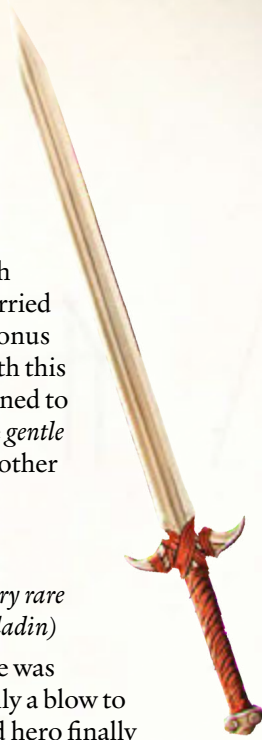
Runes of Courage. You can't be frightened while holding or carrying this sword.

Fragment of Gram Awakened. You can use a bonus action to awaken a fragment of the spirit of the great wyrm that inhabits this blade. For 24 hours, you gain a +3 bonus to attack and damage rolls with this magic sword, and when you hit a dragon with an attack using this sword, that creature takes an extra 3d6 slashing damage. Once used, this property can't be used again until 3 days have passed.

If you have performed the Dragon Heart Ritual, you can use a bonus action to expend 2 of the sword's charges to activate this property, and you can use this property as often as you want, as long as you have the charges to do so.

Dragon Heart Ritual. If you are also attuned to the *locket of dragon vitality* (see page 152), you can drain 3 charges from the locket into the sword, turning the crystal pommel a deep red and rendering the locket broken and irreparable. Doing this requires a long rest where you also re-attune with the newly charged *sword of volsung*.

Upon completing the Dragon Heart Ritual, the sword contains all remaining charges from the locket, and you gain the locket's effects while holding



or carrying the sword. When you are reduced to 0 hit points and trigger the locket's temporary hit points, the sword isn't destroyed, but you can't trigger that effect again until 24 hours have passed.

The sword regains all expended charges after you slay any dragon. For the purpose of this sword, "dragon" refers to any creature with the dragon type, including drakes and wyverns.

Tamer's Whip

Weapon (whip), rare (requires attunement)

This whip is braided from leather tanned from the hides of a dozen different, dangerous beasts. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you attack a beast using this weapon, you have advantage on the attack roll.

When you roll a 20 on the attack roll made with this weapon and the target is a beast, the beast must succeed on a DC 15 Wisdom saving throw or become charmed or frightened (your choice) for 1 minute.

If the creature is charmed, it understands and obeys one-word commands, such as

"attack," "approach," "stay,"

or similar. If it is charmed

and understands a

language, it obeys any

command you give

it in that

language. The

charmed or

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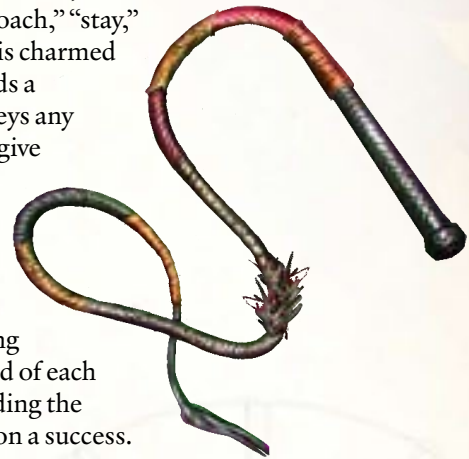
creature can

repeat the saving

throw at the end of each

of its turns, ending the

effect on itself on a success.



Tarian Graddfeydd Ddraig

Armor (shield), very rare (requires attunement)

This metal shield has an outer coating consisting of hardened resinous insectoid secretions embedded with flakes from ground dragon scales collected from various dragon wyrmlings and one dragon that was killed by shadow magic. While holding this shield, you gain a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you have resistance to acid, cold, fire, lightning, necrotic, and poison damage dealt by the breath weapons of dragons.

While wielding the shield in an area of dim or bright light, you can use an action to reflect the light off the shield's dragon scale flakes to cause a cone of multicolored light to flash from it (15-foot cone if in dim light; 30-foot cone if in bright light). Each creature in the area must make a DC 17 Dexterity saving throw. For each target, roll a d6 and consult

the following table to determine which color is reflected at it. The shield can't be used this way again until the next dawn.

d6	Effect
1	Red. The target takes 6d6 fire damage on a failed save, or half as much damage on a successful one.
2	White. The target takes 4d6 cold damage and is restrained until the start of your next turn on a failed save, or half as much damage and is not restrained on a successful one.
3	Blue. The target takes 4d6 lightning damage and is paralyzed until the start of your next turn on a failed save, or half as much damage and is not paralyzed on a successful one.
4	Black. The target takes 4d6 acid damage on a failed save, or half as much damage on a successful one. If the target failed the save, it also takes an extra 2d6 acid damage on the start of your next turn.
5	Green. The target takes 4d6 poison damage and is poisoned until the start of your next turn on a failed save, or half as much damage and is not poisoned on a successful one.
6	Shadow. The target takes 4d6 necrotic damage and its Strength score is reduced by 1d4 on a failed save, or half as much damage and does not reduce its Strength score on a successful one. The target dies if this Strength reduction reduces its Strength to 0. Otherwise, the reduction lasts until the target finishes a short or long rest.

Tenebrous Flail of Screams

Weapon (flail), rare (requires attunement)

The handle of this flail is made of mammoth bone wrapped in black leather made from bat wings. Its pommel is adorned with raven's claws, and the head of the flail dangles from a flexible, preserved braid of entrails. The head is made of petrified wood inlaid with owlbear and raven beaks. When swung, the flail lets out an otherworldly screech.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with this flail, the target takes an extra 1d6 psychic damage.

When you roll a 20 on an attack roll made with this weapon, the target must succeed on a DC 15 Wisdom saving throw or be incapacitated until the end of its next turn.

Thirsting Scalpel

Weapon (dagger), uncommon (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon, which deals slashing damage instead of piercing damage.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 2d6 slashing damage. If the target is a creature other than an undead or construct, it must succeed on a DC 13 Constitution saving throw or lose 2d6 hit points at the start of each of its turns from a bleeding wound. Any creature can take an action to stanch the wound with a successful DC 11 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

Curse. This scalpel is cursed and contains a bearded devil's essence. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the scalpel, keeping it on your person at all times. While attuned to this weapon, you have disadvantage on attack rolls made with weapons other than this one.

In addition, once every 7 days while the scalpel is on your person, you must succeed on a DC 15 Charisma saving throw or become driven to feed blood to the scalpel. You have advantage on attack rolls with the scalpel until it is sated. The dagger is sated when you roll a 20 on an attack roll with it, after you deal 14 slashing damage with it, or after 1 hour elapses. If the hour elapses and you haven't sated its thirst for blood, the dagger deals 14 slashing damage to you. If the dagger deals damage to you as a result of the curse, you can't heal the damage for 24 hours.

The *remove curse* spell removes your attunement to the item and frees you from the curse. Alternatively, casting the *banishment* spell on the dagger forces the bearded devil's essence to leave it. The scalpel then becomes a +1 dagger with no other properties.

Thirsting Thorn

Weapon (shortsword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this weapon. In addition, while carrying the sword, you have resistance to necrotic damage.

Curse. Made from the twisted wood of a corrupted treant, this living shortsword must be pruned regularly, as small branches grow from it whenever it draws blood. Made from one continuous piece of dark-colored wood, this single-edged blade occasionally haunts you with disturbing images of rotting forests.

Each time you reduce a creature to 0 hit points with this weapon, you can regain 2d8+2 hit points. Each time you regain hit points this way, you must succeed a DC 12 Wisdom saving throw or be incapacitated by terrible visions until the end of your next turn. If you

reach your maximum hit points using this effect, you automatically fail the saving throw.

As long as you remain cursed, you are unwilling to part with the sword, keeping it within reach at all times. If you have not damaged a creature with this sword within the past 24 hours, you have disadvantage on attack rolls with weapons other than this one as its hunger for blood drives you to slake its thirst.

Tipstaff

Weapon (club), rare (requires attunement)

To the uninitiated, this short ebony baton resembles a heavy-duty truncheon with a cord-wrapped handle and silver-capped tip. The weapon has 5 charges, and it regains 1d4 + 1 expended charges daily at dawn.

When you hit a creature with a melee attack with this magic weapon, you can expend 1 charge to force the target to make a DC 15 Constitution saving throw. If the creature took 20 damage or more from this attack, it has disadvantage on the saving throw. On a failure, the target is paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Warrant. You can use an action to slip an officially issued warrant under the cords of the grip of this weapon. While it has a warrant in it, the weapon deals an extra 1d6 bludgeoning damage when you hit the creature listed in the warrant with this weapon. The *tipstaff* can have only one warrant in it at a time, and the warrant can name no more than three creatures.

Tracking Dart

Weapon (dart), common

When you hit a Large or smaller creature with an attack using this colorful magic dart, the target is splattered with magical paint, which outlines the target in a dim glow (your choice of color) for 1 minute. Any attack roll against a creature outlined in the glow has advantage if the attacker can see the creature, and the creature can't benefit from being invisible. The creature outlined in the glow can end the effect early by using an action to wipe off the splatter of paint.

Trident of the Vortex

Weapon (trident), very rare (requires attunement)

This bronze trident has a shaft of inlaid blue pearl. You gain a +2 bonus to attack and damage rolls with this magic weapon.

Whirlpool. While wielding the trident underwater, you can use an action to speak its command word and cause the water around you to whip into a whirlpool for 1 minute. For the duration, each creature that enters or starts



its turn in a space within 10 feet of you must succeed on a DC 15 Strength saving throw or be restrained by the whirlpool. The whirlpool moves with you, and creatures restrained by it move with it. A creature within 5 feet of the whirlpool can pull a creature out of it by taking an action to make a DC 15 Strength check and succeeding. A restrained creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the whirlpool. Once used, this property can't be used again until the next dawn.

Trident of the Yearning Tide

Weapon (trident), very rare (requires attunement)

The barbs of this trident are forged from mother-of-pearl and its shaft is fashioned from driftwood. You gain a +2 bonus on attack and damage rolls made with this magic weapon. While holding the trident, you can breathe underwater.

The trident has 3 charges for the following other properties. It regains 1d3 expended charges daily at dawn.

Call Sealife. While holding the trident, you can use an action to expend 3 of its charges to cast the *conjure animals* spell from it. The creatures you summon must be beasts that can breathe water.

Yearn for the Tide. When you hit a creature with a melee attack using the trident, you can use a bonus action to expend 1 charge to force the target to make a DC 17 Wisdom saving throw. On a failure, the target must spend its next turn leaping into the nearest body of water and swimming toward the bottom. A creature that can breathe underwater automatically succeeds on the saving throw. If no water is in the target's line of sight, the target automatically succeeds on the saving throw.

Troll Skin Armor

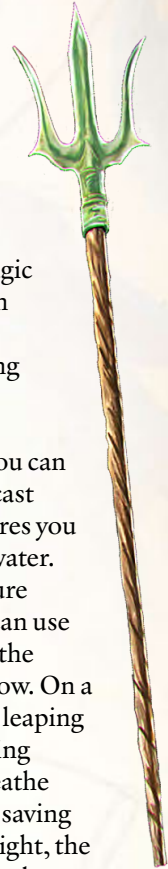
Armor (leather or hide), rare (requires attunement)

While wearing *troll skin armor*, you gain a +1 bonus to AC, and you stabilize whenever you are dying at the start of your turn. In addition, you can use an action to regenerate for 1 minute. While regenerating, you regain 2 hit points at the start of each of your turns. The armor can't be used this way again until the next dawn.

Tyrant's Whip

Weapon (whip), uncommon

This wicked whip has 3 charges and regains all expended charges daily at dawn. When you hit with an attack using this magic whip, you can use a bonus action to expend 1 of its charges to cast the *command*



spell (save DC 13) from it on the creature you hit. If the attack is a critical hit, the target has disadvantage on the saving throw.

Umbral Chopper

Weapon (any axe), rare (requires attunement)

This simple axe looks no different from a standard forester's tool. A single-edged head is set into a slot in the haft and bound with strong cord. The axe was found by a timber-hauling crew who disappeared into the shadows of a cave deep in an old forest. Retrieved in the dark of the cave, the axe was found to possess disturbing magical properties.

You gain a +1 bonus to attack and damage rolls made with this weapon, which deals necrotic damage instead of slashing damage. When you hit a plant creature with an attack using this weapon, the target must make a DC 15 Constitution saving throw. On a failure, the creature takes 4d6 necrotic damage and its speed is halved until the end of its next turn. On a success, the creature takes half the damage and its speed isn't reduced.

Darkness. While carrying this axe, you can use an action to cast the *darkness* spell from it. Once used, this property can't be used again until the next sunset.

Undine Plate

Armor (plate), rare (requires attunement)

This bright green plate armor is embossed with images of various marine creatures, such as octopuses and rays. While wearing this armor, you have a swimming speed of 40 feet, and you don't have disadvantage on Dexterity (Stealth) checks while underwater.

Seawater Shield. While wearing this armor, you can use a bonus action to surround yourself in a sheath of seawater until the start of your next turn. While sheathed in seawater, you have resistance to fire damage, and you are heavily obscured from melee and ranged attacks against you. The seawater doesn't obscure your vision. Once used, this property can't be used again until the next dawn.

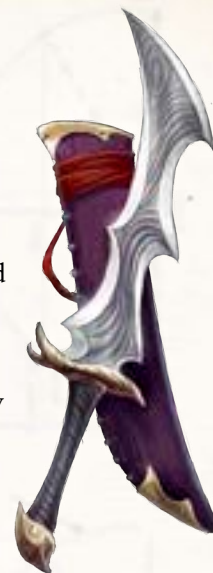


Unquiet Dagger

Weapon (dagger), very rare (requires attunement by a spellcaster of evil alignment)

Forged by creatures with firsthand knowledge of what lies between the stars, this dark gray blade sometimes appears to twitch or ripple like water when not directly observed. You gain a +1 bonus to attack and damage rolls with this magic weapon. In addition, when you hit with an attack using this dagger, the target takes an extra 2d6 psychic damage.

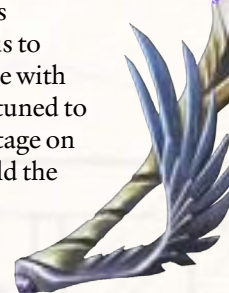
You can use an action to cause the blade to ripple for 1 minute. While the blade is rippling, each creature that takes psychic damage from the dagger must succeed on a DC 15 Charisma saving throw or become frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The dagger can't be used this way again until the next dawn.



Valkyrie's Bite

Weapon (scimitar), rare (requires attunement)

This black-bladed scimitar has a guard that resembles outstretched raven wings, and a polished amethyst sits in its pommel. You have a +2 bonus to attack and damage rolls made with this magic weapon. While attuned to the scimitar, you have advantage on initiative rolls. While you hold the scimitar, it sheds dim purple light in a 10-foot radius.



Verses of Vengeance

Armor (shield), rare (requires attunement by a cleric or paladin)

This massive, holy tome is bound in brass with a handle on the back cover. A steel chain dangles from the sturdy metal cover, allowing you to hang the tome from your belt or hook it to your armor. A locked clasp holds the tome closed, securing its contents.

You gain a +1 bonus to AC while you wield this tome as a shield. This bonus is in addition to the shield's normal bonus to AC. Alternatively, you can make melee weapon attacks with the tome as if it was a club. If you make an attack using use the tome as a weapon, you lose the shield's bonus to your AC until the start of your next turn.



Verse of Vengeance. As a reaction when a creature hits you with a melee attack or when you hit a creature with the tome, you can shout a verse of vengeance, and the target takes 1d4 radiant damage. Such verses include, “Surrender and know divine mercy!”, “Repent! The hour of judgment is upon you!”, “Confess and be purged from your unrighteousness!”, or similar verse appropriate to your deity.

Vestments of the Bleak Shinobi

Armor (padded), uncommon (requires attunement)

This padded black armor is fashioned in the furtive style of shinobi shōzoku garb. You have advantage on Dexterity (Stealth) checks while you wear this armor.

Darkness. While wearing this armor, you can use an action to cast the *darkness* spell from it with a range of 30 feet. Once used, this property can’t be used again until the next dawn.



Vile Razor

Weapon (dagger), rare (requires attunement)

This perpetually blood-stained straight razor deals slashing damage instead of piercing damage. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Inhuman Alacrity. While holding the dagger, you can take two bonus actions on your turn, instead of one. Each bonus action must be different; you can’t use the same bonus action twice in a single turn. Once used, this property can’t be used again until the next dusk.

Unclean Cut. When you hit a creature with a melee attack using the dagger, you can use a bonus action to deal an extra 2d4 necrotic damage. If you do so, the target and each of its allies that can see this attack must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute. Once used, this property can’t be used again until the next dusk.

Void-Touched Buckler

Armor (shield), very rare (requires attunement)

This simple wood and metal buckler belonged to an adventurer slain by a void dragon wyrmling (see *Tome of Beasts*). It sat for decades next to a small tear in the fabric of reality, which led to the outer planes. It has since become tainted by the Void.

While wielding this shield, you have a +1 bonus to AC. This bonus is in addition to the shield’s normal bonus to AC.

Invoke the Void. While wielding this shield, you can use an action to invoke the shield’s latent Void energy for 1 minute, causing a dark, swirling aura to envelop the shield. For the duration, when a creature misses you with a weapon attack, it must succeed on a DC 17 Wisdom saving throw or be frightened of you until the end of its next turn. In addition, when a creature hits you with a weapon attack, it has advantage on weapon attack rolls against you until the end of its next turn. You can’t use this property of the shield again until the next dawn.



Warlock's Aegis

Armor (leather), rare (requires attunement by a warlock)

When you attune to this mundane-looking suit of leather armor, symbols related to your patron burn themselves into the leather, and the armor's colors change to those most closely associated with your patron. While wearing this armor, you can use an action and expend a spell slot to increase your AC by an amount equal to your Charisma modifier for the next 8 hours. The armor can't be used this way again until the next dawn.

Wave Chain Mail

Armor (chain mail), rare (requires attunement)

The rows of chain links of this armor seem to ebb and flow like waves while worn. Attacks against you have disadvantage while at least half of your body is submerged in water.

In addition, when you are attacked, you can turn all or part of your body into water as a reaction, gaining immunity to bludgeoning, piercing, and slashing damage from nonmagical weapons, until the end of the attacker's turn. Once used, this property of the armor can't be used again until the next dawn.

Web Arrows

Weapon (arrow), uncommon

Carvings of spiderwebs decorate the arrowhead and shaft of these arrows, which always come in pairs. When you fire the arrows from a bow, they become the two anchor points for a 20-foot cube of thick, sticky webbing. Once you fire the first arrow, you must fire the second arrow within 1 minute. The arrows must land within 20 feet of each other, or the magic fails.

The webs created by the arrows are difficult terrain and lightly obscure the area. Each creature that starts its turn in the webs or enters them during its turn must make a DC 13 Dexterity saving throw. On a failed save, the creature is restrained as long as it remains in the webs or until it breaks free. A creature, including the restrained creature, can take its action to break the creature free from the webbing by succeeding on a DC 13 Strength check.

The webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire.

Whip of Fangs

Weapon (whip), uncommon (requires attunement)

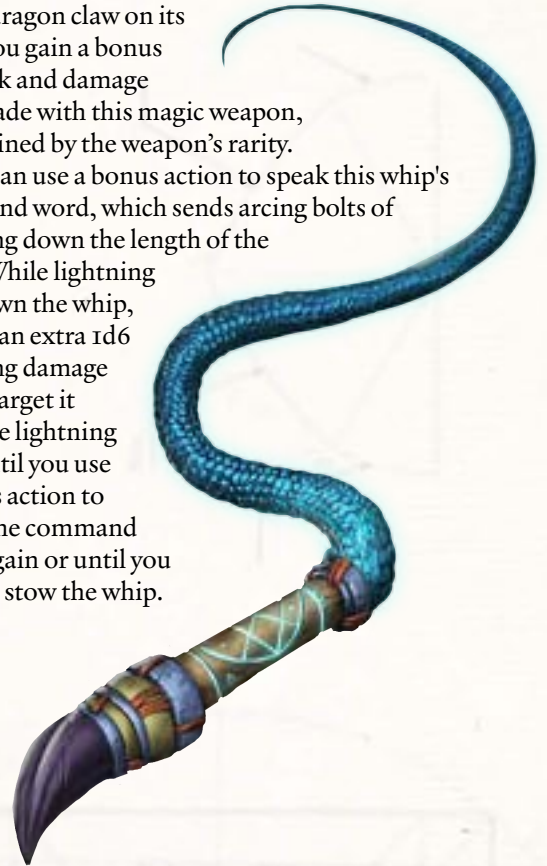
The skin of a large asp is woven into the leather of this whip. The asp's head sits nestled among the leather tassels at its tip. You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you hit with an attack using this magic weapon, the target takes an extra 1d4 poison damage and must succeed on a DC 13 Constitution saving throw or be poisoned until the end of its next turn.

Whip of the Blue Wyrm

Weapon (whip), uncommon (+1), rare (+2), or very rare (+3) (requires attunement)

Used by the half-dragon taskmasters of a long-forgotten empire, these whips drew fear and hopelessness from those who felt their terrible stings. This dark blue dragonscale leather whip is forged from the supple scales of a blue dragon's tail and enchanted by archmage forgemasters. Its handle of glyphed darkwood holds a single dragon claw on its base. You gain a bonus to attack and damage rolls made with this magic weapon, determined by the weapon's rarity.

You can use a bonus action to speak this whip's command word, which sends arcing bolts of lightning down the length of the whip. While lightning arcs down the whip, it deals an extra 1d6 lightning damage to any target it hits. The lightning lasts until you use a bonus action to speak the command word again or until you drop or stow the whip.



Whirlwind Bolas

Weapon (bolas), rare

The metal weights of this magic weapon are inscribed with spiraling sigils of the wind. When you throw this bolas at a creature, the DC for the weapon's Strength saving throw is 15 instead of 10. If a creature deals slashing damage to the bolas to free itself, the bolas can't be used to reduce a creature's speed again until the next dawn, when it knits itself back together.

Whirling Trip. If a creature's speed is reduced to 0 by this weapon, you can speak a command word as a bonus action. If you do, the weights of the bolas begin to spin, creating a vortex of wind around the target. The vortex lifts the target up to 30 feet into the air, then releases it. The *whirlwind bolas* then flies up to 50 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. The bolas can't be used this way again until the next dawn.

Bolas Statistics. A bolas is a martial ranged weapon with a range of 5/15 feet. It weighs 2 pounds and costs 5 gp, and it has the thrown property in addition to the special property below. The *whirlwind bolas* is a magical version of this weapon.

Special. A Medium or smaller creature hit by a bolas must make a DC 10 Strength saving throw or have its speed reduced to 0 and fall prone until it is freed. A bolas has no effect on formless creatures or creatures that are Large or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the bolas (AC 10) also frees the creature without harming it, ending the effect.

White Ape Hide

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

This armor was made from the remains of a white ape (see *Tome of Beasts*) that fell in battle. While wearing this armor, you gain a +2 bonus to AC. In addition, the armor has the following properties while you wear it.

White Ape's Speed. As a bonus action, you can gain a climbing speed of 30 feet for 1 hour. Once used, this property of the armor can't be used again until the next dawn.

White Ape's Strength. As a bonus action, you can call on the power of the white ape. For 1 minute, you have advantage on Strength and Constitution ability checks and saving throws, and you have a +1 bonus to attack and damage rolls with melee weapons. Once used, this property of the armor can't be used again until the next dawn.

White Ape's Wasting. When you hit a creature with a melee weapon attack, you can choose to imbue the weapon with disease. The target must succeed on a DC 15 Constitution saving throw or become infected with the arcane wasting disease. It takes 1d6 days for arcane wasting's symptoms to manifest in an infected creature, which include forgetfulness and minor delirium. At the end of each long rest, the infected creature must succeed on a DC 15 Constitution saving throw or its Intelligence and Wisdom scores are each reduced by 1d3. The creature dies if this reduces either score to 0. Otherwise, the reduction lasts until the creature finishes a long rest after the disease is cured. The creature recovers from the disease by making two consecutive successful saving throws. The *lesser restoration* spell cures the disease if the spellcaster succeeds on a DC 15 spellcasting check. Once used, this property of the armor can't be used again until 7 days have passed.

Witch Hunter's Armor

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

A suit of this armor is typically etched or embroidered with protective glyphs and runes. While wearing this armor, you gain a +1 bonus to AC, and you have advantage on saving throws against spells. If you fail a saving throw against a spell while wearing this armor, you can choose to succeed instead. If you do, the armor's magic ceases to function until the next dawn.

Witch's Circle

Weapon (chakram), very rare (requires attunement by a spellcaster)

This damask steel weapon is a simple ring with the interior edge dulled to rest comfortably in hand. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Call the Four. When you hit with a ranged attack using this weapon, the target takes an extra 1d8 damage of one of the following types (your choice): cold, fire, lightning, or thunder. Immediately after the attack, the weapon flies up to 60 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet.

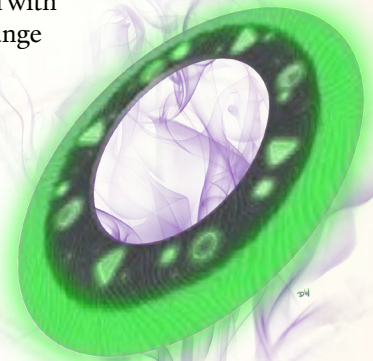
Witch's Light. While holding this weapon, you can use an action to cast the *moonbeam* spell from it, using your spell save DC. You cast the 6th-level version of the spell. Once used, this property can't be used again until the next dawn.

Chakram Statistics. A chakram is a martial melee weapon with the thrown property (range 20/60 feet). It weighs 1 pound and costs 15 gp, and it deals 1d6 slashing damage. The *witch's circle* is a magical version of this weapon.

Wolf Brush

Weapon (halberd or spear), very rare (requires attunement)

From a distance, this weapon bears a passing resemblance to a fallen tree branch. This unique polearm was first crafted by a famed martial educator and military general from the collected weapons of his fallen compatriots. Each point on this branching spear has a history of its own and is infused with the pain of loss and the glory of military service. When wielded in battle, each of the small, branching spear points attached to the polearm's shaft pulses with a warm glow and burns with the desire to protect the righteous. When not using it, you can fold the





branches inward and sheathe the polearm in a leather wrap.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While you hold this weapon, it sheds dim light in a 5-foot radius. You can fold and wrap the weapon as an action, extinguishing the light. While holding or carrying the weapon, you have resistance to piercing damage.

The weapon has 10 charges for the following other properties. The weapon regains 1d8 + 2 charges daily at dawn. In addition, it regains 1 charge when exposed to powerful magical sunlight, such as the light created by the *sunbeam* and *sunburst* spells, and it regains 1 charge each round it remains exposed to such sunlight.

Spike Barrage. While wielding this weapon, you can use an action to expend 1 or more of its charges and sweep the weapon in a small arc to release a barrage of spikes in a 15-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw, taking 1d10 piercing damage for each charge you expend on a failed save, or half as much damage on a successful one.

Spiked Wall. While wielding this weapon, you can use an action to expend 6 charges to cast the *wall of thorns* spell (save DC 17) from it.

Zephyr Shield

Armor (shield), very rare (requires attunement)

This round metal shield is painted bright blue with swirling white lines across it. You gain a +2 bonus to AC while you wield this shield. This is an addition to the shield's normal AC bonus.

Air Bubble. Whenever you are immersed in a body of water while holding this shield, you can use a reaction to envelop yourself in a 10-foot radius bubble of fresh air. This bubble floats in place, but you can move it up to 30 feet during your turn. You are moved with the bubble when it moves. The air within the bubble magically replenishes itself every round and prevents foreign particles, such as poison gases and water-borne parasites, from entering the area. Other creatures can leave or enter the bubble freely, but it collapses as soon as you exit it. The exterior of the bubble is immune to damage and creatures making ranged attacks against anyone inside the bubble have disadvantage on their attack rolls. The bubble lasts for 1 minute or until you exit it. Once used, this property can't be used again until the next dawn.

Sanctuary. You can use a bonus action to cast the *sanctuary* spell (save DC 13) from the shield. This spell protects you from only water elementals and other creatures composed of water. Once used, this property can't be used again until the next dawn.



Potions & Scrolls

From scrolls that command otherworldly beings, to elixirs that allow you to mimic any voice you've heard, to explosive alchemical substances, the magic items found in this chapter pack a lot of power into small, one-time-use packages. It also contains a section of specialty consumable items, such as magical foods and beverages, that come with their own unique effects. Find the tools here to help heroes solve any odd problems or situations that might arise!

Aberrant Agreement

Scroll, rare

This long scroll bears strange runes and seals of eldritch powers. When you use an action to present this scroll to an aberration whose Challenge Rating is equal to or less than your level, the binding powers of the scroll compel it to listen to you. You can then attempt to strike a bargain with the aberration, negotiating a service from it in exchange for a reward. The aberration is under no compulsion to strike the bargain; it is compelled only to parley long enough for you to present a bargain and allow for negotiations. If you or your allies attack or otherwise attempt to harm the aberration, the truce is broken,

and the creature can act normally. If the aberration refuses the offer, it is free to take any actions it wishes.

Should you and the aberration reach an agreement that is satisfactory to both parties, you must sign the agreement and have the aberration do likewise (or make its mark, if it has no form of writing). The writing on the scroll changes to reflect the terms of the agreement struck. The magic of the charter holds both you and the aberration to the agreement until its service is rendered and the reward paid, at which point the scroll blackens and crumbles to dust. An aberration's thinking is alien to most humanoids, and vaguely worded contracts may result in unintended consequences, as the creature may have different thoughts as to how to best meet the goal. If either party breaks the bargain, that creature immediately takes 10d6 psychic damage, and the charter is destroyed, ending the contract.

Ash of the Ebon Birch

Potion, uncommon

This salve is created by burning bark from a rare ebon birch tree then mixing that ash with oil and animal blood to create a cerise pigment used to paint yourself

or another creature with profane protections. Painting the pigment on a creature takes 1 minute, and you can choose to paint a specific sigil or smear the pigment on a specific part of the creature's body.

Sigils. You can paint one of the following sigils on a creature for a specific effect.

- **Antlers.** The creature gains the effect of the *see invisibility* spell for 1 hour.
- **Beak.** The creature is immune to being charmed and can't be scried upon for 1 hour.
- **Claw.** The creature can't be surprised for 1 hour.
- **Hoof.** The creature's remains are prevented from rising or being animated as an undead for 24 hours.

Smear. You can smear the pigment across specific parts of a creature's body, and the creature gains an effect based on the body part.

- **Arms or Shoulders.** The creature's Strength score increases by 2 for 1 hour.
- **Chest or Back.** The creature has advantage on one type of saving throw (your choice) for 10 minutes.
- **Eyes.** The creature gains truesight out to 30 feet for 10 minutes.
- **Legs or Limbs.** The creature's speed increases by 10 feet for 1 hour.
- **Stomach.** The creature's maximum hit points increase by 10 for 1 hour.

Binding Oath

Scroll, very rare

(requires attunement by a cleric or paladin)

This lengthy scroll is the testimony of a pious individual's adherence to their faith. The author has emphatically rewritten these claims many times, and its two slim, metal rollers are wrapped in yards of parchment. When you attune to the item, you rewrite certain passages to align with your own religious views.

You can use an action to throw the scroll at a Huge or smaller creature you can see within 30 feet of you. Make a ranged attack roll. On a hit, the scroll unfurls and wraps around the creature. The target is restrained until you take a bonus action to command the scroll to release the creature. If you command it to release the creature or if you miss with the attack, the scroll curls back into a rolled-up scroll. If the restrained target's alignment is the opposite of yours along the law/chaos or good/evil axis, you can use a bonus action to cause the writing to blaze with light, dealing 2d6 radiant damage to the target.

A creature, including the restrained target, can use an action to make a DC 17 Strength check to tear apart the scroll. On a success, the scroll is destroyed. Such an attempt causes the writing to blaze with light, dealing 2d6 radiant damage to both the creature making the attempt and the restrained target, whether or not the attempt is successful. Alternatively, the restrained creature can use an action to make a DC 17 Dexterity check to slip free of the scroll. This action also triggers the damage effect, but it doesn't destroy the scroll.

Once used, the scroll can't be used again until the next dawn.

Black Dragon Oil

Potion, rare

The viscous green-black oil within this magical ceramic pot bubbles slightly. The pot's stone stopper is sealed with greasy, dark wax. The pot contains 5 ounces of pure black dragon essence, obtained by slowly boiling the dragon in its own acidic secretions. You can use an action to apply 1 ounce of the oil to a weapon or single piece of ammunition. The next attack made with that weapon or ammunition deals an extra 2d8 acid damage to the target. A creature that takes the acid damage must succeed on a DC 15 Constitution saving throw at the start of its next turn or be burned for an extra 2d8 acid damage.

Blasphemous Writ

Scroll, uncommon

The Infernal runes inscribed upon this vellum scroll radiate a faint, crimson glow. When you use this *spell scroll of command*, the save DC is 15 instead of 13, and you can also affect targets that are undead or that don't understand your language.



MAGICAL CONTRACTS

These scrolls are the creations of elder beings, archangels, demon lords, archdukes of Hell, fey lords and ladies, or even gods. They are powerful, with the ability to bind dangerous creatures into a mortal's service. While being able to turn a monster to your side is a handy thing for an adventurer, the wise must remember the beings that pen these contracts in the

first place. Some are simply self-serving; others are evil or so alien in thought they might as well be. It is prudent to keep in mind that these contracts weren't made with the benefit of mortals in mind. Even the *celestial charter* is something of which to be wary, as catching the notice of the gods often doesn't end well for the heroes in legends and stories.

Bloodlink Potion

Potion, common

When you and another willing creature each drink at least half this potion, your life energies are linked for 1 hour.

When you or the creature who drank the potion with you take damage while your life energies are linked, the total damage is divided equally between you. If the damage is an odd number, roll randomly to assign the extra point of damage. The effect is halted while you and the other creature are separated by more than 60 feet. The effect ends if either of you drop to 0 hit points. This potion's red liquid is viscous and has a metallic taste.

Brain Juice

Potion, very rare

This foul-smelling, murky, purple-gray liquid is created from the liquefied brains of spellcasting creatures, such as aboleths. Anyone consuming this repulsive mixture must make a DC 15 Intelligence saving throw. On a successful save, the drinker is infused with magical power and regains $1d6 + 4$ expended spell slots. On a failed save, the drinker is afflicted with short-term madness for 1 day. If a creature consumes multiple doses of *brain juice* and fails three consecutive Intelligence saving throws, it is afflicted with long-term madness permanently and automatically fails all further saving throws brought about by drinking *brain juice*.

Catalyst Oil

Potion, rare

This special elemental compound draws on nearby energy sources. Catalyst oils are tailored to one specific damage type (not including bludgeoning, piercing, or slashing damage) and have one dose. Whenever a spell or effect of this type goes off within 60 feet of a dose of catalyst oil, the oil catalyzes and becomes the spell's new point of origin. If the spell affects a single target, its original point of

origin becomes the new target. If the spell's area is directional (such as a cone or a cube) you determine the spell's new direction.

This redirected spell is easier to evade. Targets have advantage on saving throws against the spell, and the caster has disadvantage on the spell attack roll.

Celestial Charter

Scroll, rare

This long, beautifully illuminated scroll bears the mark of a powerful entity of good, whether an archangel, saint, or a good deity. When you use an action to present this scroll to a celestial whose



Challenge Rating is equal to or less than your level, the binding powers of the scroll compel it to listen to you. You can then attempt to strike a bargain with the celestial, negotiating a service from it in exchange for a reward. The celestial is under no compulsion to strike the bargain; it is compelled only to parley long enough for you to present a bargain and allow for negotiations. If you or your allies attack or otherwise attempt to harm the celestial, the truce is broken, and the creature can act normally. If the celestial refuses the offer, it is free to take any actions it wishes.

Should you and the celestial reach an agreement that is satisfactory to both parties, you must sign the charter and have the celestial do likewise (or make its mark, if it has no form of writing). The writing on the scroll changes to reflect the terms of the agreement struck. The magic of the charter holds both you and the celestial to the agreement until its service is rendered and the reward paid, at which point the scroll vanishes in a bright flash of light. A celestial typically attempts to fulfill its end of the bargain as best it can, and it is angry if you exploit any loopholes or literal interpretations to your advantage. If either party breaks the bargain, that creature immediately takes 10d6 radiant damage, and the charter is destroyed, ending the contract.

Cleaning Concoction

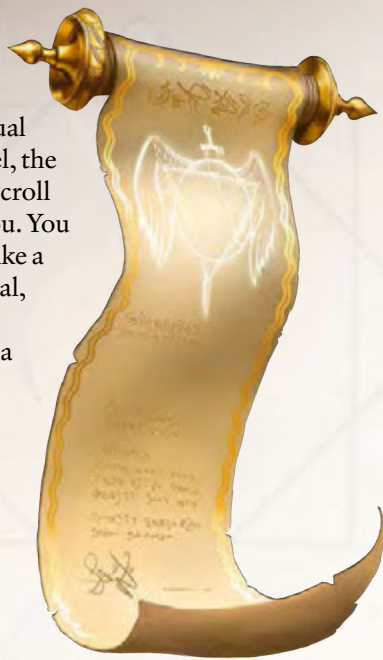
Potion, common

This fresh-smelling, clear green liquid can cover a Medium or smaller creature or object (or matched set of objects, such as a suit of clothes or pair of boots). Applying the liquid takes 1 minute. It removes soiling, stains, and residue, and it neutralizes and removes odors, unless those odors are particularly pungent, such as in skunks or creatures with the Stench trait. Once the potion has cleaned the target, it evaporates, leaving the creature or object both clean and dry.

Cordial of Understanding

Potion, common

When you drink this tangy, violet liquid, your mind opens to new forms of communication. For 1 hour, if you spend 1 minute listening to creatures speaking a particular language, you gain the ability to communicate in that language for the duration.

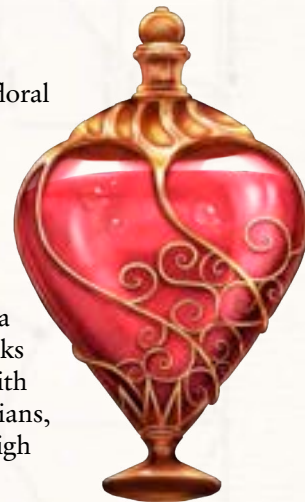


This potion's magic can also apply to non-verbal languages, such as a hand signal-based or dance-based language, so long as you spend 1 minute watching it being used and have the appropriate anatomy and limbs to communicate in the language.

Courtesan's Allure

Potion, uncommon

This perfume has a sweet, floral scent and captivates those with high social standing. The perfume can cover one Medium or smaller creature, and applying it takes 1 minute. For 1 hour, the affected creature gains a +5 bonus to Charisma checks made to socially interact with or influence nobles, politicians, or other individuals with high social standing.



Draught of Ambrosia

Potion, legendary

The liquid in this tiny vial is golden and has a heady, floral scent. When you drink the draught, it fortifies your body and mind, removing any infirmity caused by old age. You stop aging and are immune to any magical and nonmagical aging effects. The magic of the ambrosia lasts ten years, after which time its power fades, and you are once again subject to the ravages of time and continue aging.

Draught of the Black Owl

Potion, common

When you drink this potion, you transform into a black-feathered owl for 1 hour. This effect works like the *polymorph* spell, except you can take only the form of an owl. While you are in the form of an owl, you retain your Intelligence, Wisdom, and Charisma scores.

If you are a druid with the Wild Shape feature, you can transform into a giant owl instead. Drinking this potion doesn't expend a use of Wild Shape.



Efficacious Eyewash

Potion, uncommon

This clear liquid glitters with miniscule particles of light. A bottle of this potion contains 6 doses, and its lid comes with a built-in dropper. You can use an

action to apply 1 dose to the eyes of a blinded creature. The blinded condition is suppressed for 2d4 rounds. If the blinded condition has a duration, subtract those rounds from the total duration; if doing so reduces the overall duration to 0 rounds or less, then the condition is removed rather than suppressed. This eyewash doesn't work on creatures that are naturally blind, such as grimlocks, or creatures blinded by severe damage or removal of their eyes.

Elixir of Corruption

Potion, rare

This elixir looks, smells, and tastes like a *potion of heroism*; however, it is actually a poisonous elixir masked by illusion magic. An *identify* spell reveals its true nature.

If you drink it, you must succeed on a DC 15 Constitution saving throw or be corrupted by the diabolical power within the elixir for 1 week. While corrupted, you lose immunity to diseases, poison damage, and the poisoned condition. If you aren't normally immune to poison damage, you instead have vulnerability to poison damage while corrupted. The corruption can be removed with *greater restoration* or similar magic.



Elixir of Deep Slumber

Potion, uncommon

The milky-white liquid in this vial smells of jasmine and sandalwood. When you drink this potion, you fall into a deep sleep, from which you can't be physically awakened, for 1 hour. A successful *dispel magic* (DC 13) cast on you awakens you but cancels any beneficial effects of the elixir. When you awaken at the end of the hour, you benefit from the sleep as if you had finished a long rest.

Elixir of Focus

Potion, common

This deep amber concoction seems to glow with an inner light. When you drink this potion, you have advantage on the next ability check you make within 10 minutes, then the elixir's effect ends.

Elixir of Mimicry

Potion, common

When you drink this sweet, oily, black liquid, you can imitate the voice of a single creature that you have heard speak within the past 24 hours. The effects last for 3 minutes.

Elixir of Oracular Delirium

Potion, common

This pearlescent fluid perpetually swirls inside its container with a slow kaleidoscopic churn. When you drink this potion, you can cast the *guidance* spell for 1 hour at will. You can end this effect early as an action and gain the effects of the *augury* spell. If you do, you are afflicted with short-term madness after learning the spell's results.



Elixir of Spike Skin

Potion, rare

Slivers of bone float in the viscous, gray liquid inside this vial. When you drink this potion, bone-like spikes protrude from your skin for 1 hour. Each time a creature hits you with a melee weapon attack while within 5 feet of you, it must succeed on a DC 15 Dexterity saving throw or take 1d4 piercing damage from the spikes. In addition, while you are grappling a creature or while a creature is grappling you, it takes 1d4 piercing damage at the start of your turn.

Elixir of the Clear Mind

Potion, rare

This cerulean blue liquid sits calmly in its flask even when jostled or shaken. When you drink this potion, you have advantage on Wisdom checks and saving throws for 1 hour. For the duration, if you fail a saving throw against an enchantment or illusion spell or similar magic effect, you can choose to succeed instead. If you do, you draw upon all the potion's remaining power, and its effects end immediately thereafter.

Elixir of the Deep

Potion, rare

This thick, green, swirling liquid tastes like salted mead. For 1 hour after drinking this elixir, you can breathe underwater, and you can see clearly underwater out to a range of 60 feet. The elixir doesn't allow you to see through magical darkness, but you can see through nonmagical clouds of silt and other sedimentary particles as if they didn't exist. For the duration, you also have advantage on saving throws against the spells and other magical effects of fey creatures native to water environments, such as a lorelei (see *Tome of Beasts*) or water horse (see *Creature Codex*).



Elixir of Wakefulness*Potion, uncommon*

This effervescent, crimson liquid is commonly held in a thin, glass vial capped in green wax. When you drink this elixir, its effects last for 8 hours. While the elixir is in effect, you can't fall asleep by normal means. You have advantage on saving throws against effects that would put you to sleep. If you are affected by the *sleep* spell, your current hit points are considered 10 higher when determining the effects of the spell.

Extract of Dual-Mindedness*Potion, legendary*

This potion can be distilled only from a hormone found in the hypothalamus of a two-headed giant of genius intellect. For 1 minute after drinking this potion, you can concentrate on two spells at the same time, and you have advantage on Constitution saving throws made to maintain your concentration on a spell when you take damage.

**Feysworn Contract***Scroll, rare*

This long scroll is written in flowing Elvish, the words flickering with a pale witchlight, and marked with the seal of a powerful fey or a fey lord or lady. When you use an action to present this scroll to a fey whose Challenge Rating is equal to or less than your level, the binding powers of the scroll compel it to listen to you. You can then attempt to strike a bargain with the fey, negotiating a service from it in exchange for a reward. The fey is under no compulsion to strike the bargain; it is compelled only to parley long enough for you to present a bargain and allow for negotiations. If you or your allies attack or otherwise attempt to harm the fey, the truce is broken, and the creature can act normally. If the fey refuses the offer, it is free to take any actions it wishes.

Should you and the fey reach an agreement that is satisfactory to both parties, you must sign the agreement and have the fey do likewise (or make its mark, if it has no form of writing). The writing on the scroll changes to reflect the terms of the agreement struck. The magic of the charter holds both you and the fey to the agreement until its service is rendered

and the reward paid, at which point the scroll fades into nothingness. Fey are notoriously clever folk, and while they must adhere to the letter of any bargains they make, they always look for any advantage in their favor. If either party breaks the bargain, that creature immediately takes 10d6 poison damage, and the charter is destroyed, ending the contract.

Fiendish Charter*Scroll, rare*

This long scroll bears the mark of a powerful creature of the Lower Planes, whether an archduke of Hell, a demon lord of the Abyss, or some other powerful fiend or evil deity. When you use an action to present this scroll to a fiend whose Challenge Rating is equal to or less than your level, the binding powers of the scroll compel it to listen to you. You can then attempt to strike a bargain with the fiend, negotiating a service from it in exchange for a reward. The fiend is under no compulsion to strike the bargain; it is compelled only to parley long enough for you to present a bargain and allow for negotiations. If you or your allies attack or otherwise attempt to harm the fiend, the truce is broken, and the creature can act normally. If the fiend refuses the offer, it is free to take any actions it wishes.

Should you and the fiend reach an agreement that is satisfactory to both parties, you must sign the charter in blood and have the fiend do likewise (or make its mark, if it has no form of writing). The writing on the scroll changes to reflect the terms of the agreement struck. The magic of the charter holds both you and the fiend to the agreement until its service is rendered and the reward paid, at which point the scroll ignites and burns into ash. The contract's wording should be carefully considered, as fiends are notorious for finding loopholes or adhering to the letter of the agreement to their advantage. If either party breaks the bargain, that creature immediately takes 10d6 necrotic damage, and the charter is destroyed, ending the contract.

Ghoulbane Oil*Potion, very rare*

This rusty-red gelatinous liquid glistens with tiny sparkling crystal flecks. The oil can coat one weapon or 5 pieces of ammunition. Applying the oil takes 1 minute. For 1 hour, if a ghoulish, ghastr, or darakhul (see *Tome of Beasts*) takes damage from the coated item, it takes an extra 2d6 damage of the weapon's type.

Grave Reagent*Potion, uncommon*

This luminous green concoction creates an undead servant. If you spend 1 minute anointing the corpse of a Small or Medium humanoid, this arcane

solution imbues the target with a foul mimicry of life, raising it as an undead creature. The target becomes a zombie under your control (the GM has the zombie's statistics).

On each of your turns, you can use a bonus action to verbally command the zombie if it is within 60 feet of you. You decide what action the zombie will take and where it will move during its next turn, or you can issue a general command, such as to guard a particular chamber or corridor. If you issue no commands, the zombie only defends itself against hostile creatures. Once given an order, the zombie continues to follow it until its task is complete. The zombie is under your control for 24 hours, after which it stops obeying any command you've given it.

Hardening Polish

Potion, uncommon

This gray polish is viscous and difficult to spread. The polish can coat one metal weapon or up to 10 pieces of ammunition. Applying the polish takes 1 minute. For 1 hour, the coated item hardens and becomes stronger, and it counts as an adamantine weapon for the purpose of overcoming resistance and immunity to attacks and damage not made with adamantine weapons.



Hewer's Draught

Potion, uncommon

When you drink this potion, you have advantage on attack rolls made with weapons that deal piercing or slashing damage for 1 minute. This potion's translucent amber liquid glimmers when agitated.

Interplanar Paint

Potion, legendary

This black, tarry substance can be used to paint a single black doorway on a flat surface. A pot contains enough paint to create one doorway. While painting, you must concentrate on a plane of existence other than the one you currently occupy. If you are not interrupted, the doorway can be painted in 5 minutes. Once completed, the painting opens a two-way portal to the plane you imagined. The doorway is mirrored on the other plane, often appearing on a rocky face or the wall of a building. The doorway lasts for 1 week or until 5 gallons of water with flecks of silver worth at least 2,000 gp is applied to one side of the door.

Ironskin Oil

Potion, uncommon

This grayish fluid is cool to the touch and slightly gritty. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature has resistance to piercing and slashing damage for 1 hour.

Liquid Courage

Potion, common

This magical cordial is deep red and smells strongly of fennel. You have advantage on the next saving throw against being frightened. The effect ends after you make such a saving throw or when 1 hour has passed.

Liquid Shadow

Potion, uncommon

The contents of this bottle are inky black and seem to absorb the light. The dark liquid can cover a single Small or Medium creature. Applying the liquid takes 1 minute. For 1 hour, the coated creature has advantage on Dexterity (Stealth) checks.

Alternately, you can use an action to hurl the bottle up to 20 feet, shattering it on impact. Magical darkness spreads from the point of impact to fill a 15-foot-radius sphere for 1 minute. This darkness works like the *darkness* spell.



Locksmith's Oil

Potion, common

This shimmering oil can be applied to a lock. Applying the oil takes 1 minute. For 1 hour, any creature that makes a Dexterity check to pick the lock using thieves' tools rolls a d4 and adds the number rolled to the check.

Luring Perfume

Potion, rare

This pungent perfume has a woody and slightly musky scent. As an action, you can splash or spray the contents of this vial on yourself or another creature within 5 feet of you. For 1 minute, the perfumed creature attracts nearby humanoids and beasts.

Each humanoid and beast within 60 feet of the perfumed creature and that can smell the perfume must succeed on a DC 15 Wisdom saving throw or be charmed by the perfumed creature until the perfume fades or is washed off with at least 1 gallon of water. While charmed, a creature is incapacitated, and, if the

creature is more than 5 feet away from the perfumed creature, it must move on its turn toward the perfumed creature by the most direct route, trying to get within 5 feet. It doesn't avoid opportunity attacks, but before moving into damaging terrain, such as lava or a pit, and whenever it takes damage, the target can repeat the saving throw. A charmed target can also repeat the saving throw at the end of each of its turns. If the saving throw is successful, the effect ends on it.

Odorless Oil

Potion, uncommon

This odorless, colorless oil can cover a Medium or smaller object or creature, along with the equipment the creature is wearing or carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. For 1 hour, the affected target gives off no scent, can't be tracked by scent, and can't be detected with Wisdom (Perception) checks that rely on smell.

Oil of Concussion

Potion, common

You can apply this thick, gray oil to one bludgeoning weapon or up to 5 pieces of bludgeoning ammunition. Applying the oil takes 1 minute. For 1 hour, any attack with the coated item scores a critical hit on a roll of 19 or 20.

Oil of Defoliation

Potion, uncommon

Sometimes known as *weedkiller oil*, this greasy amber fluid contains the crushed husks of dozens of locusts. One vial of the oily substance can coat one weapon or up to 5 pieces of ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item deals an extra 1d6 necrotic damage to plants or plant creatures on a successful hit.

The oil can also be applied directly to a willing, restrained, or immobile plant or plant creature. In this case, the substance deals 4d6 necrotic damage, which is enough to kill most ordinary plant life smaller than a large tree.



Oil of Extreme Bludgeoning

Potion, rare

This viscous indigo-hued oil smells of iron. The oil can coat one bludgeoning weapon or up to 5 pieces of bludgeoning ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical, has

a +1 bonus to attack and damage rolls, and deals an extra 1d4 force damage on a hit.

Oil of Numbing

Potion, common

This astringent-smelling oil stings slightly when applied to flesh, but the feeling quickly fades. The oil can cover a Medium or smaller creature (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. For 1 hour, the affected creature has advantage on Constitution saving throws to maintain its concentration on a spell when it takes damage, and it has advantage on ability checks and saving throws made to endure pain. However, the affected creature's flesh is slightly numbed and senseless, and it has disadvantage on ability checks that require fine motor skills or a sense of touch.

Oil of Sharpening

Potion, common

You can apply this fine, silvery oil to one piercing or slashing weapon or up to 5 pieces of piercing or slashing ammunition. Applying the oil takes 1 minute. For 1 hour, any attack with the coated item scores a critical hit on a roll of 19 or 20.

Orb of Obfuscation

Potion, rarity varies

Originally fashioned in the laboratory of the archmage Lugax for his good natured but often roguish friend, Kennich, these spherical ceramic containers are the size of a large human fist. Arcane sigils decorate each orb, detailing its properties to those capable of reading the sigils. The magic-infused chemicals in each orb must be briefly exposed to air before being thrown to activate them. A metal rod sits in the cork of each orb, allowing you to quickly twist open the container before throwing it.

Typically, 1d4 + 1 *orbs of obfuscation* are found together. You can use an action to activate and throw the orb up to 60 feet. The orb explodes on impact and is destroyed. The orb's effects are determined by its type.

Orb of Obfuscation (Uncommon).

This orb is a dark olive color with a stripe of bright blue paint encircling it. When activated, the orb releases an opaque grey gas and creates a 30-foot-radius sphere of this gas centered on the point where the orb landed. The



sphere spreads around corners, and its area is heavily obscured. The magical gas also dampens sound. Each creature in the gas can hear only sounds originating within 5 feet of it, and creatures outside of the gas can't hear sounds originating inside the gas. The gas lasts for 5 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

Explosive Orb of Obfuscation (Rare). This oblong orb has a putty grey color with a stripe of yellow paint encircling it. When activated, this orb releases the same opaque grey gas as the *orb of obfuscation*. In addition to the effects of that gas, this orb also releases a burst of caustic chemicals on impact. Each creature within a 15-foot radius of where the orb landed must make a DC 15 Dexterity saving throw, taking 4d4 acid damage on a failed save, or half as much damage on a successful one. If a creature fails this saving throw, the chemicals cling to it for 1 minute. At the end of each of its turns, the creature must succeed on a DC 15 Constitution saving throw or take 2d4 acid damage from the clinging chemicals. Any creature can take an action to remove the clinging chemicals with a successful DC 15 Wisdom (Medicine) check.

Pact Paper

Scroll, rare

This smooth paper is like vellum but is prepared from dozens of scales cast off by a pact drake (see *Creature Codex*). A contract can be inked on this paper, and the paper limns all falsehoods on it with a fiery glow. A command word clears the paper, allowing for several drafts. Another command word locks the contract in place and leaves space for signatures. Creatures signing the contract are afterward bound by the contract with all other signatories alerted when one of the signatories breaks the contract. The creature breaking the contract must succeed on a DC 15 Charisma saving throw or become blinded, deafened, and stunned for 1d6 minutes. A creature can repeat the saving throw at the end of each of minute, ending the conditions on itself on a success. After the conditions end, the creature has disadvantage on saving throws until it finishes a long rest.

Once a contract has been locked in place and signed, the paper can't be cleared. If the contract has a duration or stipulation for its end, the *pact paper* is destroyed when the contract ends, releasing all signatories from any further obligations and immediately ending any effects on them.

Philter of Luck

Potion, uncommon

When you drink this vibrant green, effervescent potion, you gain a finite amount of good fortune. Roll a d3 to determine where your fortune falls: ability checks (1), saving throws (2), or attack rolls (3). When you make a roll associated with your fortune, you

can choose to tap into your good fortune and reroll the d20. This effect ends after you tap into your good fortune or when 1 hour has passed.

Potent Cure-All

Potion, legendary

The milky liquid in this bottle shimmers when agitated, as small, glittering particles swirl within it. When you drink this potion, it reduces your exhaustion level by one, removes any reduction to one of your ability scores, removes the blinded, deafened, paralyzed, and poisoned conditions, and cures you of any diseases currently afflicting you.

Potion of Air Breathing

Potion, uncommon

This potion's pale blue fluid smells like salty air, and a seagull's feather floats in it. You can breathe air for 1 hour after drinking this potion. If you could already breathe air, this potion has no effect.

Potion of Bad Taste

Potion, common

This brown, sludgy potion tastes extremely foul. When you drink this potion, the taste of your flesh is altered to be unpalatable for 1 hour. During this time, if a creature hits you with a bite attack, it must succeed on a DC 10 Constitution saving throw or spend its next action gagging and retching. A creature with an Intelligence of 4 or lower avoids biting you again unless compelled or commanded by an outside force or if you attack it.

Potion of Bouncing

Potion, uncommon

A small, red sphere bobs up and down in the clear, effervescent liquid inside this bottle but disappears when the bottle is opened. When you drink this potion, your body becomes rubbery, and you are immune to falling damage for 1 hour. If you fall at least 10 feet, your body bounces back the same distance. As a reaction while falling, you can angle your fall and position your legs to redirect this distance. For example, if you fall 60 feet, you can redirect your bounce to propel you 30 feet up and 30 feet forward from the position where you landed.



Potion of Buoyancy

Potion, common

When you drink this clear, effervescent liquid, your body becomes unnaturally buoyant for 1 hour. When you are immersed in water or other liquids, you rise to the surface (at a rate of up to 30 feet per round) to float and bob there. You have advantage on Strength (Athletics) checks made to swim or stay afloat in rough water, and you automatically succeed on such checks in calm waters.

Potion of Dire Cleansing

Potion, uncommon

For 1 hour after drinking this potion, you have resistance to poison damage, and you have advantage on saving throws against being blinded, deafened, paralyzed, and poisoned. In addition, if you are poisoned, this potion neutralizes the poison. Known for its powerful, somewhat burning smell, this potion is difficult to drink, requiring a successful DC 13 Constitution saving throw to drink it. On a failure, you are poisoned for 10 minutes and don't gain the benefits of the potion.

Potion of Ebbing Strength

Potion, uncommon

When you drink this potion, your Strength score changes to 25 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score. The recipe for this potion is flawed and infused with dangerous Void energies. When you drink this potion, you are also poisoned. While poisoned, you take 2d4 poison damage at the end of each minute. If you are reduced to 0 hit points while poisoned, you have disadvantage on death saving throws.

This bubbling, pale blue potion is commonly used by the derro and is almost always paired with a *potion of dire cleansing* or *holy verdant bat droppings* (see page 147). Warriors who use this potion without a method of removing the poison don't intend to return home from battle.

Potion of Effulgence

Potion, common

When you drink this potion, your skin glows with radiance, and you are filled with joy and bliss for 1 minute. You shed bright light in a 30-foot radius and dim light for an additional 30 feet. This light is sunlight. While glowing, you are blinded and have disadvantage on Dexterity (Stealth) checks to hide. If a creature with the Sunlight Sensitivity trait starts its turn in the bright light you shed, it takes 2d4 radiant damage. This potion's golden liquid sparkles with motes of sunlight.

Potion of Empowering Truth

Potion, rare

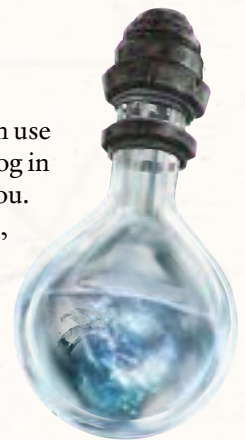
A withered snake's tongue floats in the shimmering gold liquid within this crystalline vial. When you drink this potion, you regain one expended spell slot or one expended use of a class feature, such as Divine Sense, Rage, Wild Shape, or other feature with limited uses. Until you finish a long rest, you can't speak a deliberate lie. You are aware of this effect after drinking the potion. Your words can be evasive, as long as they remain within the boundaries of the truth.



Potion of Freezing Fog

Potion, uncommon

After drinking this potion, you can use an action to exhale a cloud of icy fog in a 20-foot cube originating from you. The cloud spreads around corners, and its area is heavily obscured. It lasts for 1 minute or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. When a creature enters the cloud for the first time on a turn or starts its turn there, that creature must succeed on a DC 13 Constitution saving throw or take 2d4 cold damage. The effects of this potion end after you have exhaled one fog cloud or 1 hour has passed. This potion has a gray, cloudy appearance and swirls vigorously when shaken.



Potion of Malleability

Potion, uncommon

The glass bottle holding this thick, red liquid is strangely pliable, and compresses in your hand under the slightest pressure while it still holds the magical liquid. When you drink this potion, your body becomes extremely flexible and adaptable to pressure. For 1 hour, you have resistance to bludgeoning damage, can squeeze through a space large enough for a creature two sizes smaller than you, and have advantage on Dexterity (Acrobatics) checks made to escape a grapple.

Potion of Sand Form

Potion, very rare

This potion's container holds a gritty liquid that moves and pours like water filled with fine particles of sand. When you drink this potion, you gain the effect of the *gaseous form* spell for 1 hour (no concentration

required) or until you end the effect as a bonus action. While in this gaseous form, your appearance is that of a vortex of spiraling sand instead of a misty cloud. In addition, you have advantage on Dexterity (Stealth) checks while in a sandy environment, and, while motionless in a sandy environment, you are indistinguishable from an ordinary swirl of sand.

Potion of Skating

Potion, common

For 1 hour after you drink this potion, you can move across icy surfaces without needing to make an ability check, and difficult terrain composed of ice or snow doesn't cost you extra movement. This sparkling blue liquid contains tiny snowflakes that disappear when shaken.

Potion of Transparency

Potion, common

The liquid in this vial is clear like water, and it gives off a slight iridescent sheen when shaken or swirled. When you drink this potion, you and everything you are wearing and carrying turn transparent, but not completely invisible, for 10 minutes. During this time, you have advantage on Dexterity (Stealth) checks, and ranged attacks against you have disadvantage.

Potion of Worg Form

Potion, rare

Small flecks of brown hair are suspended in this clear, syrupy liquid. When you drink this potion, you transform into a worg for 1 hour. This works like the *polymorph* spell, but you retain your Intelligence, Wisdom, and Charisma scores. While in worg form, you can speak normally, and you can cast spells that have only verbal components. This transformation doesn't give you knowledge of the Goblin or Worg languages, and you are able to speak and understand those languages only if you knew them before the transformation.

Rainbow Extract

Potion, common

This thin, oily liquid shimmers with the colors of the spectrum. For 1 hour after drinking this potion, you can use an action to change the color of your hair, skin, eyes, or all three to any color or mixture of colors in any hue, pattern, or saturation you choose. You can change the colors as often as you want for the duration, but the color changes disappear at the end of the duration.



Royal Jelly

Potion, uncommon

This oil is distilled from the pheromones of queen bees and smells faintly of bananas. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying. For larger creatures, one additional vial is required for each size category above Medium. Applying the oil takes 10 minutes. The affected creature then has advantage on Charisma (Persuasion) checks for 1 hour.

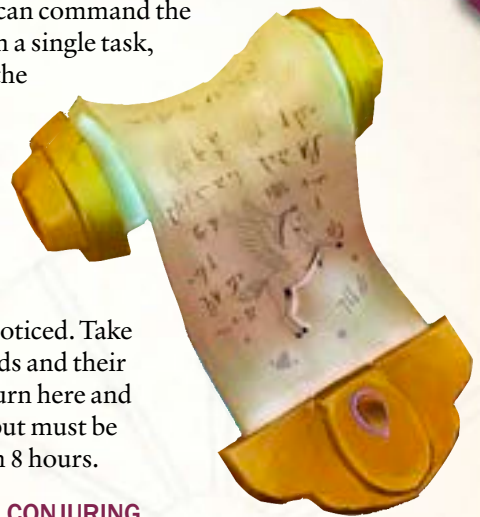
Scroll of Conjuring

Scroll, uncommon (least), rare (lesser), very rare (greater)

By using an action to recite the incantation inscribed on this scroll, you can conjure a creature to assist you, chosen by the GM or determined by rolling a d8 and consulting the appropriate table. Once the creature appears, the scroll crumbles to dust and is destroyed. The creature vanishes after 8 hours or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In absence of such orders, the creature acts in a fashion appropriate to its nature.

Alternately, you can command the creature to perform a single task, which it will do to the best of its ability. A task can be simple ("Remove the debris blocking this passage.") or complex ("Search the castle, taking care to remain unnoticed. Take a count of the guards and their locations, then return here and draw me a map.") but must be completable within 8 hours.



LEAST SCROLL OF CONJURING

d8	Creature
1	Dust/Ice/Magma mephit or lantern dragonette*
2	Hippogriff or clockwork soldier+
3	Imp/Quasit or aviere~
4	Death dog or shockwing giant moth+
5	Centaur or roggewolf+
6	Ettercap or clockwork hound*
7	Ogre or spider thief*
8	Griffon or light dragon wyrmling+

LESSER SCROLL OF CONJURING

d8	Creature
1	Copper dragon wyrmling or wind dragon wyrmling*
2	Pegasus or wind demon+
3	Gargoyle or hoarfrost drake~
4	Grick or kitsune+
5	Hell hound or swolbold+
6	Winter wolf or clockwork huntsman*
7	Minotaur or peluda drake+
8	Doppelganger or pombero*

GREATER SCROLL OF CONJURING

d8	Creature
1	Bearded devil or korrigan+
2	Nightmare or flame dragon wyrmling*
3	Phase spider or bloodsapper~
4	Chuul or venom elemental+
5	Ettin or domovoi*
6	Succubus/Incubus or ratatosk*
7	Salamander or moon drake+
8	Xorn or karakura+

*indicates a creature found in *Tome of Beasts*
 +indicates a creature found in *Creature Codex*
 ~indicates a creature found in *Tome of Beasts 2*

Scroll of Fabrication

Scroll, uncommon

You can draw a picture of any object that is Large or smaller on the face of this blank scroll. When the drawing is complete, it becomes a real, nonmagical, three-dimensional object. Thus, a drawing of a backpack becomes an actual backpack you can use to store and carry items. Any object created by the scroll can be destroyed by the *dispel magic* spell, by taking it into the area of an *antimagic field*, or by similar circumstances. Nothing created by the scroll can have a value greater than 25 gp. If you draw an object of greater value, such as a diamond, the object appears authentic, but close inspection reveals it to be made from glass, paste, bone or some other common or worthless material. The object remains for 24 hours or until you dismiss it as a bonus action. The scroll can't be used this way again until the next dawn.

Scroll of Treasure Finding

Scroll, uncommon

Each *scroll of treasure finding* works for a specific type of treasure. You can use an action to read the scroll and sense whether that type of treasure is present within 1 mile of you for 1 hour. This scroll reveals the treasure's

general direction, but not its specific location or amount. The GM chooses the type of treasure or determines it by rolling a d100 and consulting the following table.

d100	Treasure Type
01-10	Copper
11-20	Silver
21-30	Electrum
31-40	Gold
41-50	Platinum
51-75	Gemstones
76-80	Art objects
81-00	Magic items



Scrolls of Correspondence

Scroll, common

These vellum scrolls always come in pairs. Anything written on one scroll also appears on the matching scroll, as long as they are both on the same plane of existence. Each scroll can hold up to 75 words at a time. While writing on one scroll, you are aware that the words are appearing on a paired scroll, and you know if no creature bears the paired scroll. The scrolls don't translate words written on them, and the reader and writer must be able to read and write the same language to understanding the writing on the scrolls.

While holding one of the scrolls, you can use an action to tap it three times with a quill and speak a command word, causing both scrolls to go blank. If one of the scrolls in the pair is destroyed, the other scroll becomes nonmagical.

Tincture of Moonlit Blossom

Potion, very rare

This potion is steeped using a blossom that grows only in the moonlight. When you drink this potion, your shadow corruption (see *Midgard Worldbook*) is reduced by three levels. If you aren't using the Midgard setting, you gain the effect of the *greater restoration* spell instead.



Tonic for the Troubled Mind

Potion, common

This potion smells and tastes of lavender and chamomile. When you drink it, it removes any short-term madness afflicting you, and it suppresses any long-term madness afflicting you for 8 hours.

Tonic of Blandness

Potion, common

This deeply bitter, black, oily liquid deadens your sense of taste. When you drink this tonic, you can eat all manner of food without reaction, even if the food isn't to your liking, for 1 hour. During this time, you automatically fail Wisdom (Perception) checks that rely on taste. This tonic doesn't protect you from the effects of consuming poisoned or spoiled food, but it can prevent you from detecting such impurities when you taste the food.

Trollsblood Elixir

Potion, very rare

This thick, pink liquid sloshes and moves even when the bottle is still. When you drink this potion, you regenerate lost hit points for 1 hour. At the start of your turn, you regain 5 hit points. If you take acid or fire damage, the potion doesn't function at the start of your next turn. If you lose a limb, you can reattach it by holding it in place for 1 minute. For the duration, you can die from damage only by being reduced to 0 hit points and not regenerating on your turn.

Unstable Bombard

Potion, rarity varies

These brass and crystal cylinders are 6 inches long with 1-inch diameters. Each cylinder has a funnel on one end and a wooden plunger on the other end. You can use an action to quickly press the plunger, expelling the cylinder's contents out through the funnel in a 30-foot line that is 5 feet wide. Once its contents are expelled, a cylinder is destroyed, and there is a 25 percent chance you are also subjected to the bombard's effects as if you were caught in the line.

Mindshatter Bombard (Rare). A vermilion solution sloshes and boils inside this canister. Each creature in the line of this substance must make a DC 15 Wisdom saving throw. On a failure, a creature takes 3d6 psychic damage and is incapacitated for 1 minute. On a success, a creature takes half the damage and isn't incapacitated. An incapacitated creature can repeat the saving

throw at the end of each of its turns, ending the effect on itself on a success.

Murderous Bombard (Uncommon). A gruesome crimson slurry sloshes inside this canister with strange bits of ivory floating in it. Each creature in the line of this substance must succeed on a DC 13 Wisdom saving throw or be overcome with rage for 1 minute. While overcome with rage, the creature can't distinguish friend from foe and must attack the nearest creature. If no other creature is near enough to move to and attack, the creature stalks off in a random direction, seeking a target for its rage. A creature overcome with rage can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Sloughhide Bombard (Very Rare). A clear, gelatinous substance fills this canister. Each creature in the line of this substance must make a DC 17 Constitution saving throw. On a failure, a creature takes 6d6 acid damage and is paralyzed for 1 minute. On a success, a creature takes half the damage and isn't paralyzed. While paralyzed, the creature takes 2d6 acid damage at the start of each of its turns. A paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Verdant Elixir

Potion, uncommon

Multi-colored streaks of light occasionally flash through the clear liquid in this container, like bottled lightning. As an action, you can pour the contents of the vial onto the ground. All normal plants in a 100-foot radius centered on the point where you poured the vial become thick and overgrown. A creature moving through the area must spend 4 feet of movement for every 1 foot it moves.

Alternatively, you can apply the contents of the vial to a plant creature within 5 feet of you. For 1 hour, the target gains 2d10 temporary hit points, and it gains the "enlarge" effect of the *enlarge/reduce* spell (no concentration required).



Wisp of the Void

Potion, uncommon

The interior of this bottle is pitch black, and it feels empty. When opened, it releases a black vapor. When you inhale this vapor, your eyes go completely black. For 1 minute, you have darkvision out to a range of 60 feet, and you have resistance to necrotic damage. In addition, you gain a +1 bonus to damage rolls made with a weapon.

Witch's Brew

Potion, uncommon

For 1 minute after drinking this potion, your spell attacks deal an extra 1d4 necrotic damage on a hit. This revolting green potion's opaque liquid bubbles and steams as if boiling.

Wrathful Vapors

Potion, uncommon

Roiling vapors of red, orange, and black swirl in a frenzy of color inside a sealed glass bottle. As an action, you can open the bottle and empty its contents within 5 feet of you or throw the bottle up to 20 feet, shattering it on impact. If you throw it, make a ranged attack against a creature or object, treating the bottle as an improvised weapon.

When you open or break the bottle, the smoke releases in a 20-foot-radius sphere that dissipates at the end of your next turn. A creature that isn't an undead or a construct that enters or starts its turn in the area must succeed on a DC 13 Wisdom saving throw or be overcome with rage for 1 minute. On its turn, a creature overcome with rage must attack the creature nearest to it with whatever melee weapon it has on hand, moving up to its speed toward the target, if necessary. The raging creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Specialty Consumables

Here we present alternate types of consumable items that are similar in nature to potions and *spell scrolls*. You might find these types of consumable items in the restaurant of a magical city, sitting in the window of a witch's hut, or stacked on shelves in an alchemist's laboratory. Each type of specialty consumable item has its own special rules in addition to the standard rules for items of its type. For example, an owlbear bezoar is a wondrous item that is a long-lasting consumable that must be regurgitated at the end of its duration, and fantastical foods and beverages provide some healing when consumed during a short rest, in addition to each food or beverage's individual effect.

BEZOARS

A bezoar is a solid mass of indigestible material that accumulates in a creature's digestive tract. A bezoar looks and feels like a small stone. Any creature can expel a bezoar, but bezoars from creatures with magical origins or with a natural inclination for magic have unique, magical properties when consumed by another creature.

To gain the benefits of a bezoar, you must swallow it whole. When you swallow a bezoar, your hit point maximum is reduced by 2d4, and the bezoar remains in your stomach for a number of days equal to that amount. At the end of the duration, you automatically regurgitate the used-up bezoar, take 2d4 acid damage from the process of expelling the bezoar, and your hit point maximum returns to normal. A used-up bezoar is nonmagical and crumbles to dust within minutes. A successful DC 15 Wisdom (Medicine) check can force you to regurgitate the bezoar early. A bezoar that has been regurgitated before the end of its duration recharges and becomes fully functional again after 24 hours have passed, provided it remains outside of a creature's body this entire time.

You can gain the benefits of only one bezoar at a time, and while a bezoar sits in your stomach, you can't gain any benefit from other edible magic items, such as potions. Although the bezoar is uncomfortable, it doesn't impact your ability to eat or drink, but it does prevent you from gaining any special benefits from consuming magical foodstuffs, such as those produced by the *goodberry* and *heroes' feasts* spells or fantastical foods and beverages (described later in this section).

Owlbear Curses. Owlbears are not picky eaters and wind up devouring all sorts of nastiness: carrion, furry creatures, magical plants, fey river stones, feathery things, nut shells, and magic-infused bone. As such, bezoars from owlbears have a 50 percent chance of being cursed. You can't remove a cursed bezoar before its full duration (when you regurgitate it as normal) unless you are first targeted by a *remove curse* spell. However, if the bezoar is not removed before your next short or long rest after the spell's casting, the curse returns. The curse ends automatically once the bezoar is regurgitated.

Examples of Bezoars

Here are several bezoars ready for use in your game. Many types of bezoars exist, and they typically give benefits similar to potions. You can use these bezoars as-written or use them as inspiration for adding new types of long-term consumable items to your game.

Bezoar of the Behir

Wondrous item, rare

While this bezoar sits in your stomach, you have resistance to lightning damage. In addition, you can use an action to exhale lightning in a line that is 30 feet long and 5 feet wide. Each creature in that line must make a DC 15 Dexterity saving throw, taking 4d10 lightning damage on a failed save, or half as much damage on a successful one. You must finish a long rest before you can exhale lightning again.

Bezoar of the Bespectacled Owlbear

Wondrous item, uncommon

While this bezoar sits in your stomach, you have advantage on saving throws against poison, and you have immunity to the poisoned condition. In addition, you can't be surprised while you are conscious.

Curse. Voices constantly tell you terrible things, maybe true and maybe not but certainly off-putting. The first time a creature damages you, you must succeed on a DC 15 Wisdom saving throw or be frightened of that creature until it or you fall unconscious or until the creature is no longer within your line of sight for 1 minute. Once frightened by a creature, you can't be frightened by that creature again until 24 hours have passed.

Bezoar of the Chimera

Wondrous item, uncommon

While this bezoar sits in your stomach, red scales cover your body, two small horns curl from your temples, and your nose widens and flattens. When you aren't wearing armor, your AC equals 13 + your Dexterity modifier, and with a 10-foot running start, you can long jump up to 25 feet. In addition, you have advantage on Strength and Dexterity saving throws made against effects that would knock you prone, and you have advantage on Wisdom (Perception) checks that rely on smell.

Bezoar of the Cockatrice

Wondrous item, common

While this bezoar sits in your stomach, you are immune to the petrified condition, and you have darkvision out to a range of 60 feet. If you already have darkvision, your vision is unaffected by this bezoar.

Bezoar of the Dire Owlbear

Wondrous item, very rare

While this bezoar sits in your stomach, you are immune to exhaustion and curses (except a curse tied to



this bezoar). Whenever you make an opportunity attack, you can make two attacks.

Curse. Your bloodlust gets the most of you. Once you enter melee, you aren't willing to stop fighting the creature until one of you is dead or you're both somehow physically separated for at least 3 rounds.

Bezoar of the Great Horned Owlbear

Wondrous item, rare

While this bezoar sits in your stomach, you are immune to the charmed and frightened conditions. In addition, creatures must be at least two sizes larger than you to grapple you.

Curse. Your scent, demeanor, personality, or attitude irritates creatures around you. When interacting socially with creatures with an Intelligence of 5 or higher, you have disadvantage on Charisma checks. Creatures with an Intelligence of 4 or lower are immediately hostile toward you, and the first such creature to attack you each day has advantage on the attack roll.

Bezoar of the Hippogriff

Wondrous item, rare

While this bezoar sits in your stomach, you have advantage on Wisdom (Perception) checks that rely on sight. In addition, you can use a bonus action to sprout eagle wings from your back, gaining a flying speed equal to your walking speed for 1 minute. If you are flying when the duration expires, you descend at a rate of 30 feet per round until you land. When you've used the wings for a total of 1 hour, you can't use them again until you finish a long rest.

Bezoar of the Hoary Owlbear

Wondrous item, rare

While this bezoar sits in your stomach, you have resistance to cold damage, and you can tolerate temperatures as low as -50 degrees Fahrenheit. In addition, your speed increases by 5 feet.

Curse. The bezoar is not sitting well with you and triggers intense heartburn and nausea. When you would regain hit points for any reason (magical healing, resting, or similar), you instead regain only half the amount.

Bezoar of the Manticore

Wondrous item, rare

While this bezoar sits in your stomach, small spikes sprout from your skin. While you are grappling a creature or while a creature is grappling you, the creature takes 1d4 piercing damage at the start of your turn. In addition, you have proficiency with the spikes, and you can make a ranged weapon attack with a spike, hurling it as if it had the thrown property with a normal range of 30 feet and a long range of

120 feet. If the attack hits, the target takes piercing damage equal to $1d8 +$ your Strength modifier. You can throw up to 12 spikes. Used spikes regrow when you finish a long rest.

Bezoar of the Screech Owlbear

Wondrous item, rare

While this bezoar sits in your stomach, you are immune to the blinded and deafened conditions. In addition, you can communicate with beasts. This works like the *Speak with Animals* spell, except it lasts until you expel the bezoar.

Curse. The animals—and even the forest spirits that you can now see floating and cavorting all around—are chattier and more distracting than would be ideal. You have disadvantage on Wisdom (Perception) checks.

FANTASTICAL FOODS AND BEVERAGES

Fantastical foods and beverages are unique types of consumable magic items. They look, feel, smell, and taste like nonmagical food or beverages, but fantastical food and beverages never spoil.

To gain the benefits from a fantastical food or beverage, you must spend at least 1 minute consuming it. If you eat a fantastical food or beverage as part of a short rest and you expend one or more Hit Dice to regain hit points, you double the number of hit points each Hit Die restores. Each type of fantastical food or beverage also grants benefits, which you gain after consuming the food or beverage or at the end of the short rest where the food or beverage was consumed (your choice). You can gain the benefits from only one type of fantastical food or beverage at a time.

