

CHAPTER 7: TREASURE

ADVENTURERS STRIVE FOR MANY THINGS, including glory, knowledge, and justice. Many adventurers also seek something more tangible: fortune. Strands of golden chains, stacks of platinum coins, bejeweled crowns, enameled scepters, bolts of silk cloth, and powerful magic items all wait to be seized or unearthed by intrepid, treasure-seeking adventurers.

This chapter details magic items and the placement of treasure in an adventure, as well as special rewards that can be granted instead of or in addition to magic items and mundane treasure.

TYPES OF TREASURE

Treasure comes in many forms.

Coins. The most basic type of treasure is money, including copper pieces (cp), silver pieces (sp), electrum pieces (ep), gold pieces (gp), and platinum pieces (pp). Fifty coins of any type weigh 1 pound.

Gemstones. Gemstones are small, lightweight, and easily secured compared to their same value in coins. See the “Gemstones” section for types of stones, gems, and jewels that can be found as treasure.

Art Objects. Idols cast of solid gold, necklaces studded with precious stones, paintings of ancient kings, bejeweled dishes—art objects include all these and more. See the “Art Objects” section for types of decorative and valuable artworks that can be found as treasure.

Magic Items. Types of magic items include armor, potions, scrolls, rings, rods, staves, wands, weapons, and wondrous items. Magic items also have rarities: common, uncommon, rare, very rare, and legendary.

Intelligent monsters often use magic items in their possession, while others might hide them away to ensure they don't get lost or stolen. For example, if a hobgoblin tribe has a *+1 longsword* and an *alchemy jug* in its treasure hoard, the tribe's warlord might wield the sword, while the jug is kept somewhere safe.

RANDOM TREASURE

The following pages contain tables that you can use to randomly generate treasures carried by monsters, stashed in their lairs, or otherwise hidden away. The placement of treasure is left to your discretion. The key is to make sure the players feel rewarded for playing, and that their characters are rewarded for overcoming dangerous challenges.

TREASURE TABLES

Treasure can be randomly allocated based on a monster's challenge rating. There are tables for challenge rating 0–4, challenge rating 5–10, challenge rating 11–16, and challenge rating 17 and higher. Use these tables to randomly determine how much money an individual monster carries (the D&D equivalent of pocket change) or the amount of wealth found in a larger treasure hoard.

USING THE INDIVIDUAL TREASURE TABLES

An Individual Treasure table helps you randomly determine how much treasure one creature carries on its person. If a monster has no interest in amassing treasure, you can use this table to determine the incidental treasure left behind by the monster's victims.

Use the Individual Treasure table that corresponds to the monster's challenge rating. Roll a d100, and read the result across to determine how many coins of each type the monster carries. The table also includes the average result in parentheses, should you wish to forgo another roll and save time. To determine the total amount of individual treasure for a group of similar creatures, you can save time by rolling once and multiplying the result by the number of creatures in the group.

If it doesn't make sense for a monster to carry a large pile of coins, you can convert the coins into gemstones or art objects of equal value.

USING THE TREASURE HOARD TABLES

A Treasure Hoard table helps you randomly determine the contents of a large cache of treasure, the accumulated wealth of a large group of creatures (such as an orc tribe or a hobgoblin army), the belongings of a single powerful creature that likes to hoard treasure (such as a dragon), or the reward bestowed upon a party after completing a quest for a benefactor. You can also split up a treasure hoard so that the adventurers don't find or receive it all at once.

When determining the contents of a hoard belonging to one monster, use the table that corresponds to that monster's challenge rating. When rolling to determine a treasure hoard belonging to a large group of monsters, use the challenge rating of the monster that leads the group. If the hoard belongs to no one, use the challenge rating of the monster that presides over the dungeon or lair you are stocking. If the hoard is a gift from a benefactor, use the challenge rating equal to the party's average level.

Every treasure hoard contains a random number of coins, as shown at the top of each table. Roll a d100 and consult the table to determine how many gemstones or art objects the hoard contains, if any. Use the same roll to determine whether the hoard contains magic items.

As with the individual treasure tables, average values are given in parentheses. You can use an average value instead of rolling dice to save time.

If a treasure hoard seems too small, you can roll multiple times on the table. Use this approach for monsters that are particularly fond of amassing treasure. Legendary creatures that accumulate treasure are wealthier than normal. Always roll at least twice on the appropriate table and add the results together.

You can hand out as much or as little treasure as you want. Over the course of a typical campaign, a party finds treasure hoards amounting to seven rolls on the Challenge 0–4 table, eighteen rolls on the Challenge 5–10 table, twelve rolls on the Challenge 11–16 table, and eight rolls on the Challenge 17+ table.

GEMSTONES

If a treasure hoard includes gemstones, you can use the following tables to randomly determine the kind of gemstones found, based on their value. You can roll once and assume all the gems are the same, or roll multiple times to create mixed collections of gemstones.

10 GP GEMSTONES

d12 Stone Description

- 1 Azurite (opaque mottled deep blue)
- 2 Banded agate (translucent striped brown, blue, white, or red)
- 3 Blue quartz (transparent pale blue)
- 4 Eye agate (translucent circles of gray, white, brown, blue, or green)
- 5 Hematite (opaque gray-black)
- 6 Lapis lazuli (opaque light and dark blue with yellow flecks)
- 7 Malachite (opaque striated light and dark green)
- 8 Moss agate (translucent pink or yellow-white with mossy gray or green markings)
- 9 Obsidian (opaque black)
- 10 Rhodochrosite (opaque light pink)
- 11 Tiger eye (translucent brown with golden center)
- 12 Turquoise (opaque light blue-green)

50 GP GEMSTONES

d12 Stone Description

- 1 Bloodstone (opaque dark gray with red flecks)
- 2 Carnelian (opaque orange to red-brown)
- 3 Chalcedony (opaque white)
- 4 Chrysoprase (translucent green)
- 5 Citrine (transparent pale yellow-brown)
- 6 Jasper (opaque blue, black, or brown)
- 7 Moonstone (translucent white with pale blue glow)
- 8 Onyx (opaque bands of black and white, or pure black or white)
- 9 Quartz (transparent white, smoky gray, or yellow)
- 10 Sardonyx (opaque bands of red and white)
- 11 Star rose quartz (translucent rosy stone with white star-shaped center)
- 12 Zircon (transparent pale blue-green)

100 GP GEMSTONES

d10 Stone Description

- 1 Amber (transparent watery gold to rich gold)
- 2 Amethyst (transparent deep purple)
- 3 Chrysoberyl (transparent yellow-green to pale green)
- 4 Coral (opaque crimson)
- 5 Garnet (transparent red, brown-green, or violet)
- 6 Jade (translucent light green, deep green, or white)
- 7 Jet (opaque deep black)
- 8 Pearl (opaque lustrous white, yellow, or pink)
- 9 Spinel (transparent red, red-brown, or deep green)
- 10 Tourmaline (transparent pale green, blue, brown, or red)

500 GP GEMSTONES

d6 Stone Description

- 1 Alexandrite (transparent dark green)
- 2 Aquamarine (transparent pale blue-green)
- 3 Black pearl (opaque pure black)
- 4 Blue spinel (transparent deep blue)
- 5 Peridot (transparent rich olive green)
- 6 Topaz (transparent golden yellow)

1,000 GP GEMSTONES

d8 Stone Description

- 1 Black opal (translucent dark green with black mottling and golden flecks)
- 2 Blue sapphire (transparent blue-white to medium blue)
- 3 Emerald (transparent deep bright green)
- 4 Fire opal (translucent fiery red)
- 5 Opal (translucent pale blue with green and golden mottling)
- 6 Star ruby (translucent ruby with white star-shaped center)
- 7 Star sapphire (translucent blue sapphire with white star-shaped center)
- 8 Yellow sapphire (transparent fiery yellow or yellow-green)

5,000 GP GEMSTONES

d4 Stone Description

- 1 Black sapphire (translucent lustrous black with glowing highlights)
- 2 Diamond (transparent blue-white, canary, pink, brown, or blue)
- 3 Jacinth (transparent fiery orange)
- 4 Ruby (transparent clear red to deep crimson)

ART OBJECTS

If a treasure hoard includes art objects, you can use the following tables to randomly determine what art objects are found, based on their value. Roll on a table as many times as there are art objects in the treasure hoard. There can be more than one of a given art object.

25 GP ART OBJECTS

d10 Object

- 1 Silver ewer
- 2 Carved bone statuette
- 3 Small gold bracelet
- 4 Cloth-of-gold vestments
- 5 Black velvet mask stitched with silver thread
- 6 Copper chalice with silver filigree
- 7 Pair of engraved bone dice
- 8 Small mirror set in a painted wooden frame
- 9 Embroidered silk handkerchief
- 10 Gold locket with a painted portrait inside

250 GP ART OBJECTS

d10	Object
1	Gold ring set with bloodstones
2	Carved ivory statuette
3	Large gold bracelet
4	Silver necklace with a gemstone pendant
5	Bronze crown
6	Silk robe with gold embroidery
7	Large well-made tapestry
8	Brass mug with jade inlay
9	Box of turquoise animal figurines
10	Gold bird cage with electrum filigree

750 GP ART OBJECTS

d10	Object
1	Silver chalice set with moonstones
2	Silver-plated steel longsword with jet set in hilt
3	Carved harp of exotic wood with ivory inlay and zircon gems
4	Small gold idol
5	Gold dragon comb set with red garnets as eyes
6	Bottle stopper cork embossed with gold leaf and set with amethysts
7	Ceremonial electrum dagger with a black pearl in the pommel
8	Silver and gold brooch
9	Obsidian statuette with gold fittings and inlay
10	Painted gold war mask

2,500 GP ART OBJECTS

d10	Object
1	Fine gold chain set with a fire opal
2	Old masterpiece painting
3	Embroidered silk and velvet mantle set with numerous moonstones
4	Platinum bracelet set with a sapphire
5	Embroidered glove set with jewel chips
6	Jeweled anklet
7	Gold music box
8	Gold circlet set with four aquamarines
9	Eye patch with a mock eye set in blue sapphire and moonstone
10	A necklace string of small pink pearls

7,500 GP ART OBJECTS

d8	Object
1	Jeweled gold crown
2	Jeweled platinum ring
3	Small gold statuette set with rubies
4	Gold cup set with emeralds
5	Gold jewelry box with platinum filigree
6	Painted gold child's sarcophagus
7	Jade game board with solid gold playing pieces
8	Bejeweled ivory drinking horn with gold filigree

MAGIC ITEMS

Magic items are gleaned from the hoards of conquered monsters or discovered in long-lost vaults. Such items grant capabilities a character could rarely have otherwise, or they complement their owner's capabilities in wondrous ways.

RARITY

Each magic item has a rarity: common, uncommon, rare, very rare, or legendary. Common magic items, such as a *potion of healing*, are the most plentiful. Some legendary items, such as the *apparatus of Kwalish*, are unique. The game assumes that the secrets of creating the most powerful items arose centuries ago and were then gradually lost as a result of wars, cataclysms, and mishaps. Even uncommon items can't be easily created. Thus, many magic items are well-preserved antiquities.

Rarity provides a rough measure of an item's power relative to other magic items. Each rarity corresponds to character level, as shown in the Magic Item Rarity table. A character doesn't typically find a rare magic item, for example, until around 5th level. That said, rarity shouldn't get in the way of your campaign's story. If you want a *ring of invisibility* to fall into the hands of a 1st-level character, so be it. No doubt a great story will arise from that event.

If your campaign allows for trade in magic items, rarity can also help you set prices for them. As the DM, you determine the value of an individual magic item based on its rarity. Suggested values are provided in the Magic Item Rarity table. The value of a consumable item, such as a potion or scroll, is typically half the value of a permanent item of the same rarity.

MAGIC ITEM RARITY

Rarity	Character Level	Value
Common	1st or higher	50–100 gp
Uncommon	1st or higher	101–500 gp
Rare	5th or higher	501–5,000 gp
Very rare	11th or higher	5,001–50,000 gp
Legendary	17th or higher	50,001+ gp

BUYING AND SELLING

Unless you decide your campaign works otherwise, most magic items are so rare that they aren't available for purchase. Common items, such as a *potion of healing*, can be procured from an alchemist, herbalist, or spellcaster. Doing so is rarely as simple as walking into a shop and selecting an item from a shelf. The seller might ask for a service, rather than coin.

In a large city with an academy of magic or a major temple, buying and selling magic items might be possible, at your discretion. If your world includes a large number of adventurers engaged in retrieving ancient magic items, trade in these items might be more common. Even so, it's likely to remain similar to the market for fine art in the real world, with invitation-only auctions and a tendency to attract thieves.

Selling magic items is difficult in most D&D worlds primarily because of the challenge of finding a buyer.

Plenty of people might like to have a magic sword, but few of them can afford it. Those who can afford such an item usually have more practical things to spend on. See chapter 6, “Between Adventures,” for one way to handle selling magic items.

In your campaign, magic items might be prevalent enough that adventurers can buy and sell them with some effort. Magic items might be for sale in bazaars or auction houses in fantastical locations, such as the City of Brass, the planar metropolis of Sigil, or even in more ordinary cities. Sale of magic items might be highly regulated, accompanied by a thriving black market. Artificers might craft items for use by military forces or adventurers, as they do in the world of Eberron. You might also allow characters to craft their own magic items, as discussed in chapters 6.

IDENTIFYING A MAGIC ITEM

Some magic items are indistinguishable from their nonmagical counterparts, whereas other magic items display their magical nature conspicuously. Whatever a magic item's appearance, handling the item is enough to give a character a sense that something is extraordinary about it. Discovering a magic item's properties isn't automatic, however.

The *identify* spell is the fastest way to reveal an item's properties. Alternatively, a character can focus on one magic item during a short rest, while being in

physical contact with the item. At the end of the rest, the character learns the item's properties, as well as how to use them. Potions are an exception; a little taste is enough to tell the taster what the potion does.

Sometimes a magic item carries a clue to its properties. The command word to activate a ring might be etched in tiny letters inside it, or a feathered design might suggest that it's a *ring of feather falling*.

Wearing or experimenting with an item can also offer hints about its properties. For example, if a character puts on a *ring of jumping*, you could say, “Your steps feel strangely springy.” Perhaps the character then jumps up and down to see what happens. You then say the character jumps unexpectedly high.

VARIANT: MORE DIFFICULT IDENTIFICATION

If you prefer magic items to have a greater mystique, consider removing the ability to identify the properties of a magic item during a short rest, and require the *identify* spell, experimentation, or both to reveal what a magic item does.

ATTUNEMENT

Some magic items require a creature to form a bond with them before their magical properties can be used. This bond is called attunement, and certain items have a prerequisite for it. If the prerequisite is a class, a creature must be a member of that class to attune to the item. (If the class is a spellcasting class, a monster

INDIVIDUAL TREASURE: CHALLENGE 0–4

d100	CP	SP	EP	GP	PP
01–30	5d6 (17)	—	—	—	—
31–60	—	4d6 (14)	—	—	—
61–70	—	—	3d6 (10)	—	—
71–95	—	—	—	3d6 (10)	—
96–00	—	—	—	—	1d6 (3)

INDIVIDUAL TREASURE: CHALLENGE 5–10

d100	CP	SP	EP	GP	PP
01–30	4d6 × 100 (1,400)	—	1d6 × 10 (35)	—	—
31–60	—	6d6 × 10 (210)	—	2d6 × 10 (70)	—
61–70	—	—	3d6 × 10 (105)	2d6 × 10 (70)	—
71–95	—	—	—	4d6 × 10 (140)	—
96–00	—	—	—	2d6 × 10 (70)	3d6 (10)

INDIVIDUAL TREASURE: CHALLENGE 11–16

d100	CP	SP	EP	GP	PP
01–20	—	4d6 × 100 (1,400)	—	1d6 × 100 (350)	—
21–35	—	—	1d6 × 100 (350)	1d6 × 100 (350)	—
36–75	—	—	—	2d6 × 100 (700)	1d6 × 10 (35)
76–00	—	—	—	2d6 × 100 (700)	2d6 × 10 (70)

INDIVIDUAL TREASURE: CHALLENGE 17+

d100	CP	SP	EP	GP	PP
01–15	—	—	2d6 × 1,000 (7,000)	8d6 × 100 (2,800)	—
16–55	—	—	—	1d6 × 1,000 (3,500)	1d6 × 100 (350)
56–00	—	—	—	1d6 × 1,000 (3,500)	2d6 × 100 (700)

TREASURE HOARD: CHALLENGE 0–4

	CP	SP	EP	GP	PP
Coins	6d6 × 100 (2,100)	3d6 × 100 (1,050)	—	2d6 × 10 (70)	—
d100	Gems or Art Objects	Magic Items			
01–06	—	—			
07–16	2d6 (7) 10 gp gems	—			
17–26	2d4 (5) 25 gp art objects	—			
27–36	2d6 (7) 50 gp gems	—			
37–44	2d6 (7) 10 gp gems	Roll 1d6 times on Magic Item Table A.			
45–52	2d4 (5) 25 gp art objects	Roll 1d6 times on Magic Item Table A.			
53–60	2d6 (7) 50 gp gems	Roll 1d6 times on Magic Item Table A.			
61–65	2d6 (7) 10 gp gems	Roll 1d4 times on Magic Item Table B.			
66–70	2d4 (5) 25 gp art objects	Roll 1d4 times on Magic Item Table B.			
71–75	2d6 (7) 50 gp gems	Roll 1d4 times on Magic Item Table B.			
76–78	2d6 (7) 10 gp gems	Roll 1d4 times on Magic Item Table C.			
79–80	2d4 (5) 25 gp art objects	Roll 1d4 times on Magic Item Table C.			
81–85	2d6 (7) 50 gp gems	Roll 1d4 times on Magic Item Table C.			
86–92	2d4 (5) 25 gp art objects	Roll 1d4 times on Magic Item Table F.			
93–97	2d6 (7) 50 gp gems	Roll 1d4 times on Magic Item Table F.			
98–99	2d4 (5) 25 gp art objects	Roll once on Magic Item Table G.			
00	2d6 (7) 50 gp gems	Roll once on Magic Item Table G.			

TREASURE HOARD: CHALLENGE 5–10

	CP	SP	EP	GP	PP
Coins	2d6 × 100 (700)	2d6 × 1,000 (7,000)	—	6d6 × 100 (2,100)	3d6 × 10 (105)
d100	Gems or Art Objects	Magic Items			
01–04	—	—			
05–10	2d4 (5) 25 gp art objects	—			
11–16	3d6 (10) 50 gp gems	—			
17–22	3d6 (10) 100 gp gems	—			
23–28	2d4 (5) 250 gp art objects	—			
29–32	2d4 (5) 25 gp art objects	Roll 1d6 times on Magic Item Table A.			
33–36	3d6 (10) 50 gp gems	Roll 1d6 times on Magic Item Table A.			
37–40	3d6 (10) 100 gp gems	Roll 1d6 times on Magic Item Table A.			
41–44	2d4 (5) 250 gp art objects	Roll 1d6 times on Magic Item Table A.			
45–49	2d4 (5) 25 gp art objects	Roll 1d4 times on Magic Item Table B.			
50–54	3d6 (10) 50 gp gems	Roll 1d4 times on Magic Item Table B.			
55–59	3d6 (10) 100 gp gems	Roll 1d4 times on Magic Item Table B.			
60–63	2d4 (5) 250 gp art objects	Roll 1d4 times on Magic Item Table B.			
64–66	2d4 (5) 25 gp art objects	Roll 1d4 times on Magic Item Table C.			
67–69	3d6 (10) 50 gp gems	Roll 1d4 times on Magic Item Table C.			
70–72	3d6 (10) 100 gp gems	Roll 1d4 times on Magic Item Table C.			
73–74	2d4 (5) 250 gp art objects	Roll 1d4 times on Magic Item Table C.			
75–76	2d4 (5) 25 gp art objects	Roll once on Magic Item Table D.			
77–78	3d6 (10) 50 gp gems	Roll once on Magic Item Table D.			
79	3d6 (10) 100 gp gems	Roll once on Magic Item Table D.			
80	2d4 (5) 250 gp art objects	Roll once on Magic Item Table D.			
81–84	2d4 (5) 25 gp art objects	Roll 1d4 times on Magic Item Table F.			
85–88	3d6 (10) 50 gp gems	Roll 1d4 times on Magic Item Table F.			
89–91	3d6 (10) 100 gp gems	Roll 1d4 times on Magic Item Table F.			
92–94	2d4 (5) 250 gp art objects	Roll 1d4 times on Magic Item Table F.			
95–96	3d6 (10) 100 gp gems	Roll 1d4 times on Magic Item Table G.			
97–98	2d4 (5) 250 gp art objects	Roll 1d4 times on Magic Item Table G.			
99	3d6 (10) 100 gp gems	Roll once on Magic Item Table H.			
00	2d4 (5) 250 gp art objects	Roll once on Magic Item Table H.			

qualifies if that monster has spell slots and uses that class's spell list.)

Without becoming attuned to an item that requires attunement, a creature gains only its nonmagical benefits, unless its description states otherwise. For example, a magic shield that requires attunement provides the benefits of a normal shield to a creature not attuned to it, but none of its magical properties.

Attuning to an item requires a creature to spend a short rest focused on only that item while being in physical contact with it (this can't be the same short rest used to learn the item's properties). This focus can take the form of weapon practice (for a weapon), meditation (for a wondrous item), or some other appropriate activity. If the short rest is interrupted, the attunement attempt fails. Otherwise, at the end of the short rest, the creature gains an intuitive understanding of how to activate any magical properties of the item, including any necessary command words.

An item can be attuned to only one creature at a time, and a creature can be attuned to no more than three magic items at a time. Any attempt to attune to a fourth item fails; the creature must end its attunement to an item first. Additionally, a creature can't attune to more than one copy of an item. For example, a creature can't attune to more than one *ring of protection* at a time.

A creature's attunement to an item ends if the creature no longer satisfies the prerequisites for attunement, if the item has been more than 100 feet away for at least 24 hours, if the creature dies, or if another creature attunes to the item. A creature can also voluntarily end attunement by spending another short rest focused on the item, unless the item is cursed.

CURSED ITEMS

Some magic items bear curses that bedevil their users, sometimes long after a user has stopped using an item. A magic item's description specifies whether the item

TREASURE HOARD: CHALLENGE 11–16

	CP	SP	EP	GP	PP
Coins	—	—	—	4d6 × 1,000 (14,000)	5d6 × 100 (1,750) pp
d100	Gems or Art Objects		Magic Items		
01–03	—		—		
04–06	2d4 (5) 250 gp art objects		—		
07–09	2d4 (5) 750 gp art objects		—		
11–12	3d6 (10) 500 gp gems		—		
13–15	3d6 (10) 1,000 gp gems		—		
16–19	2d4 (5) 250 gp art objects		Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B.		
20–23	2d4 (5) 750 gp art objects		Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B.		
24–26	3d6 (10) 500 gp gems		Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B.		
27–29	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table A and 1d6 times on Magic Item Table B.		
30–35	2d4 (5) 250 gp art objects		Roll 1d6 times on Magic Item Table C.		
36–40	2d4 (5) 750 gp art objects		Roll 1d6 times on Magic Item Table C.		
41–45	3d6 (10) 500 gp gems		Roll 1d6 times on Magic Item Table C.		
46–50	3d6 (10) 1,000 gp gems		Roll 1d6 times on Magic Item Table C.		
51–54	2d4 (5) 250 gp art objects		Roll 1d4 times on Magic Item Table D.		
55–58	2d4 (5) 750 gp art objects		Roll 1d4 times on Magic Item Table D.		
59–62	3d6 (10) 500 gp gems		Roll 1d4 times on Magic Item Table D.		
63–66	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table D.		
67–68	2d4 (5) 250 gp art objects		Roll once on Magic Item Table E.		
69–70	2d4 (5) 750 gp art objects		Roll once on Magic Item Table E.		
71–72	3d6 (10) 500 gp gems		Roll once on Magic Item Table E.		
73–74	3d6 (10) 1,000 gp gems		Roll once on Magic Item Table E.		
75–76	2d4 (5) 250 gp art objects		Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.		
77–78	2d4 (5) 750 gp art objects		Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.		
79–80	3d6 (10) 500 gp gems		Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.		
81–82	3d6 (10) 1,000 gp gems		Roll once on Magic Item Table F and 1d4 times on Magic Item Table G.		
83–85	2d4 (5) 250 gp art objects		Roll 1d4 times on Magic Item Table H.		
86–88	2d4 (5) 750 gp art objects		Roll 1d4 times on Magic Item Table H.		
89–90	3d6 (10) 500 gp gems		Roll 1d4 times on Magic Item Table H.		
91–92	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table H.		
93–94	2d4 (5) 250 gp art objects		Roll once on Magic Item Table I.		
95–96	2d4 (5) 750 gp art objects		Roll once on Magic Item Table I.		
97–98	3d6 (10) 500 gp gems		Roll once on Magic Item Table I.		
99–00	3d6 (10) 1,000 gp gems		Roll once on Magic Item Table I.		

is cursed. Most methods of identifying items, including the *identify* spell, fail to reveal such a curse, although lore might hint at it. A curse should be a surprise to the item's user when the curse's effects are revealed.

Attunement to a cursed item can't be ended voluntarily unless the curse is broken first, such as with the *remove curse* spell.

MAGIC ITEM CATEGORIES

Each magic item belongs to a category: armor, potions, rings, rods, scrolls, staves, wands, weapons, or wondrous items.

ARMOR

Unless an armor's description says otherwise, armor must be worn for its magic to function.

Some suits of magic armor specify the type of armor they are, such as chain mail or plate. If a magic armor doesn't specify its armor type, you may choose the type or determine it randomly.

POTIONS

Different kinds of magical liquids are grouped in the category of potions: brews made from enchanted herbs, water from magical fountains or sacred springs, and oils that are applied to a creature or object. Most potions consist of one ounce of liquid.

Potions are consumable magic items. Drinking a potion or administering a potion to another character

requires an action. Applying an oil might take longer, as specified in its description. Once used, a potion takes effect immediately, and it is used up.

RINGS

Magic rings offer an amazing array of powers to those lucky enough to find them. Unless a ring's description says otherwise, a ring must be worn on a finger, or a similar digit, for the ring's magic to function.

RODS

A scepter or just a heavy cylinder, a magic rod is typically made of metal, wood, or bone. It's about 2 or 3 feet long, 1 inch thick, and 2 to 5 pounds.

SCROLLS

Most scrolls are spells stored in written form, while a few bear unique incantations that produce potent wards. Whatever its contents, a scroll is a roll of paper, sometimes attached to wooden rods, and typically kept safe in a tube of ivory, jade, leather, metal, or wood.

A scroll is a consumable magic item. Whatever the nature of the magic contained in a scroll, unleashing that magic requires using an action to read the scroll. When its magic has been invoked, the scroll can't be used again. Its words fade, or it crumbles into dust.

Any creature that can understand a written language can read the arcane script on a scroll and attempt to activate it.

TREASURE HOARD: CHALLENGE 17+

	CP	SP	EP	GP	PP
Coins	—	—	—	12d6 × 1,000 (42,000)	8d6 × 1,000 (28,000)
d100	Gems or Art Objects		Magic Items		
01–02	—		—		
03–05	3d6 (10) 1,000 gp gems		Roll 1d8 times on Magic Item Table C.		
06–08	1d10 (5) 2,500 gp art objects		Roll 1d8 times on Magic Item Table C.		
09–11	1d4 (2) 7,500 gp art objects		Roll 1d8 times on Magic Item Table C.		
12–14	1d8 (4) 5,000 gp gems		Roll 1d8 times on Magic Item Table C.		
15–22	3d6 (10) 1,000 gp gems		Roll 1d6 times on Magic Item Table D.		
23–30	1d10 (5) 2,500 gp art objects		Roll 1d6 times on Magic Item Table D.		
31–38	1d4 (2) 7,500 gp art objects		Roll 1d6 times on Magic Item Table D.		
39–46	1d8 (4) 5,000 gp gems		Roll 1d6 times on Magic Item Table D.		
47–52	3d6 (10) 1,000 gp gems		Roll 1d6 times on Magic Item Table E.		
53–58	1d10 (5) 2,500 gp art objects		Roll 1d6 times on Magic Item Table E.		
59–63	1d4 (2) 7,500 gp art objects		Roll 1d6 times on Magic Item Table E.		
64–68	1d8 (4) 5,000 gp gems		Roll 1d6 times on Magic Item Table E.		
69	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table G.		
70	1d10 (5) 2,500 gp art objects		Roll 1d4 times on Magic Item Table G.		
71	1d4 (2) 7,500 gp art objects		Roll 1d4 times on Magic Item Table G.		
72	1d8 (4) 5,000 gp gems		Roll 1d4 times on Magic Item Table G.		
73–74	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table H.		
75–76	1d10 (5) 2,500 gp art objects		Roll 1d4 times on Magic Item Table H.		
77–78	1d4 (2) 7,500 gp art objects		Roll 1d4 times on Magic Item Table H.		
79–80	1d8 (4) 5,000 gp gems		Roll 1d4 times on Magic Item Table H.		
81–85	3d6 (10) 1,000 gp gems		Roll 1d4 times on Magic Item Table I.		
86–90	1d10 (5) 2,500 gp art objects		Roll 1d4 times on Magic Item Table I.		
91–95	1d4 (2) 7,500 gp art objects		Roll 1d4 times on Magic Item Table I.		
96–00	1d8 (4) 5,000 gp gems		Roll 1d4 times on Magic Item Table I.		

STAFFS

A magic staff is about 5 or 6 feet long. Staffs vary widely in appearance: some are of nearly equal diameter throughout and smooth, others are gnarled and twisted, some are made of wood, and others are composed of polished metal or crystal. Depending on the material, a staff weighs between 2 and 7 pounds.

Unless a staff's description says otherwise, a staff can be used as a quarterstaff.

WANDS

A magic wand is about 15 inches long and crafted of metal, bone, or wood. It is tipped with metal, crystal, stone, or some other material.

WEAPONS

Whether crafted for some fell purpose or forged to serve the highest ideals of chivalry, magic weapons are coveted by many adventurers.

Some magic weapons specify the type of weapon they are in their descriptions, such as a longsword or

longbow. If a magic weapon doesn't specify its weapon type, you may choose the type or determine it randomly.

WONDROUS ITEMS

Wondrous items include worn items such as boots, belts, capes, gloves, and various pieces of jewelry and decoration, such as amulets, brooches, and circlets. Bags, carpets, crystal balls, figurines, horns, musical instruments, and other objects also fall into this catch-all category.

WEARING AND WIELDING ITEMS

Using a magic item's properties might mean wearing or wielding it. A magic item meant to be worn must be donned in the intended fashion: boots go on the feet, gloves on the hands, hats and helmets on the head, and rings on the finger. Magic armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders. A weapon must be held in hand.

In most cases, a magic item that's meant to be worn can fit a creature regardless of size or build. Many magic garments are made to be easily adjustable, or they magically adjust themselves to the wearer.

Rare exceptions exist. If the story suggests a good reason for an item to fit only creatures of a certain size or shape, you can rule that it doesn't adjust. For example, armor made by the drow might fit elves only.

VARIANT: MIXING POTIONS

A character might drink one potion while still under the effects of another, or pour several potions into a single container. The strange ingredients used in creating potions can result in unpredictable interactions.

When a character mixes two potions together, you can roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, combining the results. Unless the effects are immediately obvious, reveal them only when they become evident.

POTION MISCIBILITY

d100	Result
01	The mixture creates a magical explosion, dealing 6d10 force damage to the mixer and 1d10 force damage to each creature within 5 feet of the mixer.
02–08	The mixture becomes an ingested poison of the DM's choice.
09–15	Both potions lose their effects.
16–25	One potion loses its effect.
26–35	Both potions work, but with their numerical effects and durations halved. A potion has no effect if it can't be halved in this way.
36–90	Both potions work normally.
91–99	The numerical effects and duration of one potion are doubled. If neither potion has anything to double in this way, they work normally.
00	Only one potion works, but its effect is permanent. Choose the simplest effect to make permanent, or the one that seems the most fun. For example, a <i>potion of healing</i> might increase the drinker's hit point maximum by 4, or <i>oil of etherealness</i> might permanently trap the user in the Ethereal Plane. At your discretion, an appropriate spell, such as <i>dispel magic</i> or <i>remove curse</i> , might end this lasting effect.

VARIANT: SCROLL MISHAPS

A creature who tries and fails to cast a spell from a *spell scroll* must make a DC 10 Intelligence saving throw. If the saving throw fails, roll on the Scroll Mishap table.

SCROLL MISHAP

d6	Result
1	A surge of magical energy deals the caster 1d6 force damage per level of the spell.
2	The spell affects the caster or an ally (determined randomly) instead of the intended target, or it affects a random target nearby if the caster was the intended target.
3	The spell affects a random location within the spell's range.
4	The spell's effect is contrary to its normal one, but neither harmful nor beneficial. For instance, a <i>fireball</i> might produce an area of harmless cold.
5	The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration, or 1d10 minutes for spells that take effect instantaneously. For example, a <i>fireball</i> might cause smoke to billow from the caster's ears for 1d10 minutes.
6	The spell activates after 1d12 hours. If the caster was the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away.

Dwarves might make items usable only by dwarf-sized and dwarf-shaped characters.

When a nonhumanoid tries to wear an item, use your discretion as to whether the item functions as intended. A ring placed on a tentacle might work, but a yuan-ti with a snakelike tail instead of legs can't wear boots.

MULTIPLE ITEMS OF THE SAME KIND

Use common sense to determine whether more than one of a given kind of magic item can be worn. A character can't normally wear more than one pair of footwear, one pair of gloves or gauntlets, one pair of bracers, one suit of armor, one item of headwear, and one cloak. You can make exceptions; a character might be able to wear a circlet under a helmet, for example, or be able to layer two cloaks.

PAIRED ITEMS

Items that come in pairs—such as boots, bracers, gauntlets, and gloves—impart their benefits only if both items of the pair are worn. For example, a character wearing a *boot of striding and springing* on one foot and a *boot of elvenkind* on the other foot gains no benefit from either item.

ACTIVATING AN ITEM

Activating some magic items requires a user to do something special, such as holding the item and uttering a command word. The description of each item category or individual item details how an item is activated. Certain items use one or more of the following rules for their activation.

If an item requires an action to activate, that action isn't a function of the Use an Item action, so a feature such as the rogue's Fast Hands can't be used to activate the item.

COMMAND WORD

A command word is a word or phrase that must be spoken for an item to work. A magic item that requires a command word can't be activated in an area where sound is prevented, as in the area of the *silence* spell.

CONSUMABLES

Some items are used up when they are activated. A potion or an elixir must be swallowed, or an oil applied to the body. The writing vanishes from a scroll when it is read. Once used, a consumable item loses its magic.

MAGIC ITEM FORMULAS

A magic item formula explains how to make a particular magic item. Such a formula can be an excellent reward if you allow player characters to craft magic items, as explained in chapter 6, "Between Adventures."

You can award a formula in place of a magic item. Usually written in a book or on a scroll, a formula is one step rarer than the item it allows a character to create. For example, the formula for a common magic item is uncommon. No formulas exist for legendary items.

If the creation of magic items is commonplace in your campaign, a formula can have a rarity that matches the rarity of the item it allows a character to create. Formulas for common and uncommon items might even be for sale, each with a cost double that of its magic item.

SPELLS

Some magic items allow the user to cast a spell from the item. The spell is cast at the lowest possible spell level, doesn't expend any of the user's spell slots, and requires no components, unless the item's description says otherwise. The spell uses its normal casting time, range, and duration, and the user of the item must concentrate if the spell requires concentration. Many items, such as potions, bypass the casting of a spell and confer the spell's effects, with their usual duration. Certain items make exceptions to these rules, changing the casting time, duration, or other parts of a spell.

A magic item, such as certain staves, may require you to use your own spellcasting ability when you cast a spell from the item. If you have more than one spellcasting ability, you choose which one to use with the item. If you don't have a spellcasting ability—perhaps you're a rogue with the Use Magic Device feature—your spellcasting ability modifier is +0 for the item, and your proficiency bonus does apply.

CHARGES

Some magic items have charges that must be expended to activate their properties. The number of charges an item has remaining is revealed when an *identify* spell is cast on it, as well as when a creature attunes to it. Additionally, when an item regains charges, the creature attuned to it learns how many charges it regained.

MAGIC ITEM RESILIENCE

Most magic items are objects of extraordinary artisanship. Thanks to a combination of careful crafting and magical reinforcement, a magic item is at least as durable as a nonmagical item of its kind. Most magic items, other than potions and scrolls, have resistance to all damage. Artifacts are practically indestructible, requiring extraordinary measures to destroy.

SPECIAL FEATURES

You can add distinctiveness to a magic item by thinking about its backstory. Who made the item? Is anything unusual about its construction? Why was it made, and how was it originally used? What minor magical quirks set it apart from other items of its kind? Answering these questions can help turn a generic magic item, such as a *+1 longsword*, into a more flavorful discovery.

The tables that follow can help you come up with answers. Roll on as many of these tables as you like. Some of the table entries make more sense for certain items than for others. Some magic items are made only by certain kinds of creatures, for instance; a *cloak of elvenkind* is made by elves, rather than dwarves. If you roll something that doesn't make sense, roll again, choose a more appropriate entry, or use the rolled detail as inspiration to make up your own.

VARIANT: WANDS THAT DON'T RECHARGE

A typical wand has expendable charges. If you'd like wands to be a limited resource, you can make some of them incapable of regaining charges. Consider increasing the base number of charges in such a wand, to a maximum of 25 charges. These charges are never regained once they're expended.

WHO CREATED IT OR WAS INTENDED TO USE IT?

d20 Creator or Intended User

- 1 **Aberration.** The item was created by aberrations in ancient times, possibly for the use of favored humanoid thralls. When seen from the corner of the eye, the item seems to be moving.
- 2–4 **Human.** The item was created during the heyday of a fallen human kingdom, or it is tied to a human of legend. It might hold writing in a forgotten tongue or symbols whose significance is lost to the ages.
- 5 **Celestial.** The weapon is half the normal weight and inscribed with feathered wings, suns, and other symbols of good. Fiends find the item's presence repulsive.
- 6 **Dragon.** This item is made from scales and talons shed by a dragon. Perhaps it incorporates precious metals and gems from the dragon's hoard. It grows slightly warm when within 120 feet of a dragon.
- 7 **Drow.** The item is half the normal weight. It is black and inscribed with spiders and webs in honor of Lolth. It might function poorly, or disintegrate, if exposed to sunlight for 1 minute or more.
- 8–9 **Dwarf.** The item is durable and has Dwarven runes worked into its design. It might be associated with a clan that would like to see it returned to their ancestral halls.
- 10 **Elemental Air.** The item is half the normal weight and feels hollow. If it's made of fabric, it is diaphanous.
- 11 **Elemental Earth.** This item might be crafted from stone. Any cloth or leather elements are studded with finely polished rock.

d20 Creator or Intended User

- 12 **Elemental Fire.** This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames cover its surface. Shades of red and orange are the prominent colors.
- 13 **Elemental Water.** Lustrous fish scales replace leather or cloth on this item, and metal portions are instead crafted from seashells and worked coral as hard as any metal.
- 14–15 **Elf.** The item is half the normal weight. It is adorned with symbols of nature: leaves, vines, stars, and the like.
- 16 **Fey.** The item is exquisitely crafted from the finest materials and glows with a pale radiance in moonlight, shedding dim light in a 5-foot radius. Any metal in the item is silver or mithral, rather than iron or steel.
- 17 **Fiend.** The item is made of black iron or horn inscribed with runes, and any cloth or leather components are crafted from the hide of fiends. It is warm to the touch and features leering faces or vile runes engraved on its surface. Celestials find the item's presence repulsive.
- 18 **Giant.** The item is larger than normal and was crafted by giants for use by their smaller allies.
- 19 **Gnome.** The item is crafted to appear ordinary, and it might look worn. It could also incorporate gears and mechanical components, even if these aren't essential to the item's function.
- 20 **Undead.** The item incorporates imagery of death, such as bones and skulls, and it might be crafted from parts of corpses. It feels cold to the touch.

WHAT IS A DETAIL FROM ITS HISTORY?

d8 History

- 1 **Arcane.** This item was created for an ancient order of spellcasters and bears the order's symbol.
- 2 **Bane.** This item was created by the foes of a particular culture or kind of creature. If the culture or creatures are still around, they might recognize the item and single out the bearer as an enemy.
- 3 **Heroic.** A great hero once wielded this item. Anyone who's familiar with the item's history expects great deeds from the new owner.
- 4 **Ornament.** The item was created to honor a special occasion. Inset gemstones, gold or platinum inlays, and gold or silver filigree adorn its surface.
- 5 **Prophecy.** The item features in a prophecy: its bearer is destined to play a key role in future events. Someone else who wants to play that role might try to steal the item, or someone who wants to prevent the prophecy from being fulfilled might try to kill the item's bearer.

d8 History

- 6 **Religious.** This item was used in religious ceremonies dedicated to a particular deity. It has holy symbols worked into it. The god's followers might try to persuade its owner to donate it to a temple, steal the item for themselves, or celebrate its use by a cleric or paladin of the same deity.
- 7 **Sinister.** This item is linked to a deed of great evil, such as a massacre or an assassination. It might have a name or be closely associated with a villain who used it. Anyone familiar with the item's history is likely to treat it and its owner with suspicion.
- 8 **Symbol of Power.** This item was once used as part of royal regalia or as a badge of high office. Its former owner or that person's descendants might desire it, or someone might mistakenly assume its new owner is the item's legitimate inheritor.

WHAT MINOR PROPERTY DOES IT HAVE?

d20 Minor Property

- 1 **Beacon.** The bearer can use a bonus action to cause the item to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.
- 2 **Compass.** The wielder can use an action to learn which way is north.
- 3 **Conscientious.** When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience.
- 4 **Delver.** While underground, the bearer of this item always knows the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.
- 5 **Gleaming.** This item never gets dirty.
- 6 **Guardian.** The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated.
- 7 **Harmonious.** Attuning to this item takes only 1 minute.
- 8 **Hidden Message.** A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of one phase of the moon, or in a specific location.
- 9 **Key.** The item is used to unlock a container, chamber, vault, or other entryway.
- 10 **Language.** The bearer can speak and understand a language of the DM's choice while the item is on the bearer's person.
- 11 **Sentinel.** Choose a kind of creature that is an enemy of the item's creator. This item glows faintly when such creatures are within 120 feet of it.

d20 Minor Property

- 12 **Song Craft.** Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song.
- 13 **Strange Material.** The item was created from a material that is bizarre given its purpose. Its durability is unaffected.
- 14 **Temperate.** The bearer suffers no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.
- 15 **Unbreakable.** The item can't be broken. Special means must be used to destroy it.
- 16 **War Leader.** The bearer can use an action to cause his or her voice to carry clearly for up to 300 feet until the end of the bearer's next turn.
- 17 **Waterborne.** This item floats on water and other liquids. Its bearer has advantage on Strength (Athletics) checks to swim.
- 18 **Wicked.** When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearer's urge to do so.
- 19 **Illusion.** The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it.
- 20 Roll twice, rerolling any additional 20s.

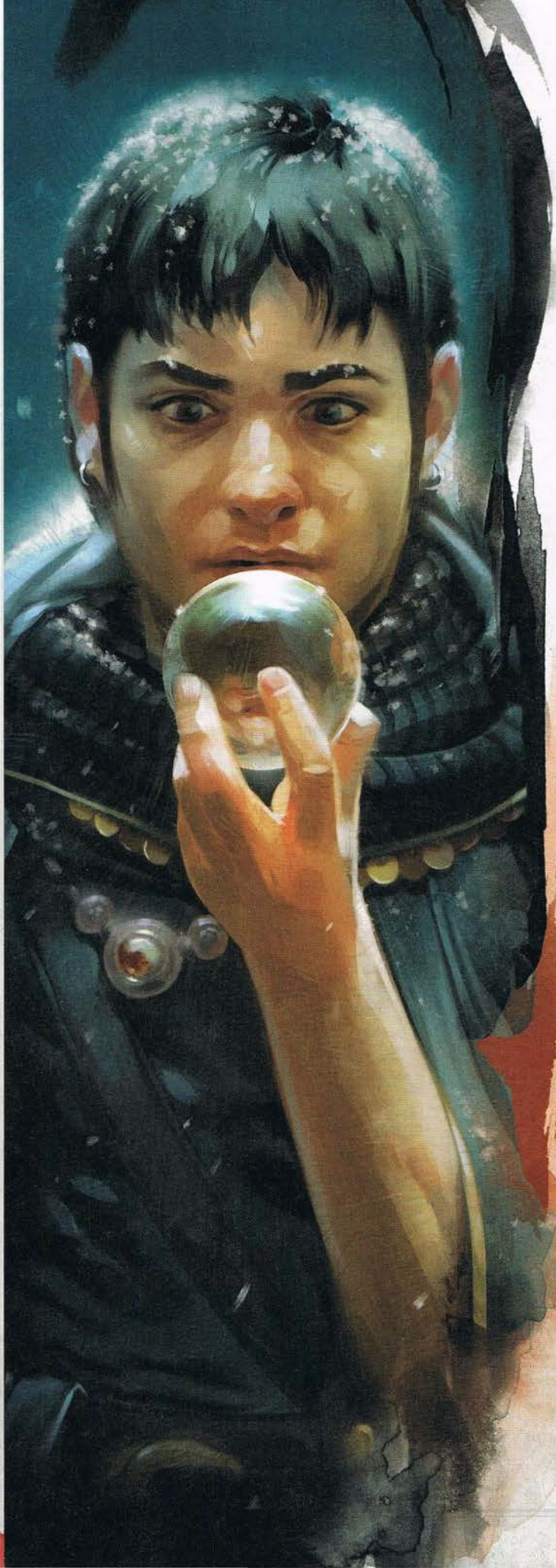
WHAT QUIRK DOES IT HAVE?

d12 Quirk

- 1 **Blissful.** While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence.
- 2 **Confident.** The item helps its bearer feel self-assured.
- 3 **Covetous.** The item's bearer becomes obsessed with material wealth.
- 4 **Frail.** The item crumbles, frays, chips, or cracks slightly when wielded, worn, or activated. This quirk has no effect on its properties, but if the item has seen much use, it looks decrepit.
- 5 **Hungry.** This item's magical properties function only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate.
- 6 **Loud.** The item makes a loud noise—such as a clang, a shout, or a resonating gong—when used.

d12 Quirk

- 7 **Metamorphic.** The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor alterations, which have no effect on the item's use.
- 8 **Muttering.** The item grumbles and mutters. A creature who listens carefully to the item might learn something useful.
- 9 **Painful.** The bearer experiences a harmless flash of pain when using the item.
- 10 **Possessive.** The item demands attunement when first wielded or worn, and it doesn't allow its bearer to attune to other items. (Other items already attuned to the bearer remain so until their attunement ends.)
- 11 **Repulsive.** The bearer feels a sense of distaste when in contact with the item, and continues to sense discomfort while bearing it.
- 12 **Slothful.** The bearer of this item feels slothful and lethargic. While attuned to the item, the bearer requires 10 hours to finish a long rest.