Cooking Fantastical Foods and Beverages.

Fantastical foods and beverages provide temporary benefits and work much like potions or *spell scrolls*—in fact, the fantastical foods and beverages listed here are categorized as potions because of this. To cook up a fantastical food or beverage during downtime, the character needs the recipe. Otherwise, treat cooking a fantastical food or beverage no differently than brewing a potion or scribing a *spell scroll*.

Examples of Fantastical Foods

Here are several fantastical foods and beverages ready for use in your game. Many types of fantastical foods and beverages exist, and they typically give benefits similar to potions. You can use these fantastical foods and beverages as-written or use them as inspiration for adding new types of consumable items to your game.

Blue Rose Tea

Potion, uncommon

The petals of the blue rose can be brewed into a tea. When you consume a dose of this tea, you get a glimpse into the future. This effect works like the *divination* spell, except the answer comes to you in visions rather than from a deity or its servants, and you can ask a single question concerning a specific goal, event, or activity to occur within 14 days.

You can render a dose of *blue rose* (see page 113) into three doses of *blue rose tea* with a successful DC 13 Intelligence (Arcana) check. If you succeed by 5 or more on the check, you make four doses of tea instead. On a failed check, you make only one dose of tea.

Blue Rose Addiction. Consuming *blue rose tea* doesn't cause addiction like its more potent counterpart. However, if you are addicted to *blue rose*, consuming one dose of this tea removes one level of exhaustion and halts the effects of the addiction for 24 hours. This effect can't reduce your exhaustion level below 1 and can't end the addiction.

Broth of Bolstering

Potion, common

This rich broth boosts your body's defenses. When you consume this food, you have advantage on the next saving throw you make against disease or poison within 24 hours.



Broth of Needful Fortitude

Potion, very rare

Favored by intelligent undead, this rich stock is brewed from the flesh and bones of humanoids and typically kept sealed in an earthenware jar. When you consume this broth, you can reduce your exhaustion level by up to 2, and you have advantage on saving throws against disease, poison, and environmental effects for 8 hours. If you are undead, you also regain 3d6 hit points.

Candied Spider

Potion, uncommon

As you eat it, the *candied spider* seems to wriggle on your tongue for the briefest moment before you swallow it. When you consume this food, you gain a climbing speed equal to your walking speed, and you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free for 1 hour. In addition, you have advantage on saving throws against poison for the duration.

Cloud and Mist Immortality Tea

Potion, legendary

The first time you drink this tea, you are reduced to 0 hit points, regardless of any magical effects or protections, and you are dying. Make death saving throws as normal. If you survive, you awaken with all of your hit points and 60 years younger. For example, an 80-year-old would awaken in the body of a 20-year-old. If you were not at least 60 years old, you awaken in the body of a newborn. You retain all your knowledge in any case.

With each subsequent use of *cloud and mist immortality tea*, the tea is only half as effective as the last time you drank it. On your second use, for example, you awaken only 30 years younger. On the third use, you awaken 15 years younger, and so on. However, you are reduced to 0 hit points on only your first use of this tea. Each subsequent time you drink this tea, you fall unconscious for 30 seconds, then awaken younger and with all of your hit points.



Companion's Broth

Potion, common

Developed by wizards with an interest in the culinary arts, this simple broth mends the wounds of companion animals and familiars. When a beast or familiar consumes this broth, it regains 2d4 + 2 hit points. Alternatively, you can mix a flower petal into the broth, and the beast or familiar gains 2d4 temporary hit points for 8 hours instead.

Dire Bacon

Potion, uncommon

Cut from a giant boar, this bacon still bears the beast's ferocity. When you consume this food, you have advantage on Strength (Athletics) checks for 8 hours. In addition, if you take 10 damage or less that would reduce you to 0 hit points, you are reduced to 1 hit point instead. This effect can happen only once during the food's duration.

Dragonbone Broth

Potion, rare

Drinking this rich, translucent, amber liquid fills your body with strength and vigor. When you consume this broth, you can reduce your exhaustion level by up to 2, and if you are not (or no longer) exhausted, you have advantage on Strength checks and Constitution saving throws for 1 hour.



Dragonfire Pepper

Potion, uncommon

The intense spice of this stuffed pepper makes your mouth feel as if it is on fire. When you consume this food, you have resistance to fire damage for 1 hour. In addition, once before the duration ends, you can use a bonus action to exhale fire in a 15-foot cone. Each creature in the cone must make a DC 13 Dexterity saving throw, taking 4d4 fire damage on a failed save, or half as much damage on a successful one.

Electric Eel Sushi

Potion, rare

Your mouth tingles as you chew the fluffy meat. When you consume this food, you have resistance to lightning damage for 1 hour. In addition, once before the duration ends, you can use an action to touch one melee weapon made of metal to imbue it with lightning for 1 minute. When a creature hits with an attack using a weapon imbued with lightning, the target takes an extra 2d4 lightning damage.

Gnomesalt Taffy

Potion, uncommon

This sweet and sticky candy comes in a variety of flavors. When you consume this food, your reach increases by 5 feet for 1 hour. During this time, you also gain a +1 bonus to attack rolls made with melee weapons that have the Reach property.

Golden Dawn

Potion, uncommon

This amber mead is flecked with edible gold and has a sour taste. When you drink this mead, you immediately reduce your exhaustion level by one. If you don't have any levels of exhaustion, this mead has no effect. Once consumed, you can't benefit from *golden dawn* again until 24 hours have passed.

Honeyed Halfheart

Potion, uncommon

This small cake in the shape of a heart permeates the air with the scent of honey, roasted nuts, and sun-warmed berries. It doesn't rot in your backpack, remaining fresh and delicious until you consume it. The cake has two portions. You can use an action to split and eat one portion of the cake. When you split the cake, the cake's honeyed smell clings to you, and you gain a +2 bonus to Charisma checks to interact socially with humanoids for 24 hours. Eating one portion of the cake provides enough nourishment to sustain a creature for one day.

When you eat one portion of the cake, you can share the other portion with another creature that knows at least one language. If that creature eats the other portion within 1 hour of you eating your portion, the cake creates a magical bond between the two of you that allows you both to communicate via a secret language for the next 24 hours. You can choose whether this secret language is verbal or non-verbal, and the two of you must be able to see or smell (if non-verbal) or hear (if verbal) each other to communicate.



Maiden's Tears

Potion, rare

This fruity mead is the color of liquid gold and is rumored to be brewed with a tear from the goddess of bearfolk herself. When you drink this mead, you regenerate lost hit points for 1 minute. At the start of your turn, you regain 10 hit points if you have at least 1 hit point.

Mincemeat Pie

Potion, rare

This savory pie has a hint of sweetness. For 8 hours after you consume this food, you gain 5 temporary hit points each time you reduce a creature to 0 hit points. Once you have gained a total of 20 temporary hit points, you can't gain more temporary hit points from this consumption of *mincemeat pie*.

Pickled Aboleth Brain

Potion, very rare

The aboleth's powerful magic permeates the food, giving it an almost spicy aftertaste. When you consume this food, you can communicate telepathically with any creature you can see within 60 feet of you, you can breathe underwater, and you have immunity to the charmed condition for 1 hour. In addition, once before the duration ends, you can use an action to charm a creature you can see within 60 feet of you for the remaining duration. The target must succeed on a DC 15 Wisdom saving throw or it is charmed by you. The target has disadvantage on this saving throw if it communicated telepathically with you. A charmed creature can repeat the saving throw each time it takes damage or if it starts its turn more than 1 mile away from you.

Purified Phoenix Tear

Potion, legendary

This crystal-clear beverage tastes like a warm hug. For 8 hours after you consume this beverage, when you are reduced to 0 hit points, you regain 20 hit points. Then the beverage's effect ends.

Queen Bee

Potion, rare

This spicy mead is brewed from royal hives and shimmers with a rose-gold hue. When you drink this mead, your Charisma score increases to 20 for 8 hours. The mead has no effect on you if your Charisma score is already equal to or greater than 20.

Roast Bean Juice

Potion, uncommon

This dark beverage has a bitter taste. When you consume this food, you have advantage on initiative rolls and on saving throws against being knocked unconscious for 8 hours.

Saffron-Dusted Carrot

Potion, common

This spiced carrot has an earthy, floral flavor and a satisfying crunch. When you consume this food, you have advantage on Wisdom (Perception) checks that rely on sight for 1 hour.

Scarlet Mead

Potion, rare

This honey wine is marked by threads of some flowery, bright red strands that give it its name. When you drink this mead, you become a conduit for the phlogiston around yourself. For 1 hour, a halo of fire radiates from you but doesn't harm you, shedding dim light in a 10-foot radius. Attack rolls against you have



advantage if the attacker can see you, and you can't become invisible.

In addition, you leave fiery footprints on any solid surface, and Wisdom (Survival) checks made to track you succeed automatically. Any flammable object you touch ignites if you hold it long enough: instantly for sawdust or oil, after 1 round for sticks or dry cloth, or after 1 minute for more difficult fuel, such as damp logs or wet peat. Your footprints don't burn the surface where you walk, and your fiery touch doesn't harm creatures.

Seven-Flavored Tea of Forgetfulness

Potion, very rare

This potent brew is made to erase the memories of the souls of the deceased in the Lower Planes. When you drink this tea, you must succeed on a DC 15 Wisdom saving throw or immediately and permanently forget all the events of your life. You remember your name and recognize people you knew as familiar faces, but you have no context in which to place them. The memory loss lasts until removed by the *greater restoration* spell or similar magic.



Sweet Subjects

Potion, rare

This aromatic, floral mead is pale yellow and sweet to taste. For 1 hour after drinking this mead, any beast that sees or smells you must succeed on a DC 13 Wisdom saving throw or be charmed by you for the duration. If you or one of your companions harms a beast charmed in this way, the creature is no longer charmed and is immune to the effects of this mead for 24 hours.

Wafer of Warmth

Potion, uncommon

This small biscuit can be eaten in just one or two bites. It always feels warm, as if it just came out of the oven. For 1 hour after eating the wafer, you have resistance to cold damage, and you can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Winter Coat

Potion, uncommon

This syrupy mead is deep brown in color and smells of honeyed ham. When you drink this mead, you sprout a thick, shaggy coat of fur. The fur lasts for 8 hours, after which time it falls off harmlessly. This fur mimics the effects of cold weather clothing, allowing you to tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection.

SPIRIT HONEY

Spirit honey is the natural honey made by nonmagical bees that harvest and use the nectar of poisonous or magical plants. The essences of these plants are concentrated by the bees into a powerful yet mind-bending treat. Many alchemists and hedge witches feel the rewards of spirit honey outweigh the risks, and their regular consumption of the magical honey often contributes to stories of “mad” alchemists or “quirky” witches.

To gain the benefits from spirit honey, you must consume it. When you eat spirit honey, you gain its benefits and a long-term madness for 1d10 x 10 hours. If you suffer the madness of the spirit honey for the full duration, you gain insight into some aspect of the universe. If your madness is cured before the end of the duration, you lose all benefits of the spirit honey, and you don't gain the insight. The *calm emotions* spell can temporarily suppress the madness caused by the spirit honey for the duration of the spell, but you also lose the benefits of the spirit honey for that same duration. The use of this spell doesn't negatively impact you receiving insight at the end of the spirit honey's duration.

Examples of Spirit Honey

Here are several examples of spirit honey ready for use in your game. There are potentially as many varieties of spirit honey as there are exotic plants, and each type of spirit honey gives benefits similar to potions. You can use these types of spirit honey as-written or use them as inspiration for adding new types of spirit honey to your game.

Honey of Ancient Meadows

Potion, rare

This spirit honey is made from flowers found in ancient magical forests and meadows that have seen little to no humanoid traffic or influence. When you consume this honey, you are immune to the charmed condition, and you have advantage on Charisma checks to interact socially with fey for the duration. In addition, you have blindsight out to a range of 30 feet while you are in contact with bare ground or plant life.

Insight. At the end of the spirit honey's duration, you can name or describe a person, place, or object and gain a brief summary of the significant lore about the thing you named. This works like the *legend lore* spell, except the thing you name doesn't have to be of legendary importance.

Honey of Dead Fields

Potion, uncommon

This spirit honey is made from flowers that bloom in undead-filled graveyards, on battlefields, and in other areas filled with undead or that are ripe grounds for



creating undead. When you consume this honey, you have resistance to necrotic damage for the duration. In addition, when you roll a 20 on an attack roll made with a melee weapon against a creature that isn't a construct or undead, you regain hit points equal to half the damage dealt.

Insight. At the end of the spirit honey's duration, choose a corpse within 10 feet of you. You give the corpse a semblance of life and intelligence, allowing it to answer your questions. This works like the *speak with dead* spell, except the corpse must answer truthfully, even if it recognizes you as an enemy.

Honey of Gloomy Flowers

Potion, rare

This spirit honey is made from flowers growing in the Shadow Realm, in areas where the veil between the Material Plane and the Shadow Realm is thin, or in areas infused with shadow magic. When you consume this honey, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet. In addition, you can use an action to force shadows to cover the eyes of a creature you can see within 60 feet of you. The target must succeed on a DC 15 Constitution saving throw or be blinded until the end of its next turn. You can't blind another creature in this way again until you finish a short or long rest.

Insight. At the end of the spirit honey's duration, the terrain in a 150-foot cube around you changes to your liking. This works like the *hallucinatory terrain* spell, except its duration is equal to the number of hours you spent under the effects of this spirit honey.

Honey of Planar Flora

Potion, very rare

This spirit honey is created using nectar produced by planar flora (see *Creature Codex*) and is infused with hints of the Upper and Lower Planes. When you consume this honey, you have resistance to fire, poison, and radiant damage, and you are immune to the poisoned condition. In addition, you can use

an action to call on the planar power within you and exude the scent of sulfur, cause your eyes to glow, or similar extraplanar effect, scaring a creature you can see within 60 feet of you. The target must succeed on a DC 17 Wisdom saving throw or be frightened of you for 1 minute. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can't frighten another creature in this way again until you finish a long rest.

Insight. At the end of the spirit honey's duration, you can contact a planar entity and ask it questions. This works like the *contact other plane* spell, except you automatically succeed on the Intelligence saving throw caused by the mental strain of contact with the extraplanar intelligence.

Honey of the Hungry Flower

Potion, uncommon

This spirit honey is made from the nectar of carnivorous plants and plant creatures. When you consume this honey, you have advantage on Dexterity (Stealth) checks as long as you remain motionless. In addition, when you would regain hit points from the rolling of one or more dice, you regain the highest number possible for each die.

Insight. At the end of the spirit honey's duration, you can name or describe a specific kind of beast or plant to learn the distance and direction to the closest creature or plant of that kind within 5 miles. This works like the *locate animals or plants* spell, except you can locate up to three different kinds of beasts or plants instead of one.

Honey of the Master Vine

Potion, rare

This spirit honey is made from poisonous vines and other poisonous, strangling plants. When you consume this honey, you have resistance to poison damage, and moving through nonmagical difficult terrain costs you no extra movement. You can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, you can use an action to cause grasping weeds and vines to sprout from the ground beneath a creature you can see within 60 feet of you. The target must succeed on a DC 15 Strength saving throw or be restrained by the entangling plants for 1 minute. A creature can use its action to make a DC 15 Strength check, freeing itself or another creature within its reach on a success. You can't entangle another creature in this way again until you finish a long rest.

Insight. At the end of the spirit honey's duration, you briefly become one with nature and gain knowledge of the surrounding territory. This works like the *commune with nature* spell, except you can learn up to five facts about the area instead of three.

Honey of Warped Wildflowers

Potion, very rare

This spirit honey is made from wildflowers growing in an area warped by magic, such as the flowers growing at the base of a wizard's tower or growing in a magical wasteland. When you consume this honey, you have resistance to psychic damage, and you have advantage on Intelligence saving throws. In addition, you can use an action to warp reality around one creature you can see within 60 feet of you. The target must succeed on a DC 15 Intelligence saving throw or be bewildered for 1 minute. At the start of a bewildered creature's turn, it must roll a die. On an even result, the creature can act normally. On an odd result, the creature



is incapacitated until the start of its next turn as it becomes disoriented by its surroundings and unable to fully determine what is real and what isn't. You can't warp the reality around another creature in this way again until you finish a long rest.

Insight. At the end of the spirit honey's duration, the terrain in an area up to 1 mile square around you changes to your liking. This works like the *mirage arcane* spell, except its duration is a number of days equal to the number of hours you spent under the effects of this spirit honey.

TROLL BLOOD

While some potions and elixirs use diluted troll blood to enhance the natural healing of the drinker, some alchemists don't dilute the blood, preferring to bottle and consume it in its pure form. Drinking troll blood that hasn't been diluted provides great healing, but it can also cause odd mutations.

To gain the benefits of troll blood, you must drink the viscous substance like a potion. When you drink the troll blood, you regain hit points at the start of each of your turns up to an amount determined by the type of potion. If you take acid or fire damage, this regeneration doesn't function at the start of your next turn. While under the effects of troll blood, you die only if you start your turn with 0 hit points and don't regenerate. In addition, you can reattach a severed body part by holding it in place for 1d4 rounds. However, the potion's magic can't regrow missing body parts.



MINOR MUTATIONS

d100	Mutation
1-20	Your skin grows thick and gnarly, and you gain a +1 bonus to AC. However, you become vulnerable to acid damage and fire damage, and when a creature scores a critical hit against you, it rolls damage dice three times, instead of twice.
21-30	Changes in your olfactory system give you a keen sense of smell. You have advantage on Wisdom (Perception) checks that rely on smell. However, you take 2d6 psychic damage whenever you fail a Wisdom saving throw.
31-40	Your eyes develop to accommodate the dark, and you gain darkvision out to 60 feet. However, you take a -4 penalty on Dexterity saving throws.
41-50	Claws burst from the ends of your fingers. Your claws are natural melee weapons, which you can use to make unarmed strikes. When you hit with your claw, it deals slashing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. However, your clawed hands make your normal actions more challenging, and you take a -4 penalty on attack rolls with weapons other than your claws.
51-60	Your jaw extends, and your teeth grow constantly and haphazardly, only to fall out as new ones take their place. You are proficient with this bite, which deals 1d8 + your Strength modifier piercing damage on a hit. When you make a melee attack, you can use a bonus action to attack that same target with your bite. However, you can no longer verbally communicate, and you can't cast spells with verbal components.
61-70	Your arms, shoulders, legs, and back bulge slightly as muscle and sinew double in mass. You count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift. However, your speed is reduced by 10 feet.
71-80	Your mind clouds over, enraged and feverish. You have advantage on Strength checks and Strength saving throws, and you deal an extra 2 damage of the weapon's type when you hit with a melee weapon attack using Strength. However, when you make a melee attack, you have a 50 percent chance of hitting another creature within 5 feet of your target, which can include your allies.
81-90	Your blood becomes overly thick, and any damage you take is reduced by 1. However, the thickened blood also hinders your body's natural defenses, and you take a -4 penalty on Constitution saving throws.
91-00	You develop an eye-watering reek. When a humanoid or beast starts its turn in a space within 5 feet of you, it must succeed on a DC 13 Wisdom saving throw or use its reaction to move 5 feet away from you. In addition, you have disadvantage on Dexterity (Stealth) checks.

Harvesting Troll Blood. You can collect the blood of a freshly slain troll by succeeding on a DC 15 Wisdom (Medicine) check. This collected blood is equivalent to a *potion of troll blood*, but it lasts only 2d4 days. Though *potions of troll blood* are made from undiluted troll blood, the blood requires some processing to give the potion longevity and to create its more potent forms. Higher potency potions are typically made from blood that is much more concentrated than fresh troll blood. At the GM's discretion, particularly powerful trolls might yield blood that is equivalent to a more potent *potion of troll blood*.

Instant Death and Mutations

A *potion of troll blood* continues regenerating your body up to an amount determined by the potion's potency, even if you are restored to your hit point maximum before reaching that amount. Excessive regeneration, especially in a short amount of time, can mutate or

even kill creatures that don't naturally regenerate. Although you can't receive healing that exceeds your hit point maximum, the potion's regeneration can cause other effects if it would regenerate hit points beyond your maximum.

Instant Death. If the potion's remaining regeneration would equal or exceed twice your hit point maximum, you die. For example, a cleric with a maximum of 12 hit points currently has 6 hit points. If the cleric regenerates 30 hit points over the duration of the potion without taking further damage, the cleric is restored to their maximum hit points, but 24 healing remains. Because the remaining healing equals twice the cleric's hit point maximum, the cleric dies.

Mutations. If the potion restores hit points beyond your hit point maximum, you must immediately succeed on a Constitution saving throw (DC equals 10 + the number of hit points over your hit point

MAJOR MUTATIONS

dc100	Mutation
1-20	Your form roils and changes constantly and subtly. You have resistance to bludgeoning, piercing, and slashing damage from nonmagical attacks. However, this constant changing makes you more susceptible to magic, and you have disadvantage on saving throws against spells.
21-30	An extra arm sprouts from somewhere on your body. The arm can't wield weapons or hold items heavier than 5 pounds, but it can provide you some aid, granting you advantage on Strength checks and saving throws. However, the new limb throws off your coordination and sense of balance, imposing disadvantage on Dexterity checks and saving throws you make.
31-40	You start hemorrhaging excessively when hit, spraying magic-infused blood around you. When a creature hits you with a melee attack while within 5 feet of you, it must succeed on a DC 15 Dexterity saving throw or take 1d6 necrotic damage. However, any damage you take is increased by 1 as your blood flows more freely.
41-50	Subtle changes in your scent and presence attracts humanoids and irritates beasts around you. When interacting socially with humanoids, you have advantage on Charisma checks. However, beasts with an Intelligence of 4 or lower are immediately hostile toward you.
51-60	You grow a second, vestigial head. You have advantage on Wisdom (Perception) checks and on saving throws against being blinded, harmed, deafened, frightened, stunned, and knocked unconscious, and you can't be surprised while conscious. However, the mental input from the secondary head distracts you as it attempts to aid your attack rolls. Whenever you miss an attack roll, you take half the damage you would have dealt to the target.
61-70	Your nerves become hyperactive, leading you to jerk, fidget, and move randomly and involuntarily. You gain a +2 bonus to AC as your enemies have a hard time determining your exact location. However, the involuntary movement makes it difficult for you to move and act deliberately. On your turn, you can use either an action or bonus action, not both.
71-80	Your body twists, elongates, and forms extra skin or callouses as it adapts itself to a different mode of travel. You gain a burrowing or swimming speed (GM's choice) equal to your base walking speed. However, your speed is halved while walking on land.
81-90	Your blood becomes toxic, and you become poisoned. However, while poisoned in this way, you are immune to disease, poison damage, and necrotic damage.
91-00	Your metabolism slows imperceptibly, causing you to continue regenerating, albeit slowly. You regain 3 hit points every 10 minutes for the duration of this mutation. This regeneration can trigger instant death, as detailed in the Instant Death and Mutations section, if you aren't mindful of your regeneration.

maximum) or develop a mutation. Each potency lists the type of mutation it causes—minor or major—and the maximum number of mutations it can cause with each dose. When you suffer a mutation, the GM rolls a d100 and consults the appropriate mutation table. A mutation lasts for 1d4 + 1 hours.

Potion of Troll Blood

Potion, uncommon

When you drink this potion, you regain 2 hit points at the start of each of your turns. After it has restored 20 hit points, the potion's effects end.

Mutations. This potion can cause up to 1 minor mutation.

Potion of Troll Blood, Greater

Potion, rare

When drink this potion, you regain 3 hit points at the start of each of your turns. After it has restored 30 hit points, the potion's effects end.

Mutations. This potion can cause up to 2 minor mutations.



Potion of Troll Blood, Superior

Potion, very rare

When you drink this potion, you regain 5 hit points at the start of each of your turns. After it has restored 50 hit points, the potion's effects end.

Mutations. This potion can cause up to 1 minor mutation and 1 major mutation.

Potion of Troll Blood, Supreme

Potion, legendary

When you drink this potion, you regain 8 hit points at the start of each of your turns. After it has restored 80 hit points, the potion's effects end.

Mutations. This potion can cause up to 1d4 minor mutations and 2 major mutations.





Rings, Rods, Staves, & Wands

From the wands apprentices use to prank each other, to staves capable of manipulating the world, to the captivating scepters wielded by monarchs and jesters, this chapter contains a variety of powerful and often bejeweled magic items. Find all the devices heroes need to rend reality, mingle with giants, or simply write messages in the air.

Ashwood Wand

Wand, common (requires attunement by a druid)

You can use this wand as a spellcasting focus. The wand has 3 charges and regains all expended charges daily at dawn. When you cast a spell that deals fire damage while using this wand as your spellcasting focus, the spell deals 1 extra fire damage. If you expend 1 of the wand's charges during the casting, the spell deals 1d4 + 1 extra fire damage instead.



Big Dipper

Rod, rare (requires attunement)

This wooden rod is topped with a ridged ball. The rod has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the rod's last charge, roll a d20. On a 1, the rod melts into a pool of nonmagical honey and is destroyed. Anytime you expend 1 or more charges for this rod's properties, the ridged ball flows with delicious, nonmagical honey for 1 minute.

Spells. While holding the rod, you can use an action to expend 1 or more of its charges to cast one of the following spells from it (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Sticky Stick. While holding the rod, you can use your reaction to expend 1 charge and magically stick it to any surface. Until you use an action to end the effect, the rod remains stuck. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall.

Blacktooth

Wand, legendary

This black ivory, rune-carved wand has 7 charges. It regains 1d6 + 1 expended charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast the *guiding bolt* spell from it, using an attack bonus of +7. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Beguiler of Darkness (Requires Attunement). You must be a fiend or undead spellcaster or a spellcaster with fiendish or undead heritage to attune to this wand. While you are attuned to this wand, it can hold up to 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *calm emotions* (2 charges), *command* (1 charge), *dominate monster* (8 charges), *hold monster* (5 charges), or *suggestion* (2 charges). These spells can target and affect only fiends and undead creatures, but they otherwise work like the indicated spells. A target that is immune to the charmed condition can be affected by a spell cast from this wand, however that target has advantage on its saving throw against the spell.

Brass Clockwork Staff

Staff, rare (requires attunement)

This curved staff is made of coiled brass and glass wire. You can use an action to speak one of three command words and throw the staff on the ground within 10 feet of you. The staff transforms into one of three wireframe creatures, depending on the command word: a unicorn, a hound, or a swarm of tiny beetles. The wireframe creature or swarm is under your control and acts on its own initiative count.

On your turn, you can mentally command the wireframe creature or swarm if it is within 60 feet of you and you aren't incapacitated. You decide what action the creature takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location.

The wireframe unicorn lasts for up to 1 hour, uses the statistics of a warhorse, and can be used as a mount. The wireframe hound lasts for up to 5 minutes, uses the statistics of a dire wolf, and has advantage to track any creature you damaged within the past hour. The wireframe beetle swarm lasts for up to 1 minute, uses the statistics of a swarm of beetles, and can destroy nonmagical objects that aren't being worn or carried and that aren't made of stone or metal (destruction happens at a rate of 1 pound of material per round, up to a maximum of 10 pounds).

At the end of the duration, the wireframe creature or swarm reverts to its staff form. It reverts to its staff form early if it drops to 0 hit points or if you use

an action to speak the command word again while touching it. If it reverts to its staff form early by being reduced to 0 hit points, the staff becomes inert and unusable until the third dawn after the creature was killed. Otherwise, the wireframe creature or swarm has all of its hit points when you transform the staff into the creature again.

When a wireframe creature or swarm becomes the staff again, this property of the staff can't be used again until the next dawn.

Brazen Band

Ring, uncommon

While you wear this polished brass ring, you have advantage on Charisma (Intimidation) checks and on saving throws against being frightened. If you fail a saving throw against being frightened, you can choose to succeed instead. If you do, the ring's magic ceases to function until the next dawn.

Clockwork Rogue Ring

Ring, uncommon (requires attunement)

Made by kobold clockwork mages, this brass clockwork ring is formed to look like a coiled dragon. When you speak or whisper the Draconic command word etched on the inside of the ring, the brass dragon uncoils and attempts to pick any lock within 10 feet of you. The dragon picks the lock using your proficiency bonus but with advantage. It is treated as having thieves' tools when attempting to pick locks. It uses your Dexterity (Stealth) bonus for purposes of not being spotted but with advantage due to its extremely small size. Whether successful or not, once you have used the ring to attempt to pick a lock, it can't be used again until the next sunset.



Crook of the Flock

Rod, very rare (requires attunement)

This plain crook is made of smooth, worn lotus wood and is warm to the touch.

Resolute. While holding the rod, you have advantage on saving throws against being charmed.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: *animal messenger*, *beast sense*, or *speak with animals*.

Leader. You can use an action to present the rod and command obedience from one creature that you can see within 60 feet of you. The target must succeed on a DC 17 Charisma saving throw or be charmed

by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by your companions, or commanded to do something contrary to its nature, the target ceases to be charmed in this way. If harmed by you, the target ceases to be charmed, and you must roll a d20. On a 1, the staff disappears in a burst of golden light and reappears in a random location on the Material Plane. Once used, this property of the rod can't be used again until the next dawn.

Crystal Staff

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

Carved from a single piece of solid crystal, this staff has numerous reflective facets that produce a strangely hypnotic effect. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *color spray* (1 charge), *confound senses** (3 charges), *confusion* (4 charges), *hypnotic pattern* (3 charges), *jeweled fissure** (3 charges), *prismatic ray** (5 charges), or *prismatic spray* (7 charges). Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*. At the GM's discretion, spells from *Deep Magic for 5th Edition* can be replaced with other spells of similar levels and similarly related to light or confusion.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the crystal shatters, destroying the staff and dealing 2d6 piercing damage to each creature within 10 feet of it.



Death's Mirror

Ring, uncommon

Made from woven lead and silver, this ring fits only on the hand's smallest finger. As the moon is a dull reflection of the sun's glory, so too is the power within this ring merely an imitation of the healing energies that can bestow true life. The ring has 3 charges and regains all expended charges daily at dawn. While wearing the ring, you can expend 1 charge as a bonus action to gain 5 temporary hit points for 1 hour.

Devil's Barb

Wand, rare (requires attunement)

This thin wand is fashioned from the fiendish quill of a barbed devil. While attuned to it, you have resistance to cold damage.

The wand has 6 charges for the following properties. It regains 1d6 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the

wand crumbles into cinders and is destroyed.

Hurl Flame. While holding the wand, you can expend 2 charges as an action to hurl a ball of devilish flame at a target you can see within 150 feet of you. The target must succeed on a DC 15 Dexterity check or take 3d6 fire damage. If the target is a flammable object that isn't being worn or carried, it also catches fire.

Devil's Sight. While holding the wand, you can expend 1 charge as an action to cast the *darkvision* spell on yourself. Magical darkness doesn't impede this darkvision.

Eldritch Rod

Rod, uncommon (requires attunement by a spellcaster)

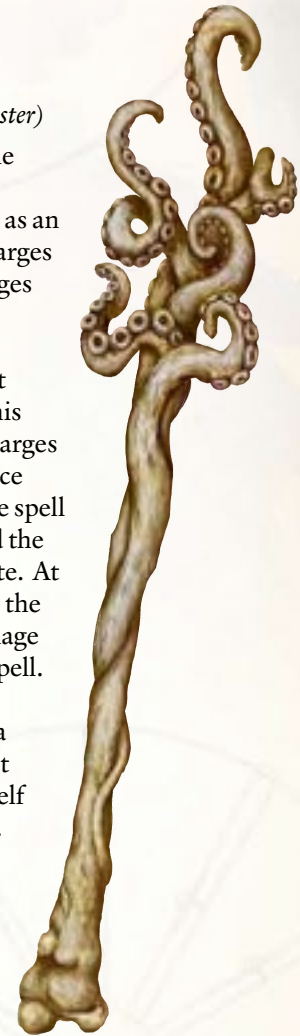
This bone rod is carved into the shape of twisting tendrils or tentacles. You can use this rod as an arcane focus. The rod has 3 charges and regains all expended charges daily at dawn.

When you cast a spell that requires an attack roll and that deals damage while holding this rod, you can expend 1 of its charges as part of the casting to enhance that spell. If the attack hits, the spell also releases tendrils that bind the target, grappling it for 1 minute. At the start of each of your turns, the grappled target takes 1d6 damage of the same type dealt by the spell. At the end of each of its turns, the grappled target can make a Dexterity saving throw against your spell save DC, freeing itself from the tendrils on a success. The rod's magic can grapple only one target at a time. If you use the rod to grapple another target, the effect on the previous target ends.

Elk Horn Rod

Rod, rare (requires attunement by a spellcaster)

This rod is fashioned from elk or reindeer horn. As an action, you can grant a +1 bonus on saving throws against spells and magical effects to a target touched by the wand, including yourself. The bonus lasts 1 round. If you are holding the rod while performing the somatic component of a *dispel magic* spell or comparable magic, you have a +1 bonus on your spellcasting ability check.



Freerunner Rod

Rod, very rare (requires attunement)

Tightly intertwined lengths of grass, bound by additional stiff, knotted blades of grass, form this rod, which is favored by plains-dwelling druids and rangers. While holding it and in grasslands, you leave behind no tracks or other traces of your passing, and you can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard. In addition, beasts with an Intelligence of 3 or lower that are native to grasslands must succeed on a DC 15 Charisma saving throw to attack you.

The rod has 10 charges, and it regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rod collapses into a pile of grass seeds and is destroyed. Among the grass seeds are 1d10 berries, consumable as if created by the *goodberry* spell.

Plainsrunner. You can use a bonus action to expend 1 charge to increase your walking speed by 10 feet for 1 minute. If you are in grasslands, your speed increases by 20 feet instead.

Freedom. You can use a reaction to expend 2 charges when you become paralyzed or restrained, ending that effect.

Forbidden Actions. If you burn or inflict fire damage to grasslands or if you kill a grasslands beast

without you and your allies eating at least half of its flesh, the rod's magic ceases to work for you, and you can never attune to this rod again.

Frungilator

Wand, uncommon

This strangely-shaped item resembles a melted wand or a strange growth chipped from the arcane trees of elder planes. The wand has 5 charges and regains 1d4 + 1 charges daily at dusk. While holding it, you can use an action to expend 1 of its charges and point it at a target within 60 feet of you. The target must be a creature. When activated, the wand frunges creatures into a chaos matrix, which does...something. Roll a d10 and consult the following table to determine these unpredictable effects (none of them especially good). Most effects can be removed by *dispel magic*, *greater restoration*, or more powerful magic.



d10 Frungilator Effect

- 1 Glittering sparkles fly all around. You are surrounded in sparkling light until the end of your next turn as if you were targeted by the *faerie fire* spell.
- 2 The target is encased in void crystal and immediately begins suffocating. A creature, including the target, can take its action to shatter the void crystal by succeeding on a DC 10 Strength check. Alternatively, the void crystal can be attacked and destroyed (AC 12; hp 4; immunity to poison and psychic damage).
- 3 Crimson void fire engulfs the target. It must make a DC 13 Constitution saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.
- 4 The target's blood turns to ice. It must make a DC 13 Constitution saving throw, taking 6d6 cold damage on a failed save, or half as much damage on a successful one.
- 5 The target rises vertically to a height of your choice, up to a maximum height of 60 feet. The target remains suspended there until the start of its next turn. When this effect ends, the target floats gently to the ground.
- 6 The target begins speaking in backwards fey speech for 10 minutes. While speaking this way, the target can't verbally communicate with creatures that aren't fey, and the target can't cast spells with verbal components.
- 7 Golden flowers bloom across the target's body. It is blinded until the end of its next turn.
- 8 The target must succeed on a DC 13 Constitution saving throw or it and all its equipment assumes a gaseous form until the end of its next turn. This effect otherwise works like the *gaseous form* spell.
- 9 The target must succeed on a DC 15 Wisdom saving throw or become enthralled with its own feet or limbs until the end of its next turn. While enthralled, the target is incapacitated.
- 10 A giant ray of force springs out of the *frungilator* and toward the target. Each creature in a line that is 5 feet wide between you and the target must make a DC 16 Dexterity saving throw, taking 4d12 force damage on a failed save, or half as much damage on a successful one.

Ghoulbane Rod

Rod, rare

Arcane glyphs decorate the spherical head of this tarnished rod, while engravings of cracked and broken skulls and bones circle its haft. When an undead creature is within 120 feet of the rod, the rod's arcane glyphs emit a soft glow.

As an action, you can plant the haft end of the rod in the ground, whereupon the rod's glyphs flare to life and the rod's magic activates. When an undead creature enters or starts its turn within 30 feet of the planted rod, it must succeed on a DC 15 Wisdom saving throw or have disadvantage on attack rolls against creatures that aren't undead until the start of its next turn. If a ghoul fails this saving throw, it also takes a -2 penalty to AC and Dexterity saving throws, its speed is halved, and it can't use reactions.

The rod's magic remains active while planted in the ground, and after it has been active for a total of 10 minutes, its magic ceases to function until the next dawn. A creature can use an action to pull the rod from the ground, ending the effect early for use at a later time. Deduct the time it was active in increments of 1 minute from the rod's total active time.



Glamour Rings

Ring, uncommon

These rings are made from twisted loops of gold and onyx and are always found in pairs. The rings' magic works only while you and another humanoid of the same size each wear one ring and are on the same plane of existence. While wearing a ring, you or the other humanoid can use an action to swap your appearances, if both of you are willing. This effect works like the Change Appearance effect of the *alter self* spell, except you can change your appearance to only look identical to each other. Your clothing and equipment don't change, and the effect lasts until one of you uses this property again or until one of you removes the ring.



Glass Wand of Leng

Wand, rare (requires attunement by a spellcaster)

The tip of this twisted clear glass wand is razorsharp. It can be wielded as a magic dagger that grants a +1 bonus to attack and damage rolls made with it. The wand weighs 4 pounds and is roughly 18 inches long. When you tap the wand, it emits a single, loud note which can be heard up to 20 feet away and does not stop sounding until you choose to silence it.

This wand has 5 charges and regains 1d4 + 1 charges daily at dawn. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 17): *arcane lock* (2 charges), *disguise self* (1 charge), or *tongues* (3 charges).

Gremlin's Paw

Wand, rare (requires attunement)

This wand is fashioned from the fossilized forearm and claw of a gremlin. The wand has 5 charges. While holding the wand, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 15): *bane* (1 charge), *bestow curse* (3 charges), or *hideous laughter* (1 charge).

The wand regains 1d4 + 1 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 20, you must succeed on a DC 15 Wisdom saving throw or become afflicted with short-term madness. On a 1, the rod crumbles into ashes and is destroyed.



Hazelwood Wand

Wand, common (requires attunement by a druid)

You can use this wand as a spellcasting focus. The wand has 3 charges and regains all expended charges daily at dawn. When you cast the *goodberry* spell while using this wand as your spellcasting focus, you can expend 1 of the wand's charges to transform the berries into hazelnuts, which restore 2 hit points instead of 1. The spell is otherwise unchanged. In addition, when you cast a spell that deals lightning damage while using this wand as your spellcasting focus, the spell deals 1 extra lightning damage.

Howling Rod

Rod, rare (requires attunement)

This sturdy, iron rod is topped with the head of a howling wolf with red carnelians for eyes. The rod has 5 charges for the following properties, and it regains 1d4 + 1 expended charges daily at dawn.

Spectral Howl. While holding the rod, you can expend 1 of its charges to cause a spectral wolf head to appear above you and unleash a terrifying howl. Each creature within 20 feet of you must succeed on a DC 15 Wisdom saving throw or become frightened

of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. While frightened of you, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the howl of this rod for 24 hours.

Wolf Bite. While holding the rod, you can use a bonus action to expend 2 of its charges to attack one frightened creature you can see within 20 feet of you. A spectral wolf head leaps out of the rod and makes its attack roll with a +7 bonus. On a hit, the target takes 2d6 force damage.



Kraken Clutch Ring

Ring, very rare (requires attunement)

This green copper ring is etched with the image of a kraken with splayed tentacles. The ring has 5 charges, and it regains 1d4 + 1 expended charges daily at dawn, as long as it was immersed in water for at least 1 hour since the previous dawn. If the ring has at least 1 charge, you have advantage on grapple checks.

While wearing this ring, you can expend 1 or more of its charges to cast one of the following spells from it, using spell save DC 15: *black tentacles* (2 charges), *call lightning* (1 charge), or *control weather* (4 charges).

Lightning Rod

Rod, very rare (requires attunement)

This rod is made from the blackened wood of a lightning-struck tree and topped with a spike of twisted iron. It functions as a magic javelin that grants a +1 bonus to attack and damage rolls made with it. While holding it, you are immune to lightning damage, and each creature within 5 feet of you has resistance to lightning damage.

The rod can hold up to 6 charges, but it has 0 charges when you first attune to it. Whenever you are subjected to lightning damage, the rod gains 1 charge. While the rod has 6 charges, you have resistance to lightning damage instead of immunity. The rod loses 1d6 charges daily at dawn.

Ground. You can use an action to drive the rod's spiked tip into the ground, harmlessly emptying it of all its current charges.

Lightning Bolt. While holding the rod, you can use an action to expend 3 charges to cause a bolt of lightning to crackle out from the rod's tip in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 6d8 lightning damage on a failed save, or half as much damage on a successful one.

Lightning Shield. When you are attacked while holding the rod, you can use a reaction to expend 2 charges to cover yourself in a shield of arcing electrical sparks. Until the start of your next turn, when a creature hits you with a melee attack while within 5 feet of you, it takes 2d8 lightning damage.

Shocking Strike. When you hit with a melee attack using the rod, you can expend 1 charge to deal an extra 3d8 lightning damage to the target. You have advantage on the attack roll if the target is wearing armor made of metal.

Oakwood Wand

Wand, common (requires attunement by a druid)

You can use this wand as a spellcasting focus. The wand has 3 charges and regains 1d3 expended charges daily at dawn. While holding it, you can expend 1 charge as an action to cast the *detect poison and disease* spell from it. When you cast a spell that deals cold damage while using this wand as your spellcasting focus, the spell deals 1 extra cold damage.

Recondite Shield

Ring, uncommon (requires attunement)

While wearing this ring, you can use a bonus action to create a weightless, magic shield that shimmers with arcane energy. You must be proficient with shields to wield this semitranslucent shield, and you wield it in the same hand that wears the ring. The shield lasts for 1 hour or until you dismiss it (no action required). Once used, you can't use the ring in this way again until the next dawn.



Ring of Arcane Adjustment

Ring, uncommon (requires attunement by a spellcaster)

This stylized silver ring is favored by spellcasters accustomed to fighting creatures capable of shrugging off most spells. The ring has 3 charges and regains 1d3 expended charges daily at dawn.

When you cast a spell of 5th level or lower that has only one target and the target succeeds on the saving throw, you can use a reaction and expend 1

charge from the ring to change the spell's target to a new target within the spell's range. The new target is then affected by the spell, but the new target has advantage on the saving throw. You can't move the spell more than once this way, even if the new target succeeds on the saving throw. You can't move a spell that affects an area, that has multiple targets, that requires an attack roll, or that allows the target to make a saving throw to reduce, but not prevent, the effects of the spell, such as *blight* or *feeblemind*.

Ring of Bravado

Ring, uncommon (requires attunement)

This polished brass ring has 3 charges. While wearing the ring, you are inspired to daring acts that risk life and limb, especially if such acts would impress or intimidate others who witness them. When you choose a course of action that could result in serious harm or possible death (your GM has final say in if an action qualifies), you can expend 1 of the ring's charges to roll a d10 and add the number rolled to any d20 roll you make to achieve success or avoid damage, such as a Strength (Athletics) check to scale a sheer cliff and avoid falling or a Dexterity saving throw made to run through a hallway filled with swinging blades.

The ring regains all expended charges daily at dawn. In addition, if you fail on a roll boosted by the ring, and you failed the roll by only 1, the ring regains 1 expended charge, as its magic recognizes a valiant effort.



Ring of Deceiver's Warning

Ring, common

This copper ring is set with a round stone of blue quartz. While you wear the ring, the stone's color changes to red if a shapechanger comes within 30 feet of you. For the purpose of this ring, "shapechanger" refers to any creature with the Shapechanger trait.

Ring of Dragon's Discernment

Ring, uncommon

A large, orange cat's eye gem is held in the fittings of this ornate silver ring, looking as if it is grasped by scaled talons. While wearing this ring, your senses are sharpened. You have advantage on Intelligence (Investigation) and Wisdom (Perception) checks, and you can take the Search action as a bonus action. In addition, you are able to discern the value of any object made of precious metals or minerals or rare materials by handling it for 1 round.

Ring of Featherweight Weapons

Ring, uncommon (requires attunement)

If you normally have disadvantage on attack rolls made with weapons with the Heavy property due to your size, you don't have disadvantage on those attack rolls while you wear this ring. This ring has no effect on you if you are Medium or larger or if you don't normally have disadvantage on attack rolls with heavy weapons.

Ring of Giant Mingling

Ring, rare (requires attunement by a giant or humanoid)

While wearing this ring, your size changes to match the size of those around you. If you are a Large creature and start your turn within 100 feet of four or more Medium creatures, this ring makes you Medium. Similarly, if you are a Medium creature and start your turn within 100 feet of four or more Large creatures, this ring makes you Large. These effects work like the effects of the *enlarge/reduce* spell, except they persist as long as you wear the ring and satisfy the conditions.

Ring of Hoarded Life

Ring, uncommon (requires attunement)

This ring stores hit points sacrificed to it, holding them until the attuned wearer uses them. The ring can store up to 30 hit points at a time. When found, it contains 2d10 stored hit points.



While wearing this ring, you can use an action to spend one or more Hit Dice, up to your maximum Hit Dice. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. Your hit point maximum is reduced by the total, and the ring stores the total, up to 30 hit points. This hit point maximum reduction can't be removed with the *greater restoration* spell or similar magic and lasts as long as hit points remain stored in the ring. You can't store hit points in the ring if you don't have blood. When hit points are stored in the ring, you can cause one of the following effects:

- You can use a bonus action to remove stored hit points from the ring and regain that number of hit points.
- You can use an action to remove stored hit points from the ring while touching the ring to a creature. If you do so, the creature regains hit points equal to the amount of hit points you removed from the ring.

- When you are reduced to 0 hit points and are not killed outright, you can use a reaction to empty the ring of stored hit points and regain hit points equal to that amount.

Hit Dice spent on this ring's features can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

Ring of Imperious Command

Ring, rare (requires attunement)

Embossed in gold on this heavy iron ring is the image of a crown. The ring has 3 charges and regains 1d3 expended charges daily at dawn.

While wearing this ring, you have advantage on Charisma (Intimidation) checks, and you can project your voice up to 300 feet with perfect clarity. In addition, you can use an action and expend 1 of the ring's charges to command a creature you can see within 30 feet of you to kneel before you. The target must make a DC 15 Charisma saving throw. On a failure, the target spends its next turn moving toward you by the shortest and most direct route then falls prone and ends its turn.

Ring of Light's Comfort

Ring, uncommon (requires attunement)

A disc of white chalcedony sits within an encompassing band of black onyx, set into fittings on this pewter ring. While wearing this ring in dim light or darkness, you can use a bonus action to speak the ring's command word, causing it to shed bright light in a 30-foot radius and dim light for an additional 30 feet. The ring automatically sheds this light if you start your turn within 60 feet of an undead or lycanthrope. The light lasts until you use a bonus action to repeat the command word. In addition, you can't be charmed, frightened, or possessed by undead or lycanthropes.



Ring of Night's Solace

Ring, uncommon (requires attunement)

A disc of black onyx sits within an encompassing band of white chalcedony, set into fittings on this pewter ring. While wearing this ring in bright light, you are draped in a comforting cloak of shadow, protecting you from the harshest glare. If you have the Sunlight Sensitivity trait or a similar trait that causes you to have disadvantage on attack rolls or Wisdom (Perception) checks while in bright light or sunlight, you don't suffer those effects while wearing this ring. In addition, you have advantage on saving throws against being blinded.

Ring of Powerful Summons

Ring, rare (requires attunement by a cleric, druid, warlock, or wizard)

When you summon a creature with a conjuration spell while wearing this ring, the creature gains a +1 bonus to attack and damage rolls and 1d4 + 4 temporary hit points.

Ring of Remembrance

Ring, common

This ring is a sturdy piece of string, tied at the ends to form a circle. While wearing it, you can use an action to invoke its power by twisting it on your finger. If you do so, you have advantage on the next Intelligence check you make to recall information. The ring can't be used this way again until the next dawn.

Ring of Sealing

Ring, very rare (requires attunement)

This ring appears to be made of golden chain links. It has 3 charges and regains 1d3 expended charges daily at dawn.

When you hit a creature with a melee attack while wearing this ring, you can use a bonus action and expend 1 of the ring's charges to cause mystical golden chains to spring from the ground and wrap around the creature. The target must make a DC 17 Wisdom saving throw. On a failure, the magical chains hold the target firmly in place, and it is restrained. The target can't move or be moved by any means. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. However, if the target fails three consecutive saving throws, the chains bind the target permanently. A successful *dispel magic* (DC 17) cast on the chains destroys them.



Ring of Shadows

Ring, common

While wearing this ebony ring in dim light or darkness, you have advantage on Dexterity (Stealth) checks. When you roll a 20 on a Dexterity (Stealth) check, the ring's magic ceases to function until the next dawn.

Ring of Small Mercies

Ring, common

While wearing this plain, beaten pewter ring, you can use an action to cast the *spare the dying* spell from it at will.

Ring of Spell Negation

Ring, rarity varies (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use your reaction to expend 1 of its charges to cast *counterspell*, and you lose hit points related to the spell's level. You can't use this feature of the ring if you don't have blood. The types of spells you can counter and the amount of hit points you lose depend on the type of ring you are wearing.

Blue (Uncommon). If you use your reaction to expend 1 charge from the ring, you can use *counterspell* on a spell of 3rd level or lower that is from a specific school of magic. If you do so, you lose hit points equal to 3 times the spell's level. The GM chooses the ring's school or determines it randomly from the options below.

d8	School
1	Abjuration
2	Conjuration
3	Divination
4	Enchantment
5	Evocation
6	Illusion
7	Necromancy
8	Transmutation

Red (Rare). If you use your reaction to expend 1 charge from the ring, you can use *counterspell* on any spell of 3rd level or lower. If you do so, you lose hit points equal to 4 times the spell's level.

Black (Very Rare). If you use your reaction to expend 1 charge from the ring, you can use *counterspell* on any spell of any level. If the spell is 4th level or higher, you make the ability check with a +7 bonus. If you do so, you lose hit points equal to 5 times the spell's level. You lose these hit points whether or not your *counterspell* is effective.



Ring of Stored Vitality

Ring, uncommon (requires attunement)

While you are attuned to and wearing this ring of polished, white chalcedony, you can feed some of your vitality into the ring to charge it. You can use an action to suffer 1 level of exhaustion. For each level of exhaustion you suffer, the ring regains 1 charge. The ring can store up to 3 charges. As the ring increases in charges, its color reddens, becoming a deep red when it has 3 charges. Your level of exhaustion can be reduced by normal means. If you already suffer from 3 or more levels of exhaustion, you can't suffer another level of exhaustion to restore a charge to the ring.

While wearing the ring and suffering exhaustion, you can use an action to expend 1 or more charges from the ring to reduce your exhaustion level. Your exhaustion level is reduced by 1 for each charge you expend.



Ring of the Dolphin

Ring, uncommon (requires attunement)

This gold ring bears a jade carving in the shape of a leaping dolphin. While wearing this ring, you have a swimming speed of 40 feet. In addition, you can hold your breath for twice as long while underwater.

Ring of the Frog

Ring, uncommon (requires attunement)

A pale chrysoprase cut into the shape of a frog is the centerpiece of this tarnished copper ring. While wearing this ring, you have a swimming speed of 20 feet, and you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Frog Tongue. You can use an action transform your tongue into one resembling that of a frog or toad for 1 minute or until you dismiss it (no action required). You can elongate your tongue out to a distance of 20 feet, and your tongue can pick up or hold an object weighing no more than 10 pounds. To grab an item that is being worn or carried, you must still succeed on a Dexterity (Sleight of Hand) check, ranged attack, or similar check, as determined by your GM. The tongue retracts into your mouth when not in use and has no impact on your ability to speak or cast spells with verbal components. Once used, this property can't be used again until the next dawn.



Ring of the Frost Knight

Ring, rare (requires attunement)

This white gold ring is covered in a thin sheet of ice and always feels cold to the touch. The ring has 3 charges and regains 1d3 expended charges daily at dawn.

While wearing the ring, you can use an action to expend 1 charge to surround yourself in a suit of enchanted ice that resembles plate armor. For 1 hour, your AC can't be less than 16, regardless of what kind of armor you are wearing, and you have resistance to cold damage. The icy armor melts, ending the effect early, if you take 20 fire damage or more.

Ring of the Grove's Guardian

Ring, rare (requires attunement by a druid or ranger)

This pale gold ring looks as though made of delicately braided vines wrapped around a small, rough obsidian stone. While wearing this ring, you have advantage on Wisdom (Perception) checks.

You can use an action to speak the ring's command word to activate it and draw upon the vitality of the grove to which the ring is bound. You regain 2d10 hit points. Once used, this property can't be used again until the next dawn.



Ring of the Jarl

Ring, rare (requires attunement)

This thick band of hammered yellow gold is warm to the touch even in the coldest of climes. While you wear it, you have resistance to cold damage. If you are also wearing *boots of the winterlands*, you are immune to cold damage instead.

Bolstering Shout. When you roll for initiative while wearing this ring, you can use a reaction to shout a

RINGS OF THE JARL IN MIDGARD

These rings are highly valued magic items among the warriors of the Northlands. Chieftains and reaver leaders eagerly hunt for these rings, as they are a mark of prestige. Rings created by the *ring of the jarl* are also prized, and owners of these magic rings gift the duplicates to their most worthy thegns or those who do them special service. It is rumored that some of these rings are cursed. The ill-fated wearers of such rings find themselves overcome with greed and able to produce rings without giving them away, creating a hoard the wearers cannot bear to part with or leave unguarded.

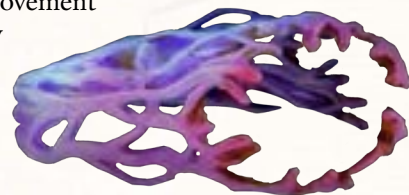
war cry, bolstering your allies. Each friendly creature within 30 feet of you and that can hear you gains a +2 bonus on its initiative roll, and it has advantage on attack rolls for a number of rounds equal to your Charisma modifier (minimum of 1 round). Once used, this property of the ring can't be used again until the next dawn.

Wergild. While wearing this ring, you can use an action to create a nonmagical duplicate of the ring that is worth 100 gp. You can bestow this ring upon another as a gift. The ring can't be used for common barter or trade, but it can be used for debts and payment of a warlike nature. You can give this ring to a subordinate warrior in your service or to someone to whom you owe a blood-debt, as a wergild in lieu of further fighting. You can create up to 3 of these rings each week. Rings that are not gifted within 24 hours of their creation vanish again.

Ring of the Water Dancer

Ring, rare (requires attunement)

This thin braided purple ring is fashioned from a single piece of coral. While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground. In addition, while walking atop any liquid, your movement speed increases by 10 feet and you gain a +1 bonus to your AC.



Ring of Ursa

Ring, rare (requires attunement)

This wooden ring is set with a strip of fossilized honey. While wearing this ring, you gain the following benefits:

- Your Strength score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with bearfolk.

In addition, while attuned to the ring, your hair grows thick and abundant. Your facial features grow more snout-like, and your teeth elongate. If you aren't a bearfolk, you gain the following benefits while wearing the ring:

- You can now make a bite attack as an unarmed strike. When you hit with it, your bite deals piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.
- You gain a powerful build and count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

Rod of Blade Bending

Rod, rare (requires attunement)

This simple iron rod functions as a magic mace that grants a +1 bonus to attack and damage rolls made with it.

Blade Bend. While holding the rod, you can use an action to activate it, creating a magical field around you for 10 minutes. When a creature attacks you with a melee weapon that deals piercing or slashing damage while the field is active, it must make a DC 15 Wisdom saving throw. On a failure, the creature's attack misses. On a success, the creature's attack hits you, but you have resistance to any piercing or slashing damage dealt by the attack as the weapon bends partially away from your body. Once used, this property can't be used again until the next dawn.

Rod of Bubbles

Rod, rare

This rod appears to be made of foamy bubbles, but it is completely solid to the touch. This rod has 3 charges. While holding it, you can use an action to expend 1 of its charges to conjure a bubble around a creature or object within 30 feet. If the target is a creature, it must make a DC 15 Strength saving throw. On a failed save, the target becomes trapped in a 10-foot sphere of water. A Huge or larger creature automatically succeeds on this saving throw. A creature trapped within the bubble is restrained unless it has a swimming speed and can't breathe unless it can breathe water. If the target is an object, it becomes soaked in water, any fire effects are extinguished, and any acid effects are negated.

The bubble floats in the exact spot where it was conjured for up to 1 minute, unless blown by a strong wind or moved by water. The bubble has 50 hit points, AC 8, immunity to acid damage and vulnerability to piercing damage. The inside of the bubble also has resistance to all damage except piercing damage. The bubble disappears after 1 minute or when it is reduced to 0 hit points.

When not in use, this rod can be commanded to take liquid form and be stored in a small vial. The rod regains 1d3 expended charges daily at dawn.

Rod of Conveyance

Rod, uncommon

The top of this rod is capped with a bronze horse head, and its foot is decorated with a horsehair plume. By placing the rod between your legs, you can use an action to temporarily transform the rod into a horse-like construct. This works like the *phantom steed* spell, except you can use a bonus action to end the effect early to use the rod again at a later time. Deduct the time the horse was active in increments of 1 minute from the spell's 1-hour duration. When the

rod has been a horse for a total of 1 hour, the magic ceases to function until the next dawn.

Rod of Deflection

Rod, rare

This thin, flexible rod is made of braided silver and brass wire and topped with a spoon-like cup. While holding the rod, you can use a reaction to deflect a ranged weapon attack against you. You can simply cause the attack to miss, or you can attempt to redirect the attack against another target, even your attacker. The attack must have enough remaining range to reach the new target. If the additional distance between yourself and the new target is within the attack's long range, it is made at disadvantage as normal, using the original attack roll as the first roll.

The rod has 3 charges. You can expend a charge as a reaction to redirect a ranged spell attack as if it were a ranged weapon attack, up to the spell's maximum range. The rod regains 1d3 expended charges daily at dawn.

Rod of Ghastly Might

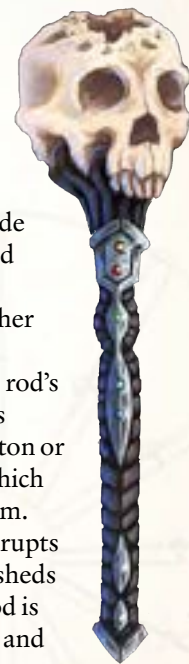
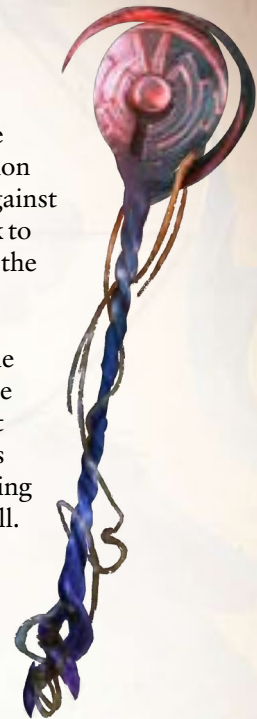
Rod, legendary (requires attunement)

The knobbed head of this tarnished silver rod resembles the top half of a jawless, syphilitic skull, and it functions as a magic mace that grants a +2 bonus to attack and damage rolls made with it. The rod has properties associated with five different buttons that are set erratically along the haft. It has three other properties as well, detailed below.

Five Buttons. You can press one of the rod's five buttons as a bonus action. A button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

If you press **button 1**, the rod's head erupts in a fiery nimbus of abyssal energy that sheds dim light in a 5-foot radius. While the rod is ablaze, it deals an extra 1d6 fire damage and 1d6 necrotic damage to any target it hits.

If you press **button 2**, the rod's head becomes enveloped in a black aura of enervating energy. When you hit a target with the rod while it is enveloped in this energy, the target must succeed on a DC 17 Constitution saving throw or deal only half damage with weapon attacks that use Strength until the end of its next turn.



If you press **button 3**, a 2-foot blade springs from the tip of the rod's handle as the handle lengthens into a 5-foot haft, transforming the rod into a magic glaive that grants a +2 bonus to attack and damage rolls made with it.

If you press **button 4**, a 3-pronged, bladed grappling hook affixed to a long chain springs from the tip of the rod's handle. The bladed grappling hook counts as a magic sickle with reach that grants a +2 bonus to attack and damage rolls made with it. When you hit a target with the bladed grappling hook, the target must succeed on an opposed Strength check or fall prone.

If you press **button 5**, the rod assumes or remains in its normal form and you can extinguish all nonmagical flames within 30 feet of you.

Turning Defiance. While holding the rod, you and any undead allies within 30 feet of you have advantage on saving throws against effects that turn undead.

Contagion. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw. On a failure, the target is afflicted with a disease. This works like the *contagion* spell. Once used, this property can't be used again until the next dusk.

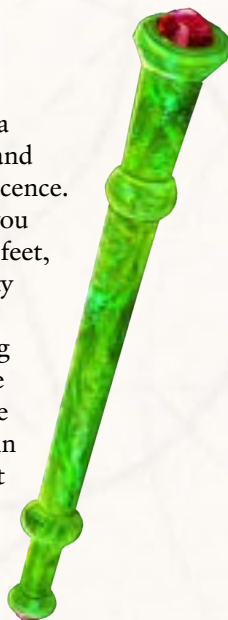
Create Specter. As an action, you can target a humanoid within 10 feet of you that was killed by the rod or one of its effects and has been dead for no longer than 1 minute. The target's spirit rises as a specter under your control in the space of its corpse or in the nearest unoccupied space. You can have no more than one specter under your control at one time. Once used, this property can't be used again until the next dusk.

Rod of Hellish Grounding

Rod, rare (requires attunement)

This curious jade rod is tipped with a knob of crimson crystal that glows and shimmers with eldritch phosphorescence. While holding or carrying the rod, you have darkvision out to a range of 30 feet, and you have advantage on Dexterity (Acrobatics) checks.

Hellish Desiccation. While holding this rod, you can use an action to fire a crimson ray at an object or creature made of metal that you can see within 60 feet of you. The ray forms a 5-foot wide line between you and the target. Each creature in that line that isn't a construct or an undead must make a DC 15 Dexterity saving throw, taking 8d6 force damage on a failed save, or half as much damage on a successful one. Creatures and objects made of metal



are unaffected. If this damage reduces a creature to 0 hit points, it is desiccated.

A desiccated creature is reduced to a withered corpse, but everything it is wearing and carrying is unaffected. The creature can be restored to life only by means of a *true resurrection* or a *wish* spell. Once used, this property can't be used again until the next dawn.

Rod of Icicles

Rod, rare (requires attunement)

This white crystalline rod is shaped like an icicle. The rod has 5 charges and regains 1d4 + 1 expended charges daily at dawn.

While holding the rod, you can use an action to expend 1 of its charges to attack one creature you can see within 60 feet of you. The rod launches an icicle at the target and makes its attack roll with a +7 bonus. On a hit, the target takes 2d6 piercing damage and 2d6 cold damage. On a critical hit, the target is also paralyzed until the end of its next turn as it momentarily freezes.

If you take fire damage while holding this rod, you become immune to fire damage for 1 minute, and the rod loses 2 charges. If the rod has only 1 charge remaining when you take fire damage, you become immune to fire damage, as normal, but the rod melts into a puddle of water and is destroyed.

Rod of Reformation

Rod, rare (requires attunement)

This rod of polished white oak is wrapped in a knotted cord with three iron rings binding each end. If you are holding the rod and fail a saving throw against a transmutation spell or other effect that would change your body or remove or alter parts of you, you can choose to succeed instead. The rod can't be used this way again until the next dawn.

The rod has 5 charges for the following properties. It regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rings fall off, the cord unknots, and the entire rod slowly falls to pieces and is destroyed.

Cure Transformation. While holding the rod, you can use an action to expend 1 charge while touching a creature that has been affected by a transmutation spell or other effect that changed its physical form, such as the *polymorph* spell or a medusa's Petrifying Gaze. The rod restores the creature to its original form.

If the creature is willingly transformed, such as a druid using Wild Shape, you must make a melee weapon attack roll, using the rod. You are proficient with the rod if you are proficient with clubs. On a hit, you can expend 1 of the rod's charges to force the target to make a DC 15 Constitution saving throw. On a failure, the target reverts to its original form.

Mend Form. While holding the rod, you can use an action to expend 2 charges to reattach a creature's severed limb or body part. The limb must be held in place while you use the rod, and the process takes 1 minute to complete. You can't reattach limbs or other body parts to dead creatures. If the limb is lost, you can spend 4 charges instead to regenerate the missing piece, which takes 2 minutes to complete.

Reconstruct Form. While holding the rod, you can use an action to expend 5 charges to reconstruct the form of a creature or object that has been disintegrated, burned to ash, or similarly destroyed. An item is completely restored to its original state. A creature's body is fully restored to the state it was in before it was destroyed. The creature isn't restored to life, but this reconstruction of its form allows the creature to be restored to life by spells that require the body to be present, such as *raise dead*.

Rod of Repossession

Rod, common

This short, metal rod is engraved with arcane runes and images of open hands. The rod has 3 charges and regains all expended charges daily at dawn.

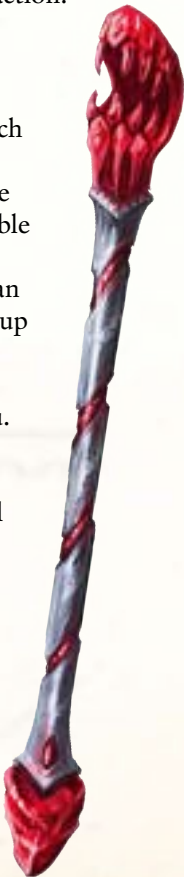
While holding the rod, you can use an action to expend 1 of its charges and target an object within 30 feet of you that isn't being worn or carried. If the object weighs no more than 25 pounds, it floats to your open hand. If you have no hands free, the object sticks to the tip of the rod until the end of your next turn or until you remove it as a bonus action.

Rod of Sacrificial Blessing

Rod, rare (requires attunement)

This silvery rod is set with rubies on each end. One end holds rubies shaped to resemble an open, fanged maw, and the other end's rubies are shaped to resemble a heart.

While holding this rod, you can use an action to spend one or more Hit Dice, up to half your maximum Hit Dice, while pointing the heart-shaped ruby end of the rod at a target within 60 feet of you. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You lose hit points equal to the total, and the target regains hit points equal to the total hit points you lost. You can't use this feature if you don't have blood. Hit Dice spent on this feature can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.

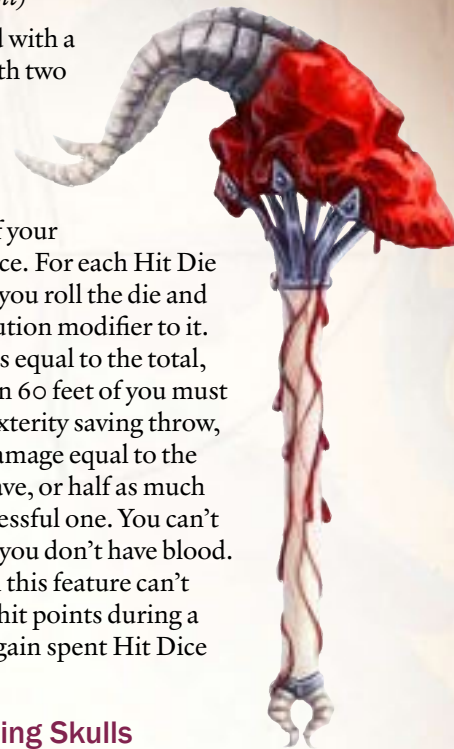


Rod of Sanguine Mastery

Rod, very rare (requires attunement)

This rod is topped with a red ram's skull with two backswept horns.

As an action, you can spend one or more Hit Dice, up to half of your maximum Hit Dice. For each Hit Die spent in this way, you roll the die and add your Constitution modifier to it. You lose hit points equal to the total, and a target within 60 feet of you must make a DC 17 Dexterity saving throw, taking necrotic damage equal to the total on a failed save, or half as much damage on a successful one. You can't use this feature if you don't have blood. Hit Dice spent on this feature can't be used to regain hit points during a short rest. You regain spent Hit Dice as normal.



Rod of Swarming Skulls

Rod, rare (requires attunement)

An open-mouthed skull caps this thick, onyx rod. The rod has 5 charges and regains 1d4 + 1 expended charges daily at dusk.

While holding the rod, you can use an action and expend 1 of the rod's charges to unleash a swarm of miniature spectral blue skulls at a target within 30 feet. The target must make a DC 15 Wisdom saving throw. On a failure, it takes 3d6 psychic damage and becomes paralyzed with fear until the end of its next turn. On a success, it takes half the damage and isn't paralyzed. Creatures that can't be frightened are immune to this effect.

Rod of the Disciplinarian

Rod, uncommon (requires attunement)

This black lacquered wooden rod is banded in steel, has a flanged head, and functions as a magic mace. As a bonus action, you can brandish the rod at a creature and demand it refrain from a particular activity—attacking, casting, moving, or similar. The activity can be as specific (don't attack the person next to you) or as open (don't cast a spell) as you want, but the activity must be a conscious act on the creature's part, must be something you can determine is upheld or broken, and can't immediately jeopardize the creature's life. For example, you can forbid a creature from lying only if you are capable of determining if the creature is lying, and you can't forbid a creature that needs to breathe from breathing.

INSTRUMENTS OF LAW

Justicars are arbiters of law and order, operating independently of any official city guard or watch divisions. They are recognizable by their black, hooded robes, silver masks, and the rods they carry as weapons. These stern sentinels are overseen by The Magister, a powerful wizard of whom little is known other than their title. The Magister has made it their duty to oversee order in the city and executes their plans through the Justicars, giving them the Magister's mark, a signet ring, as a symbol of their authority. While some officers and members of the watch may be resentful of the Justicars'

presence, many are grateful for their aid, especially in situations that could require magic. Justicar's are a small, elite group, typically acting as solo agents, though extremely dangerous situations bring them together in pairs or larger groups as needed.

The Justicars are outfitted with three symbols of authority that are also imbued with power: their masks, rods, and rings. Each by itself is a useful item, but they are made stronger when worn together. The combined powers of this trinity of items make a Justicar a formidable force in the pursuit of law and order.

The creature can act normally, but if it performs the activity you forbid, you can use a reaction to make a melee attack against it with the rod. You can forbid only one creature at a time. If you forbid another creature from performing an activity, the previous creature is no longer forbidden from performing activities.

Instruments of Law. If you are also attuned to and wearing a *Justicar's mask* (see page 149), you can cast the *command* spell (save DC 13) from the rod once per day. If you are attuned to and wearing a *signet of the Magister* (see page 88), you have advantage on the melee attack made as a reaction against a creature performing an activity you forbid.

Rod of the Infernal Realms

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

The withered, clawed hand of a demon or devil tops this iron rod. While holding this rod, you gain a +2 bonus to spell attack rolls, and the save DC for your spells increases by 2.

Frightful Eyes. While holding this rod, you can use a bonus action to cause your eyes to glow with infernal fire for 1 minute. While your eyes are glowing, a creature that starts its turn or enters a space within 10 feet of you must succeed on a Wisdom saving throw against your spell save DC or become frightened of you until your eyes stop glowing. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, you can't use this property again until the next dawn.



Rod of the Jester

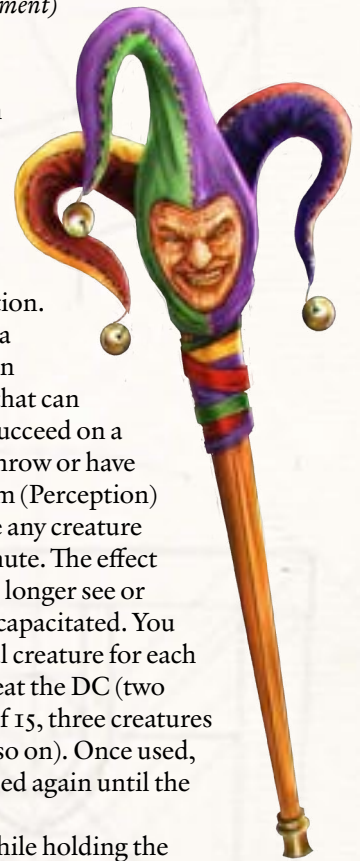
Rod, rare (requires attunement)

This wooden rod is decorated with colorful scarves and topped with a carving of a madly grinning head.

Caper. While holding the rod, you can dance and perform general antics that attract attention. Make a DC 10 Charisma (Performance) check. On a success, one creature that can see and hear you must succeed on a DC 15 Wisdom saving throw or have disadvantage on Wisdom (Perception) checks made to perceive any creature other than you for 1 minute. The effect ends if the target can no longer see or hear you or if you are incapacitated. You can affect one additional creature for each 5 points by which you beat the DC (two creatures with a result of 15, three creatures with a result of 20, and so on). Once used, this property can't be used again until the next dawn.

Hideous Laughter. While holding the rod, you can use an action to cast the *hideous laughter* spell (save DC 15) from it. Once used, this property can't be used again until the next dawn.

Slapstick. You can use an action to swing the rod in the direction of a creature within 5 feet of you. The target must succeed on a DC 15 Dexterity saving throw or be pushed up to 5 feet away from you and knocked prone. If the target fails the saving throw by 5 or more, it is also stunned until the end of its next turn.



Rod of the Mariner

Rod, rare (requires attunement)

This thin bone rod is topped with the carved figurine of an albatross in flight. The rod has 5 charges. You can use an action to expend 1 or more of its charges and point the rod at one or more creatures you can see within 30 feet of you, expending 1 charge for each creature. Each target must succeed on a DC 15 Wisdom saving throw or be cursed for 1 minute. A cursed creature has disadvantage on attack rolls and saving throws while within 100 feet of a body of water that is at least 20 feet deep.

The rod regains 1d4 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rod crumbles to dust and is destroyed, and you must succeed on a DC 15 Wisdom saving throw or be cursed for 1 minute as if you had been the target of the rod's power.

Rod of the Wastes

Rod, legendary (requires attunement by a paladin)

Created by a holy order of knights to protect their most important members on missions into badlands and magical wastelands, these red gold rods are invaluable tools against the forces of evil. This rod has a rounded head, and it functions as a magic mace that grants a +2 bonus to attack and damage rolls made with it.

While holding or carrying the rod, you have advantage on Wisdom (Perception) and Wisdom (Survival) checks made in badlands and wasteland terrain, and you have advantage on saving throws against being charmed or otherwise compelled by aberrations and fiends. If you are charmed or magically compelled by an aberration or fiend, the rod flashes with crimson light, alerting others to your predicament.

Aberrant Smite. If you use Divine Smite when you hit an aberration or fiend with this rod, you use the highest number possible for each die of radiant damage rather than rolling one or more dice for the extra radiant damage. You must still roll damage dice for the rod's damage, as normal. Once used, this property can't be used again until the next dawn.

Spells. You can use an action to cast one of the following spells from the rod: *daylight*, *lesser restoration*, or *shield of faith*. Once you cast a spell with this rod, you can't cast that spell again until the next dawn.

Rod of Thorns

Rod, rare (requires attunement)

Several long sharp thorns sprout along the edge of this stout wooden rod, and it functions as a magic mace that grants a +1 bonus to attack and damage rolls made with it. The rod has 5 charges and regains 1d4 + 1 expended charges daily at dawn. While

holding the rod, you can use an action to expend 1 of its charges to cast the *spike growth* spell (save DC 15) from it.

Embed Thorn. When you hit a creature with this rod, you can expend 1 of its charges to embed a thorn in the creature. At the start of each of the creature's turns, it must succeed on a DC 15 Constitution saving throw or take 2d6 piercing damage from the embedded thorn. If the creature succeeds on two saving throws, the thorn falls out and crumbles to dust. The successes don't need to be consecutive. If the creature dies while the thorn is embedded, its body transforms into a patch of nonmagical brambles, which fill its space with difficult terrain.

Rod of Underworld Navigation

Rod, rare

This finely carved rod is decorated with gold and small dragon scales. While underground and holding this rod, you know how deep below the surface you are. You also know the direction to the nearest exit leading upward.

As an action while underground and holding this rod, you can use the *find the path* spell to find the shortest, most direct physical route to a location you are familiar with on the surface. Once used, the *find the path* property can't be used again until 3 days have passed.

Rod of Vapor

Rod, common

This wooden rod is topped with a dragon's head, carved with its mouth yawning wide. While holding the rod, you can use an action to cause a thick mist to issue from the dragon's mouth, filling your space. As long as you maintain concentration, you leave a trail of mist behind you when you move. The mist forms a line that is 5 feet wide and as long as the distance you travel. This mist you leave behind you lasts for 2 rounds; its area is heavily obscured on the first round and lightly obscured on the second, then it dissipates. When the rod has produced enough mist to fill ten 5-foot-square areas, its magic ceases to function until the next dawn.

Rod of Verbatim

Rod, common

Tiny runic script covers much of this thin brass rod. While holding the rod, you can use a bonus action to activate it. For 10 minutes, it translates any language spoken within 30 feet of it into Common. The translation can be auditory, or it can appear as glowing, golden script, a choice you make when you activate it. If the translation appears on a surface, the surface must be within 30 feet of the rod and each



word remains for 1 round after it was spoken. The rod's translation is literal, and it doesn't replicate or translate emotion or other nuances in speech, body language, or culture.

Once used, the rod can't be used again until 1 hour has passed.

Rod of Warning

Rod, common

This plain, wooden rod is topped with an orb of clear, polished crystal. You can use an action activate it with a command word while designating a particular kind of creature (orcs, wolves, etc.). When such a creature comes within 120 feet of the rod, the crystal glows, shedding bright light in a 10-foot radius and dim light for an additional 10 feet. You can use an action to deactivate the rod's light or change the kind of creature it detects. The rod doesn't need to be in your possession to function, but you must have it in hand to activate it, deactivate it, or change the kind of creature it detects.

Root of the World Tree

Rod, uncommon

Crafted from the root burl of a sacred tree, this rod is 2 feet long with a spiked, knobby end. Runes inlaid with gold decorate the full length of the rod. This rod functions as a magic mace.

Blood Anointment. You can perform a 1-minute ritual to anoint the rod in your blood. If you do, your hit point maximum is reduced by 2d4 until you finish a long rest. While your hit point maximum is reduced in this way, you gain a +1 bonus to attack and damage rolls made with this magic weapon, and, when you hit a fey or giant with this weapon, that creature takes an extra 2d6 necrotic damage.

Holy Anointment. If you spend 1 minute anointing the rod with a flask of holy water, you can cast the *augury* spell from it. The runes carved into the rod glow and move, forming an answer to your query.

ROOTS OF THE WORLD TREE IN MIDGARD

In Midgard, these rods are crafted from carefully harvested root cuttings of living World Trees. Those who protect the trees carry these rods or gift them to heroes who provide the trees and its guardians aid in times of need. A cursed *root of the world tree* occurs when a creature attempts to craft the rod from a corrupted World Tree or remnants of a destroyed tree. The divination magics of a cursed rod might be prone to false prophecy, or the blood anointing might cause the wielder to enter an uncontrolled berserker rage.

Alternatively, if you spend 10 minutes anointing the rod with a flask of holy water, you can cast the *divination* spell from it. If you cast *divination* in this way, this property can't be used again until 7 days have passed.

Rowan Staff

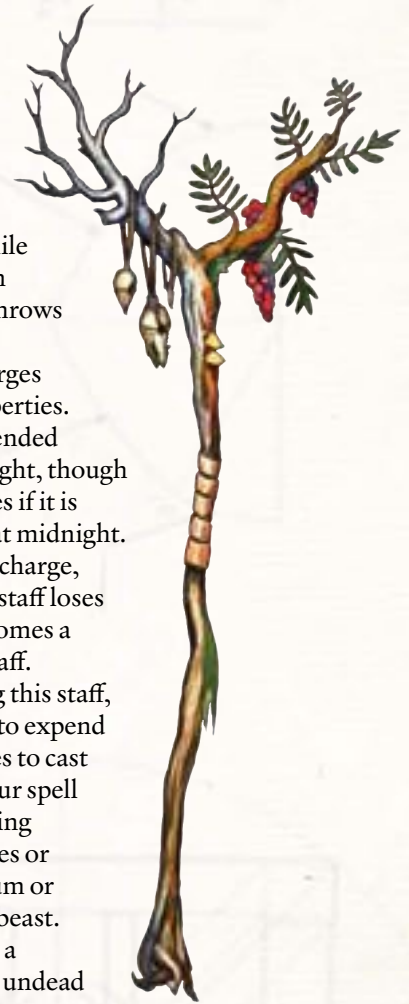
Staff, very rare (requires attunement by a cleric, druid, sorcerer, warlock, or wizard)

Favored by those with ties to nature and death, this staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. While holding it, you have an advantage on saving throws against spells.

The staff has 10 charges for the following properties. It regains 1d4 + 1 expended charges daily at midnight, though it regains all its charges if it is bathed in moonlight at midnight. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

Spell. While holding this staff, you can use an action to expend 1 or more of its charges to cast *animate dead*, using your spell save DC and spellcasting ability. The target bones or corpse can be a Medium or smaller humanoid or beast. Each charge animates a separate target. These undead creatures are under your control for 24 hours. You can use an action to expend 1 charge each day to reassert your control of up to four undead creatures created by this staff for another 24 hours.

Deanimate. You can use an action to strike an undead creature with the staff in combat. If the attack hits, the target must succeed on a DC 17 Constitution saving throw or revert to an inanimate pile of bones or corpse in its space. If the undead has the Incorporeal Movement trait, it is destroyed instead. Deanimating an undead creature expends a number of charges equal to twice the challenge rating of the creature (minimum of 1). If the staff doesn't have enough charges to deanimate the target, the staff doesn't deanimate the target.



Rowdy's Ring

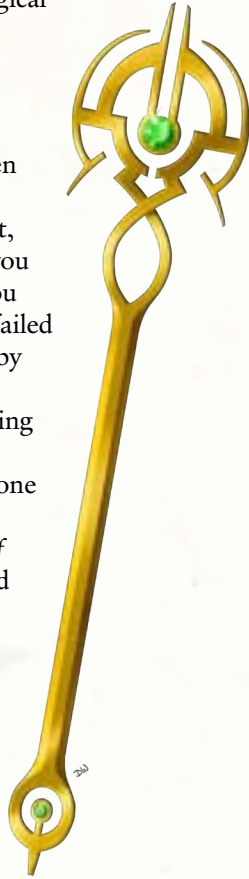
Ring, uncommon

The face of this massive ring is a thick slab of gold-plated lead, which is attached to twin rings that are worn over the middle and ring fingers. The slab covers your fingers from the first and second knuckles, and it often has a threatening word or image engraved on it. While wearing the ring, your unarmed strike uses a d4 for damage and attacks made with the ring hand count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

Scepter of Majesty

Rod, rare (requires attunement)

While holding this bejeweled, golden rod, you can use an action to cast the *enthrall* spell (save DC 15) from it, exhorting those in range to follow you and obey your commands. When you finish speaking, 1d6 creatures that failed their saving throw are affected as if by the *dominate person* spell. Each such creature treats you as its ruler, obeying your commands and automatically fighting in your defense should anyone attempt to harm you. If you are also attuned to and wearing a *headdress of majesty* (see page 146), your charmed subjects have advantage on attack rolls against any creature that attacked you or that cast an obvious spell on you within the last round. The scepter can't be used this way again until the next dawn.



Second Wind

Ring, common

This plain, copper band holds a clear, spherical crystal. When you run out of breath or are choking, you can use a reaction to activate the ring. The crystal shatters and air fills your lungs, allowing you to continue to hold your breath for a number of minutes equal to 1 + your Constitution modifier (minimum 30 seconds). A shattered crystal magically reforms at the next dawn.

Seelie Staff

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

This white ash staff is decorated with gold and tipped with an uncut crystal of blue quartz. This staff can be wielded as a magic quarterstaff. While holding the staff, you have advantage on Charisma checks made to influence or interact socially with fey creatures.

The staff has 10 charges for the following properties. The staff regains 1d6 + 4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff dissolves into a shower of fragrant flower petals, which blow away in a sudden wind.

Rebuke Fey. When you hit a fey creature with a melee attack using the staff, you can expend 1 charge to deal an extra 2d6 radiant damage to the target. If the fey has an evil alignment, the extra damage increases to 4d6, and the target must succeed on a DC 15 Wisdom saving throw or be frightened of you until the start of your next turn.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *charm person* (1 charge), *conjure woodland beings* (4 charges), *disguise self* (1 charge), *pass without trace* (2 charges), or *tree stride* (5 charges). You can also use an action to cast the *vicious mockery* cantrip from the staff without using any charges.

Serpent Staff

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

Fashioned from twisted ash wood, this staff's head is carved in the likeness of a serpent preparing to strike. You have resistance to poison damage while you hold this staff.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the carved snake head twists and magically consumes the rest of the staff, destroying it.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *cloudkill* (5 charges), *detect poison and disease* (1 charge), *poisoned volley** (2 charges), or *protection from poison* (2 charges). You can also use an action to cast

SEELIE AND UNSEELIE STAVES IN MIDGARD

In Midgard, a *seelie staff* is a symbol of the Summer Court of Silendora and its bearer is seen as a representative or defender of the Summer Lands. Likewise, the bearer of the *unseelie staff* (see page 99) represents the moonlit courts of the shadow fey. Elves and fey creatures view those that wield these staves with respect and fear. Of course, they also assume the bearer received the staff from their respective courts. Should they find out that is not the case, they may attempt to reclaim the stolen property for their masters, or at least inform them of the thief so justice may be meted out later.

the *poison spray* spell from the staff without using any charges. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*.

Serpent Form. While holding the staff, you can use an action to cast *polymorph* on yourself, transforming into a serpent or snake that has a challenge rating of 2 or lower. While you are in the form of a serpent, you retain your Intelligence, Wisdom, and Charisma scores. You can remain in serpent form for up to 1 minute, and you can revert to your normal form as an action. Once used, this property can't be used again until the next dawn.

Shimmer Ring

Ring, rare (requires attunement)

This ring is crafted of silver with an inlay of mother-of-pearl. While wearing the ring, you can use an action to speak a command word and cause the ring to shed white and sparkling bright light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until you use a bonus action to repeat the command word.

The ring has 6 charges for the following properties. It regains 1d6 charges daily at dawn.

Bestow Shimmer. While wearing the ring, you can use a bonus action to expend 1 of its charges to charge a weapon you wield with silvery energy until the start of your next turn. When you hit with an attack using the charged weapon, the target takes an extra 1d6 radiant damage.

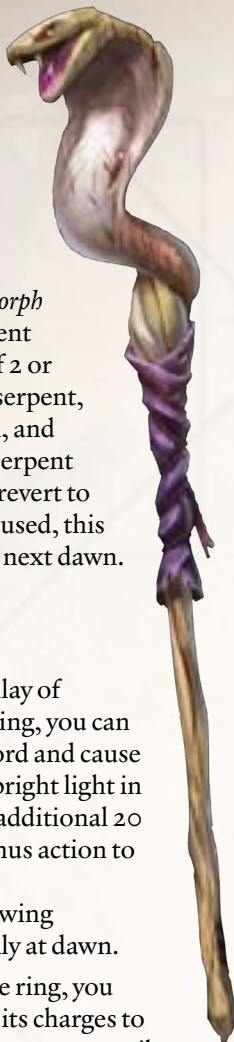
Shimmering Aura. While wearing the ring, you can use an action to expend 1 of its charges to surround yourself with a silvery, shimmering aura of light for 1 minute. This bright light extends from you in a 5-foot radius and is sunlight. While you are surrounded in this light, you have resistance to radiant damage.

Shimmering Bolt. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60 feet of you. The ring produces a bolt of silvery light and makes its attack roll with a +7 bonus. On a hit, the target takes 2d6 radiant damage for each charge you expend.

Signet of the Magister

Ring, rare (requires attunement)

This heavy, gold ring is set with a round piece of carnelian, which is engraved with the symbol of an eagle perched upon a crown. While wearing the ring, you have advantage on saving throws against enchantment spells and effects. You can use an



action to touch the ring to a creature—requiring a melee attack roll unless the creature is willing or incapacitated—and magically brand it with the ring's crest.

When a branded creature harms you, it takes 2d6 psychic damage and must succeed on a DC 15 Wisdom saving throw or be stunned until the end of its next turn. On a success, a creature is immune to this property of the ring for the next 24 hours, but the brand remains until removed. You can remove the brand as an action. The *remove curse* spell also removes the brand. Once you brand a creature, you can't brand another creature until the next dawn.

Instruments of Law. If you are also attuned to and wearing a *Justicar's mask* (see page 149), you can cast the *locate creature* to detect a branded creature at will from the ring. If you are also attuned to and carrying a *rod of the disciplinarian* (see page 83), the psychic damage from the brand increases to 3d6 and the save DC increases to 16.

Slatelight Ring

Ring, rare (requires attunement)

This decorated thick gold band is adorned with a single polished piece of slate. While wearing this ring, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing this ring increases its range by 60 feet.

In addition, you can use an action to cast the *faerie fire* spell (DC 15) from it. The ring can't be used this way again until the next dawn.



Soldra's Staff

Staff, uncommon (requires attunement by a wizard)

Crafted by a skilled wizard and meant to be a spellcaster's last defense, this staff is 5 feet long, made of yew wood that curves at its top, is iron shod at its mid-section, and capped with a silver dragon's claw that holds a lustrous, though rough and uneven, black pearl. When you make an attack with this staff, it howls and whistles hauntingly like the wind. When you cast a spell from this staff, it chirps like insects on a hot summer night.

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

It has 3 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *faerie fire* (1 charge) or *gust of wind* (2 charges).

The staff regains 1d3 expended charges daily at dawn. Once daily, it can regain 1 expended charge by exposing the staff's pearl to moonlight for 1 minute.



Spider Staff

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

Delicate web-like designs are carved into the wood of this twisted staff, which is often topped with the carved likeness of a spider. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of spiders appears and consumes the staff then vanishes.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *giant insect* (4 charges), *spider climb* (2 charges), or *web* (2 charges).

Spider Swarm. While holding the staff, you can use an action and expend 1 charge to cause a swarm of spiders to appear in a space that you can see within 60 feet of you. The swarm is friendly to you and your companions but otherwise acts on its own. The swarm of spiders remains for 1 minute, until you dismiss it as an action, or until you move more than 100 feet away from it.

Splinter Staff

Staff, uncommon

This roughly made staff has cracked and splintered ends and can be wielded as a magic quarterstaff. When you roll a 20 on an attack roll made with this weapon, you embed a splinter in the target's body, and the pain and discomfort of the splinter is distracting. While the splinter remains embedded, the target has disadvantage on Dexterity, Intelligence, and Wisdom checks, and, if it is concentrating on a spell, it must succeed on a DC 10 Constitution saving throw at the start of each of its turns to maintain concentration on the spell. A creature, including the target, can take its action to remove the splinter by succeeding on a DC 13 Wisdom (Medicine) check.

Staff of Binding

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

Made from stout oak with steel bands and bits of chain running its entire length, the staff feels oddly heavy. This staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff constricts in upon itself and is destroyed.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one

of the following spells from it, using your spell save DC: *arcane lock* (2 charges), *hold monster* (5 charges), *hold person* (2 charges), *lock armor** (2 charges), or *planar binding* (5 charges). Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*.

Unbound. While holding the staff, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained.

Staff of Camazotz

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

This staff of petrified wood is topped with a stylized carving of a bat with spread wings, a mouth baring great fangs, and a pair of ruby eyes. It has 10 charges and regains 1d6 + 4 charges daily at dawn. As long as the staff holds at least 1 charge, you can communicate with bats as if you shared a language. Bat and bat-like beasts and monstrosities never attack you unless magically forced to do so or unless you attack them first.

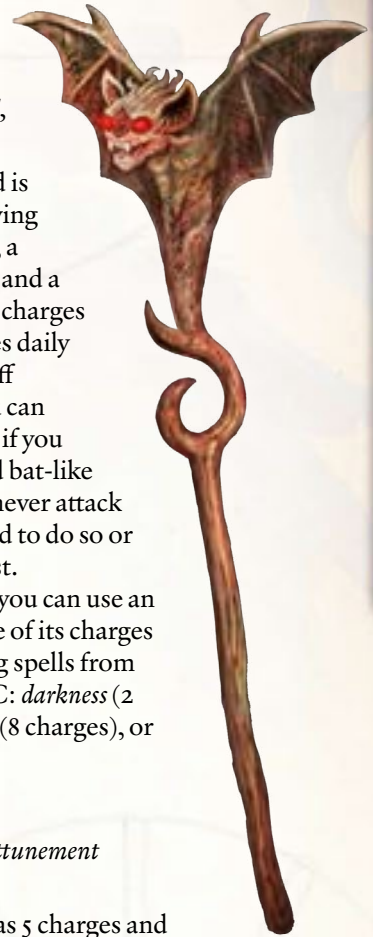
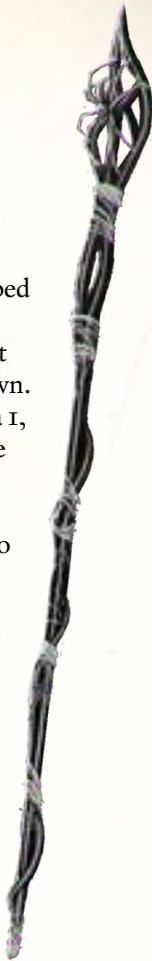
While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *darkness* (2 charges), *dominate monster* (8 charges), or *flame strike* (5 charges).

Staff of Channeling

Staff, uncommon (requires attunement by a sorcerer or wizard)

This plain, wooden staff has 5 charges and regains 1d4 + 1 expended charges daily at dawn. When you cast a spell while holding this staff, you can expend 1 or more of its charges as part of the casting to increase the level of the spell. Expending 1 charge increases the spell's level by 1, expending 3 charges increases the spell's level by 2, and expending 5 charges increases the spell's level by 3.

When you increase a spell's level using the staff, the spell casts as if you used a spell slot of a higher level, but you don't expend that higher-level spell slot. You can't use the magic of this staff to increase a spell to a slot level higher than the highest spell level you can cast. For example, if you are a 7th-level wizard, and you cast *magic missile*, expending a 2nd-level spell slot, you can expend 3 of the staff's charges to cast the spell as a 4th-level spell, but you can't expend 5 of the staff's charges to cast the spell as a 5th-level spell since you can't cast 5th-level spells.



Staff of Desolation

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

This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. When you hit an object or structure with a melee attack using the staff, you deal double damage (triple damage on a critical hit).

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *thunderwave* (1 charge), *shatter* (2 charges), *circle of death* (6 charges), *disintegrate* (6 charges), or *earthquake* (8 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles to dust and is destroyed.

Staff of Dissolution

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

A gray crystal floats in the crook of this twisted staff. The crystal breaks into fragments as it slowly revolves, and those fragments break into smaller pieces then into clouds of dust. In spite of this, the crystal never seems to reduce in size. You have resistance to necrotic damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *blight* (4 charges), *disintegrate* (6 charges), or *shatter* (2 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles to dust.

Staff of Fate

Staff, very rare (requires attunement by a bard or cleric)

One half of this staff is crafted of white ash and capped in gold, while the other is ebony and capped in silver. The staff has 10 charges for the following properties. It regains 1d6 + 4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff splits into two halves with a resounding crack and becomes nonmagical.

Fortune. While holding the staff, you can use an action to expend 1 of its charges and touch a creature with the gold end of the staff, giving it good fortune. The target can choose to use its good fortune and have advantage on one ability check, attack roll, or

saving throw. This effect ends after the target has used the good fortune three times or when 24 hours have passed.

Misfortune. While holding the staff, you can use an action to touch a creature with the silver end of the staff. The target must succeed on a DC 15 Wisdom saving throw or have disadvantage on one of the following (your choice): ability checks, attack rolls, or saving throws. If the target fails the saving throw, the staff regains 1 expended charge. This effect lasts until removed by the *remove curse* spell or until you use an action to expend 1 of its charges and touch the creature with the gold end of the staff.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *augury* (2 charges), *bane* (1 charge), *bless* (1 charge), *remove curse* (3 charges), or *divination* (4 charges). You can also use an action to cast the *guidance* spell from the staff without using any charges.

Staff of Feathers

Staff, rare (requires attunement by a spellcaster)

Several eagle feathers line the top of this long, thin staff. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff explodes into a mass of eagle feathers and is destroyed.

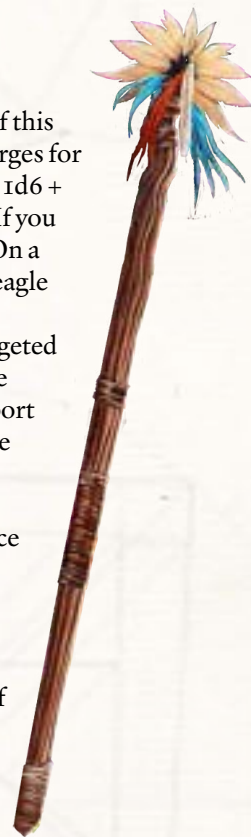
Feather Travel. When you are targeted by a ranged attack while holding the staff, you can use a reaction to teleport up to 10 feet to an unoccupied space that you can see. When you do, you briefly transform into a mass of feathers, and the attack misses. Once used, this property can't be used again until the next dawn.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *conjure animals* (2 giant eagles only, 3 charges), *fly* (3 charges), or *gust of wind* (2 charges).

Staff of Giantkin

Staff, rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

This stout, oaken staff is 7 feet long, bound in iron, and topped with a carving of a broad, thick-fingered hand. While holding this magic quarterstaff, your Strength score is 20. This has no effect on you if



your Strength is already 20 or higher. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the hand slowly clenches into a fist, and the staff becomes a nonmagical quarterstaff.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *enhance ability* (bear's endurance or bull's strength only, 2 charges), *enlarge/reduce* (enlarge only, 2 charges), or *longstrider* (1 charge).

Throw Boulder. You can use an action to expend up to 3 of the staff's charges to force the staff's hand to grasp an object within 5 feet of you that is no larger than a Small boulder and hurl it at a point you can see within 100 feet of you. Each creature within 5 feet of that point must make a Dexterity saving throw, using your spell save DC. For each charge you expend, a creature takes 1d10 bludgeoning damage on a failed save, or half as much damage on a successful one.

Staff of Ice and Fire

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

Made from the branch of a white ash tree, this staff holds a sapphire at one end and a ruby at the other. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *flaming sphere* (2 charges), *freezing sphere* (6 charges), *sleet storm* (3 charges), or *wall of fire* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff and its gems crumble into ash and snow and are destroyed.

Staff of Master Lu Po

Staff, legendary

(requires attunement by a fighter or monk)

This plain-looking, wooden staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 12 charges and regains 1d6 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +1 bonus to attack and damage rolls, loses all other properties, and the next time you roll a 20 on an attack roll using the staff, it explodes, dealing an extra 6d6 force damage to the target then is destroyed. On a 20, the staff regains 1d10 + 2 charges.

Some of the staff's properties require the target to make a saving throw to resist or lessen the property's effects. The saving throw DC is equal to 8 + your proficiency bonus + your Wisdom modifier.

Bamboo in the Rainy Season. While holding the staff, you can use a bonus action to expend 1 charge to grant the staff the reach property until the start of your next turn.

Gate to the Hell of Being Roasted Alive. While holding the staff, you can use an action to expend 1 charge to cast the *scorching ray* spell from it. When you make the spell's attacks, you use your Wisdom modifier as your spellcasting ability.

Iron Whirlwind. While holding the staff, you use an action to expend 2 charges, causing weighted chains to extend from the end of the staff and reducing your speed to 0 until the end of your next turn. As part of the same action, you can make one attack with the staff against each creature within your reach. If you roll a 1 on any attack, you must immediately make an attack roll against yourself as well before resolving any other attacks against opponents.

Monkey Steals the Peach. While holding the staff, you can use a bonus action to expend 1 charge to extend sharp, grabbing prongs from the end of the staff. Until the start of your next turn, each time you hit a creature with the staff, the target takes piercing damage instead of the bludgeoning damage normal for the staff, and the target must make a DC 15 Constitution saving throw. On a failure, the target is incapacitated until the end of its next turn as it suffers crippling pain. On a success, the target has disadvantage on its next attack roll.

Rebuke the Disobedient Child. When you are hit by a creature you can see within your reach while holding this staff, you can use a reaction to expend 1 charge to make an attack with the staff against the attacker.

Seven Vengeful Demons Death Strike. While holding the staff, you can use an action to expend 7 charges and make one attack against a target within 5 feet of you with the staff. If the attack hits, the target takes bludgeoning damage as normal, and it must make a Constitution saving throw, taking 7d8 necrotic damage on a failed save, or half as much damage on a successful one. If the target dies from this damage, the staff ceases to function as anything other than a magic quarterstaff until the next dawn, but it regains all expended charges when its powers return. A humanoid killed by this damage rises at the start of your next turn as a zombie that is permanently under your command, following your verbal orders to the best of its ability.



Swamp Hag's Deadly Breath. While holding the staff, you can use an action to expend 2 charges to expel a 15-foot cone of poisonous gas out of the end of the staff. Each creature in the area must make a Constitution saving throw. On a failure, a creature takes 4d6 poison damage and is poisoned for 1 hour. On a success, a creature takes half the damage and isn't poisoned.

Vaulting Leap of the Clouds. If you are holding the staff and it has at least 1 charge, you can cast the *jump* spell from it as a bonus action at will without using any charges, but you can target only yourself when you do so.

Staff of Midnight

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

Fashioned from a single branch of polished ebony, this sturdy staff is topped by a lustrous jet. While holding it and in dim light or darkness, you gain a +1 bonus to AC and saving throws.

This staff has 10 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *circle of death* (6 charges), *darkness* (2 charges), or *vampiric touch* (3 charges). You can also use an action to cast the *chill touch* cantrip from the staff without using any charges.

The staff regains 1d6 + 4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff crumbles to dark powder and is destroyed.

Staff of Minor Curses

Staff, common

This twisted, wooden staff has 10 charges. While holding it, you can use an action to inflict a minor curse on a creature you can see within 30 feet of you. The target must succeed on a DC 10 Constitution saving throw or be affected by the chosen curse. A minor curse causes a non-debilitating effect or change in the creature, such as an outbreak of boils on one section of the target's skin, intermittent hiccupping, transforming the target's ears into small, donkey-like ears, or similar effects. The curse never interrupts spellcasting and never causes disadvantage on ability checks, attack rolls, or saving throws. The curse lasts for 24 hours or until removed by the *remove curse* spell or similar magic.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff dissolves into a cloud of noxious gas, and you are targeted with a minor curse of the GM's choice.

Staff of Parzelon

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

This tarnished silver staff is tipped with the unholy visage of a fiendish lion skull carved from labradorite—a likeness of the Arch-Devil Parzelon (see *Creature Codex*). The 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 gain a +2 bonus to spell attack rolls.

The staff has 20 charges for the following properties. It regains 2d8 + 4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 20, the staff regains 1d8 + 2 charges.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *charm person* (1 charge), *dominate person* (5 charges), *lightning bolt* (3 charges), *locate creature* (4 charges), *locate object* (2 charges), *magic missile* (1 charge), *scrying* (5 charges), or *suggestion* (2 charges). You can also use an action to cast one of the following spells from the staff without using any charges: *comprehend languages*, *detect evil and good*, *detect magic*, *identify*, or *message*.

Extract Ageless Knowledge. As an action, you can touch the head of the staff to a corpse. You must form a question in your mind as part of this action. If the corpse has an answer to your question, it reveals the information to you. The answer is always brief—no more than one sentence—and very specific to the framed question. The corpse doesn't need a mouth to answer; you receive the information telepathically. The corpse knows only what it knew in life, and it is under no compulsion to offer a truthful answer if you are hostile to it or it recognizes you as an enemy. This property doesn't return the creature's soul to its body, only its animating spirit. Thus, the corpse can't learn new information, doesn't comprehend anything that has happened since it died, and can't speculate about future events. Once the staff has been used to ask a corpse 5 questions, it can't be used to extract knowledge from that same corpse again until 3 days have passed.

Staff of Portals

Staff, very rare (requires attunement by a wizard)

This iron-shod wooden staff is heavily worn, and it can be wielded as a quarterstaff that grants a +1 bonus to attack and damage rolls made with it. The staff 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 staff loses all of its magic and becomes a nonmagical quarterstaff.

While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *arcane lock* (2 charges), *dimension door* (4 charges), *knock* (2 charges), or *passwall* (5 charges).

Staff of Scrying

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

This is a graceful, highly polished wooden staff crafted from willow. A crystal ball tops the staff, and smooth gold bands twist around its shaft. This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *detect thoughts* (2 charges), *locate creature* (4 charges), *locate object* (2 charges), *scrying* (5 charges), or *true seeing* (6 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a bright flash of light erupts from the crystal ball, and the staff vanishes.

Staff of Spores

Staff, rare (requires attunement by a druid)

Mold and mushrooms coat this gnarled wooden staff. The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff rots into tiny clumps of slimy, organic matter and is destroyed.

Mushroom Disguise. While holding the staff, you can use an action to expend 2 charges to cover yourself and anything you are wearing or carrying with a magical illusion that makes you look like a mushroom for up to 1 hour. You can appear to be a mushroom of any color or shape as long as it is no more than one size larger or smaller than you. This illusion ends early if you move or speak. The changes wrought by this effect fail to hold up to physical inspection. For example, if you appear to have a spongy cap in place of your head, someone touching the cap would feel your face or hair instead. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that you are disguised.

Speak with Plants. While holding the staff, you can use an action to expend 1 of its charges to cast the *Speak with Plants* spell from it.



Spore Cloud. While holding the staff, you can use an action to expend 3 charges to release a cloud of spores in a 20-foot radius from you. The spores remain for 1 minute, making the area lightly obscured for creatures other than you. The cloud moves with you, remaining centered on you. When a creature, other than you, enters the cloud of spores for the first time on a turn or starts its turn there, that creature must succeed on a DC 15 Constitution saving throw or take 1d6 poison damage and become poisoned until the start of its next turn. A wind of at least 10 miles per hour disperses the spores and ends the effect.

Staff of the Armada

Staff, rare (requires attunement by a wizard)

This gold-shod staff is constructed out of a piece of masting from a galleon. The staff can be wielded as a magic quarterstaff that grants you a +1 bonus to attack and damage rolls made with it. While you are on board a ship, this bonus increases to +2.

The staff has 10 charges and regains 1d8 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses all of its magic and becomes a nonmagical quarterstaff.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *control water* (4 charges), *fog cloud* (1 charge), *gust of wind* (2 charges), or *water walk* (3 charges). You can also use an action to cast the *ray of frost* cantrip from the staff without using any charges.

Staff of the Artisan

Staff, rare (requires attunement by a spellcaster)

This simple, wooden staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever.

Create Object. You can use an action to expend 2 charges to conjure an inanimate object in your hand or on the ground in an unoccupied space you can see within 10 feet of you. The object can be no larger than 3 feet on a side and weigh no more than 10 pounds, and its form must be that of a nonmagical object you have seen. You can't create items that ordinarily require a high degree of craftsmanship, such as jewelry, weapons, glass, or armor, unless you have proficiency with the type of artisan's tools used to craft such objects. The object sheds dim light in a



5-foot radius. The object disappears after 1 hour, when you use this property again, or if the object takes or deals any damage.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *animate objects* (5 charges), *fabricate* (4 charges) or *floating disk* (1 charge). You can also use an action to cast the *mending* spell from the staff without using any charges.

Staff of the Cephalopod

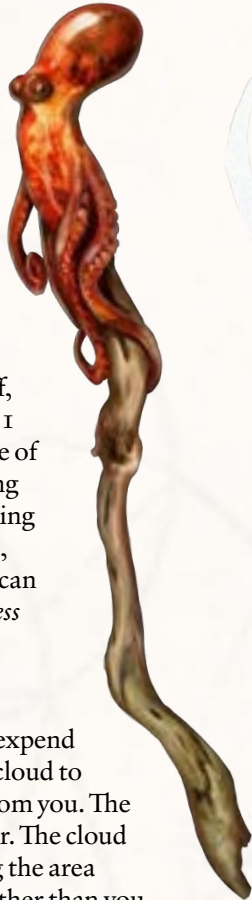
Staff, very rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This ugly staff is fashioned from a piece of gnarled driftwood and is crowned with an octopus carved from brecciated jasper. Its gray and red stone tentacles wrap around the top half of the staff. While holding this staff, you have a swimming speed of 30 feet.

This staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the jasper octopus crumbles to dust, and the staff becomes a nonmagical piece of driftwood.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *black tentacles* (4 charges), *conjure animals* (only beasts that can breathe water, 3 charges), *darkness* (2 charges), or *water breathing* (3 charges).

Ink Cloud. While holding this staff, you can use an action and expend 1 charge to cause an inky, black cloud to spread out in a 30-foot radius from you. The cloud can form in or out of water. The cloud remains for 10 minutes, making the area heavily obscured for creatures other than you. The cloud moves with you, remaining centered on you. A wind of at least 10 miles per hour or a steady current (if underwater) disperses the cloud and ends the effect.



Staff of the Four Winds

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

Made of gently twisting ash and engraved with spiraling runes, the staff feels strangely lighter than its size would otherwise suggest. This staff has 10 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *circle of wind** (1 charge), *feather fall* (1 charge), *gust of wind* (2 charges), *storm god's doom** (3 charges), *wind tunnel** (1 charge), *wind walk* (6 charges), *wind wall* (3 charges), or *wresting wind** (2 charges). You can also use an action to cast the *wind lash** spell from the staff without using any charges. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*. At the GM's discretion, spells from *Deep Magic for 5th Edition* can be replaced with other spells of similar levels and similarly related to breezes, wind, or movement.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles into ashes and is taken away with the breeze.

Staff of the Lantern Bearer

Staff, uncommon

An iron hook is affixed to the top of this plain, wooden staff. While holding this staff, you can use an action to cast the *light* spell from it at will, but the light can emanate only from the staff's hook. If a lantern hangs from the staff's hook, you gain the following benefits while holding the staff:

- You can control the light of the lantern, lighting or extinguishing it as a bonus action. The lantern must still have oil, if it requires oil to produce a flame.
- The lantern's flame can't be extinguished by wind or water.
- If you are a spellcaster, you can use the staff as a spellcasting focus. When you cast a spell that deals fire or radiant damage while using this staff as your spellcasting focus, you gain a +1 bonus to the spell's attack roll, or the spell's save DC increases by 1 (your choice).

Staff of the Peaks

Staff, legendary (requires attunement by a druid)

This staff is made of rock crystal yet weighs the same as a wooden staff. The staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to spell attack rolls. In addition, you are immune to the effects of high altitude and severe cold weather, such as hypothermia and frostbite.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff shatters into fine stone fragments and is destroyed.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *control weather* (8 charges), *fault line** (6 charges), *gust of wind* (2 charges), *ice storm* (4 charges), *jump* (1 charge), *snow boulder** (4 charges), or *wall of stone* (5 charges). Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*.

Stone Strike. When you hit a creature or object made of stone or earth with this staff, you can expend 5 of its charges to shatter the target. The target must make a DC 17 Constitution saving throw, taking an extra 10d6 force damage on a failed save, or half as much damage on a successful one. If the target is an object that is being worn or carried, the creature wearing or carrying it must make the saving throw, but only the object takes the damage. If this damage reduces the target to 0 hit points, it shatters and is destroyed.

Staff of the Scion

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

This unwholesome staff is crafted of a material that appears to be somewhere between weathered wood and dried meat. It weeps beads of red liquid that are thick and sticky like tree sap but smell of blood. A crystalized yellow eye with a rectangular pupil, like the eye of a goat, sits at its top. You can wield the staff as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the eye liquifies as the staff shrivels and twists into a blackened, smoking ruin and is destroyed.

Ember Cloud. While holding the staff, you can use an action and expend 2 charges to release a cloud of burning embers from the staff. Each creature within 10 feet of you must make a DC 15 Constitution saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. The ember cloud remains until the start of your next turn, making the area lightly obscured for creatures other than you. A wind of at least 10 miles per hour disperses the cloud and ends the effect.

Fiery Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 2d6 fire damage to the target. If you take fire damage while wielding the staff, you have advantage on attack rolls with it until the end of your next turn. While holding the staff, you have resistance to fire damage.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *augury* (2 charges), *barkskin* (2 charges), *confusion* (4 charges), *entangle* (1 charge), or *wall of fire* (4 charges).

Staff of the Treant

Staff, very rare (requires attunement by a druid)

This unassuming staff appears to be little more than the branch of a tree. While holding this staff, your skin becomes bark-like, and the hair on your head transforms into a chaplet of green leaves. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

Nature's Guardian. While holding this staff, you have resistance to cold and necrotic damage, but you have vulnerability to fire and radiant damage. In addition, you have advantage on attack rolls against aberrations and undead, but you have disadvantage on saving throws against spells and other magical effects from fey and plant creatures.

One with the Woods. While holding this staff, your AC can't be less than 16, regardless of what kind of armor you are wearing, and you can't be tracked when

you travel through terrain with excessive vegetation, such as a forest or grassland.

Tree Friend. While holding this staff, you can use an action to animate a tree you can see within 60 feet of you. The tree uses the statistics of an animated tree and is friendly to you and your companions. Roll initiative for the tree, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't directly harm other trees or the natural world. If you don't issue any commands to the tree, it defends itself from hostile creatures but otherwise takes no actions. Once used, this property can't be used again until the next dawn.

Venerated Tree. If you spend 1 hour in silent reverence at the base of a Huge or larger tree, you can use an action to plant this staff in the soil above the tree's roots and awaken the tree as a treant. The treant isn't under your control, but it regards you as a friend as long as you don't harm it or the natural world around it. Roll a d20. On a 1, the staff roots into the ground, growing into a sapling, and losing its magic. Otherwise, after you awaken a treant with this staff, you can't do so again until 30 days have passed.

Staff of the Unhatched

Staff, uncommon (requires attunement by a sorcerer, warlock, or wizard)

This staff carved from a burnt ash tree is topped with an unhatched dragon's (see *Creature Codex*) skull. This staff can be wielded as a magic quarterstaff.

The staff has 5 charges for the following properties. It regains 1d4 + 1 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff crumbles to dust and is destroyed.

Necrotic Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d8 necrotic damage to the target.

Spells. While holding the staff, you can use an action to expend 1 charge to cast *bane* or *protection from evil and good* from it using your spell save DC. You can also use an action to cast one of the following spells from the staff without using any charges, using your spell save DC and spellcasting ability: *chill touch* or *minor illusion*.

Staff of the White Necromancer

Staff, very rare (requires attunement by a cleric, sorcerer, or wizard of a non-evil alignment)

Crafted from polished bone, this strange staff is carved with numerous arcane symbols and mystical runes. The staff has 10 charges. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *false life* (1 charge), *gentle repose* (2 charges), *heartstop** (2 charges), *death ward* (4

charges), *raise dead* (5 charges), *revivify* (3 charges), *shared sacrifice** (2 charges), or *speak with dead* (3 charges). You can also use an action to cast the *bless the dead** or *spare the dying* spell from the staff without using any charges. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the bone staff crumbles to dust.

Staff of Thorns

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

This gnarled and twisted oak staff has numerous thorns growing from its surface. Green vines tightly wind their way up along the shaft. The staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the thorns immediately fall from the staff and it becomes a nonmagical quarterstaff.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *barkskin* (2 charges), *entangle* (1 charge), *speak with plants* (3 charges), *spike growth* (2 charges), or *wall of thorns* (6 charges).

Thorned Strike. When you hit with a melee attack using the staff, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 piercing damage.

Staff of Voices

Staff, rare (requires attunement by a bard, cleric, druid, warlock, or wizard)

The length of this wooden staff is carved with images of mouths whispering, speaking, and screaming. This staff can be wielded as a magic quarterstaff. While holding this staff, you can't be deafened, and you can act normally in areas where sound is prevented, such as in the area of a *silence* spell. Any creature that is not deafened can hear your voice clearly from up to 1,000 feet away if you wish them to hear it.

The staff has 10 charges for the following properties. The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the mouths carved into the staff give a collective sigh and close, and the staff becomes a nonmagical quarterstaff.



Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *divine word* (7 charges), *magic mouth* (2 charges), *speak with animals* (1 charge), *speak with dead* (3 charges), *speak with plants* (3 charges), or *word of recall* (6 charges). You can also use an action to cast the *vicious mockery* cantrip from the staff without using any charges.

Thunderous Shout. While holding the staff, you can use an action to expend 1 charge and release a chorus of mighty shouts in a 15-foot cone from it. Each creature in the area must make a Constitution saving throw. On a failure, a creature takes 2d8 thunder damage and is deafened for 1 minute. On a success, a creature takes half the damage and is deafened until the end of its next turn. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Staff of Winter and Ice

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

This pure white, pine staff is topped with an ornately faceted shard of ice. The entire staff is cold to the touch. You have resistance to cold damage while you hold this staff.

The staff has 20 charges for the following properties. It regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its resistance to cold damage but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *Boreas's breath** (2 charges), *cone of cold* (5 charges), *curse of Boreas** (6 charges), *ice storm* (4 charges), *flurry** (1 charge), *freezing fog** (3 charges), *freezing sphere* (6 charges), *frostbite** (5 charges), *frozen razors** (3 charges), *gliding step** (1 charge), *sleet storm* (3 charges), *snow boulder** (4 charges), *triumph of ice** (7 charges), or *wall of ice* (6 charges). You can also use an action to cast the *chill touch* or *ray of frost* spell from the staff without using any charges. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*. At the GM's discretion, spells from *Deep Magic for 5th Edition* can be replaced with other spells of similar levels and similarly related to ice, snow, or wintry weather.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If

you fail to avoid the effect, you take cold damage equal to 16 × the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of cold damage based on how far away it is from the point of origin as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 × the number of charges in the staff
11 to 20 ft. away	6 × the number of charges in the staff
21 to 30 ft. away	4 × the number of charges in the staff

Stone Staff

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

Sturdy and smooth, this impressive staff is crafted from solid stone. Most stone staves are crafted by dwarf mages and few ever find their way into non-dwarven hands. The staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *earthskimmer** (4 charges), *entomb** (6 charges), *flesh to stone* (6 charges), *meld into stone* (3 charges), *stone shape* (4 charges), *stoneskin* (4 charges), or *wall of stone* (5 charges). You can also use an action to cast the *pummelstone** or *true strike* spell from the staff without using any charges. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, hundreds of cracks appear across the staff's surface and it crumbles into tiny bits of stone.

Stonedrift Staff

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

This staff is fashioned from petrified wood and crowned with a raw chunk of lapis lazuli veined with gold. The staff can be wielded as a magic quarterstaff.

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff crumbles to dust and is destroyed.



Spells. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *animate objects* (only stone objects, 5 charges), *earthquake* (8 charges), *passwall* (only stone surfaces, 5 charges), or *stone shape* (4 charges).

Elemental Speech. You can speak and understand Primordial while holding this staff.

Favor of the Earthborn. While holding the staff, you have advantage on Charisma checks made to influence earth elementals or other denizens of the Plane of Earth.

Stone Glide. If the staff has at least 1 charge, you have a burrowing speed equal to your walking speed, and you can burrow through earth and stone while holding this staff. While doing so, you don't disturb the material you move through.

Stygian Crook

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

This staff of gnarled, rotted wood ends in a hooked curvature like a twisted shepherd's crook. The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *bestow curse* (3 charges), *blight* (4 charges), *contagion* (5 charges), *false life* (1 charge), or *hallow* (5 charges).

The staff regains 1d6 + 4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff turns to live maggots and is destroyed.

Umbral Band

Ring, uncommon (requires attunement)

This blackened steel ring is cold to the touch. While wearing this ring, you have darkvision out to a range of 30 feet, and you have advantage on Dexterity (Stealth) checks while in an area of dim light or darkness.

Umbral Staff

Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)

Made of twisted darkwood and covered in complex runes and sigils, this powerful staff seems to emanate darkness. You have resistance to radiant damage while you hold this staff.

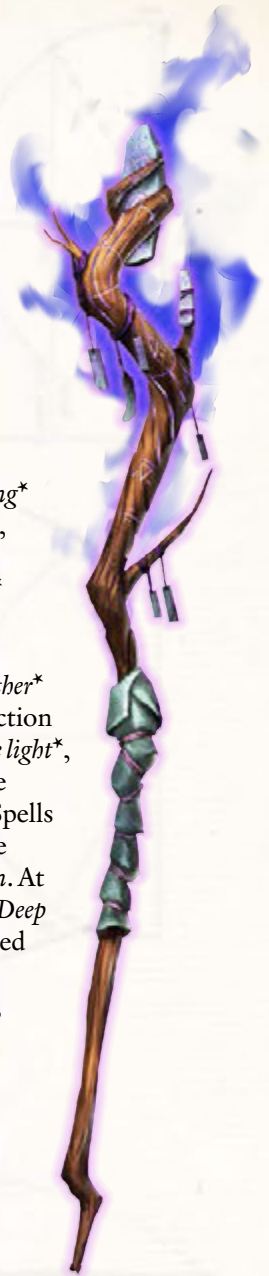
The staff has 20 charges for the following properties. It regains 2d8 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff retains its ability to cast the *claws of darkness**, *douse light**, and *shadow blindness** spells but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *become nightwing** (6 charges), *black hand** (4 charges), *black ribbons** (1 charge), *black well** (6 charges), *cloak of shadow** (1 charge), *darkvision* (2 charges), *darkness* (2 charges), *dark dementing** (5 charges), *dark path** (2 charges), *darkbolt** (2 charges), *encroaching shadows** (6 charges), *night terrors** (4 charges), *shadow armor** (1 charge), *shadow hands** (1 charge), *shadow puppets** (2 charges), or *slither** (2 charges). You can also use an action to cast the *claws of darkness**, *douse light**, or *shadow blindness** spell from the staff without using any charges. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*. At the GM's discretion, spells from *Deep Magic for 5th Edition* can be replaced with other spells of similar levels and similarly related to darkness, shadows, or terror.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion of darkness (as the *darkness* spell) that expands to fill a 30-foot-radius sphere centered on it.

You have a 50 percent chance to instantly travel to the Plane of Shadow, avoiding the explosion. If you fail to avoid the effect, you take necrotic damage equal to 16 × the number of charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of origin as shown in the following table. On a successful save, a creature takes half as much damage.

Distance from Origin	Damage
10 ft. away or closer	8 × the number of charges in the staff
11 to 20 ft. away	6 × the number of charges in the staff
21 to 30 ft. away	4 × the number of charges in the staff



Unseelie Staff

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

This ebony staff is decorated in silver and topped with a jagged piece of obsidian. This staff can be wielded as a magic quarterstaff. While holding the staff, you have advantage on Charisma checks made to influence or interact socially with fey creatures.

The staff has 10 charges for the following properties. The staff regains 1d6 + 4 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff dissolves into a shower of powdery snow, which blows away in a sudden, chill wind.

Rebuke Fey. When you hit a fey creature with a melee attack using the staff, you can expend 1 charge to deal an extra 2d6 necrotic damage to the target. If the fey has a good alignment, the extra damage increases to 4d6, and the target must succeed on a DC 15 Wisdom saving throw or be frightened of you until the start of your next turn.

Spells. While holding this staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *charm person* (1 charge), *conjure woodland beings* (4 charges), *confusion* (4 charges), *invisibility* (2 charges), or *teleport* (7 charges). You can also use an action to cast the *vicious mockery* cantrip from the staff without using any charges.

Voidwalker

Ring, legendary (requires attunement)

This band of tarnished silver bears no ornament or inscription, but it is icy cold to the touch. The patches of dark corrosion on the ring constantly, but subtly, move and change; though, this never occurs while anyone observes the ring.

While wearing *Voidwalker*, you gain the benefits of a *ring of free action* and a *ring of resistance* (cold). It has the following additional properties.

Forbidden Lore. *Voidwalker* knows a great deal about esoteric and dark topics, and grants you the following skill modifiers: Arcana +8, History +8, Religion +8.

Necrotic Absorption. When you would take necrotic damage, you can use your reaction to absorb the damage instead. You regain hit points equal to the necrotic damage you would have otherwise taken.

Void Step. You can use the ring to cast *misty step* at will. Instead of a puff of mist, you fade and reappear in a black smear in the air.

Sentience. *Voidwalker* is a sentient neutral evil ring with an Intelligence of 14, a Wisdom of 12, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet. The ring communicates telepathically with its wearer and can also speak Abyssal, Common, Infernal, and Void Speech. It constantly whispers suggestions for its wearer to find

new pathways to the Void, often as a means to solve any problem or dilemma the wearer faces.

Personality. *Voidwalker* is an obsequious thing that takes great pains to cater to the desires of its wearer. It comports itself as an advisor, majordomo, or other high-ranking servant. In truth, its purpose is to return to the Void and to take a mortal “master” with it. Conflict arises if its wearer tries to seal a breach or gateway into the Void or to discard the ring.

The ring is clever and knows that most mortals want nothing to do with the Void directly. It also knows that most of the creatures with strength enough to claim it will end up in dire straits sooner or later. It doesn't overplay its hand trying to push a master to take a plunge into the depths of the Void, but instead makes itself as indispensable as possible. It provides counsel and protection, all the while subtly pushing its master to take greater and greater risks.

Once it's maneuvered its wearer into a position of desperation, generally on the brink of death, *Voidwalker* offers a way out. If the master accepts, it opens a gate into the Void, most likely sealing the creature's doom.

Wand of Accompaniment

Wand, very rare (requires attunement)

Tiny musical notes have been etched into the sides of this otherwise plain, wooden wand. It has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand disintegrates with a small bang.

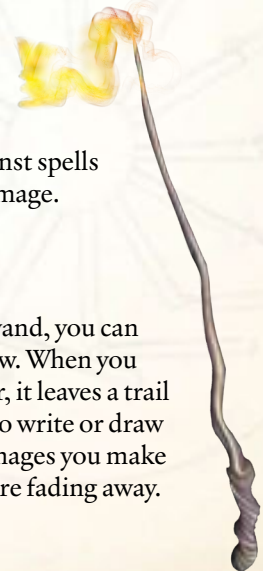
Dance. While holding the wand, you can use an action to expend 3 charges to cast the *irresistible dance* spell (save DC 17) from it. If the target is in the area of the Song property of this wand, it has disadvantage on the saving throw.

Song. While holding the wand, you can use an action to expend 1 charge to cause the area within a 30-foot radius of you to fill with music for 1 minute. The type of music played is up to you, but it is performed flawlessly. Each creature in the area that can hear the music has advantage on saving throws against being deafened and against spells and effects that deal thunder damage.

Wand of Air Glyphs

Wand, common

While holding this thin, metal wand, you can use action to cause the tip to glow. When you wave the glowing wand in the air, it leaves a trail of light behind it, allowing you to write or draw on the air. Whatever letters or images you make hang in the air for 1 minute before fading away.



Wand of Bristles

Wand, rare (requires attunement)

This wand is made from the bristles of a giant boar bound together with magical, silver thread. It weighs 1 pound and is 8 inches long. The wand has a strong boar musk scent to it, which is difficult to mask and is noticed by any creature within 10 feet of you that possesses the Keen Smell trait. The wand is comprised of 10 individual bristles, and as long as the wand has 1 bristle, it regrows 2 bristles daily at dawn. While holding the wand, you can use your action to remove bristles to cause one of the following effects.

Ghostly Charge (3 bristles). You toss the bristles toward one creature you can see. A phantom giant boar charges 30 feet toward the creature. If the phantom's path connects with the creature, the target must succeed on a DC 15 Dexterity saving throw or take 2d8 force damage and be knocked prone.

Truffle (2 bristles). You plant the bristles in the ground to conjure up a magical truffle. Consuming the mushroom restores 2d8 hit points.

Wand of Depth Detection

Wand, common

This simple wooden wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. While holding it, you can use an action to expend 1 charge and point it at a body of water or other liquid. You learn the liquid's deepest point or its average depth (your choice). In addition, you can use an action to expend 1 charge while you are submerged in a liquid to determine how far you are beneath the liquid's surface.

Wand of Direction

Wand, common

This crooked, twisting wand is crafted of polished ebony with a small, silver arrow affixed to its tip. The wand has 3 charges. While holding it, you can expend 1 charge as an action to make the wand remember your path for up to 1,760 feet of movement. You can increase the length of the path the wand remembers by 1,760 feet for each additional charge you expend. When you expend a charge to make the wand remember your current path, the wand forgets the oldest path of up to 1,760 feet that it remembers.

If you wish to retrace your steps, you can use a bonus action to activate the wand's arrow. The arrow guides you, pointing and mentally tugging you in the direction you should go. The wand's magic allows you to backtrack with complete accuracy despite being lost, unable to see, or similar hindrances against finding your way. The wand can't counter or dispel magic effects that cause you to become lost or misguided, but it can guide you back in spite of some magic hindrances, such as guiding you through the area of a *darkness* spell or guiding you if you had

activated the wand then forgotten the way due to the effects of the *modify memory* spell on you.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a roll of 1, the wand straightens and the arrow falls off, rendering it nonmagical.

Wand of Drowning

Wand, very rare

This wand appears to be carved from the bones of a large fish, which have been cemented together. The wand has 3 charges and regains 1d3 expended charges daily at dawn.

While holding this wand, you can use an action to expend 1 charge to cause a thin stream of seawater to spray toward a creature you can see within 60 feet of you. If the target can breathe only air, it must succeed on a DC 15 Constitution saving throw or its lungs fill with rancid seawater and it begins drowning. A drowning creature chokes for a number of rounds equal to its Constitution modifier (minimum of 1 round). At the start of its turn after its choking ends, the creature drops to 0 hit points and is dying, and it can't regain hit points or be stabilized until it can breathe again. A successful DC 15 Wisdom (Medicine) check removes the seawater from the drowning creature's lungs, ending the effect.

Wand of Extinguishing

Wand, common

This charred and blackened wooden wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to extinguish a nonmagical flame within 10 feet of you that is no larger than a small campfire. The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of ignition* (see page 101).

Wand of Fermentation

Wand, uncommon

Fashioned out of oak, this wand appears heavily stained by an unknown liquid. The 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 explodes in a puff of black smoke and is destroyed.

While holding the wand, you can use an action and expend 1 or more of its charges to transform nonmagical liquid, such as blood, apple juice, or water, into an alcoholic beverage. For each charge you expend, you transform up to 1 gallon of nonmagical liquid into an equal amount of beer, wine, or other spirit. The alcohol transforms back into its original form if it hasn't been consumed within 24 hours of being transformed.

Wand of Flame Control

Wand, common

This wand is fashioned from a branch of pine, stripped of bark and beaded with hardened resin. The wand has 3 charges. If you use the wand as an arcane focus while casting a spell that deals fire damage, you can expend 1 charge as part of casting the spell to increase the spell's damage by 1d4.

In addition, while holding the wand, you can use an action to expend 1 of its charges to cause one of the following effects:

- Change the color of any flames within 30 feet.
- Cause a single flame to burn lower, halving the range of light it sheds but burning twice as long.
- Cause a single flame to burn brighter, doubling the range of the light it sheds but halving its duration.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand bursts into flames and burns to ash in seconds.

Wand of Giggles

Wand, common

This wand is tipped with a feather. The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and point the wand at a humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to giggle for 1 minute. Giggling doesn't prevent a target from taking actions or moving.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of tears* (see page 102).

Wand of Guidance

Wand, common

This slim, metal wand is topped with a cage shaped like a three-sided pyramid. An eye of glass sits within the pyramid. The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *guidance* spell from it. The wand regains all expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of resistance* (see page 102).

Wand of Harrowing

Wand, rare (requires attunement)

The tips of this twisted wooden wand are exceptionally withered. The wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand disintegrates into useless white powder.



Affliction. While holding the wand, you can use an action to expend 1 charge to cause a creature you can see within 60 feet of you to become afflicted with unsightly, weeping sores. The target must succeed on a DC 15 Constitution saving throw or have disadvantage on all Dexterity and Charisma checks for 1 minute. An afflicted creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pain. While holding the wand, you can use an action to expend 3 charges to cause a creature you can see within 60 feet of you to become wracked with terrible pain. The target must succeed on a DC 15 Constitution saving throw or take 4d6 necrotic damage, and its movement speed is halved for 1 minute. A pained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself a success. If the target is also suffering from the Affliction property of this wand, it has disadvantage on the saving throw.

Wand of Ignition

Wand, common

The cracks in this charred and blackened wooden wand glow like live coals, but the wand is merely warm to the touch. The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to set fire to one flammable object or collection of material (a stack of paper, a pile of kindling, or similar) within 10 feet of you that is Small or smaller. The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of extinguishing* (see page 100).

Wand of Plant Destruction

Wand, rare (requires attunement)

This wand of petrified wood has 7 charges. While holding it, you can use an action to expend up to 3 of its charges to harm a plant or plant creature you can see within 30 feet of you. The target must make a DC 15 Constitution saving throw, taking 2d8 necrotic damage for each charge you expended on a failed save, or half as much damage on a successful one.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shatters and is destroyed.

Wand of Relieved Burdens

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and touch a creature with the wand. If the creature is blinded, charmed, deafened, frightened, paralyzed, poisoned, or stunned, the condition is removed from the creature and transferred to you. You suffer the condition for the remainder of its duration or until it is removed.

The wand 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 to dust and is destroyed.

Wand of Resistance

Wand, common

This slim, wooden wand is topped with a small, spherical cage, which holds a pyramid-shaped piece of hematite. The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *resistance* spell. The wand regains all expended charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of guidance* (see page 101).

Wand of Revealing

Wand, uncommon

Crystal beads decorate this wand, and a silver hand, index finger extended, caps it. The wand has 3 charges and regains all expended charges daily at dawn. While holding it, you can use an action to expend 1 of the wand's charges to reveal one creature or object within 120 feet of you that is either invisible or ethereal. This works like the *see invisibility* spell, except it allows you to see only that one creature or object. That creature or object remains visible as long as it remains within 120 feet of you. If more than one invisible or ethereal creature or object is in range when you use the wand, it reveals the nearest creature or object, revealing invisible creatures or objects before ethereal ones.

Wand of Tears

Wand, common

The top half of this wooden wand is covered in thorns. The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and point the wand at a humanoid you can see within 30 feet of you. The target must succeed on a DC 10 Charisma saving throw or be forced to cry for 1 minute. Crying doesn't prevent a target from taking actions or moving.

The wand regains all expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into a *wand of giggles* (see page 101).

Wand of the Timekeeper

Wand, rare (requires attunement)

This smoothly polished wooden wand is perfectly balanced in the hand. Its grip is wrapped with supple leather strips, and its length is decorated with intricate arcane symbols. When you use it while playing a drum, you have advantage on Charisma (Performance) checks. The wand has 5 charges for the following properties. It regains 1d4 + 1 charges daily at dawn.

Erratic. While holding the wand, you can use an action to expend 2 charges to force one creature you can see to re-roll its initiative at the end of each of its turns for 1 minute. An unwilling creature that succeeds on a DC 15 Wisdom saving throw is unaffected.

Synchronize. While holding the wand, you can use an action to expend 1 charge to choose one creature you can see who has not taken its turn this round. That creature takes its next turn immediately after yours regardless of its turn in the Initiative order. An unwilling creature that succeeds on a DC 15 Wisdom saving throw is unaffected.

Wand of Treasure Finding

Wand, rare (requires attunement)

This wand is adorned with gold and silver inlay and topped with a faceted crystal. The wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For 1 minute, you know the direction and approximate distance of the nearest mass or collection of precious metals or minerals within 60 feet. You can concentrate on a specific metal or mineral, such as silver, gold, or diamonds. If the specific metal or mineral is within 60 feet, you are able to discern all locations in which it is found and the approximate amount in each location. The wand's magic can penetrate most barriers, but it is blocked by 3 feet of wood or dirt, 1 foot of stone, 1 inch of common metal, or a thin sheet of lead. The effect ends if you stop holding the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand turns to lead and becomes nonmagical.

Wand of Vapors

Wand, rare (requires attunement by a spellcaster)

Green gas swirls inside this slender, glass wand. The wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shatters into hundreds of crystalline fragments, and the gas within it dissipates.

Fog Cloud. While holding the wand, you can use an action to expend 1 or more of its charges to cast the *fog cloud* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Gaseous Escape. When you are attacked while holding this wand, you can use your reaction to expend 3 of its charges to transform yourself and everything you are wearing and carrying into a cloud of green mist until the start of your next turn. While you are a cloud of green mist, you have resistance to nonmagical damage, and you can't be grappled or restrained. While in this form, you also can't talk or manipulate objects, any objects you were wearing or holding can't be dropped, used, or otherwise interacted with, and you can't attack or cast spells.

Wand of Windows

Wand, common

This clear, crystal wand has 3 charges. You can use an action to expend 1 charge and touch the wand to any nonmagical object. The wand causes a portion of the object, up to 1-foot square and 6 inches deep, to become transparent for 1 minute. The effect ends if you stop holding the wand.

The wand regains 1d3 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand slowly becomes cloudy until it is completely opaque and becomes nonmagical.

Webbed Staff

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

This staff is carved of ebony and wrapped in a net of silver wire. While holding it, you can't be caught in webs of any sort and can move through webs as if they were difficult terrain. This staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, spidersilk surrounds the staff in a cocoon then quickly unravels itself and the staff, destroying the staff.

Spells. While holding the staff, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *black tentacles* (the tentacles appear as large strands of gray webbing, 4 charges), *spider climb* (2 charges), or *web* (2 charges).

Web Shot. While holding the staff, you can use an action to expend 1 of its charges to shoot a wad of webbing at a target you can see within 60 feet of you. Make a ranged spell attack, using your spellcasting ability. On a hit, the target is restrained by webbing. As an action, the restrained target can make a Strength check against your spell save DC, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).

Wolfbite Ring

Ring, rare (requires attunement)

This heavy iron ring is adorned with the stylized head of a snarling wolf. The ring has 3 charges and regains 1d3 expended charges daily at dawn.

When you make a melee weapon attack while wearing this ring, you can use a bonus action to expend 1 of the ring's charges to deal an extra 2d6 piercing damage to the target. Then, the target must succeed on a DC 15 Strength saving throw or be knocked prone.



Zipline Ring

Ring, uncommon (requires attunement)

This plain gold ring features a magnificent ruby. While wearing the ring, you can use an action to cause a crimson zipline of magical force to extend from the gem in the ring and attach to up to two solid surfaces you can see. Each surface must be within 150 feet of you. Once the zipline is connected, you can use a bonus action to magically travel up to 50 feet along the line between the two surfaces. You can bring along objects as long as their weight doesn't exceed what you can carry.

While the zipline is active, you remain suspended within 5 feet of the line, floating off the ground at least 3 inches, and you can't move more than 5 feet away from the zipline. When you magically travel along the line, you don't provoke opportunity attacks. The hand wearing the ring must be pointed at the line when you magically travel along it, but you otherwise can act normally while the zipline is active. You can use a bonus action to end the zipline.

When the zipline has been active for a total of 1 minute, the ring's magic ceases to function until the next dawn.



Wondrous Items

This chapter contains the wonders and mystery inherent in imbuing the mundane items of the world with magic. From boots whose heavy steps cause earthquakes, to a spicebox filled with magical spices, to an anvil that melts only precious metals, heroes will find everything they need to outfit themselves with all the odds, ends, and gadgets for their journeys.

Accursed Idol

Wondrous item, uncommon (requires attunement)

Carved from a curious black stone of unknown origin, this small totem is fashioned in the macabre likeness of a Great Old One. While attuned to the idol and holding it, you gain the following benefits:

- You can speak, read, and write Deep Speech.
- You can use an action to speak the idol's command word and send otherworldly spirits to whisper in the minds of up to three creatures you can see within 30 feet of you. Each target must make a DC 13 Charisma saving throw. On a failed save, a creature takes 2d6 psychic damage and is frightened of you for 1 minute. On a successful save, a creature takes half as much damage and

isn't frightened. If a target dies from this damage or while frightened, the otherworldly spirits within the idol are temporarily sated, and you don't suffer the effects of the idol's Otherworldly Whispers property at the next dusk. Once used, this property of the idol can't be used again until the next dusk.

- You can use an action to cast the *augury* spell from the idol. The idol can't be used this way again until the next dusk.

Otherworldly Whispers.

You have a 10 percent chance each day at dusk of taking 2d4 psychic damage and becoming incapacitated by fear for 1 minute as terrifying, otherworldly whispers fill your mind.



Air Seed

Wondrous item, uncommon

This plum-sized, nearly spherical sandstone is imbued with a touch of air magic. Typically, 1d4 + 4 *air seeds* are found together.



You can use an action to throw the seed up to 60 feet. The seed explodes on impact and is destroyed. When it explodes, the seed releases a burst of fresh, breathable air, and it disperses gas or vapor and extinguishes candles, torches, and similar unprotected flames within a 10-foot radius of where the seed landed. Each suffocating or choking creature within a 10-foot radius of where the seed landed gains a lung full of air, allowing the creature to hold its breath for 5 minutes. If you break the seed while underwater, each creature within a 10-foot radius of where you broke the seed gains a lung full of air, allowing the creature to hold its breath for 5 minutes.

Alabaster Salt Shaker

Wondrous item, rare

This shaker is carved from purest alabaster in the shape of an owl. It is 7 inches tall and contains enough salt to flavor 25 meals. When the shaker is empty, it can't be refilled, and it becomes nonmagical. When you or another creature eat a meal salted by this shaker, you don't need to eat again for 48 hours, at which point the magic wears off. If you don't eat within 1 hour of the magic wearing off, you gain one level of exhaustion. You continue gaining one level of exhaustion for each additional hour you don't eat.

Alchemical Lantern

Wondrous item, uncommon

This hooded lantern has 3 charges and regains all expended charges daily at dusk. While the lantern is lit, you can use an action to expend 1 charge to cause the lantern to spit gooey alchemical fire at a creature you can see in the lantern's bright light. The lantern makes its attack roll with a +5 bonus. On a hit, the target takes 2d6 fire damage, and it ignites. Until a creature takes an action to douse the fire, the target takes 1d6 fire damage at the start of each of its turns.

Alembic of Unmaking

Wondrous item, very rare

This large alembic is a glass retort supported by a bronze tripod and connected to a smaller glass container by a bronze spout. The bronze fittings are etched with arcane symbols, and the glass parts of the alembic sometimes emit bright, amethyst sparks.

If a magic item is placed inside the alembic and a fire lit beneath it, the magic item dissolves and its magical energy drains into the smaller container.

Artifacts, legendary magic items, and any magic item that won't physically fit into the alembic (anything larger than a shortsword or a cloak) can't be dissolved in this way. Full dissolution and distillation of an item's magical energy takes 1 hour, but 10 minutes is enough time to render most items nonmagical.

If an item spends a full hour dissolving in the alembic, its magical energy coalesces in the smaller container as a lump of material resembling gray-purple, stiff dough known as arcanoplasm. This material is safe to handle and easy to incorporate into new magic items. Using arcanoplasm while creating a magic item reduces the cost of the new item by 10 percent per degree of rarity of the magic item that was distilled into the arcanoplasm.

An *alembic of unmaking* can distill or disenchant one item per 24 hours.

Almanac of Common Wisdom

Wondrous item, common

The dog-eared pages of this thick, weathered tome contain useful advice, facts, and statistical information on a wide range of topics. The topics change to match information relevant to the area where it is currently located. If you spend a short rest consulting the almanac, you treat your proficiency bonus as 1 higher when making any Intelligence, Wisdom, or Charisma skill checks to discover, recall, or cite information about local events, locations, or creatures for the next 4 hours. For example, this almanac's magic can help you recall and find the location of a city's oldest tavern, but its magic won't help you notice a thug hiding in an alley near the tavern.



Amulet of Memory

Wondrous item, rare (requires attunement)

Made of gold or silver, this spherical locket is engraved with two cresting waves facing away from each other while bound in a twisted loop. It preserves a memory to be reexperienced later.

While wearing this amulet, you can use an action to speak the command word and open the locket. The open locket stores what you see and experience

for up to 10 minutes. You can shut the locket at any time (no action required), stopping the memory recording. Opening the locket with the command word again overwrites the contained memory.

While a memory is stored, you or another creature can touch the locket to experience the memory from the beginning. Breaking contact ends the memory early. In addition, you have advantage on any skill check related to details or knowledge of the stored memory.

If you die while wearing the amulet, it preserves you. Your body is affected by the *gentle repose* spell until the amulet is removed or until you are restored to life. In addition, at the moment of your death, you can store any memory into the amulet. A creature touching the amulet perceives the memory stored there even after your death.

Attuning to an *amulet of memory* removes any prior memories stored in it.

Amulet of Sustaining Health

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you need to eat and drink only once every 7 days. In addition, you have advantage on saving throws against effects that would cause you to suffer a level of exhaustion.



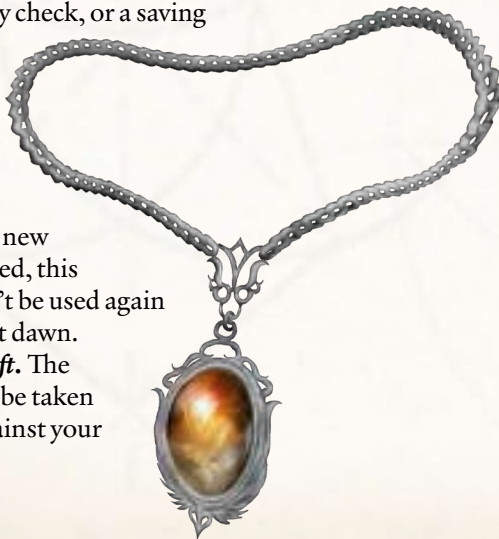
Amulet of the Oracle

Wondrous item, rare (requires attunement)

When you finish a long rest while wearing this amulet, you can choose one cantrip from the cleric spell list. You can cast that cantrip from the amulet at will, using Wisdom as your spellcasting ability for it.

Change Fate. When you fail an attack roll, an ability check, or a saving throw while wearing the amulet, you can reroll the die and must use the new roll. Once used, this property can't be used again until the next dawn.

Eternal Gift. The amulet can't be taken from you against your



will. If you want to part with the amulet, you must donate it willingly. If you exchange the amulet for money or some other good or service, you have disadvantage on Wisdom checks and Wisdom saving throws until the next dawn, at which time the amulet reappears on your person. At the GM's discretion, the amulet can be exchanged in return for a service such as saving a life, rebuilding a burned home, or other selfless service.

Amulet of Whirlwinds

Wondrous item, rare (requires attunement)

This amulet is strung on a brass necklace and holds a piece of djinn magic. The amulet has 9 charges. You can use an action to expend 1 of its charges to create a whirlwind on a point you can see within 60 feet of you. The whirlwind is a 5-foot-radius, 30-foot-tall cylinder of swirling air that lasts as long as you maintain concentration (as if concentrating on a spell).

Any creature other than you that enters the whirlwind must succeed on a DC 15 Strength saving throw or be restrained by it. You can move the whirlwind up to 60 feet as an action, and creatures restrained by the whirlwind move with it. The whirlwind ends if you lose sight of it.

A creature within 5 feet of the whirlwind can pull a creature out of it by taking an action to make a DC 15 Strength check and succeeding. A restrained creature can try to escape by taking an action to make a DC 15 Strength check. On a success, the creature escapes and enters a space of its choice within 5 feet of the whirlwind.

When all of the amulet's charges are expended, the amulet becomes a nonmagical piece of jewelry worth 50 gp.

Angelic Earrings

Wondrous item, uncommon (requires attunement)

These earrings feature platinum loops from which hang bronzed claws from a chamrosh (see *Tome of Beasts* 2), freely given by the angelic hound. While wearing these earrings, you have advantage on Wisdom (Insight) checks to determine if a creature is lying or if it has an evil alignment.

If you cast *detect evil and good* while wearing these earrings, the range increases to 60 feet, and the spell lasts 10 minutes without requiring concentration.

Animated Abacus

Wondrous item, common

If you speak a mathematical equation within 5 feet of this abacus, it calculates the equation and displays the solution. If you are touching the abacus, it calculates only the equations you speak, ignoring all other spoken equations.

Ankh of Aten

Wondrous item, rare

This golden ankh is about 12 inches long and has 5 charges. While holding the ankh by the loop, you can expend 1 charge as an action to fire a beam of brilliant sunlight in a 5-foot-wide, 60-foot-line from the end. Each creature caught in the line must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d8 radiant damage and is blinded until the end of your next turn. On a successful save, it takes half damage and isn't blinded. Undead have disadvantage on this saving throw. The ankh regains 1d4 + 1 expended charges daily at dawn.



Anuraag's Crucible

Wondrous item, artifact

Thousands of years ago, a powerful alkemancer named Anuraag constructed an enormous crucible in his quest to create the perfect organism. He hoped it would bring forth an immortal being that could surpass the limitations imposed by human flesh and surpass even the gods. Anuraag used the crucible to create so many monstrosities that eventually the local deities had to take action against him. The alkemancer was destroyed for his impertinence, and his crucible was sealed away at the bottom of a mighty chasm.

Anuraag's crucible is an enormous object fashioned from white clay and engraved with mystical symbols chased with burnished copper and electrum. The crucible is large enough to hold a single Huge creature, two Large creatures, four Medium creatures, or eight Small ones.

If one or more creatures are placed in the crucible and the crucible is heated over an intense, magical flame, each creature must make a DC 20 Constitution saving throw against the crucible's powerful transmutation magic. If this saving throw fails, the creature's body liquefies and the creature is blinded, deafened, and paralyzed until the transformation is complete. The creature's equipment doesn't dissolve; as a result, most creatures are stripped naked before being placed in the crucible. Over the course of 10 minutes, the liquefied creature transforms into another creature.

If this transformation is interrupted, the transforming creature is slain. It can be brought back to life in its original form by a *resurrection* spell or similar magic.

If the process reaches completion, the creature transforms into another creature as if affected by a *shapechange* spell. The transformed creature must make a successful DC 20 Wisdom saving throw or lose its memory and all its previous abilities, traits,

and features, which are replaced by the blank mind of a newly born version of the creature it transformed into. Whether or not a creature retains its mental faculties, the newly assumed form is permanent. At that point, the creature can regain its former form (and memories and abilities) only through a *wish* spell.

Constructs and undead are immune to the crucible's power, as is any creature that has the Shapechanger trait, such as a doppelganger.

To determine what a creature transforms into, roll a d20 and consult the following table.

d20	Creature	d20	Creature
01	Cat	11	Chimera
02	Ape	12	Griffon
03	Camel	13	Harpy
04	Dire wolf	14	Lamia
05	Giant fly	15	Manticore
06	Giant lizard	16	Spirit naga
07	Giant toad	17	Aboleth
08	Mastiff	18	Gibbering moulder
09	Tiger	19	Gargoyle
10	Basilisk	20	New life form (GM's choice)

Destroying the Crucible. *Anuraag's crucible* can be destroyed if a celestial and a fiend, both of at least challenge rating 15, willingly allow themselves to be transformed at the same time. If this happens, the crucible can't take the burden of transforming both creatures and shatters in a spectacular explosion that deals 20d6 piercing damage to all creatures in a 60-foot radius, or half as much damage with a successful DC 15 Dexterity saving throw.

Apron of the Eager Artisan

Wondrous item, common

Created by dwarven artisans, this leather apron has narrow pockets, which hold one type of artisan's tools.

If you are wearing the apron and you spend 10 minutes contemplating your next crafting project, the tools in the apron magically change to match those best suited to the task. Once you have changed the tools available, you can't change them again until the next dawn.



Arcanaphage Stone

Wondrous item, rare (requires attunement)

Similar to the rocks found in a bird's gizzard, this smooth stone helps an arcanaphage (see *Creature Codex*) digest magic. While you hold or wear the stone, you have advantage on saving throws against spells.

Magic Absorption. When a spellcaster casts a spell within 30 feet of you while you are holding or wearing this stone, you can use a reaction to activate the stone and interrupt the spell. This works like the *counterspell* spell, except the stone must always make a check, regardless of the spell's level. The stone makes the check with a +5 bonus. If the check is successful, the stone increases its Absorption score by 1. Its Absorption score can't exceed 8, and if the stone has Absorption 8, it can no longer be used to interrupt spells. Once used, this property of the stone can't be used again until the next dawn.

Magic Expulsion. You can use an action to throw the stone up to 60 feet. The stone explodes on impact and is destroyed. Each creature within 5 feet per Absorption score of where the stone landed must make a DC 15 Dexterity saving throw, taking 1d6 force damage per Absorption score on a failed save, or half as much damage on a successful one.

Ashes of the Fallen

Wondrous item, rare

Found in a small packet, this coarse, foul-smelling black dust is made from the powdered remains of a celestial. Each packet of the substance contains enough ashes for one use.

You can use an action to throw the dust in a 15-foot cone. Each spellcaster in the cone must succeed on a DC 15 Wisdom saving throw or become cursed for 1 hour or until the curse is ended with a *remove curse* spell or similar magic. Creatures that don't cast spells are unaffected.

A cursed spellcaster must make a DC 15 Wisdom saving throw each time it casts a spell. On a success, the spell is cast normally. On a failure, the spellcaster casts a different, randomly chosen spell of the same level or lower from among the spellcaster's prepared or known spells. If the spellcaster has no suitable spells available, no spell is cast.

Aurochs Bracers

Wondrous item, uncommon (requires attunement)

These bracers have the graven image of a bull's head on them. Your Strength score is 19 while you wear these bracers. It has no effect on you if your Strength

is already 19 or higher. In addition, when you use the Attack action to shove a creature, you have advantage on the Strength (Athletics) check.

Baba Yaga's Cinderskull

Wondrous item, rare (requires attunement)

Warm to the touch, this white, dry skull radiates dim, orange light from its eye sockets in a 30-foot radius. While attuned to the skull, you only require half of the daily food and water a creature of your size and type normally requires. In addition, you can withstand extreme temperatures indefinitely, and you automatically succeed on saving throws against extreme temperatures.

Scorching Skull. While holding the skull, you can use an action to cast a 3rd-level *scorching ray* from it. When you make the spell's attacks, you do so with an attack bonus of +7. The skull can't be used in this way again until the next dawn.



Bag of Bramble Beasts

Wondrous item, uncommon

This ordinary bag, made from green cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, spiky object. The bag weighs 1/2 pound.

You can use an action to pull the spiky object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the below table. The creature is a bramble version (see sidebar) of the beast listed in the table. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three spiky objects have been pulled from the bag, the bag can't be used again until the next dawn.

Alternatively, one willing animal companion or familiar can be placed in the bag for 1 week. A non-beast animal companion or familiar that is placed in the bag is treated as if it had been placed into a *bag of holding* and can be removed from the bag at any time. A beast animal companion or familiar disappears once placed in the bag, and the bag's magic is



BRAMBLE CREATURE TEMPLATE

Only a beast can become a bramble creature. It retains all its statistics except as noted below.

Type. The creature's type changes from beast to plant.

Vulnerabilities. The creature is vulnerable to fire damage.

Resistances. The creature has resistance to piercing damage from nonmagical attacks.

Immunities. The creature has immunity to poison.

Condition Immunities. The creature can't be poisoned.

Senses. The creature has tremorsense with a radius of 10 feet.

New Trait: Thorn Body. A creature that touches the bramble creature or hits it with a melee attack while within 5 feet of it takes 4 (1d8) piercing damage.

dormant until the week is up. At the end of the week, the animal companion or familiar exits the bag as a bramble creature (see the template in the sidebar) and can be returned to its original form only with a *wish*. The creature retains its status as an animal companion or familiar after its transformation and can choose to activate or deactivate its Thorn Body trait as a bonus action. A transformed familiar can be re-summoned with the *find familiar* spell. Once the bag has been used to change an animal companion or familiar into a bramble creature, it becomes an ordinary, nonmagical bag.



Id8	Creature
1	Weasel
2	Giant rat
3	Badger
4	Boar
5	Panther
6	Giant badger

Bag of Traps

Wondrous item, rare

Anyone reaching into this apparently empty bag feels a small coin, which resembles no known currency. Removing the coin and placing or tossing it up to 20 feet creates a random mechanical trap that remains for 10 minutes or until discharged or disarmed, whereupon it disappears. The coin returns to the bag only after the trap disappears. You may draw up to 10 traps from the bag each week. The GM has the statistics for mechanical traps.

Bagpipes of Battle

Wondrous item, uncommon (requires attunement)

Inspire friends and strike fear in the hearts of your enemies with the drone of valor and the shrill call of martial might!

You must be proficient with wind instruments to use these bagpipes. You can use an action to play them and create a fearsome and inspiring tune. Each

ally within 60 feet of you that can hear the tune gains a d12 Bardic Inspiration die for 10 minutes. Each creature within 60 feet of you that can hear the tune and that is hostile to you must succeed on a DC 15 Wisdom saving throw or be frightened of you for 1 minute. A hostile creature has disadvantage on this saving throw if it is within 5 feet of you or your ally. A frightened creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once used, the bagpipes can't be used in this way again until the next dawn.

Baleful Wardrums

Wondrous item, uncommon (requires attunement)

You must be proficient with percussion instruments to use these drums. The drums have 3 charges. You can use an action to play them and expend 1 charge to create a baleful rumble. Each creature of your choice within 60 feet of you that hears you play must succeed on a DC 13 Wisdom saving throw or have disadvantage on its next weapon or spell attack roll. A creature that succeeds on its saving throw is immune to the effect of these drums for 24 hours. The drum regains 1d3 expended charges daily at dawn.

Band of Iron Thorns

*Wondrous item, rare
(requires attunement)*

This black iron armband bristles with long, needle-sharp iron thorns. When you attune to the armband, the thorns bite into your flesh. The armband doesn't function unless the thorns pierce your skin and are able to reach your blood.

While wearing the band, after you roll a saving throw but before the GM reveals if the roll is a success or failure, you can use your reaction to expend one Hit Die. Roll the die, and add the number rolled to your saving throw.