RANDOM MAGIC ITEMS

When you use a Treasure Hoard table to randomly determine the contents of a treasure hoard and your roll indicates the presence of one or more magic items, you can determine the specific magic items by rolling on the appropriate table(s) here.

MAGIC ITEM TABLE A

d100	Magic Item
01–50	Potion of healing
51–60	Spell scroll (cantrip)
61–70	Potion of climbing
71–90	Spell scroll (1st level)
91–94	Spell scroll (2nd level)
95–98	Potion of greater healing
99	Bag of holding
00	Driftglobe

MAGIC ITEM TABLE B

d100	Magic Item
01–15	Potion of greater healing
16–22	Potion of fire breath
23–29	Potion of resistance
30–34	Ammunition, +1
35–39	Potion of animal friendship
40–44	Potion of hill giant strength
45–49	Potion of growth
50–54	Potion of water breathing
55–59	Spell scroll (2nd level)
60–64	Spell scroll (3rd level)
65–67	Bag of holding
68–70	Keoghtom's ointment
71–73	Oil of slipperiness
74–75	Dust of disappearance
76–77	Dust of dryness
78–79	Dust of sneezing and choking
80–81	Elemental gem
82–83	Philter of love
84	Alchemy jug
85	Cap of water breathing
86	Cloak of the manta ray
87	Driftglobe
88	Goggles of night
89	Helm of comprehending languages
90	Immovable rod
91	Lantern of revealing
92	Mariner's armor
93	Mithral armor
94	Potion of poison
95	Ring of swimming
96	Robe of useful items
97	Rope of climbing
98	Saddle of the cavalier
99	Wand of magic detection
00	Wand of secrets

MAGIC ITEM TABLE C

d100	Magic Item
01–15	Potion of superior healing
16–22	Spell scroll (4th level)
23–27	Ammunition, +2
28–32	Potion of clairvoyance
33–37	Potion of diminution
38–42	Potion of gaseous form
43–47	Potion of frost giant strength
48–52	Potion of stone giant strength
53–57	Potion of heroism
58–62	Potion of invulnerability
63–67	Potion of mind reading
68–72	Spell scroll (5th level)
73–75	Elixir of health
76–78	Oil of etherealness
79–81	Potion of fire giant strength
82–84	Quaal's feather token
85–87	Scroll of protection
88–89	Bag of beans
90–91	Bead of force
92	Chime of opening
93	Decanter of endless water
94	Eyes of minute seeing
95	Folding boat
96	Heward's handy haversack
97	Horseshoes of speed
98	Necklace of fireballs
99	Periapt of health
00	Sending stones

MAGIC ITEM TABLE D

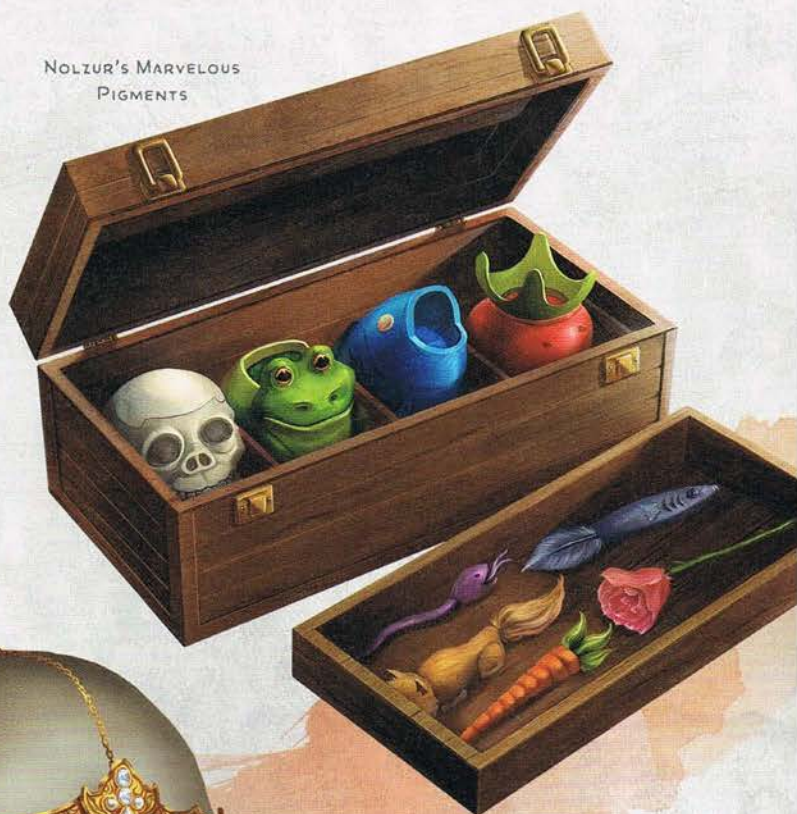
d100	Magic Item
01–20	Potion of supreme healing
21–30	Potion of invisibility
31–40	Potion of speed
41–50	Spell scroll (6th level)
51–57	Spell scroll (7th level)
58–62	Ammunition, +3
63–67	Oil of sharpness
68–72	Potion of flying
73–77	Potion of cloud giant strength
78–82	Potion of longevity
83–87	Potion of vitality
88–92	Spell scroll (8th level)
93–95	Horseshoes of a zephyr
96–98	Nolzur's marvelous pigments
99	Bag of devouring
00	Portable hole

MAGIC ITEM TABLE E

d100	Magic Item
01–30	Spell scroll (8th level)
31–55	Potion of storm giant strength
56–70	Potion of supreme healing
71–85	Spell scroll (9th level)
86–93	Universal solvent
94–98	Arrow of slaying
99–00	Sovereign glue



CENSER OF CONTROLLING
AIR ELEMENTALS



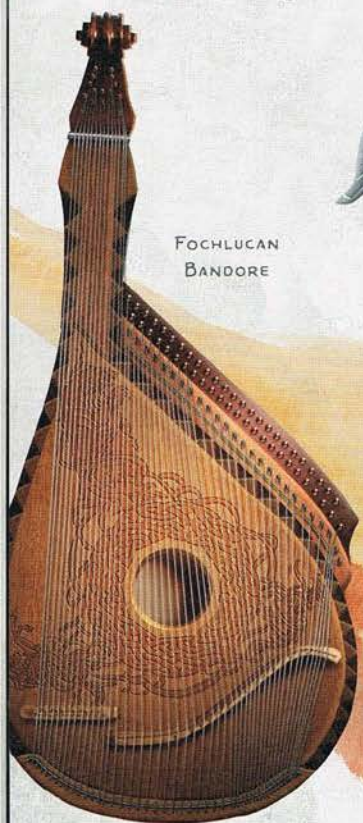
NOLZUR'S MARVELOUS
PIGMENTS



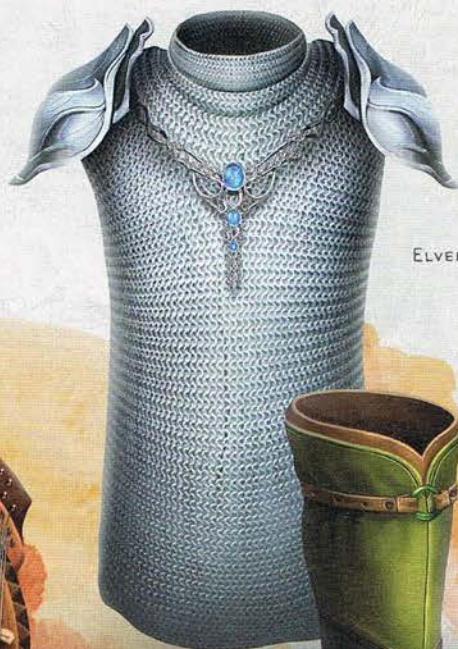
HEADBAND
OF INTELLECT

MAGIC ITEM TABLE F

d100	Magic Item	d100	Magic Item
01–15	Weapon, +1	71	Bag of tricks (tan)
16–18	Shield, +1	72	Boots of the winterlands
19–21	Sentinel shield	73	Circlet of blasting
22–23	Amulet of proof against detection and location	74	Deck of illusions
24–25	Boots of elvenkind	75	Eversmoking bottle
26–27	Boots of striding and springing	76	Eyes of charming
28–29	Bracers of archery	77	Eyes of the eagle
30–31	Brooch of shielding	78	Figurine of wondrous power (silver raven)
32–33	Broom of flying	79	Gem of brightness
34–35	Cloak of elvenkind	80	Gloves of missile snaring
36–37	Cloak of protection	81	Gloves of swimming and climbing
38–39	Gauntlets of ogre power	82	Gloves of thievery
40–41	Hat of disguise	83	Headband of intellect
42–43	Javelin of lightning	84	Helm of telepathy
44–45	Pearl of power	85	Instrument of the bards (Doss lute)
46–47	Rod of the pact keeper, +1	86	Instrument of the bards (Fochlucan bandore)
48–49	Slippers of spider climbing	87	Instrument of the bards (Mac-Fuimidh cittern)
50–51	Staff of the adder	88	Medallion of thoughts
52–53	Staff of the python	89	Necklace of adaptation
54–55	Sword of vengeance	90	Periapt of wound closure
56–57	Trident of fish command	91	Pipes of haunting
58–59	Wand of magic missiles	92	Pipes of the sewers
60–61	Wand of the war mage, +1	93	Ring of jumping
62–63	Wand of web	94	Ring of mind shielding
64–65	Weapon of warning	95	Ring of warmth
66	Adamantine armor (chain mail)	96	Ring of water walking
67	Adamantine armor (chain shirt)	97	Quiver of Ehlonna
68	Adamantine armor (scale mail)	98	Stone of good luck
69	Bag of tricks (gray)	99	Wind fan
70	Bag of tricks (rust)	00	Winged boots



FOCHLUCAN
BANDORE



ELVEN CHAIN



BOOTS OF
SPEED



BRACERS OF
ARCHERY



ARROW OF SLAYING

MAGIC ITEM TABLE G

d100	Magic Item	d100	Magic Item
01–11	Weapon, +2	54	loun stone (sustenance)
12–14	Figurine of wondrous power (roll d8)	55	Iron bands of Bilarro
1	Bronze griffon	56	Armor, +1 leather
2	Ebony fly	57	Armor of resistance (leather)
3	Golden lions	58	Mace of disruption
4	Ivory goats	59	Mace of smiting
5	Marble elephant	60	Mace of terror
6–7	Onyx dog	61	Mantle of spell resistance
8	Serpentine owl	62	Necklace of prayer beads
15	Adamantine armor (breastplate)	63	Periapert of proof against poison
16	Adamantine armor (splint)	64	Ring of animal influence
17	Amulet of health	65	Ring of evasion
18	Armor of vulnerability	66	Ring of feather falling
19	Arrow-catching shield	67	Ring of free action
20	Belt of dwarvenkind	68	Ring of protection
21	Belt of hill giant strength	69	Ring of resistance
22	Berserker axe	70	Ring of spell storing
23	Boots of levitation	71	Ring of the ram
24	Boots of speed	72	Ring of X-ray vision
25	Bowl of commanding water elementals	73	Robe of eyes
26	Bracers of defense	74	Rod of rulership
27	Brazier of commanding fire elementals	75	Rod of the pact keeper, +2
28	Cape of the mountebank	76	Rope of entanglement
29	Censer of controlling air elementals	77	Armor, +1 scale mail
30	Armor, +1 chain mail	78	Armor of resistance (scale mail)
31	Armor of resistance (chain mail)	79	Shield, +2
32	Armor, +1 chain shirt	80	Shield of missile attraction
33	Armor of resistance (chain shirt)	81	Staff of charming
34	Cloak of displacement	82	Staff of healing
35	Cloak of the bat	83	Staff of swarming insects
36	Cube of force	84	Staff of the woodlands
37	Daern's instant fortress	85	Staff of withering
38	Dagger of venom	86	Stone of controlling earth elementals
39	Dimensional shackles	87	Sun blade
40	Dragon slayer	88	Sword of life stealing
41	Elven chain	89	Sword of wounding
42	Flame tongue	90	Tentacle rod
43	Gem of seeing	91	Vicious weapon
44	Giant slayer	92	Wand of binding
45	Glamoured studded leather	93	Wand of enemy detection
46	Helm of teleportation	94	Wand of fear
47	Horn of blasting	95	Wand of fireballs
48	Horn of Valhalla (silver or brass)	96	Wand of lightning bolts
49	Instrument of the bards (Canaith mandolin)	97	Wand of paralysis
50	Instrument of the bards (Cli lyre)	98	Wand of the war mage, +2
51	loun stone (awareness)	99	Wand of wonder
52	loun stone (protection)	00	Wings of flying
53	loun stone (reserve)		



MAGIC ITEM TABLE H

d100	Magic Item	d100	Magic Item
01–10	Weapon, +3	66	Dancing sword
11–12	Amulet of the planes	67	Demon armor
13–14	Carpet of flying	68	Dragon scale mail
15–16	Crystal ball (very rare version)	69	Dwarven plate
17–18	Ring of regeneration	70	Dwarven thrower
19–20	Ring of shooting stars	71	Efreeti bottle
21–22	Ring of telekinesis	72	Figurine of wondrous power (obsidian steed)
23–24	Robe of scintillating colors	73	Frost brand
25–26	Robe of stars	74	Helm of brilliance
27–28	Rod of absorption	75	Horn of Valhalla (bronze)
29–30	Rod of alertness	76	Instrument of the bards (Anstruth harp)
31–32	Rod of security	77	loun stone (absorption)
33–34	Rod of the pact keeper, +3	78	loun stone (agility)
35–36	Scimitar of speed	79	loun stone (fortitude)
37–38	Shield, +3	80	loun stone (insight)
39–40	Staff of fire	81	loun stone (intellect)
41–42	Staff of frost	82	loun stone (leadership)
43–44	Staff of power	83	loun stone (strength)
45–46	Staff of striking	84	Armor, +2 leather
47–48	Staff of thunder and lightning	85	Manual of bodily health
49–50	Sword of sharpness	86	Manual of gainful exercise
51–52	Wand of polymorph	87	Manual of golems
53–54	Wand of the war mage, +3	88	Manual of quickness of action
55	Adamantine armor (half plate)	89	Mirror of life trapping
56	Adamantine armor (plate)	90	Nine lives stealer
57	Animated shield	91	Oathbow
58	Belt of fire giant strength	92	Armor, +2 scale mail
59	Belt of frost (or stone) giant strength	93	Spellguard shield
60	Armor, +1 breastplate	94	Armor, +1 splint
61	Armor of resistance (breastplate)	95	Armor of resistance (splint)
62	Candle of invocation	96	Armor, +1 studded leather
63	Armor, +2 chain mail	97	Armor of resistance (studded leather)
64	Armor, +2 chain shirt	98	Tome of clear thought
65	Cloak of arachnida	99	Tome of leadership and influence
		00	Tome of understanding



MANUAL OF
IRON GOLEMS

DRAGON SCALE MAIL



MAGIC ITEM TABLE I

d100	Magic Item
01–05	Defender
06–10	Hammer of thunderbolts
11–15	Luck blade
16–20	Sword of answering
21–23	Holy avenger
24–26	Ring of djinni summoning
27–29	Ring of invisibility
30–32	Ring of spell turning
33–35	Rod of lordly might
36–38	Staff of the magi
39–41	Vorpal sword
42–43	Belt of cloud giant strength
44–45	Armor, +2 breastplate
46–47	Armor, +3 chain mail
48–49	Armor, +3 chain shirt
50–51	Cloak of invisibility
52–53	Crystal ball (legendary version)
54–55	Armor, +1 half plate
56–57	Iron flask
58–59	Armor, +3 leather
60–61	Armor, +1 plate
62–63	Robe of the archmagi
64–65	Rod of resurrection
66–67	Armor, +1 scale mail
68–69	Scarab of protection
70–71	Armor, +2 splint
72–73	Armor, +2 studded leather
74–75	Well of many worlds
76	Magic armor (roll d12)
1–2	Armor, +2 half plate
3–4	Armor, +2 plate
5–6	Armor, +3 studded leather
7–8	Armor, +3 breastplate
9–10	Armor, +3 splint
11	Armor, +3 half plate
12	Armor, +3 plate

d100	Magic Item
77	Apparatus of Kwalish
78	Armor of invulnerability
79	Belt of storm giant strength
80	Cubic gate
81	Deck of many things
82	Efreeti chain
83	Armor of resistance (half plate)
84	Horn of Valhalla (iron)
85	Instrument of the bards (Ollamh harp)
86	loun stone (greater absorption)
87	loun stone (mastery)
88	loun stone (regeneration)
89	Plate armor of etherealness
90	Plate armor of resistance
91	Ring of air elemental command
92	Ring of earth elemental command
93	Ring of fire elemental command
94	Ring of three wishes
95	Ring of water elemental command
96	Sphere of annihilation
97	Talisman of pure good
98	Talisman of the sphere
99	Talisman of ultimate evil
00	Tome of the stilled tongue



BELT OF STORM
GIANT STRENGTH

CANDLE OF
INVOCATION



PLATE ARMOR
OF RESISTANCE



AMULET OF HEALTH



AMULET OF THE PLANES



ALCHEMY JUG

AMULET OF PROOF AGAINST
DETECTION AND LOCATION

MAGIC ITEMS A–Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

ADAMANTINE ARMOR

Armor (medium or heavy, but not hide), uncommon

This suit of armor is reinforced with adamantine, one of the hardest substances in existence. While you're wearing it, any critical hit against you becomes a normal hit.

ALCHEMY JUG

Wondrous item, uncommon

This ceramic jug appears to be able to hold a gallon of liquid and weighs 12 pounds whether full or empty. Sloshing sounds can be heard from within the jug when it is shaken, even if the jug is empty.

You can use an action and name one liquid from the table below to cause the jug to produce the chosen liquid. Afterward, you can uncork the jug as an action and pour that liquid out, up to 2 gallons per minute. The maximum amount of liquid the jug can produce depends on the liquid you named.

Once the jug starts producing a liquid, it can't produce a different one, or more of one that has reached its maximum, until the next dawn.

Liquid	Max Amount	Liquid	Max Amount
Acid	8 ounces	Oil	1 quart
Basic poison	1/2 ounce	Vinegar	2 gallons
Beer	4 gallons	Water, fresh	8 gallons
Honey	1 gallon	Water, salt	12 gallons
Mayonnaise	2 gallons	Wine	1 gallon

AMMUNITION, +1, +2, OR +3

Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3)

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

AMULET OF HEALTH

Wondrous item, rare (requires attunement)

Your Constitution score is 19 while you wear this amulet. It has no effect on you if your Constitution is already 19 or higher.

AMULET OF PROOF AGAINST DETECTION AND LOCATION

Wondrous item, uncommon (requires attunement)

While wearing this amulet, you are hidden from divination magic. You can't be targeted by such magic or perceived through magical scrying sensors.

AMULET OF THE PLANES

Wondrous item, very rare (requires attunement)

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence. Then make a DC 15 Intelligence check. On a successful check, you cast the *plane shift* spell. On a failure, you and each creature and object within 15 feet of you travel to a random destination. Roll a d100. On a 1–60, you travel to a random location on the plane you named. On a 61–100, you travel to a randomly determined plane of existence.



ANIMATED SHIELD

ANIMATED SHIELD

Armor (shield), very rare (requires attunement)

While holding this shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free. The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

APPARATUS OF KWALISH

Wondrous item, legendary

This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. Releasing the catch unlocks a hatch at one end of the barrel, allowing two Medium or smaller creatures to crawl inside. Ten levers are set in a row at the far end, each in a neutral position, able to move either up or down. When certain levers are used, the apparatus transforms to resemble a giant lobster.

The apparatus of Kwalish is a Large object with the following statistics:

Armor Class: 20

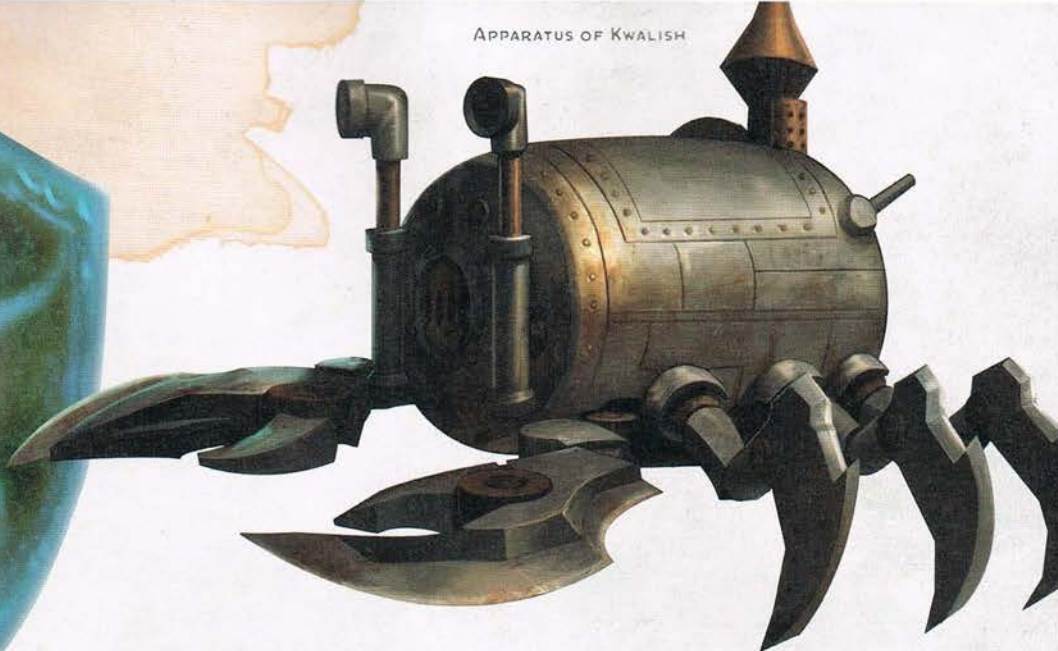
Hit Points: 200

Speed: 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended)

Damage Immunities: poison, psychic

To be used as a vehicle, the apparatus requires one pilot. While the apparatus's hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside.

The apparatus floats on water. It can also go underwater to a depth of 900 feet. Below that, the vehicle takes 2d6 bludgeoning damage per minute from pressure.



A creature in the compartment can use an action to move as many as two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. Each lever, from left to right, functions as shown in the Apparatus of Kwalish Levers table.

APPARATUS OF KWALISH LEVERS

Lever	Up	Down
1	Legs and tail extend, allowing the apparatus to walk and swim.	Legs and tail retract, reducing the apparatus's speed to 0 and making it unable to benefit from bonuses to speed.
2	Forward window shutter opens.	Forward window shutter closes.
3	Side window shutters open (two per side).	Side window shutters close (two per side).
4	Two claws extend from the front sides of the apparatus.	The claws retract.
5	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. <i>Hit:</i> 7 (2d6) bludgeoning damage.	Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. <i>Hit:</i> The target is grappled (escape DC 15).
6	The apparatus walks or swims forward.	The apparatus walks or swims backward.
7	The apparatus turns 90 degrees left.	The apparatus turns 90 degrees right.
8	Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30 feet.	The light turns off.
9	The apparatus sinks as much as 20 feet in liquid.	The apparatus rises up to 20 feet in liquid.
10	The rear hatch unseals and opens.	The rear hatch closes and seals.



ARMOR OF
COLD RESISTANCE

ARMOR OF
INVULNERABILITY

ARMOR, +1, +2, OR +3

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

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

ARMOR OF INVULNERABILITY

Armor (plate), legendary (requires attunement)

You have resistance to nonmagical damage while you wear this armor. Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor. Once this special action is used, it can't be used again until the next dawn.

ARMOR OF RESISTANCE

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

You have resistance to one type of damage while you wear this armor. The DM chooses the type or determines it randomly from the options below.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

ARMOR OF VULNERABILITY

Armor (plate), rare (requires attunement)

While wearing this armor, you have resistance to one of the following damage types: bludgeoning, piercing, or slashing. The DM chooses the type or determines it randomly.