**Bandana of Brachiation**

Wondrous item, uncommon (requires attunement)

While wearing this bright yellow bandana, you have a climbing speed of 30 feet, and you gain a +5 bonus to Strength (Athletics) and Dexterity (Acrobatics) checks to jump over obstacles, to land on your feet, and to land safely on a breakable or unstable surface, such as a tree branch or rotting wooden rafters.

Bandana of Bravado

Wondrous item, uncommon (requires attunement)

While wearing this bright red bandana, you have advantage on Charisma (Intimidation) checks and on saving throws against being frightened.

Bands of Restraint

Wondrous item, uncommon

These simple leather straps are nearly unbreakable when used as restraints. If you spend 1 minute tying a Small or Medium creature's limbs with these straps, the creature is restrained (escape DC 17) until it escapes or until you speak a command word to release the straps. While restrained by these straps, the target has disadvantage on Strength checks.

Banner of the Fortunate

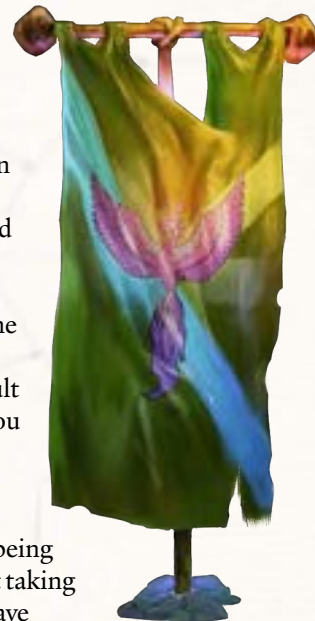
Wondrous item, uncommon (requires attunement)

While holding this banner aloft with one hand, you can use an action to inspire creatures nearby. Each creature of your choice within 60 feet of you that can see the banner has advantage on its next attack roll. The banner can't be used this way again until the next dawn.

Battle Standard of Passage

Wondrous item, uncommon

This battle standard hangs from a 4-foot-long pole and bears the colors and heraldry of a long-forgotten nation. You can use an action to plant the pole in the ground, causing the standard to whip and wave as if in a breeze. Choose up to six creatures within 30 feet of the standard, which can include yourself. Nonmagical difficult terrain costs the creatures you chose no extra movement. In addition, each creature you chose can pass through nonmagical plants without being slowed by them and without taking damage from them if they have thorns, spines, or a similar hazard.



The standard stops waving and the effect ends after 10 minutes, or when a creature uses an action to pull the pole from the ground. The standard can't be used this way again until the next dawn.

Bead of Exsanguination

Wondrous item, rare

This small, black bead measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 1 beads of exsanguination are found together. When thrown, the bead absorbs hit points from creatures near its impact site, damaging them. A bead can store up to 50 hit points at a time. When found, a bead contains 2d10 stored hit points.

You can use an action to throw the bead up to 60 feet. Each creature within a 20-foot radius of where the bead landed must make a DC 15 Constitution saving throw, taking 3d6 necrotic damage on a failed save, or half as much damage on a successful one. The bead stores hit points equal to the necrotic damage dealt. The bead turns from black to crimson the more hit points are stored in it.

If the bead absorbs 50 hit points or more, it explodes and is destroyed. Each creature within a 20-foot radius of the bead when it explodes must

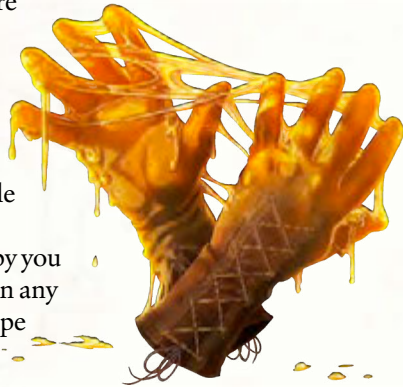
make a DC 15 Dexterity saving throw, taking 6d6 necrotic damage on a failed save, or half as much damage on a successful one.

If you are holding the bead, you can use a bonus action to determine if the bead is below or above half its maximum stored hit points. If you hold and study the bead over the course of 1 hour, which can be done during a short rest, you know exactly how many hit points are stored in the bead.

Bear Paws

Wondrous item, uncommon (requires attunement)

These hand wraps are made of flexible beeswax that ooze sticky honey. While wearing these gloves, you have advantage on grapple checks. In addition, creatures grappled by you have disadvantage on any checks made to escape your grapple.



Bed of Spikes

Wondrous item, rare

This wide, wooden plank holds hundreds of two-inch long needle-like spikes. When you finish a long rest on the bed, you have resistance to piercing damage and advantage on Constitution saving throws to maintain your concentration on spells you cast for 8 hours or until you finish a short or long rest. Once used, the bed can't be used again until the next dusk.

Belt of the Wilds

Wondrous item, uncommon (requires attunement)

This thin cord is made from animal sinew. While wearing the cord, you have advantage on Wisdom (Survival) checks to follow tracks left by beasts, giants, and humanoids. While wearing the belt, you can use a bonus action to speak the belt's command word. If you do, you leave tracks of the animal of your choice instead of your regular tracks. These tracks can be those of a Large or smaller beast with a CR of 1 or lower, such as a pony, rabbit, or lion. If you repeat the command word, you end the effect.



Beast Disguise. While wearing the belt and leaving beast tracks, you can speak a command word to make your physical appearance match the tracks you leave. This illusion covers you and moves with you, walking, standing, or otherwise moving as you desire. It lasts

as long as you concentrate (as if concentrating on a spell), up to 10 minutes. The changes wrought by this illusion don't hold up to physical inspection. For example, if you use this illusion to appear like a lion, the hand of someone who reaches out to touch the lion would pass through the larger creature's body, feeling nothing. To discern you are disguised, a creature can use its action to inspect your appearance and must succeed on a DC 13 Intelligence (Investigation) check. Once used, this property can't be used again until the next dawn.

Berserker's Kilt

Wondrous item, rarity varies (requires attunement by a barbarian)

This kilt is made from bear, elk, or wolf fur. While wearing this kilt, your Unarmored Defense increases by 1, and you gain additional benefits while raging, depending on the type of kilt you are wearing.

Bear Fur (Very Rare). This kilt empowers your rage with the vigor of a bear. When you enter a rage, you gain 20 temporary hit points. These temporary hit points last until your rage ends.

Elk Fur (Rare). This kilt empowers your rage with the nimble ferocity of an elk. While raging, if you move at least 30 feet straight toward a target and then hit it with a melee weapon attack on the same turn, the target takes an extra 1d6 damage of the weapon's type.

Wolf Fur (Uncommon). This kilt empowers your rage with the speed of a wolf. While raging, your walking speed increases by 10 feet.

Bituminous Orb

Wondrous item, very rare (requires attunement)

A tarlike substance leaks continually from this orb, which radiates a cloying darkness and emanates an unnatural chill. While attuned to the orb, you have darkvision out to a range of 60 feet. In addition, you have immunity to necrotic damage, and you have advantage on saving throws against spells and effects that deal radiant damage.

This orb has 6 charges and regains 1d6 daily at dawn. You can expend 1 charge as an action to lob some of the orb's viscous darkness at a creature you can see within 60 feet of you. The target must succeed on a DC 15 Dexterity saving throw or be grappled (escape DC 15). Until this grapple ends, the creature is blinded and takes 2d8 necrotic damage at the start of each of its turns, and you can use a bonus action to move the grappled creature up to 20 feet



in any direction. You can't move the creature more than 60 feet away from the orb. Alternatively, you can use an action to expend 2 charges and crush the grappled creature. The creature must make a DC 15 Constitution saving throw, taking 6d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

You can end the grapple at any time (no action required). The orb's power can grapple only one creature at a time.

Black Phial

Wondrous item, uncommon

This black stone phial has a tightly fitting stopper and 3 charges. As an action, you can fill the phial with blood taken from a living, or recently deceased (dead no longer than 1 minute), humanoid and expend 1 charge. When you do so, the *black phial* transforms the blood into a *potion of greater healing*. A creature who drinks this potion must succeed on a DC 12 Constitution saving throw or be poisoned for 1 hour.

The phial regains 1d3 expended charges daily at midnight. If you expend the phial's last charge, roll a d20. On a 1, the phial crumbles into dust and is destroyed.

Blessed Pauper's Purse

Wondrous item, common (requires attunement)

This worn cloth purse appears empty, even when opened, yet seems to always have enough copper pieces in it to make any purchase of urgent necessity when you dig inside. The purse produces enough copper pieces to provide for a poor lifestyle. In addition, if anyone asks you for charity, you can always open the purse to find 1 or 2 cp available to give away. These coins appear only if you truly intend to gift them to one who asks.

Blinding Lantern

Wondrous item, uncommon

This ornate brass lantern comes fitted with heavily inscribed plates shielding the cut crystal lens. With a flick of a lever, as an action, the plates rise and unleash a dazzling array of lights at a single target within 30 feet.

You must use two hands to direct the lights precisely into the eyes of a foe. The target must succeed on a DC 11 Wisdom saving throw or be blinded until the end of its next turn. A creature blinded by the lantern is immune to its effects for 1 minute afterward. This property can't be used in a brightly lit area.



By opening the shutter on the opposite side, the device functions as a normal bullseye lantern, yet illuminates magically, requiring no fuel and giving off no heat.

Blood Mark

Wondrous item, uncommon

Used as a form of currency between undead lords and the humanoids of their lands, this coin resembles a gold ring with a single hole in the center. It holds 1 charge, visible as a red glow in the center of the coin. While holding the coin, you can use an action to expend 1 charge and regain 1d3 hit points. At the same time, the humanoid who pledged their blood to the coin takes necrotic damage and reduces their hit point maximum by an equal amount. This reduction lasts until the creature finishes a long rest. It dies if this reduces its hit point maximum to 0. You can expend the charges in up to 5 *blood marks* as part of the same action.

To replenish an expended charge in a blood mark, a humanoid must pledge a pint of their blood in a 10-minute ritual that involves letting a drop of their blood fall through the center of the coin. The drop disappears in the process and the center fills with a red glow. There is no limit to how much blood a humanoid may pledge, but each coin can hold only 1 charge. To pledge more, the humanoid must perform the ritual on another *blood mark*.

Any person foolish enough to pledge more than a single blood coin might find the coins all redeemed at once, since such redemptions often happen at great blood feasts held by vampires and other undead.

Blood Pearl

Wondrous item, uncommon

This crimson pearl feels slick to the touch and contains a mote of blood imbued with malign purpose. As an action, you can break the pearl, destroying it, and conjure a blood elemental (see *Creature Codex*) for 1 hour. The elemental is friendly to you and your companions for the duration. Roll initiative for the elemental, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the elemental, it defends itself from hostile creatures but otherwise takes no actions.



Bloodpearl Bracelet

Wondrous item, uncommon (silver) or very rare (gold)

This silver or gold bracelet features three red pearls. You can use an action to remove a pearl and throw it up to 20 feet. When the pearl lands, it transforms into

an ooze you determine by rolling a d6 and consulting the table that corresponds to the bracelet's color. The ooze vanishes at the next dawn or when it is reduced to 0 hit points.

When you throw a pearl, your hit point maximum is reduced by the amount listed in the Blood Price column. This reduction can't be removed with the *greater restoration* spell or similar magic and lasts until the ooze vanishes or is reduced to 0 hit points.

The ooze is friendly to you and your companions and acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the ooze acts in a fashion appropriate to its nature.

Once all three pearls have been used, the bracelet can't be used again until the next dawn when the pearls regrow.

SILVER BLOODPEARL BRACELET

d6	Ooze	CR	Blood Price
1	Dipsa*	1/4	5 hp
2	Treacle*	1/4	5 hp
3	Gray Ooze	1/2	5 hp
4	Alchemical Apprentice+	1	7 (2d6)
5	Suppurating Ooze+	1	7 (2d6)
6	Gelatinous Cube	2	10 (3d6)

GOLD BLOODPEARL BRACELET

d6	Ooze	CR	Blood Price
1	Philosopher's Ghost+	4	17 (5d6)
2	Ink Guardian+	4	17 (5d6)
3	Black Pudding	4	17 (5d6)
4	Corrupting Ooze*	5	21 (6d6)
5	Blood Ooze+	6	24 (7d6)
6	Ruby Ooze+	6	24 (7d6)

* indicates a creature from the *Tome of Beasts*

+ indicates a creature from the *Creature Codex*

Bloodwhisper Cauldron

Wondrous item, very rare (requires attunement by a creature of evil alignment)

This ancient, oxidized cauldron sits on three stubby legs and has images of sacrifice and ritual cast into its iron sides. When filled with concoctions that contain blood, the bubbling cauldron seems to whisper secrets of ancient power to those bold enough to listen. While filled with blood, the cauldron has the following properties. Once filled, the cauldron can't be refilled again until the next dawn.

Destruction. As an action, you can force the cauldron to spew a miasma of vaporous blood in a 30-foot cone. Each creature in the area must make a DC 15 Constitution saving throw. On a failure, a creature takes 4d4 necrotic damage and is poisoned for 1 minute. On a success, a creature takes half the damage and isn't poisoned. A poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The cauldron contains enough liquid to use this property up to 3 times before it needs to be refilled with blood.

Restoration. As an action, you can drink from the cauldron. If you do, you regain 20 hit points, are cured of any diseases and levels of exhaustion, and you regain all expended spell slots and class features as if you had completed a long rest. Once used, this property can't be used again for 3 days.

Visions. If you spend at least 1 minute gazing into the bubbling liquid within the cauldron, you gain insight into your immediate future. You have advantage on the next 3 ability checks or saving throws you make within 1 hour of receiving these visions. Afterwards, the cauldron's liquid disappears, and the cauldron must be refilled before you can use this property again.

Blue Rose

Wondrous item, rare

The petals of this cerulean flower can be prepared into a compote and consumed. A single flower can make 3 doses. When you consume a dose, your Intelligence, Wisdom, and Charisma scores are reduced by 1 each. This reduction lasts until you finish a long rest. You can consume up to three doses as part of casting a spell, and you can choose to affect your spell with one of the following options for each dose you consumed:

- If the spell is of the abjuration school, increase the save DC by 2.
- If the spell has more powerful effects when cast at a higher level, treat the spell's effects as if you had cast the spell at one slot level higher than the spell slot you used.
- The spell is affected by one of the following metamagic options, even if you aren't a sorcerer: heightened, quickened, or subtle.

A spell can't be affected by the same option more than once, though you can affect one spell with up to three different options. If you consume one or more doses without casting a spell, you can choose to instead affect a spell you cast before you finish a long rest.

In addition, consuming *blue rose* gives you some protection against spells. When a spellcaster you can see casts a spell, you can use your reaction to cause one of the following:

- You have advantage on the saving throw against the spell if it is a spell of the abjuration school.

- If the spell is *counterspell* or *dispel magic*, the DC increases by 2 to interrupt your spellcasting or to end a magic effect on you.

You can use this reaction a number of times equal to the number of doses you consumed.

Blue Rose Addiction. *Blue rose* is a highly addictive substance. You must succeed on a DC 13 Constitution saving throw each time you consume a dose of it or become addicted. It takes 1d4 days for *blue rose* addiction's symptoms to manifest in a creature. Symptoms include fatigue and nausea. You suffer one level of exhaustion, and you regain only half the normal number of hit points from spending Hit Dice and no hit points from finishing a long rest.

At the end of each long rest, you must make a DC 13 Constitution saving throw. On a failed save, your Hit Dice maximum is reduced by 25 percent. This reduction affects only the number of Hit Dice you can use to regain hit points during a short rest; it doesn't reduce your hit point maximum. This reduction lasts until you recover from the addiction. If you have no remaining Hit Dice to lose, you suffer one level of exhaustion, and your Hit Dice are returned to 75 percent of your maximum Hit Dice. The process then repeats until you die from exhaustion or you recover from the addiction. On a successful save, your exhaustion level decreases by one level.

If a successful saving throw reduces your level of exhaustion below 1, you recover from the addiction. A *greater restoration* spell or similar magic ends the addiction and its effects. Consuming at least one dose of *blue rose* again halts the effects of the addiction for 2 days, at which point you can consume another dose of *blue rose* to halt it again or the effects of the addiction continue as normal.

Blue Willow Cloak

Wondrous item, uncommon

This light cloak of fey silk is waterproof. While wearing this cloak in the rain, you can use your action to pull up the hood and become invisible for up to 1 hour. The effect ends early if you attack or cast a



spell, if you use an action to pull down the hood, or if the rain stops. The cloak can't be used this way again until the next dawn.

Book of Ebon Tides

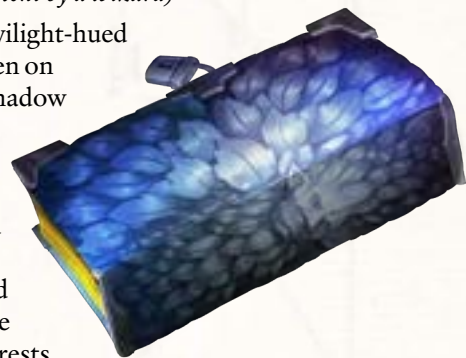
*Wondrous item, very rare
(requires attunement by a wizard)*

This strange, twilight-hued tome was written on pages of pure shadow weave, bound in traditional birch board covers wrapped with shadow goblin hide, and imbued with the memories of forests on the Plane of Shadow. Its covers often reflect light as if it were resting in a forest grove, and some owners swear that a goblin face appears on them now and again. The sturdy lock on one side opens only for wizards, elves, and shadow fey (see *Tome of Beasts*).

The book has 15 charges, and it regains 2d6 + 3 expended charges daily in the twilight before dawn. If you expend the last charge, roll a d20. On a 1, the book retains its Ebon Tides and Shadow Lore properties but loses its Spells property.

Ebon Tides. If you spend 100 hours over the period of 30 days or more studying the volume, you can perform a magical ritual to shift the structure of the Plane of Shadow in particular ways. At any point after your study completes, you can expend 5 of the book's charges while spending 1 minute concentrating and performing invocations to transform the terrain near you. You don't need to repeat the study to use this property again.

When the magic ritual completes, make an Intelligence (Arcana) check and consult the Terrain Changes table for the appropriate DCs. You can change the terrain in any one way listed at your result or lower. For example, if your result was 17, you could turn a small forest up to 30 feet across into a grassland, create a grove of trees up to 240 feet across, create a 6-foot-wide flowing stream, overgrow 1,500 feet of an existing



road, or other similar option. Only natural terrain you can see can be affected; built structures, such as homes or castles, remain untouched, though roads and trails can be overgrown or hidden. On a failure, the terrain is unchanged. On a 1, an overshadow (see *Tome of Beasts 2*) also appears and attacks you. On a 20, you can choose two options.

Deities, fey lords and ladies (see *Tome of Beasts*), archdevils, demon lords, and other powerful rulers in the Plane of Shadow can prevent these terrain modifications from happening in their presence or anywhere within their respective domains.

Shadow Lore. If you spend 10 minutes referencing this book while researching the Plane of Shadow or its creatures, you double your proficiency bonus on Arcana, History, and Religion checks to recall lore about such subjects for the next 24 hours. If you don't have proficiency in these skills, you instead gain proficiency in them for the next 24 hours, but you are only proficient when recalling information about the subjects of your research. This research can be done during a short rest.

Spells. While holding the book, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *cloak of shadow** (1 charge), *darkness* (2 charges), *mirror image* (2 charges), *phantasmal killer* (4 charges), *see invisibility* (2 charges), *seeming* (5 charges), *shadow gateway** (5 charges), *shadow step** (4 charges), or *slither** (2 charges). You can also use an action to cast the *douse light** or *minor illusion* spell from the book without using any charges.

Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*. At the GM's discretion, spells from *Deep Magic for 5th Edition* can be replaced

EBON TIDES IN MIDGARD

Written by an elvish princess at the Court of Silver Words, this volume encodes her understanding and mastery of shadow. Whimsical illusions suffuse every page, animating its illuminated capital letters and ornamental figures. The book is a famous work among the sable elves of that plane, and it opens to the touch of any elfmarked or sable elf character.

with other spells of similar levels and similarly related to darkness, illusion, or shadows, such as *invisibility* or *major image*.

Retributive Shadows. You can use an action to speak a special command word and rip the book in half. The book is destroyed and releases its remaining magic in a wave of shadow magic. Four 10-foot cubes of shadow move outward from the book in the cardinal directions, and each cube moves up to 20 feet away from the point where the book was destroyed each round. This effect works like the *creeping darkness** spell, except it creates four cubes instead of three, and the necrotic damage dealt by the spell increases by 1d6 for each charge remaining in the book. At the GM's discretion, this effect can work like the *incendiary cloud* spell instead of the *creeping darkness** spell, except the cloud is a cloud of shadow that deals necrotic damage instead of fire damage, is centered on you, and the damage dealt by the spell increases by 1d4 for each charge remaining in the book.

TERRAIN CHANGES

DC	Effect
8	Obscuring a path and removing all signs of passage (30 feet per point over 7)
10	Creating a grove of trees (30 feet across per point over 9)
11	Creating or drying up a lake or pond (up to 10 feet across per point over 10)
12	Creating a flowing stream (1 foot wide per point over 11)
13	Overgrowing an existing road with brush or trees (300 feet per point over 12)
14	Shifting a river to a new course (300 feet per point over 13)
15	Moving a forest (300 feet per point over 14)
16	Creating a small hill, riverbank, or cliff (10 feet tall per point over 15)
17	Turning a small forest into grassland or clearing, or vice versa (30 feet across per point over 16)
18	Creating a new river (10 feet wide per point over 17)
19	Turning a large forest into grassland, or vice versa (300 feet across per point over 19)
20	Creating a new mountain (1,000 feet high per point over 19)
21	Drying up an existing river (reducing width by 10 feet per point over 20)
22	Shrinking an existing hill or mountain (reducing 1,000 feet per point over 21)

Book of Eibon

Wondrous item, legendary (requires attunement)

This fragmentary black book is reputed to descend from the realms of Hyperborea. It contains puzzling guidelines for frightful necromantic rituals and maddening interdimensional travel.

The book holds the following spells: *semblance of dread**, *ectoplasm**, *animate dead*, *speak with dead*, *emanation of Ioth**, *green decay**, *yellow sign**, *eldritch communion**, *create undead*, *gate*, *harm*, *astral projection*, and *Void rift**. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*. At the GM's discretion, the book can contain other spells similarly related to necromancy, madness, or interdimensional travel.

If you are attuned to this book, you can use it as a spellbook and as an arcane focus. In addition, while holding the book, you can use a bonus action to cast a necromancy spell that is written in this tome without expending a spell slot or using any verbal or somatic components. Once used, this property of the book can't be used again until the next dawn.

Book Shroud

Wondrous item, uncommon

When not bound to a book, this red leather book cover is embossed with images of eyes on every inch of its surface. When you wrap this cover around a tome, it shifts the book's appearance to a plain red cover with a title of your choosing and blank pages on which you can write.

When viewing the wrapped book, other creatures see the plain red version with any contents you've written. A creature succeeding on a DC 15 Wisdom (Perception) check sees the real book and can remove the shroud.

Bookkeeper Inkpot

Wondrous item, uncommon

This glass vessel looks like an ordinary inkpot. A quill fashioned from an ostrich feather accompanies the inkpot. You can use an action to speak the inkpot's command word, targeting a bookkeeper (see *Creature Codex*) that you can see within 10 feet of you. An unwilling bookkeeper must succeed on a DC 13 Charisma saving throw or be transferred to the inkpot, making you the bookkeeper's new "creator." While the bookkeeper is contained within the inkpot, it suffers no harm due to being away from its bound book, but it can't use any of its actions or traits that apply to it being in a bound book. Dipping



the quill in the inkpot and writing in a book binds the bookkeeper to the new book.

If the inkpot is found as treasure, there is a 50 percent chance it contains a bookkeeper. An *identify* spell reveals if a bookkeeper is inside the inkpot before using the inkpot's ink.

Bookmark of Eldritch Insight

Wondrous item, common

This cloth bookmark is inscribed with blurred runes that are hard to decipher. If you use this bookmark while researching ancient evils (such as archdevils or demon lords) or otherworldly mysteries (such as the Void or the Great Old Ones) during a long rest, the bookmark crumbles to dust and grants you its knowledge. You double your proficiency bonus on Arcana, History, and Religion checks to recall lore about the subject of your research for the next 24 hours. If you don't have proficiency in these skills, you instead gain proficiency in them for the next 24 hours, but you are proficient only when recalling information about the subject of your research.



Boots of Pouncing

Wondrous item, rare (requires attunement)

These soft leather boots have a collar made of albino death weasel fur (see *Creature Codex*). While you wear these boots, your walking speed becomes 40 feet, unless your walking speed is higher. Your speed is still reduced if you are encumbered or wearing heavy armor.

If you move at least 20 feet straight toward a creature and hit it with a melee weapon attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, you can make one melee weapon attack against it as a bonus action.



Boots of Quaking

Wondrous item, very rare

While wearing these steel-toed boots, the earth itself shakes when you walk, causing harmless, but unsettling, tremors. If you move at least 15

feet in a single turn, all creatures within 10 feet of you at any point during your movement must make a DC 16 Strength saving throw or take 1d6 force damage and fall prone.



In addition, while wearing these boots, you can cast *earthquake*, requiring no concentration, by speaking a command word and jumping on a point on the ground. The spell is centered on that point. Once you cast *earthquake* in this way, you can't do so again until the next dawn.

Boots of Solid Footing

Wondrous item, uncommon

A thick, rubbery sole covers the bottoms and sides of these stout leather boots. They are useful for maneuvering in cluttered alleyways, slick sewers, and the occasional patch of ice or gravel. While you wear these boots, you can use a bonus action to speak the command word. If you do, nonmagical difficult terrain doesn't cost you extra movement when you walk across it wearing these boots. If you speak the command word again as a bonus action, you end the effect.



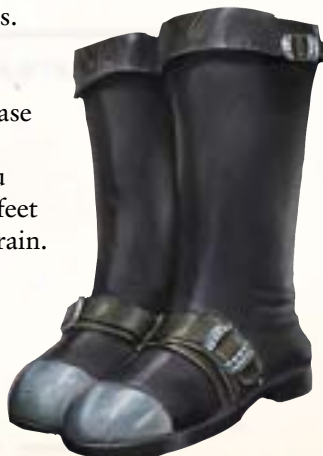
When the boots' property has been used for a total of 1 minute, the magic ceases to function until the next dawn.

Boots of the Grandmother

Wondrous item, rare (requires attunement)

While wearing these boots, you have proficiency in the Stealth skill if you don't already have it, and you double your proficiency bonus on Dexterity (Stealth) checks.

As an action, you can drip three drops of fresh blood onto the boots to ease your passage through the world. For 1d6 hours, you and your allies within 30 feet of you ignore difficult terrain. Once used, this property can't be used again until the next dawn.



Boots of the Swift Striker

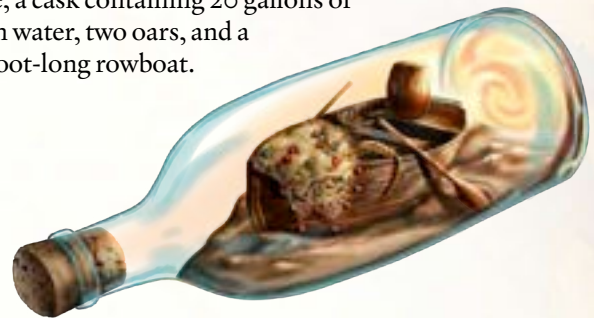
Wondrous item, rare (requires attunement)

While you wear these boots, your walking speed increases by 10 feet. In addition, when you take the Dash action while wearing these boots, you can make a single weapon attack at the end of your movement. You can't continue moving after making this attack.

Bottled Boat

Wondrous item, uncommon

This clear glass bottle contains a tiny replica of a wooden rowboat down to the smallest detail, including two stout oars, a miniature coil of hemp rope, a fishing net, and a small cask. You can use an action to break the bottle, destroying the bottle and releasing its contents. The rowboat and all of the items emerge as full-sized, normal, and permanent items of their type, which includes 50 feet of hempen rope, a cask containing 20 gallons of fresh water, two oars, and a 12-foot-long rowboat.



Bountiful Cauldron

Wondrous item, common

If this small, copper cauldron is filled with water and a half pound of meat, vegetables, or other foodstuffs then placed over a fire, it produces a simple, but hearty stew that provides one creature with enough nourishment to sustain it for one day. As long as the food is kept within the cauldron with the lid on, the food remains fresh and edible for up to 24 hours, though it grows cold unless reheated.



Box of Secrets

Wondrous item, rare

This well-made, cubical box appears to be a normal container that can hold as much as a normal chest. However, each side of the chest is a lid that can be opened on cunningly concealed hinges. A successful DC 15 Wisdom (Perception) check notices that the sides can be opened. When you use an action to turn the box so a new side is facing up, and speak the command word before opening the lid, the current

contents of the chest slip into an interdimensional space, leaving it empty once more. You can use an action to fill the box again, then turn it over to a new side and open it, again sending the contents to the interdimensional space. This can be done up to six times, once for each side of the box.

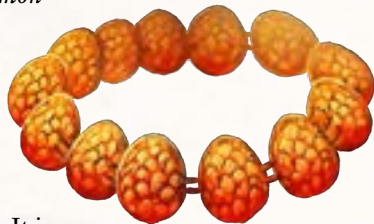
To gain access to a particular batch of contents, the correct side must be facing up, and you must use an action to speak the command word as you open the lid on that side. A box of secrets is often crafted with specific means of telling the sides apart, such as unique carvings on each side, or having each side painted a different color.

If any side of the box is destroyed completely, the contents that were stored through that side are lost. Likewise, if the entire box is destroyed, the contents are lost forever.

Bracelet of the Fire Tender

Wondrous item, uncommon

This bracelet is made of thirteen small, roasted pinecones lashed together with lengths of dried sinew. It smells of pine and woodsmoke. It is uncomfortable to wear over bare skin.



While wearing this bracelet, you don't have disadvantage on Wisdom (Perception) checks that rely on sight when looking in areas lightly obscured by nonmagical smoke or fog.

Braid Whip Clasp

Wondrous item, uncommon (requires attunement)

This intricately carved ivory clasp can be wrapped around or woven into braided hair 3 feet or longer. While the clasp is attached to your braided hair, you can speak its command word as a bonus action and transform your braid into a dangerous whip. If you speak the command word again, you end the effect.

You gain a +1 bonus to attack and damage rolls made with this magic whip. When the clasp's property has been used for a total of 10 minutes, you can't use it to transform your braid into a whip again until the next dawn.

Brass Snake Ball

Wondrous item, rare (requires attunement)

Most commonly used by assassins to strangle sleeping victims, this heavy, brass ball is 6 inches across and weighs approximately 15 pounds. It has the image of a coiled snake embossed around it. You can use an action to command the orb to uncoil into a brass snake approximately 6 feet long and 3 inches thick. You can direct it by telepathic command to attack any

creature within your line of sight. Use the statistics for the constrictor snake, but use Armor Class 14 and increase the challenge rating to 1/2 (100 XP). The snake can stay animate for up to 5 minutes or until reduced to 0 hit points. Being reduced to 0 hit points causes the snake to revert to orb form and become inert for 1 week. If damaged but not reduced to 0 hit points, the snake has full hit points when summoned again. Once you have used the orb to become a snake, it can't be used again until the next sunset.

Brawler's Leather

Wondrous item, common

These rawhide straps have lines of crimson runes running along their length. They require 10 minutes of bathing them in salt water before carefully wrapping them around your forearms.

Once fitted, you gain a +1 bonus to attack and damage rolls made with unarmed strikes. The straps become brittle with use. After you have dealt damage with unarmed strike attacks 10 times, the straps crumble away.

Breathing Reed

Wondrous item, common

This tiny river reed segment is cool to the touch. If you chew the reed while underwater, it provides you with enough air to breathe for up to 10 minutes. At the end of the duration, the reed loses its magic and can be harmlessly swallowed or spit out.

Briarthorn Bracers

Wondrous item, uncommon

These leather bracers are inscribed with Elvish runes. While wearing these bracers, you gain a +1 bonus to AC if you are using no shield. In addition, while in a forest, nonmagical difficult terrain costs you no extra movement.

Broken Fang Talisman

Wondrous item, common

This talisman is a piece of burnished copper, shaped into a curved fang with a large crack through the middle. While wearing the talisman, you can use an action to cast the *encrypt/decrypt* (see *Deep Magic for 5th Edition*) spell. The talisman can't be used this way again until 1 hour has passed.



Broom of Sweeping

Wondrous item, common

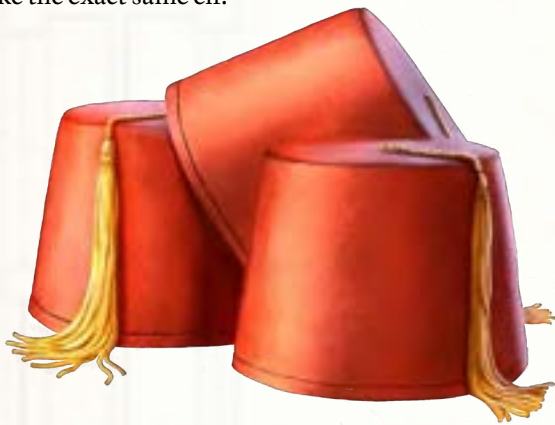
You can use an action to speak the broom's command word and give it short instructions consisting of a few words, such as "sweep the floor" or "dust the cabinets." The broom can clean up to 5 cubic feet each minute and continues cleaning until you use another action to deactivate it. The broom can't climb barriers higher than 5 feet and can't open doors.

Brotherhood of Fezzes

Wondrous item, uncommon

This trio of fezzes works only if all three hats are worn within 60 feet of each other by creatures of the same size. If one of the hats is removed or moves further than 60 feet from the others or if creatures of different sizes are wearing the hats, the hats' magic temporarily ceases.

While three creatures of the same size wear these fezzes within 60 feet of each other, each creature can use its action to cast the *alter self* spell from it at will. However, all three wearers of the fezzes are affected as if the same spell was simultaneously cast on each of them, making each wearer appear identical to the other. For example, if one Medium wearer uses an action to change its appearance to that of a specific elf, each other wearer's appearance changes to look like the exact same elf.



Bubbling Retort

Wondrous item, uncommon

This long, thin retort is fashioned from smoky yellow glass and is topped with an intricately carved brass stopper. You can unstopper the retort and fill it with liquid as an action. Once you do so, it spews out multicolored bubbles in a 20-foot radius. The bubbles last for 1d4 + 1 rounds. While they last, creatures within the radius are blinded and the area is heavily obscured to all creatures except those with tremorsense. The liquid in the retort is destroyed in the process with no harmful effect on its surroundings. If any bubbles are popped, they burst with a wet smacking sound but no other effect.

Buckle of Blasting

Wondrous item, legendary (requires attunement)

This soot-colored steel buckle has an exploding flame etched into its surface. It can be affixed to any common belt. While wearing this buckle, you have resistance to force damage. In addition, the buckle has 5 charges, and it regains 1d4 + 1 charges daily at dawn. It has the following properties.

Blast. As an action, you can expend 2 charges to release a blast of magical energy in a 30-foot cone. Each creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes 4d6 force damage and is pushed up to 10 feet away from you. On a success, a creature takes half the damage and isn't pushed. This blast deals triple damage to objects and structures, and it ignores damage thresholds of 10 or lower.

Illuminate. As an action, you can expend 1 or more of the buckle's charges to cause the buckle to shed light. It sheds warm, bright light in a 10-foot radius for each charge expended and dim light for an additional 10 feet for each charge expended. The light lasts for 1 hour or until you extinguish it (no action required).

Burglar's Lock and Key

Wondrous item, uncommon

This heavy iron lock bears a stout, pitted key permanently fixed in the keyhole. As an action, you can twist the key counterclockwise to instantly open one door, chest, bag, bottle, or container of your choice within 30 feet.

Any container or portal weighing more than 30 pounds or restrained in any way (latched, bolted, tied, or the like) automatically resists this effect.

Burning Skull

Wondrous item, very rare (requires attunement)

This appallingly misshapen skull—though alien and monstrous in aspect—is undeniably human, and it is large and hollow enough to be worn as a helm by any Medium humanoid. The skull helm radiates an unholy spectral aura, which sheds dim light in a 10-foot radius. According to legends, gazing upon a *burning skull* freezes the blood and withers the brain of one who understands not its mystery.

Gaze. The helm has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing it, you can use an action and expend 1 charge to gaze at a creature you can see within 30 feet of you. The target must succeed on a DC 17 Wisdom saving throw or be affected by one of the helm's gazes. Choose one of the following effects:

Enervating Gaze. The target deals only half damage with weapon attacks that use Strength for 1 minute. It can make a DC 17 Constitution saving

throw at the end of each of its turns, ending the effect on itself on a success.

Paralyzing Gaze. The target is paralyzed for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Phantasmal Gaze. The target takes 4d6 psychic damage at the start of each of its turns. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Butter of Disbelief

Wondrous item, uncommon

This stick of magical butter is carved with arcane runes and never melts or spoils. It has 3 charges. While holding this butter, you can use an action to slice off a piece and expend 1 charge to cast the *grease* spell (save DC 13) from it. The grease that covers the ground looks like melted butter.

The butter regains all expended charges daily at dawn. If you expend the last charge, the butter disappears.



Candle of Communion

Wondrous item, uncommon

This black candle burns with an eerie, violet flame. The candle's magic is activated when the candle is lit, which requires an action. When lit, the candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Each creature in the candle's light has advantage on Constitution saving throws to maintain concentration on necromancy spells. After burning for 1 hour, or if the candle's flame is magically or nonmagically snuffed out, it is destroyed.

Alternatively, when you light the candle for the first time, you can cast the *speak with dead* spell with it. Doing so destroys the candle.

Candle of Summoning

Wondrous item, uncommon

This black candle burns with an eerie, green flame. The candle's magic is activated when the candle is lit, which requires an action. When lit, the candle sheds bright light in a 5-foot radius and dim light for an

additional 5 feet. Each creature in the candle's light has advantage on Constitution saving throws to maintain concentration on conjuration spells. After burning for 1 hour, or if the flame is magically or nonmagically snuffed out, it is destroyed.

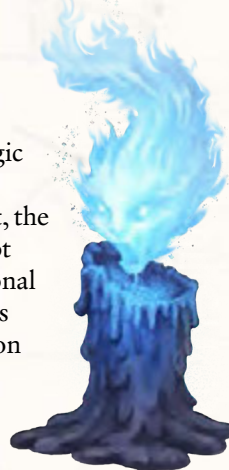
Alternatively, when you light the candle for the first time, you can cast the *spirit guardians* spell (save DC 15) with it. Doing so destroys the candle.

Candle of Visions

Wondrous item, common

This black candle burns with an eerie, blue flame. The candle's magic is activated when the candle is lit, which requires an action. When lit, the candle sheds bright light in a 5-foot radius and dim light for an additional 5 feet. Each creature in the candle's light has advantage on Constitution saving throws to maintain concentration on divination spells. After burning for 1 hour, or if the flame is magically or nonmagically snuffed out, it is destroyed.

Alternatively, when you light the candle for the first time, you can cast the *augury* spell with it, which reveals its otherworldly omen in the candle's smoke. Doing so destroys the candle.



Cap of Thorns

Wondrous item, very rare (requires attunement)

Donning this thorny wooden circlet causes it to meld with your scalp. It can be removed only upon your death or by a *remove curse* spell. The cap ingests some of your blood, dealing 2d4 piercing damage. After this first feeding, the thorns feed once per day for 1d4 piercing damage.

Once per day, you can sacrifice 1 hit point per level you possess to cast a special *entangle* spell made of thorny vines. Charisma is your spellcasting ability for this effect. Restrained creatures must make a successful Charisma saving throw or be affected by a *charm person* spell as thorns pierce their body. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. If the target fails three consecutive saves, the thorns become deeply rooted and the charmed effect is permanent until *remove curse* or similar magic is cast on the target.

Cape of Targeting

Wondrous item, rare (requires attunement)

You gain a +1 bonus to AC while wearing this long, flowing cloak. Whenever you are within 10 feet of more than two creatures, it subtly and slowly shifts its color to whatever the creatures nearest you find the most irritating.

While within 5 feet of a hostile creature, you can use a bonus action to speak the cloak's command word to activate it, allowing your allies' ranged attacks to pass right through you. For 1 minute, each friendly creature that makes a ranged attack against a hostile creature within 5 feet of you has advantage on the attack roll. Each round the cloak is active, it enthusiastically and telepathically says "shoot me!" in different tones and cadences into the minds of each friendly creature that can see you and the cloak. The cloak can't be used this way again until the next dawn.



Captain's Flag

Wondrous item, rare

This red and white flag adorned with a white anchor is made of velvet that never seems to fray in strong winds. When mounted and flown on a ship, the flag changes to the colors and symbol of the ship's captain and crew.

While this flag is mounted on a ship, the captain and its allies have advantage on saving throws against being charmed or frightened. In addition, when the captain is reduced to 0 hit points while on the ship where this flag flies, each ally of the captain has advantage on its attack rolls until the end of its next turn.

Captain's Goggles

Wondrous item, rare (requires attunement)

These copper and glass goggles are prized by air and sea captains across the world. The goggles are designed to repel water and never fog. After attuning



to the goggles, your name (or preferred moniker) appears on the side of the goggles. While wearing the goggles, you can't suffer from exhaustion.

Case of Preservation

Wondrous item, common

This item appears to be a standard map or scroll case fashioned of well-oiled leather. You can store up to ten rolled-up sheets of paper or five rolled-up sheets of parchment in this container. While ensconced in the case, the contents are protected from damage caused by fire, exposure to water, age, or vermin.



Cataloguing Book

Wondrous item, rare (requires attunement)

This nondescript book contains statistics and details on various objects. Libraries often use these tomes to assist visitors in finding the knowledge contained within their stacks.

You can use an action to touch the book to an object you wish to catalogue. The book inscribes the object's name, provided by you, on one of its pages and sketches a rough illustration to accompany the object's name. If the object is a magic item or otherwise magic-imbued, the book also inscribes the object's properties. The book becomes magically connected to the object, and its pages denote the object's current location, provided the object is not protected by *nondetection* or other magic that thwarts divination magic. When you attune to this book, its previously catalogued contents disappear.

Encrypt Book. You can use an action to speak a command word to encrypt the book's contents, which you and up to ten creatures of your choice can understand. A second command word removes the encryption, returning the text to a language of your choice (typically Common).

Seek Object. If you and a catalogued object are on the same plane of existence, you can teleport to the object's location. This property works like the *teleport* spell, except you teleport only yourself and you treat the object's location as "very familiar." Once used, you can't use this property again until 7 days have passed.

Celestial Sextant

Wondrous item, uncommon (requires attunement)

The ancient elves constructed these sextants to use as navigational aids on all their seagoing vessels. The knowledge of their manufacture has been lost, and few of them remain.

While attuned to the sextant, you can spend 1 minute using the sextant to determine your latitude and longitude, provided you can see the sun or stars. You can use an action to steer up to four vessels that are within 1 mile of the sextant, provided their crews are willing. To do so, you must have spent at least 1 hour aboard each of the controlled vessels, performing basic sailing tasks and familiarizing yourself with the vessel.



Censer of Dark Shadows

Wondrous item, uncommon

This enchanted censer paints the air with magical, smoky shadow. While holding the censer, you can use an action to speak its command word, causing the censer to emit shadow in a 30-foot radius for 1 hour. Bright light and sunlight within this area is reduced to dim light, and dim light within this area is reduced to magical darkness. The shadow spreads around corners, and nonmagical light can't illuminate this shadow.

The shadow emanates from the censer and moves with it. Completely enveloping the censer within another sealed object, such as a lidded pot or a leather bag, blocks the shadow. If any of this effect's area overlaps with an area of light created by a spell of 2nd level or lower, the spell creating the light is dispelled.

Once the censer is used to emit shadow, it can't do so again until the next dusk.

Centaur Wrist-Wraps

Wondrous item, uncommon (requires attunement)

These leather and fur wraps are imbued with centaur shamanic magic. The wraps are stained a deep amber color, and intricate motifs painted in blue seem to float above the surface of the leather. While wearing these wraps, you can call on their magic to reroll an attack made with a shortbow or longbow. You must use the new roll. Once used, the wraps must be held in wood smoke for 15 minutes before they can be used in this way again.



Chalice of Forbidden Ecstasies

Wondrous item, uncommon (requires attunement by a spellcaster)

The cup of this garnet chalice is carved in the likeness of a human skull. When the chalice is filled with blood, the dark red gemstone pulses with a scintillating crimson light that sheds dim light in a 5-foot radius. Each creature that drinks blood from this chalice has disadvantage on enchantment spells you cast for the next 24 hours. In addition, you can use an action to cast the *suggestion* spell, using your spell save DC, on a creature that has drunk blood from the chalice within the past 24 hours. You need to concentrate on this *suggestion* to maintain it during its duration. Once used, the *suggestion* power of the chalice can't be used again until the next dusk.



Chalk of Exodus

Wondrous item, uncommon

This piece of chalk glitters in the light, as if infused with particles of mica or gypsum. The chalk has 10 charges. You can use an action and expend 1 charge to draw a door on any solid surface upon which the chalk can leave a mark. You can then push open the door while picturing a real door within 10 miles of your current location. The door you picture must be one that you have passed through, in the



normal fashion, once before. The chalk opens a magical portal to that other door, and you can step through the portal to appear at that other location as if you had stepped through that other door. At the destination, the target door opens, revealing a glowing portal from which you emerge. Once through, you can shut the door, dispelling the portal, or you can leave it open for up to 1 minute. While the door is open, any creature that can fit through the chalk door can traverse the portal in either direction.

Each time you use the chalk, roll a d20. On a roll of 1, the magic malfunctions and connects you to a random door similar to the one you pictured within the same range, though it might be a door you have never seen before. The chalk becomes nonmagical when you use the last charge.

Chamrosh Salve

Wondrous item, rare

This 3-inch-diameter ceramic jar contains 1d4 + 1 doses of a syrupy mixture that smells faintly of freshly washed dog fur. The jar is a glorious gold-white, resembling the shimmering fur of a chamrosh (see *Tome of Beasts 2*), the holy hound from which this salve gets its name.

As an action, one dose of the ointment can be applied to the skin. The creature that receives it regains 2d8 + 1 hit points and is cured of the charmed, frightened, and poisoned conditions.

Charlatan's Veneer

Wondrous item, uncommon (requires attunement)

This silken scarf is a more powerful version of the *commoner's veneer* (see page 128). When in an area containing 12 or more humanoids, Wisdom (Perception) checks to spot you have disadvantage. You can use a bonus action to call on the power in the scarf to invoke a sense of trust in those to whom you speak. If you do so, you have advantage on the next Charisma (Persuasion) check you make against a humanoid while you are in an area containing 12 or more humanoids.

In addition, while wearing the scarf, you can use *modify memory* on a humanoid you have successfully persuaded in the last 24 hours. The scarf can't be used this way again until the next dawn.

Charm of Restoration

Wondrous item, common

This fist-sized ball of tightly-wound green fronds contains the bark of a magical plant with curative properties. A natural loop is formed from one of the fronds, allowing the charm



to be hung from a pack, belt, or weapon pommel. As long as you carry this charm, whenever you are targeted by a spell or magical effect that restores your hit points, you regain an extra 1 hit point.

Chronomancer's Pocket Clock

Wondrous item, very rare

This golden pocketwatch has 3 charges and regains 1d3 expended charges daily at midnight. While holding it, you can use an action to wind it and expend 1 charge to cast the *haste* spell from it.

If the pendant is destroyed (AC 14, 15 hit points) while it has 3 charges, the creature that broke it gains the effects of the *time stop* spell.



Cinch of the Wolfmother

Wondrous item, uncommon (requires attunement)

This belt is made of the treated and tanned intestines of a dire wolf, enchanted to imbue those who wear it with the ferocity and determination of the wolf.

While wearing this belt, you can use an action to cast the *druidcraft* or *speak with animals* spell from it at will. In addition, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Curse. This belt is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the belt fails to end the curse on you.

If you are reduced to 0 hit points while attuned to the belt and fail two death saving throws, you die immediately as your body violently erupts in a shower of blood, and a dire wolf emerges from your entrails. You assume control of the dire wolf, and it gains additional hit points equal to half of your maximum hit points prior to death. The belt then crumbles and is destroyed.

If the wolf is targeted by a *remove curse* spell, then you are reborn when the wolf dies, just as the wolf was born when you died. However, if the curse remains after the wolf dies, you remain dead.



Circlet of Holly

Wondrous item, uncommon (requires attunement)

While wearing this circlet, you gain the following benefits:

- **Language of the Fey.** You can speak and understand Sylvan.
- **Friend of the Fey.** You have advantage on ability checks to interact socially with fey creatures.
- **Poison Sense.** You know if any food or drink you are holding contains poison.

Circlet of Persuasion

Wondrous item, uncommon

While wearing this circlet, you have advantage on Charisma (Persuasion) checks.

Clacking Teeth

Wondrous item, rare

Taken from a fleshspurned (see *Tome of Beasts 2*), a toothy ghost, this bony jaw holds oversized teeth that sweat ectoplasm. The jaw has 3 charges and regains 1d3 expended charges daily at dusk. While holding the jaw, you can use an action to expend 1 of its charges and choose a target within 30 feet of you. The jaw's teeth clatter together, and the target must succeed on a DC 15 Wisdom saving throw or be confused for 1 minute. While confused, the target acts as if under the effects of the *confusion* spell. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Clamor Bell

Wondrous item, common (requires attunement)

You can affix this small, brass bell to an object with the leather cords tied to its top. If anyone other than you picks up, interacts with, or uses the object without first speaking the bell's command word, it rings for 5 minutes or until you touch it and speak the command word again. The ringing is audible 100 feet away. If a creature takes an action to cut the bindings holding the bell onto the object, the bell ceases ringing 1 round after being released from the object.

Clarifying Goggles

Wondrous item, uncommon

These goggles contain a lens of slightly rippled blue glass that turns clear underwater.

While wearing these goggles underwater, you don't have disadvantage on Wisdom



(Perception) checks that rely on sight when peering through silt, murk, or other natural underwater phenomena that would ordinarily lightly obscure your vision. While wearing these goggles above water, your vision is lightly obscured.

Cloak of Coagulation

Wondrous item, uncommon (requires attunement)

While wearing this rust red cloak, your blood quickly clots. When you are subjected to an effect that causes additional damage on subsequent rounds due to bleeding, blood loss, or continual necrotic damage, such as a horned devil's tail attack or a *sword of wounding*, the effect ceases after a single round of damage. For example, if a stirge hits you with its proboscis, you take the initial damage, plus the damage from blood loss on the following round, after which the wound clots, the stirge detaches, and you take no further damage. The cloak doesn't prevent a creature from using such an attack or effect again; a horned devil or a stirge can attack you again, though the cloak will continue to stop any recurring effects after a single round.



Cloak of Petals

Wondrous item, uncommon (requires attunement)

This delicate cloak is covered in an array of pink, purple, and yellow flowers. While wearing this cloak, you have advantage on Dexterity (Stealth) checks made to hide in areas containing flowering plants.

The cloak has 3 charges. When a creature you can see targets you with an attack, you can use your reaction to expend 1 of its charges to release a shower of petals from the cloak. If you do so, the attacker has disadvantage on the attack roll. The cloak regains 1d3 expended charges daily at dawn.

Cloak of Sails

Wondrous item, uncommon (requires attunement)

The interior of this simple, black cloak looks like white sailcloth. While wearing this cloak, you gain a +1 bonus to AC and saving throws. You lose this bonus while using the cloak's Sailcloth property.

Sailcloth. While on the deck or roof of a vehicle powered by wind, you can use an action to spread this cloak out behind you to catch the wind as if it were an actual sail, increasing the movement speed of the vehicle by 30 feet. The cloak continues to function as a sail as long as you maintain concentration. If you leave the vehicle, this effect ends immediately.

Cloak of Squirrels

Wondrous item, rare (requires attunement)

This wool brocade cloak features a repeating pattern of squirrel heads and tree branches. It has 3 charges and regains all expended charges daily at dawn.

While wearing this cloak, you can use an action to expend 1 charge to cast the *legion of rabid squirrels* spell (see *Deep Magic for 5th Edition*) from it. You don't need to be in a forest to cast the spell from this cloak, as the squirrels come from within the cloak. When the spell ends, the swarm vanishes back inside the cloak.

Cloak of the Bearfolk

Wondrous item, uncommon (requires attunement)

While wearing this cloak, your Constitution score is 15, and you have proficiency in the Athletics skill. The cloak has no effect if you already have proficiency in this skill or if your Constitution score is already 15 or higher.

Cloak of the Eel

Wondrous item, uncommon (requires attunement)

While wearing this rough, blue-gray leather cloak, you have a swimming speed of 40 feet.

When you are hit with a melee weapon attack while wearing this cloak, you can use your reaction to generate a powerful electric charge. The attacker must succeed on a DC 13 Dexterity saving throw or take 2d6 lightning damage. The attacker has disadvantage on the saving throw if it hits you with a metal weapon. The cloak can't be used this way again until the next dawn.

Cloak of the Empire

Wondrous item, uncommon (requires attunement by a creature of non-good alignment)

This voluminous grey cloak has bright red trim and the sigil from an unknown empire



on its back. The cloak is stiff and doesn't fold as easily as normal cloth. Whenever you are struck by a ranged weapon attack, you can use a reaction to reduce the damage from that attack by your Charisma modifier (minimum of 1).

Cloak of the Inconspicuous Rake

Wondrous item, uncommon (requires attunement)

This cloak is spun from simple gray wool and closed with a plain, triangular copper clasp. While wearing this cloak, you can use a bonus action to make yourself forgettable for 5 minutes. A creature that sees you must make a DC 15 Intelligence saving throw as soon as you leave its sight. On a failure, the witness remembers seeing a person doing whatever you did, but it doesn't remember details about your appearance or mannerisms and can't accurately describe you to another. Creatures with truesight aren't affected by this cloak. The cloak can't be used this way again until the next dawn.

Cloak of the Ram

Wondrous item, uncommon (requires attunement)

While wearing this cloak, you can use an action to transform into a mountain ram (use the statistics of a giant goat). This effect works like the *polymorph* spell, except you retain your Intelligence, Wisdom, and Charisma scores. You can use an action to transform back into your original form.

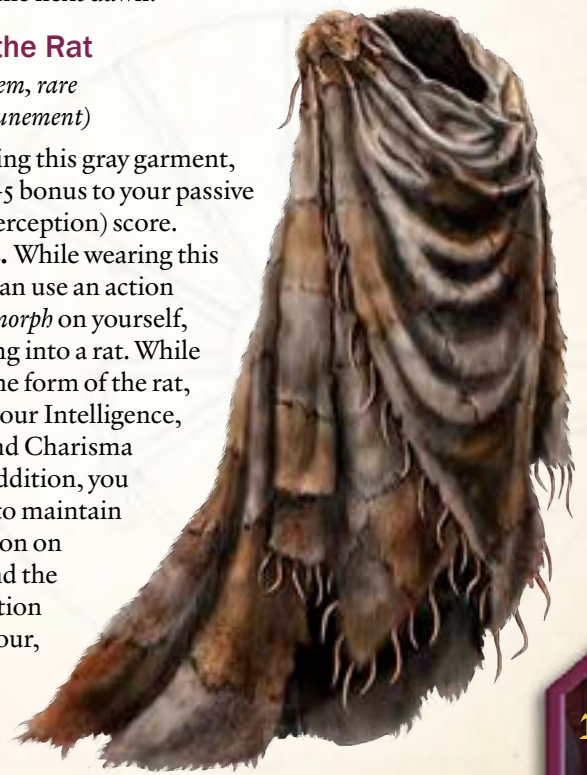
Each time you transform into a ram in a single day, you retain the hit points you had the last time you transformed. If you were reduced to 0 hit points the last time you were a ram, you can't become a ram again until the next dawn.

Cloak of the Rat

Wondrous item, rare (requires attunement)

While wearing this gray garment, you have a +5 bonus to your passive Wisdom (Perception) score.

Rat Form. While wearing this cloak, you can use an action to cast *polymorph* on yourself, transforming into a rat. While you are in the form of the rat, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain concentration on the spell, and the transformation lasts for 1 hour,



until you use a bonus action to revert to your normal form, or until you drop to 0 hit points or die. Once used, this property of the cloak can't be used again until the next dawn.

Shrink. While wearing this cloak, you can use a bonus action to shrink in size as if you gained the “reduce” effect of the *enlarge/reduce* spell until the end of your next turn. Once used, this property of the cloak can't be used again until the next dawn.

Cloak of Wicked Wings

Wondrous item, uncommon (requires attunement)

From a distance, this long, black cloak appears to be in tatters, but a closer inspection reveals that it is sewn from numerous scraps of cloth and shaped like bat wings. While wearing this cloak, you can use your action to cast *polymorph* on yourself, transforming into a swarm of bats. While in the form of a swarm of bats, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain concentration on the spell, and the transformation lasts for 1 hour, until you use a bonus action to revert to your normal form, or until you drop to 0 hit points or die. If you are a druid with the Wild Shape feature, this transformation instead lasts as long as your Wild Shape lasts. The cloak can't be used this way again until the next dawn.

Clockwork Gauntlet

Wondrous item, uncommon (requires attunement)

This metal gauntlet has a steam-powered ram built into the greaves. It has 3 charges and regains 1d3 expended charges daily at dawn. While wearing the gauntlet, you can expend 1 charge as a bonus action to force the ram in the gauntlets to slam a creature within 5 feet of you. The ram thrusts out from the gauntlet and makes its attack with a +5 bonus. On a hit, the target takes 2d8 bludgeoning damage, and it must succeed on a DC 13 Constitution saving throw or be stunned until the end of its next turn.

Clockwork Hand

Wondrous item, uncommon (requires attunement)

A beautiful work of articulate brass, this prosthetic clockwork hand (or hands) can't be worn if you have both of your hands. While wearing this hand, you gain a +2 bonus to damage with melee weapon attacks made with this hand or weapons wielded in this hand.

Clockwork Hare

Wondrous item, legendary

Gifted by a deity of time and clockwork, these simple-seeming trinkets portend some momentous event. The figurine resembles a hare with a clock in its belly. You can use an action to press the ears down and activate the clock, which spins chaotically. The hare

emits a field of magic in a 30-foot radius from it for 1 hour. The field moves with the hare, remaining centered on it. While within the field, you and up to 5 willing creatures of your choice exist outside the normal flow of time, and all other creatures and objects are frozen in time. If an affected creature moves outside the field, the creature immediately becomes frozen in time until it is in the field again.

The field ends early if an affected creature attacks, touches, alters, or has any other physical or magical impact on a creature, or an object being worn or carried by a creature, that is frozen in time. When the field ends, the figurine turns into a nonmagical, living white hare that goes bounding off into the distance, never to be seen again.



Clockwork Mynah Bird

Wondrous item, rare

This mechanical brass bird is nine inches long from the tip of its beak to the end of its tail, and it can become active for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed.

If you use your action to speak the first command word (“listen” in Ignan), it cocks its head and listens intently to all nearby sounds with a passive Wisdom (Perception) of 17 for up to 10 minutes. When you give the second command word (“speak”), it repeats back what it heard in a metallic-sounding—though reasonably accurate—portrayal of the sounds.

You can use the clockwork mynah bird to relay sounds and conversations it has heard to others. As an action, you can command the mynah to fly to a location it has previously visited within 1 mile. It waits at the location for up to 1 hour for someone to command it to speak. At the end of the hour or after it speaks its recording, it returns to you.

The clockwork mynah bird has an Armor Class of 14, 5 hit points, and a flying speed of 50 feet.

Clockwork Pendant

Wondrous item, rare (requires attunement)

This pendant resembles an ornate, miniature clock and has 3 charges. While holding this pendant, you can expend 1 charge as an action to cast the *blur*, *haste*, or *slow* spell (save DC 15) from it. The spell's duration changes to 3 rounds, and it doesn't require concentration. You can have only one spell active at a time. If you cast another, the previous spell effect ends. It regains 1d3 expended charges daily at dawn.

If the pendant is destroyed (AC 14, 15 hit points) while it has 3 charges, it creates a temporal distortion for 1d4 rounds. For the duration, each creature and object that enters or starts its turn within 10 feet of the pendant has immunity to all damage, all spells, and all other physical or magical effects but is otherwise able to move and act normally. If a creature moves further than 10 feet from the pendant, these effects end for it. At the end of the duration, the pendant crumbles to dust.

Clockwork Spider Cloak

Wondrous item, rare (requires attunement)

This hooded cloak is made from black spider silk and has thin brass ribbing stitched on the inside. It has 3 charges. While wearing the cloak, you gain a +2 bonus on Dexterity (Stealth) checks. As an action, you can expend 1 charge to animate the brass ribs into articulated spider legs 1 inch thick and 6 feet long for 1 minute. You can use the charges in succession. The spider legs allow you to climb at your normal walking speed, and you double your proficiency bonus and gain advantage on any Strength (Athletics) checks made for slippery or difficult surfaces. The cloak regains 1d3 charges each day at sunset.

Coffer of Memory

Wondrous item, rare (requires attunement)

This small golden box resembles a jewelry box and is easily mistaken for a common trinket. When attuned to the box, its owner can fill the box with mental images of important events lasting no more than 1 minute each. Any number of memories can be stored this way. These images are similar to a slide show from the bearer's point of view. On a command from its owner, the box projects a mental image of a requested memory so that whoever is holding the box at that moment can see it.

If a *coffer of memory* is found with memories already stored inside it, a newly-attuned owner can view a randomly-selected stored memory with a successful DC 15 Charisma check.

Collar of Beast Armor

Wondrous item, uncommon (requires attunement)

This worked leather collar has stitching in the shapes of various animals. While a beast wears this collar, its base AC becomes 13 + its Dexterity modifier. It has



no effect if the beast's base AC is already 13 or higher. This collar affects only beasts, which can include a creature affected by the *polymorph* spell or a druid assuming a beast form using Wild Shape.

Comfy Slippers

Wondrous item, common

While wearing the slippers, your feet feel warm and comfortable, no matter what the ambient temperature.



Commander's Helm

Wondrous item, common

This helmet sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The type of light given off by the helm depends on the aesthetic desired by its creator. Some are surrounded in a wreath of hellish (though illusory) flames, while others give off a soft, warm halo of white or golden light. You can use an action to start or stop the light. While wearing the helm, you can use an action to make your voice loud enough to be heard clearly by anyone within 300 feet of you until the end of your next turn.



Commander's Visage

Wondrous item, very rare (requires attunement)

This golden mask resembles a stern face, glowering at the world. While wearing this mask, you have advantage on saving throws against being frightened. The mask has 7 charges for the following properties, and it regains 1d6 + 1 expended charges daily at midnight.

Commander's Call. You can use a bonus action to expend 1 of its charges to bark a command at one ally you can see within 30 feet of you. The target can use its reaction to move up to half its speed and make one attack.

Conscription. You can use an action to expend 2 of its charges to conscript one humanoid within 60 feet of you that can see the mask. This conscription works like the *dominate person* spell, except it lasts 1 minute, requiring no concentration. You can have only one humanoid conscripted at a time. If you conscript another, the effect on the previous target ends.

Unsettling Glower. When a creature that can see the mask makes a melee attack against you, you can use your reaction to spend 1 charge to force the target to

make a DC 15 Wisdom saving throw. On a failure, the creature must choose a new target or lose the attack.

Commoner's Veneer

Wondrous item, common (requires attunement)

When you wear this simple, homespun scarf around your neck or head, it casts a minor glamor over you that makes you blend in with the people around you, avoiding notice. When in an area containing 25 or more humanoids, such as a city street, market place, or other public locale, Wisdom (Perception) checks to spot you amid the crowd have disadvantage. This item's power only works for creatures of the humanoid type or those using magic to take on a humanoid form.

Communal Flute

Wondrous item, rare (requires attunement by a bard)

This flute is carved with skulls and can be used as a spellcasting focus. If you spend 10 minutes playing the flute over a dead creature, you can cast the *Speak with Dead* spell from the flute. The flute can't be used this way again until the next dawn.



Coral of Enchanted Colors

Wondrous item, legendary (requires attunement)

This piece of dead, white brain coral glistens with a myriad of colors when placed underwater. While holding this coral underwater, you can use an action to cause a beam of colored light to streak from the coral toward a creature you can see within 60 feet of you. The target must make a DC 17 Constitution saving throw. The beam's color determines its effects, as described below. Each color can be used only once. The coral regains the use of all of its colors at the next dawn if it is immersed in water for at least 1 hour.

Green. On a failed save, the target is transformed into a Tiny fish, such as a herring or salmon, for 1 hour. This effect works like the *polymorph* spell, except you don't need to maintain concentration on the effect. The target can repeat the saving throw at the end of each minute, ending the effect on itself on a success.

Yellow. On a failed save, the target takes 10d6 radiant damage and suffers two levels of exhaustion as its body is rapidly drained of moisture. On a successful save, the target takes half the damage and doesn't suffer exhaustion.

Blue. On a failed save, the target takes 10d6 cold damage and is paralyzed for 1 minute. On a successful save, the target takes half the damage and isn't

paralyzed. The paralyzed creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Pink. On a failed save, the target takes 10d6 acid damage and is wracked with pain for 1 minute. On a successful save, the target takes half the damage and isn't wracked with pain. While wracked with pain, the creature has disadvantage on ability checks, attack rolls, and saving throws. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Corpsehunter's Medallion

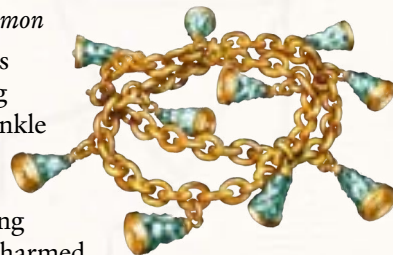
Wondrous item, rare (requires attunement)

This amulet is made from the skulls of grave rats or from scrimshawed bones of the ignoble dead. While wearing it, you have resistance to necrotic damage.

Countermelody Crystals

Wondrous item, uncommon

This golden bracelet is set with ten glistening crystal bangles that tinkle when they strike one another. When you must make a saving throw against being charmed or frightened, the crystals vibrate, creating an eerie melody, and you have advantage on the saving throw. If you fail the saving throw, you can choose to succeed instead by forcing one of the crystals to shatter. Once all ten crystals have shattered, the bracelet loses its magic and crumbles to powder.



Crab Gloves

Wondrous item, uncommon (requires attunement)

These gloves are shaped like crab claws but fit easily over your hands. While wearing these gloves, you can take the Attack action to make two melee weapon attacks with the claws. You are proficient with the claws. Each claw has a reach of 5 feet and deals bludgeoning damage equal to 1d6 + your Strength modifier on a hit. If you hit a creature of your size or smaller using a claw, you automatically grapple the creature with the claw. You can have no more than two creatures grappled in this way at a time. While grappling a target with a claw, you can't attack other creatures with that claw.

While wearing the gloves, you have disadvantage on Charisma and Dexterity checks, but you have advantage on checks while operating an *apparatus of the crab* and on attack rolls with



the apparatus' claws. In addition, you can't wield weapons or a shield, and you can't cast a spell that has a somatic component.

A creature with an Intelligence of 8 or higher that has two claws can wear these gloves. If it does so, it has two appropriately sized humanoid hands instead of claws. The creature can wield weapons with the hands and has advantage on Dexterity checks that require fine manipulation.

Pulling the gloves on or off requires an action.

Craven's Heart

Wondrous item, uncommon

This leathery mass of dried meat was once a humanoid heart, taken from an individual that died while experiencing great terror. You can use an action to whisper a command word and hurl the heart to the ground, where it revitalizes and begins to beat rapidly and loudly for 1 minute. Each creature within 30 feet of the heart has disadvantage on saving throws against being frightened. At the end of the duration, the heart bursts from the strain and is destroyed.

The heart can be attacked and destroyed (AC 11; hp 3; resistance to bludgeoning damage). If the heart is destroyed before the end of its duration, each creature within 30 feet of the heart must succeed on a DC 15 Wisdom saving throw or be frightened for 1 minute.

Crawling Cloak

Wondrous item, rarity varies (requires attunement)

This unusual cloak is made of many overlapping, broad strips of thick cloth.

Crawling Cloak (Common). When you are prone, you can animate the cloak and have it pull you



MOXUG THE FEAR-EATER

This bugbear necromancer was once the henchman of an accomplished practitioner of the dark arts named Varrus. She started as a bodyguard and tough, but her keen intellect caught her master's attention. He eventually took her on as an apprentice. Moxug is fascinated with fear, and some say she doesn't eat but instead sustains herself on the terror of her victims. She eventually betrayed Varrus, sabotaging his attempt to become a lich, and luxuriated in his fear as he realized he would die rather than achieve immortality. According to rumor, the first *craven's heart* she crafted came from the body of her former master.

along the ground, allowing you to ignore the extra movement cost for crawling. You can still only move up to your normal movement rate and can't stand up from prone unless you still have at least half your movement remaining after moving.

Sturdy Crawling Cloak (Uncommon). This more powerful version of the *crawling cloak* also allows you to use the prehensile strips of the cloak to climb, giving you a climbing speed of 20 feet. If you already have a climbing speed, the cloak increases that speed by 10 feet. When using the cloak, you can keep your hands free while climbing.

Crimson Carpet

Wondrous item, uncommon

This rolled bundle of red felt is 3-feet long and 1-foot wide, and it weighs 10 pounds. You can use an action to speak the carpet's command word to cause it to unroll, creating a horizontal walking surface or bridge up to 10 feet wide, up to 60 feet long, and 1/4 inch thick. The carpet doesn't need to be anchored and can hover. The carpet has immunity to all damage and isn't affected by the *dispel magic* spell. The *disintegrate* spell destroys the carpet.

The carpet remains unrolled until you use an action to repeat the command word, causing it to roll up again. When you do so, the carpet can't be unrolled again until the next dawn.



Crown of the Pharaoh

Wondrous item, legendary (requires attunement)

The swirling gold bands of this crown recall the shape of desert dunes, and dozens of tiny emeralds, rubies, and sapphires nest among the skillfully forged curlicues. While wearing the crown, you gain the following benefits:



- Your Intelligence score is 25. This crown has no effect on you if your Intelligence is already 25 or higher.
- You have a flying speed equal to your walking speed.
- While you are wearing no armor and not wielding a shield, your Armor Class equals 16 + your Dexterity modifier.

Dancing Caltrops

Wondrous item, common (requires attunement)

After you pour these magic caltrops out of the bag into an area, you can use a bonus action to animate them and command them to move up to 10 feet to occupy a different square area that is 5 feet on a side.

Tripping Hazard. You can use a reaction when a creature enters the area containing the caltrops to make the caltrops skitter into the creature's path. If the creature isn't moving at half speed, it has disadvantage on the saving throw. If the creature is moving at half speed, it must make the saving throw, but it doesn't have disadvantage. Once used, this feature of the caltrops can't be used again until the next dawn.

Dancing Floret

Wondrous item, rare (requires attunement)

This 2-inch-long plant has a humanoid shape, and a large purple flower sits at the top of the plant on a short, neck-like stalk. Small, serrated thorns on its arms and legs allow it to cling to your clothing, and it most often dances along your arm or across your shoulders. While attuned to the floret, you have proficiency in the Performance skill, and you double your proficiency bonus on Charisma (Performance) checks made while dancing.

The floret has 3 charges for the following other properties. The floret regains 1d3 expended charges daily at dawn.

Scintillating Petals. You can use an action and expend 1 charge to cause the floret to release scintillating petals. Choose up to three creatures within 20 feet of you. If a target can see the petals, it must succeed on a DC 15 Wisdom saving throw or be

charmed for 1 minute. While charmed, the target is incapacitated and has a speed of 0 as it watches the petals. The effect ends for a target if the target takes damage or another creature uses an action to shake it out of its stupor.

Serrated Twirl. You can use an action and expend 1 charge to command the floret to fling an arcing swirl of serrated leaves. Each creature within 10 feet of you must make a DC 15 Dexterity saving throw, taking 4d6 slashing damage on a failed save, or half as much damage on a successful one.

Dancing Ink

Wondrous item, common

This ink is favored by merchants for eye-catching banners and by toy makers for scrolls and books for children. Typically found in 1d4 pots, this ink allows you to draw an illustration that moves about the page where it was drawn, whether that is an illustration of waves crashing against a shore along the bottom of the page or a rabbit leaping over the page's text. The ink wears away over time due to the movement and fades from the page after 2d4 weeks. The ink moves only when exposed to light, and some long-forgotten tomes have been opened to reveal small, moving illustrations drawn by ancient scholars.

One pot can be used to fill 25 pages of a book or a similar total area for larger banners.

Dastardly Quill and Parchment

Wondrous item, rare

Favored by spies, this quill and parchment are magically linked as long as both remain on the same plane of existence. When a creature writes or draws on any surface with the quill, that writing or drawing appears on its linked parchment, exactly as it would appear if the writer was writing or drawing on the parchment with black ink. This effect doesn't prevent the quill from being used as a standard quill on a nonmagical piece of parchment, but this written communication is one-way, from quill to parchment. The quill's linked parchment is immune to all nonmagical inks and stains, and any magical messages written on the parchment disappear after 1 minute and aren't conveyed to the creature holding the quill.

The parchment is approximately 9 inches wide by 13 inches long. If the quill's writing exceeds the area of the parchment, the older writing fades from the top of the sheet, replaced by the newer writing. Otherwise, the quill's writing remains on the parchment for 24 hours, after which time all writing fades from it.

If either item is destroyed, the other item becomes nonmagical.

Decoy Card

Wondrous item, uncommon

This small, thick, parchment card displays an accurate portrait of the person carrying it. You can use an action to toss the card on the ground at a point within 10 feet of you. An illusion of you forms over the card and remains until dispelled. The illusion appears real, but it can do no harm.

While you are within 120 feet of the illusion and can see it, you can use an action to make it move and behave as you wish, as long as it moves no further than 10 feet from the card. Any physical interaction with your illusory double reveals it to be an illusion, because objects pass through it. Someone who uses an action to visually inspect your illusory double identifies it as illusory with a successful DC 15 Intelligence (Investigation) check.

The illusion lasts until the card is moved or the illusion is dispelled. When the illusion ends, the card's face becomes blank, and the card becomes nonmagical.

Deepchill Orb

Wondrous item, common

This fist-sized sphere of blue quartz emits cold. If placed in a container with a capacity of up to 5 cubic feet, it keeps the internal temperature of the container at a consistent 40 degrees Fahrenheit. This can keep liquids chilled, preserve cooked foods for up to 1 week, raw meats for up to 3 days, and fruits and vegetables for weeks. If you hold the orb without gloves or other insulating method, you take 1 cold damage each minute you hold it. At the GM's discretion, the orb's cold can be applied to other uses, such as keeping it in contact with a hot item to cool down the item enough to be handled, wrapping it and using it as a cooling pad to bring down fever or swelling, or similar.

Deserter's Boots

Wondrous item, rare (requires attunement)

While you wear these boots, your walking speed increases by 10 feet, and you gain a +1 bonus to Dexterity saving throws.

Curse. These boots are cursed. Attuning to them extends the curse to you until you are targeted by the *remove curse* spell or similar magic. Removing the boots fails to end the curse on you. If an ally you can see is within 5 feet of a creature hostile to your ally, your speed is halved when you move away from that ally. If more than one ally is within 5 feet of a creature hostile to it, you suffer this penalty only when you move away from all of those allies.

Devil Shark Mask

Wondrous item, rare (requires attunement)

When you wear this burgundy face covering, it transforms your face into a shark-like visage, and the mask sprouts wicked horns. While wearing this mask, your bite is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your bite deals piercing damage equal to 1d8 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You gain a +1 bonus to attack and damage rolls with this magic bite. In addition, you have advantage on Charisma (Intimidation) checks while wearing this mask.

Curse. The mask 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 mask, wearing it at all times. If you haven't used the mask's bite to damage a creature in the past 24 hours, the mask compels you to bite out a chunk of your flesh. You take 2d6 necrotic damage, and your hit point maximum is reduced by an amount equal to the damage taken. This reduction lasts until the curse is removed. If your hit point maximum is reduced to 0 as a result of this curse, you die, transform into a devil shark (see *Creature Codex*), and teleport to the nearest open body of water.

Devilish Doubloon

Wondrous item, very rare

This gold coin bears the face of a leering devil on the obverse. If it is placed among other coins, it changes its appearance to mimic its neighbors, doing so over the course of 1 hour. This is a purely cosmetic change, and it returns to its original appearance when grasped by a creature with an Intelligence of 5 or higher.

You can use a bonus action to toss the coin up to 20 feet. When the coin lands, it transforms into a barbed devil. The devil vanishes after 1 hour or when it is reduced to 0 hit points. When the devil vanishes, the coin reappears in a collection of at least 20 gold coins elsewhere on the same plane where it vanished.

The devil is friendly to you and your companions. Roll initiative for the devil, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the devil, it defends itself from hostile creatures but otherwise takes no actions. If you are reduced to 0 hit points and the devil is still alive, it moves to your body and uses its action to grab your soul. You must succeed on a DC 15 Charisma saving throw or the devil steals your soul and you die. If the devil fails to grab your soul, it vanishes as if slain. If



the devil grabs your soul, it uses its next action to transport itself back to the Hells, disappearing in a flash of brimstone. If the devil returns to the Hells with your soul, its coin doesn't reappear, and you can be restored to life only by means of a *true resurrection* or *wish* spell.

Distracting Doubloon

Wondrous item, common

This gold coin is plain and matches the dominant coin of the region. Typically, 2d6 *distracting doubloons* are found together.

You can use an action to toss the coin up to 20 feet. The coin bursts into a flash of golden light on impact. Each creature within a 15-foot radius of where the coin landed must succeed on a DC 11 Wisdom saving throw or have disadvantage on Wisdom (Perception) checks made to perceive any creature or object other than the coin for 1 minute. If an affected creature takes damage, it can repeat the saving throw, ending the effect on itself on a success. At the end of the duration, the coin crumbles to dust and is destroyed.

Djinn Vessel

Wondrous item, rare

A rough predecessor to the *ring of djinni summoning* and the *ring elemental command*, this clay vessel is approximately a foot long and half as wide. An iron stopper engraved with a rune of binding seals its entrance.

If the vessel is empty, you can use an action to remove the stopper and cast the *banishment* spell (save DC 15) on a celestial, elemental, or fiend within 60 feet of you. At the end of the spell's duration, if the target is an elemental, it is trapped in this vessel. While trapped, the elemental can take no actions, but it is aware of occurrences outside of the vessel and of other *djinn vessels*.

You can use an action to remove the vessel's stopper and release the elemental the vessel contains. Once released, the elemental acts in accordance with its normal disposition and alignment.

Doppelganger Ointment

Wondrous item, rare

This ceramic jar contains 1d4 + 1 doses of a thick, creamy substance that smells faintly of pork fat. The jar and its contents weigh 1/2 a pound. Applying a single dose to your body takes 1 minute. For 24 hours or until it is washed off with an alcohol solution, you can change your appearance, as per the Change Appearance option of the *alter self* spell. For the duration, you can use a bonus action to return to your normal form, and you can use an action to return to the form of the mimicked creature.