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 two of the three damage types associated with the armor (not the one to which it grants resistance).

ARROW-CATCHING SHIELD

Armor (shield), rare (requires attunement)

You gain a +2 bonus to AC against ranged attacks while you wield this shield. This bonus is in addition to the shield's normal bonus to AC. In addition, whenever an attacker makes a ranged attack against a target within 5 feet of you, you can use your reaction to become the target of the attack instead.

ARROW OF SLAYING

Weapon (arrow), very rare

An *arrow of slaying* is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both *arrows of dragon slaying* and *arrows of blue dragon slaying*. If a creature belonging to the type, race, or group associated with an *arrow of slaying* takes damage from the arrow, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

Once an *arrow of slaying* deals its extra damage to a creature, it becomes a nonmagical arrow.

Other types of magic ammunition of this kind exist, such as *bolts of slaying* meant for a crossbow, though arrows are most common.

BAG OF BEANS

Wondrous item, rare

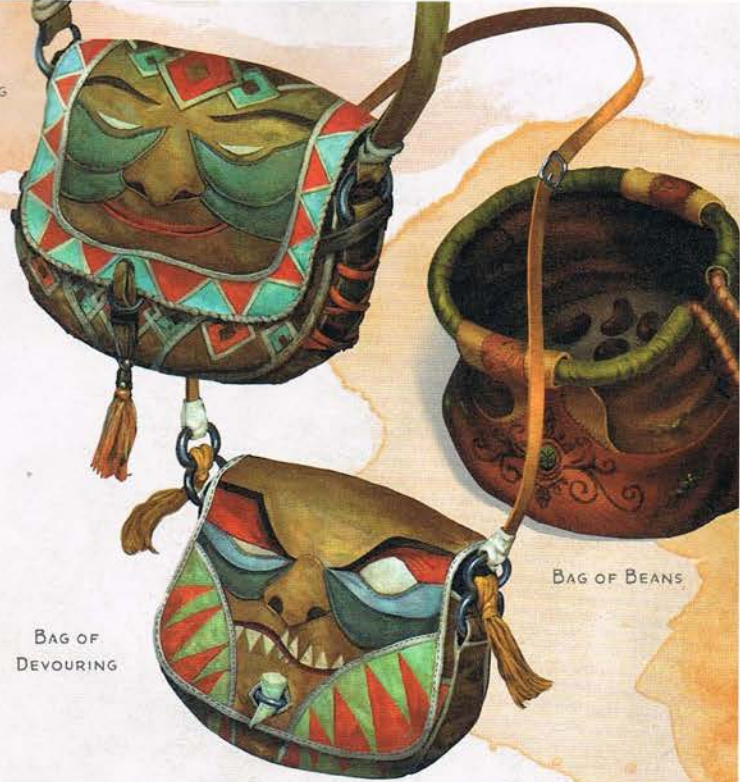
Inside this heavy cloth bag are 3d4 dry beans. The bag weighs 1/2 pound plus 1/4 pound for each bean it contains.

If you dump the bag's contents out on the ground, they explode in a 10-foot radius, extending from the beans. Each creature in the area, including you, must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one. The fire ignites flammable objects in the area that aren't being worn or carried.

If you remove a bean from the bag, plant it in dirt or sand, and then water it, the bean produces an effect 1 minute later from the ground where it was planted. The DM can choose an effect from the following table, determine it randomly, or create an effect.

d100 Effect

- 01 5d4 toadstools sprout. If a creature eats a toadstool, roll any die. On an odd roll, the eater must succeed on a DC 15 Constitution saving throw or take 5d6 poison damage and become poisoned for 1 hour. On an even roll, the eater gains 5d6 temporary hit points for 1 hour.
- 02–10 A geyser erupts and spouts water, beer, berry juice, tea, vinegar, wine, or oil (DM's choice) 30 feet into the air for 1d12 rounds.
- 11–20 A **treant** sprouts (see the *Monster Manual* for statistics). There's a 50 percent chance that the treant is chaotic evil and attacks.
- 21–30 An animate, immobile stone statue in your likeness rises. It makes verbal threats against you. If you leave it and others come near, it describes you as the most heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.
- 31–40 A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished).
- 41–50 1d6 + 6 **shriekers** sprout (see the *Monster Manual* for statistics).
- 51–60 1d4 + 8 bright pink toads crawl forth. Whenever a toad is touched, it transforms into a Large or smaller monster of the DM's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke.
- 61–70 A hungry **bulette** (see the *Monster Manual* for statistics) burrows up and attacks.
- 71–80 A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined magic potions, while one acts as an ingested poison of the DM's choice. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.
- 81–90 A nest of 1d4 + 3 eggs springs up. Any creature that eats an egg must make a DC 20 Constitution saving throw. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 force damage from an internal magical explosion.
- 91–99 A pyramid with a 60-foot-square base bursts upward. Inside is a sarcophagus containing a **mummy lord** (see the *Monster Manual* for statistics). The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the DM's choice.
- 00 A giant beanstalk sprouts, growing to a height of the DM's choice. The top leads where the DM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.



BAG OF DEVOURING

BAG OF BEANS

BAG OF DEVOURING

Wondrous item, very rare

This bag superficially resembles a *bag of holding* but is a feeding orifice for a gigantic extradimensional creature. Turning the bag inside out closes the orifice.

The extradimensional creature attached to the bag can sense whatever is placed inside the bag. Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 Strength check. Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength check (provided it isn't pulled inside the bag first). Any creature that starts its turn inside the bag is devoured, its body destroyed.

Inanimate objects can be stored in the bag, which can hold a cubic foot of such material. However, once each day, the bag swallows any objects inside it and spits them out into another plane of existence. The DM determines the time and plane.

If the bag is pierced or torn, it is destroyed, and anything contained within it is transported to a random location on the Astral Plane.

BAG OF HOLDING

Wondrous item, uncommon

This bag has an interior space considerably larger than its outside dimensions, roughly 2 feet in diameter at the mouth and 4 feet deep. The bag can hold up to 500 pounds, not exceeding a volume of 64 cubic feet. The bag weighs 15 pounds, regardless of its contents. Retrieving an item from the bag requires an action.

If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the



BERSERKER
AXE



BAG OF TRICKS



BELT OF STONE
GIANT STRENGTH

BELT OF
DWARVENKIND



Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a *bag of holding* inside an extradimensional space created by a *Heward's handy haversack*, *portable hole*, 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 to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

BAG OF TRICKS

Wondrous item, uncommon

This ordinary bag, made from gray, rust, or tan cloth, appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy 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 table that corresponds to the bag's color. See the *Monster Manual* for the creature's statistics.

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 the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

GRAY BAG OF TRICKS

d8 Creature

- | | |
|---|-----------|
| 1 | Weasel |
| 2 | Giant rat |
| 3 | Badger |
| 4 | Boar |

d8 Creature

- | | |
|---|--------------|
| 5 | Panther |
| 6 | Giant badger |
| 7 | Dire wolf |
| 8 | Giant elk |

RUST BAG OF TRICKS

d8 Creature

- | | |
|---|---------|
| 1 | Rat |
| 2 | Owl |
| 3 | Mastiff |
| 4 | Goat |

d8 Creature

- | | |
|---|------------|
| 5 | Giant goat |
| 6 | Giant boar |
| 7 | Lion |
| 8 | Brown bear |

TAN BAG OF TRICKS

d8 Creature

- | | |
|---|----------|
| 1 | Jackal |
| 2 | Ape |
| 3 | Baboon |
| 4 | Axe beak |

d8 Creature

- | | |
|---|--------------|
| 5 | Black bear |
| 6 | Giant weasel |
| 7 | Giant hyena |
| 8 | Tiger |

BEAD OF FORCE

Wondrous item, rare

This small black sphere measures 3/4 of an inch in diameter and weighs an ounce. Typically, 1d4 + 4 *beads of force* are found together.

You can use an action to throw the bead up to 60 feet. The bead explodes on impact and is destroyed. Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed



BOOTS OF
ELVENKIND

away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

An enclosed creature can use its action to push against the sphere's wall, moving the sphere up to half the creature's walking speed. The sphere can be picked up, and its magic causes it to weigh only 1 pound, regardless of the weight of creatures inside.

BELT OF DWARVENKIND

Wondrous item, rare (requires attunement)

While wearing this belt, you gain the following benefits:

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

In addition, while attuned to the belt, you have a 50 percent chance each day at dawn of growing a full beard if you're capable of growing one, or a visibly thicker beard if you already have one.

If you aren't a dwarf, you gain the following additional benefits while wearing the belt:

- You have advantage on saving throws against poison, and you have resistance against poison damage.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Dwarvish.

BELT OF GIANT STRENGTH

Wondrous item, rarity varies (requires attunement)

While wearing this belt, your Strength score changes to a score granted by the belt. If your Strength is already equal to or greater than the belt's score, the item has no effect on you.

Six varieties of this belt exist, corresponding with and having rarity according to the six kinds of true giants.

The *belt of stone giant strength* and the *belt of frost giant strength* look different, but they have the same effect.

Type	Strength	Rarity
Hill giant	21	Rare
Stone/frost giant	23	Very rare
Fire giant	25	Very rare
Cloud giant	27	Legendary
Storm giant	29	Legendary

BERSERKER AXE

Weapon (any axe), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Curse. This axe 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 axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60 feet of you that you can see or hear.

Whenever a hostile creature damages you while the axe is in your possession, you must succeed on a DC 15 Wisdom saving throw or go berserk. While berserk, you must use your action each round to attack the creature nearest to you with the axe. If you can make extra attacks as part of the Attack action, you use those extra attacks, moving to attack the next nearest creature after you fell your current target. If you have multiple possible targets, you attack one at random. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

BOOTS OF ELVENKIND

Wondrous item, uncommon

While you wear these boots, your steps make no sound, regardless of the surface you are moving across. You also have advantage on Dexterity (Stealth) checks that rely on moving silently.

BOOTS OF LEVITATION

Wondrous item, rare (requires attunement)

While you wear these boots, you can use an action to cast the *levitate* spell on yourself at will.

BOOTS OF SPEED

Wondrous item, rare (requires attunement)

While you wear these boots, you can use a bonus action and click the boots' heels together. If you do, the boots double your walking speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll. If you click your heels together again, you end the effect.

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you finish a long rest.



BOOTS OF THE WINTERLANDS



BRAZIER OF COMMANDING FIRE ELEMENTALS

BOWL OF COMMANDING WATER ELEMENTALS

BOOTS OF STRIDING AND SPRINGING

Wondrous item, uncommon (requires attunement)

While you wear these boots, your walking speed becomes 30 feet, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor. In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

BOOTS OF THE WINTERLANDS

Wondrous item, uncommon (requires attunement)

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:

- You have resistance to cold damage.
- You ignore difficult terrain created by ice or snow.
- 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.

BOWL OF COMMANDING WATER ELEMENTALS

Wondrous item, rare

While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the *conjure elemental* spell. The bowl can't be used this way again until the next dawn.

The bowl is about 1 foot in diameter and half as deep. It weighs 3 pounds and holds about 3 gallons.

BRACERS OF ARCHERY

Wondrous item, uncommon (requires attunement)

While wearing these bracers, you have proficiency with the longbow and shortbow, and you gain a +2 bonus to damage rolls on ranged attacks made with such weapons.

BRACERS OF DEFENSE

Wondrous item, rare (requires attunement)

While wearing these bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

BRAZIER OF COMMANDING FIRE ELEMENTALS

Wondrous item, rare

While a fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the *conjure elemental* spell. The brazier can't be used this way again until the next dawn.

The brazier weighs 5 pounds.

BROOCH OF SHIELDING

Wondrous item, uncommon (requires attunement)

While wearing this brooch, you have resistance to force damage, and you have immunity to damage from the *magic missile* spell.

BROOM OF FLYING

Wondrous item, uncommon

This wooden broom, which weighs 3 pounds, functions like a mundane broom until you stand astride it and speak its command word. It then hovers beneath you and can be ridden in the air. It has a flying speed of 50 feet. It can carry up to 400 pounds, but its flying speed becomes 30 feet while carrying over 200 pounds. The broom stops hovering when you land.

You can send the broom to travel alone to a destination within 1 mile of you if you speak the command word, name the location, and are familiar with that place. The broom comes back to you when you speak another command word, provided that the broom is still within 1 mile of you.



BOOTS OF STRIDING AND SPRINGING

CAPE OF THE MOUNTEBANK

BRACERS OF DEFENSE

BROOCH OF SHIELDING

CANDLE OF INVOCATION

Wondrous item, very rare (requires attunement)

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the *detect evil and good* spell. The DM chooses the god and associated alignment or determines the alignment randomly.

d20	Alignment	d20	Alignment
1–2	Chaotic evil	10–11	Neutral
3–4	Chaotic neutral	12–13	Neutral good
5–7	Chaotic good	14–15	Lawful evil
8–9	Neutral evil	16–17	Lawful neutral
		18–20	Lawful good

The candle's magic is activated when the candle is lit, which requires an action. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use at a later time. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

While lit, the candle sheds dim light in a 30-foot radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage. In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st-level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level slot.

Alternatively, when you light the candle for the first time, you can cast the *gate* spell with it. Doing so destroys the candle.

CAP OF WATER BREATHING

Wondrous item, uncommon

While wearing this cap underwater, you can speak its command word as an action to create a bubble of air

around your head. It allows you to breathe normally underwater. This bubble stays with you until you speak the command word again, the cap is removed, or you are no longer underwater.

CAPE OF THE MOUNTEBANK

Wondrous item, rare

This cape smells faintly of brimstone. While wearing it, you can use it to cast the *dimension door* spell as an action. This property of the cape can't be used again until the next dawn.

When you disappear, you leave behind a cloud of smoke, and you appear in a similar cloud of smoke at your destination. The smoke lightly obscures the space you left and the space you appear in, and it dissipates at the end of your next turn. A light or stronger wind disperses the smoke.

CARPET OF FLYING

Wondrous item, very rare

You can speak the carpet's command word as an action to make the carpet hover and fly. It moves according to your spoken directions, provided that you are within 30 feet of it.

Four sizes of *carpet of flying* exist. The DM chooses the size of a given carpet or determines it randomly.

d100	Size	Capacity	Flying Speed
01–20	3 ft. × 5 ft.	200 lb.	80 feet
21–55	4 ft. × 6 ft.	400 lb.	60 feet
56–80	5 ft. × 7 ft.	600 lb.	40 feet
81–100	6 ft. × 9 ft.	800 lb.	30 feet

A carpet can carry up to twice the weight shown on the table, but it flies at half speed if it carries more than its normal capacity.

CLOAK OF
DISPLACEMENT



CLOAK OF
PROTECTION



CLOAK OF ELVENKIND



CENSER OF CONTROLLING AIR ELEMENTALS

Wondrous item, rare

While incense is burning in this censer, you can use an action to speak the censer's command word and summon an air elemental, as if you had cast the *conjure elemental* spell. The censer can't be used this way again until the next dawn.

This 6-inch-wide, 1-foot-high vessel resembles a chalice with a decorated lid. It weighs 1 pound.

CHIME OF OPENING

Wondrous item, rare

This hollow metal tube measures about 1 foot long and weighs 1 pound. You can strike it as an action, pointing it at an object within 120 feet of you that can be opened, such as a door, lid, or lock. The chime issues a clear tone, and one lock or latch on the object opens unless the sound can't reach the object. If no locks or latches remain, the object itself opens.

The chime can be used ten times. After the tenth time, it cracks and becomes useless.

CIRCLET OF BLASTING

Wondrous item, uncommon

While wearing this circlet, you can use an action to cast the *scorching ray* spell with it. When you make the spell's attacks, you do so with an attack bonus of +5. The circlet can't be used this way again until the next dawn.

CLOAK OF ARACHNIDA

Wondrous item, very rare (requires attunement)

This fine garment is made of black silk interwoven with faint silvery threads. While wearing it, you gain the following benefits:

- You have resistance to poison damage.
- You have a climbing speed equal to your walking speed.

- You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.
- You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.
- You can use an action to cast the *web* spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.

CLOAK OF DISPLACEMENT

Wondrous item, rare (requires attunement)

While you wear this cloak, it projects an illusion that makes you appear to be standing in a place near your actual location, causing any creature to have disadvantage on attack rolls against you. If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

CLOAK OF ELVENKIND

Wondrous item, uncommon (requires attunement)

While you wear this cloak with its hood up, Wisdom (Perception) checks made to see you have disadvantage, and you have advantage on Dexterity (Stealth) checks made to hide, as the cloak's color shifts to camouflage you. Pulling the hood up or down requires an action.

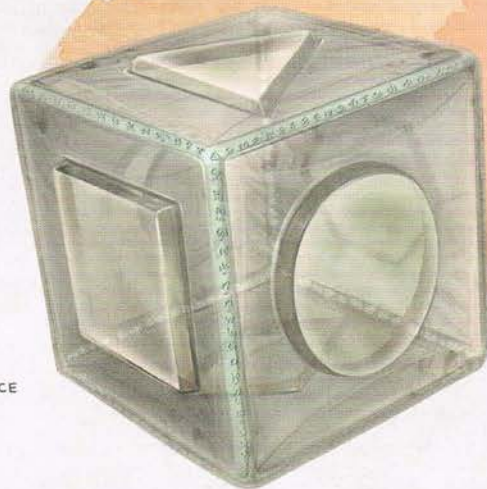
CLOAK OF INVISIBILITY

Wondrous item, legendary (requires attunement)

While wearing this cloak, you can pull its hood over your head to cause yourself to become invisible. While you are invisible, anything you are carrying or wearing is invisible with you. You become visible when you cease wearing the hood. Pulling the hood up or down requires an action.



CIRCLLET
OF BLASTING



CUBE OF FORCE



CHIME OF
OPENING

CLOAK OF THE
MANTA RAY



Deduct the time you are invisible, in increments of 1 minute, from the cloak's maximum duration of 2 hours. After 2 hours of use, the cloak ceases to function. For every uninterrupted period of 12 hours the cloak goes unused, it regains 1 hour of duration.

CLOAK OF PROTECTION

Wondrous item, uncommon (requires attunement)

You gain a +1 bonus to AC and saving throws while you wear this cloak.

CLOAK OF THE BAT

Wondrous item, rare (requires attunement)

While wearing this cloak, you have advantage on Dexterity (Stealth) checks. In an area of dim light or darkness, you can grip the edges of the cloak with both hands and use it to fly at a speed of 40 feet. If you ever fail to grip the cloak's edges while flying in this way, or if you are no longer in dim light or darkness, you lose this flying speed.

While wearing the cloak in an area of dim light or darkness, you can use your action to cast *polymorph* on yourself, transforming into a bat. While you are in the form of the bat, you retain your Intelligence, Wisdom, and Charisma scores. The cloak can't be used this way again until the next dawn.

CLOAK OF THE MANTA RAY

Wondrous item, uncommon

While wearing this cloak with its hood up, you can breathe underwater, and you have a swimming speed of 60 feet. Pulling the hood up or down requires an action.

CRYSTAL BALL

Wondrous item, very rare or legendary (requires attunement)

The typical *crystal ball*, a very rare item, is about 6 inches in diameter. While touching it, you can cast the *scrying* spell (save DC 17) with it.

The following *crystal ball* variants are legendary items and have additional properties.

Crystal Ball of Mind Reading. You can use an action to cast the *detect thoughts* spell (save DC 17) while you are scrying with the *crystal ball*, targeting creatures you can see within 30 feet of the spell's sensor. You don't need to concentrate on this *detect thoughts* to maintain it during its duration, but it ends if *scrying* ends.

Crystal Ball of Telepathy. While scrying with the *crystal ball*, you can communicate telepathically with creatures you can see within 30 feet of the spell's sensor. You can also use an action to cast the *suggestion* spell (save DC 17) through the sensor on one of those creatures. You don't need to concentrate on this *suggestion* to maintain it during its duration, but it ends if *scrying* ends. Once used, the *suggestion* power of the *crystal ball* can't be used again until the next dawn.

Crystal Ball of True Seeing. While scrying with the *crystal ball*, you have truesight with a radius of 120 feet centered on the spell's sensor.

CUBE OF FORCE

Wondrous item, rare (requires attunement)

This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn.

You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each

face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15 feet on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. You can change the barrier's effect by pressing a different face of the cube and expending the requisite number of charges, resetting the duration.

If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains.

CUBE OF FORCE FACES

Face	Charges	Effect
1	1	Gases, wind, and fog can't pass through the barrier.
2	2	Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
3	3	Living matter can't pass through the barrier.
4	4	Spell effects can't pass through the barrier.
5	5	Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion.
6	0	The barrier deactivates.

The cube loses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below.

Spell or Item	Charges Lost
<i>Disintegrate</i>	1d12
<i>Horn of blasting</i>	1d10
<i>Passwall</i>	1d6
<i>Prismatic spray</i>	1d20
<i>Wall of fire</i>	1d4

CUBIC GATE

Wondrous item, legendary

This cube is 3 inches across and radiates palpable magical energy. The six sides of the cube are each keyed to a different plane of existence, one of which is the Material Plane. The other sides are linked to planes determined by the DM.

You can use an action to press one side of the cube to cast the *gate* spell with it, opening a portal to the plane keyed to that side. Alternatively, if you use an action to press one side twice, you can cast the *plane shift* spell (save DC 17) with the cube and transport the targets to the plane keyed to that side.

The cube has 3 charges. Each use of the cube expends 1 charge. The cube regains 1d3 expended charges daily at dawn.

DAERN'S INSTANT FORTRESS

Wondrous item, rare

You can use an action to place this 1-inch metal cube on the ground and speak its command word. The cube rapidly grows into a fortress that remains until you use an action to speak the command word that dismisses it, which works only if the fortress is empty.

The fortress is a square tower, 20 feet on a side and 30 feet high, with arrow slits on all sides and a battlement atop it. Its interior is divided into two floors, with a ladder running along one wall to connect them. The ladder ends at a trapdoor leading to the roof. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar magic, such as that of a *chime of opening*.

Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.



The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a *wish* spell can repair the fortress (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of *wish* causes the roof, the door, or one wall to regain 50 hit points.

DAGGER OF VENOM

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 thick, black poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The dagger can't be used this way again until the next dawn.

DANCING SWORD

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

You can use a bonus action to toss this magic sword into the air and speak the command word. When you do so, the sword begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The sword uses your attack roll and ability score modifier to damage rolls.

While the sword hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the sword to attack one creature within 5 feet of it.

After the hovering sword attacks for the fourth time, it flies up to 30 feet and tries to return to your hand. If you have no hand free, it falls to the ground at your feet. If the sword has no unobstructed path to you, it moves as close to you as it can and then falls to the ground. It also ceases to hover if you grasp it or move more than 30 feet away from it.

DECANTER OF ENDLESS WATER

Wondrous item, uncommon

This stoppered flask sloshes when shaken, as if it contains water. The decanter weighs 2 pounds.

You can use an action to remove the stopper and speak one of three command words, whereupon an amount of fresh water or salt water (your choice) pours out of the flask. The water stops pouring out at the start of your next turn. Choose from the following options:

- "Stream" produces 1 gallon of water.
- "Fountain" produces 5 gallons of water.
- "Geyser" produces 30 gallons of water that gushes forth in a geyser 30 feet long and 1 foot wide. As a bonus action while holding the decanter, you can aim the geyser at a creature you can see within 30 feet of you. The target must succeed on a DC 13 Strength saving throw or take 1d4 bludgeoning damage and fall prone. Instead of a creature, you can target an object that isn't being worn or carried and that weighs no more than 200 pounds. The object is either knocked over or pushed up to 15 feet away from you.