If you add a piece of a specific creature (such as a single hair, nail paring, or drop of blood), the ointment becomes more powerful allowing you to flawlessly imitate that creature, as long as its body shape is humanoid and within one size category of your own. While imitating that creature, you have advantage on Charisma checks made to convince others you are that specific creature, provided they didn't see you change form.

Dread Scarab

Wondrous item, very rare
(requires attunement)

The abdomen of this beetleshaped brooch is decorated with the grim semblance of a human skull. If you hold it in your hand for 1 round, an Abyssal inscription appears on its surface, revealing its magical nature.

While wearing this brooch, you gain the following benefits:

- You have advantage on saving throws against spells.
- The scarab has 9 charges. If you fail a saving throw against a conjuration spell or a harmful effect originating from a celestial creature, you can use your reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into dust and is destroyed when its last charge is expended.

Curse. This scarab 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 scarab, keeping it within reach at all times. While cursed by this brooch, you are sensitive to sunlight and celestial creatures within 1 mile of you are aware of the scarab and seek to destroy it. While in sunlight, you have disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.

Dust of Desiccation

Wondrous item, rare

This small packet contains soot-like dust. There is enough of it for one use. When you use an action to blow the choking dust from your palm, each creature in a 30-foot cone must make a DC 15 Dexterity saving throw, taking 3d10 necrotic damage on a failed save, or half as much damage on a successful one. A creature that fails this saving throw can't speak until the end of its next turn as it chokes on the dust.

Alternatively, you can use an action to throw the dust into the air, affecting yourself and each creature within 30 feet of you with the dust.



Dust of Muffling

Wondrous item, common

You can scatter this fine, silvery-gray dust on the ground as an action, covering a 10-foot-square area. There is enough dust in one container for up to 5 uses. When a creature moves over an area covered in the dust, it has advantage on Dexterity (Stealth) checks to remain unheard. The effect remains until the dust is swept up, blown away, or tracked away by the traffic of eight or more creatures passing through the area.

Dust of the Dead

Wondrous item, uncommon

This stoppered vial is filled with dust and ash. There is enough of it for one use.

When you use an action to sprinkle the dust on a willing humanoid, the target falls into a death-like slumber for 8 hours. While asleep, the target appears dead to all mundane and magical means, but spells that target the dead, such as the *Speak with Dead* spell, fail when used on the target. The cause of death is not evident, though any wounds the target has taken remain visible. If the target takes damage while asleep, it has resistance to the damage. If the target is reduced to below half its hit points while asleep, it must succeed on a DC 15 Constitution saving throw to wake up. If the target is reduced to 5 hit points or fewer while asleep, it wakes up.

If the target is unwilling, it must succeed on a DC 11 Constitution saving throw to avoid the effect of the dust. A sleeping creature is considered an unwilling target.



Eagle Cape

Wondrous item, very rare (requires attunement)

The exterior of this silk cape is lined with giant eagle feathers. When you fall while wearing this cape, you descend 60 feet per round, take no damage from falling, and always land on your feet.

In addition, you can use an action to speak the cloak's command word. This turns the cape into a pair of eagle wings which give you a flying speed of 60 feet for 1 hour or until you repeat the command word as an action. When the wings revert back to a cape, you can't use the cape in this way again until the next dawn.

Earrings of the Eclipse

Wondrous item, uncommon

These two cubes of smoked quartz are mounted on simple, silver posts. While you are wearing these earrings, you can take the Hide action while you are motionless in an area of dim light or darkness even when a creature can see you or when you have nothing to obscure you from the sight of a creature that can see you. If you are in darkness when you use the Hide action, you have advantage on the Dexterity (Stealth) check. If you move, attack, cast a spell, or do anything other than remain motionless, you are no longer hidden and can be detected normally.

Earrings of the Agent

Wondrous item, rare (requires attunement)

Aside from a minor difference in size, these simple golden hoops are identical to one another. Each hoop has 1 charge and provides a different magical effect. Each hoop regains its expended charge daily at dawn. You must be wearing both hoops to use the magic of either hoop.

Small Hoop. You can use an action to expend this hoop's charge and choose a 10-foot by 10-foot area you can see. For 10 minutes, you can hear all sounds as though you were standing within that area. You can end this effect at any time.

Large Hoop. While you are hidden, you can use an action to expend this hoop's charge to conceal your presence from nearby creatures. Choose a point you can see within 120 feet of you. Each creature within 10 feet of that point has disadvantage on Wisdom (Perception) checks to see, hear, and smell you for 1 minute. This effect ends early if you are no longer hidden.

Earrings of the Storm Oyster

Wondrous item, very rare (requires attunement)

The deep blue pearls forming the core of these earrings come from oysters that survive being struck by lightning. While wearing these earrings, you gain the following benefits:

- You have resistance to lightning and thunder damage.
- You can understand Primordial. When it is spoken, the pearls echo the words in a language you can understand, at a whisper only you can hear.
- You can't be deafened.
- You can breathe air and water.
- As an action, you can cast the *sleet storm* spell (save DC 15) from the earrings. The earrings can't be used this way again until the next dawn.



Ebon Shards

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

These obsidian shards are engraved with words in Deep Speech, and their presence disquiets non-evil, intelligent creatures. The writing on the shards is obscure, esoteric, and possibly incomplete.

The shards have 10 charges and give you access to a powerful array of Void magic spells. While holding the shards, you use an action to expend 1 or more of its charges to cast one of the following spells from them, using your spell save DC and spellcasting ability: *living shadows** (5 charges), *maddening whispers** (2 charges), or *void strike** (3 charges). You can also use an action to cast the *crushing curse** spell from the shards without using any charges. Spells marked with an asterisk (*) can be found in *Deep Magic for 5th Edition*. At the GM's discretion, spells from *Deep Magic for 5th Edition* can be replaced with other spells of similar levels and similarly related to darkness or madness.

The shards regain 1d6 + 4 expended charges daily at dusk. Each time you use the *ebon shards* to cast a spell, you must succeed on a DC 12 Charisma saving throw or take 2d6 psychic damage.

Elemental Wraps

Wondrous item, very rare (requires attunement)

These cloth arm wraps are decorated with elemental symbols depicting flames, lightning bolts, snowflakes, and similar. You have resistance to acid, cold, fire, lightning, or thunder damage while you wear these arm wraps. You choose the type of damage when you first attune to the wraps, and you can choose a different type of damage at the end of a short or long rest.

The wraps have 10 charges. When you hit with an unarmed strike while wearing these wraps, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 damage of the type to which you have resistance.

The wraps regain 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wraps unravel and fall to the ground, becoming nonmagical.



Everflowing Bowl

Wondrous item, uncommon

This smooth, stone bowl feels especially cool to the touch. It holds up to 1 pint of water. When placed on the ground, the bowl magically draws water from the nearby earth and air, filling itself after 1 hour. In arid or desert environments, the bowl fills itself after 8 hours. The bowl never overflows itself.

Eye of Horus

Wondrous item, uncommon

This gold and lapis lazuli amulet helps you determine reality from phantasms and trickery. While wearing it, you have advantage on saving throws against illusion spells and against being frightened.



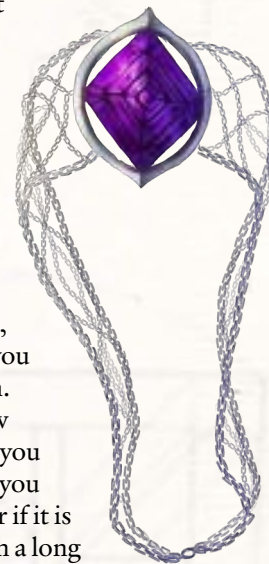
Eye of the Golden God

Wondrous item, legendary (requires attunement)

A shining multifaceted violet gem sits at the center of this fist-sized amulet. A beautifully forged band of platinum encircles the gem and affixes it to a well-made series of interlocking platinum chain links. The violet gem is warm to the touch.

While wearing this amulet, you can't be frightened and you don't suffer from exhaustion. In addition, you always know which item within 20 feet of you is the most valuable, though you don't know its actual value or if it is magical. Each time you finish a long rest while attuned to this amulet, roll a d10. On a 1-3, you awaken from your rest with that many valuable objects in your hand. The objects are minor, such as copper coins, at first and progressively get more valuable, such as gold coins, ivory statuettes, or gemstones, each time they appear. Each object is always small enough to fit in a single hand and is never worth more than 1,000 gp. The GM determines the type and value of each object.

Curse. This amulet 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 amulet, wearing it at all times. You are cursed until targeted by the *remove curse* spell or similar magic. While cursed, you attract the attention of cultists and devils



EYE OF THE GOLDEN GOD IN MIDGARD

Once the left eye of an ornate and magical statue of a pit fiend revered by a small cult of Mammon, this exquisite purple gem was pried from the idol by an adventurer named Slick Finnigan. Slick and his companions had taken it upon themselves to eradicate the cult, eager for the accolades they would receive for defeating an evil in the community. The loot they stood to gain didn't hurt either.

After the assault, while his companions were busy chasing the fleeing members of the cult, Slick pocketed the gem, disfiguring the statue and weakening its power in the process. He was then attacked by a cultist who had managed to evade notice by the adventurers. Slick escaped with his life, and the gem, but was unable to acquire the second eye. Within days, the thief was

finding himself assaulted by devils and cultists. He quickly offloaded his loot with a collection of merchants in town, including a jeweler who was looking for an exquisite stone to use in a piece commissioned by a local noble. Slick then set off with his pockets full of coin, happily leaving the devilish drama behind.

This magical amulet attracts the attention of worshippers of Mammon, who can almost sense its presence and are eager to claim its power for themselves, though a few extremely devout members of the weakened cult wish to return the gem to its original place in the idol. Due to this, and a bit of bad luck, this amulet has changed hands many times over the decades.

tied to the golden god. Each time you finish a long rest, roll a d20. On an 18-20, followers of the golden god find you before your next long rest and try to kill you to take the amulet from you. The followers are minor cultists and devils at first and progressively get more powerful each time they appear. The golden god never appears as a result of this amulet's curse. The GM determines what kind of followers attack you and in what quantities.

Eyes of the Outer Dark

Wondrous item, very rare (requires attunement)

These lenses are crafted of polished, opaque black stone. When placed over the eyes, however, they allow the wearer not only improved vision but glimpses into the vast emptiness between the stars.

While wearing these lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, its range is extended by 60 feet.

As an action, you can use the lenses to pierce the veils of time and space and see into the outer darkness. You gain the benefits of the *foresight* and *true seeing* spells for 10 minutes. If you activate this property and you aren't suffering from a madness, you take 3d8 psychic damage. Once used, this property of the lenses can't be used again until the next dawn.



Eyes of the Portal Masters

Wondrous item, rare

While you wear these crystal lenses over your eyes, you can sense the presence of any dimensional portal within 60 feet of you and whether the portal is one-way or two-way.

Once you have worn the eyes for 10 minutes, their magic ceases to function until the next dawn. Putting the lenses on or off requires an action.



Fanged Mask

Wondrous item, uncommon (requires attunement)

This tribal mask is made of wood and adorned with animal fangs. Once donned, it melds to your face and causes fangs to sprout from your mouth. While wearing this mask, your bite is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your bite deals piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. If you already have a bite attack when you don and attune to this mask, your bite attack's damage dice double (for example, 1d4 becomes 2d4).

Farhealing Bandages

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

This linen bandage is yellowed and worn with age. You can use an action wrap it around the appendage of a willing creature and activate its magic for 1 hour.

While the target is within 60 feet of you and the bandage's magic is active, you can use an action to trigger the bandage, and the target regains 2d4 hit points. The bandage becomes inactive after it has restored 15 hit points to a creature or when 1 hour has passed. Once the bandage becomes inactive, it can't be used again until the next dawn. You can be attuned to only one *farhealing bandage* at a time.

Fear-Eater's Mask

Wondrous item, uncommon (requires attunement)

This painted, wooden mask bears the visage of a snarling, fiendish face. While wearing the mask, you can use a bonus action to feed on the fear of a frightened creature within 30 feet of you. The target must succeed on a DC 13 Wisdom saving throw or take 2d6 psychic damage. You regain hit points equal to the damage dealt. If you are not injured, you gain temporary hit points equal to the damage dealt instead. Once a creature has failed this saving throw, it is immune to the effects of this mask for 24 hours.

Feather Token

Wondrous item, rarity varies

The following are additional *feather token* options.

Cloud (Uncommon). This white feather is shaped like a cloud. You can use an action to step on the token, which expands into a 10-foot-diameter cloud that immediately begins to rise slowly to a height of up to 20 feet. Any creatures standing on the cloud rise with it. The cloud disappears after 10 minutes, and anything that was on the cloud falls slowly to the ground.

Dark of the Moon (Rare). This black feather is shaped like a crescent moon. As an action, you can brush the feather over a willing creature's eyes to grant it the ability to see in the dark. For 1 hour, that creature has darkvision out to a range of 60 feet, including in magical darkness. Afterwards, the feather disappears.

Held Heart (Very Rare). This red feather is shaped like a heart. While carrying this token, you have advantage on initiative rolls. As an action, you can press the feather against a willing, injured creature. The target regains all its missing hit points and the feather disappears.

Jackdaw's Dart (Common). This black feather is shaped like a dart. While holding it, you can use an action to throw it at a creature you can see within 30 feet of you. As it flies, the feather transforms into a blot of black ink. The target must succeed on a DC 11 Dexterity saving throw or the feather leaves a black mark of misfortune on it. The target has



disadvantage on its next ability check, attack roll, or saving throw then the mark disappears. A *remove curse* spell ends the mark early.

Ferryman's Coins

Wondrous item, common

It is customary in many faiths to weight a corpse's eyes with pennies so they have a fee to pay the ferryman when he comes to row them across death's river to the afterlife. *Ferryman's coins*, though, ensure the body stays in the ground regardless of the spirit's destination. These coins, which feature a death's head on one side and a lock and chain on the other, prevent a corpse from being raised as any kind of undead. When you place two coins on a corpse's closed lids and activate them with a simple prayer, they can't be removed unless the person is resurrected (in which case they simply fall away), or someone makes a DC 15 Strength check to remove them. Yanking the coins away does no damage to the corpse.

Figurehead of Prowess

Wondrous item, rarity varies

A *figurehead of prowess* must be mounted on the bow of a ship for its magic to take effect. While mounted on a ship, the figurehead's magic affects the ship and every creature on the ship. A figurehead can be mounted on any ship larger than a rowboat, regardless if that ship sails the sea, the sky, rivers and lakes, or the sands of the desert. A ship can have only one figurehead mounted on it at a time.

Most figureheads are always active, but some have properties that must be activated. To activate a figurehead's special property, a creature must be at the helm of the ship, referred to below as the "pilot," and must use an action to speak the figurehead's command word.

Albatross (Uncommon). While this figurehead is mounted on a ship, the ship's pilot can double its proficiency bonus with navigator's tools when navigating the ship. In addition, the ship's pilot doesn't have disadvantage on Wisdom (Perception) checks that rely on sight when peering through fog, rain, dust storms, or other natural phenomena that would ordinarily lightly obscure the pilot's vision.

Basilisk (Uncommon). While this figurehead is mounted on a ship, the ship's AC increases by 2.

Dragon Turtle (Very Rare). While this figurehead is mounted on a ship, each creature on the ship has resistance to fire damage, and the ship's damage threshold increases by 5. If the ship doesn't normally have a damage threshold, it gains a damage threshold of 5.

Kraken (Rare). While this figurehead is mounted on a ship, the pilot can animate all of the ship's ropes. If a creature on the ship uses an animated



rope while taking the grapple action, the creature has advantage on the check. Alternatively, the pilot can command the ropes to move as if being moved by a crew, allowing a ship to dock or a sailing ship to sail without a crew. The pilot can end this effect as a bonus action. When the ship's ropes have been animated for a total of 10 minutes, the figurehead's magic ceases to function until the next dawn.

Manta Ray (Rare). While this figurehead is mounted on a ship, the ship's speed increases by half. For example, a ship with a speed of 4 miles per hour would have a speed of 6 miles per hour while this figurehead was mounted on it.

Narwhal (Very Rare). While this figurehead is mounted on a ship, each creature on the ship has resistance to cold damage, and the ship can break through ice sheets without taking damage or needing to make a check.

Octopus (Rare). This figurehead can be mounted only on ships designed for water travel. While this figurehead is mounted on a ship, the pilot can force the ship to dive beneath the water. The ship moves at its normal speed while underwater, regardless of its normal method of locomotion. Each creature on the ship remains on the ship and can breathe normally as long as the creature starts and ends its turn in contact with the ship. The pilot can end this effect as a bonus action, causing the ship to resurface at a rate of 60 feet per round. When the ship has spent a total of 1 hour underwater, the figurehead's magic ceases to function until the next dawn.

Sphinx (Legendary). This figurehead can be mounted only on a ship that isn't designed for air travel. While this figurehead is mounted on a ship, the pilot can command the ship to rise into the air. The ship moves at its normal speed while in the air, regardless of its normal method of locomotion. Each creature on the ship remains on the ship as long as the creature starts and ends its turn in contact with the

ship. The pilot can end this effect as a bonus action, causing the ship to descend at a rate of 60 feet per round until it reaches land or water. When the ship has spent a total of 8 hours in the sky, the figurehead's magic ceases to function until the next dawn.

Xorn (Very Rare). This figurehead can be mounted only on a ship designed for land travel. While this figurehead is mounted on a ship, the pilot can force the ship to burrow into the earth. The ship moves at its normal speed while burrowing, regardless of its normal method of locomotion. The ship can burrow through nonmagical, unworked sand, mud, earth, and stone, and it doesn't disturb the material it moves through. Each creature on the ship remains on the ship and can breathe normally as long as the creature starts and ends its turn in contact with the ship. The pilot can end this effect as a bonus action, causing the ship to resurface at a rate of 60 feet per round. When the ship has spent a total of 1 hour burrowing, the figurehead's magic ceases to function until the next dawn.

Figurine of Wondrous Power

Wondrous item, rarity varies

The following are additional *figurine of wondrous power* options.

Amber Bee (Uncommon). This amber statuette is of a honeybee. It can become a giant honey bee (see *Tome of Beasts 2*) for up to 6 hours. Once it has been used, it can't be used again until 2 days have passed.

Basalt Cockatrice (Uncommon). This basalt statuette is carved in the likeness of a cockatrice. It can become a cockatrice for up to 1 hour. Once it has been used, it can't be used again until 2 days have passed. While it is in cockatrice form, you and your allies within 30 feet of it have advantage on saving throws against being petrified.

Coral Shark (Rare). This coral statuette of a shark can become a hunter shark for up to 6 hours. It can be ridden as a mount, and the rider can breathe underwater while riding it. Once it has been used, it can't be used again until 5 days have passed.

Hematite Aurochs (Rare). This hematite statuette can become a bull (see *Tome of Beasts 2*). It has 24 charges, and each hour or portion thereof it spends in beast form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges. While in bull form, it is considered to be a Huge creature for the purpose of determining its carrying capacity, and nonmagical difficult terrain doesn't cost it extra movement.

Lapis Camel (Rare). This lapis camel can become a camel. It has 24 charges, and each hour or portion thereof it spends in camel form costs 1 charge. While

it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges. While in camel form, the *lapis camel* has a blue tint to its fur, and it can spit globs of acid at a creature that attacks it or its rider. This spit works like the *acid splash* spell (save DC 9).

Marble Mistwolf (Rare).

This white marble statuette is of a wolf. It can become a dire wolf for up to 6 hours. At your command, it can cast the *fog cloud* spell. Each time it does, its duration is reduced by 1 hour. Once its duration ends, it can't be used again until 5 days have passed.

Tin Dog (Common). This simple, tin statuette can become a dog for up to 8 hours, loyally following your commands to the best of its abilities. The dog uses the statistics of a jackal, except the dog has a Strength of 10. Once it has been used, the figurine can't be used again until 2 days have passed.

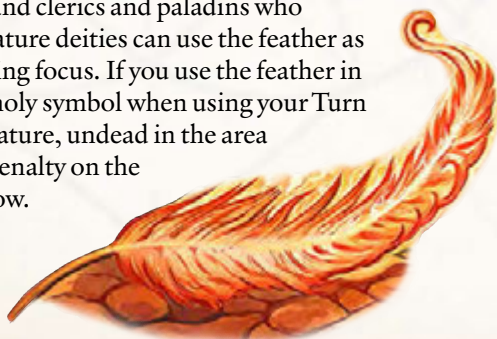
Violet Octopoid (Rare). A disturbing statuette carved in purple sugilite, the tentacled, *violet octopoid* can become an ambulatory, amphibious giant octopus for up to 6 hours. Use the statistics of a giant octopus, except it has 100 hit points and can make two tentacle attacks each turn. Once it has been used, it can't be used again until 3 days have passed. If you speak the command word in Void Speech, the octopus has an Intelligence score of 9 and can make three tentacle attacks each turn.

Firebird Feather

Wondrous item, uncommon

This feather sheds bright light in a 20-foot radius and dim light for an additional 20 feet, but it creates no heat and doesn't use oxygen. While holding the feather, you can tolerate temperatures as low as -50 degrees Fahrenheit.

Druids and clerics and paladins who worship nature deities can use the feather as a spellcasting focus. If you use the feather in place of a holy symbol when using your Turn Undead feature, undead in the area have a -1 penalty on the saving throw.



Flag of the Cursed Fleet

Wondrous item, legendary

This dreaded item is a black flag painted with an unsettlingly realistic skull. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals an aura of necromancy around the flag. Beasts with an Intelligence of 3 or lower don't willingly board a vessel where this flag flies. A successful DC 17 Wisdom (Animal Handling) check convinces an unwilling beast to board the vessel, though it remains uneasy and skittish while aboard.

Cursed Crew. When this baleful flag flies atop the mast of a waterborne vehicle, it curses the vessel and all those that board it. When a creature that isn't a humanoid dies aboard the vessel, it rises 1 minute later as a zombie under the ship captain's control. When a humanoid dies aboard the vessel, it rises 1 minute later as a ghoul under the ship captain's control. A ghoul retains any knowledge of sailing or maintaining a waterborne vehicle that it had in life.

Cursed Captain. If the ship flying this flag doesn't have a captain, the undead crew seeks out a powerful humanoid or intelligent undead to bring aboard and coerce into becoming the captain. When an undead with an Intelligence of 10 or higher boards the captainless vehicle, it must succeed on a DC 17 Wisdom saving throw or become magically bound to the ship and the flag. If the creature exits the vessel and boards it again, the creature must repeat the saving throw. The flag fills the captain with the desire to attack other vessels to grow its crew and commandeer larger vessels when possible, bringing the flag with it. If the flag is destroyed or removed from a waterborne vehicle for at least 7 days, the zombie and ghoul crew crumbles to dust, and the captain is freed of the flag's magic, if the captain was bound to it.

Unholy Vessel. While aboard a vessel flying this flag, an undead creature has advantage on saving throws against effects that turn undead, and if it fails the saving throw, it isn't destroyed, no matter its CR. In addition, the captain and crew can't be frightened while aboard a vessel flying this flag.

When a creature that isn't a construct or undead and isn't part of the crew boards the vessel, it must succeed on a DC 17 Constitution saving throw or be poisoned while it remains on board. If the creature exits the vessel and boards it again, the creature must repeat the saving throw.

Flask of Epiphanies

Wondrous item, legendary (requires attunement)

This flask is made of silver and cherry wood, and it holds finely cut garnets on its faces. This ornate flask contains 5 ounces of powerful alcoholic spirits. As an action, you can drink up to 5 ounces of the flask's contents. You can drink 1 ounce without risk of intoxication. When you drink more than 1 ounce of the spirits as part of the same action, you must make a DC 12 Constitution saving throw (this DC increases by 1 for each ounce you imbibe after the second, to a maximum of DC 15). On a failed save, you are incapacitated for 1d4 hours and gain no benefits from consuming the alcohol. On a success, your Intelligence or Wisdom (your choice) increases by 1 for each ounce you consumed. Whether you fail or succeed, your Dexterity is reduced by 1 for each ounce you consumed. The effect lasts for 1 hour. During this time, you have advantage on all Intelligence (Arcana) and Intelligence (Religion) checks. The flask replenishes 1d3 ounces of spirits daily at dawn.

Fleshspurned Mask

Wondrous item, rare (requires attunement)

This mask features inhumanly sized teeth similar in appearance to the toothy ghost known as a fleshspurned (see *Tome of Beasts 2*). It has a strap fashioned from entwined strands of sinew, and it fits easily over your face with no need to manually adjust the strap.

While wearing this mask, you can use its teeth to make unarmed strikes. When you hit with it, the teeth deal necrotic damage equal to 1d6 + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike. In addition, if the target has the Incorporeal Movement trait, you deal necrotic damage equal to 2d6 + your Strength modifier instead. Such targets don't have resistance or immunity to the necrotic damage you deal with this attack. If you kill a creature with your teeth, you gain temporary hit points equal to double the creature's challenge rating (minimum of 1).

Curse. This mask is cursed. Becoming attuned to it and wearing it extends the curse to you. While cursed, you can't remove the mask unless you are targeted by the *remove curse* spell. In addition, you have disadvantage on attack rolls with weapons other than the mask's teeth. If you finish a long rest and haven't used the mask's teeth to deal damage to a creature since your previous long rest, you gain the Incorporeal Movement trait until you damage a creature with the mask's teeth. The Incorporeal Movement trait allows you to move through creatures and solid objects as if they were difficult terrain, but you take 1d10 force damage if you end your turn inside an object. Each hour you have the Incorporeal Movement trait, you have a 10 percent chance of encountering a hungry fleshspurned attracted to your plight.

Flood Charm

Wondrous item, common

This smooth, blue-gray stone is carved with stylized waves or rows of wavy lines. When you are in water too deep to stand, the charm activates. You automatically become buoyant enough to float to the surface unless you are grappled or restrained. If you are unable to surface—such as if you are grappled or restrained, or if the water completely fills the area—the charm surrounds you with a bubble of breathable air that lasts for 5 minutes. At the end of the air bubble's duration, or when you leave the water, the charm's effects end and it becomes a nonmagical stone.

Flute of Saurian Summoning

Wondrous item, uncommon

This scaly, clawed flute has a musky smell, and it releases a predatory, screeching roar with reptilian overtones when blown. You must be proficient with wind instruments to use this flute. You can use an action to play the flute and conjure dinosaurs. This works like the *conjure animals* spell, except the animals you conjure must be dinosaurs or Medium or larger lizards. The dinosaurs remain for 1 hour, until they die, or until you dismiss them as a bonus action. The flute can't be used to conjure dinosaurs again until the next dawn.



Fly Whisk of Authority

Wondrous item, uncommon

If you use an action to flick this fly whisk, you have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks for 10 minutes. You can't use the fly whisk this way again until the next dawn.

Frost Pellet

Wondrous item, rare

Fashioned from the stomach lining of a devil shark (see *Creature Codex*), this rubbery pellet is cold to the touch. When you consume the pellet, you feel bloated, and you are immune to cold damage for 1 hour. Once before the duration ends, you can expel a 30-foot cone of cold water. Each creature in the cone must make a DC 15 Constitution saving throw. On a failure, the creature takes 6d8 cold damage and is pushed 10 feet away from you. On a success, the creature takes half the damage and isn't pushed away.

Frostfire Lantern

Wondrous item, very rare (requires attunement)

While lit, the flame in this ornate mithril lantern turns blue and sheds a cold, blue dim light in a 30-foot radius. After the lantern's flame has burned for 1 hour, it can't be lit again until the next dawn. You can extinguish the lantern's flame early for use at a later time. Deduct the time it burned in increments of 1 minute from the lantern's total burn time.



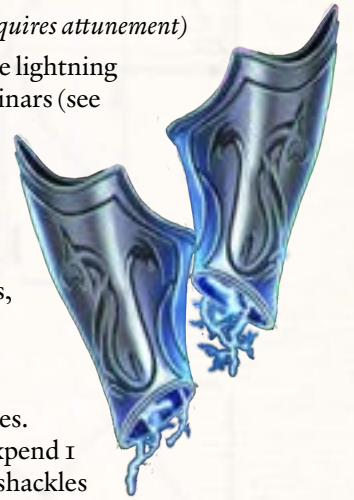
When a creature enters the lantern's light for the first time on a turn or starts its turn there, the creature must succeed on a DC 17 Constitution saving throw or be vulnerable to cold damage until the start of its next turn. When you light the lantern, choose up to four creatures you can see within 30 feet of you, which can include yourself. The chosen creatures are immune to this effect of the lantern's light.

Freezing Light. While holding this lit lantern, you can use an action to force the lantern's flame to emit a freezing chill. Each creature in the lantern's light must make a DC 17 Constitution saving throw, taking 5d6 cold damage on a failed save, or half as much damage on a successful one. For 1 minute, the lantern's flame continues emitting wisps of cold air, making the area in the light difficult terrain as surfaces become slick with frost. Each creature you chose when you lit the lantern is also immune to this freezing light, and the difficult terrain caused by this freezing light doesn't cost it extra movement. Once used, this property of the lantern can't be used again until the next dawn.

Fulminar Bracers

Wondrous item, very rare (requires attunement)

Stylized etchings of cat-like lightning elementals known as fulminars (see *Creature Codex*) cover the outer surfaces of these solid silver bracers. While wearing these bracers, lightning crackles harmless down your hands, and you have resistance to lightning damage and thunder damage.



The bracers have 3 charges. You can use an action to expend 1 charge to create lightning shackles that bind up to two creatures you can see within 60 feet of you. Each target must make a DC 15 Dexterity saving throw. On a failure, a target takes 4d6 lightning damage and is restrained for 1 minute. On a success, the target takes half the damage and isn't restrained. A restrained creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The bracers regain all expended charges daily at dawn. The bracers also regain 1 charge each time you take 10 lightning damage while wearing them.

Garments of Winter's Knight

Wondrous item, legendary (requires attunement)

This white-and-blue outfit is designed in the style of fey nobility and maximized for both movement and protection. The multiple layers and snow-themed details of this garb leave no doubt that whoever wears these clothes is associated with the winter queen of faerie. You gain the following benefits while wearing the outfit:

- If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.
- Whenever a creature within 5 feet of you hits you with a melee attack, the cloth steals heat from the surrounding air, and the attacker takes 2d8 cold damage.



- You can't be charmed, and you are immune to cold damage.
- You can use a bonus action to extend your senses outward to detect the presence of fey. Until the start of your next turn, you know the location of any fey within 60 feet of you.

Curse. This item is cursed, and becoming attuned to it extends the curse to you until you are targeted by the *remove curse* spell or similar magic; removing the outfit fails to end the curse. As long as you remain cursed, you are unwilling to part with the outfit. While cursed, all fey creatures not in service to the faerie queen of winter are hostile toward you.

Gauntlet of the Iron Sphere

Wondrous item, very rare (requires attunement)

This heavy gauntlet is adorned with an onyx. While wearing this gauntlet, your unarmed strikes deal 1d8 bludgeoning damage, instead of the damage normal for an unarmed strike, and you gain a +1 bonus to attack and damage rolls with unarmed strikes. In addition, your unarmed strikes deal double damage to objects and structures.

If you hold a pound of raw iron ore in your hand while wearing the gauntlet, you can use an action to speak the gauntlet's command word and conjure an iron sphere (see *Creature Codex*). The iron sphere remains for 1 hour or until it dies. It is friendly to you and your companions. Roll initiative for the iron sphere, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the iron sphere, it defends itself from hostile creatures but otherwise takes no actions. The gauntlet can't be used this way again until the next dawn.

Gazebo of Shade and Shelter

Wondrous item, rare

You can use an action to place this 3-inch sandstone gazebo statuette on the ground and speak its command word. Over the next 5 minutes, the sandstone gazebo grows into a full-sized gazebo that remains for 8 hours or until you speak the command word that returns it to a sandstone statuette.

The gazebo's posts are made of palm tree trunks, and its roof is made of palm tree fronds. The floor is level, clean, dry and made of palm fronds. The atmosphere inside the gazebo is comfortable and dry, regardless of the weather outside. You can command the interior to become dimly lit or dark. The gazebo's walls are opaque from the outside, appearing wooden, but they are transparent from the inside, appearing much like sheer fabric. When activated, the gazebo has an opening on the side facing you. The opening is 5 feet wide and 10 feet tall and opens and closes at your command, which you can speak as

a bonus action while within 10 feet of the opening. Once closed, the opening is immune to the *knock* spell and similar magic, such as that of a *chime of opening*.

The gazebo is 20 feet in diameter and is 10 feet tall. It is made of sandstone, despite its wooden appearance, and its magic prevents it from being tipped over.

It has 100 hit points, immunity to nonmagical attacks excluding siege weapons, and resistance to all other damage. The gazebo contains crude furnishings: eight simple bunks and a long, low table surrounded by eight mats. Three of the wall posts bear fruit: one coconut, one date, and one fig. A small pool of clean, cool water rests at the base of a fourth wall post. The trees and the pool of water provide enough food and water for up to 10 people. Furnishings and other objects within the gazebo dissipate into smoke if removed from the gazebo. When the gazebo returns to its statuette form, any creatures inside it are expelled into unoccupied spaces nearest to the gazebo's entrance.

Once used, the gazebo can't be used again until the next dusk. If reduced to 0 hit points, the gazebo can't be used again until 7 days have passed.

Ghost Dragon Horn

Wondrous item, very rare

Scales from dead dragons cover this wooden, curved horn. You can use an action to speak the horn's command word and then blow the horn, which emits a blast in a 30-foot cone, containing shrieking spectral dragon heads. Each creature in the cone must make a DC 17 Wisdom saving throw. On a failure, a creature takes 5d10 psychic damage and is frightened of you for 1 minute. On a success, a creature takes half the damage and isn't frightened. Dragons have disadvantage on the saving throw and take 10d10 psychic damage instead of 5d10. A frightened target can repeat the Wisdom saving throw at the end of each of its turns, ending the effect on itself on a success.

If a dragon takes damage from the horn's shriek, the horn has a 20 percent chance of exploding. The explosion deals 10d10 psychic damage to the blower and destroys the horn.

Once you use the horn, it can't be used again until the next dawn. If you kill a dragon while holding or carrying the horn, you regain use of the horn.



Ghost Thread

Wondrous item, rare

Most of this miles-long strand of enchanted silk, created by phase spiders, resides on the Ethereal Plane. Only a few inches at either end exist permanently on the Material Plane, and those may be used as any normal string would be. Creatures using it to navigate can follow one end to the other by running their hand along the thread, which phases into the Material Plane beneath their grasp. If dropped or severed (AC 8, 1 hit point), the thread disappears back into the Ethereal Plane in 2d6 rounds.

Ghoul Light

Wondrous item, very rare

This bullseye lantern sheds light as normal when a lit candle is placed inside of it. If the light shines on meat, no matter how toxic or rotten, for at least 10 minutes, the meat is rendered safe to eat. The lantern's magic doesn't improve the meat's flavor, but the light does restore the meat's nutritional value and purify it, rendering it free of poison and disease. In addition, when an undead creature ends its turn in the light, it takes 1 radiant damage.



Curse. When a creature eats meat that has been rendered edible by this lantern's light, the creature must succeed on a DC 15 Constitution saving throw or become cursed until it is targeted by the *remove curse* spell or similar magic. While cursed, the creature has a craving for the flesh of humanoid corpses. If the cursed creature goes longer than 7 days without consuming at least 1 ounce of flesh from a dead humanoid, it can't regain hit points by any means until it consumes such flesh.

Giggling Orb

Wondrous item, rare

This glass sphere measures 3 inches in diameter and contains a swirling, yellow mist. You can use an action to throw the orb up to 60 feet. The orb shatters on impact and is destroyed. Each creature within a 20-foot-radius of where the orb landed must succeed on a DC 15 Wisdom saving throw or fall prone in fits of laughter, becoming incapacitated and unable to stand 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.

Girdle of Traveling Alchemy

Wondrous item, very rare (requires attunement)

This wide leather girdle has many sewn-in pouches and holsters that hold an assortment of empty beakers and vials. Once you have attuned to the girdle, these containers magically fill with the following liquids:

- 2 flasks of alchemist's fire
- 2 flasks of alchemist's ice*
- 2 vials of acid
- 2 jars of swarm repellent*
- 1 vial of assassin's blood poison
- 1 *potion of climbing*
- 1 *potion of healing*

*indicates an item found in *Deep Magic for 5th Edition*

Each container magically replenishes each day at dawn, if you are wearing the girdle. All the potions and alchemical substances produced by the girdle lose their properties if they're transferred to another container before being used.

Gliding Cloak

Wondrous item, uncommon

By grasping the ends of the cloak while falling, you can glide up to 5 feet horizontally in any direction for every 1 foot you fall. You descend 60 feet per round but take no damage from falling while gliding in this way.

A tailwind allows you to glide 10 feet per 1 foot descended, but a headwind forces you to only glide 5 feet per 2 feet descended.

Gloomflower Corsage

Wondrous item, very rare (requires attunement)

This black, six-petaled flower fits neatly on a garment's lapel or peeking out of a pocket. While wearing it, you have advantage on saving throws against being blinded, deafened, or frightened.

While wearing the flower, you can use an action to speak one of three command words to invoke the corsage's power and cause one of the following effects:

- When you speak the first command word, you gain blindsight out to a range of 120 feet for 1 hour.
- When you speak the second command word, choose a target within 120 feet of you and make a ranged attack with a +7 bonus. On a hit, the target takes 3d6 psychic damage.



- When you speak the third command word, your form shifts and shimmers. For 1 minute, any creature has disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

Each time you use the flower, one of its petals curls in on itself. You can't use the flower if all of its petals are curled. The flower uncurls 1d6 petals daily at dusk.

Gloves of the Magister

Wondrous item, rare (requires attunement)

The backs of each of these black leather gloves are set with gold fittings as if to hold a jewel. While you wear the gloves, you can cast *mage hand* at will. You can affix an *ioun stone* into the fitting on a glove. While the stone is affixed, you gain the benefits of the stone as if you had it in orbit around your head. If you take an action to touch a creature, you can transfer the benefits of the ioun stone to that creature for 1 hour. While the creature is gifted the benefits, the stone turns gray and provides you with no benefits for the duration. You can use an action to end this effect and return power to the stone. The stone's benefits can also be dispelled from a creature as if they were a 7th-level spell. When the effect ends, the stone regains its color and provides you with its benefits once more.

Gloves of the Walking Shade

Wondrous item, very rare (requires attunement)

Each glove is actually comprised of three, black ivory rings (typically fitting the thumb, middle finger, and pinkie) which are connected to each other. The rings are then connected to an intricately-engraved onyx wrist cuff by a web of fine platinum chains and tiny diamonds. While wearing these gloves, you gain the following benefits:

- You have resistance to necrotic damage.
- You can spend one Hit Die during a short rest to remove one level of exhaustion instead of regaining hit points.
- You can use an action to become a living shadow for 1 minute. For the duration, you can move through a space as narrow as 1 inch wide without squeezing, and you can take the Hide action as a bonus action while you are in dim light or darkness. Once used, this property of the gloves can't be used again until the next nightfall.

Goggles of Firesight

Wondrous item, uncommon (requires attunement)

The lenses of these combination fleshy and plantlike goggles extend a few inches away from the goggles on a pair of tentacles. While wearing these lenses, you can see through lightly obscured and heavily

obsured areas without your vision being obscured, if those areas are obscured by fire, smoke, or fog. Other effects that would obscure your vision, such as rain or darkness, affect you normally.

When you fail a saving throw against being blinded, you can use a reaction to call on the power within the goggles. If you do so, you succeed on the saving throw instead. The goggles can't be used this way again until the next dawn.

Goggles of Shade

Wondrous item, uncommon

While wearing these dark lenses, you have advantage on Charisma (Deception) checks. If you have the Sunlight Sensitivity trait and wear these goggles, you no longer suffer the penalties of Sunlight Sensitivity while in sunlight.

Granny Wax

Wondrous item, uncommon

Normally found in a small glass jar containing 1d3 doses, this foul-smelling, greasy yellow substance is made by hags in accordance with an age-old secret recipe. You can use an action to rub one dose of the wax onto an ordinary broom or wooden stick and transform it into a *broom of flying* for 1 hour.

Grasping Cap

Wondrous item, legendary (requires attunement)

This cap is a simple, blue silk hat with a goose feather trim. While wearing this cap, you have advantage on Strength (Athletics) checks made to climb, and the cap deflects the first ranged attack made against you each round.

In addition, when a creature attacks you while within 30 feet of you, it is illuminated and sheds red-hued dim light in a 50-foot radius until the end of its next turn. Any attack roll against an illuminated creature has advantage if the attacker can see it.

Grasping Cloak

Wondrous item, very rare (requires attunement)

Made of strips of black leather, this cloak always shines as if freshly oiled. The strips writhe and grasp at nearby creatures. While wearing this cloak, you can use a bonus action to command the strips to grapple a creature no more than one size larger than you within 5 feet of you. The strips make the grapple attack roll with a +7 bonus. On a hit, the target is grappled by the cloak, leaving your hands free to perform other tasks or actions that require both hands. However, you are still considered to be grappling a creature, limiting your movement as normal. The cloak can grapple only one creature at a time.

Alternatively, you can use a bonus action to command the strips to aid you in grappling. If you do

so, you have advantage on your next attack roll made to grapple a creature. While grappling a creature in this way, you have advantage on the contested check if a creature attempts to escape your grapple.

Green Mantle

Wondrous item, very rare (requires attunement)

This garment is made of living plants—mosses, vines, and grasses—interwoven into a light, comfortable piece of clothing. When you attune to this mantle, it forms a symbiotic relationship with you, sinking roots beneath your skin. While wearing the mantle, your hit point maximum is reduced by 5, and you gain the following benefits:

- If you aren't wearing armor, your base Armor Class is 13 + your Dexterity modifier.
- You have resistance to radiant damage.
- You have immunity to the poisoned condition and poison damage that originates from a plant, moss, fungus, or plant creature.
- As an action, you cause the mantle to produce 6 berries. It can have no more than 12 berries on it at one time. The berries have the same effect as berries produced by the *goodberry* spell. Unlike the *goodberry* spell, the berries retain their potency as long as they are not picked from the mantle. Once used, this property can't be used again until the next dawn.

Curse. Once you don and attune to this cursed mantle, you are cursed and can't remove it unless you are targeted by the *remove curse* spell or similar magic. The mantle requires at least 1 pint of water each day. If you fail to provide water to it, it draws the moisture it needs from your body, dealing 3d6 necrotic damage to you. If it is unable to gain moisture, due to its host's immunities or magical protections or being in a dry environment on a dead host, the mantle begins to wither. After the first 24 hours it is unable to gain moisture, the Armor Class it provides is reduced by 1, and you lose resistance to radiant damage. After 48 hours without moisture, it no longer provides an Armor Class, and you lose immunity to the poisoned condition and plant-based poison damage. After 72 hours without moisture, it dies, becoming nonmagical, and you are able to remove it.

Grifter's Deck

Wondrous item, common

When you deal a card from this slightly greasy, well-used deck, you can choose any specific card to be on top of the deck, assuming it hasn't already been dealt. Alternatively, you can choose a general card of a specific value or suit that hasn't already been dealt.

Gritless Grease

Wondrous item, uncommon

This small, metal jar, 3 inches in diameter, holds 1d4 + 1 doses of a pungent waxy oil. As an action, one dose can be applied to or swallowed by a clockwork creature or device. The clockwork creature or device ignores difficult terrain, and magical effects can't reduce its speed for 8 hours. As an action, the clockwork creature, or a creature holding a clockwork device, can gain the effect of the *haste* spell until the end of its next turn (no concentration required). The effects of the *haste* spell melt the grease, ending all its effects at the end of the spell's duration.

Hair Pick of Protection

Wondrous item, very rare

This hair pick has glittering teeth that slide easily into your hair, making your hair look perfectly coiffed and battle-ready. Though typically worn in hair, you can also wear the pick as a brooch or cloak clasp. While wearing this pick, you gain a +2 bonus to AC, and you have advantage on saving throws against spells. In addition, the pick magically boosts your self-esteem and your confidence in your ability to overcome any challenge, making you immune to the frightened condition.



Hallowed Effigy

Wondrous item, rare (requires attunement)

This foot-long totem, crafted from the bones and skull of a Tiny woodland beast bound in thin leather strips, serves as a boon for you and your allies and as a stinging trap to those who threaten you. The totem has 10 charges, and it regains 1d6 + 4 expended charges daily at dawn. If the last charge is expended, it can't regain charges again until a druid performs a 24-hour ritual, which involves the sacrifice of a Tiny woodland beast.

You can use an action to secure the effigy on any natural organic substrate (such as dirt, mud, grass, and so on). While secured in this way, it pulses with primal energy on initiative count 20 each round, expending 1 charge. When it pulses, you and each creature friendly to you within 15 feet of the totem regains 1d6 hit points, and each creature hostile to you within 15 feet of the totem must make a DC 15 Constitution saving throw, taking 1d6 necrotic damage on a failed save, or half as much damage on a successful one. It continues to pulse each round until you pick it up, it runs out of charges, or it is destroyed.

The totem has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If it drops to 0 hit points, it is destroyed.

Hallucinatory Dust

Wondrous item, rare

This small packet contains black pollen from a gloomflower (see *Creature Codex*). Hazy images swirl around the pollen when observed outside the packet. There is enough of it for one use. When you use an action to blow the dust from your palm, each creature in a 30-foot cone must make a DC 15 Wisdom saving throw. On a failure, a creature sees terrible visions, manifesting its fears and anxieties for 1 minute. While affected, it takes 2d6 psychic damage at the start of each of its turns and must spend its action to make one melee attack against a creature within 5 feet of it, other than you or itself. If the creature can't make a melee attack, it takes the Dodge action. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. On a success, a creature becomes incapacitated until the end of its next turn as the visions fill its mind then quickly fade.

A creature reduced to 0 hit points by the dust's psychic damage falls unconscious and is stable. When the creature regains consciousness, it is permanently plagued by hallucinations and has disadvantage on ability checks until cured by a *remove curse* spell or similar magic.

Hammer of Decrees

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

This adamantite hammer was part of a set of smith's tools used to create weapons of law for an ancient dwarven civilization. It is pitted and appears damaged, and its oak handle is split and bound with cracking hide. While attuned to this hammer, you have advantage on ability checks using smith's tools, and the time it takes you to craft an item with your smith's tools is halved.

Handy Scroll Quiver

Wondrous item, common

This belt quiver is wide enough to pass a rolled scroll through the opening. Containing an extra dimensional space, the quiver can hold up to 25 scrolls and weighs 1 pound, regardless of its contents.

Placing a scroll in the quiver follows the normal rules for interacting with objects. Retrieving a scroll from the quiver requires you to use an action. When you reach into the quiver for a specific scroll, that scroll is always magically on top.

The quiver has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the quiver

ruptures and is destroyed. If the quiver is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If a breathing creature is placed within the quiver, the creature can survive for up to 5 minutes, after which time it begins to suffocate.

Placing the quiver inside an extradimensional space created by a *bag of holding*, *handy haversack*, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Hangman's Noose

Wondrous item, rare (requires attunement)

Certain hemp ropes used in the execution of final justice can affect those beyond the reach of normal magics. This noose has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *hold monster* spell from it. Unlike the standard version of this spell, though, the magic of the *hangman's noose* affects only undead. It regains 1d3 charges daily at dawn.

Harmonizing Instrument

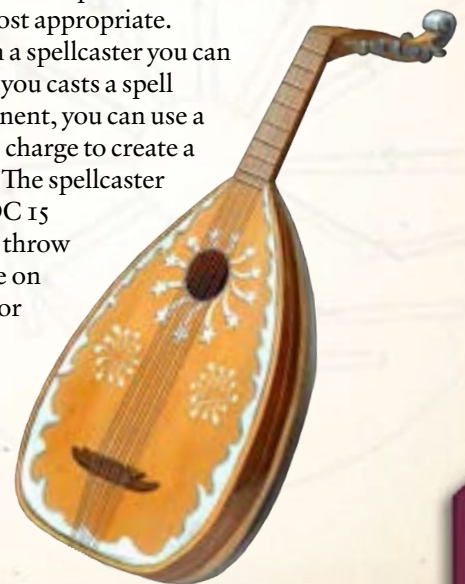
Wondrous item, rare (requires attunement by a bard)

Any stringed instrument can be a *harmonizing instrument*, and you must be proficient with stringed instruments to use a *harmonizing instrument*.

This instrument has 3 charges for the following properties. The instrument regains 1d3 expended charges daily at dawn.

Consonance. When a spellcaster you can see within 30 feet of you casts a spell with a verbal component, you can use a reaction to expend 1 charge to create a consonant harmony. The spellcaster has advantage on the spell attack roll, or the spell's save DC is increased by 1, whichever is most appropriate.

Dissonance. When a spellcaster you can see within 30 feet of you casts a spell with a verbal component, you can use a reaction to expend 1 charge to create a dissonant harmony. The spellcaster must succeed on a DC 15 Constitution saving throw or have disadvantage on the spell attack roll, or the spell's save DC is reduced by 1, whichever is most appropriate.





Hat of Mental Acuity

Wondrous item, rare (requires attunement)

This well-crafted cap appears to be standard wear for academics. Embroidered on the edge of the inside lining in green thread are sigils. If you cast *comprehend languages* on them, they read, “They that are guided go not astray.”

While wearing the hat, you have advantage on all Intelligence and Wisdom checks. If you are proficient in an Intelligence or Wisdom-based skill, you double your proficiency bonus for the skill.

Headdress of Majesty

Wondrous item, rare (requires attunement)

This elaborate headpiece is adorned with small gemstones and thin strips of gold that frame your head like a radiant halo. While you wear this headdress, you have advantage on Charisma (Intimidation) and Charisma (Persuasion) checks. The headdress has 5 charges for the following properties. It regains all expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the headdress becomes a nonmagical, tawdry ornament of cheap metals and paste gems.

Command. While wearing the headdress, you can use an action to expend 1 or more charges to cast the *command* spell (save DC 15) from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Enchanting Sovereign. When you cast an enchantment spell while wearing the headdress, you can use a bonus action to expend 1 of its charges to strengthen the spell. While the spell is strengthened, each target has disadvantage on the saving throw. If you are also attuned to and holding a *scepter of majesty* (see page 87), the save DC of the strengthened spell increases by 1.



Headrest of the Cattle Queens

Wondrous item, uncommon

This polished and curved wooden headrest is designed to keep the user’s head comfortably elevated while sleeping. If you sleep at least 6 hours as part of a long rest while using the headrest, you regain 1 additional spent Hit Die, and your exhaustion level is reduced by 2 (rather than 1) when you finish the long rest.



Headscarf of the Oasis

Wondrous item, uncommon

This dun-colored, well-worn silk wrap is long enough to cover the face and head of a Medium or smaller humanoid, barely revealing the eyes.

While wearing this headscarf over your mouth and nose, you have advantage on ability checks and saving throws against being blinded and against extended exposure to hot weather and hot environments. Pulling the headscarf on or off your mouth and nose requires an action.

Healthful Honeypot

Wondrous item, very rare

This clay honeypot weighs 10 pounds. A sweet aroma wafts constantly from it, and it produces enough honey to feed up to 12 humanoids. Eating the honey restores 1d8 hit points, and the honey provides enough nourishment to sustain a humanoid for one day. Once 12 doses of the honey have been consumed, the honeypot can’t produce more honey until the next dawn.

Bear’s Banquet. While holding the honeypot, you can use an action to create a resplendent honey-based banquet, which includes an exquisite mead. The banquet takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don’t set in until this hour is over. Up to 12 creatures can feast on this banquet. A creature that feasts on the banquet gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. These benefits last for 24 hours. If the honeypot is used in this way, it can’t produce any honey again, for this banquet or for its other property, until 7 days have passed.

Heat Stone

Wondrous item, common

Prized by reptilian humanoids, this magic stone is warm to the touch. While carrying this stone, you are comfortable in and can tolerate temperatures as low as -20 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -50 degrees Fahrenheit.

Heliotrope Heart

Wondrous item, uncommon (requires attunement)

This polished orb of dark-green stone is latticed with pulsing crimson inclusions that resemble slowly dilating spatters of blood. While attuned to this orb, your hit point maximum can't be reduced by the bite of a vampire, vampire spawn, or other vampiric creature.

In addition, while holding this orb, you can use an action to speak its command word and cast the 2nd-level version of the *false life* spell. Once used, this property can't be used again until the next dusk.

Curse. This orb is cursed, a fact that is revealed only when an *identify* spell is cast on the orb or you attune to it. Attuning to the orb curses you until you are targeted by the *remove curse* spell or similar magic. As long as you remain cursed, you are unwilling to part with the orb, keeping it on your person at all times. While cursed, your shadow seems abnormally gaunt and sometimes moves of its own volition as though alive. As a result, you have disadvantage on Charisma (Performance) and Charisma (Persuasion) checks.

Helm of the Slashing Fin

Wondrous item, uncommon (requires attunement)

While wearing this helm, you can use an action to speak its command word to gain the ability to breathe underwater, but you lose the ability to breathe air. You can speak its command word again or remove the helm as an action to end this effect.

Fin Slash. The helm has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use an action to expend 1 of its charges to swing your head in the direction of a target you can see within 10 feet of you. The helm's fin extends and makes an attack roll with a +5 bonus. On a hit, the target takes 2d6 slashing damage. If you move at least 20 feet straight toward the target and the fin hits on the same turn, the hit is a critical hit.

Holy Verdant Bat Droppings

Wondrous item, rare

This ceramic jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture with a pungent, muddy reek. The jar and its contents weigh 1/2 pound. Derro matriarchs and children gather a particular

green bat guano to cure various afflictions, and the resulting glowing green paste can be spread on the skin to heal various conditions. As an action, one dose of the droppings can be swallowed or applied to the skin. The creature that receives it gains one of the following benefits:

- Cured of paralysis or petrification
- Reduces exhaustion level by one
- Regains 50 hit points

Honey Buckle

Wondrous item, varies (requires attunement)

While wearing this bear head-shaped belt buckle, you can use an action to cast *polymorph* on yourself, transforming into a type of bear determined by the type of belt buckle you are wearing. While you are in the form of a bear, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain concentration on the spell, and the transformation lasts for 1 hour, until you use a bonus action to revert to your normal form, or until you drop to 0 hit points or die. The belt buckle can't be used this way again until the next dawn.

Black Honey Buckle (Uncommon). When you use this belt buckle to cast *polymorph* on yourself, you transform into a black bear.

Brown Honey Buckle (Rare). When you use this belt buckle to cast *polymorph* on yourself, you transform into a brown bear.

White Honey Buckle (Very Rare). When you use this belt buckle to cast *polymorph* on yourself, you transform into a polar bear.

Honey Lamp

Wondrous item, uncommon

Honey lamps, made from glowing honey encased in beeswax, shed light as a lamp. Though the lamps are often found in the shape of a globe, the honey can also be sealed inside stone or wood recesses. If the wax that shields the honey is broken or smashed, the honey crystallizes in 7 days and ceases to glow. Eating the honey while it is still glowing grants darkvision out to a range of 30 feet for 1 week and 1 day.



Honey Trap

Wondrous item, rare

This jar is made of beaten metal and engraved with honeybees. It has 7 charges, and it regains 1d6 + 1 expended charges daily at dawn. If you expend the jar's last charge, roll a d20. On a 1, the jar shatters and loses all its magical properties.

While holding the jar, you can use an action to expend 1 charge to hurl a glob of honey at a target within 30 feet of you. Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the glob expands, and the creature is restrained.

A creature restrained by the honey can use an action to make a DC 15 Strength (Athletics) or Dexterity (Acrobatics) check (target's choice). On a success, the creature is no longer restrained by the honey.

Honeypot of Awakening

Wondrous item, uncommon

If you place 1 pound of honey inside this pot, the honey transforms into an ochre jelly after 24 hours. The jelly remains in a dormant state within the pot until you dump it out. You can use an action to dump the jelly from the pot in an unoccupied space within 5 feet of you. Once dumped, the ochre jelly is hostile to all creatures, including you. Only one ochre jelly can occupy the pot at a time.



Hunter's Charm

Wondrous item, common (+1), uncommon (+2), or rare (+3) (requires attunement by a ranger)

This small fetish is made out of bones, feathers, and semi-precious gems. Typically worn around the neck, this charm can also be wrapped around your brow or wrist or affixed to a weapon.

While wearing or carrying this charm, you have a bonus to attack and damage rolls made against your favored enemies. The bonus is determined by the charm's rarity.



Incense of Recovery

Wondrous item, rare

This block of perfumed incense appears to be normal, nonmagical incense until lit. The incense burns for 1 hour and gives off a lavender scent, accompanied by pale mauve smoke that lightly obscures the area within 30 feet of it. Each spellcaster that takes a short rest in the smoke regains one expended spell slot at the end of the short rest.

Ioun Stone

Wondrous item, rarity varies (requires attunement)

The following are additional *ioun stone* options.

Devil's Sight (Rare). While this dull black spindle orbits your head, you can see normally in both magical and nonmagical darkness to a distance of 60 feet.

Emerald Shard (Very Rare). This irregularly shaped fragment of translucent emerald turns dull grey when its magic is expended. While the emerald orbits your head, it absorbs up to 5 damage from each attack or damaging effect that hits you. Once the stone has absorbed 120 damage, it loses all its magical properties and ceases to function.

Granite (Very Rare). While this granite rhomboid orbits your head, you have resistance to nonmagical bludgeoning, piercing, and slashing damage.

Illumination (Common). While this simple, pale yellow prism orbits your head, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet. As an action, you can change the color of the light. Completely covering the prism with something opaque blocks the light. Unlike other *ioun stones*, this prism doesn't require attunement.

Limestone (Uncommon). While this limestone ellipsoid orbits your head, you have immunity to the frightened condition, and you have advantage on saving throws against being charmed.

Sandstone (Uncommon). While this sandstone pyramid orbits your head, any critical hit against you becomes a normal hit.



Slate (Rare). While this slate spindle orbits your head, you have advantage on saving throws against spells.

Ivy Crown of Prophecy

Wondrous item, rare

While wearing this ivy, filigreed crown, you can use an action to cast the *divination* spell from it. The crown can't be used this way again until the next dawn.



Jeweler's Anvil

Wondrous item, uncommon

This small, foot-long anvil is engraved with images of jewelry in various stages of the crafting process. It weighs 10 pounds and can be mounted on a table or desk. You can use a bonus action to speak its command word and activate it, causing it to warm any nonferrous metals (including their alloys, such as brass or bronze). While you remain within 5 feet of the anvil, you can verbally command it to increase



or decrease the temperature, allowing you to soften or melt any kind of nonferrous metal. While activated, the anvil remains warm to the touch, but its heat affects only nonferrous metal. You can use a bonus action to repeat the command word to deactivate the anvil.

If you use the anvil while making any check with jeweler's tools or tinker's tools, you can double your proficiency bonus. If your proficiency bonus is already doubled, you have advantage on the check instead.

Jungle Mess Kit

Wondrous item, uncommon

This crucial piece of survival gear guarantees safe use of the most basic of consumables. The hinged metal container acts as a cook pot and opens to reveal a cup, plate, and eating utensils. This kit renders any spoiled, rotten, or even naturally poisonous food or drink safe to consume. It can purify only mundane, natural effects. It has no effect on food that is magically spoiled, rotted, or poisoned, and it can't neutralize brewed poisons, venoms, or similarly manufactured toxins.

Once it has purified 3 cubic feet of food and drink, it can't be used to do so again until the next dawn.

Justicar's Mask

Wondrous item, rare (requires attunement)

This stern-faced mask is crafted of silver. While wearing the mask, your gaze can root enemies to the spot. When a creature that can see the mask starts its turn within 30 feet of you, you can use a reaction to force it to make a DC 15 Wisdom saving throw, if you can see the creature and aren't incapacitated. On a failure, the creature is restrained. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Otherwise, the condition lasts until removed with the *dispel magic* spell or until you end it (no action required).

Instruments of Law. If you are also attuned to and wielding a *rod of the disciplinarian* (see page 83), the mask's save DC increases to 16. If you are attuned to and wearing a *signet of the Magister* (see page 88), the mask's range increases to 40 feet.

Keffiyeh of Serendipitous Escape

Wondrous item, very rare

This checkered cotton headdress is indistinguishable from the mundane scarves worn by the desert nomads. As an action, you can remove the headdress, spread it open on the ground, and speak the command word. The keffiyeh transforms into a 3-foot by 5-foot *carpet of flying* which moves according to your spoken directions provided that you are within 30 feet of it. Speaking the command word a second time transforms the carpet back into a headdress again.

Kobold Firework

Wondrous item, rarity varies

These small pouches and cylinders are filled with magical powders and reagents, and they each have a small fuse protruding from their closures. You can use an action to light a firework then throw it up to 30 feet. The firework activates immediately or on initiative count 20 of the following round, as detailed below. Once a firework's effects end, it is destroyed. A firework can't be lit underwater, and submersion in water destroys a firework. A lit firework can be destroyed early by dousing it with at least 1 gallon of water.

Blinding Goblin-Cracker (Uncommon). This bright yellow firework releases a blinding flash of light on impact. Each creature within 15 feet of where the firework landed and that can see it must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Deafening Kobold-Barker (Uncommon). This firework consists of several tiny green cylinders strung together and bursts with a loud sound on impact. Each creature within 15 feet of where the firework landed and that can hear it must succeed on a DC 13 Constitution saving throw or be deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Enchanting Elf-Fountain (Uncommon). This purple pyramidal firework produces a fascinating and colorful shower of sparks for 1 minute. The shower of sparks starts on the round after you throw it. While the firework showers sparks, each creature that enters or starts its turn within 30 feet of the firework must make a DC 13 Wisdom saving throw. On a failed save, the creature has disadvantage on Wisdom (Perception) checks made to perceive any creature or object other than the firework until the start of its next turn.

Fairy Sparkler (Common). This narrow firework is decorated with stars and emits a bright, sparkling light for 1 minute. It starts emitting light on the round after you throw it. The firework sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Invisible creatures and objects are visible as long as they are in the firework's bright light.

Priest Light (Rare). This silver cylinder firework produces a tall, argent flame and numerous golden sparks for 10 minutes. The flame appears on the round after you throw it. The firework sheds bright light in a 30-foot radius and dim light for an additional 30 feet. An undead creature can't willingly enter the firework's bright light by nonmagical means. If the undead creature tries to

use teleportation or similar interplanar travel to do so, it must first succeed on a DC 15 Charisma saving throw. If an undead creature is in the bright light when it appears, the creature must succeed on a DC 15 Wisdom saving throw or be compelled to leave the bright light. It won't move into any obviously deadly hazard, such as a fire or pit, but it will provoke opportunity attacks to move out of the bright light. In addition, each non-undead creature in the bright light can't be charmed, frightened, or possessed by an undead creature.

Red Dragon's Breath (Very Rare). This firework is wrapped in gold leaf and inscribed with scarlet runes, and it erupts into a vertical column of fire on impact. Each creature in a 10-foot-radius, 60-foot-high cylinder centered on the point of impact must make a DC 17 Dexterity saving throw, taking 10d6 fire damage on a failed save, or half as much damage on a successful one.

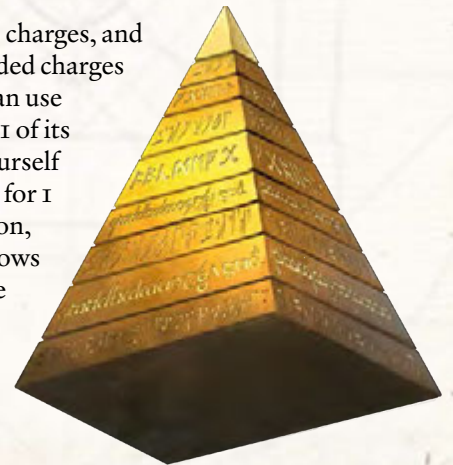
Snake Fountain (Rare). This short, wide cylinder is red, yellow, and black with a scale motif, and it produces snakes made of ash for 1 minute. It starts producing snakes on the round after you throw it. The firework creates 1 poisonous snake each round. The snakes are friendly to you and your companions. Roll initiative for the snakes as a group, which has its own turns. They 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. The snakes remain for 10 minutes, until you dismiss them as a bonus action, or until they are doused with at least 1 gallon of water.

Language Pyramid

Wondrous item, rare (requires attunement)

Script from dozens of languages flows across this sandstone pyramid's surface. While holding or carrying the pyramid, you understand the literal meaning of any spoken language that you hear. In addition, you understand any written language that you see, but you must be touching the surface on which the words are written. It takes 1 minute to read one page of text.

The pyramid has 3 charges, and it regains 1d3 expended charges daily at dawn. You can use an action to expend 1 of its charges to imbue yourself with magical speech for 1 hour. For the duration, any creature that knows at least one language and that can hear you understands any words you



speak. In addition, you can use an action to expend 1 of the pyramid's charges to imbue up to six creatures within 30 feet of you with magical understanding for 1 hour. For the duration, each target can understand any spoken language that it hears.

Lantern of Auspex

Wondrous item, rare

This elaborate lantern is covered in simple glyphs, and its glass panels are intricately etched. Two of the panels depict a robed woman holding out a single hand, while the other two panels depict the same woman with her face partially obscured by a hand of cards. The lantern's magic is activated when it is lit, which requires an action. Once lit, the lantern sheds bright light in a 30-foot radius and dim light for an additional 30 feet for 1 hour. You can use an action to open or close one of the glass panels on the lantern. If you open a panel, a vision of a random event that happened or that might happen plays out in the light's area. Closing a panel stops the vision. The visions are shown as nondescript smoky apparitions that play out silently in the lantern's light. At the GM's discretion, the vision might change to a different event each 1 minute that the panel remains open and the lantern lit. Once used, the lantern can't be used in this way again until 7 days have passed.

Hand Out Panel. If you open one panel depicting the woman with her hand out, the vision is of an event that happened within the past 1 year. If you open both, the vision is of an event that happened within the past 10 years.

Cards Panel. If you open one panel depicting the woman with cards, the vision is of an event that might happen within the next 1 year. If you open both, the vision is of an event that might happen within the next 10 years.

Lantern of Judgment

Wondrous item, very rare (requires attunement)

This mithral and gold lantern is emblazoned with a sunburst symbol. While holding the lantern, you have advantage on Wisdom (Insight) and Intelligence (Investigation) checks. As a bonus action, you can speak a command word to cause one of the following effects:

- The lantern casts bright light in a 60-foot cone and dim light for an additional 60 feet.
- The lantern casts bright light in a 30-foot radius and dim light for an additional 30 feet.
- The lantern sheds dim light in a 5-foot radius.
- Douse the lantern's light.

When you cause the lantern to shed bright light, you can speak an additional command word to cause the light to become sunlight. The sunlight lasts for 1

minute after which the lantern goes dark and can't be used again until the next dawn. During this time, the lantern can function as a standard hooded lantern if provided with oil.

Lantern of Selective Illumination

Wondrous item, common (requires attunement)

This brass lantern is fitted with round panels of crown glass and burns for 6 hours on one 1 pint of oil, shedding bright light in a 30-foot radius and dim light for an additional 30 feet. During a short rest, you can choose up to three creatures to be magically linked by the lantern. When the lantern is lit, its light can be perceived only by you and those linked creatures. To anyone else, the lantern appears dark and provides no illumination.



Last Chance Quiver

Wondrous item, common

This quiver holds 20 arrows. However, when you draw and fire the last arrow from the quiver, it magically produces a 21st arrow. Once this arrow has been drawn and fired, the quiver doesn't produce another arrow until the quiver has been refilled and another 20 arrows have been drawn and fired.

Leonino Wings

Wondrous item, rare (requires attunement)

This cloak is decorated with the spotted white and brown pattern of a barn owl's wing feathers. While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of a leonino's (see *Creature Codex*) owl-like feathered wings until you repeat the command word as an action. The wings give you a flying speed equal to your walking speed, and you have advantage on Dexterity (Stealth) checks made while flying in forests and urban settings. In addition, when you fly out of an enemy's reach, you don't provoke opportunity attacks.

You can use the cloak to fly for up to 4 hours, all at once or in several shorter flights, each one 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 cloak regains 2 hours of flying capability for every 12 hours it isn't in use.

Lifeblood Gear

Wondrous item, common

As an action, you can attach this tiny bronze gear to a pile of junk or other small collection of mundane objects and create a Tiny or Small mechanical servant. This servant uses the statistics of a beast with a challenge rating of 1/4 or lower, except it has immunity to poison damage and the poisoned condition, and it can't be charmed or become exhausted.

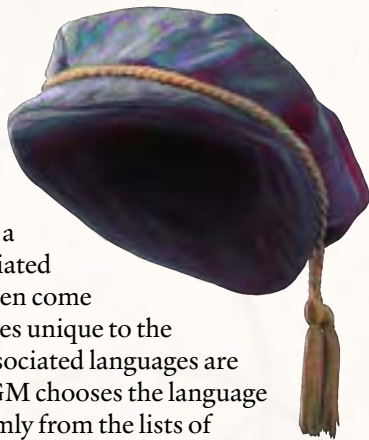
If it participates in combat, the servant lasts for up to 5 rounds or until destroyed. If commanded to perform mundane tasks, such as fetching items, cleaning, or other similar task, it lasts for up to 5 hours or until destroyed.

Once affixed to the servant, the gear pulsates like a beating heart. If the gear is removed, you lose control of the servant, which then attacks indiscriminately for up to 5 rounds or until destroyed. Once the duration expires or the servant is destroyed, the gear becomes a nonmagical gear.

Linguist's Cap

Wondrous item, common

While wearing this simple hat, you have the ability to speak and read a single language. Each cap has a specific language associated with it, and the caps often come in styles or boast features unique to the cultures where their associated languages are most prominent. The GM chooses the language or determines it randomly from the lists of standard and exotic languages.

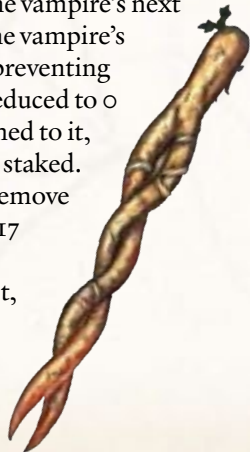


Living Stake

Wondrous item, rare

Fashioned from mandrake root, this stake longs to taste the heart's blood of vampires. Make a melee attack against a vampire in range, treating the stake as an improvised weapon. On a hit, the stake attaches to a vampire's chest. At the end of the vampire's next turn, roots force their way into the vampire's heart, negating fast healing and preventing gaseous form. If the vampire is reduced to 0 hit points while the stake is attached to it, it is immobilized as if it had been staked.

A creature can take its action to remove the stake by succeeding on a DC 17 Strength (Athletics) check. If it is removed from the vampire's chest, the stake is destroyed. The stake has no effect on targets other than vampires.



Locket of Dragon Vitality

Wondrous item, very rare (requires attunement)

Legends tell of a dragon whose hide was impenetrable and so tenacious that only a blow to the heart would kill it. An unnamed hero finally defeated it and tore its heart into two. The dragon's name was lost, but its legacy remains. This magic amulet is one of two items that were crafted to hold its heart. An intricate engraving of a warrior's sword piercing a dragon's chest is detailed along the front of this untarnished silver locket. Within the locket is a clear crystal vial with a pulsing piece of a dragon's heart. The pulses become more frequent when you are close to death.

Attuning to the locket requires you to mix your blood with the blood within the vial. The vial holds 3 charges of dragon blood that are automatically expended when you reach certain health thresholds. The locket regains 1 expended charge for each vial of dragon blood you place in the vial inside the locket up to a maximum of 3 charges. For the purpose of this locket, "dragon" refers to any creature with the dragon type, including drakes and wyverns. While wearing or carrying the locket, you gain the following effects:

- When you reach 0 hit points, but do not die outright, the vial breaks and the dragon heart stops pulsing, rendering the item broken and irreparable. You immediately gain temporary hit points equal to your level + your Constitution modifier. If the locket has at least 1 charge of dragon blood, it does not break, but this effect can't be activated again until 3 days have passed.
- When you are reduced to half of your maximum hit points, the locket expends 1 charge of dragon blood, and you become immune to any type of blood loss effect, such as the blood loss from a stirge's Blood Drain, for 1d4 + 1 hours. Any existing blood loss effects end immediately when this activates.

Dragon Heart Ritual. If you are also attuned to the *sword of volsung* (see page 39), you can drain 3 charges of the locket into the *sword of volsung*, rendering this item broken and irreparable, but you passively gain its effects while attuned to the sword. Doing this requires a long rest where you also re-attune with the newly charged *sword of volsung*.

Locket of Remembrance

Wondrous item, uncommon (requires attunement)

You can place a small keepsake of a creature, such as a miniature portrait, a lock of hair, or similar item, within the locket. The keepsake must be willingly given to you or must be from a creature personally connected to you, such as a relative or lover.

Communication. While holding or wearing the locket, you can use an action to cast the *sending*

spell from it. The target must be the creature whose keepsake is in the locket. Once used, this property can't be used again until you have completed a long rest.

Location. While holding or wearing the locket, you can use an action to cast the *locate creature* spell from it at will. The target must be the creature whose keepsake is in the locket.

Reminiscence. If the locket contains a keepsake from a dead creature, you can use it to manifest their spirit and speak with them while holding or wearing the locket. This works like the *speak with dead* spell, but the spirit's answers are typically less cryptic and more helpful. Once used, this property can't be used again until 7 days have passed.

Lodestone Caltrops

Wondrous item, uncommon

This small gray pouch appears empty, though it weighs 3 pounds. Reaching inside the bag reveals dozens of small, metal balls. As an action, you can upend the bag and spread the metal balls to cover a square area that is 5 feet on a side. Any creature that enters the area while wearing metal armor or carrying at least one metal item must succeed on a DC 13 Strength saving throw or stop moving this turn. A creature that starts its turn in the area must succeed on a DC 13 Strength saving throw to leave the area. Alternatively, a creature in the area can drop or remove whatever metal items are on it and leave the area without needing to make a saving throw.

The metal balls remain for 1 minute. Once the bag's contents have been emptied three times, the bag can't be used again until the next dawn.

Loom of Fate

Wondrous item, rare

If you spend 1 hour weaving on this portable loom, roll a d20 and record the number rolled. You can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with this roll. You must choose to do so before the roll. The loom can't be used this way again until the next dawn.

Once you have used the loom 3 times, the fabric is complete, and the loom is no longer magical. The fabric becomes a shifting tapestry that represents the events where you used the loom's power to alter fate.

Lucky Charm of the Monkey King

Wondrous item, common (requires attunement)

This tiny stone statue of a grinning monkey holds a leather loop in its paws, allowing the charm to hang from a belt or pouch. While attuned to this charm, you can use a bonus action to gain a +1 bonus on your next ability check, attack roll, or saving throw. Once used, the charm can't be used again until the next dawn. You can be attuned to only one *lucky charm* at a time.

Lucky Coin

Wondrous item, common

This worn, clipped copper piece has 6 charges. You can use a reaction to expend 1 charge and gain a +1 bonus on your next ability check. The coin regains 1d6 charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the coin runs out of luck and becomes nonmagical.

Lucky Eyepatch

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to saving throws while you wear this simple, black eyepatch.

In addition, if you are missing the eye that the eyepatch covers and you roll a 1 on the d20 for a saving throw, you can reroll the die and must use the new roll. The eyepatch can't be used this way again until the next dawn.

Lupine Crown

Wondrous item, rare (requires attunement)

This grisly helm is made from the leather-reinforced skull and antlers of a deer with a fox skull and hide stretched over it. It is secured by a strap made from a magically preserved length of deer entrails.

While wearing this helm, you gain a +1 bonus to AC, and you have advantage on Dexterity (Stealth) and Wisdom (Survival) checks.

Magma Mantle

Wondrous item, rare (requires attunement)

This cracked black leather cloak is warm to the touch and faint ruddy light glows through the cracks. While wearing this cloak, you have resistance to cold damage.

As an action, you can touch the brass clasp and speak the command word, which transforms the cloak into a flowing mantle of lava for 1 minute. During this time, you are unharmed by the intense heat, but any hostile creature within 5 feet of you that touches you or hits you with a melee attack takes 3d6 fire damage. In addition, for the duration, you suffer no damage from contact with lava, and you can burrow through lava at



half your walking speed. The cloak can't be used this way again until the next dawn.

Mantle of Blood Vengeance

Wondrous item, uncommon (requires attunement)

This red silk cloak has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can visit retribution on any creature that dares spill your blood. When you take piercing, slashing, or necrotic damage from a creature, you can use a reaction to expend 1 charge to turn your blood into a punishing spray. The creature that damaged you must make a DC 13 Dexterity saving throw, taking 2d10 acid damage on a failed save, or half as much damage on a successful one.

Mantle of the Forest Lord

Wondrous item, rare (requires attunement)

Created by village elders for druidic scouts to better traverse and survey the perimeters of their lands, this cloak resembles thick oak bark but bends and flows like silk.

While wearing this cloak, you can use an action to cast the *tree stride* spell on yourself at will, except trees need not be living in order to pass through them.

Mantle of the Lion

Wondrous item, rare (requires attunement)

This splendid lion pelt is designed to be worn across the shoulders with the paws clasped at the base of the neck. While wearing this mantle, your speed increases by 10 feet, and the mantle's lion jaws are a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, the mantle's bite deals piercing damage equal to 1d6 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike.

In addition, if you move at least 20 feet straight toward a creature and then hit it with a melee attack on the same turn, that creature must succeed on a DC 15 Strength saving throw or be knocked prone. If a creature is knocked prone in this way, you can make an attack with the mantle's bite against the prone creature as a bonus action.

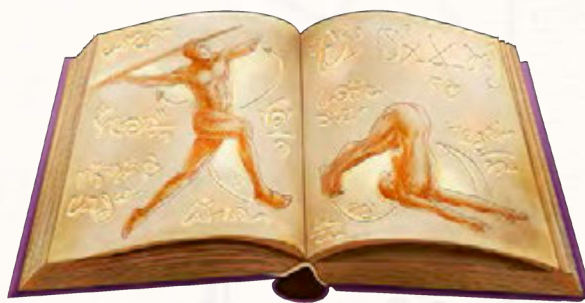


Mantle of the Void

Wondrous item, rare (requires attunement)

While wearing this midnight-blue mantle covered in writhing runes, you gain a +1 bonus to saving throws, and if you succeed on a saving throw against a spell that allows you to make a saving throw to take only half the damage or suffer partial effects, you instead take no damage and suffer none of the spell's effects.

Void-Powered Strike. You can use a bonus action to infuse your next spell or attack with power from the Void. Choose one creature that failed its saving throw against your spell or that was hit by your attack. That creature is stunned until the end of its next turn. Once used, you can't use this property again until the next dawn.



Manual of Exercise

Wondrous item, rare

This book contains exercises and techniques to better perform a specific physical task, and its words are charged with magic. If you spend 24 hours over a period of 3 days or fewer studying the tome and practicing its instructions, you gain proficiency in the Strength or Dexterity-based skill (such as Athletics or Stealth) associated with the book. The manual then loses its magic, but regains it in ten years.

Manual of the Lesser Golem

Wondrous item, rare

A *manual of the lesser golem* can be found in a book, on a scroll, etched into a piece of stone or metal, or scribed on any other medium that holds words, runes, and arcane inscriptions. Each *manual of the lesser golem* describes the materials needed and the process to be followed to create one type of lesser golem. The GM chooses the type of lesser golem detailed in the manual or determines the golem type randomly.