DECK OF ILLUSIONS

Wondrous item, uncommon

This box contains a set of parchment cards. A full deck has 34 cards. A deck found as treasure is usually missing 1d20 – 1 cards.

The magic of the deck functions only if cards are drawn at random (you can use an altered deck of playing cards to simulate the deck). You can use an action to draw a card at random from the deck and throw it to the ground at a point within 30 feet of you.

An illusion of one or more creatures forms over the thrown card and remains until dispelled. An illusory creature appears real, of the appropriate size, and behaves as if it were a real creature (as presented in the *Monster Manual*), except that it can do no harm. While you are within 120 feet of the illusory creature and can see it, you can use an action to move it magically anywhere within 30 feet of its card. Any physical interaction with the illusory creature reveals it to be an illusion, because objects pass through it. Someone who



DAERN'S INSTANT
FORTRESS

DANCING SWORD

uses an action to visually inspect the creature identifies it as illusory with a successful DC 15 Intelligence (Investigation) check. The creature then appears translucent.

The illusion lasts until its card is moved or the illusion is dispelled. When the illusion ends, the image on its card disappears, and that card can't be used again.

Playing Card	Illusion
Ace of hearts	Red dragon
King of hearts	Knight and four guards
Queen of hearts	Succubus or incubus
Jack of hearts	Druid
Ten of hearts	Cloud giant
Nine of hearts	Ettin
Eight of hearts	Bugbear
Two of hearts	Goblin
Ace of diamonds	Beholder
King of diamonds	Archmage and mage apprentice
Queen of diamonds	Night hag
Jack of diamonds	Assassin
Ten of diamonds	Fire giant
Nine of diamonds	Ogre mage
Eight of diamonds	Gnoll
Two of diamonds	Kobold
Ace of spades	Lich
King of spades	Priest and two acolytes
Queen of spades	Medusa
Jack of spades	Veteran
Ten of spades	Frost giant
Nine of spades	Troll
Eight of spades	Hobgoblin
Two of spades	Goblin
Ace of clubs	Iron golem
King of clubs	Bandit captain and three bandits
Queen of clubs	Erinyes
Jack of clubs	Berserker
Ten of clubs	Hill giant
Nine of clubs	Ogre
Eight of clubs	Orc
Two of clubs	Kobold
Jokers (2)	You (the deck's owner)

DECK OF MANY THINGS

Wondrous item, legendary

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two.

Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect. You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining

number of cards fly from the deck on their own and take effect all at once.

Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.

Playing Card	Card
Ace of diamonds	Vizier*
King of diamonds	Sun
Queen of diamonds	Moon
Jack of diamonds	Star
Two of diamonds	Comet*
Ace of hearts	The Fates*
King of hearts	Throne
Queen of hearts	Key
Jack of hearts	Knight
Two of hearts	Gem*
Ace of clubs	Talons*
King of clubs	The Void
Queen of clubs	Flames
Jack of clubs	Skull
Two of clubs	Idiot*
Ace of spades	Donjon*
King of spades	Ruin
Queen of spades	Euryale
Jack of spades	Rogue
Two of spades	Balance*
Joker (with TM)	Fool*
Joker (without TM)	Jester

*Found only in a deck with twenty-two cards

Balance. Your mind suffers a wrenching alteration, causing your alignment to change. Lawful becomes chaotic, good becomes evil, and vice versa. If you are true neutral or unaligned, this card has no effect on you.

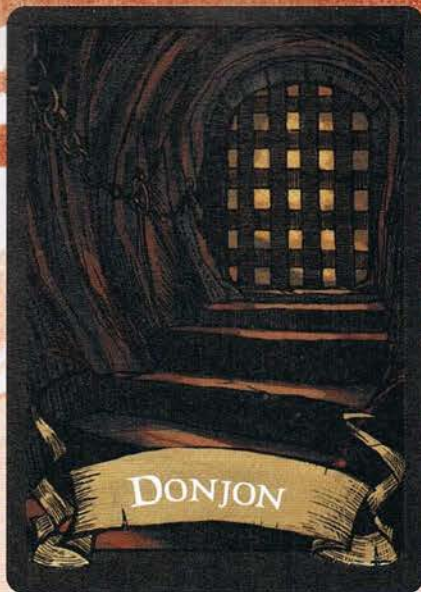
Comet. If you single-handedly defeat the next hostile monster or group of monsters you encounter, you gain experience points enough to gain one level. Otherwise, this card has no effect.

Donjon. You disappear and become entombed in a state of suspended animation in an extradimensional sphere. Everything you were wearing and carrying stays behind in the space you occupied when you disappeared. You remain imprisoned until you are found and removed from the sphere. You can't be located by

A QUESTION OF ENMITY

Two of the cards in a *deck of many things* can earn a character the enmity of another being. With the Flames card, the enmity is overt. The character should experience the devil's malevolent efforts on multiple occasions. Seeking out the fiend shouldn't be a simple task, and the adventurer should clash with the devil's allies and followers a few times before being able to confront the devil itself.

In the case of the Rogue card, the enmity is secret and should come from someone thought to be a friend or an ally. As Dungeon Master, you should wait for a dramatically appropriate moment to reveal this enmity, leaving the adventurer guessing who is likely to become a betrayer.



any divination magic, but a *wish* spell can reveal the location of your prison. You draw no more cards.

Euryale. The card's medusa-like visage curses you. You take a -2 penalty on saving throws while cursed in this way. Only a god or the magic of The Fates card can end this curse.

The Fates. Reality's fabric unravels and spins anew, allowing you to avoid or erase one event as if it never happened. You can use the card's magic as soon as you draw the card or at any other time before you die.

Flames. A powerful devil becomes your enemy. The devil seeks your ruin and plagues your life, savoring your suffering before attempting to slay you. This enmity lasts until either you or the devil dies.

Fool. You lose 10,000 XP, discard this card, and draw from the deck again, counting both draws as one of your declared draws. If losing that much XP would cause you to lose a level, you instead lose an amount that leaves you with just enough XP to keep your level.

Gem. Twenty-five pieces of jewelry worth 2,000 gp each or fifty gems worth 1,000 gp each appear at your feet.

Idiot. Permanently reduce your Intelligence by 1d4 + 1 (to a minimum score of 1). You can draw one additional card beyond your declared draws.

Jester. You gain 10,000 XP, or you can draw two additional cards beyond your declared draws.

Key. A rare or rarer magic weapon with which you are proficient appears in your hands. The DM chooses the weapon.

Knight. You gain the service of a 4th-level fighter who appears in a space you choose within 30 feet of you. The fighter is of the same race as you and serves you loyally until death, believing the fates have drawn him or her to you. You control this character.

Moon. You are granted the ability to cast the *wish* spell 1d3 times.

Rogue. A nonplayer character of the DM's choice becomes hostile toward you. The identity of your new enemy isn't known until the NPC or someone else reveals it. Nothing less than a *wish* spell or divine intervention can end the NPC's hostility toward you.

Ruin. All forms of wealth that you carry or own, other than magic items, are lost to you. Portable property vanishes. Businesses, buildings, and land you own are lost in a way that alters reality the least. Any documentation that proves you should own something lost to this card also disappears.

Skull. You summon an avatar of death—a ghostly humanoid skeleton clad in a tattered black robe and carrying a spectral scythe. It appears in a space of the DM's choice within 10 feet of you and attacks you, warning all others that you must win the battle alone. The avatar fights until you die or it drops to 0 hit points, whereupon it disappears. If anyone tries to help you, the helper summons its own avatar of death. A creature slain by an avatar of death can't be restored to life.

Star. Increase one of your ability scores by 2. The score can exceed 20 but can't exceed 24.

Sun. You gain 50,000 XP, and a wondrous item (which the DM determines randomly) appears in your hands.

AVATAR OF DEATH

Medium undead, neutral evil

Armor Class 20

Hit Points half the hit point maximum of its summoner

Speed 60 ft., fly 60 ft. (hover)

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)	16 (+3)

Damage Immunities necrotic, poison

Condition Immunities charmed, frightened, paralyzed, petrified, poisoned, unconscious

Senses darkvision 60 ft., truesight 60 ft., passive Perception 13

Languages all languages known to its summoner

Challenge — (0 XP)

Incorporeal Movement. The avatar can move through other creatures and objects as if they were difficult terrain. It takes 5 (1d10) force damage if it ends its turn inside an object.

Turning Immunity. The avatar is immune to features that turn undead.

ACTIONS

Reaping Scythe. The avatar sweeps its spectral scythe through a creature within 5 feet of it, dealing 7 (1d8 + 3) slashing damage plus 4 (1d8) necrotic damage.

Talons. Every magic item you wear or carry disintegrates. Artifacts in your possession aren't destroyed but do vanish.

Throne. You gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill. In addition, you gain rightful ownership of a small keep somewhere in the world. However, the keep is currently in the hands of monsters, which you must clear out before you can claim the keep as yours.

Vizier. At any time you choose within one year of drawing this card, you can ask a question in meditation and mentally receive a truthful answer to that question. Besides information, the answer helps you solve a puzzling problem or other dilemma. In other words, the knowledge comes with wisdom on how to apply it.

The Void. This black card spells disaster. Your soul is drawn from your body and contained in an object in a place of the DM's choice. One or more powerful beings guard the place. While your soul is trapped in this way, your body is incapacitated. A *wish* spell can't restore your soul, but the spell reveals the location of the object that holds it. You draw no more cards.

DEFENDER

Weapon (any sword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The first time you attack with the sword on each of your turns, you can transfer some or all of the sword's bonus to your Armor Class, instead of using the bonus on any attacks that turn. For example, you could reduce the bonus to your attack and damage rolls to +1 and gain a +2 bonus to AC. The adjusted bonuses remain in effect

until the start of your next turn, although you must hold the sword to gain a bonus to AC from it.

DEMON ARMOR

Armor (plate), very rare (requires attunement)

While wearing this armor, you gain a +1 bonus to AC, and you can understand and speak Abyssal. In addition, the armor's clawed gauntlets turn unarmed strikes with your hands into magic weapons that deal slashing damage, with a +1 bonus to attack rolls and damage rolls and a damage die of 1d8.

Curse. Once you don this cursed armor, you can't doff it unless you are targeted by the *remove curse* spell or similar magic. While wearing the armor, you have disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

DIMENSIONAL SHACKLES

Wondrous item, rare

You can use an action to place these shackles on an incapacitated creature. The shackles adjust to fit a creature of Small to Large size. In addition to serving as mundane manacles, the shackles prevent a creature bound by them from using any method of extradimensional movement, including teleportation or travel to a different plane of existence. They don't prevent the creature from passing through an interdimensional portal.

You and any creature you designate when you use the shackles can use an action to remove them. Once every 30 days, the bound creature can make a DC 30 Strength (Athletics) check. On a success, the creature breaks free and destroys the shackles.

DRAGON SCALE MAIL

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

Dragon scale mail is made of the scales of one kind of dragon. Sometimes dragons collect their cast-off scales and gift them to humanoids. Other times, hunters carefully skin and preserve the hide of a dead dragon. In either case, dragon scale mail is highly valued.

While wearing this armor, you gain a +1 bonus to AC, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type that is determined by the kind of dragon that provided the scales (see the table).

Additionally, you can focus your senses as an action to magically discern the distance and direction to the closest dragon within 30 miles of you that is of the same type as the armor. This special action can't be used again until the next dawn.

Dragon	Resistance	Dragon	Resistance
Black	Acid	Gold	Fire
Blue	Lightning	Green	Poison
Brass	Fire	Red	Fire
Bronze	Lightning	Silver	Cold
Copper	Acid	White	Cold

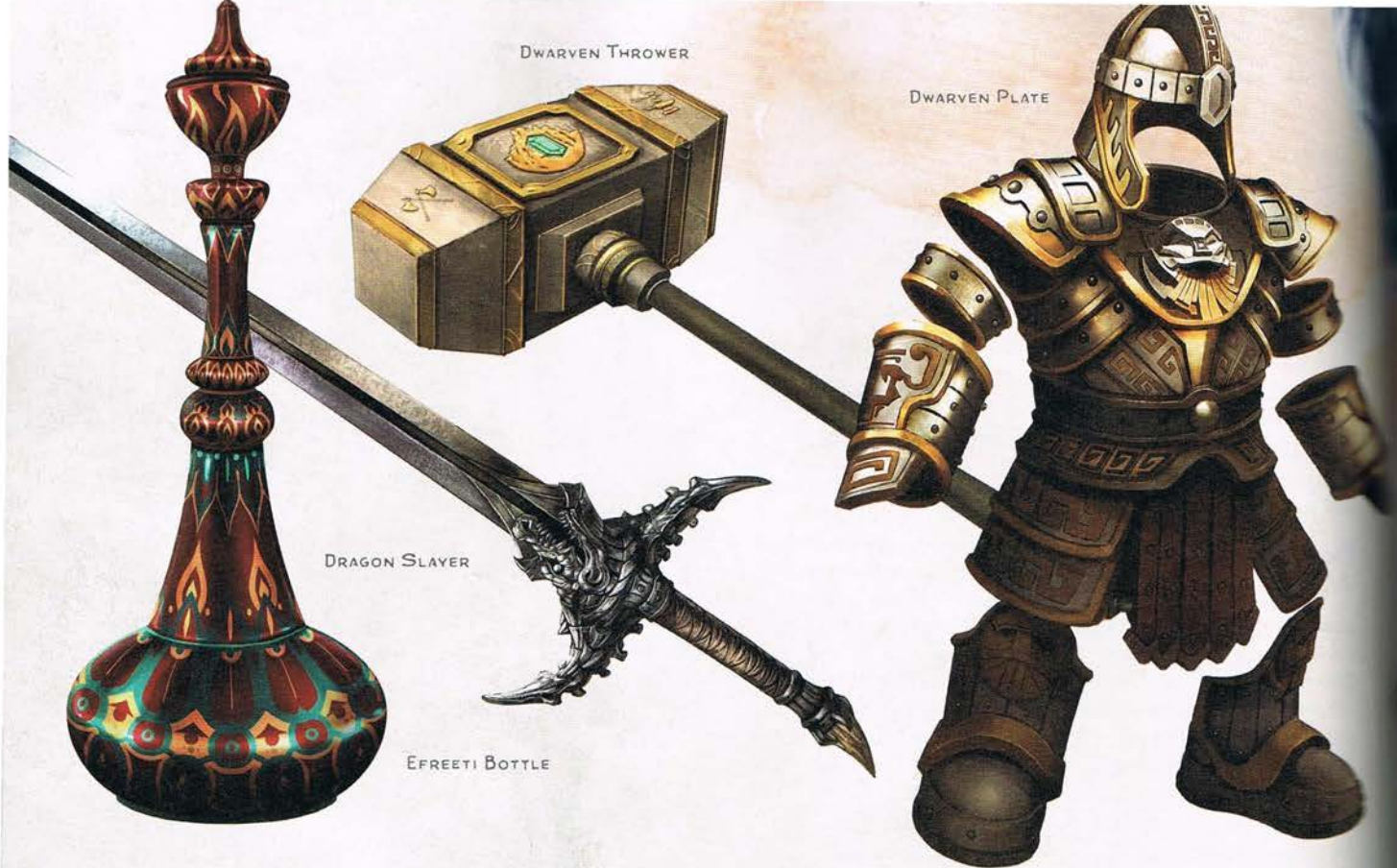
DEMON ARMOR



DEFENDER



DIMENSIONAL SHACKLES



DWARVEN THROWER

DWARVEN PLATE

DRAGON SLAYER

EFREETI BOTTLE

DRIFTGLOBE

Wondrous item, uncommon

This small sphere of thick glass weighs 1 pound. If you are within 60 feet of it, you can speak its command word and cause it to emanate the *light* or *daylight* spell. Once used, the *daylight* effect can't be used again until the next dawn.

You can speak another command word as an action to make the illuminated globe rise into the air and float no more than 5 feet off the ground. The globe hovers in this way until you or another creature grasps it. If you move more than 60 feet from the hovering globe, it follows you until it is within 60 feet of you. It takes the shortest route to do so. If prevented from moving, the globe sinks gently to the ground and becomes inactive, and its light winks out.

DUST OF DISAPPEARANCE
Wondrous item, uncommon

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and

each creature and object within 10 feet of you become invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

DUST OF DRYNESS
Wondrous item, uncommon

This small packet contains 1d6 + 4 pinches of dust. You can use an action to sprinkle a pinch of it over water. The dust turns a cube of water 15 feet on a side into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet's weight is negligible.

Someone can use an action to smash the pellet against a hard surface, causing the pellet to shatter and release the water the dust absorbed. Doing so ends that pellet's magic.

An elemental composed mostly of water that is exposed to a pinch of the dust must make a DC 13 Constitution saving throw, taking 10d6 necrotic damage on a failed save, or half as much damage on a successful one.

DUST OF SNEEZING AND CHOKING
Wondrous item, uncommon

Found in a small container, this powder resembles very fine sand. It appears to be *dust of disappearance*, and an *identify* spell reveals it to be such. There is enough of it for one use.

When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30 feet of you must succeed on a DC 15 Constitution saving throw or become unable to breathe.

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DRIFTGLOBE

DUST OF
DISAPPEARANCE

EFREETI CHAIN

DUST OF SNEEZING
AND CHOKING

ELEMENTAL GEMS

while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The *lesser restoration* spell can also end the effect on a creature.

DWARVEN PLATE

Armor (plate), very rare

While wearing this armor, you gain a +2 bonus to AC. In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10 feet.

DWARVEN THROWER

Weapon (warhammer), very rare (requires attunement by a dwarf)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals an extra 1d8 damage or, if the target is a giant, 2d8 damage. Immediately after the attack, the weapon flies back to your hand.

EFREETI BOTTLE

Wondrous item, very rare

This painted brass bottle weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an efreeti appears in an unoccupied space within

30 feet of you. See the *Monster Manual* for the efreeti's statistics.

The first time the bottle is opened, the DM rolls to determine what happens.

d100	Effect
01–10	The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.
11–90	The efreeti serves you for 1 hour, doing as you command. Then the efreeti returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.
91–00	The efreeti can cast the <i>wish</i> spell three times for you. It disappears when it grants the final wish or after 1 hour, and the bottle loses its magic.

EFREETI CHAIN

Armor (chain mail), legendary (requires attunement)

While wearing this armor, you gain a +3 bonus to AC, you are immune to fire damage, and you can understand and speak Primordial. In addition, you can stand on and walk across molten rock as if it were solid ground.

ELEMENTAL GEM

Wondrous item, uncommon

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is



EYES OF CHARMING

GOLDEN LIONS

IVORY GOATS

EVERSMOKING BOTTLE

summoned as if you had cast the *conjure elemental* spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

Gem	Summoned Elemental
Blue sapphire	Air elemental
Yellow diamond	Earth elemental
Red corundum	Fire elemental
Emerald	Water elemental

ELIXIR OF HEALTH

Potion, rare

When you drink this potion, it cures any disease afflicting you, and it removes the blinded, deafened, paralyzed, and poisoned conditions. The clear red liquid has tiny bubbles of light in it.

ELVEN CHAIN

Armor (chain shirt), rare

You gain a +1 bonus to AC while you wear this armor. You are considered proficient with this armor even if you lack proficiency with medium armor.

EVERSMOKING BOTTLE

Wondrous item, uncommon

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 pound. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60-foot radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10 feet until it reaches its maximum radius of 120 feet.

The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

EYES OF CHARMING

Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes. They have 3 charges. While wearing them, you can expend 1 charge as an action to cast the *charm person* spell (save DC 13) on a humanoid within 30 feet of you, provided that you and the target can see each other. The lenses regain all expended charges daily at dawn.

EYES OF MINUTE SEEING

Wondrous item, uncommon

These crystal lenses fit over the eyes. While wearing them, you can see much better than normal out to a range of 1 foot. You have advantage on Intelligence (Investigation) checks that rely on sight while searching an area or studying an object within that range.

EYES OF THE EAGLE

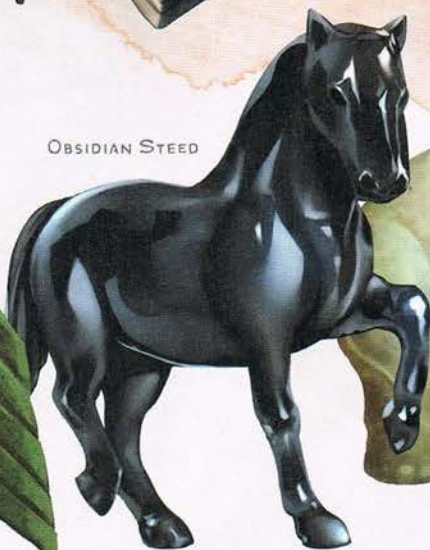
Wondrous item, uncommon (requires attunement)

These crystal lenses fit over the eyes. While wearing them, you have advantage on Wisdom (Perception) checks that rely on sight. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects as small as 2 feet across.

EYES OF THE EAGLE



OBSIDIAN STEED



MARBLE ELEPHANT



ONYX DOG



EBONY FLY



SERPENTINE OWL

FIGURINE OF WONDROUS POWER

Wondrous item, rarity by figurine

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. 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 a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics, except for the giant fly.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Bronze Griffon (Rare). This bronze statuette is of a griffon rampant. It can become a griffon for up to 6 hours. Once it has been used, it can't be used again until 5 days have passed.

Ebony Fly (Rare). This ebony statuette is carved in the likeness of a horsefly. It can become a giant fly for up to 12 hours and can be ridden as a mount. Once it has been used, it can't be used again until 2 days have passed.

GIANT FLY

Large beast, unaligned



Armor Class 11

Hit Points 19 (3d10 + 3)

Speed 30 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
14 (+2)	13 (+1)	13 (+1)	2 (-4)	10 (+0)	3 (-4)

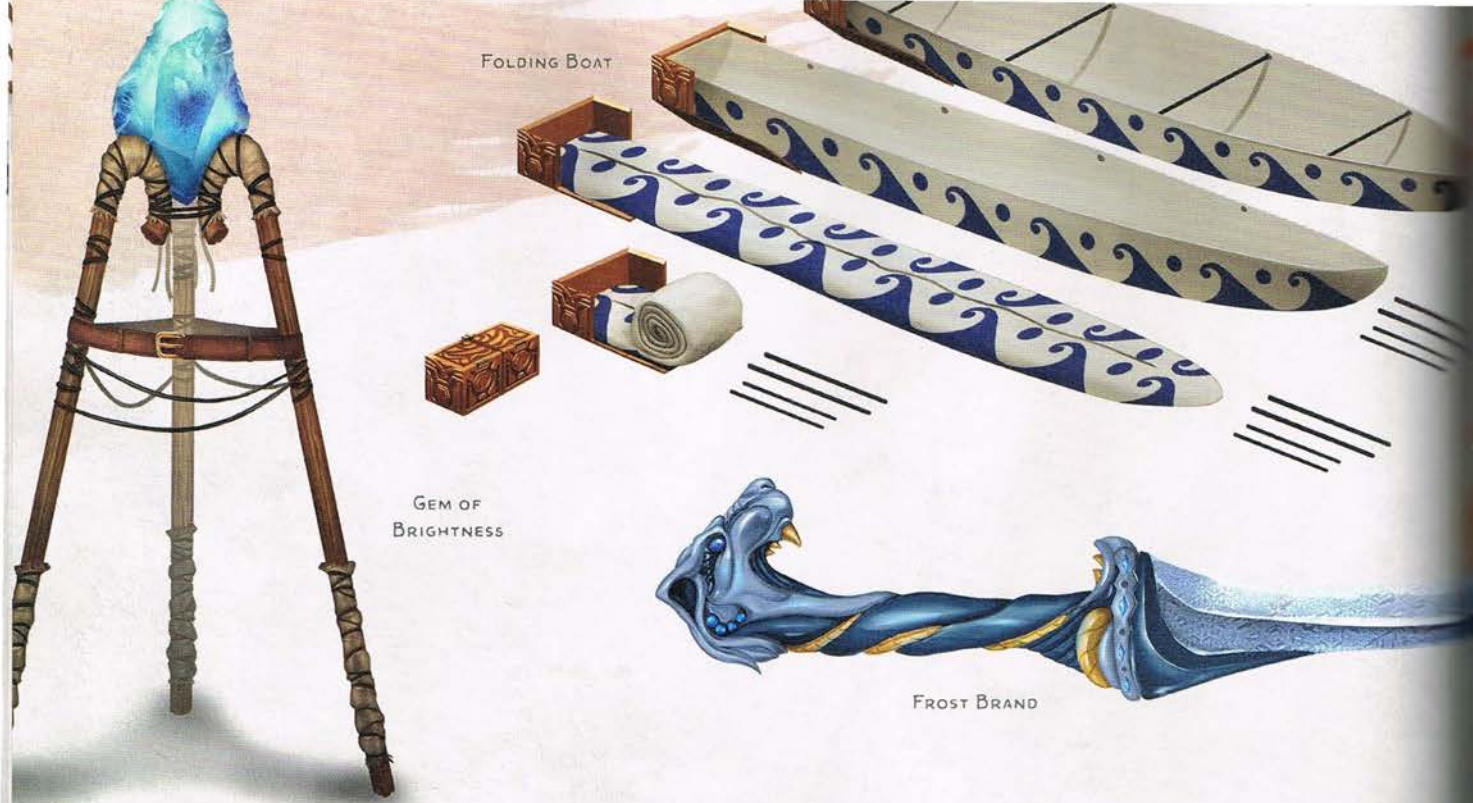
Senses darkvision 60 ft., passive Perception 10

Languages —

Golden Lions (Rare). These gold statuettes of lions are always created in pairs. You can use one figurine or both simultaneously. Each can become a lion for up to 1 hour. Once a lion has been used, it can't be used again until 7 days have passed.

Ivory Goats (Rare). These ivory statuettes of goats are always created in sets of three. Each goat looks unique and functions differently from the others. Their properties are as follows:

- The *goat of traveling* can become a Large goat with the same statistics as a riding horse. 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.
- The *goat of travail* becomes a giant goat for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.



FOLDING BOAT

GEM OF BRIGHTNESS

FROST BRAND

- The *goat of terror* becomes a giant goat for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a *+1 lance*, and the other becomes a *+2 longsword*. Removing a horn requires an action, and the weapons disappear and the horns return when the goat reverts to figurine form. In addition, the goat radiates a 30-foot-radius aura of terror while you are riding it. Any creature hostile to you that starts its turn in the aura must succeed on a DC 15 Wisdom saving throw or be frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once it successfully saves against the effect, a creature is immune to the goat's aura for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Marble Elephant (Rare). This marble statuette is about 4 inches high and long. It can become an elephant for up to 24 hours. Once it has been used, it can't be used again until 7 days have passed.

Obsidian Steed (Very Rare). This polished obsidian horse can become a nightmare for up to 24 hours. The nightmare fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.

If you have a good alignment, the figurine has a 10 percent chance each time you use it to ignore your orders, including a command to revert to figurine form. If you mount the nightmare while it is ignoring your orders, you and the nightmare are instantly transported to a random location on the plane of Hades, where the nightmare reverts to figurine form.

Onyx Dog (Rare). This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has

an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60 feet and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

Serpentine Owl (Rare). This serpentine statuette of an owl can become a giant owl for up to 8 hours. Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

Silver Raven (Uncommon). This silver statuette of a raven can become a raven for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the *animal messenger* spell on it at will.

FLAME TONGUE

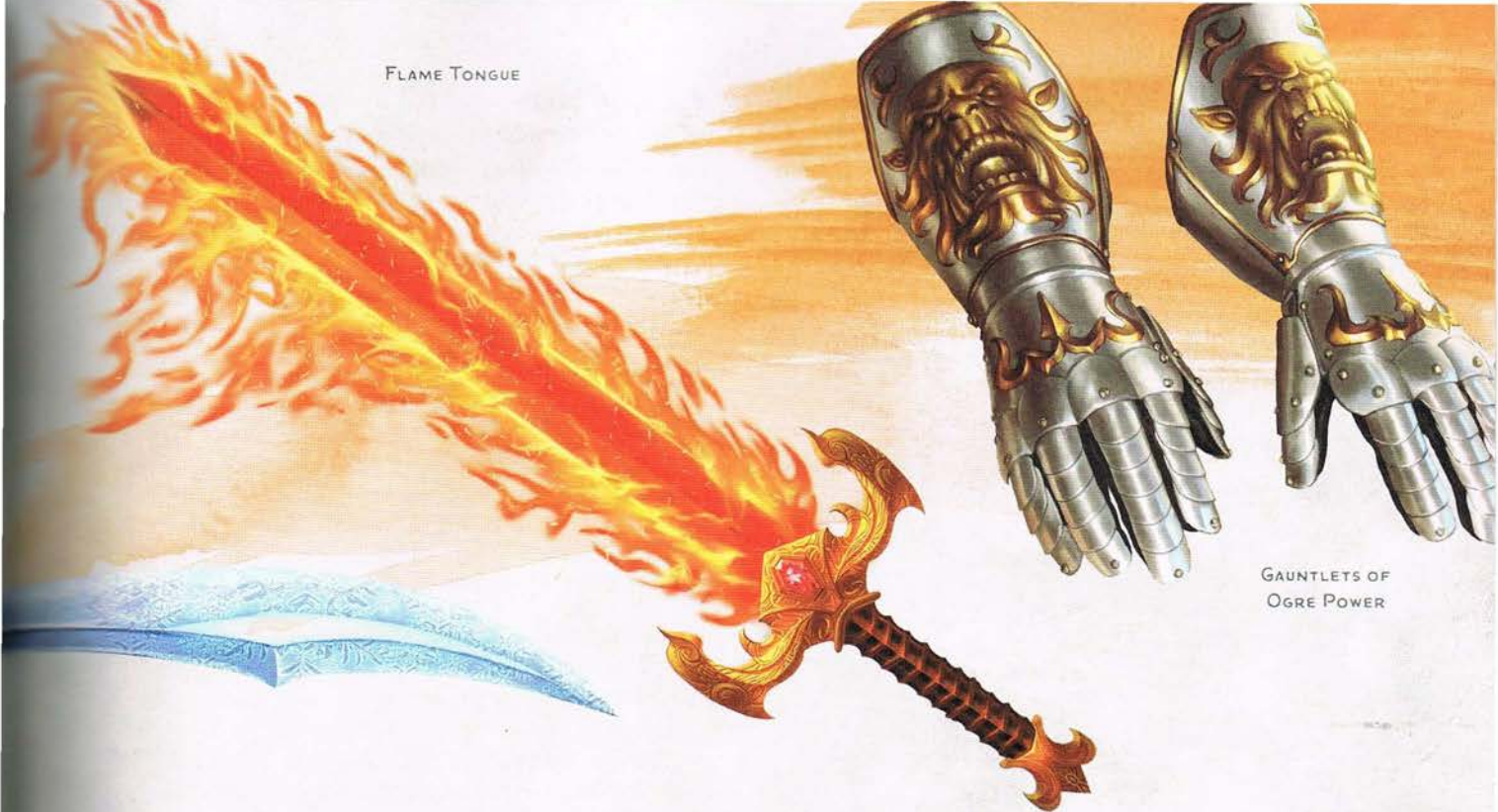
Weapon (any sword), rare (requires attunement)

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40 feet. While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

FOLDING BOAT

Wondrous item, rare

This object appears as a wooden box that measures 12 inches long, 6 inches wide, and 6 inches deep. It weighs 4 pounds and floats. It can be opened to store items inside. This item also has three command words, each requiring you to use an action to speak it.

GAUNTLETS OF
OGRE POWER

One command word causes the box to unfold into a boat 10 feet long, 4 feet wide, and 2 feet deep. The boat has one pair of oars, an anchor, a mast, and a lateen sail. The boat can hold up to four Medium creatures comfortably.

The second command word causes the box to unfold into a ship 24 feet long, 8 feet wide, and 6 feet deep. The ship has a deck, rowing seats, five sets of oars, a steering oar, an anchor, a deck cabin, and a mast with a square sail. The ship can hold fifteen Medium creatures comfortably.

When the box becomes a vessel, its weight becomes that of a normal vessel its size, and anything that was stored in the box remains in the boat.

The third command word causes the *folding boat* to fold back into a box, provided that no creatures are aboard. Any objects in the vessel that can't fit inside the box remain outside the box as it folds. Any objects in the vessel that can fit inside the box do so.

FROST BRAND

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

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage. In addition, while you hold the sword, you have resistance to fire damage.

In freezing temperatures, the blade sheds bright light in a 10-foot radius and dim light for an additional 10 feet.

When you draw this weapon, you can extinguish all nonmagical flames within 30 feet of you. This property can be used no more than once per hour.

GAUNTLETS OF OGRE POWER

Wondrous item, uncommon (requires attunement)

Your Strength score is 19 while you wear these gauntlets. They have no effect on you if your Strength is already 19 or higher.

GEM OF BRIGHTNESS

Wondrous item, uncommon

This prism has 50 charges. While you are holding it, you can use an action to speak one of three command words to cause one of the following effects:

- The first command word causes the gem to shed bright light in a 30-foot radius and dim light for an additional 30 feet. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.
- The second command word expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become 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.
- The third command word expends 5 charges and causes the gem to flare with blinding light in a 30-foot cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

When all of the gem's charges are expended, the gem becomes a nonmagical jewel worth 50 gp.



GEM OF SEEING



GIANT SLAYER



GLOVES OF MISSILE SNARING



GOGGLES OF NIGHT

GEM OF SEEING

Wondrous item, rare (requires attunement)

This gem has 3 charges. As an action, you can speak the gem's command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120 feet when you peer through the gem.

The gem regains 1d3 expended charges daily at dawn.

GIANT SLAYER

Weapon (any axe or sword), rare

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

When you hit a giant with it, the giant takes an extra 2d6 damage of the weapon's type and must succeed on a DC 15 Strength saving throw or fall prone. For the purpose of this weapon, "giant" refers to any creature with the giant type, including ettins and trolls.

GLAMOURED STUDDED LEATHER

Armor (studded leather), rare

While wearing this armor, you gain a +1 bonus to AC. You can also use a bonus action to speak the armor's command word and cause the armor to assume the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories, but the armor retains its normal bulk and weight. The illusory appearance lasts until you use this property again or remove the armor.

GLOVES OF MISSILE SNARING

Wondrous item, uncommon (requires attunement)

These gloves seem to almost meld into your hands when you don them. When a ranged weapon attack hits you while you're wearing them, you can use your reaction to reduce the damage by 1d10 + your Dexterity modifier, provided that you have a free hand. If you reduce the damage to 0, you can catch the missile if it is small enough for you to hold in that hand.

GLOVES OF SWIMMING AND CLIMBING

Wondrous item, uncommon (requires attunement)

While wearing these gloves, climbing and swimming don't cost you extra movement, and you gain a +5 bonus to Strength (Athletics) checks made to climb or swim.

GLOVES OF THIEVERY

Wondrous item, uncommon

These gloves are invisible while worn. While wearing them, you gain a +5 bonus to Dexterity (Sleight of Hand) checks and Dexterity checks made to pick locks.

GOGGLES OF NIGHT

Wondrous item, uncommon

While wearing these dark lenses, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

HAMMER OF THUNDERBOLTS

Weapon (maul), legendary

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

Giant's Bane (Requires Attunement). You must be wearing a *belt of giant strength* (any variety) and *gauntlets of ogre power* to attune to this weapon. The attunement ends if you take off either of those items. While you are attuned to this weapon and holding it, your Strength score increases by 4 and can exceed 20, but not 30. When you roll a 20 on an attack roll made with this weapon against a giant, the giant must succeed on a DC 17 Constitution saving throw or die.

The hammer also has 5 charges. While attuned to it, you can expend 1 charge and make a ranged weapon attack with the hammer, hurling it as if it had the thrown property with a normal range of 20 feet and a long range of 60 feet. If the attack hits, the hammer unleashes a thunderclap audible out to 300 feet. The target and every creature within 30 feet of it must succeed on a DC 17 Constitution saving throw or be stunned until the end of your next turn. The hammer regains 1d4 + 1 expended charges daily at dawn.

HAT OF DISGUISE

Wondrous item, uncommon (requires attunement)

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

HEADBAND OF INTELLECT

Wondrous item, uncommon (requires attunement)

Your Intelligence score is 19 while you wear this headband. It has no effect on you if your Intelligence is already 19 or higher.

HELM OF BRILLIANCE

Wondrous item, very rare (requires attunement)

This dazzling helm is set with 1d10 diamonds, 2d10 rubies, 3d10 fire opals, and 4d10 opals. Any gem pried from the helm crumbles to dust. When all the gems are removed or destroyed, the helm loses its magic.

You gain the following benefits while wearing it:

- You can use an action to cast one of the following spells (save DC 18), using one of the helm's gems of the specified type as a component: *daylight* (opal), *fireball* (fire opal), *prismatic spray* (diamond), or *wall of fire* (ruby). The gem is destroyed when the spell is cast and disappears from the helm.
- As long as it has at least one diamond, the helm emits dim light in a 30-foot radius when at least one undead is within that area. Any undead that starts its turn in that area takes 1d6 radiant damage.
- As long as the helm has at least one ruby, you have resistance to fire damage.
- As long as the helm has at least one fire opal, you can use an action and speak a command word to cause one weapon you are holding to burst into flames. The flames emit bright light in a 10-foot radius and dim light for an additional 10 feet. The flames are harmless to you and the weapon. When you hit with



HAMMER OF THUNDERBOLTS



HELM OF BRILLIANCE

HELM OF COMPREHENDING LANGUAGES

an attack using the blazing weapon, the target takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

Roll a d20 if you are wearing the helm and take fire damage as a result of failing a saving throw against a spell. On a roll of 1, the helm emits beams of light from its remaining gems. Each creature within 60 feet of the helm other than you must succeed on a DC 17 Dexterity saving throw or be struck by a beam, taking radiant damage equal to the number of gems in the helm. The helm and its gems are then destroyed.

HELM OF COMPREHENDING LANGUAGES

Wondrous item, uncommon

While wearing this helm, you can use an action to cast the *comprehend languages* spell from it at will.



HELM OF TELEPATHY

HELM OF TELEPORTATION



HEWARD'S HANDY HAVERSACK

HELM OF TELEPATHY

Wondrous item, uncommon (requires attunement)

While wearing this helm, you can use an action to cast the *detect thoughts* spell (save DC 13) from it. As long as you maintain concentration on the spell, you can use a bonus action to send a telepathic message to a creature you are focused on. It can reply—using a bonus action to do so—while your focus on it continues.

While focusing on a creature with *detect thoughts*, you can use an action to cast the *suggestion* spell (save DC 13) from the helm on that creature. Once used, the *suggestion* property can't be used again until the next dawn.

HELM OF TELEPORTATION

Wondrous item, rare (requires attunement)

This helm has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *teleport* spell from it. The helm regains 1d3 expended charges daily at dawn.

HEWARD'S HANDY HAVERSACK

Wondrous item, rare

This backpack has a central pouch and two side pouches, each of which is an extradimensional space. Each side pouch can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 pounds of material. The backpack always weighs 5 pounds, regardless of its contents.

Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

The haversack has a few limitations. If it is overloaded, or if a sharp object pierces it or tears it, the

haversack ruptures and is destroyed. If the haversack is destroyed, its contents are lost forever, although an artifact always turns up again somewhere. If the haversack is turned inside out, its contents spill forth, unharmed, and the haversack must be put right before it can be used again. If a breathing creature is placed within the haversack, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Placing the haversack inside an extradimensional space created by a *bag of holding*, *portable hole*, 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.

HOLY AVENGER

Weapon (any sword), legendary (requires attunement by a paladin)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a fiend or an undead with it, that creature takes an extra 2d10 radiant damage.

While you hold the drawn sword, it creates 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. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30 feet.

HORN OF BLASTING

Wondrous item, rare

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30-foot cone that is audible 600 feet away. Each creature in the cone must make a DC 15



Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

Each use of the horn's magic has a 20 percent chance of causing the horn to explode. The explosion deals 10d6 fire damage to the blower and destroys the horn.

HORN OF VALHALLA

Wondrous item, rare (silver or brass), very rare (bronze), or legendary (iron)

You can use an action to blow this horn. In response, warrior spirits from the plane of Ysgard appear within 60 feet of you. These spirits use the berserker statistics from the *Monster Manual*. They return to Ysgard after 1 hour or when they drop to 0 hit points. Once you use the horn, it can't be used again until 7 days have passed.

Four types of *horn of Valhalla* are known to exist, each made of a different metal. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The DM chooses the horn's type or determines it randomly.

d100	Horn Type	Berserkers Summoned	Requirement
01–40	Silver	2d4 + 2	None
41–75	Brass	3d4 + 3	Proficiency with all simple weapons
76–90	Bronze	4d4 + 4	Proficiency with all medium armor
91–00	Iron	5d4 + 5	Proficiency with all martial weapons

If you blow the horn without meeting its requirement, the summoned berserkers attack you. If you meet the requirement, they are friendly to you and your companions and follow your commands.

HORSESHOES OF A ZEPHYR

Wondrous item, very rare

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain. In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

HORSESHOES OF SPEED

Wondrous item, rare

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they increase the creature's walking speed by 30 feet.

IMMOVABLE ROD

Rod, uncommon

This flat iron rod has a button on one end. You can use an action to press the button, which causes the rod to become magically fixed in place. Until you or another creature uses an action to push the button again, the rod doesn't move, even if it is defying gravity. The rod can hold up to 8,000 pounds of weight. More weight causes the rod to deactivate and fall. A creature can use an action to make a DC 30 Strength check, moving the fixed rod up to 10 feet on a success.



Doss LUTE

CANAITH MANDOLIN

MAC-FUIRMIDH CITTERN

OLLAMH HARP

ANSTRUTH HARP

CLI LYRE

INSTRUMENT OF THE BARDS

Wondrous item, rarity varies (requires attunement by a bard)

An *instrument of the bards* is an exquisite example of its kind, superior to an ordinary instrument in every way. Seven types of these instruments exist, each named after a legendary bard college. The following table lists the spells common to all instruments, as well as the spells specific to each one and its rarity. A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage.

You can use an action to play the instrument and cast one of its spells. Once the instrument has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use the instrument to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using the instrument as the source of the spell or as a spellcasting focus.

Instrument	Rarity	Spells
All	—	<i>Fly, invisibility, levitate, protection from evil and good, plus the spells listed for the particular instrument</i>
Anstruth harp	Very rare	<i>Control weather, cure wounds (5th level), wall of thorns</i>
Canaith mandolin	Rare	<i>Cure wounds (3rd level), dispel magic, protection from energy (lightning only)</i>
Cli lyre	Rare	<i>Stone shape, wall of fire, wind wall</i>
Doss lute	Uncommon	<i>Animal friendship, protection from energy (fire only), protection from poison</i>
Fochlucan bandore	Uncommon	<i>Entangle, faerie fire, shillelagh, speak with animals</i>
Mac-Fuirmidh cittern	Uncommon	<i>Barkskin, cure wounds, fog cloud</i>
Ollamh harp	Legendary	<i>Confusion, control weather, fire storm</i>

IOUN STONE

Wondrous item, rarity varies (requires attunement)

An *Ioun stone* is named after Ioun, a god of knowledge and prophecy revered on some worlds. Many types of *Ioun stone* exist, each type a distinct combination of shape and color.

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head.

Absorption (Very Rare). While this pale lavender ellipsoid orbits your head, you can use your reaction to cancel a spell of 4th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 20 levels of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Agility (Very Rare). Your Dexterity score increases by 2, to a maximum of 20, while this deep red sphere orbits your head.

Awareness (Rare). You can't be surprised while this dark blue rhomboid orbits your head.

Fortitude (Very Rare). Your Constitution score increases by 2, to a maximum of 20, while this pink rhomboid orbits your head.

Greater Absorption (Legendary). While this marbled lavender and green ellipsoid orbits your head, you can use your reaction to cancel a spell of 8th level or lower cast by a creature you can see and targeting only you.

Once the stone has canceled 50 levels of spells, it burns out and turns dull gray, losing its magic. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, the stone can't cancel it.

Insight (Very Rare). Your Wisdom score increases by 2, to a maximum of 20, while this incandescent blue sphere orbits your head.

Intellect (Very Rare). Your Intelligence score increases by 2, to a maximum of 20, while this marbled scarlet and blue sphere orbits your head.

Leadership (Very Rare). Your Charisma score increases by 2, to a maximum of 20, while this marbled pink and green sphere orbits your head.

Mastery (Legendary). Your proficiency bonus increases by 1 while this pale green prism orbits your head.

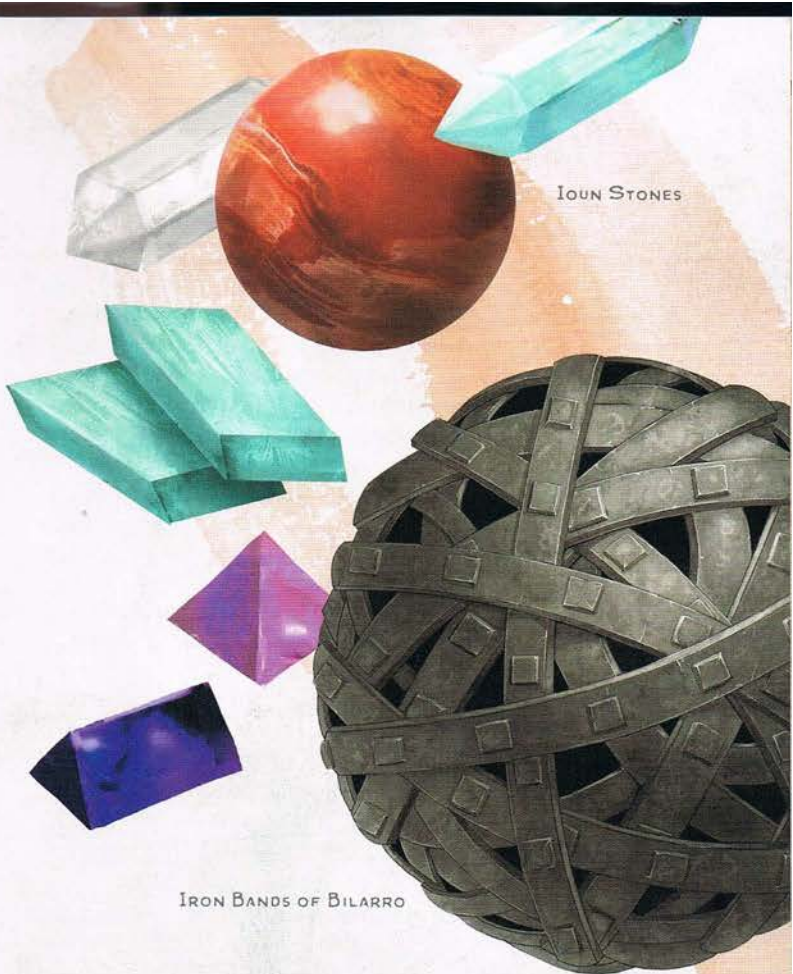
Protection (Rare). You gain a +1 bonus to AC while this dusty rose prism orbits your head.

Regeneration (Legendary). You regain 15 hit points at the end of each hour this pearly white spindle orbits your head, provided that you have at least 1 hit point.

Reserve (Rare). This vibrant purple prism stores spells cast into it, holding them until you use them. The stone can store up to 3 levels worth of spells at a time. When found, it contains 1d4 - 1 levels of stored spells chosen by the DM.