To decipher and use the manual, you must be a spellcaster with at least one 2nd-level spell slot. You must also succeed on a DC 10 Intelligence (Arcana) check at the start of the first day of golem creation. If you fail the check, you must wait at least 24 hours to restart the creation process, and you take 3d6 psychic damage that can be regained only after a long rest.

A lesser golem created via a *manual of the lesser golem* is not immortal. The magic that keeps the lesser golem intact gradually weakens until the golem

finally falls apart. A lesser golem lasts exactly twice the number of days it takes to create it (see below) before losing its power. Once the golem is created, the manual is expended, the writing worthless and incapable of creating another.

The statistics for each lesser golem can be found in the *Creature Codex*.

d20	Golem	Time	Cost
1–7	Hair	2 days	100 gp
8–13	Mud	5 days	500 gp
14–17	Glass	10 days	2,000 gp
18–20	Wood	15 days	20,000 gp

Manual of Vine Golems

Wondrous item, very rare

This tome contains information and incantations necessary to make a vine golem (see *Tome of Beasts 2*). To decipher and use the manual, you must be a druid with at least two 3rd-level spell slots. A creature that can't use a *manual of vine golems* and attempts to read it takes 4d6 psychic damage.

To create a vine golem, you must spend 20 days working without interruption with the manual at hand and resting no more than 8 hours per day. You must also use powders made from rare plants and crushed gems worth 30,000 gp to create the vine golem, all of which are consumed in the process. Once you finish creating the vine golem, the book decays into ash.

The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

Mapping Ink

Wondrous item, uncommon

This viscous ink is typically found in 1d4 pots, and each pot contains 3 doses. You can use an action to pour one dose of the ink onto parchment, vellum, or cloth then fold the material. As long as the ink-stained material is folded and on your person, the ink captures your footsteps and surroundings on the material, mapping out your travels with great precision. You can unfold the material to pause the mapping and refold it to begin mapping again. Deduct the time the ink maps your travels in increments of 1 hour from the total mapping time. Each dose of ink can map your travels for 8 hours.

Marvelous Clockwork Mallard

Wondrous item, rare

This intricate clockwork recreation of a Tiny duck is fashioned of brass and tin. Its head is painted with green lacquer, the bill is plated in gold, and its eyes are small chips of black onyx. You can use an action

to wind the mallard's key, and it springs to life, ready to follow your commands. While active, it has AC 13, 18 hit points, speed 25 ft., fly 40 ft., and swim 30 ft. If reduced to 0 hit points, it becomes nonfunctional and can't be activated again until 24 hours have passed, during which time it magically repairs itself. If damaged but not disabled, it regains any lost hit points at the next dawn. It has the following additional properties, and you choose which property to activate when you wind the mallard's key.

Carry. The mallard grows to Large size, and it can carry one Medium or two Small passengers. The mallard can maintain this form for up to 8 hours. Once used, this property can't be used again until 16 hours have passed.

Deliver Message. The mallard records your spoken message of up to 25 words, then flies to a destination of your choice and plays the recorded message for a designated recipient. This works like the *animal messenger* spell, except the tireless clockwork mechanism can fly up to 100 miles in a day for up to 5 days before it winds down and ceases to function. When the mallard delivers the message, the recipient can record a response, and the mallard returns to you and plays that message, if the round trip isn't more than 500 miles of travel.

Distract. The mallard flies to and pesters a target you can see for up to 1 minute. The mallard does no damage to the target, but its angry quacking, pecking, and flapping wings are distracting. For the duration, the target has disadvantage on attack rolls against any target except the mallard, and it must make a DC 13 Constitution saving throw at the end of each of its turns to maintain concentration on any active spell. At the end of the duration or if the target dies, the mallard returns to you then deactivates. Once used, this property can't be used again until the next dawn.

Quack. The mallard quacks loudly and constantly for up to 10 minutes or until you command it to stop as a bonus action. This quack is audible up to 600 feet away. This property can be used no more than once per hour.

Mask of the Leaping Gazelle

Wondrous item, uncommon

This painted wooden animal mask is adorned with a pair of gazelle horns. While wearing this mask, your walking speed increases by 10 feet, and your long jump is up to 25 feet with a 10-foot running start.



Mask of the War Chief

Wondrous item, rarity varies (requires attunement)

These fierce yet regal war masks are made by shamans in the cold northern mountains for their chieftains. Carved from the wood of alpine trees, each mask bears the image of a different creature native to those regions.

Cave Bear (Uncommon). This mask is carved in the likeness of a roaring cave bear. While wearing it, you have advantage on Charisma (Intimidation) checks. In addition, you can use an action to summon a cave bear (use the statistics of a brown bear) to serve you in battle. The bear is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as attack your enemies. In the absence of such orders, the bear acts in a fashion appropriate to its nature. It vanishes at the next dawn or when it is reduced to 0 hit points. The mask can't be used this way again until the next dawn.

Behir (Very Rare). Carvings of stylized lightning decorate the closed, pointed snout of this blue, crocodilian mask. While wearing it, you have resistance to lightning damage. In addition, you can use an action to exhale lightning in a 30-foot line that is 5 feet wide. Each creature in the line must make a DC 17 Dexterity saving throw, taking 3d10 lightning damage on a failed save, or half as much damage on a successful one. This mask can't be used this way again until the next dawn.

Mammoth (Uncommon). This mask is carved in the likeness of a mammoth's head with a short trunk curling up between the eyes. While wearing it, you count as one size larger when determining your carrying capacity and the weight you can lift, drag, or push. In addition, you can use an action to trumpet like a mammoth. Choose up to six creatures within 30 feet of you and that can hear the trumpet. For 1 minute, each target is under the effect of the *bane* (if a hostile creature; save DC 13) or *bless* (if a friendly creature) spell (no concentration required). This mask can't be used this way again until the next dawn.

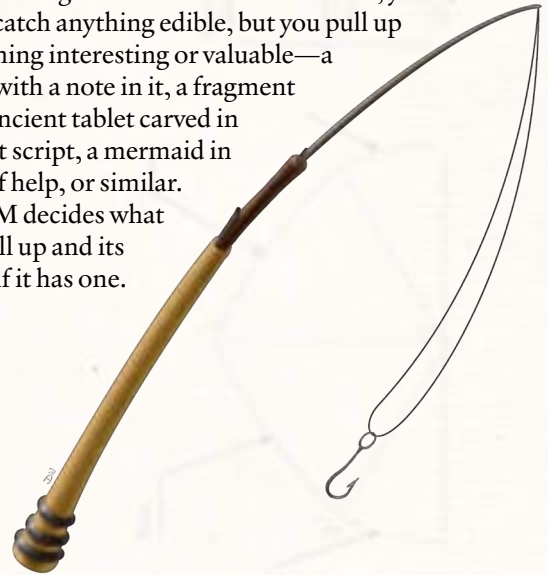
Winter Wolf (Rare). Carved in the likeness of a winter wolf, this white mask is cool to the touch. While wearing it, you have resistance to cold damage. In addition, you can use an action to exhale freezing air in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 3d8 cold damage on a failed save, or half as much damage on a successful one. This mask can't be used this way again until the next dawn.

Master Angler's Tackle

Wondrous item, common

This is a set of well-worn but finely crafted fishing gear. You have advantage on any Wisdom (Survival) checks made to catch fish or other seafood when using it.

If you ever roll a 1 on your check while using the tackle, roll again. If the second roll is a 20, you still fail to catch anything edible, but you pull up something interesting or valuable—a bottle with a note in it, a fragment of an ancient tablet carved in ancient script, a mermaid in need of help, or similar. The GM decides what you pull up and its value, if it has one.



Matryoshka Dolls

Wondrous item, rare (requires attunement)

This antique set of four nesting dolls is colorfully painted though a bit worn from the years. When attuning to this item, you must give each doll a name, which acts as a command word to activate its properties. You must be within 30 feet of a doll to activate it. The dolls have a combined total of 5 charges, and the dolls regain all expended charges daily at dawn. The largest doll is lined with a thin sheet of lead. A spell or other effect that can sense the presence of magic, such as *detect magic*, reveals only the transmutation magic of the largest doll, and not any of the dolls or other small items that may be contained within it.

The Mischievous Doll. The first and largest doll has a mischievous, winking face. As an action, you can speak the doll's name and expend 1 charge. The three smaller dolls fly back and nestle into the largest, as long as they are untethered and within 30 feet of it. A creature attempting to grab one of the smaller dolls as it is called must succeed on a DC 15 Dexterity (Sleight of Hand) check.

The Jolly Doll. The second doll has a jolly upside-down face. As an action, you can speak the doll's name and expend 1 charge to befuddle nearby humanoids. Each humanoid within 15 feet of the doll and that can see it must succeed on a DC 15 Wisdom saving throw or the world seems off-kilter to it for 1

minute or until it can no longer see the doll. When a befuddled creature makes an attack, it has a 50 percent chance of targeting a nearby space instead of its target. After the attack roll is made, roll percentile dice to determine where the hit occurred. On a result of 50-100, the creature hits the intended target. On a result of 25-50, the creature hits the space 5 feet to the right of the intended target. On a result of 1-25, the target hits the space 5 feet to the left of the intended target. At the GM's discretion, a befuddled creature's hits in nearby spaces might strike creatures or objects in those spaces.

The Growling Doll. The third doll has a growling face with tiny, engraved teeth. As an action, you can speak the doll's name and expend 1 charge to command it to bite a creature that is holding or carrying it. The doll makes its attack roll with a +8 bonus. On a hit, the target takes 2d4 piercing damage, and the doll attaches to the target for 1 minute, until detached, or until you command it to detach. While the doll is attached, you can use a bonus action on each of your turns to command the doll to chomp down on the target, dealing 1d4 piercing damage to the target. Commanding the attached doll in this way doesn't expend extra charges. A creature, including the target, can use its action to detach the doll.

The Cutest Doll. The smallest doll has the cutest, little, smiling face. As an action, you can speak the doll's name and expend 1 charge to captivate nearby humanoids. Each humanoid within 15 feet of the doll and that can see it must succeed on a DC 15 Wisdom saving throw or have disadvantage on Wisdom (Perception) checks

made to perceive any creature or object other than the doll for 1 minute. The spell ends early if a target can no longer see the doll. If a target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Mayhem Mask

Wondrous item, very rare (requires attunement)

This goat mask with long, curving horns is carved from dark wood and framed in goat's hair. While wearing this mask, you can use its horns to make unarmed strikes. When you hit with it, your horns deal piercing damage equal to 1d6 + your Strength modifier, instead of bludgeoning damage normal for an unarmed strike. If you moved at least 15 feet straight toward the target before you attacked with the horns, the attack deals piercing damage equal to 2d6 + your Strength modifier instead.

In addition, you can gaze through the eyes of the mask at one target you can see within 30 feet of you. The target must succeed on a DC 17 Wisdom saving throw or be affected as though it failed a saving throw against the *confusion* spell. The *confusion* effect lasts for 1 minute. Once used, this property of the mask can't be used again until the next dawn.

Medal of Valor

Wondrous item, uncommon

You are immune to the frightened condition while you wear this medal. If you are already frightened, the effect ends immediately when you put on the medal.

Memory Philter

Wondrous item, rare

This swirling liquid is the collected memory of a mortal who willingly traded that memory away to the fey. When you touch the philter, you feel a flash of the emotion contained within. You can unstopper and pour out the philter as an action, unless otherwise specified. The philter's effects take place immediately, either on you or on a creature you can see within 30 feet (your choice). If the target is unwilling, it can make a DC 15 Wisdom saving throw to resist the effect of the philter. A creature affected by a philter experiences the memory contained in the vial.

A *memory philter* can be used only once, but the vial can be reused to store a new memory. Storing a new memory requires a few herbs, a 10-minute ritual, and the sacrifice of a memory. The required sacrifice is detailed in each entry below.

Bonds of Friendship. When a creature you can see within 30 feet targets you with an attack or a spell, you can use a reaction to pour out this philter. The creature must choose a new target or the attack or spell is wasted. A creature that can't be charmed is immune to this effect. To create this philter, a



humanoid must sacrifice a happy memory of a time with a friend.

Coward's Shame. The target becomes frightened. While frightened in this way it flees from you by the most direct route it can, and it can only take actions that facilitate its escape. If the creature ends its turn more than 30 feet away from you and can't see you, it can repeat the saving throw, ending the effect on a success. To create this philter, a humanoid must sacrifice a memory of a failure or embarrassment.

Raging Lust. The target is charmed by you until you or one of your allies does something to harm the target. If you are the sort of creature the target normally finds attractive, it treats you as the object of its desire while charmed. You can make one *suggestion* (as the spell) of the target. The target can repeat the saving throw when it finishes a long rest. On a failed save, it remains charmed and you can make another *suggestion*. On a success, the effect ends. To create this philter, a humanoid must sacrifice all memory of a romantic partner.

Righteous Wrath. When you activate this philter, each creature other than you within 30 feet must succeed on a DC 15 Wisdom saving throw or be overcome by burning ferocity until the start of your next turn. On its turn, an affected creature must attack a foe if it is able, and every attack made by an affected creature that hits is automatically a critical hit. To create this philter, a humanoid must sacrifice all memory of a great victory in battle.

Widow's Tears. A creature you can see within 30 feet is overcome by devastating grief. The target is stunned for 1 minute. It can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. To create this philter, a humanoid must sacrifice all memory of a deceased loved one.

Youthful Joy. The target regains 3d8 + 6 hit points and reduces its exhaustion level by one. To create this philter, a humanoid must sacrifice a favored childhood memory.

Mender's Mark

Wondrous item, uncommon
(requires attunement by a bard, cleric, druid, or paladin)

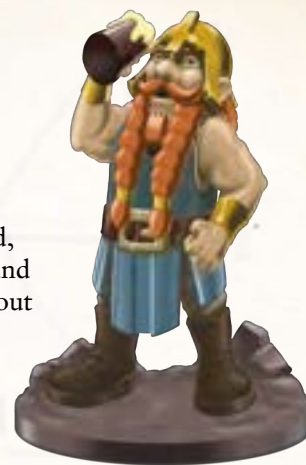
This slender brooch is fashioned of silver and shaped in the image of an angel. You can use an action to attach this brooch to a creature, pinning it to clothing or otherwise affixing it to their person. When you cast a spell that restores hit points on the creature wearing the brooch, the spell has a range of 30 feet if its range is normally touch. Only you can transfer the brooch from one creature to another. The creature wearing the brooch can't pass it to another creature, but it can remove the brooch as an action.



Minor Minstrel

Wondrous item, common

This four-inch high, painted, ceramic figurine animates and sings one song, typically about 3 minutes in length, when you set it down and speak the command word. The song is chosen by the figurine's original creator, and the figurine's form is typically reflective of the song's style. A red-nosed dwarf holding a mug sings a drinking song; a human figure in mourner's garb sings a dirge; a well-dressed elf with a harp sings an elven love song; or similar, though some creators find it amusing to create a figurine with a song counter to its form. If you pick up the figurine before the song finishes, it falls silent.



Mirror of Eavesdropping

Wondrous item, rare

This 8-inch diameter mirror is set in a delicate, silver frame. While holding this mirror within 30 feet of another mirror, you can spend 10 minutes magically connecting the *mirror of eavesdropping* to that other mirror. The *mirror of eavesdropping* can be connected to only one mirror at a time.

While holding the *mirror of eavesdropping* within 1 mile of its connected mirror, you can use an action to speak its command word and activate it. While active, the *mirror of eavesdropping* displays visual information from the connected mirror, which has normal vision and darkvision out to 30 feet. The connected mirror's view is limited to the direction the mirror is facing, and it can be blocked by a solid barrier, such as furniture, a heavy cloth, or similar. You can use a bonus action to deactivate the mirror early.

When the mirror has been active for a total of 10 minutes, you can't activate it again until the next dawn.

Mnemonic Fob

Wondrous item, uncommon
(requires attunement by a spellcaster)

This small bauble consists of a flat crescent, which binds a small disc that freely spins in its housing. Each side of the disc is intricately etched with an incomplete pillar and pyre.

Pillar of Fire. While holding this bauble, you can use an action to remove the disc, place it on the ground, and speak its command word to transform it into a 5-foot-tall flaming pillar of intricately carved stone. The pillar sheds bright light in a 20-foot radius and dim light for an additional 20 feet. It is warm to the touch, but it doesn't burn. A second command word returns the pillar to its disc form. When the pillar has shed light for a total of 10 minutes, it returns to its

disc form and can't be transformed into a pillar again until the next dawn.

Recall Magic. While holding this bauble, you can use an action to spin the disc and regain one expended 1st-level spell slot. Once used, this property can't be used again until the next dawn.

Mock Box

Wondrous item, uncommon (requires attunement)

While you hold this small, square contraption, you can use an action to target a creature within 60 feet of you that can hear you. The target must succeed on a DC 13 Charisma saving throw or attack rolls against it have advantage until the start of its next turn.

Mongrelmaker's Handbook

Wondrous item, very rare (requires attunement)

This thin volume holds a scant few dozen vellum pages between its mottled, scaled cover. The pages are scrawled with tight, efficient text which is broken up by outlandish pencil drawings of animals and birds combined together.

With the rituals contained in this book, you can combine two or more animals into an adult hybrid of all creatures used. Each ritual requires the



indicated amount of time, the indicated cost in mystic reagents, a live specimen of each type of creature to be combined, and enough floor space to draw a combining rune which encircles the component creatures. Once combined, the hybrid creature is a typical example of its new kind, though some aesthetic differences may be detectable. You can't control the creatures you create with this handbook, though the magic of the combining ritual prevents your creations from attacking you for the first 24 hours of their new lives.

Monkey's Paw of Fortune

Wondrous item, very rare (requires attunement)

This preserved monkey's paw hangs on a simple leather thong. This paw helps you alter your fate. If you are wearing this paw when you fail an attack roll, ability check, or saving throw, you can use your reaction to reroll the roll with a +10 bonus. You must take the second roll. When you use this property of the paw, one of its fingers curls tight to the palm. When all five fingers are curled tightly into a fist, the *monkey's paw* loses its magic.

Moon Through the Trees

Wondrous item, rare (requires attunement)

This charm is comprised of six polished river stones bound into the shape of a star with glue made from the connective tissues of animals. The reflective surfaces of the stones shimmer with a magical iridescence.

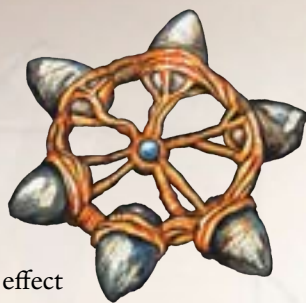
While you are within 20 feet of a living tree, you can use a bonus action to become invisible for 1 minute. While invisible, you can use a bonus action to become visible. If you do, each creature of your choice within 30 feet of you must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. A blinded

Creature	Time	Cost	Component Creatures
Flying Snake	10 minutes	10 gp	A poisonous snake and a Small or smaller bird of prey
Leonino*	10 minutes	15 gp	A cat and a Small or smaller bird of prey
Wolpertinger*	10 minutes	20 gp	A rabbit, a Small or smaller bird of prey, and a deer
Carbuncle*	1 hour	500 gp	A cat and a bird of paradise
Cockatrice	1 hour	150 gp	A lizard and a domestic bird such as a chicken or turkey
Death Dog	1 hour	100 gp	A dog and a rooster
Dogmole+	1 hour	175 gp	A dog and a mole
Hippogriff	1 hour	200 gp	A horse and a giant eagle
Bearmit Crab*	6 hours	600 gp	A brown bear and a giant crab
Griffon	6 hours	600 gp	A lion and a giant eagle
Pegasus	6 hours	1,000 gp	A white horse and a giant owl
Manticore	24 hours	2,000 gp	A lion, a porcupine, and a giant bat
Owlbear	24 hours	2,000 gp	A brown bear and a giant eagle

*indicates a creature in the *Creature Codex*

+indicates a creature in the *Tome of Beasts*

creature can repeat this 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 charm's blinding feature for the next 24 hours.



Moonfield Lens

Wondrous item, very rare (requires attunement)

This lens is rainbow-hued and protected by a sturdy leather case. It has 4 charges, and it regains 1d3 + 1 expended charges daily at dawn. As an action, you can hold the lens to your eye, speak its command word, and expend 2 charges to cause one of the following effects:

- **Find Loved One.** You know the precise location of one creature you love (platonic, familial, or romantic). This knowledge extends into other planes.
- **True Path.** For 1 hour, you automatically succeed on all Wisdom (Survival) checks to navigate in the wild. If you are underground, you automatically know the most direct route to reach the surface.

Mug of Merry Drinking

Wondrous item, common

While you hold this broad, tall mug, any liquid placed inside it warms or cools to exactly the temperature you want it, though the mug can't freeze or boil the liquid. If you drop the mug or it is knocked from your hand, it always lands upright without spilling its contents.



Nameless Cults

Wondrous item, legendary (requires attunement)

This dubious old book, bound in heavy leather with iron hasps, details the forbidden secrets and monstrous blasphemy of a multitude of nightmare cults that worship nameless and ghastly entities. It reads like the monologue of a maniac, illustrated with unsettling glyphs and filled with fluctuating moments of vagueness and clarity.

The tome is a spellbook that contains the following spells, all of which can be found in the Mythos Magic Chapter of *Deep Magic for 5th Edition: black goat's blessing, curse of Yig, ectoplasm, eldritch communion,*

emanation of Yoth, green decay, hunger of Leng, mind exchange, seed of destruction, semblance of dread, sign of Koth, sleep of the deep, summon eldritch servitor, summon avatar, unseen strangler, vooorish sign, warp mind and matter, and yellow sign. At the GM's discretion, the tome can contain other spells similarly related to the Great Old Ones.

While attuned to the book, you can reference it whenever you make an Intelligence check to recall information about any aspect of evil or the occult, such as lore about Great Old Ones, mythos creatures, or the cults that worship them. When doing so, your proficiency bonus for that check is doubled.

Necromantic Ink

Wondrous item, rare

The scent of death and decay hangs around this grey ink. It is typically found in 1d4 pots, and each pot contains 2 doses. If you spend 1 minute using one dose of the ink to draw symbols of death on a dead creature that has been dead no longer than 10 days, you can imbue the creature with the ink's magic. The creature rises 24 hours later as a skeleton or zombie (your choice), unless the creature is restored to life or its body is destroyed. You have no control over the undead creature.

Neutralizing Bead

Wondrous item, uncommon

This hard, gritty, flavorless bead can be dissolved in liquid or powdered between your fingers and sprinkled over food. Doing so neutralizes any poisons that may be present. If the food or liquid is poisoned, it takes on a brief reddish hue where it makes contact with the bead as the bead dissolves. Alternatively, you can chew and swallow the bead and gain the effects of an antitoxin.

Nithing Pole

Wondrous item, rare

This pole is crafted to exact retribution for an act of cowardice or dishonor. It's a sturdy wooden stave, 6 to 10 feet long, carved with runes that name the dishonored target of the pole's curse. The carved shaft is draped in horsehide, topped with a horse's skull, and placed where its target is expected to pass by. Typically, the pole is driven into the ground or wedged into a rocky cleft in a remote spot where the intended victim won't see it until it's too late.

The pole is created to punish a specific person for a specific crime. The exact target must be named on the pole; a generic identity such as "the person who blinded Lars Gustafson" isn't precise enough. The moment the named target approaches within 333 feet, the pole casts *bestow curse* (with a range of 333 feet instead of touch) on the target.

The DC for the target's Wisdom saving throw is 15. If the saving throw is successful, the pole recasts the spell at the end of each round until the saving throw fails, the target retreats out of range, or the pole is destroyed. Anyone other than the pole's creator who tries to destroy or knock down the pole is also targeted by a *bestow curse* spell, but only once.

The effect of the curse is set when the pole is created, and the curse lasts 8 hours without requiring concentration. The pole becomes nonmagical once it has laid its curse on its intended target. An untriggered and forgotten *nothing pole* remains dangerous for centuries.

Nullifier's Lexicon

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

This book has a black leather cover with silver bindings and a silver front plate. Void Speech glyphs adorn the front plate, which is pitted and tarnished. The pages are thin sheets of corrupted brass and are inscribed with more blasphemous glyphs. While you are attuned to the lexicon, you can speak, read, and write Void Speech, and you know the *crushing curse** cantrip. At the GM's discretion, you know the *chill touch* cantrip instead.

Spells. By intoning certain passages from this book while holding it, you can use an action to cast one of the following spells, using your spell slots, spell save DC, and spellcasting ability: *conjure voidborn**, *dominate monster*, *life drain**, *shatter*, or *thunderwave*. Spells marked with an asterisk (*) are found in *Deep Magic for 5th Edition*. You can cast one of these spells once without difficulty. For each successive casting of one of these spells, you take a cumulative 1d6 necrotic damage. This effect resets when you finish a long rest.

Void Rearrangement. You can spend 1 minute reading a complicated passage in Void Speech from this book to rearrange reality to your will. State your general intention when you make the pronouncement ("strike down my enemies," "repair the damage the dragon did to me," etc.). The GM decides the form this alteration of reality takes, but the effect of any wizard, cleric, or Void magic spell is appropriate. When the effect occurs, you suffer 5d10 necrotic damage, and you can't use this ability again for 7 days.



Octopus Bracers

Wondrous item, uncommon (requires attunement)

These bronze bracers are etched with depictions of frolicking octopuses. While wearing these bracers, you can use an action to speak their command word and transform your arms into tentacles. You can use a bonus action to repeat the command word and return your arms to normal.

The tentacles are natural melee weapons, which you can use to make unarmed strikes. Your reach extends by 5 feet while your arms are tentacles. When you hit with a tentacle, it deals bludgeoning damage equal to 1d8 + your Strength or Dexterity modifier (your choice). If you hit a creature of your size or smaller than you, it is grappled. Each tentacle can grapple only one target. While grappling a target with a tentacle, you can't attack other creatures with that tentacle.

While your arms are tentacles, you can't wield weapons that require two hands, and you can't wield shields. In addition, you can't cast a spell that has a somatic component.

When the bracers' property has been used for a total of 10 minutes, the magic ceases to function until the next dawn.

Oculi of the Ancestor

Wondrous item, rare (requires attunement)

An intricately depicted replica of an eyeball, right down to the blood vessels and other fine details, this item is carved from sacred hardwoods by soothsayers using a specialized ceremonial blade handcrafted specifically for this purpose.

When you use an action to place the orb within the eye socket of a skull, it telepathically shows you the last thing that was experienced by the creature before it died. This lasts for up to 1 minute and is limited to only what the creature saw or heard in the final moments of its life. The orb can't show you what the creature might have detected using another sense, such as tremorsense.

Ogre's Pot

Wondrous item, rare (requires attunement)

This cauldron boils anything placed inside it, whether venison or timber, to a vaguely edible paste. A spoonful of the paste provides enough nourishment to sustain a creature for one day.

As a bonus action, you can speak the pot's command word and force it to roll directly to you at a speed of 40 feet per round as long as you and the pot are on the same plane of existence. It follows the shortest possible path, stopping when it moves to within 5 feet of you, and it bowls over or knocks down any objects or creatures in its path. A creature in its path must succeed on a DC 13 Dexterity saving throw or take 2d6 bludgeoning damage and be knocked prone. When this magic pot comes into contact with an object or structure, it deals 4d6 bludgeoning damage. If the damage doesn't destroy or create a path through the object or structure, the pot continues to deal damage at the end of each round, carving a path through the obstacle.

Oni Mask

Wondrous item, rare (requires attunement)

This horned mask is fashioned into the fearsome likeness of a pale oni. The mask has 6 charges for the following properties. The mask regains 1d6 expended charges daily at dawn.

Spells. While wearing the mask, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 15): *charm person* (1 charge), *invisibility* (2 charges), or *sleep* (1 charge).

Change Shape. You can expend 3 charges as an action to magically polymorph into a Small or Medium humanoid, into a Large giant, or back into your true form. Other than your size, your statistics are the same in each form. The only equipment that is transformed is your weapon, which enlarges or shrinks so that it can be wielded in any form. If you die, you revert to your true form, and your weapon reverts to its normal size.

Oracle Charm

Wondrous item, common

This small charm resembles a human finger bone engraved with runes and complicated knotwork patterns. As you contemplate a specific course of action that you plan to take within the next 30 minutes, you can use an action to snap the charm in half to gain the benefit of an *augury* spell. Once used, the charm is destroyed.

Orb of Enthralling Patterns

Wondrous item, uncommon (requires attunement)

This plain, glass orb shimmers with iridescence. While holding this orb, you can use an action to speak its command word, which causes it to levitate and emit multicolored light. Each creature other than you within 10 feet of the orb must succeed on a DC 13 Wisdom saving throw or look at only the orb for 1 minute. For the duration, a creature looking at the orb has disadvantage on Wisdom (Perception) checks to perceive anything that is not the orb. Creatures that failed the saving throw have no memory of what happened while they were looking at the orb. Once used, the orb can't be used again until the next dawn.

Ouroboros Amulet

Wondrous item, uncommon (requires attunement)

Carved in the likeness of a serpent swallowing its own tail, this circular jade amulet is frequently worn by serpentfolk mystics and the worshippers of dark and forgotten gods. While wearing this amulet, you have advantage on saving throws against being charmed. In addition, you can use an action to cast the *suggestion* spell (save DC 13). The amulet can't be used this way again until the next dawn.

Parasol of Temperate Weather

Wondrous item, uncommon

This fine, cloth-wrapped 2-foot-long pole unfolds into a parasol with a diameter of 3 feet, which is large enough to cover one Medium or smaller creature. While traveling under the parasol, you ignore the drawbacks of traveling in hot weather or a hot environment. Though it protects you from the sun's heat in the desert or geothermal heat in deep caverns, the parasol doesn't protect you from damage caused by super-heated environments or creatures, such as lava or an azer's Heated Body trait, or magic that deals fire damage, such as the *fire bolt* spell.

Pavilion of Dreams

Wondrous item, very rare

This foot-long box is 6 inches wide and 6 inches deep. With 1 minute of work, the box's poles and multicolored silks can be unfolded into a pavilion expansive enough to sleep eight Medium or smaller creatures comfortably. The pavilion can stand in winds of up to 60 miles per hour without suffering damage or collapsing, and its interior remains comfortable and dry no matter the weather conditions or temperature outside.

Creatures who sleep within the pavilion are immune to spells and other magical effects that would disrupt their sleep or negatively affect their dreams, such as the monstrous messenger version of the *dream* spell or a night hag's Nightmare Haunting.

Creatures who take a long rest in the pavilion, and who sleep for at least half that time, have shared dreams of future events. Though unclear upon waking, these premonitions sit in the backs of the creatures' minds for the next 24 hours. Before the duration ends, a creature can call on the premonitions, expending them and immediately gaining one of the following benefits.

- If you are surprised during combat, you can choose instead to not be surprised.
- If you are not surprised at the beginning of combat, you have advantage on the initiative roll.
- You have advantage on a single attack roll, ability check, or saving throw.
- If you are adjacent to a creature that is attacked, you can use a reaction to interpose yourself between the creature and the attack. You become the new target of the attack.
- When in combat, you can use a reaction to distract an enemy within 30 feet of you that attacks an ally you can see. If you do so, the enemy has disadvantage on the attack roll.
- When an enemy uses the Disengage action, you can use a reaction to move up to your speed toward that enemy.

Once used, the pavilion can't be used again until the next dusk.

Pearl of Diving

Wondrous item, rare (requires attunement)

This white pearl shines iridescently in almost any light. While underwater and grasping the pearl, you have resistance to cold damage and to bludgeoning damage from nonmagical attacks.

Periapt of Eldritch Knowledge

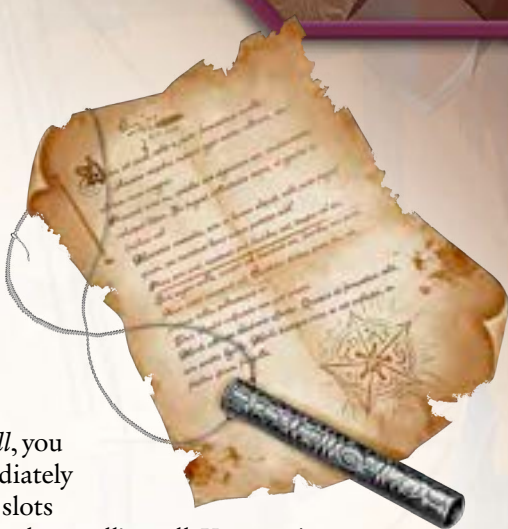
Wondrous item, uncommon

(requires attunement by a spellcaster)

This pendant consists of a hollow metal cylinder on a fine, silver chain and is capable of holding one scroll. When you put a *spell scroll* in the pendant, it is added to your list of known or prepared spells, but you must still expend a spell slot to cast it. If the spell has more powerful effects when cast at a higher level, you can expend a spell slot of a higher level to cast it. If you have metamagic options, you can apply any metamagic option you know to the spell, expending sorcery points as normal. When you cast the spell, the *spell scroll* isn't consumed.

If the spell on the *spell scroll* isn't on your class's spell list, you can't cast it unless it is half the level of the highest spell level you can cast (minimum level 1).

The pendant can hold only one scroll at a time, and you can remove or replace the *spell scroll* in the pendant as an action. When you remove or replace



the *spell scroll*, you don't immediately regain spell slots expended on the scroll's spell. You regain expended spell slots as normal for your class.

Periapt of Proof Against Lies

Wondrous item, rare

A pendant fashioned from the claw or horn of a pact drake (see *Creature Codex*) is affixed to a thin gold chain. While you wear it, you know if you hear a lie, but this doesn't apply to evasive statements that remain within the boundaries of the truth. If you lie while wearing this pendant, you become poisoned for 10 minutes.

Phase Mirror

Wondrous item, rarity varies (requires attunement)

Unlike other magic items, multiple creatures can attune to the *phase mirror* by touching it as part of the same short rest. A creature remains attuned to the mirror as long as it is on the same plane of existence as the mirror or until it chooses to end its attunement to the mirror during a short rest. *Phase mirrors* look almost identical to standard mirrors, but their surfaces are slightly clouded. These mirrors are found in a variety of sizes, from handheld to massive disks. The larger the mirror, the more power it can take in, and consequently, the more creatures it can affect.

When it is created, a mirror is connected to a specific plane. The mirror draws in starlight and uses that energy to move between its current plane and its connected plane.

While holding or touching a fully charged mirror, an attuned creature can use an action to speak the command word and activate the mirror. When activated, the mirror transports all creatures attuned to it to the mirror's connected plane or back to the Material Plane at a destination of the activating creature's choice. This effect works like the *plane shift* spell, except it transports only attuned creatures, regardless of their distance from each other, and the destination must be on the Material Plane or the mirror's connected plane. If the mirror is broken, its magic ends, and each attuned creature is trapped in whatever plane it occupies when the mirror breaks.

Once activated, the mirror stays active for 24 hours and any attuned creature can use an action to transport all attuned creatures back and forth between the two planes. After these 24 hours have passed, the power drains from the mirror, and it can't be activated again until it is recharged. Each *phase mirror* has a different recharge time and limit to the number of creatures that can be attuned to it, depending on the mirror's size.

Phase mirrors connected to planes without moonlight or starlight can be recharged in whatever light is native to its connected plane, but it must still be recharged by moonlight or starlight on the Material Plane.

Handheld (Rare). This mirror fits easily in one hand. Only one creature can attune to it, and it must spend at least 24 total hours (approximately 3 days) exposed to moonlight or starlight before it can be activated.

Vanity (Very Rare). This mirror is about 2 feet wide. Up to four creatures can attune to it, and it must spend at least 40 total hours (approximately 5 days) exposed to moonlight or starlight before it can be activated.

Floor (Legendary). This mirror is about 5 feet wide. Up to seven creatures can attune to it, and it must spend at least 56 total hours (approximately 7 days) exposed to moonlight or starlight before it can be activated.

Phoenix Ember

Wondrous item, legendary (requires attunement)

This egg-shaped red and black stone is hot to the touch. An ancient, fossilized phoenix egg, the stone holds the burning essence of life and rebirth. While you are carrying the stone, you have resistance to fire damage.

Fiery Rebirth. If you drop to 0 hit points while carrying the stone, you can drop to 1 hit point instead. If you do, a wave of flame bursts out from you, filling the area within 20 feet of you. Each of your enemies in the area must make a DC 17 Dexterity saving throw,

taking 8d6 fire damage on a failed save, or half as much damage on a successful one. Once used, this property can't be used again until the next dawn, and a small, burning crack appears in the egg's surface.

Spells. The stone has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it: *revivify* (1 charge), *raise dead* (2 charges), or *resurrection* (3 charges, the spell functions as long as some bit of the target's body remains, even just ashes or dust). If you expend the last charge, roll a d20. On a 1, the stone shatters into searing fragments, and a firebird (see *Tome of Beasts*) arises from the ashes. On any other roll, the stone regains 1d3 charges.

Pipes of Madness

Wondrous item, rare (requires attunement)

You must be proficient with wind instruments to use these strange, pale ivory pipes. They have 5 charges. You can use an action to play them and expend 1 charge to emit a weird strain of alien music that is audible up to 600 feet away. Choose up to three creatures within 60 feet of you that can hear you play. Each target must succeed on a DC 15 Wisdom saving throw or be affected as if you had cast the *confusion* spell on it. The pipes regain 1d4 + 1 expended charges daily at dawn.

Plumb of the Elements

Wondrous item, rare (requires attunement)

This four-faceted lead weight is hung on a long leather strip, which can be wound around the haft or handle of any melee weapon. You can remove the plumb and transfer it to another weapon whenever you wish. Weapons with the plumb attached to it deal additional force damage equal to your proficiency bonus (up to a maximum of 3). As an action, you can activate the plumb to change this additional damage type to fire, cold, lightning, or back to force.

SPARKS OF INSPIRATION

The *phoenix ember* originated in the livestream campaign, *The World Tree Burns*. The story followed the exploits of adventurers in the *Midgard Campaign Setting* who hailed from the Blood Kingdom, the Sable Court of the shadow fey, the magical metropolis Bemmea, the gnomish kingdom of Niemheim, the Free City of Zobeck, and the lands of the reavers in the Northlands.

Through happenstance or fate, the heroes found themselves caught in the scheme of a mysterious figure unearthing secrets from the dark past of the infamous

Stross family of Zobeck. Forbidden magic, wondrous discovery, and deadly intrigue surrounded a vision of calamity that propelled the heroes through the Free City's streets and catacombs and into the Crossroads region beyond.

In an ancient dwarven hold lost to the primordial Margeve Forest, the heroes discovered the *phoenix ember* resting in the ashes where a portal to the Plane of Fire once blazed. They claimed it as their own, but now it finds itself in the hands of other heroes.

Plunderer's Sea Chest

Wondrous item, rare

This oak chest, measuring 3 feet by 5 feet by 3 feet, is secured with iron bands, which depict naval combat and scenes of piracy. The chest opens into an extradimensional space that can hold up to 3,500 cubic feet or 15,000 pounds of material. The chest always weighs 200 pounds, regardless of its contents.

Placing an item in the sea chest follows the normal rules for interacting with objects. Retrieving an item from the chest requires you to use an action. When you open the chest to access a specific item, that item is always magically on top.

If the chest is destroyed, its contents are lost forever, though an artifact that was inside always turns up again, somewhere. If a *bag of holding*, *portable hole*, or similar object is placed within the chest, that item and the contents of the chest are immediately destroyed, and the magic of the chest is disrupted for one day, after which the chest resumes functioning as normal.

Pocket Oasis

Wondrous item, very rare

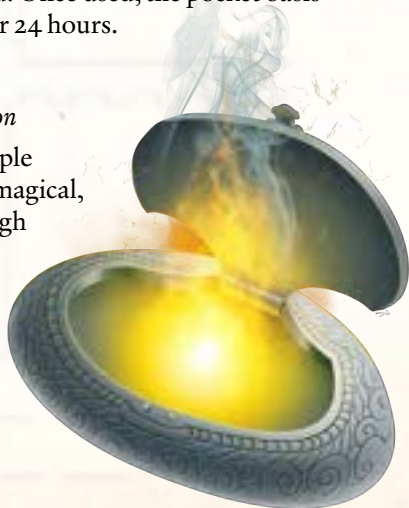
When you unfold and throw this 5-foot by 5-foot square of black cloth into the air as an action, it creates a portal to an oasis hidden within an extra-dimensional space. A pool of shallow, fresh water fills the center of the oasis, and bountiful fruit and nut trees grow around the pool. The fruits and nuts from the trees provide enough nourishment for up to 10 Medium creatures. The air in the oasis is pure, cool, and even a little crisp, and the environment is free from harmful effects.

When creatures enter the extra-dimensional space, they are protected from effects and creatures outside the oasis as if they were in the space created by a *rope trick* spell, and a vine dangles from the opening in place of a rope, allowing access to the oasis. The effect lasts for 24 hours or until all the creatures leave the extra-dimensional oasis, whichever occurs first. Any creatures still inside the oasis at the end of 24 hours are harmlessly ejected. Once used, the pocket oasis can't be used again for 24 hours.

Pocket Spark

Wondrous item, common

What looks like a simple snuff box contains a magical, glowing ember. Though warm to the touch, the ember can be handled without damage. It can be used to ignite flammable materials quickly. Using it to



light a torch, lantern, or anything else with abundant, exposed fuel takes a bonus action. Lighting any other fire takes an action. The ember is consumed when used. If the ember is consumed, the box creates a new ember at dawn.

Prayer Mat

Wondrous item, uncommon

(requires attunement by a cleric or paladin)

This small rug is woven with intricate patterns that depict religious iconography. When you attune to it, the iconography and the mat's colors change to the iconography and colors most appropriate for your deity.

If you spend 10 minutes praying to your deity while kneeling on this mat, you regain one expended use of Channel Divinity. The mat can't be used this way again until the next dawn.



Primal Doom

Wondrous item, rarity varies

A murky liquid or smoke churns inside this small, glass globe. Typically, 1d3 *primal dooms* are found together.

You can use an action to throw the globe up to 30 feet. It shatters on impact and is destroyed. Each creature within 5 feet of where the globe landed must succeed on a DC 15 Wisdom saving throw or take psychic damage. If at least one creature failed the saving throw, the primal essence of the Lower Planes within the globe coalesces into a fiend, depending on the type of globe. The fiend lasts for 1 minute and acts on its own, but it views you and your allies as its allies.

Primal Doom of Anguish (Uncommon). This globe deals 2d6 psychic damage and summons a dretch or a lemure (your choice) on a failed saving throw.

Primal Doom of Pain (Rare). This globe deals 4d6 psychic damage and summons a barbed devil or vroock (your choice) on a failed saving throw.

Primal Doom of Rage (Very Rare). This globe deals 6d6 psychic damage and summons a bone devil or glabrezu (your choice) on a failed saving throw.



Prospecting Compass

Wondrous item, common

This battered, old compass has engravings of lumps of ore and natural crystalline minerals. While holding this compass, you can use an action to name a type of metal or stone. The compass points to the nearest naturally occurring source of that metal or stone for 1 hour or until you name a different type of metal or stone. The compass can point to cut gemstones, but it can't point to processed metals, such as iron swords or gold coins. The compass can't be used this way again until the next dawn.

Quick-Change Mirror

Wondrous item, uncommon

This utilitarian, rectangular standing mirror measures 4 feet tall and 2 feet wide. Despite its plain appearance, the mirror allows creatures to quickly change outfits. While in front of the mirror, you can use an action to speak the mirror's command word to be clothed in an outfit stored in the mirror. The outfit you are currently wearing is stored in the mirror or falls to the floor at your feet (your choice).



The mirror can hold up to 12 outfits. An outfit must be a set of clothing or armor. An outfit can include other wearable items, such as a belt with pouches, a backpack, headwear, or footwear, but it can't include weapons or other carried items unless the weapon or carried item is sheathed, stored in a backpack, pocket, or pouch, or similarly attached to the outfit. The extent of how many attachments an outfit can have before it is considered more than one outfit or it is no longer considered an outfit is at the GM's discretion.

To store an outfit you are wearing in the mirror, you must spend at least 1 minute rotating slowly in front of the mirror and speak the mirror's second command word. You can use a bonus action to speak a third command word to cause the mirror to display the outfits it contains. When found, the mirror contains 1d10 + 2 outfits. If the mirror is destroyed, all outfits it contains fall in a heap at its base.

Quill of Scribing

Wondrous item, common (requires attunement)

This quill is fashioned from the feather of some exotic beast, often a giant eagle, griffon, or hippogriff. When you take an action to speak the command word, the quill animates, transcribing each word spoken by you, and up to three other creatures you designate, onto whatever material is placed before it until the command word is spoken again, or it has scribed 250 words. Once used, the quill can't be used again for 8 hours.

Quilted Bridge

Wondrous item, common

A practiced hand sewed together a collection of cloth remnants from magical garb to make this colorful and warm blanket. You can use an action to unfold it and pour out three drops of wine in tribute to its maker. If you do so, the blanket becomes a 5-foot wide, 10-foot-long bridge as sturdy as steel. You can fold the bridge back up as an action.

Radiance Bomb

Wondrous item, uncommon

This small apple-sized globule is made from a highly reflective silver material and has a single, golden rune etched on it. Typically, 1d4 + 4 *radiance bombs* are found together.



You can use an action to throw the globule up to 60 feet. The globule explodes on impact and is destroyed. Each creature within a 10-foot radius of where the globule landed must make a DC 13 Dexterity saving throw. On a failure, a creature takes 3d6 radiant damage and is blinded for 1 minute. On a success, a creature takes half the damage and

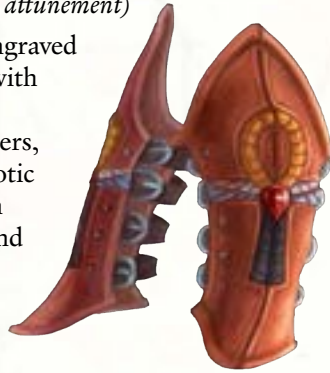
isn't blinded. A blinded creature can make a DC 13 Constitution saving throw at the end of each of its turns, ending the effect on itself on a success.

Radiant Bracers

Wondrous item, rare (requires attunement)

These bronze bracers are engraved with the image of an ankh with outstretched wings.

While wearing these bracers, you have resistance to necrotic damage, and you can use an action to speak the command word while crossing the bracers over your chest. If you do so, each undead that can see you within



30 feet of you must make a Wisdom saving throw. The DC is equal to 8 + your proficiency bonus + your Wisdom modifier. On a failure, an undead creature is turned for 1 minute or until it takes any damage. This feature works like the cleric's Turn Undead class feature, except it can't be used to destroy undead.

The bracers can't be used to turn undead again until the next dawn.

Radiant Libram

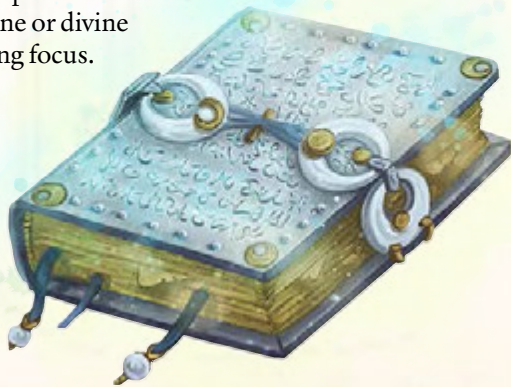
Wondrous item, legendary (requires attunement by a cleric, druid, paladin, or wizard)

The gilded pages of this holy tome are bound between thin plates of moonstone crystal that emit a gentle incandescence. Aureate celestial runes adorn nearly every inch of its blessed surface.

Brave. While holding this book, you have advantage on saving throws against being frightened.

Brilliant. The book sheds dim light in a 5-foot radius. As an action, you can make the book shed bright light in a 20-foot radius and dim light for an additional 20 feet for 1 minute. This light is sunlight. Once used, this property of the book can't be used again until the next dawn.

Radiant Spellbook. In addition to the sacred rites of holy communion it contains, the radiant libram is a repository of powerful anti-undead magics and potent divinations. If you attune to this item, you can use it as a spellbook and as an arcane or divine spellcasting focus.



In addition, while you are attuned to the book, the spells written in it count as prepared spells and don't count against the number of spells you can prepare each day. You don't gain additional spell slots from this feature. The following spells are written in the book: *beacon of hope, bless, calm emotions, commune, cure wounds, daylight, detect evil and good, divine favor, flame strike, gentle repose, guidance, guiding bolt, heroism, lesser restoration, light, produce flame, protection from evil and good, sacred flame, sanctuary, and spare the dying.*

Turn Undead. You can use an action to present this book and speak its command word. Each undead that can see or hear you within 30 feet of you must succeed on a Wisdom saving throw, using your spell save DC. If the creature fails its saving throw, it is turned for 1 minute or until it takes any damage. The creature is instantly destroyed if its challenge rating is 3 or lower.

A turned 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 there's nowhere to move, the creature can use the Dodge action. Once used, this property of the book can't be used again until the next dawn.



Recording Book

Wondrous item, uncommon (requires attunement)

This book, which hosts a dormant bookkeeper (see *Creature Codex*), appears to be a journal filled with empty pages. You can use an action to place the open book on a surface and speak its command word to activate it. It remains active until you use an action to speak the command word again.

The book records all things said within 60 feet of it. It can distinguish voices and notes those as it records. The book can hold up to 12 hours' worth of conversation. You can use an action to speak a second command word to remove up to 1 hour of recordings in the book, while a third command word removes all the book's recordings. Any creature, other than you or targets you designate, that peruses the book finds the pages blank.

Relocation Cable

Wondrous item, uncommon

This 60-foot length of fine wire cable weighs 2 pounds. If you hold one end of the cable and use an action to speak its command word, the other end plunges into the ground, burrowing through dirt, sand, snow, mud, ice, and similar material to emerge from the ground at a destination you can see up to its maximum length away. The cable can't burrow through solid rock.

On the turn it is activated, you can use a bonus action to magically travel from one end of the cable to the other, appearing in an unoccupied space within 5 feet of the other end. On subsequent turns, any creature in contact with one end of the cable can use an action to appear in an unoccupied space within 5 feet of the other end of it.

A creature magically traveling from one end of the cable to the other doesn't provoke opportunity attacks. You can retract the cable by using a bonus action to speak the command word a second time.

Resolute Bracer

Wondrous item, uncommon (requires attunement)

This ornamental bracer features a reservoir sewn into its lining. As an action, you can fill the reservoir with a single potion or vial of liquid, such as a *potion of healing* or *antitoxin*. While attuned to this bracer, you can use a bonus action to speak the command word and absorb the liquid as if you had consumed it. Liquid stored in the bracer for longer than 8 hours evaporates.



Revenant's Shawl

Wondrous item, uncommon (requires attunement)

This shawl is made of old raven feathers woven together with elk sinew and small bones. When you are reduced to 0 hit points while wearing the shawl, it explodes in a burst of freezing wind. Each creature within 10 feet of you must make a DC 13 Dexterity saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one. You then regain 4d6 hit points, and the shawl disintegrates into fine black powder.

Rift Orb

Wondrous item, rare

This orb is a sphere of obsidian 3 inches in diameter. When you speak the command word in Void Speech, you can throw the sphere as an action to a point within 60 feet. When the sphere reaches the point you choose or if it strikes a solid object on the way, it immediately stops and generates a tiny rift into the Void. The area within 20 feet of the rift orb

becomes difficult terrain, and gravity begins drawing everything in the affected area toward the rift. Each creature in the area at the start of its turn, or when it enters the area for the first time on a turn, must succeed on a DC 15 Strength saving throw or be pulled 10 feet toward the rift. A creature that touches the rift takes 4d10 necrotic damage. Unattended objects in the area are pulled 10 feet toward the rift at the start of your turn. Nonmagical objects pulled into the rift are destroyed.

The *rift orb* functions for 1 minute, after which time it becomes inert. It can't be used again until the following midnight.

River Token

Wondrous items, rare

This small pebble measures 3/4 of an inch in diameter and weighs an ounce. The pebbles are often shaped like salmon, river clams, or iridescent river rocks. Typically, 1d4 + 4 *river tokens* are found together. The token gives off a distinct shine in sunlight and radiates a scent of fresh, roiling water. It is sturdy but crumbles easily if crushed.

As an action, you can destroy the token by crushing it and sprinkling the remains into a river, calming the waters to a gentle current and soothing nearby water-dwelling creatures for 1 hour. Water-dwelling beasts in the river with an Intelligence of 3 or lower are soothed and indifferent toward passing humanoids for the duration. The token's magic soothes but doesn't fully suppress the hostilities of all other water-dwelling creatures. For the duration, each other water-dwelling creature must succeed on a DC 15 Wisdom saving throw to attack or take hostile actions toward passing humanoids. The token's soothing magic ends on a creature if that creature is attacked.

Rogue's Aces

Wondrous item, rare

These four, colorful parchment cards have long bailed the daring out of hazardous situations. You can use an action to flip a card face-up, activating it. A card is destroyed after it activates.

Ace of Pentacles. The pentacles suit represents wealth and treasure. When you activate this card, you cast the *knock* spell from it on an object you can see within 60 feet of you. In addition, you have advantage on Dexterity checks to pick locks using thieves' tools for the next 24 hours.

Ace of Cups. The cups suit represents water and its calming, soothing, and cleansing properties. When you activate this card, you cast the *calm emotions* spell (save DC 15) from it. In addition, you have advantage on Charisma (Deception) checks for the next 24 hours.

Ace of Staves. The staves suit represents prophecy and divination. When you activate this card, you cast the *detect thoughts* spell (save DC 15) from it. In addition, you have advantage on Wisdom (Insight) checks for the next 24 hours.

Ace of Swords. The swords suit represents war and power. When you activate this card, you cast the *enlarge/reduce* spell (save DC 15) from it. In addition, you have advantage on Charisma (Intimidation) checks for the next 24 hours.

Rope Seed

Wondrous item, common

If you soak this 5-foot piece of twine in at least one pint of water, it grows into a 50-foot length of hemp rope after 1 minute.

Rug of Safe Haven

Wondrous item, uncommon

This small, 3-foot-by-5-foot rug is woven with a tree motif and a tasseled fringe. While the rug is laid out on the ground, you can speak its command word as an action to create an extradimensional space beneath the rug for 1 hour.

The extradimensional space can be reached by lifting a corner of the rug and stepping down as if through a trap door in a floor. The space can hold as many as eight Medium or smaller creatures. The entrance can be hidden by pulling the rug flat. Attacks and spells can't cross through the entrance into or out of the extradimensional space, but those inside can see out of it as if through a 3-foot-by-5-foot window in the shape and style of the rug. Anything inside the extradimensional space is gently pushed out to the nearest unoccupied space when the duration ends.

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

Saddle of the Cavalry Casters

Wondrous item, uncommon

This magic saddle adjusts its size and shape to fit the animal to which it is strapped. While a mount wears this saddle, creatures have disadvantage on opportunity attacks against the mount or its rider. While you sit astride this saddle, you have advantage on any checks to remain mounted and on Constitution saving throws to maintain concentration on a spell when you take damage.

Sanctuary Shell

Wondrous item, uncommon

This seashell is intricately carved with protective runes. If you are carrying the shell and are reduced to 0 hit points or incapacitated, the shell activates, creating a bubble of force that expands to surround you and forces any other creatures out of your space. This sphere works like the *wall of force* spell, except that any creature intent on aiding you can pass through it. The protective sphere lasts for 10 minutes, or until you regain at least 1 hit point or are no longer incapacitated. When the protective sphere ends, the shell crumbles to dust.

Sandals of Sand Skating

Wondrous item, uncommon

(requires attunement)

These leather sandals repel sand, leaving your feet free of particles and grit. While you wear these sandals in a desert, on a beach, or in an otherwise sandy environment, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced while in nonmagical difficult terrain made of sand. In addition, when you take the Dash action across sand, the extra movement you gain is double your speed instead of equal to your speed. With a speed of 30 feet, for example, you can move up to 90 feet on your turn if you dash across sand.



Sandals of the Desert Wanderer

Wondrous item, uncommon (requires attunement)

While you wear these soft leather sandals, you have resistance to fire damage. In addition, you ignore difficult terrain created by loose or deep sand, and you can tolerate temperatures of up to 150 degrees Fahrenheit.

Satchel of Seawalking

Wondrous item, uncommon

This eel-hide leather pouch is always filled with an unspeakably foul-tasting, coarse salt. You can use an action to toss a handful of the salt onto the surface of an unoccupied space of water. The water in a 5-foot cube becomes solid for 1 minute, resembling greenish-blue glass. This cube is buoyant and can support up to 750 pounds. When the duration expires, the hardened water cracks ominously and returns to a liquid state.

If you toss the salt into an occupied space, the water congeals briefly then disperses harmlessly. If the satchel is opened underwater, the pouch is destroyed as its contents permanently harden.

Once five handfuls of the salt have been pulled from the satchel, the satchel can't be used again until the next dawn.

Scalehide Cream

Wondrous item, rare

As an action, you can rub this dull green cream over your skin. When you do, you sprout thick, olive-green scales like those of a giant lizard or green dragon that last for 1 hour. These scales give you a natural AC of 15 + your Constitution modifier. This natural AC doesn't combine with any worn armor or with a Dexterity bonus to AC.

A jar of *scalehide cream* contains 1d6 + 1 doses.

Scarab of Rebirth

Wondrous item, rare (requires attunement)

This coin-sized figurine of a scarab is crafted from an unidentifiable blue-gray metal, but it appears mundane in all other respects. When you speak its command word, it whirs to life and burrows into your flesh. You can speak the command word again to remove the scarab. While the scarab is embedded in your flesh, you gain the following:

- You no longer need to eat or drink.
- You can magically sense the presence of undead and pinpoint the location of any undead within 30 feet of you.
- Your hit point maximum is reduced by 10.

- If you die, you return to life with half your maximum hit points at the start of your next turn. The scarab can't return you to life if you were beheaded, disintegrated, crushed, or similar full-body destruction. Afterwards, the scarab exits your body and goes dormant. It can't be used again until 14 days have passed.

Scarf of Deception

Wondrous item, rare

While wearing this scarf, you appear different to everyone who looks upon you for less than 1 minute. In addition, you smell, sound, feel, and taste different to every creature that perceives you. Creatures with truesight or blindsight can see your true form, but their other senses are still confounded.

If a creature studies you for 1 minute, it can make a DC 15 Wisdom (Perception) check. On a success, it perceives your real form.

Scent Sponge

Wondrous item, uncommon

This sea sponge collects the scents of creatures and objects. You can use an action to touch the sponge to a creature or object, and the scent of the target is absorbed into the sponge. An unwilling target can make a DC 13 Dexterity saving throw, and if it succeeds, it is unaffected by the sponge. For 1 hour after its scent has been absorbed, the target gives off no smell and can't be detected or tracked by creatures, spells, or other effects that rely on smell to detect or track the target.

You can use an action to wipe the sponge on a creature or object, masking its natural scent with the scent stored in the sponge. An unwilling target can make a DC 13 Dexterity saving throw, and if it succeeds, it is unaffected by the sponge. For 1 hour after its scent has been masked, the target gives off the smell of the creature or object that was stored in the sponge. The effect ends early if the target's scent is replaced by another scent from the sponge or if the scent is cleaned away, which requires vigorous washing for 10 minutes with soap and water or similar materials.

The sponge can hold a scent indefinitely, but it can hold only one scent at a time.

Scorn Pouch

Wondrous item, uncommon (requires attunement)

The heart of a lover scorned turns black and potent. Similarly, this small leather pouch darkens from brown to black when a creature hostile to you moves within 10 feet of you.

Scorpion Feet

Wondrous item, legendary (requires attunement)

These thick-soled leather sandals offer comfortable and safe passage across shifting sands. While you wear them, you gain the following benefits:

- Your speed isn't reduced while in magical or nonmagical difficult terrain made of sand.
- You have advantage on all ability checks and saving throws against natural hazards where sand is a threatening element.
- You have immunity to poison damage and advantage on saving throws against being poisoned.
- You leave no tracks or other traces of your passage through sandy terrain.

Scoundrel's Gambit

Wondrous item, uncommon

This fluted silver tube, barely two inches long, bears tiny runes etched between the grooves. While holding this tube, you can use an action to cast the *magic missile* spell from it. Once used, the tube can't be used to cast *magic missile* again until 12 hours have passed.

Scout's Coat

Wondrous item, common

This lightweight, woolen coat is typically left naturally colored or dyed in earth tones or darker shades of green. While wearing the coat, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Screaming Skull

Wondrous item, common

This skull looks like a normal animal or humanoid skull. You can use an action to place the skull on the ground, a table, or other surface and activate it with a command word. The skull's magic triggers when a creature comes within 5 feet of it without speaking that command word. The skull emits a green glow from its eye sockets, shedding dim light in a 15-foot radius, levitates up to 3 feet in the air, and emits a piercing scream for 1 minute that is audible up to 600 feet away. The skull can't be used this way again until the next dawn.

The skull has AC 13 and 5 hit points. If destroyed while active, it releases a burst of necromantic energy. Each creature within 5 feet of the skull must succeed on a DC 11 Wisdom saving throw or be frightened until the end of its next turn.

Scrimshaw Comb

Wondrous item, uncommon (requires attunement)

Aside from being carved from bone, this comb is a beautiful example of functional art. It has 3 charges. As an action, you can expend a charge to cast *invisibility*.

Unlike the standard version of this spell, you are invisible only to undead creatures.

However, you can attack creatures who are not undead (and thus unaffected by the spell) without ending the effect.

Casting a spell breaks the effect as normal. The comb regains 1d3 expended charges daily at dawn.

Scrimshaw Parrot

Wondrous item, rare

This parrot is carved from bits of whalebone and decorated with bright feathers and tiny jewels. You can use an action to affix the parrot to your shoulder or arm. While the parrot is affixed, you gain the following benefits:

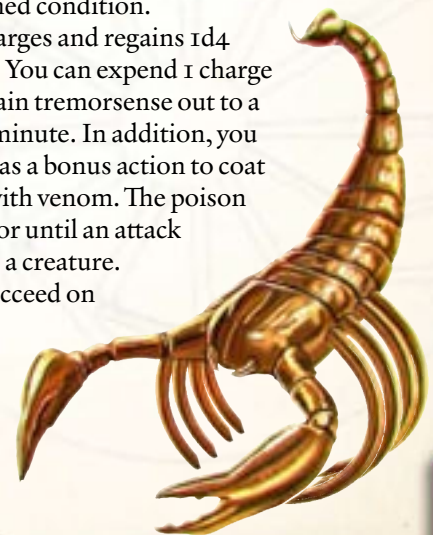
- You have advantage on Wisdom (Perception) checks that rely on sight.
- You can use an action to cast the *comprehend languages* spell from it at will.
- You can use an action to speak the command word and activate the parrot. It records up to 2 minutes of sounds within 30 feet of it. You can touch the parrot at any time (no action required), stopping the recording. Commanding the parrot to record new sounds overwrites the previous recording. You can use a bonus action to speak a different command word, and the parrot repeats the sounds it heard. Effects that limit or block sound, such as a closed door or the *silence* spell, similarly limit or block the sounds the parrot records.

Selket's Bracer

Wondrous item, very rare (requires attunement)

This bronze bracer is crafted in the shape of a scorpion, its legs curled around your wrist, tail raised and ready to strike. While wearing this bracer, you are immune to the poisoned condition.

The bracer has 4 charges and regains 1d4 charges daily at dawn. You can expend 1 charge as a bonus action to gain tremorsense out to a range of 30 feet for 1 minute. In addition, you can expend 2 charges as a bonus action to coat a weapon you touch with venom. The poison remains for 1 minute or until an attack using the weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or be poisoned until the end of its next turn.



Seneschal's Gloves

Wondrous item, rare (requires attunement)

These white gloves have elegant tailoring and size themselves perfectly to fit your hands. The gloves must be attuned to a specific, habitable place with walls, a roof, and doors before you can attune to them. To attune the gloves to a location, you must leave the gloves in the location for 24 hours. Once the gloves are attuned to a location, you can attune to them.

While you wear the gloves, you can unlock any nonmagical lock within the attuned location by touching the lock, and any mundane portal you open in the location while wearing these gloves opens silently.

As an action, you can snap your fingers and every nonmagical portal within 30 feet of you immediately closes and locks (if possible) as long as it is unobstructed. (Obstructed portals remain open.) Once used, this property of the gloves can't be used again until the next dawn.

Sentinel Portrait

Wondrous item, uncommon

This painting appears to be a well-rendered piece of scenery, devoid of subjects. You can spend 5 feet of movement to step into the painting. The painting then appears to be a portrait of you, against whatever background was already present. While in the painting, you are immobile unless you use a bonus action to exit the painting. Your senses still function, and you can use them as if you were in the portrait's space.

You remain unharmed if the painting is damaged, but if it is destroyed, you are immediately shunted into the nearest unoccupied space.

Serpentine Bracers

Wondrous item, uncommon (requires attunement)

These bracers are a pair of golden snakes with ruby eyes, which coil around your wrist and forearm. While wearing both bracers, you gain a +1 bonus to AC if you are wearing no armor and using no shield.

You can use an action to speak the bracers' command word and drop them on the ground in two unoccupied spaces within 10 feet of you. The bracers become two constrictor snakes under your control and act on their



own initiative counts. By using a bonus action to speak the command word again, you return a bracer to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command each snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snakes take and where they move during their next turns, or you can issue them a general command, such as attack your enemies or guard a location.

If a snake is reduced to 0 hit points, it dies, reverts to its bracer form, and can't be commanded to become a snake again until 2 days have passed. If a snake reverts to bracer form before losing all its hit points, it regains all of them and can't be commanded to become a snake again until the next dawn.

Servile Shabti

Wondrous item, rarity varies

Crafted to serve in place of the dead in the afterlife, shabti are often used by the living for their own ends. These 1-foot-tall statuettes are crafted of ceramic, stone, or terracotta and are garbed in gear indicative of their function.

If you use an action to speak the command word and throw the shabti to a point on the ground within 30 feet of you, it grows into a Medium construct that performs the tasks for which it was created. If the space where the shabti would grow is occupied by other creatures or objects, or if there isn't enough space for the shabti, the shabti doesn't grow. Unless stated otherwise in an individual shabti's description, a servile shabti uses the statistics of animated armor, except the servile shabti's Armor Class is 13, and it doesn't have the Multiattack or Slam actions. When the shabti is motionless, it is indistinguishable from a ceramic, stone, or terracotta statue, rather than a suit of armor.

The shabti is friendly to you and your companions, and it acts immediately after you. It understands your languages and obeys your spoken commands (no action required by you unless specified in the shabti's description). If you issue no commands, the shabti takes the Dodge action and no other actions.

The shabti exists for a duration specific to each shabti. At the end of the duration, it reverts to its statuette form. It reverts to a statuette early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the shabti becomes a statuette again, its property can't be used again until a certain amount of time has passed, as specified in the shabti's description.

Crafter Shabti (Uncommon). This shabti wears a leather apron and carries the tools of its trade. Each *crafting shabti* is skilled in a single craft—weaponsmithing, pottery, carpentry, or another

trade—and has proficiency with the appropriate artisan's tools. You can use an action to command the shabti to craft a single, nonmagical item within its skill set, so long as you provide it the raw materials to do so. The shabti works at incredible speeds, needing only 10 minutes per 100 gp value of the item to finish its task. A *crafting shabti* can never create magic items. Once it completes its task, the shabti reverts to statuette form, and it can't be used again until a number of hours have passed equal to twice the market value in gold pieces of the item crafted (minimum of 10 hours).

Defender Shabti (Uncommon). This shabti carries a shield, increasing its AC by 2. You can use a bonus action to command the shabti to either defend you or harass an enemy you can see within 30 feet of you. If the shabti defends you, each creature within 5 feet of the shabti has disadvantage on melee weapon attack rolls against you. If the shabti harasses a creature, each creature within 5 feet of the shabti has advantage on melee weapon attack rolls against that creature. The shabti remains active for up to 8 hours, after which it reverts to statuette form and can't be used again until 3 days have passed.

Digger Shabti (Uncommon). The shabti carries a shovel and pick. You can command the shabti to excavate earthworks to your specifications. The shabti can manipulate a 10-foot cube of earth or mud in any fashion (digging a hole or trench, raising a rampart, or similar), which takes 1 minute to complete. The shabti can manipulate a 10-foot cube of stone in a similar fashion, but it takes 10 minutes to complete. The shabti can work for up to 1 hour before reverting to statuette form. Once used, the shabti can't be used again until 2 days have passed.

Farmer Shabti (Rare). This shabti carries farming implements. If you activate it in an area with sufficient soil and a climate suitable for growing crops, the shabti begins tilling the earth and planting seeds it carries, which are magically replenished during its time in statuette form. The shabti tends its field, magically bringing the crops to full growth and harvesting them in a period of 8 hours. The yield from the harvest is enough to feed up to twelve creatures for 7 days, and the crops remain edible for 30 days before perishing.

Alternately, the shabti can spend 10 minutes planting magical crops. The magical crops take 30 minutes to grow and harvest and 30 minutes to consume. Up to twelve creatures can consume the magical crops, gaining benefits as if partaking in a *heroes' feast*. The benefits don't set in until 30 minutes after the crops were harvested, and any uneaten crops disappear at that time.

Once the shabti is used to perform either function, the shabti returns to statuette form, and it can't be used again until 30 days have passed.

Healer Shabti (Very Rare). This shabti is dressed in scholarly robes and carries a bag of medical supplies. It is proficient with a healer's kit, has Medicine +7, and tends to the wounds of you and your companions. If directed to administer care when you take a short rest, the shabti can tend the wounds of up to six creatures over the course of the hour. Each creature that spends Hit Dice to regain hit points during that short rest increases the amount gained per Hit Die by 2, up to the maximum number that can be rolled. The shabti follows you and tends to the wounds of you and your companions, as directed, for up to 8 hours before reverting to statuette form.

While the shabti is active, you can use a bonus action to command it to cast *cure wounds* (4th-level version), *lesser restoration*, or *protection from poison* on one creature you can see within 30 feet of you on its next turn. The shabti can cast each spell only once. When it has cast all three spells, the shabti reverts to statuette form, even if its normal duration hasn't ended.

Once the shabti has been used, it can't be used again until 5 days have passed.

Warrior Shabti (Rare). This shabti wields a spear and carries a shield, increasing its AC by 2. This shabti has the animated armor's Multiattack and Slam actions, except the shabti's Slam attack deals piercing damage instead of the bludgeoning damage normal for the animated armor's Slam attack. This shabti can understand and carry out fairly complex commands, such as standing watch while you and your companions rest or guarding a room and letting only specific creatures in or out. The shabti follows you and acts as directed for up to 8 hours or until it is reduced to 0 hit points, at which point it returns to statuette form. Once the shabti has been used, it can't be used again until 5 days have passed.

Shadow Tome

Wondrous item, rare (requires attunement)

This unassuming book possesses powerful illusory magics. When you write on its pages while attuned to it, you can choose for the contents to appear to be something else entirely. A *shadow tome* used as a spellbook could be made to look like a cookbook, for example. To read the true text, you must speak a command word. A second speaking of the word hides the true text once more. A *true seeing* spell can see past the *shadow tome's* magic and reveals the true text to the reader.

Most *shadow tomes* already contain text, and it is rare to find one filled with blank pages. When you first attune to the book, you can choose to keep or remove the book's previous contents.

Shadowhound's Muzzle

Wondrous item, uncommon (requires attunement)

This black leather muzzle seems to absorb light. As an action, you can place this muzzle around the snout of a grappled, unconscious, or willing canine with an Intelligence of 3 or lower, such as a mastiff or wolf. The canine transforms into a shadowy version of itself for 1 hour. It uses the statistics of a shadow, except it retains its size. It has its own turns and acts on its own initiative. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to it, it defends itself from hostile creatures, but otherwise takes no actions.

If the shadow canine is reduced to 0 hit points, the canine reverts to its original form, and the muzzle is destroyed. At the end of the duration or if you remove the muzzle (by stroking the canine's snout), the canine reverts to its original form, and the muzzle remains intact. If you become unattuned to this item while the muzzle is on a canine, its transformation becomes permanent, and the creature becomes independent with a will of its own.

Once used, the muzzle can't be used to transform a canine again until the next dawn.

Shark Tooth Crown

Wondrous item, rare (requires attunement)

Shark's teeth of varying sizes adorn this simple leather headband. The teeth pile one atop the other in a jumble of sharp points and flat sides. Three particularly large teeth are stained with crimson dye. The teeth move slightly of their own accord when you are within 1 mile of a large body of saltwater. The effect is one of snapping and clacking, producing a sound not unlike a crab's claw. While wearing this headband, you have advantage on Wisdom (Survival) checks to find your way when in a large body of saltwater or pilot a vessel on a large body of saltwater.

In addition, you can use a bonus action to cast the *command* spell (save DC 15) from the crown. If the target is a beast with an Intelligence of 3 or lower that can breathe water, it automatically fails the saving throw. The headband can't be used this way again until the next dawn.



Sheeshah of Revelations

Wondrous item, rare

This finely crafted water pipe is made from silver and glass. Its vase is etched with arcane symbols. When you spend 1 minute using the sheeshah to smoke normal or flavored tobacco, you enter a dreamlike state and are granted a cryptic or surreal vision giving you insight into your current quest or a significant event in your near future. This effect works like the *divination* spell. Once used, you can't use the sheeshah in this way again until 7 days have passed or until the events hinted at in your vision have come to pass, whichever happens first.

Shifting Shirt

Wondrous item, uncommon

This nondescript, smock-like garment changes its appearance on command. While wearing this shirt, you can use a bonus action to speak the shirt's command word and cause it to assume the appearance of a different set of clothing. You decide what it looks like, including color, style, and accessories—from filthy beggar's clothes to glittering court attire. The illusory appearance lasts until you use this property again or remove the shirt.

Shoes of the Shingled Canopy

Wondrous item, uncommon (requires attunement)

These well-made, black leather shoes have brass buckles shaped like chimneys. While wearing the shoes, you have proficiency in the Acrobatics skill.

In addition, while falling, you can use a reaction to cast the *feather fall* spell by holding your nose.

The shoes can't be used this way again until the next dusk.



Shrutinandan Sitar

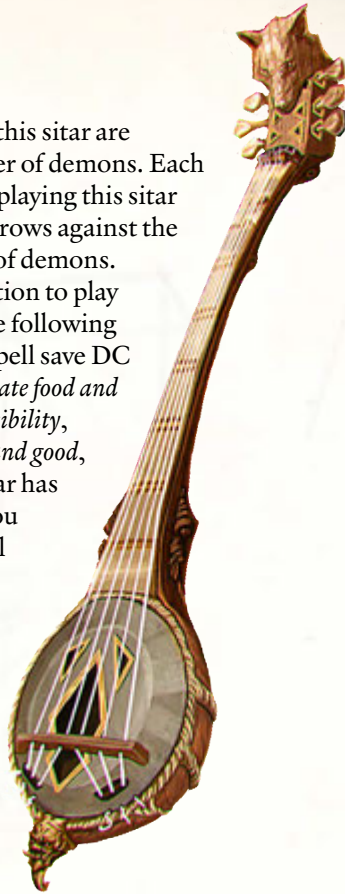
Wondrous item, very rare (requires attunement by a bard)

An exquisite masterpiece of craftsmanship, this instrument is named for a prestigious musical academy. You must be proficient with stringed instruments to use this instrument. A creature that plays the instrument without being proficient with stringed instruments must succeed on a DC 17 Wisdom saving throw or take 2d6 psychic damage.

The exquisite sounds of this sitar are known to weaken the power of demons. Each creature that can hear you playing this sitar has advantage on saving throws against the spells and special abilities of demons.

Spells. You can use an action to play the sitar and cast one of the following spells from it, using your spell save DC and spellcasting ability: *create food and water*, *fly*, *insect plague*, *invisibility*, *levitate*, *protection from evil and good*, or *reincarnate*. Once the sitar has been used to cast a spell, you can't use it to cast that spell again until the next dawn.

Summon. If you spend 1 minute playing the sitar, you can summon animals to fight by your side. This works like the *conjure animals* spell, except you can summon only 1 elephant, 1d2 tigers, or 2d4 wolves.

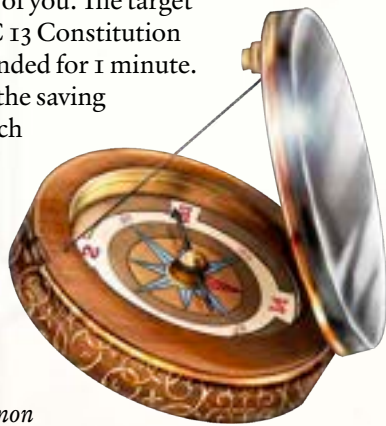


Signaling Compass

Wondrous item, uncommon

The exterior of this clamshell metal case features a polished, mirror-like surface on one side and an ornate filigree on the other. Inside is a magnetic compass. While the case is closed, you can use an action to speak the command word and project a harmless beam of light up to 1 mile.

As an action while holding the compass, you can flash a concentrated beam of light at a creature you can see within 60 feet of you. The target must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The compass can't be used this way again until the next dawn.



Silver Strings

Wondrous item, uncommon
(requires attunement by a bard)

These silver wires magically adjust to fit any stringed instrument, making its sound richer and more melodious. You have advantage on Charisma (Performance) checks made when playing the instrument.

Magical Melody. When you use the instrument as an arcane focus to cast a spell, each target has disadvantage on its saving throw against the spell. Once used, this property can't be used again until the next dawn.

Silvered Oar

Wondrous item, rare

This is a 6-foot-long birch wood oar with leaves and branches carved into its length. The grooves of the carvings are filled with silver, which glows softly when it is outdoors at night. You can activate the oar as an action to have it row a boat unassisted, obeying your mental commands. You can instruct it to row to a destination familiar to you, allowing you to rest while it performs its task. While rowing, it avoids contact with objects on the boat, but it can be grabbed and stopped by anyone at any time. The oar can move a total weight of 2,000 pounds at a speed of 3 miles per hour. It floats back to your hand if the weight of the craft, crew, and carried goods exceeds that weight.

Skald's Harp

Wondrous item, rare
(requires attunement by a bard)

This ornate harp is fashioned from maple and engraved with heroic scenes of warriors battling trolls and dragons inlaid in bone. The harp is strung with fine silver wire and produces a sharp yet sweet sound. You must be proficient with stringed instruments to use this harp. When you play the harp, its music enhances some of your bard class features.

Song of Rest. When you play this harp as part of your Song of Rest performance, each creature that spends one or more Hit Dice during the short rest gains 10 temporary hit points at the end of the short rest. The temporary hit points last for 1 hour.

Countercharm. When you play this harp as part of your Countercharm performance, you and any friendly creatures within 30 feet of you also have resistance to thunder damage and have advantage on saving throws against being paralyzed. When this property has been used for a total of 10 minutes, this property can't be used again until the next dawn.

Skeleton Key

Wondrous item, rarity varies

This arcane master key is the prized possession of many an intrepid thief. Several types of *skeleton key* exist, each type made from a distinct material.

Bone (Rare). While this key is on your person, you have advantage on ability checks made to disarm traps or open locks. The key has 3 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it: *arcane lock* (2 charges), *detect poison and disease* (1 charge), or *knock*

(1 charge). When you cast these spells, they are silent. The key regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the key crumbles into dust and is destroyed.

Copper (Common). While this key is on your person, you have advantage on ability checks made to disarm traps or open locks.