Any creature can cast a spell of 1st through 3rd level into the stone by touching it as the spell is cast. The spell has no effect, other than to be stored in the stone. If the stone can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While this stone orbits your head, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the



IOUS STONES

IRON BANDS OF BILARRO

spell. The spell cast from the stone is no longer stored in it, freeing up space.

Strength (Very Rare). Your Strength score increases by 2, to a maximum of 20, while this pale blue rhomboid orbits your head.

Sustenance (Rare). You don't need to eat or drink while this clear spindle orbits your head.

IRON BANDS OF BILARRO

Wondrous item, rare

This rusty iron sphere measures 3 inches in diameter and weighs 1 pound. You can use an action to speak the command word and throw the sphere at a Huge or smaller creature you can see within 60 feet of you. As the sphere moves through the air, it opens into a tangle of metal bands.

Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until you take a bonus action to speak the command word again to release it. Doing so, or missing with the attack, causes the bands to contract and become a sphere once more.

A creature, including the one restrained, can use an action to make a DC 20 Strength check to break the iron bands. On a success, the item is destroyed, and the restrained creature is freed. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the bands are used, they can't be used again until the next dawn.

IRON FLASK

Wondrous item, legendary

This iron bottle has a brass stopper. You can use an action to speak the flask's command word, targeting a creature that you can see within 60 feet of you. If the target is native to a plane of existence other than the one you're on, the target must succeed on a DC 17 Wisdom saving throw or be trapped in the flask. If the target has been trapped by the flask before, it has advantage on the saving throw. Once trapped, a creature remains in the flask until released. The flask can hold only one creature at a time. A creature trapped in the flask doesn't need to breathe, eat, or drink and doesn't age.

You can use an action to remove the flask's stopper and release the creature the flask contains. The creature is friendly to you and your companions for 1 hour and obeys your commands for that duration. If you give no commands or give it a command that is likely to result in its death, it defends itself but otherwise takes no actions. At the end of the duration, the creature acts in accordance with its normal disposition and alignment.

An *identify* spell reveals that a creature is inside the flask, but the only way to determine the type of creature is to open the flask. A newly discovered bottle might already contain a creature chosen by the DM or determined randomly.

d100	Contents	d100	Contents
01–50	Empty	77–78	Elemental (any)
51	Arcanathoth	79	Githyanki knight
52	Cambion	80	Githzerai zerth
53–54	Dao	81–82	Invisible stalker
55–57	Demon (type 1)	83–84	Marid
58–60	Demon (type 2)	85–86	Mezzoloth
61–62	Demon (type 3)	87–88	Night hag
63–64	Demon (type 4)	89–90	Nycaloth
65	Demon (type 5)	91	Planetar
66	Demon (type 6)	92–93	Salamander
67	Deva	94–95	Slaad (any)
68–69	Devil (greater)	96	Solar
70–72	Devil (lesser)	97–98	Succubus/incubus
73–74	Djinni	99	Ulroloth
75–76	Efreeti	00	Xorn

JAVELIN OF LIGHTNING

Weapon (javelin), uncommon

This javelin is a magic weapon. When you hurl it and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, and half as much damage on a successful one. The lightning bolt turns back into a javelin when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 lightning damage.

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

IRON FLASK



KEOGHTON OINTMENT



LANTERN OF REVEALING

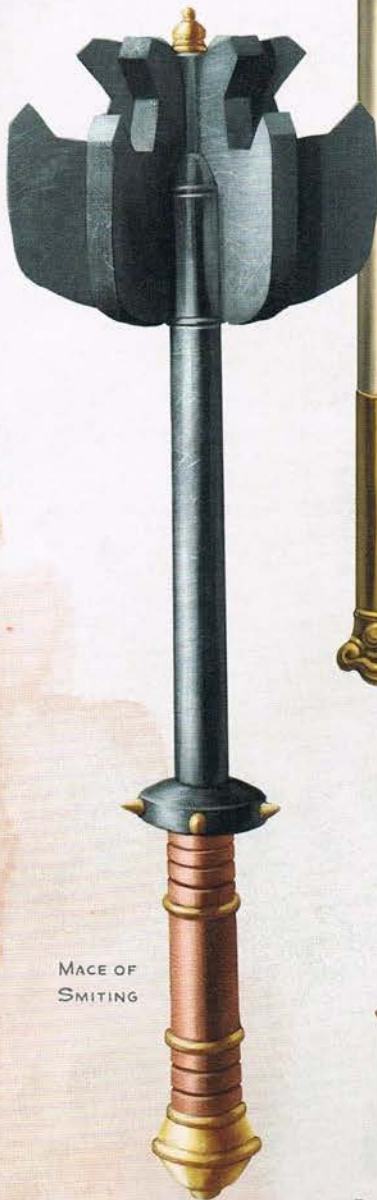




JAVELIN
OF LIGHTNING



MACE OF
DISRUPTION



MACE OF
SMITING



LUCK BLADE

KEOGHTOM'S OINTMENT

Wondrous item, uncommon

This glass jar, 3 inches in diameter, contains 1d4 + 1 doses of a thick mixture that smells faintly of aloe. The jar and its contents weigh 1/2 pound.

As an action, one dose of the ointment can be swallowed or applied to the skin. The creature that receives it regains 2d8 + 2 hit points, ceases to be poisoned, and is cured of any disease.

LANTERN OF REVEALING

Wondrous item, uncommon

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding 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 lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5-foot radius.

LUCK BLADE

Weapon (any sword), legendary (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While the sword is on your person, you also gain a +1 bonus to saving throws.

Luck. If the sword is on your person, you can call on its luck (no action required) to reroll one attack roll, ability check, or saving throw you dislike. You must use the second roll. This property can't be used again until the next dawn.

Wish. The sword has 1d4 – 1 charges. While holding it, you can use an action to expend 1 charge and cast the *wish* spell from it. This property can't be used again until the next dawn. The sword loses this property if it has no charges.

MACE OF DISRUPTION

Weapon (mace), rare (requires attunement)

When you hit a fiend or an undead with this magic weapon, that creature takes an extra 2d6 radiant damage. If the target has 25 hit points or fewer after taking this damage, it must succeed on a DC 15 Wisdom saving throw or be destroyed. On a successful save, the creature becomes frightened of you until the end of your next turn.

While you hold this weapon, it sheds bright light in a 20-foot radius and dim light for an additional 20 feet.

MACE OF SMITING

Weapon (mace), rare

You gain a +1 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when you use the mace to attack a construct.

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 7 bludgeoning damage, or an extra 14 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

MANTLE OF
SPELL RESISTANCE



MACE OF TERROR

Weapon (mace), rare (requires attunement)

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 15 Wisdom saving throw 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.

The mace regains 1d3 expended charges daily at dawn.

MANTLE OF SPELL RESISTANCE

Wondrous item, rare (requires attunement)

You have advantage on saving throws against spells while you wear this cloak.

MANUAL OF BODILY HEALTH

Wondrous item, very rare

This book contains health and diet tips, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Constitution score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

MANUAL OF GAINFUL EXERCISE

Wondrous item, very rare

This book describes fitness exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Strength score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

MANUAL OF GOLEMS

Wondrous item, very rare

This tome contains information and incantations necessary to make a particular type of golem. The DM chooses the type or determines it randomly. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a *manual of golems* and attempts to read it takes 6d6 psychic damage.

MANUAL OF
STONE GOLEMS



MANUAL OF CLAY GOLEMS



MACE OF TERROR



d20	Golem	Time	Cost
1–5	Clay	30 days	65,000 gp
6–17	Flesh	60 days	50,000 gp
18	Iron	120 days	100,000 gp
19–20	Stone	90 days	80,000 gp

To create a golem, you must spend the time shown on the table, working without interruption with the manual at hand and resting no more than 8 hours per day. You must also pay the specified cost to purchase supplies.

Once you finish creating the golem, the book is consumed in eldritch flames. 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. See the *Monster Manual* for its game statistics.

MANUAL OF QUICKNESS OF ACTION

Wondrous item, very rare

This book contains coordination and balance exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Dexterity score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

MARINER'S ARMOR

Armor (light, medium, or heavy), uncommon

While wearing this armor, you have a swimming speed equal to your walking speed. In addition, whenever you start your turn underwater with 0 hit points, the armor causes you to rise 60 feet toward the surface. The armor is decorated with fish and shell motifs.

MEDALLION OF THOUGHTS

Wondrous item, uncommon (requires attunement)

The medallion has 3 charges. While wearing it, you can use an action and expend 1 charge to cast the *detect thoughts* spell (save DC 13) from it. The medallion regains 1d3 expended charges daily at dawn.

MIRROR OF LIFE TRAPPING

Wondrous item, very rare

When this 4-foot-tall mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 pounds, and it has AC 11, 10 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points.

If the mirror is hanging on a vertical surface and you are within 5 feet of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.

Any creature other than you that sees its reflection in the activated mirror while within 30 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extradimensional cells. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically.

An extradimensional cell is an infinite expanse filled with thick fog that reduces visibility to 10 feet. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed.

MIRROR OF
LIFE TRAPPING



MEDALLION
OF THOUGHTS



MANUAL OF FLESH GOLEMS



MANUAL OF
QUICKNESS OF ACTION

MANUAL OF
BODILY HEALTH



NECKLACE OF FIREBALLS

If the mirror traps a creature but its twelve extradimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it.

While within 5 feet of the mirror, you can use an action to speak the name of one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature can then communicate normally.

In a similar way, you can use an action to speak a second command word and free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

MITHRAL ARMOR

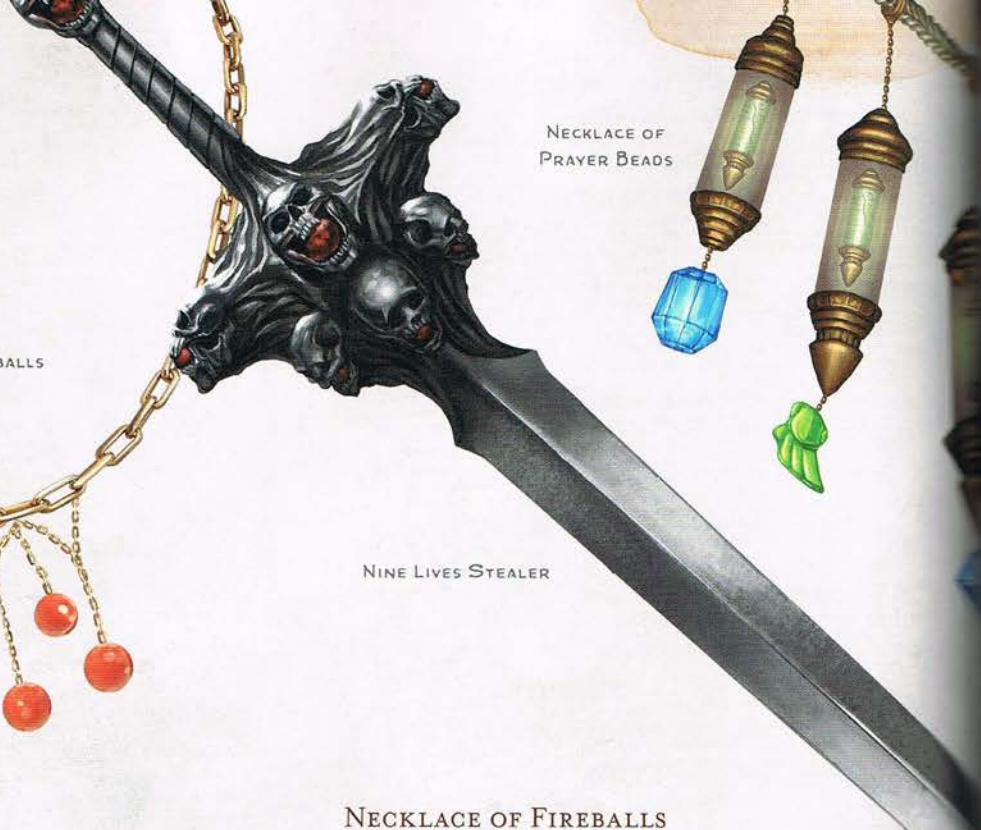
Armor (medium or heavy, but not hide), uncommon

Mithral is a light, flexible metal. A mithral chain shirt or breastplate can be worn under normal clothes. If the armor normally imposes disadvantage on Dexterity (Stealth) checks or has a Strength requirement, the mithral version of the armor doesn't.

NECKLACE OF ADAPTATION

Wondrous item, uncommon (requires attunement)

While wearing this necklace, you can breathe normally in any environment, and you have advantage on saving throws made against harmful gases and vapors (such as *cloudkill* and *stinking cloud* effects, inhaled poisons, and the breath weapons of some dragons).



NINE LIVES STEALER

NECKLACE OF PRAYER BEADS



NECKLACE OF FIREBALLS

Wondrous item, rare

This necklace has 1d6 + 3 beads hanging from it. You can use an action to detach a bead and throw it up to 60 feet away. When it reaches the end of its trajectory, the bead detonates as a 3rd-level *fireball* spell (save DC 15).

You can hurl multiple beads, or even the whole necklace, as one action. When you do so, increase the level of the *fireball* by 1 for each bead beyond the first.

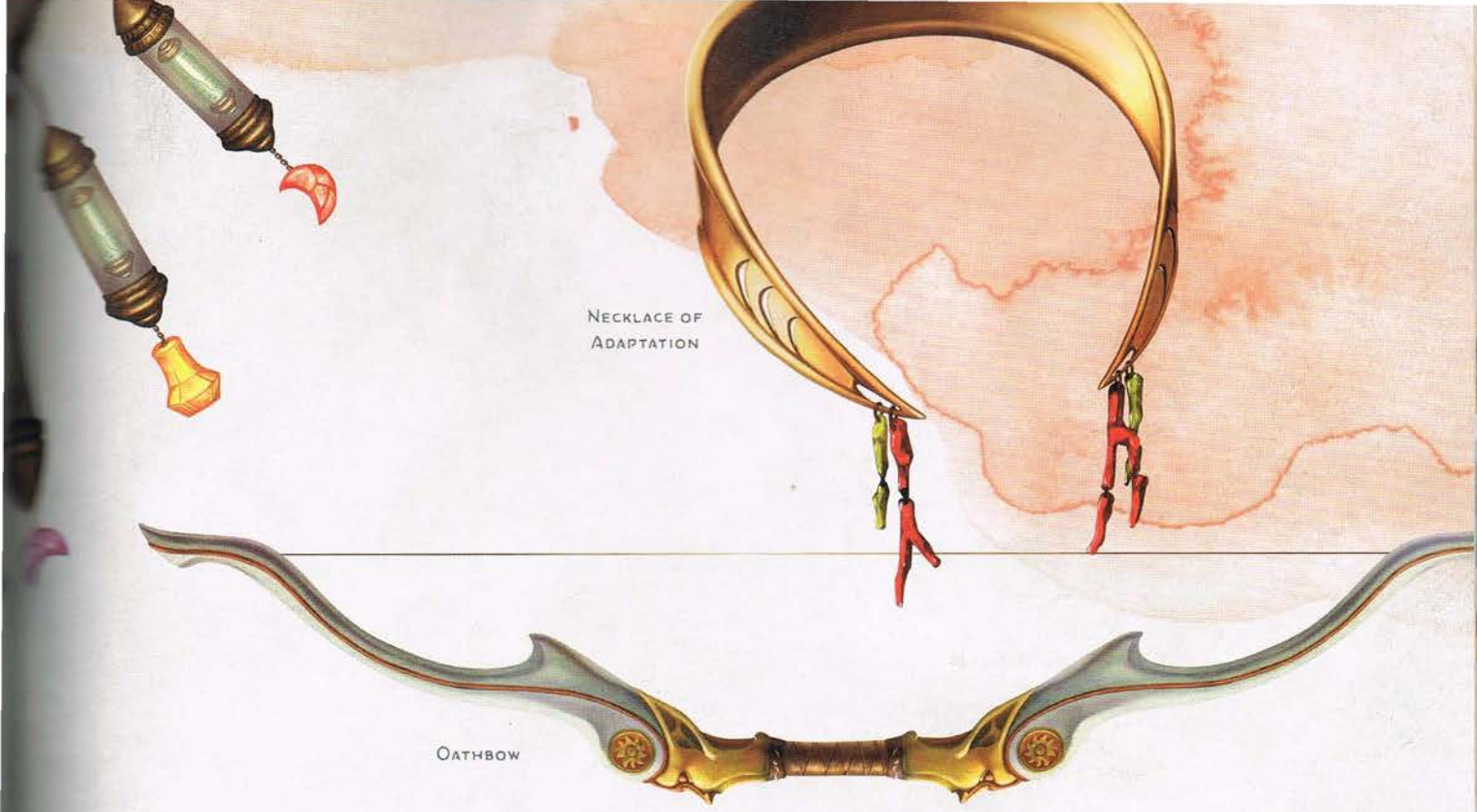
NECKLACE OF PRAYER BEADS

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

This necklace has 1d4 + 2 magic beads made from aquamarine, black pearl, or topaz. It also has many nonmagical beads made from stones such as amber, bloodstone, citrine, coral, jade, pearl, or quartz. If a magic bead is removed from the necklace, that bead loses its magic.

Six types of magic beads exist. The DM decides the type of each bead on the necklace or determines it randomly. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

d20	Bead of ...	Spell
1–6	Blessing	<i>Bless</i>
7–12	Curing	<i>Cure wounds</i> (2nd level) or <i>lesser restoration</i>
13–16	Favor	<i>Greater restoration</i>
17–18	Smiting	<i>Branding smite</i>
19	Summons	<i>Planar ally</i>
20	Wind walking	<i>Wind walk</i>



NECKLACE OF
ADAPTATION

OATHBOW

NINE LIVES STEALER

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

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

The sword has 1d8 + 1 charges. If you score a critical hit against a creature that has fewer than 100 hit points, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the sword tears its life force from its body (a construct or an undead is immune). The sword loses 1 charge if the creature is slain. When the sword has no charges remaining, it loses this property.

NOLZUR'S MARVELOUS PIGMENTS

Wondrous item, very rare

Typically found in 1d4 pots inside a fine wooden box with a brush (weighing 1 pound in total), these pigments allow you to create three-dimensional objects by painting them in two dimensions. The paint flows from the brush to form the desired object as you concentrate on its image.

Each pot of paint is sufficient to cover 1,000 square feet of a surface, which lets you create inanimate objects or terrain features—such as a door, a pit, flowers, trees, cells, rooms, or weapons—that are up to 10,000 cubic feet. It takes 10 minutes to cover 100 square feet.

When you complete the painting, the object or terrain feature depicted becomes a real, nonmagical object. Thus, painting a door on a wall creates an actual door that can be opened to whatever is beyond. Painting a pit on a floor creates a real pit, and its depth counts against the total area of objects you create.

Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value

(such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material.

If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything.

OATHBOW

Weapon (longbow), very rare (requires attunement)

When you nock an arrow on this bow, it whispers in Elvish, "Swift defeat to my enemies." When you use this weapon to make a ranged attack, you can, as a command phrase, say, "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it dies or until dawn seven days later. You can have only one such sworn enemy at a time. When your sworn enemy dies, you can choose a new one after the next dawn.

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll. In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

While your sworn enemy lives, you have disadvantage on attack rolls with all other weapons.

OIL OF ETHEREALNESS

Potion, rare

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required



PERIAPT OF
WOUND CLOSURE

for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the *ethereality* spell for 1 hour.

OIL OF SHARPNESS

Potion, very rare

This clear, gelatinous oil sparkles with tiny, ultrathin silver shards. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. For 1 hour, the coated item is magical and has a +3 bonus to attack and damage rolls.

OIL OF SLIPPERINESS

Potion, uncommon

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. 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 then gains the effect of a *freedom of movement* spell for 8 hours.

Alternatively, the oil can be poured on the ground as an action, where it covers a 10-foot square, duplicating the effect of the *grease* spell in that area for 8 hours.

PEARL OF POWER

Wondrous item, uncommon (requires attunement by a spellcaster)

You can use an action to speak this pearl's command word and regain one expended spell slot of up to 3rd level. Once you have used the pearl, it can't be used again until the next dawn.



PERIAPT OF HEALTH

PERIAPT OF HEALTH

Wondrous item, uncommon

You are immune to contracting any disease while you wear this pendant. If you are already infected with a disease, the effects of the disease are suppressed while you wear the pendant.

PERIAPT OF PROOF AGAINST POISON

Wondrous item, rare

This delicate silver chain has a brilliant-cut black gem pendant. While you wear it, poisons have no effect on you. You are immune to the poisoned condition and have immunity to poison damage.

PERIAPT OF WOUND CLOSURE

Wondrous item, uncommon (requires attunement)

While you wear this pendant, you stabilize whenever you are dying at the start of your turn. In addition, whenever you roll a Hit Die to regain hit points, double the number of hit points it restores.

PHILTER OF LOVE

Potion, uncommon

The next time you see a creature within 10 minutes after drinking this philter, you become charmed by that creature for 1 hour. If the creature is of a species and gender you are normally attracted to, you regard it as your true love while you are charmed. This potion's rose-hued, effervescent liquid contains one easy-to-miss bubble shaped like a heart.

PIPES OF HAUNTING



PIPES OF THE SEWERS

PIPES OF HAUNTING

Wondrous item, uncommon

You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30 feet of you that hears you play 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. A creature that fails the saving throw can repeat it 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 effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

PIPES OF THE SEWERS

Wondrous item, uncommon (requires attunement)

You must be proficient with wind instruments to use these pipes. While you are attuned to the pipes, ordinary rats and giant rats are indifferent toward you and will not attack you unless you threaten or harm them.

The pipes have 3 charges. If you play the pipes as an action, you can use a bonus action to expend 1 to 3 charges, calling forth one swarm of rats (see the *Monster Manual* for statistics) with each expended charge, provided that enough rats are within half a mile of you to be called in this fashion (as determined by the DM). If there aren't enough rats to form a swarm, the charge is wasted. Called swarms move toward the music by the shortest available route but aren't under your control otherwise. The pipes regain 1d3 expended charges daily at dawn.

Whenever a swarm of rats that isn't under another creature's control comes within 30 feet of you while you are playing the pipes, you can make a Charisma check contested by the swarm's Wisdom check. If you lose the contest, the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours. If you win the contest, the swarm is swayed by the pipes' music and becomes friendly to you and your companions for as long as you continue to play the pipes each round as an action. A friendly swarm obeys your commands. If you issue no commands to a friendly swarm, it defends itself but otherwise takes no actions. If a friendly swarm starts its turn and can't hear the pipes' music, your control over that swarm ends, and the swarm behaves as it normally would and can't be swayed by the pipes' music for the next 24 hours.

PLATE ARMOR OF ETHEREALNESS

Armor (plate), legendary (requires attunement)

While you're wearing this armor, you can speak its command word as an action to gain the effect of the *etherealness* spell, which lasts for 10 minutes or until you remove the armor or use an action to speak the command word again. This property of the armor can't be used again until the next dawn.

PORTABLE HOLE

Wondrous item, rare

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold a *portable hole* and place it on or against a solid surface, whereupon the *portable hole* creates an extradimensional hole 10 feet deep. The cylindrical space within the hole exists



on a different plane, so it can't be used to create open passages. Any creature inside an *open portable hole* can exit the hole by climbing out of it.

You can use an action to close a *portable hole* by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the extradimensional space. No matter what's in it, the hole weighs next to nothing.

If the hole is folded up, a creature within the hole's extradimensional space can use an action to make a DC 10 Strength check. On a successful check, the creature forces its way out and appears within 5 feet of the *portable hole* or the creature carrying it. A breathing creature within a closed *portable hole* can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a *portable hole* inside an extradimensional space created by a *bag of holding*, *Heward's 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.