Crystal (Very Rare). While this key is on your person, you have advantage on ability checks made to disarm traps or open locks. The key has 5 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it: *arcane lock* (2 charges), *detect magic* (1 charge), *dimension door* (3 charges), or *knock* (1 charge). When you cast these spells, they are silent. The key regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the key shatters and is destroyed.

Silver (Uncommon). While this key is on your person, you have advantage on ability checks made to disarm traps or open locks. In addition, while holding the key, you can use an action to cast the *knock* spell. When you cast the spell, it is silent. The key can't be used this way again until the next dawn.

Skipstone

Wondrous item, rare

This small bark-colored stone measures 3/4 of an inch in diameter and weighs 1 ounce. Typically, 1d4 + 1 *skipstones* are found together.

You can use an action to throw the stone up to 60 feet. The stone crumbles to dust on impact and is destroyed. Each creature within a 5-foot radius of where the stone landed must succeed on a DC 15 Constitution saving throw or be thrown forward in time until the start of your next turn. Each creature disappears, during which time it can't act and is protected from all effects. At the start of your next turn, each creature reappears in the space it previously occupied or the nearest unoccupied space, and it is unaware that any time has passed.

Skullcap of Deep Wisdom

Wondrous item, uncommon (requires attunement)

This scholar's cap is covered in bright stitched runes, and the interior is rough, like bark or sharkskin. This cap has 9 charges. It regains 1d8 + 1 expended charges daily at midnight. While wearing it, you can use an action and expend 1 or more of its charges to cast one of the following spells,



using your spell save DC or save DC 15, whichever is higher: *destructive resonance* (2 charges), *nether weapon* (4 charges), *protection from the void* (1 charge), or *void strike* (3 charges). These spells are Void magic spells, which can be found in *Deep Magic for 5th Edition*. At the GM's discretion, these spells can be replaced with other spells of similar levels and similarly related to darkness, destruction, or the Void.

Dangers of the Void. The first time you cast a spell from the cap each day, your eyes shine with a sickly green light until you finish a long rest. If you spend at least 3 charges from the cap, a trickle of blood also seeps from beneath the cap until you finish a long rest. In addition, each time you cast a spell from the cap, you must succeed on a DC 12 Intelligence saving throw or your Intelligence is reduced by 2 until you finish a long rest. This DC increases by 1 for each charge you spent to cast the spell.

Void Calls to Void. When you cast a spell from the cap while within 1 mile of a creature that understands Void Speech, the creature immediately knows your name, location, and general appearance.

Sleep Pellet

Wondrous item, uncommon

This small brass pellet measures 1/2 of an inch in diameter. Typically, 1d6 + 4 *sleep pellets* are found together. You can use the pellet as a sling bullet and shoot it at a creature using a sling. On a hit, the pellet is destroyed, and the target must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute.

Alternatively, you can use an action to swallow the pellet harmlessly. Once before 1 minute has passed, you can use an action to exhale a cloud of sleeping gas in a 15-foot cone. Each creature in the area must succeed on a DC 13 Constitution saving throw or fall unconscious for 1 minute.

An unconscious creature awakens if it takes damage or if another creature uses an action to wake it.

Slippers of the Cat

Wondrous item, uncommon

While you wear these fine, black cloth slippers, you have advantage on Dexterity (Acrobatics) checks to keep your balance. When you fall while wearing these slippers, you land on your feet, and if you succeed on a DC 13 Dexterity saving throw, you take only half the falling damage.

Smuggler's Bag

Wondrous item, common

This leather-bottomed, draw-string canvas bag appears to be a sturdy version of a common sack. If you use an action to speak the command word while holding the bag, all the contents within shift into

an extradimensional space, leaving the bag empty. The bag can then be filled with other items. If you speak the command word again, the bag's current contents transfer into the extradimensional space, and the items in the extradimensional space transfer to the bag. The extradimensional space and the bag itself can each hold up to 1 cubic foot of items or 30 pounds of gear.

Smuggler's Coat

Wondrous item, very rare (requires attunement)

When you attune yourself to this coat, it conforms to you in a color and style of your choice. It has no visible pockets, but they appear if you place your hands against the side of the coat and expect pockets. Once your hand is withdrawn, the pockets vanish and take anything placed in them to an extradimensional space. The coat can hold up to 40 pounds of material in up to 10 different extradimensional pockets. Nothing can be placed inside the coat that won't fit in a pocket. Retrieving an item from a pocket requires you to use an action. When you reach into the coat for a specific item, the correct pocket always appears with the desired item magically on top.

As a bonus action, you can force the pockets to become visible on the coat. While you maintain concentration, the coat displays its four outer pockets, two on each side, four inner pockets, and two pockets on each sleeve. While the pockets are visible, any creature you allow can store or retrieve an item as an action.

If the coat is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. Placing the coat inside an extradimensional space, such as a *bag of holding*, instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Snake Basket

Wondrous item, rare

The bowl of this simple, woven basket has high-sloped sides, making it almost spherical. A matching woven lid sits on top of it, and leather straps secure the lid through loops on the base. The basket can hold up to 10 pounds.

As an action, you can speak the command word and remove the lid to summon a swarm of poisonous snakes. You can't summon the snakes if items are in the basket. The snakes return to the basket, vanishing, after 1 minute or when the swarm is reduced to 0 hit points. If the basket is unavailable or otherwise destroyed, the snakes instead dissipate into a fine sand.

The swarm is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the swarm moves and what action it takes on its next turn, or give it general orders, such as to attack your enemies. In the absence of such orders, the swarm acts in a fashion appropriate to its nature.

Once the basket has been used to summon a swarm of poisonous snakes, it can't be used in this way again until the next dawn.

Song-Saddle of the Khan

Wondrous item, rare

Made from enchanted leather and decorated with songs lyrics written in calligraphy, this well-crafted saddle is enchanted with the impossible speed of a great horseman. While this saddle is attached to a horse, that horse's speed is increased by 10 feet. In addition, the horse can Disengage as a bonus action.



Soul Bond Chalice

Wondrous item, very rare

The broad, shallow bowl of this silver chalice rests in the outstretched wings of the raven figure that serves as the chalice's stem. The raven's talons, perched on a branch, serve as the chalice's base. A pair of interlocking gold rings adorn the sides of the bowl.

As a 1-minute ritual, you and another creature that isn't a construct or undead and that has an Intelligence of 6 or higher can fill the chalice with wine and mix in three drops of blood from each of you. You and the other participant can then drink from the chalice, mingling your spirits and creating a

magical connection between you. This connection is unaffected by distance, though it ceases to function if you aren't on the same plane of existence. The bond lasts until one or both of you end it of your own free will (no action required), one or both of you use the chalice to bond with another creature, or one of you dies. You and your bonded partner each gain the following benefits:

- You are proficient in each saving throw that your bonded partner is proficient in.
- If you are within 5 feet of your bonded partner and you fail a saving throw, your bonded partner can make the saving throw as well. If your bonded partner succeeds, you can choose to succeed on the saving throw that you failed.
- You can use a bonus action to concentrate on the magical bond between you to determine your bonded partner's status. You become aware of the direction and distance to your bonded partner, whether they are unharmed or wounded, any conditions that may be currently affecting them, and whether or not they are afflicted with an addiction, curse, or disease. If you can see your bonded partner, you automatically know this information just by looking at them.
- If your bonded partner is wounded, you can use a bonus action to take 4d8 slashing damage, healing your bonded partner for the same amount. If your bonded partner is reduced to 0 hit points, you can do this as a reaction.
- If you are under the effects of a spell that has a duration but doesn't require concentration, you can use an action to touch your bonded partner to share the effects of the spell with them, splitting the remaining duration (rounded down) between you. For example, if you are affected by the *mage armor* spell and it has 4 hours remaining, you can use an action to touch your bonded partner to give them the benefits of the *mage armor* spell, reducing the duration to 2 hours on each of you.
- If your bonded partner dies, you must make a DC 15 Constitution saving throw. On a failure, you drop to 0 hit points. On a success, you are stunned until the end of your next turn by the shock of the bond suddenly being broken.

Once the chalice has been used to bond two creatures, it can't be used again until 7 days have passed.

Soul Jug

Wondrous item, very rare

If you unstopper the jug, your soul enters it. This works like the *magic jar* spell, except it has a duration of 9 hours and the jug acts as the gem. The jug must remain unstopped for you to move your soul to a nearby body, back to the jug, or back to your own

body. Possessing a target is an action, and your target can foil the attempt by succeeding on a DC 17 Charisma saving throw. Only one soul can be in the jug at a time. If a soul is in the jug when the duration ends, the jug shatters.



Spell Disruptor Horn

Wondrous item, rare

This horn is carved with images of a spellhound (see *Tome of Beasts 2*) and invokes the antimagic properties of the hound's howl. You use an action to blow this horn, which emits a high-pitched, multiphonic sound that disrupts all magical effects within 30 feet of you. Any spell of 3rd level or lower in the area ends. For each spell of 4th-level or higher in the area, the horn makes a check with a +3 bonus. The DC equals 10 + the spell's level. On a success, the spell ends.

In addition, each spellcaster within 30 feet of you and that can hear the horn must succeed on a DC 15 Constitution saving throw or be stunned until the end of its next turn.

Once used, the horn can't be used again until the next dawn.

Spice Box of Zest

Wondrous item, very rare

This small, square wooden box is carved with scenes of life in a busy city. Inside, the box is divided into six compartments, each holding a different magical spice. A small wooden spoon is also stored inside the box for measuring. A spice box of zest contains six spoonfuls of each spice when full.

You can add one spoonful of a single spice per person to a meal that you or someone else is cooking. The magic of the spices is nullified if you add two or more spices together.

If a creature consumes a meal cooked with a spice, it gains a benefit based on the spice used in the meal. The effects last for 1 hour unless otherwise noted.

Baharat. The feaster's Strength score increases to 21.

Cassia. The feaster is cured of all levels of exhaustion.

Cloves. The feaster has immunity to the frightened condition.

Fiery Chilies. The feaster can use a bonus action to exhale fire in a 15-foot cone. Each creature in the area must make a DC 15 Dexterity saving throw, taking 6d6 fire damage on a failed save, or half as

much damage on a successful one. The effect ends after the feaster exhales fire or after 1 hour, whichever comes first.

Saffron. The feaster becomes charmed by the next creature it sees within 10 minutes of consuming the meal. If the creature it sees is of a species and gender the feaster normally finds attractive, the feaster regards the creature it sees as its true love while charmed in this way.

Turmeric. The feaster has advantage on saving throws against spells.

Spice Box Spoon

Wondrous item, common

This lacquered wooden spoon carries an entire cupboard within its smooth contours. When you swirl this spoon in any edible mixture, such as a drink, stew, porridge, or other dish, it exudes a flavorful aroma and infuses the mixture. This culinary wonder mimics any imagined variation of simple seasonings, from salt and pepper to aromatic herbs and spice blends. These flavors persist for 1 hour.

Spider Grenade

Wondrous item, uncommon

Silver runes decorate the hairy legs and plump abdomen of this fist-sized preserved spider.

You can use an action to throw the spider up to 30 feet. It explodes on impact and is destroyed. Each creature within a 20-foot radius of where the spider landed must succeed on a DC 13 Dexterity saving throw or be restrained by sticky webbing.

A creature restrained by the webs can use its action to make a DC 13 Strength check. If it succeeds, it is no longer restrained. In addition, the webs are flammable. Any 5-foot cube of webs exposed to fire burns away in 1 round, dealing 2d4 fire damage to any creature that starts its turn in the fire. The webs also naturally unravel after 1 hour.

Spyglass of Summoning

Wondrous item, rare

Arcane runes encircle this polished brass spyglass. You can view creatures and objects as far as 600 feet away through the spyglass, and they are magnified to twice their size. You can magnify your view of a creature or object to up to four times its size by twisting the end of the spyglass.

Summoning. While looking through the spyglass, you can use an action to teleport



one Large or smaller creature or object you can see through the spyglass to an unoccupied space within 10 feet of you. An unwilling creature that succeeds on a DC 13 Wisdom saving throw is unaffected. If the object is being worn or carried, the creature wearing or carrying it must succeed on the saving throw to prevent the object from being teleported. Once used, this property of the spyglass can't be used again until the next dawn.

Stolen Thunder

Wondrous item, legendary (requires attunement by a bard)

This bodhrán drum is crafted of wood from an ash tree struck by lightning, and its head is made from stretched mammoth skin, painted with a stylized thunderhead. While attuned to this drum, you can use it as an arcane focus. While holding the drum, you are immune to thunder damage. While this drum is on your person but not held, you have resistance to thunder damage.

The drum has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. In addition, the drum regains 1 expended charge for every 10 thunder damage you ignore due to the resistance or immunity the drum gives you. If you expend the drum's last charge, roll a d20. On a 1, it becomes a nonmagical drum. However, if you make a Charisma (Performance) check while playing the nonmagical drum, and you roll a 20, the passion of your performance rekindles the item's power, restoring its properties and giving it 1 charge.

Deafness. You can expend 2 or more of its charges as an action to cast the *blindness/deafness* spell, using your spell save DC. You can only deafen a creature with this spell. For each additional charge you spend, you can affect one additional creature.

Thundering Shield. If the drum has at least 1 charge, you can grip it by the crosspiece and use it as a shield. You are considered proficient with this drum-shield even if you lack proficiency with shields. If the drum has 2 or more charges, you can use a bonus action to enlarge the beater used to play the drum. If you do so, you can wield the beater as a magic club that deals an extra 2d6 thunder damage when you hit with it.

If you are hit by a melee attack while using the drum as a shield, you can use a reaction to expend 1 charge to cause a thunderous rebuke. The attacker must make a DC 17 Constitution saving throw. On a failure, the attacker takes 2d8 thunder damage and is pushed up to 10 feet away from you. On a success, the attacker takes half the damage and isn't pushed. The drum emits a thunderous boom audible out to 300 feet.

Thunderwave. You can expend 1 or more of its charges as an action to cast the *thunderwave* spell from it, using your spell save DC. For 1 charge,

you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

Stonechewer Gauntlets

Wondrous item, rare (requires attunement)

These impractically spiked gauntlets are made from adamantine, are charged with raw elemental earth magic, and limit the range of motion in your fingers. While wearing these gauntlets, you can't carry a weapon or object, and you can't climb or otherwise perform precise actions requiring the use of your hands. When you hit a creature with an unarmed strike while wearing these gauntlets, the unarmed strike deals an extra 1d4 piercing damage.

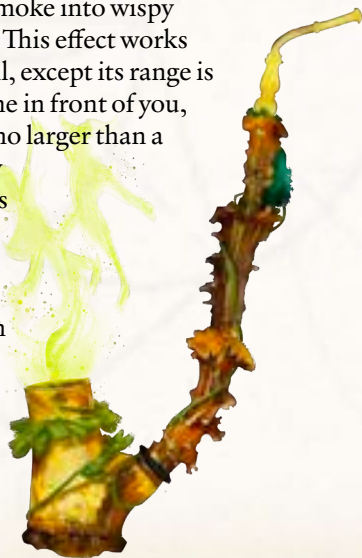


Stone Burrow. You can use an action to speak the command word to gain a burrowing speed of 10 feet for 10 minutes. You can burrow through earth and stone, leaving a tunnel in your wake large enough for a Medium creature to pass through (Large creatures have their speed halved from stooping). The tunnel collapses when you lose the burrowing speed. Once used, this property can't be used again until the next dawn.

Storyteller's Pipe

Wondrous item, rare (requires attunement)

This long-shanked wooden smoking pipe is etched with leaves along the bowl. Although it is serviceable as a typical pipe, you can use an action to blow out smoke and shape the smoke into wispy images for 10 minutes. This effect works like the *silent image* spell, except its range is limited to a 10-foot cone in front of you, and the images can be no larger than a 5-foot cube. The smoky images last for 3 rounds before fading, but you can continue blowing smoke to create more images for the duration or until the pipe burns through the smoking material in it, whichever happens first.



Choking Smoke. You can use an action to speak the pipe's command word then blow on the pipe, which emits choking smoke in a 30-foot cone. The smoke spreads around corners, and its area is heavily obscured. A wind of at least 20 miles per hour disperses the smoke, otherwise it lasts for 1 minute. Each creature that enters the smoke or that starts its turn in the area must succeed on a DC 15 Constitution saving throw or be unable to breathe or speak as it coughs uncontrollably for 1 minute. A creature affected in this way can't cast spells with verbal components. 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 spends 3 rounds coughing from the smoke, it suffers one level of exhaustion. A creature can't suffer more than one level of exhaustion from exposure to this smoke. Once used, this property can't be used again until the next dawn.

Sturdy Scroll Tube

Wondrous item, common

This ornate scroll case is etched with arcane symbology. Scrolls inside this case are immune to damage and are protected from the elements, as long as the scroll case remains closed and intact. The scroll case itself has immunity to all forms of damage, except force damage and thunder damage.

Swashing Plumage

Wondrous item, uncommon

This plumage, a colorful bouquet of tropical hat feathers, has a small pin at its base and can be affixed to any hat or headband. Due to its distracting, ostentatious appearance, creatures hostile to you have disadvantage on opportunity attacks against you.

Swash. As a bonus action, you can flick the plumage with your hand or a toss of your head and choose a creature within 30 feet of you that can see the plumage. The target must make a DC 13 Charisma saving throw. If the target fails, you have advantage on your next attack roll against the target. Once used, this property can't be used again until the next dawn.



Swolbold Wraps

Wondrous item, rare (requires attunement)

When wearing these cloth wraps, your forearms and hands swell to half again their normal size without negatively impacting your fine motor skills. You gain a +1 bonus to attack and damage rolls made with unarmed strikes while wearing these wraps. In addition, your unarmed strike uses a d4 for damage and counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

When you hit a target with an unarmed strike and the target is no more than one size larger than you, you can use a bonus action to automatically grapple the target. Once this special bonus action has been used three times, it can't be used again until the next dawn.

Tactile Unguent

Wondrous item, common

Cat burglars, gearworkers, locksmiths, and even street performers use this gooey substance to increase the sensitivity of their hands. When found, a container contains 1d4 + 1 doses. As an action, one dose can be applied to a creature's hands. For 1 hour, that creature has advantage on Dexterity (Sleight of Hand) checks and on tactile Wisdom (Perception) checks.

Tailor's Clasp

Wondrous item, common

This ornate brooch is shaped like a jeweled weaving spider or scarab beetle. While it is attached to a piece of fabric, it can be activated as an action. When activated, it skitters across the fabric, mending any tears, adjusting frayed hems, and reinforcing seams.

This item works only on nonmagical objects made out of fibrous material, such as clothing, rope, and rugs. It continues repairing the fabric for up to 10 minutes or until the repairs are complete. Once used, it can't be used again until 1 hour has passed.



Talisman of the Snow Queen

Wondrous item, very rare (requires attunement)

The coldly beautiful and deadly Snow Queen (see *Tome of Beasts*) grants these delicate-looking snowflake-shaped mithril talismans to her most trusted spies and servants. Each talisman is imbued

with a measure of her power and is magically tied to the queen. It can be affixed to any piece of clothing or worn as an amulet. While wearing the talisman, you gain the following benefits:

- You have resistance to cold damage.
- You have advantage on Charisma checks when interacting socially with creatures that live in cold environments, such as frost giants, winter wolves, and fraughashar (see *Tome of Beasts*).
- You can use an action to cast the *ray of frost* cantrip from it at will, using your level and using Intelligence as your spellcasting ability.

Blinding Snow. While wearing the talisman, you can use an action to create a swirl of snow that spreads out from you and into the eyes of nearby creatures. Each creature within 15 feet of you must succeed on a DC 17 Constitution saving throw or be blinded until the end of its next turn. Once used, this property can't be used again until the next dawn.

Eyes of the Queen. While you are wearing the talisman, the Snow Queen can use a bonus action to see through your eyes if both of you are on the same plane of existence. This effect lasts until she ends it as a bonus action or until you die. You can't make a saving throw to prevent the Snow Queen from seeing through your eyes. However, being more than 5 feet away from the talisman ends the effect, and becoming blinded prevents her from seeing anything further than 10 feet away from you. When the Snow Queen is looking through your eyes, the talisman sheds an almost imperceptible pale blue glow, which you or any creature within 10 feet of you notice with a successful DC 20 Wisdom (Perception) check. An *identify* spell fails to reveal this property of the talisman, and this property can't be removed from the talisman except by the Snow Queen herself.

Talking Tablets

Wondrous item, uncommon

These two enchanted brass tablets each have gold styli chained to them by small, silver chains. As long as both tablets are on the same plane of existence, any message written on one tablet with its gold stylus appears on the other tablet. If the writer writes words in a language the reader doesn't understand, the tablets translate the words into a language the reader can read. While holding a tablet, you know if no creature bears the paired tablet.

When the tablets have transferred a total of 150 words between them, their magic ceases to function until the next dawn. If one of the tablets is destroyed, the other one becomes a nonmagical block of brass worth 25 gp.

Talking Torches

Wondrous item, rare

These heavy iron and wood torches are typically found in pairs or sets of four. While holding this torch, you can use an action to speak a command word and cause it to produce a magical, heatless flame that sheds bright light in a 20-foot radius and dim light for an additional 20 feet. You can use a bonus action to repeat the command word to extinguish the light. If more than one *talking torch* remain lit and touching for 1 minute, they become magically bound to each other. A torch remains bound until the torch is destroyed or until it is bound to another *talking torch* or set of *talking torches*.

While holding or carrying the torch, you can communicate telepathically with any creature holding or carrying one of the torches bound to your torch, as long as both torches are lit and within 5 miles of each other.

Teapot of Soothing

Wondrous item, rare

This cast iron teapot is adorned with the simple image of fluffy clouds that seem to slowly shift and move across the pot as if on a gentle breeze. Any water placed inside the teapot immediately becomes hot tea at the perfect temperature, and when poured, it becomes the exact flavor the person pouring it prefers. The teapot can serve up to 6 creatures, and any creature that spends 10 minutes drinking a cup of the tea gains 2d6 temporary hit points for 24 hours. The creature pouring the tea has advantage on Charisma (Persuasion) checks for 10 minutes after pouring the first cup. Once used, the teapot can't be used again until the next dawn.



Tenebrous Mantle

Wondrous item, legendary (requires attunement)

This black cloak appears to be made of pure shadow and shrouds you in darkness. While wearing it, you gain the following benefits:

- You have advantage on Dexterity (Stealth) checks.
- You have resistance to necrotic damage.
- You can cast the *darkness* and *misty step* spells from it at will. Casting either spell from the cloak requires an action. Instead of a silvery mist when you cast *misty step*, you are engulfed in the darkness of the cloak and emerge from the cloak's darkness at your destination.
- You can use an action to cast the *black tentacles* or *living shadows* (see *Deep Magic for 5th Edition*) spell from it. The cloak can't be used this way again until the following dusk.

Thornish Nocturnal

Wondrous item, rare (requires attunement)

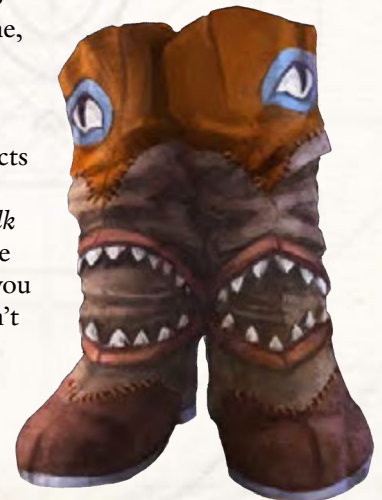
The ancient elves constructed these nautical instruments to use as navigational aids on all their seagoing vessels. The knowledge of their manufacture has been lost, and few of them remain.

While attuned to the nocturnal, you can spend 1 minute using the nocturnal to determine the precise local time, provided you can see the sun or stars. You can use an action to protect up to four vessels that are within 1 mile of the nocturnal from unwanted effects of the local weather for 1 hour. For example, vessels protected by the nocturnal can't be damaged by storms or blown onto jagged rocks by adverse wind. To do so, you must have spent at least 1 hour aboard each of the controlled vessels, performing basic sailing tasks and familiarizing yourself with the vessel.

Three-Section Boots

Wondrous item, uncommon (requires attunement)

These boots are often decorated with eyes, flames, or other bold patterns such as lightning bolts or wheels. When you step onto water, air, or stone, you can use a reaction to speak the boots' command word. For 1 hour, you gain the effects of the *meld into stone*, *water walk*, or *wind walk* spell, depending on the type of surface where you stepped. The boots can't be used this way again until the next dawn.



Throttler's Gauntlets

Wondrous item, uncommon (requires attunement)

These durable leather gloves allow you to choke a creature you are grappling, preventing them from speaking. While you are grappling a creature, you can use a bonus action to throttle it. The creature takes damage equal to your proficiency bonus and can't speak coherently or cast spells with verbal components until the end of its next turn. You can choose to not damage the creature when you throttle it. A creature can still breathe, albeit uncomfortably, while throttled.

Thunderous Kazoo

Wondrous item, uncommon

You can use an action to speak the kazoo's command word and then hum into it, which emits a thunderous blast, audible out to 1 mile, at one Large or smaller creature you can see within 30 feet of you. The target must make a DC 13 Constitution saving throw. On a failure, a creature is pushed away from you and is deafened and frightened of you until the start of your next turn. A Small creature is pushed up to 30 feet, a Medium creature is pushed up to 20 feet, and a Large creature is pushed up to 10 feet. On a success, a creature is pushed half the distance and isn't deafened or frightened. The kazoo can't be used this way again until the next dawn.



Tick Stop Watch

Wondrous item, rare

While holding this silver pocketwatch, you can use an action to magically stop a single clockwork device or construct within 10 feet of you. If the target is an object, it freezes in place, even mid-air, for up to 1 minute or until moved. If the target is a construct, it must succeed on a DC 15 Wisdom saving throw or be paralyzed until the end of its next turn. The pocketwatch can't be used this way again until the next dawn.

The pocketwatch must be wound at least once every 24 hours, just like a



normal pocketwatch, or its magic ceases to function. If left unwound for 24 hours, the watch loses its magic, but the power returns 24 hours after the next time it is wound.

Timeworn Timepiece

Wondrous item, rare (requires attunement)

This tarnished silver pocket watch seems to be temporally displaced and allows for limited manipulation of time.

The timepiece has 3 charges, and it regains 1d3 expended charges daily at midnight. While holding the timepiece, you can use your reaction to expend 1 charge after you or a creature you can see within 30 feet of you makes an attack roll, an ability check, or a saving throw to force the creature to reroll. You make this decision after you see whether the roll succeeds or fails. The target must use the result of the second roll.

Alternatively, you can expend 2 charges as a reaction at the start of another creature's turn to swap places in the Initiative order with that creature. An unwilling creature that succeeds on a DC 15 Charisma saving throw is unaffected.



Tome of Knowledge

Wondrous item, rare

This book contains mnemonics and other tips to better perform a specific mental task, and its words are charged with magic. If you spend 24 hours over a period of 3 days or fewer studying the tome and practicing its instructions, you gain proficiency in the Intelligence, Wisdom, or Charisma-based skill (such as History, Insight, or Intimidation) associated with the book. The tome then loses its magic, but regains it in ten years.

Toothsome Purse

Wondrous item, uncommon (requires attunement)

This common-looking leather pouch holds a nasty surprise for pickpockets. If a creature other than you reaches into the purse, small, sharp teeth emerge from the mouth of the bag. The bag makes a melee attack roll against that creature with a +3 bonus. On

a hit, the target takes 2d4 piercing damage. If the bag rolls a 20 on the attack roll, the would-be pickpocket has disadvantage on any Dexterity checks made with that hand until the damage is healed.

If the purse is lifted entirely from you, the purse continues to bite at the thief each round until it is dropped or until it is placed where it can't reach its target. It bites at any creature, other than you, who attempts to pick it up, unless that creature genuinely desires to return the purse and its contents to you.

The purse attacks only if it is attuned to a creature. A purse that isn't attuned to a creature lies dormant and doesn't attack.



Torc of the Comet

Wondrous item, rare (requires attunement)

This silver torc is set with a large opal on one end, and it tapers to a point on the other. While wearing the torc, you have resistance to cold damage, and you can use an action to speak the command word, causing the torc to shed bluish-white bright light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until you use a bonus action to speak the command word again.

The torc has 4 charges. You can use an action to expend 1 charge and fire a tiny comet from the torc at a target you can see within 120 feet of you. The torc makes a ranged attack roll with a +7 bonus. On a hit, the target takes 2d6 bludgeoning damage and 2d6 cold damage. At night, the cold damage dealt by the comets increases to 6d6. The torc regains 1d4 expended charges daily at dawn.

Treebleed Bucket

Wondrous item, uncommon

This combination sap bucket and tap is used to extract sap from certain trees. After 1 hour, the bucketful of sap magically changes into a potion. The potion remains viable for 24 hours, and its type depends on the tree as follows: oak (*potion of resistance*), rowan (*potion of healing*), willow (*potion of animal friendship*), and holly (*potion of climbing*). The *treebleed bucket* can magically change sap 20 times, then the bucket and tap become nonmagical.

Trick Shot Mirror

Wondrous item, rarity varies (requires attunement)

A *trick shot mirror* is a round, steel-framed hand mirror with no handle, but its 5-inch diameter makes it easy to hold. A *trick shot mirror* comes in different styles, but each allows you to adjust the trajectory of an attack or spell. Each mirror has 3 charges, and it regains all expended charges daily at dawn.

Ricocheting Trick Shot Mirror (Uncommon). While holding the mirror, you can use an action to expend 1 of the mirror's charges and cause the mirror to fly from your hand and float in an unoccupied space within 60 feet of you for 1 minute. When you make a ranged attack, you determine your line of sight as if you were in your space or the mirror's space. You must be able to see the mirror to do so. The mirror doesn't extend the range of your attack, and you still have disadvantage on the attack roll if you attack a target outside of your weapon's or spell's normal range. You can use a bonus action to command the mirror to fly back to your open hand.

Spellbending Trick Shot Mirror (Rare). While holding the mirror and casting a spell that forms a line, you can expend 1 or more of the mirror's charges to focus part of the spell into the mirror and change the angle of the line. Choose one space along the line. The line bends at a 90-degree angle in the space in the direction of your choice. This bend doesn't extend the length of the line, but it could redirect the line in such a way as to hit a creature previously not within the line's area of effect. For each charge you expend, you can bend the line in an additional space.

Umber Beans

Wondrous item, uncommon

These magical beans have a modest ochre or umber hue, and they are about the size and weight of walnuts. Typically, 1d4 + 4 *umber beans* are found together.

You can use an action to throw one or more beans up to 10 feet. When the bean lands, it grows into a creature you determine by rolling a d10 and consulting the following table. The creature vanishes at the next dawn or when it takes bludgeoning, piercing, or slashing damage. The bean is destroyed when the creature vanishes.

The creature is illusory, and you are aware of this. You can use a bonus action to command how the illusory creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature. The creature's attacks deal psychic damage, though the target perceives the damage as the type appropriate to the illusion, such as slashing for a vrock's talons.

A creature with truesight or that uses its action to examine the illusion can determine that it is

an illusion with a successful DC 13 Intelligence (Investigation) check. If a creature discerns the illusion for what it is, the creature sees the illusion as faint and the illusion can't attack that creature.

d10	Creature
1	Dretch
2-3	2 Shadows
4-6	Chuul
7-8	Vrock
9	Hezrou or Psoglav Demon (see <i>Tome of Beasts</i>)
10	Remorhaz or Voidling (see <i>Tome of Beasts</i>)

Umbral Lantern

Wondrous item, rare

This item looks like a typical hooded brass lantern, but shadowy forms crawl across its surface and it radiates darkness instead of light. The lantern can burn for up to 3 hours each day. While the lantern burns, it emits darkness as if the *darkness* spell were cast on it but with a 30-foot radius.

Unerring Dowsing Rod

Wondrous item, rare

This dark, gnarled willow root is worn and smooth. When you hold this rod in both hands by its short, forked branches, you feel it gently tugging you toward the closest source of fresh water. If the closest source of fresh water is located underground, the dowsing rod directs you to a spot above the source then dips its tip down toward the ground. When you use this dowsing rod on the Material Plane, it directs you to bodies of water, such as creeks and ponds. When you use it in areas where fresh water is much more difficult to find, such as a desert or the Plane of Fire, it directs you to bodies of water, but it might also direct you toward homes with fresh water barrels or to creatures with containers of fresh water on them.

Vengeful Coat

Wondrous item, rare (requires attunement)

This stiff, vaguely uncomfortable coat covers your torso. It smells like ash and oozes a sap-like substance. While wearing this coat, you have resistance to slashing damage from nonmagical attacks.

At the end of each long rest, choose one of the following damage types: acid, cold, fire, lightning, or thunder. When you take damage of that type, you have advantage on attack rolls until the end of your next turn. When you take more than 10 damage of that type, you have advantage on your attack rolls for 2 rounds.

When you are targeted by an effect that deals damage of the type you chose, you can use your

reaction to gain resistance to that damage until the start of your next turn. You have advantage on your attack rolls, as detailed above, then the coat's magic ceases to function until you finish a long rest.

Venomous Fangs

Wondrous item, uncommon (requires attunement)

These prosthetic fangs can be positioned over your existing teeth or in place of missing teeth. While wearing these fangs, your bite is a natural melee weapon, which you can use to make unarmed strikes. When you hit with it, your bite deals piercing damage equal to 1d4 + your Strength modifier, instead of the bludgeoning damage normal for an unarmed strike. You gain a +1 bonus to attack and damage rolls made with this magic bite.

While you wear the fangs, a successful DC 9 Dexterity (Sleight of Hand) checks conceals them from view. At the GM's discretion, you have disadvantage on Charisma (Deception) or Charisma (Persuasion) checks against creatures that notice the fangs.

Poisoned Bite. You can use an action to cause the fangs to fill with a green poison. The poison remains active for 1 minute or until an attack using these fangs hits a creature. That creature must succeed on a DC 13 Constitution saving throw or take 2d4 poison damage and become poisoned until the end of its next turn. The fangs can't be used this way again until the next dawn.

Verminous Snipsnaps

Wondrous item, uncommon

This stoppered jar holds small animated knives and scissors. The jar weighs 1 pound, and its command word is often written on the jar's label.

You can use an action to remove the stopper, which releases the spinning blades into a space you can see within 30 feet of you. The knives and scissors fill a cube 10 feet on each side and whirl in place, flaying creatures and objects that enter the cube. When a creature enters the cube for the first time on a turn or starts its turn there, it takes 2d12 piercing damage.

You can use a bonus action to speak the command word, returning the blades to the jar. Otherwise, the knives and scissors remain in that space indefinitely.

Vessel of Deadly Venoms

Wondrous item, rare

This small jug weighs 5 pounds and has a ceramic snake coiled around it. You can use an action to speak a command word to cause the vessel to produce poison, which pours from the snake's mouth. A poison created by the vessel must be used within 1 hour or it becomes inert.

The word "blade" causes the snake to produce 1 dose of serpent venom, enough to coat a single weapon.

The word “consume” causes the snake to produce 1 dose of assassin’s blood, an ingested poison.

The word “spit” causes the snake to spray a stream of poison at a creature you can see within 30 feet. The target must make a DC 15 Constitution saving throw. On a failure, the target takes 2d8 poison damage and is poisoned until the end of its next turn. On a success, the target takes half the damage and isn’t poisoned.

Once used, the vessel can’t be used to create poison again until the next dawn.

Vial of Sunlight

Wondrous item, rare (requires attunement)

This crystal vial is filled with water from a spring high in the mountains and has been blessed by priests of a deity of healing and light. You can use an action to cause the vial to emit bright light in a 30-foot radius and dim light for an additional 30 feet for 1 minute. This light is pure sunlight, causing harm or discomfort to vampires and other undead creatures that are sensitive to it. The vial can’t be used this way again until the next dawn.

Vielle of Weirding and Warding

Wondrous item, rare (requires attunement)

The strings of this bowed instrument never break. You must be proficient in stringed instruments to use this vielle. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d8 psychic damage.

If you play the vielle as the somatic component for a spell that causes a target to become charmed on a failed saving throw, the target has disadvantage on the saving throw.

Spells. The vielle has 5 charges and regains 1d4 + 1 expended charges daily at dusk. While playing it, you can use an action to expend 1 or more of its charges to cast one of the following spells (save DC 15) from it: *banishment* (4 charges), *contact other plane* (5 charges), *magic circle* (3 charges), or *protection from evil and good* (1 charge).

Vigilant Mug

Wondrous item, common

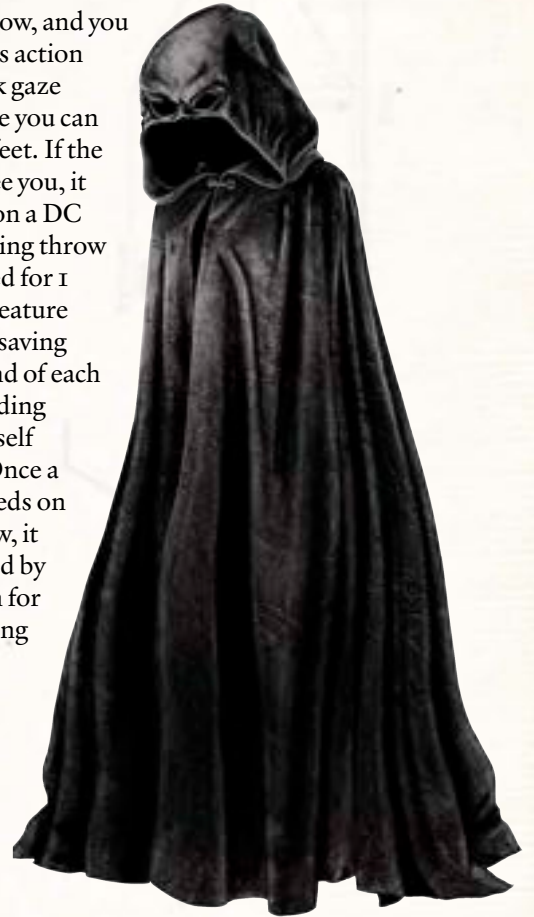
An impish face sits carved into the side of this bronze mug, its eyes a pair of clear, blue crystals. The imp’s eyes turn red when poison or poisonous material is placed or poured inside the mug.

Voidskin Cloak

Wondrous item, rare (requires attunement)

This pitch-black cloak absorbs light and whispers as it moves. It feels like thin leather with a knobby, scaly texture, though none of that detail is visible to the eye. While you wear this cloak, you have resistance to necrotic damage. While the hood is up, your face is

pooled in shadow, and you can use a bonus action to fix your dark gaze upon a creature you can see within 60 feet. If the creature can see you, it must succeed on a DC 15 Wisdom saving throw or 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. Once a creature succeeds on its saving throw, it can’t be affected by the cloak again for 24 hours. Pulling the hood up or down requires an action.



Ward Against Wild Appetites

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

Seventeen animal teeth of various sizes hang together on a simple leather thong, and each tooth is dyed a different color using pigments from plants native to old-growth forests.

When a beast or monstrosity with an Intelligence of 4 or lower targets you with an attack, it has disadvantage on the attack roll if the attack is a bite. You must be wearing the necklace to gain this benefit.



Warding Icon

Wondrous item, common (requires attunement)

This carved piece of semiprecious stone typically takes the form of an angelic figure or a shield carved with a protective rune, and it is commonly worn attached to clothing or around the neck on a chain or cord. While wearing the stone, you have brief premonitions of danger and gain a +2 bonus to initiative if you aren’t incapacitated.

Wayfarer's Candle

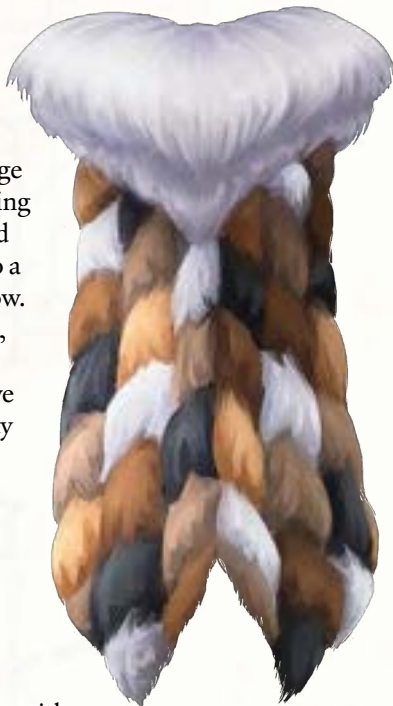
Wondrous item, common

This beeswax candle is stamped with a holy symbol, typically one of a deity associated with light or protection. When lit, it sheds light and heat as a normal candle for up to 1 hour, but it can't be extinguished by wind of any force. It can be blown out or extinguished only by the creature holding it.

Whispering Cloak

Wondrous item, rare (requires attunement)

This cloak is made of black, brown, and white bat pelts sewn together. While wearing it, you have blindsight out to a range of 60 feet. While wearing this cloak with its hood up, you transform into a creature of pure shadow. While in shadow form, your Armor Class increases by 2, you have advantage on Dexterity (Stealth) checks, and you can move through a space as narrow as 1 inch wide without squeezing. You can cast spells normally while in shadow form, but you can't make ranged or melee attacks with nonmagical weapons. In addition, you can't pick up objects, and you can't give objects you are wearing or carrying to others.



This effect lasts up to 1 hour. Deduct time spent in shadow form in increments of 1 minute from the total time. After it has been used for 1 hour, the cloak can't be used in this way again until the next dusk, when its time limit resets. Pulling the hood up or down requires an action.

Whispering Powder

Wondrous item, common

A paper envelope contains enough of this fine dust for one use. You can use an action to sprinkle the dust on the ground in up to four contiguous spaces. When a Small or larger creature steps into one of these spaces, it must make a DC 13 Dexterity saving throw. On a failure, loud squeals, squeaks, and pops erupt with each footfall, audible out to 150 feet.

The powder's creator dictates the manner of sounds produced. The first creature to enter the affected spaces sets off the alarm, consuming the

powder's magic. Otherwise, the effect lasts as long as the powder coats the area.

White Dandelion

Wondrous item, common

When you are attacked or are the target of a spell while holding this magically enhanced flower, you can use a reaction to blow on the flower. It explodes in a flurry of seeds that distracts your attacker, and you add 1 to your AC against the attack or to your saving throw against the spell. Afterwards, the flower wilts and becomes nonmagical.

Windwalker Boots

Wondrous item, uncommon (requires attunement)

These lightweight boots are made of soft leather. While you wear these boots, you can walk on air as if it were solid ground. Your speed is halved when ascending or descending on the air. Otherwise, you can walk on air at your walking speed. You can use the Dash action as normal to increase your movement during your turn. If you don't end your movement on solid ground, you fall at the end of your turn unless otherwise supported, such as by gripping a ledge or hanging from a rope.

Witch Ward Bottle

Wondrous item, uncommon

This small pottery jug contains an odd assortment of pins, needles, and rosemary, all sitting in a small amount of wine. A bloody fingerprint marks the top of the cork that seals the jug. When placed within a building (as small as a shack or as large as a castle) or buried in the earth on a section of land occupied by humanoids (as small as a campsite or as large as an estate), the bottle's magic protects those within the building or on the land against the magic of fey and fiends. The humanoid that owns the building or land and any ally or invited guests within the building or on the land has advantage on saving throws against the spells and special abilities of fey and fiends.

If a protected creature fails its saving throw against a spell with a duration other than instantaneous, that creature can choose to succeed instead. Doing so immediately drains the jug's magic, and it shatters.

Worg Salve

Wondrous item, uncommon

Brewed by hags and lycanthropes, this oil grants you lupine features. Each pot contains enough for three applications. One application grants one of the following benefits (your choice): darkvision out to a range of 60 feet, advantage on Wisdom (Perception) checks that rely on smell, a walking speed of 50 feet, or a new attack option (use the statistics of a wolf's bite attack) for 5 minutes.

If you use all three applications at one time, you can cast *polymorph* on yourself, transforming into a wolf. While you are in the form of a wolf, you retain your Intelligence, Wisdom, and Charisma scores. In addition, you don't need to maintain concentration on the spell, and the transformation lasts for 1 hour, until you use a bonus action to revert to your normal form, or until you drop to 0 hit points or die.

Worry Stone

Wondrous item, common

This smooth, rounded piece of semiprecious crystal has a thumb-sized groove worn into one side. Physical contact with the stone helps clear the mind and calm the nerves, promoting success. If you spend 1 minute rubbing the stone, you have advantage on the next ability check you make within 1 hour of rubbing the stone. Once used, the stone can't be used again until the next dawn.

Wraithstone

Wondrous item, uncommon (requires attunement)

This stone is carved from petrified roots to reflect the shape and visage of a beast. The stone holds the spirit of a sacrificed beast of the type the stone depicts. A *wraithstone* is often created to grant immortal life to a beloved animal companion or to banish a troublesome predator. The creature's essence stays within until the stone is broken, upon which point the soul is released and the creature can't be resurrected or reincarnated by any means short of a *wish* spell.

While attuned to and carrying this item, a spectral representation of the beast walks beside you, resembling the sacrificed creature's likeness in its prime. The specter follows you at all times and can be seen by all. You can use a bonus action to dismiss or summon the specter. So long as you carry this stone, you can interact with the creature as if it were still alive, even speaking to it if it is able to speak, though it can't physically interact with the material world. It can gesture to indicate directions and communicate very basic single-word ideas to you telepathically.

The stone has a number of charges, depending on the size of the creature stored within it. The stone has 6 charges if the creature is Large or smaller, 10 charges if the creature is Huge, and 12 charges if the creature is Gargantuan. After all of the stone's charges have been used, the beast's spirit is completely drained, and the stone becomes a nonmagical bauble.

As a bonus action, you can expend 1 charge to cause one of the following effects:

- **Bestial Vigor.** The next time you hit a creature with a melee weapon attack, the target takes an extra 1d6 damage of the weapon's type.
- **Natural Selection.** Until the end of your next turn, you have advantage on Wisdom (Perception) checks, and your speed increases by 5 feet.
- **Wisdom of the Wilds.** You have advantage on Wisdom (Animal Handling) and Wisdom (Survival) checks for 1 minute.

Ziphian Eye Amulet

Wondrous item, rare (requires attunement)

This gold amulet holds a preserved eye from a ziphius (see *Creature Codex*). It has 3 charges, and it regains all expended charges daily at dawn. While wearing this amulet, you can use a bonus action to speak its command word and expend 1 of its charges to create a brief magical bond with a creature you can see within 60 feet of you. The target must succeed on a DC 15 Wisdom saving throw or be magically bonded with you until the end of your next turn. While bonded in this way, you can choose to have advantage on attack rolls against the target or cause the target to have disadvantage on attack rolls against you.



Fabled Magic Items

Magic items are typically categorized by their rarity: common, uncommon, rare, very rare, or legendary. Fabled is a new magic item identifier, though it is not, strictly speaking, a measure of rarity. Fabled items scale in power as the character does, and a fabled item can be thought to encompass all levels of rarity.

Fabled magic items are perfect for GMs who want to introduce magic items which are truly unique with rich stories closely tied to the campaign world. Since the item grows as the character grows, it becomes a treasured, long-term possession. In addition to being special magic items characters can discover during an adventure, fabled magic items also make excellent heirlooms that are passed down through a family, bestowed to an apprentice, or similar.

Properties and Attunement

A fabled magic item begins as a common magic item. It has a small, but useful, property the item grants to any character that possesses it. This minor property *does not* require attunement to use.

To utilize any of the higher-level properties, a character must attune to the fabled item per the standard magic item attunement rules (see Variant Attunement sidebar for an exception). Once attuned to the fabled magic item, the character can use the fabled item's more powerful properties as the character increases in level. When an attuned character reaches a property's specified level, the property listed at that level becomes immediately available to the character. If a character of a level higher than 1st attunes to a fabled item, the item's level-dependent properties, up to the character's current level, become available to the character.

At the GM's discretion, an item's more powerful properties might become available to a character only after the character completes a particular quest or event related to the item's story rather than immediately upon reaching each property's required level.

If a character chooses *not* to become attuned to the fabled item, the item remains a common magic item, granting the character only its minor property, regardless of the character's level.

Unless otherwise noted, all properties granted by a fabled item are in effect as long as the character is wearing, carrying, or touching the item.

Spells

Some fabled items allow characters to cast spells from them. Spells marked with an asterisk (*) appear in *Deep Magic for 5th Edition*. All other spells can be found in the *System Reference Document 5.1*.

Stories

Fabled items are unique and come with a story which is inexorably linked to the item's properties. Some hint of this story presents itself when the character touches the item—a name, place, or other clue pops into the character's mind or otherwise manifests itself. This hint might prompt the character to research the item and its story. A GM might even *require* such research before the character can become attuned to the item! Unless a GM decides otherwise, a character that attunes to a fabled item learns the item's story, if the character didn't discover that information before attuning to it.

Using Fabled Items in Your Game

Here are examples of how fabled items might be used and introduced early and late in a campaign.

Discovering the Item Early. A 1st-level fighter finds a razor-sharp longsword of outstanding craftsmanship in a treasure hoard. The blade is faintly etched with numerous arcane runes and symbols, and it sheds light when the fighter speaks a special word. Once the fighter has claimed the sword as her own, she begins to hear the word *Cailebryn* in her mind. She becomes curious enough to research the word, which leads her to eventually discover that she possesses the legendary *Cailebryn*, sword of Gax! Once the fighter reaches 5th level, she chooses to attune to *Cailebryn*, which gives her access to its 5th-level property. From that point on, as long as the fighter remains attuned to *Cailebryn*, she is able to use *Cailebryn*'s other properties when she reaches 9th level, 13th level, and 17th level.

Discovering the Item Later. A 9th-level rogue uncovers an ancient, leather-bound book in a forgotten library. Its pages are edged in gold leaf, and an elaborate, gold sigil of the letter "T" is stamped on the cover. Upon reading the first few pages, he gains knowledge of many topics which were previously foreign to him. He soon begins having dreams of a charismatic half elf's many adventures. After much investigation, he learns the book is none other than the *wanderer's book*, a famous journal that once belonged to the legendary bard, Talvin the Wanderer. The rogue decides he wants to become attuned to the book. When he does, he immediately gains access to the *wanderer's book*'s 5th-level and 9th-level properties, though he can't use its other properties until he reaches the appropriate levels.

VARIANT ATTUNEMENT

A character can normally be attuned to no more than three magic items at a time. However, fabled magic items can become more powerful than other magic items as a character increases in level. A GM concerned about this might require a character to use more than one of their attunement 'slots' to become attuned to the fabled item, limiting the character's number of total attuned items.

For GMs interested in this variant attunement, we recommend that a fabled item wielded by a character of 12th level or lower be considered a single item for the purposes of attunement. When wielded by

a character of 13th level or higher, the fabled item should be considered two items for the purposes of attunement.

At the GM's discretion, a fabled item wielded by a character of 17th level or higher might be considered three items for the purposes of attunement, though this restriction greatly depends upon the presence and power of magic in the campaign world. If legendary and artifact magic items are almost nonexistent in the world, then it might be appropriate to add this extra limit to better represent the power of the items and the strength of will required to command them.

Example Fabled Magic Items

Here are several fabled items ready for use in your game. The stories presented here are example stories capable of fitting in any fantasy world. The hero and villain names—even the item names—can be changed to better fit into a particular campaign world or a character’s personal history. Alternatively, you can use these examples as guidance for creating your own fabled items tied to the history of your characters or world.

ASSASSIN’S CHAIN

This fine chain shirt is fashioned from thousands of tiny, interlocking rings of a mysterious black metal. The chain makes virtually no noise when worn.

Gildreth was a killer. He killed for money; he killed for pleasure. In the end, he killed only for revenge.

Gildreth had earned many enemies in his long career; chief among them were the Black Cabal. On a moonless night, while Gildreth was away, members of the Cabal infiltrated his home and murdered his family. When Gildreth returned and discovered his slain family, he vowed he would not rest until every last member of the Cabal was dead by his own hand.

One by one, Gildreth tracked down and assassinated the Cabal. He was relentless and single-minded, allowing nothing to stand in his way.

Not even his death.

As Gildreth was infiltrating the fortress of the Cabal’s leader, he felt a sharp and sudden pain—a thin sword blade was protruding from his chest! Blood poured from the wicked wound and down his chain shirt. Gildreth gasped, his eyes grew dim, and he fell lifelessly to the floor.

Then Gildreth’s eyes snapped opened. He felt his life surging back into his body! The tiny chain rings of his armor had turned a deep black and showed no sign of the deadly wound. He understood immediately—not even Death itself would stop him!

In time, the last of the Black Cabal lay dying at Gildreth’s feet. At that moment, Gildreth suddenly felt his own life slipping away, and he understood at last. Death had allowed him to live only long enough to complete his vendetta.

The fate of Gildreth’s strange chain shirt is unknown. Perhaps it found its way to another soul seeking vengeance...



Assassin’s Chain

Armor (chain shirt), fabled (5th-level and higher properties require attunement)

While wearing this armor, your steps make no sound, regardless of the surface you are moving across. You also have proficiency in the Stealth skill.

Power of the Assassin (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th level. You have advantage on Dexterity (Stealth) checks that rely on moving silently. During your first turn, you have advantage on attack rolls against any creature that hasn’t taken a turn. Any hit you score against a surprised creature is a critical hit.

9th level. You gain a +1 bonus to AC. In addition, you can cast the *silence* spell from the armor. Once used, the armor can’t be used in this way again until the next dawn.

13th level. You now gain a +2 bonus to AC, instead of +1. In addition, you can cast the *invisibility* spell from the armor. Once used, the armor can’t be used in this way again until the next dawn.

17th level. You now gain a +3 bonus to AC, instead of +2. In addition, when you successfully hit a creature

that is surprised, it must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, double the damage of your attack against the creature.

BATTLECASTER'S ARMOR

This fine mithral breastplate is light and exquisitely made. It is decorated with delicate arcane glyphs and symbols which glow with a soft, blue light.

Long ago, the legendary warrior-mage known as Gax walked the land. Gax, later known to history as Gax the Great, was a mysterious figure renowned for his uncanny ability to weave together martial and magical combat in unique and powerful ways.

An unparalleled master at crafting magic arms and armor, Gax is known for a number of fantastic, magical items. He is said to have created his first great item of magic when he was still a young apprentice. At that time, his master was an old wizard who mercilessly drilled the fundamentals of magic into the young apprentice's mind. The studious old wizard also derisively dismissed Gax's ideas for combining magic and battle and openly berated Gax for his love of swordplay, weaponry, and armor.

Determined to prove that his theories were possible (and, truth be told, equally determined to spite his master), Gax apprenticed himself at the same time to a renowned weapon smith and armorer in a nearby town. The youth quickly proved as skilled at metalcraft as he was at magic. Young Gax spent his days in magical study and his nights working in the smith's forge, crafting an exquisite breastplate of the finest mithral. He imbued the breastplate's delicate glyphs and symbols with powerful protective magic far beyond the ability of magic-wielders many years his senior.

When the breastplate was finally completed, Gax proudly showed it to his mentor. The smith was so impressed that he coveted it for himself, and he demanded that Gax give the breastplate to him. When Gax refused, the smith attempted to take it by force. At the end of a quick but violent scuffle, the smith lay dead near the very anvil on which Gax had finished his wondrous breastplate. Shocked and terrified, the boy fled, running to the small stone building where the old wizard lived. Hoping the wizard would be understanding about what happened and suitably impressed with Gax's magical breastplate, the boy breathlessly recounted recent events.

The old wizard was neither understanding nor impressed. He coldly chided Gax for wasting his time on a "trinket" and rebuked Gax for taking a life over "nothing more than a worthless piece of pretty metal." Furious and defeated, Gax shouted profanities at his master before running off into the woods.



Gax decided that he would make his way in the world on his own terms. He would learn everything he could about magic and combat, he would excel in both, and he would do whatever it took to fuse the two into what would eventually become known as the style of the battlecaster.

From that day on, until the day he drew his final breath, Gax was never without his beloved *battlecaster's armor*.

Battlecaster's Armor

Armor (breastplate), fabled (5th-level and higher properties require attunement by a spellcaster)

While wearing this mithral breastplate, you have advantage on Constitution saving throws that you make to maintain your concentration on a spell when you take damage.

Potent Battlecaster (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th level. You can expend an unused spell slot of 1st level or higher to gain a bonus to AC and saving throws equal to the level of the spell slot expended for 1 minute. In addition, you can perform the somatic components of spells even when you have weapons or a shield in one or both hands.

9th level. You gain a +1 bonus to AC. Your spell save DC and spell attack bonus each increase by 1.

13th level. You now gain a +2 bonus to AC, instead of +1. You have advantage on saving throws against spells.

17th level. You now gain a +3 bonus to AC, instead of +2. You have resistance to force damage. In addition, you can use an action to make yourself immune to force damage for 10 minutes. Once used, this property can't be used again until the next dawn.

BLOOD MOON ORB

This strange orb is the size of a human's head, and appears to be crafted from a single piece of glass. No seam or opening is visible, yet the orb is filled with a thick red liquid, which swirls slowly within.

Most female serpentine lamia (see *Creature Codex*) take part in the Revelry, part sacred ceremony and part frenzied celebration, which occurs on nights of the full moon. Those who partake in these secretive mysteries believe they are possessed and empowered by the mystical power of the very moon itself.

Outsiders do not generally learn details of what transpires during these moonlit ceremonies. Although no two Revelries are identical, there are elements in every ceremony which never change. Celebrants participate in chaotic dancing, hypnotic swaying, and frenzied distortions of their serpentine bodies as if seized with madness.

Snakes are also typically involved in the Revelry, with participants often wearing them around their bodies or otherwise handling them in various symbolic and proscribed manners.

The rite culminates in an ecstatic, mystical fervor and extreme loss of inhibition known as Shiv'ash (literally, "the madness and ecstasy of the moon"). In this state, the lamia lose all self-control. They shout excitedly, shrieking out prophecies, and engage in all manner of debauchery.

The Night of the Blood Moon occurs once per year. It is the most sacred of all Revelries—a time when alliances are sealed, blood sacrifices are made, wars are ended, and new matriarchs are chosen. It is during a Night of the Blood Moon long ago that a powerful lamia cult created the *blood moon orb*.

Little is known about the *blood moon orb*, save that it contains blood drops from the one hundred sacrifices made that night. It is said the lamia females wished to capture the mystical spirit of the moon itself in the *blood moon orb*, and some believe they did exactly that.

Blood Moon Orb

Wondrous item, fabled (5th-level and higher properties require attunement by a sorcerer, warlock, or wizard)

While holding the orb, you have darkvision out to a range of 60 feet. If you already have darkvision, its range increases by 30 feet.

Blood Moon's Rise (Requires Attunement). As your level increases, you gain the following benefits while



holding the orb. The orb also has 6 charges for some of the following properties. It regains 1d6 expended charges daily at dawn.

5th level. You can use an action to expend 1 or more of the orb's charges to cast one of the following spells, using your spell save DC: *by the light of the moon** (2 charges) or *moonbeam* (2 charges).

9th level. As an action, you can deal 1d4 slashing damage to yourself. This damage can't be healed until you complete a long rest. The orb absorbs and can hold up to 4 hit points of your blood until expended or until you complete a long rest. While the orb holds your blood, you can expend the blood in the orb when casting a spell and increase the save DC or spell attack bonus of the spell by an amount equal to the hit points stored in the orb. Once used, the orb can't be used in this way again until the next dawn.

13th level. The list of spells you can cast from the orb expands to include: *by the light of the watchful moon** (4 charges), *exsanguinate** (5 charges), and *moon trap** (4 charges). In addition, you can use an action to expend 6 of the orb's charges to cause a red sphere of necrotic energy to pulse out from the orb. Each creature, other than you, within 60 feet of the orb must make a Constitution saving throw, using your spell save DC. On a failure, a creature takes 8d6 necrotic damage as droplets of blood burst through its skin. On a success, a creature takes half the damage.

17th level. You can use an action to detect magical pathways and portals, such as the presence of the *teleportation circle* or *gate* spells or the presence of natural fonts of magic like ley lines, within 120 feet of you. Detected portals are visible to you, and you can point out their locations to others. By spending 1 minute concentrating on a portal detected by the orb, you can sense the physical conditions around its destination. Once used, the orb can't be used in this way again until the next dawn.

BLOOD SPIKE ARMOR

This ancient plate armor is crafted from a strange black metal. Vicious spikes protrude from the shoulders and breastplate. Hideous, demonic faces are etched into the black metal.

Gregor the Red was a legendary warrior with a thirst for blood. On one occasion, Gregor was hired to retrieve a golden cup from an ancient tomb. After many dangerous encounters, Gregor at last found the golden cup in the lowest bowels of the tomb. As he reached for the cup, he noticed a suit of ancient armor piled in a corner. Gregor was mesmerized by the frightening armor. He would take the golden cup back to his employer, but he would claim the magnificent armor for himself!

Once back at his base, Gregor set about the long and difficult task of restoring and repairing the armor. He hired the best armorers and weaponsmiths to ensure the armor was brought back to all its former glory. Of course, he also could not resist having his smiths add new detailing to the armor to be sure everyone knew it was his and his alone.

Gregor wore his terrifying spiked armor on every mission and campaign from that day on. He even mastered close-combat techniques that helped him utilize the armor spikes. Gregor derived a perverse pleasure from driving the spikes into his enemies and watching the blood drip onto his armor. Because of this, Gregor named his beloved plate *blood spike armor*.

Gregor is said to have lost his life to a powerful undead being in some far-away crypt. As far as anyone knows, his remains and armor could still be there...



Blood Spike Armor

Armor (plate), fabled (5th-level and higher properties require attunement)

While wearing this armor, you can use a bonus action to make one melee weapon attack with the armor's spikes against a target within 5 feet of you. If the attack hits, the spikes deal 1d4 piercing damage. You are proficient with this attack and use your Strength modifier for the attack and damage rolls.

Frightening Armor (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th level. Once per turn, when you hit a creature with your armor spikes, you cause unnatural bleeding from the resulting wounds. After you hit a creature with the armor's spikes, it takes 1d4 necrotic damage at the start of each of its turns from a bleeding wound. Each time you hit that creature with the armor's spikes, the damage dealt by the wound increases by 1d4. At the end of the creature's turn, it can make a DC 15 Constitution saving throw, ending the effect on itself on a success. Alternatively, any creature can take an action to stanch the wound with a successful DC 15 Wisdom (Medicine) check. The wound also closes if the target receives magical healing.

9th level. You gain a +1 bonus to AC and to attack and damage rolls with the armor's spikes.

13th level. You now gain a +2 bonus to AC and to attack and damage rolls with the armor's spikes, instead of +1. In addition, you can use an action to frighten a creature you can see within 30 feet of you. If the creature can see you, it must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be frightened until the end of your next turn. On the following turn, you can use an action to extend the duration of this effect until the end of your next turn. You can continue extending the duration in this way until the creature is no longer frightened, it ends its turn out of line of sight, or it is more than 60 feet away from you. If a creature succeeds on its saving throw, you can't use this property on that creature again for 24 hours.

17th level. You now gain a +3 bonus to AC and to attack and damage rolls with the armor's spikes, instead of +2.

BRACERS OF GANIS'BRIEL

These metal bracers lined with soft leather are etched with beautifully intricate elven patterns and designs.

There are countless tales about the various companions who travelled with the legendary Gax the Great. One of the more popular is the half elf Ganis'briel. One of Gax's closest and most trusted friends, Ganis'briel was often by his side.

Ganis'briel's skills as an archer were almost as famous as Gax's skills with a blade. When fighting alongside Gax against a terrible giant, however, even Ganis'briel's incredible skills as an archer were not enough to defeat the giant. He and Gax barely escaped with their lives.

To even the odds, Gax crafted a magical set of bracers that enhanced Ganis'briel's already formidable skill with the bow. As he strapped them to his forearms, Ganis'briel could feel the magic of all elfkind flow into him.

The second battle with the giant went quite differently than the first. Ganis'briel's arrows found their mark time and time again, until at last, the giant was dead!

Ganis'briel eventually passed his magical bracers on to his daughter, who wore them proudly for many decades. The bracers became treasured heirlooms and were passed from generation to generation of Ganis'briel's descendants until they were eventually lost to history.

Bracers of Ganis'briel

Wondrous item, fabled

(5th-level and higher properties require attunement)

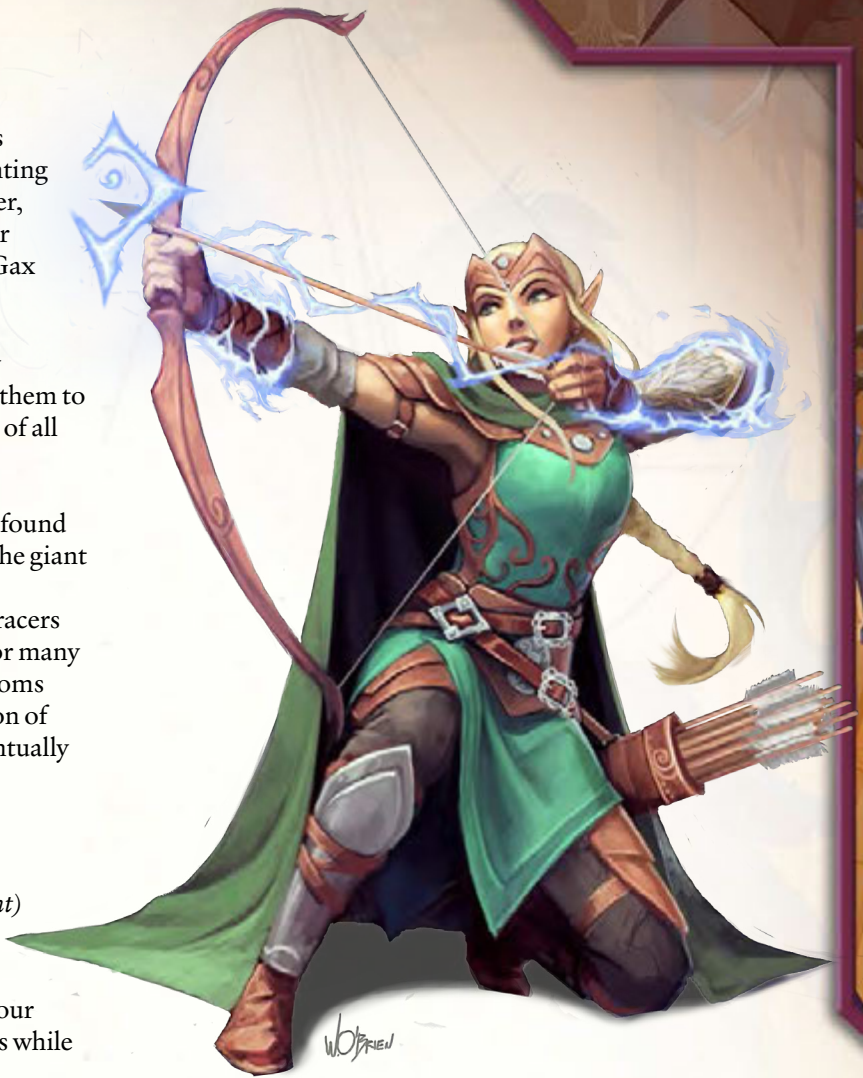
While wearing these bracers, you have proficiency with the longbow and shortbow.

Master Archer (Requires Attunement). As your level increases, you gain the following benefits while wearing these bracers.

5th level. When you make your first attack on your turn, you have advantage on the attack roll if you make the attack with a longbow or shortbow. If you roll a 20 for the attack roll, this property ceases to function until you roll a 1 for an attack roll or until you finish a short rest.

9th level. You gain a +1 bonus to attack and damage rolls on ranged attacks made with longbows and shortbows. In addition, your ranged attacks ignore half cover and three-quarters cover, and you don't have disadvantage when attacking at long range.

13th level. You now gain a +2 bonus to attack and damage rolls on ranged attacks made with longbows and shortbows, instead of +1. In addition, you can use an action to touch a nonmagical arrow, turning it into an *arrow of giant slaying*. The *arrow of giant slaying* immediately becomes a nonmagical arrow if used by anyone other than you.



You can't create a new *arrow of giant slaying* until the next dawn, and you can have only one such *arrow of giant slaying* at a time.

17th level. You now gain a +3 bonus to attack and damage rolls on ranged attacks made with longbows and shortbows, instead of +2. In addition, when you roll a 20 on a ranged attack roll with a longbow or shortbow, you roll the damage dice three times, instead of twice.

CAILEBRYN

This razor-sharp longsword is clearly of outstanding craftsmanship. The blade is faintly etched with numerous arcane runes and symbols.

Cailebryn is considered one of the legendary warrior mage Gax's greatest achievements. Sadly, it was borne from his greatest sorrow.

The love of Gax's life was his elven wife, Alyria. When Alyria was slain in a terrible demon raid, Gax was heartbroken and fell into a deep despair. His despair, however, soon gave way to rage and a righteous sense of purpose. Gax channeled his profound sorrow and rage into forging a magnificent blade, which he honed to a preternatural sharpness. The famed smith gently laid seven golden strands of

his beloved wife's hair upon the newly forged blade and wove powerful magic into it. Gax named his new sword *Cailebryn*, which means "the sharpest cut" in Elvish.

Gax the Great wielded *Cailebryn* for the rest of his days, and with every demon he destroyed, he cried out "for Alyria!"

Cailebryn

Weapon (longsword), fabled
(5th-level and higher properties require attunement)

While wielding this sword, you can use an action to speak a command word, causing light to pour from the runes on the sword. The sword sheds bright light in a 10-foot radius and dim light for an additional 10 feet. The light lasts until you use a bonus action to speak the command word again or until you sheathe the sword.

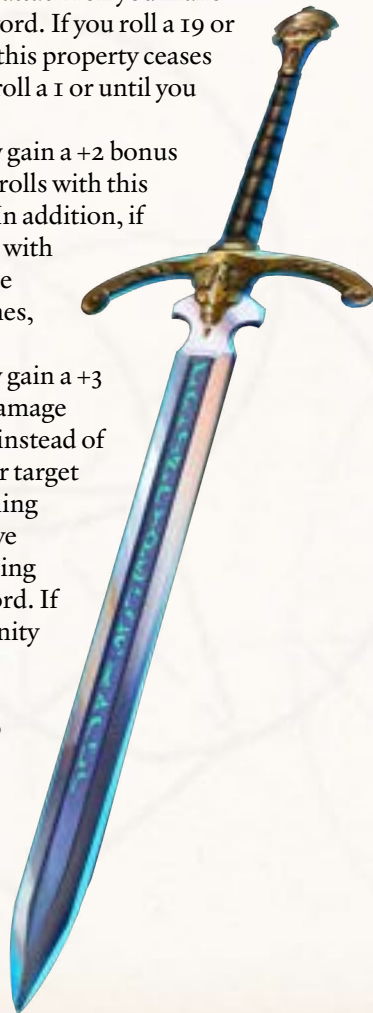
Honed Blade (Requires Attunement). As your level increases, you gain the following benefits while wielding or holding this sword.

5th level. Your attack rolls with this magic weapon score a critical hit on a roll of 19 or 20.

9th level. You gain a +1 bonus to attack and damage rolls with this sword. In addition, you have advantage on the first attack roll you make each turn with this sword. If you roll a 19 or 20 for the attack roll, this property ceases to function until you roll a 1 or until you finish a short rest.

13th level. You now gain a +2 bonus to attack and damage rolls with this sword, instead of +1. In addition, if you score a critical hit with this sword, you roll the damage dice three times, instead of twice.

17th level. You now gain a +3 bonus to attack and damage rolls with this sword, instead of +2. In addition, if your target has resistance to slashing damage, it doesn't have resistance to the slashing damage from this sword. If your target has immunity to slashing damage, its immunity instead becomes resistance to the slashing damage from this sword.



CHAMPION'S PLATE

This exquisitely crafted, golden plate armor has a stylized horse's head emblazoned on the breastplate.

Every year, a much-beloved Queen held a great jousting tournament. Knights from across the land came to participate, for the prize was wondrous indeed—the Queen would grant the winner any boon if it was in her power to do so.

On the tenth anniversary of the Queen's Tourney, a great celebration was held. The jousts were even more impressive than in years past. More knights than ever before participated, and the events were nothing short of spectacular. One mysterious knight was victorious in every event. He was the most accomplished horseman the people had ever seen; his skill with lance and sword was unmatched; his chivalrous and honorable continence were unparalleled.

The crowd cheered as the knight strode forward and knelt before the Queen's royal box, his head bowed. When the Queen asked what boon he wished as a reward, the humble knight asked simply to become her champion to keep her safe so that the kingdom could continue to prosper under her just rule.

And so, the young knight became the Queen's Champion, swearing an oath to protect her with his very life.

After decades of exemplary service as the Queen's Champion, the brave knight lost the battle with the only opponent capable of defeating him—time. The old knight was buried with his armor in the royal crypt. It is said that just before the Champion's body was sealed within the stone sarcophagus, the old Queen, who had never married, wept openly, for she had grown to love the knight deeply. Her tears fell upon the knight's armor, and in that moment, so the story goes, the spirit of the old knight knew at last that his Queen truly loved him as he had loved her.

Champion's Plate

Armor (plate), fabled (5th-level and higher properties require attunement by a creature of good alignment)

While wearing this armor and mounted, your melee weapon attack rolls score a critical hit on a roll of 19 or 20.

Unyielding Champion (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th level. You have resistance to one type of nonmagical damage: bludgeoning, piercing, or slashing. You can change the type of damage during a long rest. In addition, you can use an action to cast the *bless* spell from the armor on yourself. Once used, the armor can't be used in this way again until the next dawn.

9th level. You gain a +1 bonus to AC. In addition, any critical hit against you becomes a normal hit.

13th level. You now gain a +2 bonus to AC, instead of +1. In addition, you have resistance to nonmagical bludgeoning, piercing, and slashing damage.

17th level. You now gain a +3 bonus to AC, instead of +2. In addition, you can use an action to make yourself immune to nonmagical bludgeoning, piercing, and slashing damage for 10 minutes or until you are no longer wearing this armor. Once used, this property can't be used again until the next dawn.

FIRE SHIELD OF RATHUME

This round, wooden shield is rimmed in iron. The wood is blackened as if burned by a terrible flame, yet the wood is as strong as steel.

The ancient red dragon Abraxys the Red dwelt within a volcano in a ring of hills. The vile wyrm delighted in erupting from the volcano to breathe destruction and death on the people of the near-by towns.

For generations, the oppressed people did what they could to combat the dragon, yet Abraxys's reign of terror continued.

Finally, a young warrior named Rathume pledged to rid the land of the cruel dragon. The townsfolk laughed—she was young and inexperienced. How could she hope to defeat such a monster? Rathume was undeterred. What she lacked in experience, she made up for in courage. What she lacked in battle prowess, she made up for in faith.

The very next dawn, when Abraxys emerged from the volcano and swooped toward the town, the gates opened and Rathume emerged, holding a spear and clutching a large, wooden shield. The ancient dragon landed and grinned maliciously at the sight of the small human, standing alone in the grass. Abraxys roared with laughter as the girl strode confidently toward the mighty beast, quickly closing the distance between them.

The great dragon drew back and prepared to incinerate the brash young woman. Suddenly, Rathume raised her shield and rushed forward. The startled dragon breathed forth goutts of flame, engulfing Rathume, yet she continued to rush forward, unaffected by the fire!

Rathume plunged her spear into the dragon's belly and there was a sudden, fiery blast which consumed them both. Only Rathume's shield remained. It was blackened by the flames, yet otherwise unscathed. Miraculously, the powerful magic of the dragon and the heroic fire in Rathume's heart had become somehow fused with the shield.

Many generations of brave warriors have carried the *fire shield of Rathume* from then on, striving always to live up to the legend of the brave Rathume.

Fire Shield of Rathume

Armor (shield), fabled (5th-level and higher properties require attunement)

While wielding this shield, you can add the shield's AC bonus to any Dexterity saving throw you make against a spell or other harmful effect that targets only you.

Fire Dragon's Bane (Requires Attunement). As your level increases, you gain the following benefits while wielding or holding this shield.

5th level. You have resistance to fire damage. In addition, you can use an action to cast the *flame blade* spell from the



shield. Once used, the shield can't be used in this way again until the next dawn.

9th level. You gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you have advantage on saving throws against being frightened, and you have advantage on saving throws against the breath weapons of dragons.

13th level. You now gain a +2 bonus to AC, instead of +1. This bonus is in addition to the shield's normal bonus to AC. In addition, you are immune to fire damage.

17th level. You now gain a +3 bonus to AC, instead of +2. This bonus is in addition to the shield's normal bonus to AC. In addition, you have resistance to nonmagical bludgeoning, piercing, and slashing damage, and you can use an action to make yourself immune to nonmagical bludgeoning, piercing, and slashing damage for 10 minutes or until you are no longer wielding this shield. Once used, the shield can't be used in this way again until the next dawn.

FOULTON DOOR

Decades ago, long before I possessed the scholarly renown I currently enjoy, my children came to dinner chattering and brim-full of faerie stories from their governess. From soup to cheese, they told tales of a hero possessed of a "Folding Door" that fit in his pocket. When "unfolded" to full size it could be set anywhere (a stone wall, a tree, a waterfall) and opened to anywhere in the wide world, whisking the hero and her companions away from trouble in a trice.

Too young to separate fact from fiction, yet old enough to recognize the prowess of their father, they asked me to craft them such a door. I explained that an object able to produce instant, multiple-location, inter-planar conjuration was impossible.

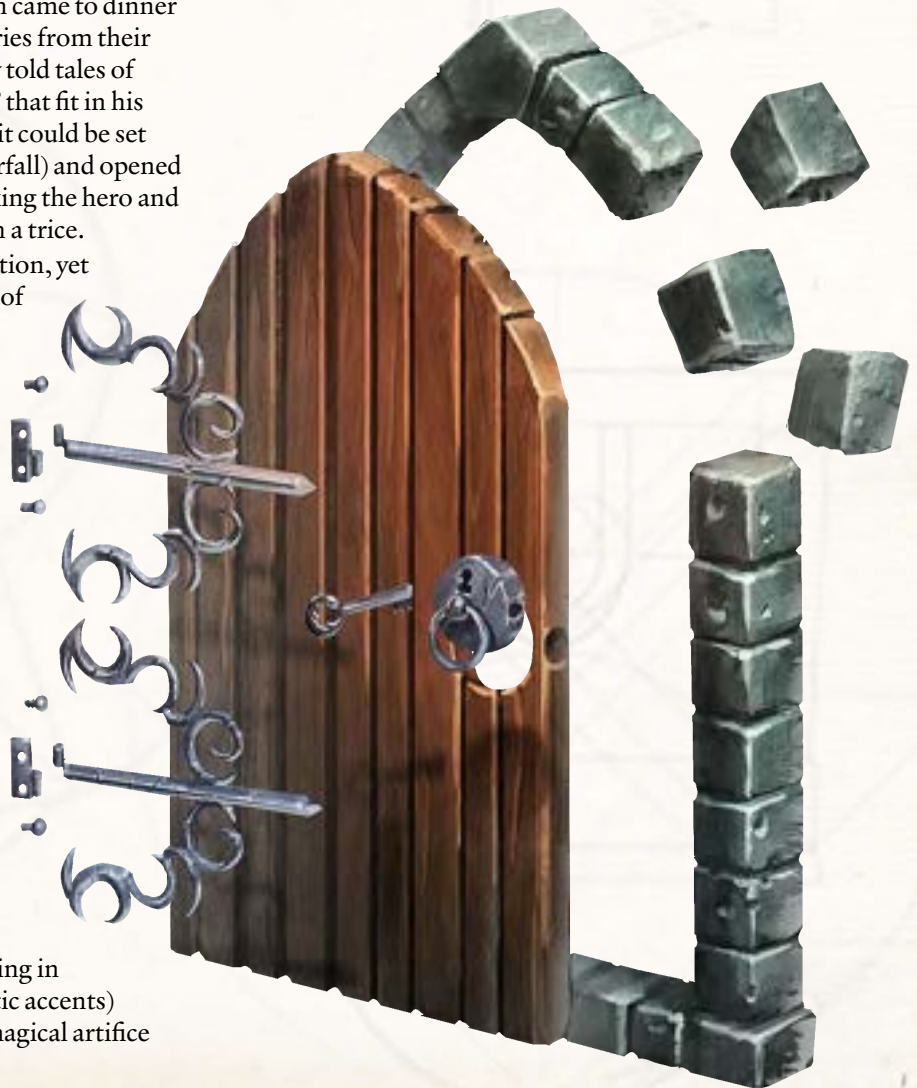
To ease the sting of their disappointment, I explained that their story, while pure nonsense, was still interesting from an etymological standpoint. Centuries ago, a wizard named Foulton Konig was famed for creating magical doors. Sadly, specific details are lacking as his labs, libraries, and notes were lost when his mansion was destroyed in a catastrophically thorough, but historically non-specific way.

My children were fascinated to hear my theory that metaplasmic drift in the language (doubtless working in concert with poor education and rustic accents) eventually led a genuine product of magical artifice

(a door made by Foulton) to eventually enter folklore as a "Folding Door."

This was my first brush with my eventual life's work and passion: my endless quest to separate the history of artifice from stories of the artificial. As such, I feel an odd gratitude toward their old governess, and occasionally feel a bit of remorse about ending her employment over the incident. Still, there are genuine wonders aplenty in the world without cluttering the minds of the young with nonsense.

Mine is an endless struggle to separate fact from fancy, as shown by events of three months ago. Out conducting research, (while cunningly disguised to mix among the common folk) a seemingly reputable vendor of magical curiosities offered to sell me "a fragment of a Foulton Door." (Note Fig 1. a splinter of wood, slightly longer than a handspan across.) Destroyed long ago, so powerful were the original doors that if even a small piece such as this were incorporated into an existing door, it would become imbued with the power of a magic portal. A quick check revealed the shard of wood *did*, in fact, possess a powerful, unfamiliar dweomer.



With dubious curiosity, I bought it, returned to my lab, and followed their instructions. My tools and talents are not designed for anything so base as carpentry, but in the pursuit of truth I dutifully paid several hours of my precious time, a set of skinned knuckles, and one badly hammered thumb to patch the small piece of wood into one of the secondary pantry's doors.

I then inserted the key to my winter lodgings, concentrated, and opened the door as the merchant had instructed me. Nothing happened, of course, and when I checked, the wood no longer showed any traces of magic.

When I returned to the merchant to demand both an ethical and economic accounting, he had the audacity to imply it was my own fault, and refused to admit his obvious charlatanry or refund the twenty gold I had spent. While I regularly spend much greater sums in the course of my research, I nevertheless engaged the constabulary to bring the fellow into custody, as behavior such as this does nothing but defraud the simple-minded and tarnish the reputation of those engaging in legitimate arcane pursuits....

Excerpt from Lord Garrison Braithwhite's monograph-Gold Among the Dross: On the Arcane Origins of Peasant Superstition.

Foulton Door

Wondrous item, fabled

Rumored to be pieces of destroyed magical doors, fragments of a *Foulton door* are varied in their shapes and sizes. Flinders of wood, bands of iron, screws, or even shards of broken glass are the most common, while intact and usable hinges, knobs, or entire planks of wood are rare. Although useless on their own, if you incorporate a fragment into an existing door, its magic allows that door to open to another location, even one on another plane of existence.

Incorporating Fragments. To incorporate a fragment into a door, a creature must spend 1 hour working on the door and make a DC 15 ability check (Strength, Dexterity, or Intelligence, depending on the type of fragment and how it is being incorporated), using the appropriate set of tools (carpenter's for wood fragments, glassblower's for glass shards, smith's for hinges and door knobs, and similar). If the check fails by 5 or more, the fragment incorporates into the door, but the door gains a negative quirk. If the check succeeds by 5 or more, the fragment incorporates into the door, and the door gains a positive quirk. See the *Quirks* section for more details.

The DC increases by 1 for each fragment added to a door beyond the first, but the DC can never be higher than 25. You can remove a fragment from a door by repeating the check, but removing a fragment doesn't result in a quirk.

Using the Door. After you incorporate the fragment into a door, you must insert a key from any door into the lock and turn it while clearly imagining the desired location. The door emits a quiet hum then opens to that location, if it is within range. The door might have an additional effect, depending on its characteristics, the fragments incorporated into it, or the type of quirks it gained while incorporating fragments. See the *Characteristics*, *Fragment Powers*, and *Quirks* sections for more details.

When a door has only one fragment, you can use an action to open the door to a door, doorway, or other similar entryway or egress of your choice within 100 miles of the door, and the travel is one-way, meaning a creature that steps through the door can't step back through it. The door remains open for up to 1 minute. The door can't be used this way again until the next dawn.

When a door has two or more fragments, it has 3 charges, and it regains 1d3 expended charges daily at dawn. Opening the door expends 1 charge.

Door Statistics. A door containing a fragment has an Armor Class of 15, 20 hit points, and a damage threshold of 5. It has immunity to poison and psychic damage. If the door is destroyed, it releases its magic in an explosion that fills a 30-foot-radius sphere centered on it. Each creature within 5 feet of the door has a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. Each creature in the explosion's area must make a DC 17 Dexterity saving throw, taking force damage equal to 8 x the number of fragments in the door on a failed save, or half as much damage on a successful one. The door's fragments retain their magic, but they have new powers, as determined by the *Fragment Powers* table, when incorporated into a new door. Any new door built with these fragments doesn't have the same characteristics or quirks as the door that exploded.

Characteristics

A door with three or more fragments develops unique characteristics. Choose a characteristic when you incorporate the 3rd, 6th, 9th, and 12th fragments. At the GM's discretion, you can choose an additional characteristic for every three fragments beyond the 12th. You can choose each characteristic only once, unless the characteristic's description says otherwise.

The characteristics are presented in alphabetical order. If a characteristic requires a number of fragments, the door must have at least that number of fragments to gain that characteristic. If a characteristic requires you to incorporate a nonmagical object, such as a pane of glass or doorknob, into the door, you must incorporate that item before you can use that characteristic. Incorporating a nonmagical object into the door doesn't result in a quirk, but failure means you didn't

HOW MANY FRAGMENTS FOR A FULL DOOR?

Since the fragment sizes are so variable, the number of fragments required to “complete” a *Foulton door* is at the GM’s discretion. Most adventurers go their entire lifetimes without ever constructing more than half a *Foulton door*, and there is no reason the players or GM should feel obligated to create a full door out of the fragments. Some groups might never have more than three fragments while others might have twenty.

As the GM, choose whatever number or style best fits your group and the story you all want to tell. The variability of the characteristics, fragment powers, and quirks leave you and your group plenty of room to make the door as complex, unique, and fragmented as you need it to be.

incorporate the object and must repeat the check to incorporate it.

Folding Door (9 Fragments Required). You can spend 1 minute folding the door into a flat plank of wood 3 inches long and 1 inch wide. You can use an action to throw the plank to a point on the ground you can see within 30 feet of you, and it immediately unfolds into its normal size. If you step through the open door then fold it, you can carry the door with you in the new location.

Foulton’s Key (9 Fragments Required). When you incorporate this fragment, you must also spend 1 hour performing a magical ritual while touching a nonmagical key to the door. At the end of the ritual, the key transforms into a Foulton key. You can use an action to turn the Foulton key in the keyhole of any nonmagical door and open that door onto the location of your *Foulton door*, as if you stepped through the *Foulton door* from the other side. You can tie a new key to the door by performing the same 1-hour ritual. You can have only one Foulton key tied to your *Foulton door* at a time. If you tie another key to it, the effect on the previous key ends.

Heart’s Desire (6 Fragments Required). You can use an action to touch a heart-shaped section of the door and open it onto a location within 100 feet of something you desire. The target must still be within the door’s normal distance and planar restrictions. The GM decides to which of your desires the door leads. You must incorporate a heart-shaped object, knocker, or panel of some kind, or you must paint the shape of a heart somewhere on the door when you select this characteristic.

Home (12 Fragments Required). You can use an action to speak a command word to magically bind an object that can be turned, such as a doorknob, gear, or wheel, to a specific location. The door must have been stationary in the chosen location for at least 24 hours before you can create this magical bond. When you turn that object as part of the same action as opening the door, the door opens onto the bound location, regardless of distance or planar separation between the door and the bound location. If you open the door without turning the object, it opens onto the desired destination, as normal. You must incorporate an object that can be turned, such as a doorknob, gear, or wheel, into the door when you select this characteristic.

You can choose this characteristic more than once, increasing the number of locations to which the door can be bound. Each time you select it, you must incorporate a new object that can be turned into the door and that object must be one of the targets of the magical bond. If you previously incorporated an object with multiple sides, like a hanging lantern or a wheel with spokes, you can make a different side of that object the target of the magical bond instead of incorporating a new object.

Letterbox. You can use an action to place a single sheet of paper or parchment inside a letterbox on the door while thinking of a specific creature you know. This works like the *sending* spell, except the message must be written on the sheet of paper or parchment and the target can’t respond. If the target is on a plane of existence where the door can’t ordinarily travel, the message remains in the letterbox, unsent. If the target is on a plane of existence where the door can travel, the message disappears from the letterbox and appears within the target’s reach, even if the target is on a different plane than you or outside of the door’s normal range. Once you send a message with the letterbox, you can’t send another message until the next dawn, unless you expend 1 charge. You can send one additional letter for each charge you expend. You must incorporate a letterbox into the door when you select this characteristic.

Through the Looking Glass. After expending a charge and choosing a destination, you can look through a glass pane on the door to see what lies on the other side of it, allowing you to decide whether to open the door or what preparations might be necessary before opening it. You must incorporate some sort of glass pane into the door when you select this characteristic.

Two-Way Door. The door becomes two-way, allowing any creature that steps through it to step back through it as long as the door remains open. You must incorporate a metal hinge into the door when you select this characteristic.

Visitor (6 Fragments Required). When you open the door, you can concentrate on a specific creature whose name you know instead of a location. The door opens onto a location within 1 mile of the creature, if such a door, doorway, or entryway is within your door's normal distance and planar restrictions.

Fragment Powers

Each fragment you incorporate into a door increases the door's power. When you incorporate a fragment into the door, roll a d100 and consult the Fragment Powers table. Alternatively, your GM might choose a specific power for the fragment you incorporate, such as an iron band fragment that increases the door's damage threshold or an old, battered doorknob that leads to a particular plane of the Hells.

Quirks

When you incorporate a fragment into a door, you must make an appropriate tool check, as detailed in the *Foulton door* entry. When you succeed or fail by 5 or more, the door gains a quirk. Here we present tables of the types of quirks the door can acquire. Lesser quirks happen if the check succeeds (positive) or fails (negative) by 5–9. Greater quirks happen if the check succeeds (positive) or fails (negative) by 10 or more. When the door develops a quirk, consult the appropriate Quirks table, rolling the indicated die. Alternatively, your GM might choose a quirk that best fits the group or the situation of the success or failure.

At the GM's discretion, if the door has a quirk you want to remove, spells such as *fabricate*, *greater restoration*, or *remove curse* might remove one or all of a door's quirks. Alternatively, the GM might require you to complete a specific task related to the quirk before removing it.

FRAGMENT POWERS

d100	Power
1-20	The distance the destination can be from the door's current location increases by 100 miles.
21-40	The door's hit points increase by 10.
41-55	The door can remain open for 1 additional minute.
56-70	The door's damage threshold increases by 2.
71-80	The door's maximum number of charges increases by 1. The door regains a number of expended charges daily at dawn equal to the nearest die type, rounded down (1d4 for 5 charges, 1d6 for 6 charges, etc.).
81-90	The door's Armor Class increases by 1.
91-95	The door has immunity to one additional type of damage (GM's choice).
96-00	The door can travel to one additional plane (GM's choice).

LESSER NEGATIVE QUIRKS

d8	Quirk
1	Each creature that steps through the door exits the other side soaking wet as if it just stepped out of a lake.
2	The first time a creature steps through the door each day, it decreases in size by 10 percent. This effect lasts until the creature is targeted by the <i>remove curse</i> spell or similar magic.
3	If a dangerous creature with an Intelligence of 4 or lower is within 100 feet of the destination, the door magically attracts the creature to come to the door.
4	Travel through the door is no longer instantaneous. Each creature that steps through the door arrives at the destination 10 minutes after it stepped through the door at the origin.
5	Stepping through the door causes vertigo and mild nausea. Each creature that steps through the door is poisoned for 1 minute.
6	The door makes noise, such as creaky hinges, a dinging bell, a trumpet blast, or similar loud sound, when it is opened, which is audible within 100 feet of the door at the origin and destination locations.
7	The door dampens sound for travelers. Each creature that steps through the door is deafened for 10 minutes.
8	The door brings misfortune on travelers. Each creature that steps through the door is affected by the <i>bane</i> spell for 1 hour.

LESSER POSITIVE QUIRKS

d8 Quirk

- 1 When you open the door, there is a 25 percent chance the door doesn't expend a charge.
- 2 Each time a creature steps through the door, it exits the other side clean, with freshly mended and laundered clothes, neatly trimmed hair, or similar signs of cleanliness.
- 3 If a dangerous creature with an Intelligence of 4 or lower is within 100 feet of the destination, the door magically repulses the creature, discouraging it from coming within 100 feet of the door.
- 4 Each creature that steps through the door can't be frightened for 1 hour.
- 5 Stepping through the door invigorates travelers. Each creature that steps through the door has advantage on attack rolls and ability checks for 1 minute.
- 6 Each creature that steps through the door becomes aesthetically pleasing to other creatures and has advantage on Charisma checks to interact socially with other creatures for 10 minutes.
- 7 The door becomes more accepting of new fragments. Any creature incorporating a fragment has advantage on the check.
- 8 The door brings fortune on travelers. Each creature that steps through the door is affected by the *bless* spell for 1 hour.

GREATER NEGATIVE QUIRKS

d6 Quirk

- 1 The door always arrives at a dangerous location within 1 mile of the desired destination, unless the desired destination is already dangerous.
- 2 Once opened, the door must remain open for its full duration.
- 3 Travel through the door is no longer instantaneous. Each creature that steps through the door arrives at the destination 1 hour after it stepped through the door at the origin. This quirk replaces the lesser negative quirk that also makes the door's travel no longer instantaneous, if the door has that quirk.
- 4 Each creature that steps through the door must make a Wisdom saving throw (DC equals 10 + the number of fragments in the door). On a failure, a creature arrives at the destination but is incapacitated for 1 minute.
- 5 When the door closes, it can't be reopened for 1 hour.
- 6 When you open the door, it expends 2 charges instead of 1.

GREATER POSITIVE QUIRKS

d6 Quirk

- 1 When you open the door, there is a 50 percent chance the door doesn't expend a charge. This quirk replaces the lesser positive quirk that also gives the door a chance to not expend a charge, if the door has that quirk.
- 2 If the destination location is dangerous, the door grows warm to the touch and is "stuck" for a moment when you try to open it, requiring you to pull or push a second time to open the door fully.
- 3 You no longer need a key to open the door. You must still use an action and expend a charge (or charges if the door has that quirk) to open the door. In addition, if the door has the Foulton's Key characteristic, the maximum number of Foulton Keys you can tie to the door increases to 4.
- 4 The door becomes more accepting of new fragments. The DC to incorporate a fragment reduces by 5.
- 5 The Fragment Power of the fragment you incorporated into the door when you received this quirk becomes more potent. The fragment's numerical power is doubled. For example, if the fragment's power increases the distance the door can travel by 100 miles, it increases that distance by 200 miles instead.
- 6 Each creature that steps through the door regains 2d6 hit points. When a creature regains hit points in this way, it can't regain hit points by stepping through the door again until it finishes a short or long rest.

GAUNTLETS OF THE ARCANE FIST

These golden gauntlets are covered with arcane, spiral symbols of pure silver.

Riggslet ('Riggs', for short) was a halfling wizard who traveled with the legendary Gax the Great for a time. The thing Riggs most hated about himself was his stature. Despite his considerable skill with magic, the little halfling's most profound wish was that he had been born big, strong, and physically powerful. Gax always told his friend that true strength comes from within, but Riggs continued to lament his physical weakness and size. Finally, when he could bear his friend's complaints no longer, Gax gave Riggs a wonderful gift—a pair of magnificent, enchanted gauntlets. When wearing the gauntlets, Riggs gained great strength and found his magic enhanced in wondrous ways.

In time, Gax and Riggs came to a small village near a high mountain pass. The people there welcomed the strangers, who happily remained in the village for many weeks.

Then, the giants attacked.

Gax and Riggs battled the giants and did everything they could to defend the village. Riggs used the power of his gauntlets to great effect, but in the end, he found it was his bravery and willingness to give his life to protect the villagers that truly won the day. Gax had been right—Riggs's true strength had indeed been inside him all along.

From then on, Riggs was known as Riggslet Giantsbane. Many years later, the brave halfling returned to the mountain village and retired, content to live out his days among the people he had protected years earlier. Riggs never had children, but he did take on an apprentice, a small girl with a gift for magic. It is believed that Riggs bestowed his magical gauntlets to his student on his deathbed, though the girl remained silent on the subject. She left the village a few days after her mentor's death to make her mark on the world. If she had Riggs's *gauntlets of the arcane fist* with her when she left, none can say.

Gauntlets of the Arcane Fist

Wondrous item, fabled (5th-level and higher properties require attunement)

While wearing these gauntlets, your Strength score is 19. The gauntlets have no effect on you if your Strength is already 19 or higher.

Empowered Fists (Requires Attunement). As your level increases, you gain the following benefits while wearing these gauntlets.

5th level. You are proficient with unarmed strikes, and your unarmed strike uses a d4 for damage. In addition, you have advantage on the first unarmed attack roll you make each turn. If you roll a 20 for the



attack roll, this property ceases to function until you roll a 1 or until you finish a short rest.

9th level. When you score a critical hit with an unarmed strike, the target must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone. In addition, you can use a bonus action to hit the gauntlets together to charge them with arcane energy for 1 minute. When you hit with an unarmed strike while the gauntlets are charged with arcane energy, the unarmed strike deals an extra 1d4 force damage. Once used, the gauntlets can't be charged with arcane energy again until the next dawn. Alternatively, you can use a bonus action to expend a spell slot of 1st level or higher to charge the gauntlets with arcane energy again.

13th level. Your unarmed strikes count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage. In addition, you can use an action to create a Large, translucent, gauntleted hand. This works like the *arcane hand* spell, except the duration is 10 minutes. You must still concentrate to maintain the spell. Your spellcasting ability for this spell is Strength. Once used, the gauntlets can't be used in this way again until the next dawn.

17th level. While charged with arcane energy, your unarmed strikes now deal an extra 2d4 force damage on a hit. In addition, when using the *arcane hand* property of the gauntlets, the damage from the clenched fist option increases to 8d8 and the damage from the grasping hand option increases to 6d6.

GOLDEN GRIFFON SHIELD

This kite shield has the image of a bronze griffon etched and embossed on its surface. The griffon glows with a soft, amber light.

Bronwyn was a ranger renowned for his pure heart, generous nature, and courageous defense of the natural world. His closest companion was his mount, a highly intelligent and fiercely loyal griffion with golden feathers.

One fateful autumn day, wyverns attacked Bronwyn and his griffion while the pair flew high above a barren plain. During the battle, Bronwyn's griffion suffered several poisonous stings. Weakened, the animal was unable to remain aloft. Bronwyn and the griffion plummeted to the rocky ground far below.

In a final, heroic act, the griffion twisted in midair so its body took the brunt of the impact. Although badly injured, Bronwyn survived the fall. His brave griffion did not. Wracked with grief and guilt, the ranger plucked a single golden feather from the dead griffion then buried his loyal mount there among the rocks where it died.

Bronwyn carried that golden feather with him for many months. Eventually, he had a magical shield crafted to honor his fallen friend. Bronwyn watched as the expert craftsman's hammer fell repeatedly on the new shield, giving it shape and form. Just as the last hammer blow fell, Bronwyn tossed the

feather onto the shield. The plumage vanished as the craftsman's hammer struck, as if the golden feather had somehow fused with the metal. At that moment, the sleek image of a griffion appeared on the shield's surface, glowing with a soft, amber light.

Bronwyn named the shield *Golden Griffion*. It was this shield he bore when he hunted and killed the wyverns that had slain his companion. Unfortunately, the fate of the shield is not known today.

Golden Griffion Shield

Armor (shield), fabled (5th-level and higher properties require attunement)

While wielding this shield, you can use an action to speak a command word, causing light to shine from the griffion on the shield. The shield sheds bright light in a 15-foot radius and dim light for an additional 15 feet. The light lasts until you use a bonus action to speak the command word again.

Griffion Rider (Requires Attunement). As your level increases, you gain the following benefits while wielding or holding this shield.

5th level. When you fall, you descend 60 feet per round and take no damage from falling.

9th level. You gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you are immune to the poisoned condition and have immunity to poison damage.

13th level. You now gain a +2 bonus to AC, instead of +1. This bonus is in addition to the shield's normal bonus to AC. In addition, you can use an action to transform the shield into a gold-feathered griffion for up to 3 hours. The griffion is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the griffion defends itself but takes no other actions. At the end of the duration, it transforms back into the *golden griffion shield*. It transforms back into the shield early if it drops to 0 hit points or if you use an action to speak the command word while touching it. Once used, this property can't be used again until the next dawn.

17th level. You now gain a +3 bonus to AC, instead of +2. This bonus is in addition to the shield's normal bonus to AC. In addition, you can use an action to call forth ghostly griffions to protect you. They fly around you to a distance of 15 feet for up to 10 minutes. You can designate any number of creatures you can see to be unaffected by these ghostly griffions. An affected creature's speed is halved in the area, and when the creature enters the area for the first time on a turn or starts its turn there, it must make a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Wisdom modifier). On a failed save, the creature takes 6d8 radiant damage. On a successful save, the creature takes half as much damage. You can't summon these ghostly griffions again until the next dawn.



GRINNING SKULL

This strange white skull is carved from a single piece of alabaster and is as large as a human head. Strange sigils and magical symbols are etched into the skull's forehead.

One of the first white necromancers, Althaghost, espoused true necromancy—the enlightened understanding of the mysterious connection between life, death, and unlife. His deep and profound understanding of life's eternal cycle—the necromantic triad—made him a potent healer as well as a powerful spellcaster.

Althaghost dwelled in a hilltop tower within a mist-shrouded realm suddenly infested with undead. The people lived in fear, for the undead ranks were inexplicably growing unchecked.

At last, Althaghost knew he had to restore the balance. He carved a gleaming skull from solid alabaster, and for many weeks worked his most powerful magic upon it.

The white necromancer used his strange skull to great effect, rooting out nests of vampires, eventually dragging the screaming vampire lord into the purifying light of the sun. He defeated a powerful spectre haunting a lonely road, and he even put a terrible lich to rest.

When the balance between life, death, and unlife had at last been restored, Althaghost returned to the solitude of his tower. One evening, just after sunset, a beautiful woman came to speak with him. She asked about his magical alabaster skull, which he admitted was secured elsewhere in the tower.

It was then that he noticed, for the first time, her deathly pale complexion. And her fangs.

Althaghost no longer protects the land. Rumors persist that his *grinning skull* lies in some forgotten crypt, a trophy for the vampire queen who ended the foolish white necromancer's life.

Grinning Skull

Wondrous item, fabled (5th-level and higher properties require attunement by a cleric, sorcerer, warlock, or wizard)

While holding this skull, you can use an action to speak a command word, causing light to shine from the sigils and symbols etched into the skull. The skull sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light lasts until you use a bonus action to speak the command word again. In addition, you can use an action to shrink the skull to the size of a marble for easy transport. None of the skull's properties function when it is this size, however. You can use a bonus action to return the skull to its normal size.

Necromancer's Boon (Requires Attunement). As your level increases, you gain the following benefits while holding the skull.



5th level. The skull has 5 charges. You can expend 1 of its charges as an action to cast the *protection from evil and good* (undead only) spell, using your spell save DC and spellcasting ability modifier. The skull regains 1d4 + 1 expended charges daily at dawn. In addition, you can use an action to cast the *detect evil and good* spell from the skull without using any charges, but the spell detects only undead.

9th level. Whenever you deal damage to an undead, it takes an extra 2d6 radiant damage. If the undead has 25 hit points or fewer after taking this damage, it must succeed on a Wisdom saving throw (using your spell save DC) or be destroyed.

13th level. The list of spells you can cast from the skull expands to include: *dispel evil and good* (undead only, 5 charges). In addition, if you fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, you can use your reaction to expend 1 of the skull's charges and turn the failed save into a successful one.

17th level. You can use an action to expend 1 of the skull's charges to emit a flash of golden light from the skull. Each undead within 30 feet of the skull that are neither good nor evil must make a Constitution saving throw (using your spell save DC), taking 6d6 radiant damage on a failed save, or half as much damage on a successful one. Evil undead take 8d6 radiant damage instead of 6d6.

HEALER'S HAND AMULET

This simple amulet has the raised image of an open hand within a circle upon it. The hand glows ever so slightly with a soft, golden light.

Jhana the healer was a study in contrast. She had the gift of powerful divine healing and unmatched abilities in natural healing. Jhana was also a warrior, skilled with weapons and trained in the art of war.



While there are many tales of Jhana efficiently dispatching enemies, even more tell of her tireless efforts to heal those that were in need, all in the name of the deity of life and healing.

On the eve of what was to be a terrible battle, Jhana was visited in dream by the voice of her deity. In the dream, she was told to heal as many of the wounded as possible in the coming battle, regardless of their allegiance. Jhana awoke instantly, her body bathed in sweat. Around her neck was a strange, yet wonderous amulet. Jhana recognized it at once as the divine hand of her deity!

The ensuing battle was one of the most brutal in history. When it was over, Jhana stood amid the sea of bodies and listened to the cries of the wounded. The magnitude of death was overwhelming. Bloodied and exhausted, Jhana moved among the bodies, healing every soul she could. As she went about her divinely appointed task, the hand upon her amulet glowed brightly. Jhana could feel her deity within her as the healing magic flowed through her hands.

From that day forward, Jhana dedicated herself entirely to her deity. Although she continued to carry weapons, she used them only as a last resort. She spent the remainder of her days helping others and spreading messages of life and healing.

Jhana's amulet is thought to be buried with her, though none know the location of her marble tomb.

Healer's Hand Amulet

Wondrous item, fabled (5th-level and higher properties require attunement by a cleric of non-evil alignment)

While wearing this amulet, you can cast the *spare the dying* cantrip from it at will.

Healer's Helper (Requires Attunement). As your level increases, you gain the following benefits while wearing the amulet.

5th level. You can use Channel Divinity one additional time between rests. In addition, when you cast a spell that restores hit points and roll a 1 on the die, you can reroll the die. You must use the new roll, even if the new roll is a 1.

9th Level. By praying with up to two creatures for 1 minute, you can magically bind the creatures to you. Whenever you use a spell of 1st level or higher that restores hit points to a bound creature, the spell's range is doubled. If the spell's range is normally Touch, it is 30 feet if the target is a bound creature. You don't have to see or hear a bound creature to restore hit points to it.

13th Level. You can now bind yourself to up to three creatures, instead of two. In addition, when you cast a spell that restores hit points to a target that is below half its hit point maximum, you roll 1 additional die. For example, if you cast *healing word* using a 1st-level slot on a creature that is below half its hit point maximum, you restore 2d4 hit points instead of 1d4.

17th Level. You can now bind yourself to up to four creatures, instead of three, and you can bind to creatures as an action, instead of as a 1-minute prayer. In addition, when you use a spell of 1st level or higher to restore hit points to a bound creature, the creature regains additional hit points equal to your level (minimum of 1).

HELM OF VELAMISH

This impressive great helm is trimmed with ornate gold filigree. Bold images of wings are etched into each side.

Perhaps no paladin was more famous or more beloved by the people than Sir Velamish. A warrior of humble beginnings, Velamish grew to become one of the land's most valiant crusaders against evil.

Many brave and glorious deeds are attributed to the great paladin. He even single-handedly saved an aged cleric from the very jaws of the ancient red dragon Balmortigyrn.

In time, however, death must come to all mortals, even those as brave and valiant as Sir Velamish, whose death came at the hands of a vile pit fiend. Velamish and the



pit fiend had been locked in combat for hours on a barren field just outside a city which the paladin was sworn to protect. Though terribly wounded himself, the paladin prepared to deliver the killing blow to the mortally wounded pit fiend. Before Velamish's blade could bite into the evil creature's flesh, however, it unleashed a violent ball of flame which engulfed them both.

When the flames finally died out, both Velamish and the pit fiend were gone. All that remained on the barren ground was Sir Velamish's dented helm.

The people wept in sadness and gratitude at Sir Velamish's sacrifice. Lifting their eyes to the heavens, they gave thanks to the gods of good.

Then, a miracle occurred. A blinding flash emanated from the helm. When their sight returned, the people marveled. Sir Velamish's helm was no longer damaged! It had been returned to pristine condition!

The city's elderly high priest lifted the helm above his head and vowed to all those present that it would be forever a symbol of sacrifice and valor in the unending crusade against evil. The helm was given a place of honor in the city's cathedral, where it remained for decades, until the city was sacked by foreign invaders.

The current whereabouts of the *helm of Velamish* are unknown.

Helm of Velamish

Wondrous item, fabled (5th-level and higher properties require attunement by a paladin of good alignment)

While wearing this helm, you have advantage on initiative rolls.

Fiend Bane (Requires Attunement). As your level increases, you gain the following benefits while wearing this helm.

5th level. You can cast the *protection from evil and good* spell on yourself as a bonus action at will, but the spell affects only fiends.

9th level. You have resistance to fire damage.

13th level. As an action, you can cause the helm to emit a flash of bright light. Each evil creature within 60 feet of you must make a DC 17 Wisdom saving throw, taking 7d6 radiant damage on a failed save, or half as much damage on a successful one. Fiends have disadvantage on this saving throw. Once used, the helm can't be used in this way again until the next dawn.

17th level. You can use an action to imbue a sword you are holding with divine power for 10 minutes. While imbued with divine power, the sword emits an aura in a 10-foot radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. In addition, you gain a +3 bonus to attack

and damage rolls made with the magic sword, and, when you hit a fiend with it, the fiend takes an extra 2d10 radiant damage. The sword immediately loses the divine power if wielded by anyone but you. Once used, you can't imbue a sword with divine power again until the next dawn.

KELGROR'S HAMMER

This warhammer has a shimmering, almost translucent quality. The image of an anvil is etched into each side.

Kelgror was a legendary dwarven smith. He was renowned for the beautiful arms and armor he created. Great kings and mighty warriors came from all over the land in the hopes that Kelgror would craft for them.

Near the end of the famous smith's life, Kelgror began his greatest masterpiece—a mighty hammer. Kelgror worked day and night, lovingly pouring every ounce of skill and energy he had into the weapon's creation. For many months, the aging dwarf worked, never quite satisfied with the hammer. Feeling his health beginning to fail, old Kelgror knelt at his anvil and prayed to the gods.

"Do not take me until I have finished my work!" he cried. The gods heard his prayer, for Kelgror lived on.

At last, after many more months of toil, Kelgror finally wiped his wrinkled brow and admired the hammer. The old dwarf smiled. It was truly his greatest achievement.

The old dwarf's pride was tinged with regret, for he would never wield the hammer in glorious battle. With these final feelings of pride and regret in his heart, Kelgror, the great dwarven smith, died.

As Kelgror had wished, his hammer was passed from one great dwarven warrior to another. Many who have wielded it report feeling the spirit of Kelgror was with them, sharing in every great deed. Some even say Kelgror's voice whispers to them when they hold the hammer...

Kelgror's Hammer

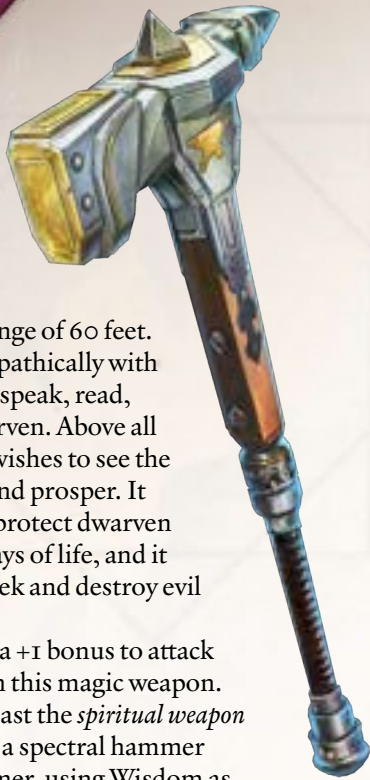
Weapon (warhammer), fabled (5th-level and higher properties require attunement)

While this warhammer is on your person, you have proficiency with smith's tools.

Dwarf Friend (Requires Attunement). As your level increases, you gain the following benefits while wielding this hammer.

5th level. You can use an action to cast the *speak with dead* spell from the hammer. If the target is a dwarf, it must give you a truthful answer, even if it recognizes you as an enemy. Once used, the hammer can't be used in this way again until the next dawn.

In addition, Kelgror's spirit awakens within the hammer, and the hammer becomes a sentient



neutral good warhammer with an Intelligence of 11, a Wisdom of 15, and a Charisma of 13. It has hearing and darkvision out to a range of 60 feet. It communicates telepathically with its wielder, and it can speak, read, and understand Dwarven. Above all else, Kelgror's spirit wishes to see the dwarven race thrive and prosper. It pushes its wielder to protect dwarven lives, cultures, and ways of life, and it urges its wielder to seek and destroy evil giants.

9th level. You gain a +1 bonus to attack and damage rolls with this magic weapon. In addition, you can cast the *spiritual weapon* spell from it to create a spectral hammer resembling this hammer, using Wisdom as your spellcasting ability. Once used, the hammer can't be used in this way again until the next dawn.

13th level. You now gain a +2 bonus to attack and damage rolls with this hammer, instead of +1. In addition, the hammer gains the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit a creature with a ranged attack using this weapon, it deals an extra 1d8 bludgeoning damage. If the target is a giant, the weapon deals an extra 2d8 bludgeoning damage instead. Immediately after the attack, the hammer flies back to your hand.

17th level. You now gain a +3 bonus to attack and damage rolls with this hammer, instead of +2. In addition, you can use an action to cast the *etherealness* spell from the hammer. The spell lasts for 10 minutes or until you use an action to end the spell. Once used, the hammer can't be used in this way again until the next dawn.

MAGE HUNTER'S ARMOR

This elaborate gold breastplate is backed with supple leather. Elaborate magical runes and symbols are worked prominently into the metal.

Ventu the Tall was responsible for one of the most infamous events in history. Ventu was a follower of a fringe religious order which believed all the world's ills stemmed from magic not granted by a deity. The order claimed that wizards, sorcerers, and their ilk were to blame for all the evil in the land as that magic was tainted by human hands rather than gifted by divine ones.

Lord Ventu held tremendous sway in the kingdom, and he brought that considerable power to bear on his self-appointed mission of wiping out every last

practitioner of magic in the land who wielded magic without the blessing of a deity.

Thus began the *Purge Arcana*.

To carry out the *Purge Arcana*, Ventu needed loyal warriors who could seek out and destroy practitioners of the arcane arts. To this end, he assembled a squad of like-minded zealots, and he outfitted them with breastplates enchanted by priests of his deity to neutralize magic and aid in killing those that wielded it.

For years, Ventu's Mage Hunters scoured his kingdom, killing anyone who dared to practice magic. It was a dark and dangerous time, filled with fear and paranoia. Over time, Ventu grew increasingly paranoid, and his actions became more and more bizarre. Eventually, he decided that even his own Mage Hunters had become tainted by prolonged contact with the very magic that they were tasked to destroy. He summoned his most loyal soldiers and ordered them to round up and murder the Mage Hunters. For the Mage Hunters, it was the final straw. Many fled the kingdom in fear, but a few banded together and stormed Ventu's fortress. They killed the mad zealot then looked on his lifeless body in shocked disbelief. The Mage Hunters were appalled at what they had done, but they were even more appalled at what had transpired in the kingdom. It was as if Ventu had woven a spell on everyone and, now that he was dead, the spell was broken. The Mage Hunters disbanded. Most renounced what they had done and destroyed their magical breastplates. Most, but not all...



Mage Hunter's Armor

Armor (breastplate), fabled (5th-level and higher properties require attunement)

When a creature within 5 feet of you casts a spell while you are wearing this armor, you can use a reaction to make one melee weapon attack against that creature.

Mage Hunter (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th level. When you fail a saving throw against a spell that targets only you, you can use your reaction to succeed on that saving throw instead. Once used, the armor can't be used in this way again until the next dawn.

9th level. You gain a +1 bonus to AC, and you can now use this armor's 5th-level property up to two times before the next dawn. In addition, you have advantage on saving throws against spells that target only you.

13th level. You now gain a +2 bonus to AC, instead of +1, and you can now use this armor's 5th-level property up to three times before the next dawn. In addition, you have advantage on saving throws against all spells.

17th level. You now gain a +3 bonus to AC, instead of +2. In addition, if you roll a 20 on a saving throw against a spell that targets only you and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

MARKUM'S GLAIVE

The shaft of this glaive is made from a single, long piece of driftwood. The head is forged from mithril with a stylized sea horse etched into each side.

Lord Markum loved standing on the battlements of his keep by the sea. One morning, Lord Makum noticed the bruised body of a mermaid lying on the rocks below. He hurried down and discovered she was unconscious but alive. Markum gently carried her into the keep and did what he could for her until the healers arrived. When the beautiful mermaid's eyes finally fluttered open, Lord Markum fell deeply and hopelessly in love.

The mermaid explained that her people were suffering relentless attacks from a tribe of sahuagin. The mermaid had been wounded during the last raid and had washed upon the rocks near Lord Markum's keep.

Markum was desperate to help. He was a powerful warrior, but he could not simply hold his breath and wade into the sea with his plate mail and great sword. He called for his oldest and most trusted advisor, the wizard Pelgroth. Together, Markum, a skilled weapon smith, and Pelgroth, an accomplished magic crafter, set out to even the odds.

The result was a mighty glaive enchanted with powerful water magic. Markum lifted the great weapon and felt the power of the sea rise inside him.

They swam at once into the deep until they came to the merfolk's glittering, coral city. When the next raid occurred, Markum battled the sahuagin relentlessly and rallied the merfolk warriors, pressing on until every sahuagin was slain.

Now a hero to the merfolk, Markum and the mermaid were soon married. From that day onward, Lord Markum fought alongside the merfolk, until the terrible day he was slain by a powerful four-armed sahuagin, who took *Markum's glaive* as a battle trophy. It's said that sahuagin still has it to this day.



Markum's Glaive

Weapon (glaive), fabled (5th-level and higher properties require attunement)

While wielding this glaive, you can use an action to cast the *dominate beast* spell (save DC 15) from it on a beast that has an innate swimming speed. Once used, the glaive can't be used in this way again until the next dawn.

Seafarer (Requires Attunement). As your level increases, you gain the following benefits while wielding the glaive.

5th level. You can breathe underwater, and you have a swimming speed of 60 feet. In addition, you have resistance to cold damage, and you and anything you are wearing or carrying can tolerate temperatures as low as -50 degrees Fahrenheit.

9th level. You gain a +1 bonus to attack and damage rolls with this magic weapon. In addition, you can use an action to cast the *water breathing* spell from the glaive. Once used, the glaive can't be used in this way again until the next dawn.

13th level. You gain a +2 bonus to attack and damage rolls with this glaive, instead of +1. In addition, when you hit an evil humanoid that has an innate swimming speed, such as a sahuagin, with this glaive, the humanoid takes an extra 2d6 slashing damage.

17th level. You gain a +3 bonus to attack and damage rolls with this glaive, instead of +2. In addition, you can now cast the *dominate beast* spell (save DC 17) from the glaive at will on a beast that has an innate swimming speed. You can have only one beast dominated at a time. If you dominate another, the spell on the previous target ends.

MATCHED BLADES OF THE ETERNAL FEUDALISTS

This matched set of dueling swords exude wealth and expert craftsmanship. Songbirds decorate the blade of one sword, while a rising sun gleams on the blade of the other.

Over two centuries ago, two young, wealthy aristocrats agreed to a duel over a matter so trivial, it has long since been forgotten. The two men, Sir Clive Dumfry and Lord Ivor Arron, had vast wealth and properties, but both fancied themselves the finest duelist in the world. When they fought, it was as celebrities.

However, so perfectly matched were they that their duel ended in a draw. Then a rematch. And re-rematch. And so it continued for decades, until each man's skill and senses began to fail. At that

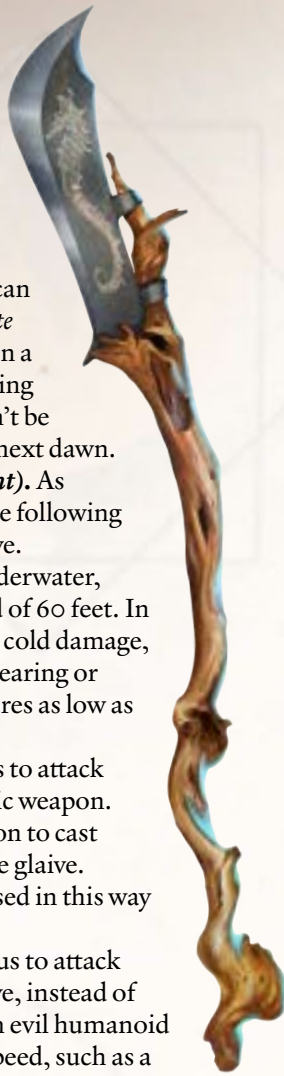
point, caring about nothing but the duel, each commissioned a particular sword to overcome their fading senses; Sir Clive's hearing loss, and Lord Ivor's dimming eyesight. Sir Clive was convinced he could duel if he could but *hear* the blows land and blocks asserted. Lord Ivor knew he could duel if he could but *see* the clash of blades.

Legend has it that they didn't really *want* to kill each other, but in the end, old age came for them both, leaving their weapons to fate.

Matched Blades of the Eternal Feudalists

Weapon (scimitar), fabled (5th-level and higher properties require attunement)

These paired scimitars are each named and engraved with unique symbols. The blade engraved with songbirds is a magic sword known as *Clive's cacophony*, and the blade engraved with a rising sun is a magic sword known as *Ivor's illumination*. When you hit a target with *Clive's cacophony*, the target takes an extra 1d4 thunder damage as the blade produces a clang, scrape, or other sound of metal-on-metal, like those made when blades clash. When you hit a target with *Ivor's illumination*, the target takes an extra 1d4 radiant damage as the blade produces small sparks and flashes, like those made when blades clash.



Matched Blades (Requires Attunement). You must have both *Clive's cacophony* and *Ivor's illumination* to attune to the weapons. You attune to the two swords as if they were one item. As your level increases, you gain the following benefits while wielding these swords.

5th level. When you roll a 20 on an attack roll made with either weapon, the target is deafened (*Clive's cacophony*) or blinded (*Ivor's illumination*) for 1 minute. A blinded or deafened creature can make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) at the end of each of its turns, ending the condition on itself on a success. In addition, you have advantage on saving throws against being blinded or deafened.

9th level. The extra thunder and radiant damage you deal with each sword increases to 2d6.

13th level. When you roll a 20 on an attack roll made with either weapon, each creature within 10 feet of the target is also deafened (*Clive's cacophony*) or blinded (*Ivor's illumination*) for 1 minute. A blinded or deafened creature can make a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) at the end of each of its turns, ending the condition on itself on a success. In addition, you have immunity to the blinded and deafened conditions.

17th level. When you hit a target with either weapon, the target must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or be deafened (*Clive's cacophony*) or blinded (*Ivor's illumination*) for 1 minute. In addition, when you roll a 20 on an attack roll made with either weapon against a target that is already deafened or blinded, the target becomes blinded and deafened permanently. This blindness and deafness can be ended only by a *heal* or *wish* spell.

OAK HEART FIGURINE

This dense, charred wooden figurine smells slightly of smoke. It has been carved into the highly detailed likeness of a treant.

The druid Ruatha lived long ago in a deep forest near a wide stream at the base of a large hillock. He had been raised by an ancient treant known as Oak Heart. The treant was teacher, mentor, friend, and protector to the young druid—together, the two tended the forest and all that lived within it.

Late one night, a sudden storm crashed across the sky. Ruatha watched as lightning lit up the night sky. Seconds later, he saw a flickering, yellow-orange haze in the distance then a cloud of smoke.

Forest fire!



Ruatha rushed through the forest, shouting for the animals to run toward the safety of the stream. Ruatha could hear the deep, rumbling voice of Oak Heart in the distance, rousing the trees of the forest.

Through the confusion and smoke, panicked forest animals ran from the flames, and trees lumbered past Ruatha. After what seemed a lifetime, the singed and soot-covered druid finally dropped to his knees on the far side of the stream. Glancing around quickly, the exhausted druid was relieved to see that most of the forest animals had made it to safety, as had many of the trees. They were already re-rooting themselves into the ground and becoming still again. Coughing uncontrollably, the exhausted young druid collapsed on the ground.

Ruatha's eyes flickered open. It was dawn and the storm was over. On the far side of the stream, Ruatha could see the devastation left behind by the forest fire. As far as the eye could see, the ground was black and burned.

Ruatha noticed a large, still shape in the distance, near a group of smoldering tree trunks. His heart sank—it was Oak Heart. The druid transformed into a hawk and soared to his friend. Oak Heart was dead, his bark blackened and charred. The ancient treant had died trying to save every last tree he could.

Devastated, Ruatha slowly cut into the burned remains of his friend and carefully removed the heartwood. He fashioned the wood into the likeness of his friend and mentor and carried it with him for the remainder of his days.

Oak Heart Figurine

Wondrous item, fabled (5th-level and higher properties require attunement)

While holding the pocket-sized figurine, you can cast the *druidcraft* spell from it at will.

Forest Keeper (Requires Attunement). As your level increases, you gain the following benefits while holding the figurine.

5th level. You have resistance to fire damage. In addition, you can use an action to cast the *barkskin* spell from it but can target only yourself when you do so. Once used, the figurine can't be used in this way again until the next dawn.

9th level. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes an awakened tree with resistance to fire damage, instead of vulnerability to it. If the space where the tree would appear is occupied by other creatures or objects, or if there isn't enough space for the tree, the figurine doesn't become a tree. The tree is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the tree defends itself but takes no other actions. It lasts for up to 6 hours. At the end of the duration, it reverts to its figurine form. It reverts 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 has been used to become an awakened tree, the figurine can't be used in this way again until 3 days have passed.

13th Level. You can use an action to cast the *tree stride* spell from the figurine. Once used, the figurine can't be used in this way again until the next dawn.

17th level. When you use the figurine's 9th-level property, the figurine now becomes a treant instead of an awakened tree. In addition, the treant has resistance to fire damage, instead of vulnerability to it.

RAURRICK'S AXE

This exquisitely crafted greataxe is perfectly balanced. An anvil is etched into each side of the blade.

According to dwarven legend, Raurrick Thane was a warrior whose skill with the greataxe was so extraordinary no one was ever able to best him.

Late in his life, Raurrick heard the call of the gods and became a warrior-priest. Instead of retiring his greataxe for a holy symbol, Raurrick placed his axe upon the altar and knelt in prayer for twelve days and nights. At dawn of the thirteenth day, the symbol of an anvil magically appeared, etched into the greataxe's blade, and flared with the intense red glow of a forge. Raurrick knew the gods had blessed his beloved weapon, turning his beloved greataxe into a holy symbol.

Raurrick carried his sacred greataxe into countless battles, both military and spiritual. When his son was born many years later, Raurrick vowed to pass his axe on to the young dwarf when he came of age.

Sadly, Raurrick did not live long enough to see that vow through. He died fighting off a force of invading hobgoblins and ogres. Those who survived the battle reported witnessing an ogre chieftain dragging Raurrick's body and his axe into one of the deep tunnels from which they had come.

Raurrick's Axe

Weapon (greataxe), fabled (5th-level and higher properties require attunement by a creature of good alignment)

While wielding this axe, you have proficiency in the Religion skill.

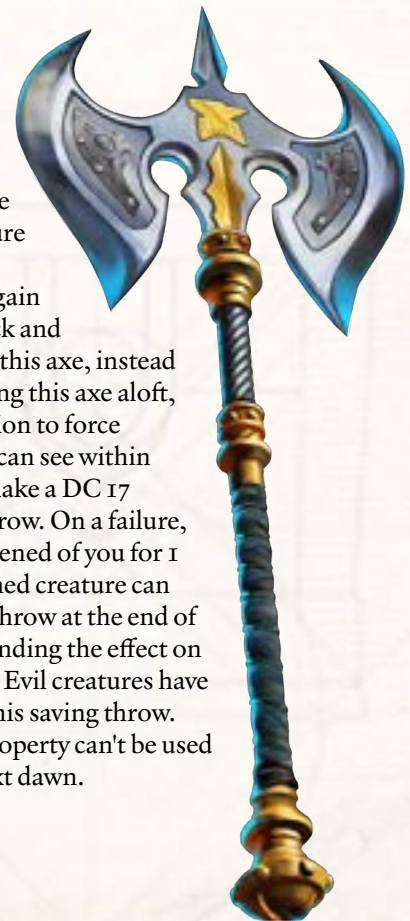
Holy Enforcer (Requires Attunement). As your level increases, you gain the following benefits while wielding this axe.

5th level. When you hit with an attack using this magic axe, the target takes an extra 1d8 radiant damage.

9th level. You gain a +1 bonus to attack and damage rolls with this magic weapon. In addition, if you score a critical with this axe, you roll the damage dice three times, instead of twice.

13th level. You gain a +2 bonus to attack and damage rolls with this axe, instead of +1. When you use the Attack action with this axe and hit an evil creature, you can make one additional attack with this axe against that creature as a bonus action.

17th level. You gain a +3 bonus to attack and damage rolls with this axe, instead of +2. While holding this axe aloft, you can use an action to force each creature you can see within 30 feet of you to make a DC 17 Wisdom saving throw. On a failure, a creature is frightened of you for 1 minute. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Evil creatures have disadvantage on this saving throw. Once used, this property can't be used again until the next dawn.



RED BULETTE'S HIDE

This strange hide armor is stained a deep red color. A fin-like dorsal plate rises between the shoulders.

Korgg was a mighty half-orc barbarian, who craved combat. The more difficult the odds, the better, and he, especially, lived for one-on-one combat. Often, Korgg would throw down his greataxe when facing a single foe and rush head-long into battle. Most such battles ended with the mighty Korgg literally tearing his opponent apart with his bare hands.

One of Korgg's greatest battles was with a fearsome bulette. Korgg was tasked with vanquishing the strange creature, who had been rampaging the area and terrifying the populace.

The half-orc found the bulette in a cave. Korgg marveled at the strange creature's thick, red hide. Then, with a deafening cry of ferocious rage, Korgg rushed into the cave and attacked the bulette. The battle lasted for what seemed an eternity. Finally, with an explosion of power, Korgg snapped the huge creature's neck with his bare hands, killing it at last. The creature's blood washed over them both, staining the creature's hide a deeper red.

Korgg dragged the bulette's body back to town and into the square, where he loudly declared his victory to all who would hear him. In lieu of his promised payment, he instructed the most skilled armorer he could find to strip the hide from the bulette's body and craft a suit of armor worthy of Korgg and his great victory.

When Korgg donned his impressive new armor, the half-orc felt a rush of primal power, as if the soul of the bulette had entered his body.

Korgg wore his armor on countless adventures and battles. The mere sight of the mighty half-orc in his *red bulette's hide* was often enough to frighten most opponents into submission before a single axe blow had fallen.

None can say with certainty what finally became of the mighty barbarian or his red armor. There are those who believe the famous armor sits in the bulette's original cave, Korgg having gone there for his final rest. Many have searched for the cave in hopes of finding Korgg's armor, but so far, no one has been able to find it.



Red Bulette's Hide

Armor (hide), fabled
(5th-level and higher properties require attunement)

While wearing this armor, you can cast the *jump* spell from it at will, but you can target only yourself when you do so.

Strength of the Bulette (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th level. If you jump at least 15 feet as part of your movement, you can then use an action to land in a space that contains a creature of your size or smaller. The creature must succeed on a Strength saving throw (DC equal to 8 + your proficiency bonus + your Strength modifier) or be knocked prone. On a successful save, the creature isn't knocked prone and is pushed 5 feet out of your space into an unoccupied space of its choice. If no unoccupied space is within range, the creature instead falls prone in your space. You can then make one melee weapon attack against the prone target as a bonus action.

9th level. You gain a +1 bonus to AC, and you gain a burrowing speed of 10 feet. In addition, when you use the 5th-level property of this armor, you can now land in a space that contains a creature up to one size larger than you.

13th level. You now gain a +2 bonus to AC, instead of +1, and your burrowing speed increases to 20 feet, instead of 10.

17th level. You now gain a +3 bonus to AC, instead of +2, and your burrowing speed increases to 40 feet, instead of 20. In addition, you gain tremorsense out to a range of 30 feet.

SACRED MOUNTAIN ARMOR

This armor consists of hundreds of small, interlocking pieces of steel shaped to resemble an ancient symbol for the word “mountain.” The mail is riveted to a leather backing and is worn like a mail coat which covers the torso, shoulders, and thighs.

Emperor Shin ruled a vast empire from his magnificent capital city at the foot of a sacred mountain. The Emperor was protected by the Order of the Sacred Mountain, a force of eleven elite, hand-picked warrior-monks.

When each initiate first entered the Order, he or she received a special suit of *sacred mountain armor*, which the initiate then carried, alone, up the slopes of the Sacred Mountain to the shrine at the mountain’s summit. Once there, the monk placed the armor on the altar and knelt in prayer throughout the night. At dawn, the warrior donned the *sacred mountain armor*, now blessed by the spirit of the mountain itself, and descended the slopes as a full member of the Order.

Many years into the Emperor’s reign, the capital was besieged by a powerful ogre mage called Ukani-sago, who led a force of ogres and orcs. Ukani-sago vowed to cut off the Emperor’s head and parade it among his troops on a spear.

The ogre mage and his forces swarmed the capital city, killing and burning everyone and everything in their path. The Emperor’s soldiers fought valiantly, but were soon overwhelmed, and the ogre horde surrounded the Emperor’s palace.

Hopelessly outnumbered, the Order of the Sacred Mountain prepared to make their last stand. They drew up defensive positions in the inner courtyard and formed a circle around Emperor Shin.

The warrior-monks fought with honor and valor. One by one, however, they were slaughtered—the odds against them were simply too great.

True to his word, Ukani-sago raised Emperor Shin’s head high upon his spear and roared in triumph.

The bodies of the slain warrior-monks were stripped of their *sacred mountain armor*. Most of the armor was destroyed, but a few suits were carried off as war prizes. Some say Ukani-sago even claimed the most powerful set of *sacred mountain armor* for himself...

Sacred Mountain Armor

Armor (scale mail), fabled (5th-level and higher properties require attunement)

While wearing this armor, you have advantage on Wisdom (Survival) checks when in rocky or mountainous terrain.

Mountain’s Blessing (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.



5th level. Difficult terrain composed of rubble, rocks, or similar mountainous terrain doesn’t cost you extra movement. In addition, if an effect moves you against your will along rocky or mountainous ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

9th level. You gain a +1 bonus to AC. In addition, you can use an action to speak the command word and cause your flesh to become stony and craggy. This effect works like the *stoneskin* spell, except you don’t have to maintain concentration, and it lasts 1 hour. The effect ends early if you remove the armor or if you use an action to speak the command word again. Once used, the armor can’t be used in this way again until the next dawn.

13th level. You now gain a +2 bonus to AC, instead of +1. In addition, you have resistance to nonmagical bludgeoning, piercing, and slashing damage when in rocky or mountainous terrain.

17th level. You now gain a +3 bonus to AC, instead of +2. In addition, you can use an action to make yourself immune to nonmagical bludgeoning, piercing, and slashing damage for 10 minutes or until you are no longer wearing this armor. For the duration, you can’t be moved against your will in rocky or mountainous terrain. Once used, this property can’t be used again until the next dawn.

SCORPION STING SCIMITAR

This scimitar has a gleaming blade of remarkable workmanship. The pommel is set with a large ruby.

Long ago, in a far-off desert kingdom, the Scorpion Padishah ruled from a gleaming city near a vast oasis. The Padishah commanded a small but loyal army, dedicated to protecting the city from raiders and nomads who roamed the surrounding desert. Leading this army were elite warriors known as the Seven Scorpions. Each of these warriors was said to be the equal of ten normal men, and each was sworn to protect the city and the Padishah with their lives.

Each of the Seven Scorpions carried a golden scimitar. These mystical swords were said to have been forged by genies many centuries ago and could cleave through solid rock.

Possessing a *scorpion sting scimitar* was the highest accolade one could receive within the desert kingdoms. If a scorpion warrior fell in battle, one of their fellows was honor-bound to recover the fallen warrior's scimitar and return it to the Padishah. The Padishah would then bestow it on a worthy successor.

Eventually, the Padishah's city was claimed by the sands of time, and it is unknown what became of the seven *scorpion sting scimitars*. One is thought to currently be in the possession of a wicked desert sultan; another is rumored to be part of an Efreeti's personal hoard. At least two of the scimitars are thought to have been destroyed long ago. As for the whereabouts of the others, none can say with certainty.

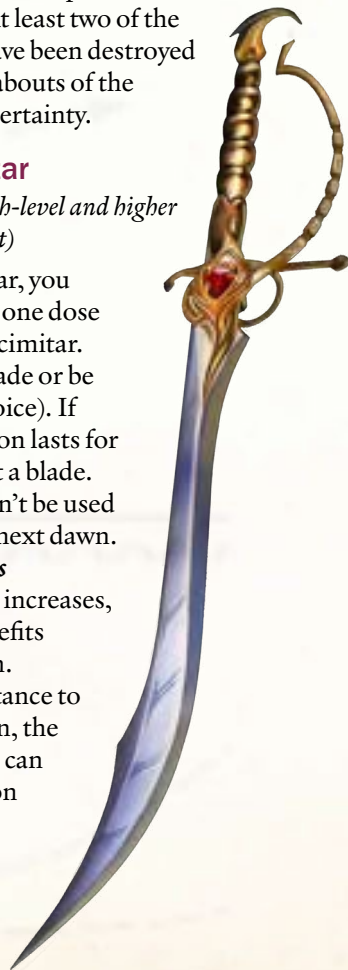
Scorpion Sting Scimitar

Weapon (scimitar), fabled (5th-level and higher properties require attunement)

While wielding this scimitar, you can use an action to create one dose of basic poison from this scimitar. The poison can coat the blade or be collected in a vial (your choice). If collected in a vial, the poison lasts for 1 hour or until used to coat a blade. Once used, the scimitar can't be used in this way again until the next dawn.

Poisoned Blade (Requires Attunement). As your level increases, you gain the following benefits while wielding this weapon.

5th level. You have resistance to poison damage. In addition, the scimitar has 3 charges. You can expend 1 charge as an action to coat the blade in an oily, green poison that remains



for 1 minute or until an attack using this scimitar hits a creature. That creature must succeed on a Constitution saving throw (DC equal to 8 + your proficiency bonus + your Dexterity modifier) or take 2d4 poison damage. The scimitar regains all expended charges daily at dawn.

9th level. You gain a +1 bonus to attack and damage rolls with this magic weapon, and the scimitar now has 5 charges, instead of 3. In addition, poison created by this scimitar ignores resistance to poison damage.

13th level. You gain a +2 bonus to attack and damage rolls with this scimitar, instead of +1. In addition, when you deal poison damage to a creature, you can make one attack with this scimitar against that creature as a bonus action.

17th level. You gain a +3 bonus to attack and damage rolls with this scimitar, instead of +2. In addition, you can expend 2 charges as an action to create one dose of any contact or injury poison. The poison can coat the blade for 1 minute or be collected in a vial (your choice). If collected in a vial, the poison lasts for 8 hours or until used to coat a blade.

SOVEREIGN'S SCEPTER

This golden scepter is topped by an impressive lion's head with ruby eyes.

Owain was a great king who viewed his role as Protector of the Realm as a sacred pact between himself and his people. King Owain, often called The Lion, personified all the qualities desired in a sovereign. He was intelligent and wise, good and kind, strong and just.

Owain went to great lengths to ensure the safety, prosperity, and well-being of his people. He believed all people, regardless of their station in life, deserved to be treated fairly and equally. He codified the realm's first set of laws, and he even specified that no one, not even a king, was above the law. The reign of King Owain the Lion was truly a golden age.

On the anniversary of Owain's 30th year on the throne, his lords commissioned a magnificent golden scepter to commemorate the king's long and just reign. Royal wizards and high clerics of the realm bestowed powerful protective magic upon the scepter, which was then presented to the appreciative king.

By the time King Owain had reached his seventieth year, he was in failing health. The King transferred power to his young son, Prince Tarrgrin, during a solemn ceremony in which he formally turned over his *sovereign's scepter* to the young prince. Less than a year later, the great king, the Protector of the Realm, died peacefully in his sleep.

The people had hoped that Owain's son would be as wise, strong, and just as his father had been. Alas, it was not to be. Although Tarrgrin tried to live up to

his father's example, he was in truth but a shadow of the ruler King Owain had been.

Within a few years, most of the lords were in open rebellion.

Bitter, furious, and increasingly paranoid, Tarrgrin rejected his father's laws and swiftly imprisoned anyone suspected of treason. The kingdom was soon ripped apart by a bloody civil war.

Eventually, the capital city was taken. King Tarrgrin was captured and beheaded, and in the chaos that followed, the *sovereign's scepter* disappeared. Perhaps it was taken by one of the lords; perhaps it was accidentally destroyed. There are many that believe someone loyal to King Owain's memory took the scepter and hid it away. Rumors say that, when someone truly worthy of Owain's ideals comes forward, the *sovereign's scepter* will be found once again.

Sovereign's Scepter

Rod, fabled (5th-level and higher properties require attunement by a creature of good alignment)

While holding this scepter, a critical hit against you becomes a normal hit. Once triggered, this property can't be triggered again until the next dawn.

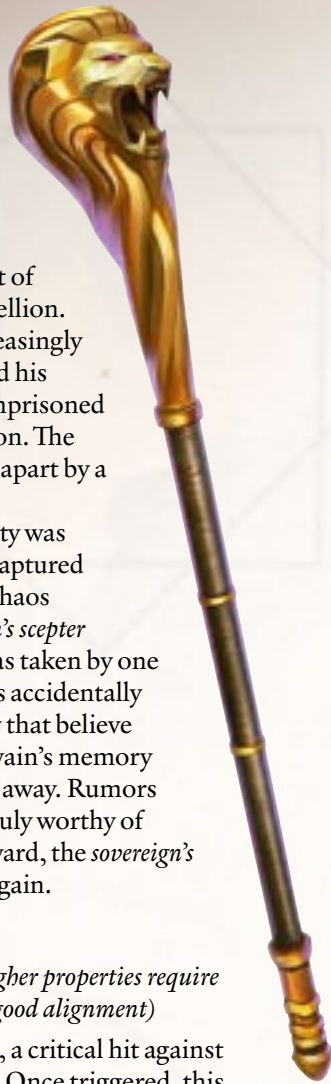
Sovereign's Protection (Requires Attunement). As your level increases, you gain the following benefits while holding or carrying the scepter.

5th level. You have advantage on saving throws against spells. In addition, you are immune to magic that allows other creatures to read your thoughts or determine whether you are lying, and creatures can telepathically communicate with you only if you allow it.

9th level. You gain a +1 bonus to AC, and you stabilize whenever you are dying at the start of your turn. In addition, you can use an action to press one of the ruby eye buttons on the scepter's lion head. For 1 minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. You can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden as well as those in plain sight. The scepter's lion head has two ruby eye buttons.

Once pressed, a ruby eye button becomes inactive and can't be pressed again until the next dawn or until you recharge it with the scepter's 13th level feature.

13th level. You now gain a +2 bonus to AC, instead of +1. When a creature you can see within 60 feet of you casts a spell that targets only you, you can use a



reaction to counter the spell. If the spell is of 4th level or lower, the spell fails and has no effect as the lion's mouth opens and consumes the spell's magic. Then, all inactive ruby eye buttons become active and can be pressed again. You can counter a spell with this feature only if at least one ruby eye button has already been pressed and is inactive.

17th level. You now gain a +3 bonus to AC, instead of +2. When you use your reaction to counter a spell, you can now counter a spell of up to 7th level. In addition, if both ruby eye buttons are active and can be pressed, you can use an action to press both buttons and force the lion's head to roar. Each creature of your choice within 60 feet of you must succeed on a DC 17 Constitution saving throw or be deafened for 1 minute. A deafened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. All active ruby eye buttons then become inactive and can't be pressed again until the next dawn or until you recharge them with the scepter's 13th level feature.

TRICKSTER'S BOOTS

These soft, black leather boots appear to be well-worn but are otherwise nondescript.

Bards, rogues, and tricksters of all kinds often pray to unscrupulous gods, asking for ways to perpetrate greater and more daring deeds without getting caught. Occasionally, such prayers are answered.

On one such occasion, Teegum, a particularly resourceful gnome rogue, prayed to the trickster gods for the means to pull off the perfect heist. The next morning, he awoke to find a pair of mysterious, black boots on the floor next to his bed. Teegum smiled, knowing at once his prayers had been answered!

That very night, the gnome successfully burglarized the royal treasury vaults of Orpesh. Over the next few months, he committed many more crimes, each seemingly more extravagant and daring than the last—heists that would live on in legend and song. Teegum stole the crown jewels of Ipn-tha; he replaced the golden eggs of the Holy Eagle of Bol with exact replicas then sold the originals for a fabulous sum; he strolled undetected into a secret meeting of the great banking consortium of Dalthoon and left with the contents of each member's coin purse. No trap could stop him! Before long, he was fabulously wealthy and had earned quite a reputation.

Unfortunately, there was one important lesson Teegum, like many criminals, con men, and tricksters needed to learn the hard way. Luck is a two-way street and the gods of deceit also play tricks on their worshippers. It was a lesson the gnome learned late one rainy, ale-soaked night at the point of a poisoned dagger. Grasping frantically at the burning wound



in his gut, the last thing Teegum saw before his eyes closed forever was a dagger-wielding thief pulling off his magic boots and running into the dreary night.

Trickster's Boots

Wondrous item, fabled (5th-level and higher properties require attunement)

While you wear these boots, your steps make no sound, regardless of the surface you are moving across.

Trickster's Boon (Requires Attunement). As your level increases, you gain the following benefits while you wear these boots.

5th level. You have advantage on Dexterity (Stealth) checks that rely on moving silently, and you can't be targeted by any divination magic or perceived through magical scrying sensors. In addition, you can use an action to cast the *disguise self* spell from the boots. Once used, the boots can't be used in this way again until the next dawn.

9th level. You have advantage on Dexterity (Sleight of Hand) and Dexterity (Stealth) checks and on Dexterity checks made to pick locks or disable traps. In addition, you can use an action to cast the *find traps* spell from the boots at will.

13th level. You can cast the *dimension door* spell from the boots as an action. Once used, the boots can't be used in this way again until the next dawn.

17th level. You can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the boots are removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

UTHARIEL'S DIADEM

This beautiful and exquisitely jeweled headband is wrought from delicately interwoven strands of gold and silver.

Uthariel ascended to the throne on her nineteenth birthday, after the sudden death of her father, the king.

Because of her age, Uthariel feared there would be those who wished to take her power from her. She knew she would need to use all of her assets and skills to ensure she remained in power. Uthariel's greatest assets were her great cunning and charm, and she used these to orchestrate alliances, eliminate rivals, and ensure outcomes that benefited her and her crown. Yet, with each new alliance or conquest, the young queen grew more uneasy. She was convinced an assassin or plot to dethrone her lay around every corner, and she prayed to the gods in hopes they might keep her safe. In response, they enchanted her royal diadem with great protective powers. Uthariel rejoiced, feeling suddenly invincible.

One evening during a formal dinner, the Queen learned a new lady-in-waiting had joined her court. Uthariel was enchanted by the girl's beauty and immediately set about charming her.

Later that night, as the two retired to a private room, the young girl innocently remarked at the delicate beauty of Uthariel's diadem.

The queen studied the young woman intently, but she could find no hint of deception or ill will. She then allowed the lady-in-waiting to try on the diadem.

As the two embraced, the lady-in-waiting stealthily flicked at the ring she wore, revealing a tiny needle, which she quickly pricked into the back of Uthariel's neck.

Uthariel gasped. Her legs grew weak, and she fell to the floor, twitching as the poison quickly coursed through her.

The last thing Uthariel saw before darkness took her was the young woman, still wearing the diadem, hurry across the chamber and slip quietly out a side door.

Uthariel's Diadem

Wondrous item, fabled (5th-level and higher properties require attunement)

While wearing this diadem, you have advantage on Wisdom (Insight) and Charisma (Persuasion) checks.

Deceiver's Bane (Requires Attunement). As your level increases, you gain the following benefits while wearing the diadem.

5th level. You are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, or know your alignment. Creatures can telepathically communicate with you only if you allow it. In addition, you can use an action to cast the *zone of truth* spell from the diadem. Once



used, the diadem can't be used in this way again until the next dawn.

9th level. You gain a +1 bonus to AC and saving throws. In addition, you can use an action to cast the *detect thoughts* (DC equal to 8 + your proficiency bonus + your Intelligence modifier) from it at will.

13th level. You now gain a +2 bonus to AC and saving throws, instead of +1. In addition, you have truesight out to a range of 15 feet.

17th level. You now gain a +3 bonus to AC and saving throws, instead of +2. In addition, you can use an action to cast the *foresight* spell from the diadem. Once used, the diadem can't be used in this way again until the next dawn.

VRITHMYTRIX'S BANE

This exquisite suit of armor is crafted from perfectly overlapping black dragon scales carefully fastened to thick, black dragon hide.

Vrithmytrix the black dragon inhabited a vast, stinking swamp. Many tried to slay the dragon, but Vrithmytrix was simply too powerful and too clever.

The black dragon's luck changed one fog-shrouded morning when Osland the Dragonslayer entered the swamp. Osland had already killed two dragons in his lifetime and was determined to make Vrithmytrix his third.

Shouting a challenge of honor, the knight attacked! After the titanic battle, Vrithmytrix, the mighty black dragon, was dead.

Osland hauled the black dragon's body back to his keep. There, he commissioned the creation of a wondrous suit of armor made from Vrithmytrix's scales and hide. He christened the armor *Vrithmytrix's Bane*. Over time, Osland discovered that many of the black dragon's unique qualities had somehow carried over to the armor itself!

One dark night almost a year later, Osland felt his entire keep shake. Rushing outside, he saw a large portion of the outer wall had been reduced to rubble, and a massive black dragon was circling overhead. As the terrible beast soared closer, its reptilian eyes widened at the sight of Osland's armor, then quickly narrowed in abject hatred.

This was Vrithmytrix's mate, and it was much larger and more powerful than Vrithmytrix had been.

Roaring in anger, the dragon swooped down, snatched Osland in its great claws and carried him away into the night sky. Osland was never seen again. It is said the massive black dragon keeps Osland's armor in its lair deep in the swamp, where it weeps acidic tears at the loss of its mate.

Vrithmytrix's Bane

Armor (scale mail), fabled (5th-level and higher properties require attunement)

While wearing this armor, you can use an action to cast the *acid splash* spell (save DC 15) from it at will.

Draconic Might (Requires Attunement). As your level increases, you gain the following benefits while wearing this armor.

5th level. You can breathe air and water, and you have resistance to acid damage.

9th level. You gain a +1 bonus to AC. When you hit a dragon with any melee weapon, the dragon takes an extra 2d6 damage of the weapon's type. For the purpose of this property, "dragon" refers to any creature with the dragon type, including drakes and wyverns.

13th level. You now gain a +2 bonus to AC, instead of +1, and you have advantage on saving throws against the Frightful Presence and breath weapons of dragons. In addition, you can sprout a pair of black



dragon wings from the back of the armor, gaining a flying speed equal to your current speed. You can create these wings as a bonus action on your turn. They last until you remove the armor or dismiss them as a bonus action on your turn. Clothing not made to accommodate your wings might be destroyed when you manifest them.

17th level. You now gain a +3 bonus to AC, instead of +2. In addition, you can use an action to make yourself immune to acid damage for 10 minutes. Once used, the armor can't be used in this way again until the next dawn.

WANDERER'S BOOK

The thick, leather-bound book is very old, yet in excellent condition. Its many pages are edged in gold leaf. An elaborate, gold sigil of the letter "T" is stamped on the cover.

Talvin the Wanderer, considered perhaps the greatest historian and collector of stories, wandered from one corner of the land to the other during his long and fruitful life. It is said Talvin never forgot a story or fact once he heard it. Toward the end of his life, Talvin collected a great many of these stories into a large, leather-bound book, which he lovingly and meticulously crafted himself. After his death, loyal followers of the bard copied the book's contents and distributed copies throughout the land. These collected works are still studied by sages today and are considered among the greatest historical and literary works ever produced.

There are conflicting stories regarding Talvin the Wanderer's final years. Some tales say he became embroiled in the political intrigue of a distant king and eventually felt the executioner's axe. Others say the great bard retired in some far-off land and ended his days in complete solitude.

Perhaps the greatest mystery is what became of Talvin's original book, bound and written by Talvin's own hand. Scholars and adventurers alike have tried in vain to discover what became of the bard's book, but so far none have succeeded. Whatever Talvin the Wanderer's fate, his book faded from history. Some say that, upon his death, Talvin's spirit became one with his book, where he revels for all eternity within its tales.

Wanderer's Book

Wondrous item, fabled (5th-level and higher properties require attunement)

The book contains simple stories of the local region, its history, and its religions. While this book is on your person, you have proficiency in your choice of two of the following skills: Arcana, History, Nature, and Religion. During a long rest, you can change your proficiency to be in a different one of these skills.

Story Keeper (Requires Attunement). The book contains in-depth accounts of one person's journey exploring the world. Only you can read these contents; to all others, its pages appear blank or appear to display only the simple stories it contains when a creature that isn't attuned reads it (your choice). As your level increases, you gain the following benefits while holding or carrying this book.

5th level. You double your proficiency bonus on Arcana, History, Nature, and Religion checks. If you don't have proficiency in these skills, you gain proficiency in them instead. In addition, you can use an action to cast the *identify* spell from the book. Once used, the book can't be used in this way again until the next dawn.

9th level. By spending 10 minutes studying the wanderer's book, you can recall obscure facts, tales, or lore about a person, place, or object as if you had cast the *legend lore* spell. The subject of your research doesn't have to be of legendary importance, but the more historically significant the subject, the more information the book can reveal. For example, the book can give you stories about a local inn that's been in business for decades, but it would have very little, if any, information on the bakery that opened last week. The information appears on the book's pages and isn't couched in figurative language, but it might be incomplete. Once used, the book can't be used in this way again until the next dawn.

13th level. Your Intelligence score increases by 2, to a maximum of 20. When you fail an Arcana, History, Nature, or Religion check, you can choose to succeed instead. Once used, the book can't be used in this way again until the next dawn.

17th level. Your Wisdom score increases by 2, to a maximum of 20. If you die from a cause other than old age while attuned to this book, your memories appear on its pages, and your soul enters the book, unless the book already houses a soul. You can remain in the book or depart for the afterlife. While your soul inhabits the book, you are aware of your surroundings as if you were in the book's space, you can't move or take any actions, and you can telepathically communicate with any creature holding the book. As long as your soul is in the book, you can be restored to life, such as with the *raise dead* and *resurrection* spells. Your body doesn't



need to be present, but the spellcaster must touch this book as part of the casting. When restored to life in this way, your body reforms, fully intact, in an unoccupied space within 10 feet of the book.

WOLF'S HOWL RING

This exquisitely crafted ring has a lifelike wolf's head carved from moonstone.

It is rare for two competing packs of wolves to merge. It is all but unheard of when the wolf packs are both lead by powerful werewolves.

Legends tell of just such an occurrence, long ago. Two packs, each aggressive and dangerous, fought violently for dominance within a large forest, but neither could gain the upper hand. Both sides eventually suffered such losses that the two clans soon found themselves at the mercy of human hunters intent on killing them all.

To ensure their survival, the werewolf leaders reluctantly agreed to bury their hatred for one another and the two diminished packs became one. To seal the alliance, each werewolf bestowed a gift upon the other. One pack leader gave the other a magical ring he named *wolf's howl*. In return, the first pack leader was given a magical horn.

For a time, the joined pack existed peacefully, and their combined might allowed them to rule the forest once again. However, the werewolf who possessed the magical horn grew disenchanting. He felt that his gift, the *wolf's howl ring*, was far greater than the horn he had been given. He believed that the other werewolf pack leader had intentionally given him an inferior gift in order to slight him. Tensions grew between the two werewolves. When the inevitable breaking point came, the ensuing battle involved not only the leaders, but the entire pack.

When the bloodbath was over, few of the werewolves remained alive. The victorious werewolf leader bathed his *wolf's howl ring* in the blood of his enemy, and the ring absorbed the creature's dying essence into itself. The



triumph was short-lived, however. The few survivors of the battle, including the werewolf leader, fell to the silvered arrows of hunters only a few days later.

To this day, stories and sightings persist of a woodsman or other forest hermit in possession of a strange ring with a wolf's head. Could these stories refer to the actual *wolf's howl ring*, all these many years later?

Wolf's Howl Ring

Ring, fabled (5th-level and higher properties require attunement)

While wearing this ring, you have advantage on Wisdom (Perception) checks that rely on hearing or smell.

Lupine Power (Requires Attunement). As your level increases, you gain the following benefits while wearing this ring.

5th level. You can use your action to cast the *polymorph* spell on yourself, transforming into a dire wolf. While you are in the form of the dire wolf, you retain your Intelligence, Wisdom, and Charisma scores, and you can use the properties of this ring as if you weren't polymorphed. Once used, the ring can't be used in this way again until the next dawn.

9th level. You can use an action to cast *beast sense* or *speak with animals* from the ring. These spells affect only dogs and wolves. In addition, while in dire wolf form, you know the direction to the closest dog or wolf within 1 mile of you, if any are present.

13th level. You can use an action to cause the ring to emit a bloodcurdling wolf howl. Each creature of your choice within 60 feet of you must succeed on a Wisdom saving throw (DC equal to 8 + your proficiency bonus + your Charisma modifier) or become 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. Once used, the ring can't be used in this way again until the next dawn.

17th level. You can now use the 5th level property of this ring to transform into an arctic dire wolf, instead of a dire wolf. This effect works exactly like that property, except you don't have to maintain concentration on the spell, and it lasts for a number of hours equal to half your level. An arctic dire wolf has the statistics of a winter wolf, except it is a beast, not a monstrosity, and it doesn't know the Giant or Winter Wolf languages.