POTION OF ANIMAL FRIENDSHIP

Potion, uncommon

When you drink this potion, you can cast the *animal friendship* spell (save DC 13) for 1 hour at will. Agitating this muddy liquid brings little bits into view: a fish scale, a hummingbird tongue, a cat claw, or a squirrel hair.

POTION OF CLAIRVOYANCE

Potion, rare

When you drink this potion, you gain the effect of the *clairvoyance* spell. An eyeball bobs in this yellowish liquid but vanishes when the potion is opened.

POTION OF CLIMBING

Potion, common

When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. During this time, you have advantage on Strength (Athletics) checks you make to climb. The potion is separated into brown, silver, and gray layers resembling bands of stone. Shaking the bottle fails to mix the colors.

POTION OF DIMINUTION

Potion, rare

When you drink this potion, you gain the "reduce" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously contracts to a tiny bead and then expands to color the clear liquid around it. Shaking the bottle fails to interrupt this process.

POTION OF FIRE BREATH

Potion, uncommon

After drinking this potion, you can use a bonus action to exhale fire at a target within 30 feet of you. The target

must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one. The effect ends after you exhale the fire three times or when 1 hour has passed.

This potion's orange liquid flickers, and smoke fills the top of the container and wafts out whenever it is opened.

POTION OF FLYING

Potion, very rare

When you drink this potion, you gain a flying speed equal to your walking speed for 1 hour and can hover. If you're in the air when the potion wears off, you fall unless you have some other means of staying aloft. This potion's clear liquid floats at the top of its container and has cloudy white impurities drifting in it.

POTION OF GASEOUS FORM

Potion, rare

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. This potion's container seems to hold fog that moves and pours like water.

POTION OF GIANT STRENGTH

Potion, rarity varies

When you drink this potion, your Strength score changes for 1 hour. The type of giant determines the score (see the table below). The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type. The *potion of frost giant strength* and the *potion of stone giant strength* have the same effect.

Type of Giant	Strength	Rarity
Hill giant	21	Uncommon
Frost/stone giant	23	Rare
Fire giant	25	Rare
Cloud giant	27	Very rare
Storm giant	29	Legendary

POTION OF GROWTH

Potion, uncommon

When you drink this potion, you gain the "enlarge" effect of the *enlarge/reduce* spell for 1d4 hours (no concentration required). The red in the potion's liquid continuously expands from a tiny bead to color the clear liquid around it and then contracts. Shaking the bottle fails to interrupt this process.

POTION OF HEALING

Potion, rarity varies

You regain hit points when you drink this potion. The number of hit points depends on the potion's rarity, as shown in the Potions of Healing table. Whatever its potency, the potion's red liquid glimmers when agitated.

POTIONS OF HEALING

Potion of ...	Rarity	HP Regained
Healing	Common	2d4 + 2
Greater healing	Uncommon	4d4 + 4
Superior healing	Rare	8d4 + 8
Supreme healing	Very rare	10d4 + 20

POTION OF HEROISM

Potion, rare

For 1 hour after drinking it, you gain 10 temporary hit points that last for 1 hour. For the same duration, you are under the effect of the *bles*s spell (no concentration required). This blue potion bubbles and steams as if boiling.

POTION OF INVISIBILITY

Potion, very rare

This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you wear or carry is invisible with you. The effect ends early if you attack or cast a spell.

POTION OF INVULNERABILITY

Potion, rare

For 1 minute after you drink this potion, you have resistance to all damage. The potion's syrupy liquid looks like liquified iron.

POTION OF LONGEVITY

Potion, very rare

When you drink this potion, your physical age is reduced by 1d6 + 6 years, to a minimum of 13 years. Each time you subsequently drink a *potion of longevity*, there is 10 percent cumulative chance that you instead age by 1d6 + 6 years. Suspended in this amber liquid are a scorpion's tail, an adder's fang, a dead spider, and a tiny heart that, against all reason, is still beating. These ingredients vanish when the potion is opened.

POTION OF MIND READING

Potion, rare

When you drink this potion, you gain the effect of the *detect thoughts* spell (save DC 13). The potion's dense, purple liquid has an ovoid cloud of pink floating in it.

POTION OF POISON

Potion, uncommon

This concoction looks, smells, and tastes like a *potion of healing* or other beneficial potion. However, it is actually poison masked by illusion magic. An *identify* spell reveals its true nature.

If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

POTION OF RESISTANCE

Potion, uncommon

When you drink this potion, you gain resistance to one type of damage for 1 hour. The DM chooses the type or determines it randomly from the options below.

d10	Damage Type	d10	Damage Type
1	Acid	6	Necrotic
2	Cold	7	Poison
3	Fire	8	Psychic
4	Force	9	Radiant
5	Lightning	10	Thunder

POTION OF SPEED

Potion, very rare

When you drink this potion, you gain the effect of the *haste* spell for 1 minute (no concentration required). The potion's yellow fluid is streaked with black and swirls on its own.

POTION OF VITALITY

Potion, very rare

When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

POTION OF WATER BREATHING

Potion, uncommon

You can breathe underwater for 1 hour after drinking this potion. Its cloudy green fluid smells of the sea and has a jellyfish-like bubble floating in it.

QUAAL'S FEATHER TOKEN

Wondrous item, rare

This tiny object looks like a feather. Different types of feather tokens exist, each with a different single-use effect. The DM chooses the kind of token or determines it randomly.

d100	Feather Token	d100	Feather Token
01–20	Anchor	51–65	Swan boat
21–35	Bird	66–90	Tree
36–50	Fan	91–00	Whip

Anchor. You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Bird. You can use an action to toss the token 5 feet into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a roc (see the *Monster Manual*), but it obeys your simple commands and can't attack. It can carry up to 500 pounds while flying at its maximum speed (16 miles an hour for a maximum of 144 miles per day, with a one-hour rest for every 3 hours of flying), or 1,000

pounds at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action.

Fan. If you are on a boat or ship, you can use an action to toss the token up to 10 feet in the air. The token disappears, and a giant flapping fan takes its place. The fan floats and creates a wind strong enough to fill the sails of one ship, increasing its speed by 5 miles per hour for 8 hours. You can dismiss the fan as an action.

Swan Boat. You can use an action to touch the token to a body of water at least 60 feet in diameter. The token disappears, and a 50-foot-long, 20-foot-wide boat shaped like a swan takes its place. The boat is self-propelled and moves across water at a speed of 6 miles per hour. You can use an action while on the boat to command it to move or to turn up to 90 degrees. The boat can carry up to thirty-two Medium or smaller creatures. A Large creature counts as four Medium creatures, while a Huge creature counts as nine. The boat remains for 24 hours and then disappears. You can dismiss the boat as an action.

Tree. You must be outdoors to use this token. You can use an action to touch it to an unoccupied space on the ground. The token disappears, and in its place a nonmagical oak tree springs into existence. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius.

Whip. You can use an action to throw the token to a point within 10 feet of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10 feet of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage.

As a bonus action on your turn, you can direct the whip to fly up to 20 feet and repeat the attack against a creature within 10 feet of it. The whip disappears after 1 hour, when you use an action to dismiss it, or when you are incapacitated or die.

QUIVER OF EHLONNA

Wondrous item, uncommon

Each of the quiver's three compartments connects to an extradimensional space that allows the quiver to hold numerous items while never weighing more than 2 pounds. The shortest compartment can hold up to sixty arrows, bolts, or similar objects. The midsize compartment holds up to eighteen javelins or similar objects. The longest compartment holds up to six long objects, such as bows, quarterstaves, or spears.

You can draw any item the quiver contains as if doing so from a regular quiver or scabbard.

RING OF ANIMAL INFLUENCE

Ring, rare

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

- *Animal friendship* (save DC 13)
- *Fear* (save DC 13), targeting only beasts that have an Intelligence of 3 or lower
- *Speak with animals*

QUAAL'S FEATHER TOKENS



SWAN BOAT TOKEN



FAN TOKEN



ANCHOR TOKEN



BIRD TOKEN



TREE TOKEN



WHIP TOKEN



QUIVER OF
EHLONNA



RING OF ANIMAL INFLUENCE



RING OF
FREE ACTION



RING OF
DJINNI SUMMONING



RING OF AIR
ELEMENTAL COMMAND

RING OF DJINNI SUMMONING

Ring, legendary (requires attunement)

While wearing this ring, you can speak its command word as an action to summon a particular djinni from the Elemental Plane of Air. The djinni appears in an unoccupied space you choose within 120 feet of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 hit points. It then returns to its home plane.

While summoned, the djinni is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the djinni defends itself against attackers but takes no other actions.

After the djinni departs, it can't be summoned again for 24 hours, and the ring becomes nonmagical if the djinni dies.

RING OF ELEMENTAL COMMAND

Ring, legendary (requires attunement)

This ring is linked to one of the four Elemental Planes. The DM chooses or randomly determines the linked plane.

While wearing this ring, you have advantage on attack rolls against elementals from the linked plane, and they have disadvantage on attack rolls against you. In addition, you have access to properties based on the linked plane.

The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the ring have a save DC of 17.

Ring of Air Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on an air elemental. In addition, when you fall, you descend 60 feet per round and take no damage from falling. You can also speak and understand Auran.

If you help slay an air elemental while attuned to the ring, you gain access to the following additional properties:

- You have resistance to lightning damage.
- You have a flying speed equal to your walking speed and can hover.
- You can cast the following spells from the ring, expending the necessary number of charges: *chain lightning* (3 charges), *gust of wind* (2 charges), or *wind wall* (1 charge).

Ring of Earth Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on an earth elemental. In addition, you can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain. You can also speak and understand Terran.

If you help slay an earth elemental while attuned to the ring, you gain access to the following additional properties:

- You have resistance to acid damage.
- You can move through solid earth or rock as if those areas were difficult terrain. If you end your turn there, you are shunted out to the nearest unoccupied space you last occupied.
- You can cast the following spells from the ring, expending the necessary number of charges: *stone shape* (2 charges), *stoneskin* (3 charges), or *wall of stone* (3 charges).

Ring of Fire Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on a fire elemental. In addition, you have resistance to fire damage. You can also speak and understand Ignan.

If you help slay a fire elemental while attuned to the ring, you gain access to the following additional properties:

- You are immune to fire damage.
- You can cast the following spells from the ring, expending the necessary number of charges: *burning hands* (1 charge), *fireball* (2 charges), and *wall of fire* (3 charges).



RING OF
INVISIBILITY



RING OF
FEATHER FALLING



RING OF
MIND SHIELDING



RING OF EVASION

Ring of Water Elemental Command. You can expend 2 of the ring's charges to cast *dominate monster* on a water elemental. In addition, you can stand on and walk across liquid surfaces as if they were solid ground. You can also speak and understand Aquan.

If you help slay a water elemental while attuned to the ring, you gain access to the following additional properties:

- You can breathe underwater and have a swimming speed equal to your walking speed.
- You can cast the following spells from the ring, expending the necessary number of charges: *create or destroy water* (1 charge), *control water* (3 charges), *ice storm* (2 charges), or *wall of ice* (3 charges).

RING OF EVASION

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. When you fail a Dexterity saving throw while wearing it, you can use your reaction to expend 1 of its charges to succeed on that saving throw instead.

RING OF FEATHER FALLING

Ring, rare (requires attunement)

When you fall while wearing this ring, you descend 60 feet per round and take no damage from falling.

RING OF FREE ACTION

Ring, rare (requires attunement)

While you wear this ring, difficult terrain doesn't cost you extra movement. In addition, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

RING OF INVISIBILITY

Ring, legendary (requires attunement)

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible

with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

RING OF JUMPING

Ring, uncommon (requires attunement)

While wearing this ring, you can cast the *jump* spell from it as a bonus action at will, but can target only yourself when you do so.

RING OF MIND SHIELDING

Ring, uncommon (requires attunement)

While wearing this ring, you are immune to magic that allows other creatures to read your thoughts, determine whether you are lying, know your alignment, or know your creature type. Creatures can telepathically communicate with you only if you allow it.

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die.

If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

RING OF PROTECTION

Ring, rare (requires attunement)

You gain a +1 bonus to AC and saving throws while wearing this ring.

RING OF REGENERATION

Ring, very rare (requires attunement)

While wearing this ring, you regain 1d6 hit points every 10 minutes, provided that you have at least 1 hit point. If you lose a body part, the ring causes the missing part to regrow and return to full functionality after 1d6 + 1 days if you have at least 1 hit point the whole time.



RING OF PROTECTION

RING OF REGENERATION



RING OF FIRE RESISTANCE



RING OF SPELL STORING



RING OF TELEKINESIS

RING OF RESISTANCE

Ring, rare (requires attunement)

You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which the DM chooses or determines randomly.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire
5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

RING OF SHOOTING STARS

Ring, very rare (requires attunement outdoors at night)

While wearing this ring in dim light or darkness, you can cast *dancing lights* and *light* from the ring at will. Casting either spell from the ring requires an action.

The ring has 6 charges for the following other properties. The ring regains 1d6 expended charges daily at dawn.

Faerie Fire. You can expend 1 charge as an action to cast *faerie fire* from the ring.

Ball Lightning. You can expend 2 charges as an action to create one to four 3-foot-diameter spheres of lightning. The more spheres you create, the less powerful each sphere is individually.

Each sphere appears in an unoccupied space you can see within 120 feet of you. The spheres last as long as you concentrate (as if concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-foot radius.

As a bonus action, you can move each sphere up to 30 feet, but no farther than 120 feet away from you. When a creature other than you comes within 5 feet of a

sphere, the sphere discharges lightning at that creature and disappears. That creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

Spheres	Lightning Damage
4	2d4
3	2d6
2	5d4
1	4d12

Shooting Stars. You can expend 1 to 3 charges as an action. For every charge you expend, you launch a glowing mote of light from the ring at a point you can see within 60 feet of you. Each creature within a 15-foot cube originating from that point is showered in sparks and must make a DC 15 Dexterity saving throw, taking 5d4 fire damage on a failed save, or half as much damage on a successful one.

RING OF SPELL STORING

Ring, rare (requires attunement)

This ring stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 5 levels worth of spells at a time. When found, it contains 1d6 – 1 levels of stored spells chosen by the DM.

Any creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing this ring, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell cast from the ring is no longer stored in it, freeing up space.



RING OF
THREE WISHES

RING OF THE RAM

RING OF
SPELL TURNING

RING OF
SHOOTING STARS

RING OF
WATER WALKING

RING OF
X-RAY VISION

RING OF SPELL TURNING

Ring, legendary (requires attunement)

While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect). In addition, if you roll a 20 for the save 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.

RING OF SWIMMING

Ring, uncommon

You have a swimming speed of 40 feet while wearing this ring.

RING OF TELEKINESIS

Ring, very rare (requires attunement)

While wearing this ring, you can cast the *telekinesis* spell at will, but you can target only objects that aren't being worn or carried.

RING OF THE RAM

Ring, rare (requires attunement)

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. 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 spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5 feet away from you.

Alternatively, you can expend 1 to 3 of the ring's charges as an action to try to break an object you can see within 60 feet of you that isn't being worn or carried. The ring makes a Strength check with a +5 bonus for each charge you spend.

RING OF THREE WISHES

Ring, legendary

While wearing this ring, you can use an action to expend 1 of its 3 charges to cast the *wish* spell from

it. The ring becomes nonmagical when you use the last charge.

RING OF WARMTH

Ring, uncommon (requires attunement)

While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

RING OF WATER WALKING

Ring, uncommon

While wearing this ring, you can stand on and move across any liquid surface as if it were solid ground.

RING OF X-RAY VISION

Ring, rare (requires attunement)

While wearing this ring, you can use an action to speak its command word. When you do so, you can see into and through solid matter for 1 minute. This vision has a radius of 30 feet. To you, solid objects within that radius appear transparent and don't prevent light from passing through them. The vision can penetrate 1 foot of stone, 1 inch of common metal, or up to 3 feet of wood or dirt. Thicker substances block the vision, as does a thin sheet of lead.

Whenever you use the ring again before taking a long rest, you must succeed on a DC 15 Constitution saving throw or gain one level of exhaustion.

ROBE OF EYES

Wondrous item, rare (requires attunement)

This robe is adorned with eyelike patterns. While you wear the robe, you gain the following benefits:

- The robe lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.
- You have darkvision out to a range of 120 feet.
- You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120 feet.

ROBE OF EYES



ROBE OF STARS

The eyes on the robe can't be closed or averted. Although you can close or avert your own eyes, you are never considered to be doing so while wearing this robe.

A *light* spell cast on the robe or a *daylight* spell cast within 5 feet of the robe causes you to be blinded for 1 minute. At the end of each of your turns, you can make a Constitution saving throw (DC 11 for *light* or DC 15 for *daylight*), ending the blindness on a success.

ROBE OF SCINTILLATING COLORS

Wondrous item, very rare (requires attunement)

This robe has 3 charges, and it regains 1d3 expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn. During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30 feet. Creatures that can see you have disadvantage on attack rolls against you. In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

ROBE OF STARS

Wondrous item, very rare (requires attunement)

This black or dark blue robe is embroidered with small white or silver stars. You gain a +1 bonus to saving throws while you wear it.

Six stars, located on the robe's upper front portion, are particularly large. While wearing this robe, you can use an action to pull off one of the stars and use it to cast *magic missile* as a 5th-level spell. Daily at dusk, 1d6 removed stars reappear on the robe.

While you wear the robe, you can use an action to enter the Astral Plane along with everything you are wearing and carrying. You remain there until you use an action to return to the plane you were on. You reappear in the last space you occupied, or if that space is occupied, the nearest unoccupied space.

ROBE OF THE ARCHMAGI

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

This elegant garment is made from exquisite cloth of white, gray, or black and adorned with silvery runes. The robe's color corresponds to the alignment for which the item was created. A white robe was made for good, gray for neutral, and black for evil. You can't attune to a *robe of the archmagi* that doesn't correspond to your alignment.

You gain these benefits while wearing the robe:

- If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.
- You have advantage on saving throws against spells and other magical effects.
- Your spell save DC and spell attack bonus each increase by 2.

ROBE OF USEFUL ITEMS

Wondrous item, uncommon

This robe has cloth patches of various shapes and colors covering it. While wearing the robe, you can use an action to detach one of the patches, causing it to become the object or creature it represents. Once the last patch is removed, the robe becomes an ordinary garment.

The robe has two of each of the following patches:

- Dagger
- Bullseye lantern (filled and lit)
- Steel mirror
- 10-foot pole
- Hempen rope (50 feet, coiled)
- Sack

In addition, the robe has 4d4 other patches. The DM chooses the patches or determines them randomly.

d100 Patch

01–08	Bag of 100 gp
09–15	Silver coffer (1 foot long, 6 inches wide and deep) worth 500 gp
16–22	Iron door (up to 10 feet wide and 10 feet high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself
23–30	10 gems worth 100 gp each
31–44	Wooden ladder (24 feet long)
45–51	A riding horse with saddle bags (see the <i>Monster Manual</i> for statistics)
52–59	Pit (a cube 10 feet on a side), which you can place on the ground within 10 feet of you
60–68	4 <i>potions of healing</i>
69–75	Rowboat (12 feet long)
76–83	<i>Spell scroll</i> containing one spell of 1st to 3rd level
84–90	2 mastiffs (see the <i>Monster Manual</i> for statistics)
91–96	Window (2 feet by 4 feet, up to 2 feet deep), which you can place on a vertical surface you can reach
97–00	Portable ram

ROD OF ABSORPTION

Rod, very rare (requires attunement)

While holding this rod, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy—not the spell itself—is stored in the rod. The energy has the same level as the spell when it was cast. The rod can absorb and store up to 50 levels of energy over the course of its existence. Once the rod absorbs 50 levels of energy, it can't absorb more. If you are targeted by a spell that the rod can't store, the rod has no effect on that spell.

When you become attuned to the rod, you know how many levels of energy the rod has absorbed over the course of its existence, and how many levels of spell energy it currently has stored.

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell



ROD OF ABSORPTION

ROBE OF THE ARCHMAGI

ROBE OF USEFUL ITEMS



ROD OF
RULERSHIP

ROD OF
LORDLY MIGHT

ROD OF
RESURRECTION

slots, up to a maximum of 5th level. You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a 3rd-level spell slot.

A newly found rod has 1d10 levels of spell energy stored in it already. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical.

ROD OF ALERTNESS

Rod, very rare (requires attunement)

This rod has a flanged head and the following properties.

Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative.

Spells. While holding the rod, you can use an action to cast one of the following spells from it: *detect evil and good*, *detect magic*, *detect poison and disease*, or *see invisibility*.

Protective Aura. As an action, you can plant the haft end of the rod in the ground, whereupon the rod's head sheds bright light in a 60-foot radius and dim light for an additional 60 feet. While in that bright light, you and any creature that is friendly to you gain a +1 bonus to AC and saving throws and can sense the location of any invisible hostile creature that is also in the bright light.

The rod's head stops glowing and the effect ends after 10 minutes, or when a creature uses an action to pull the rod from the ground. This property can't be used again until the next dawn.

ROD OF LORDLY MIGHT

Rod, legendary (requires attunement)

This rod has a flanged head, and it functions as a magic mace that grants a +3 bonus to attack and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below.

Six Buttons. You can press one of the rod's six 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 becomes a *flame tongue*, as a fiery blade sprouts from the end opposite the rod's flanged head.

If you press **button 2**, the rod's flanged head folds down and two crescent-shaped blades spring out, transforming the rod into a magic battleaxe that grants a +3 bonus to attack and damage rolls made with it.

If you press **button 3**, the rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft, transforming the rod into a magic spear that grants a +3 bonus to attack and damage rolls made with it.

If you press **button 4**, the rod transforms into a climbing pole up to 50 feet long, as you specify. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, forming a ladder. The pole can bear up to 4,000 pounds.

More weight or lack of solid anchoring causes the rod to revert to its normal form.

If you press **button 5**, the rod transforms into a handheld battering ram and grants its user a +10 bonus to Strength checks made to break through doors, barricades, and other barriers.

If you press **button 6**, the rod assumes or remains in its normal form and indicates magnetic north. (Nothing happens if this function of the rod is used in a location that has no magnetic north.) The rod also gives you knowledge of your approximate depth beneath the ground or your height above it.

Drain Life. 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 takes an extra 4d6 necrotic damage, and you regain a number of hit points equal to half that necrotic damage. This property can't be used again until the next dawn.

Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Strength saving throw. On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used again until the next dawn.

Terrify. While holding the rod, 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 target is frightened of you for 1 minute. A frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. This property can't be used again until the next dawn.

ROD OF THE PACT KEEPER

Rod, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a warlock)

While holding this rod, you gain a bonus to spell attack rolls and to the saving throw DCs of your warlock spells. The bonus is determined by the rod's rarity.

In addition, you can regain one warlock spell slot as an action while holding the rod. You can't use this property again until you finish a long rest.

ROD OF RESURRECTION

Rod, legendary (requires attunement by a cleric, druid, or paladin)

The rod has 5 charges. While you hold it, you can use an action to cast one of the following spells from it: *heal* (expends 1 charge) or *resurrection* (expends 5 charges).

The rod regains 1 expended charge daily at dawn. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod disappears in a burst of radiance.

ROD OF RULERSHIP

Rod, rare (requires attunement)

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120 feet of you. Each target must succeed on a DC 15 Wisdom 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 you or your companions, or commanded to do something

contrary to its nature, a target ceases to be charmed in this way. The rod can't be used again until the next dawn.

ROD OF SECURITY

Rod, very rare

While holding this rod, you can use an action to activate it. The rod then instantly transports you and up to 199 other willing creatures you can see to a paradise that exists in an extraplanar space. You choose the form that the paradise takes. It could be a tranquil garden, lovely glade, cheery tavern, immense palace, tropical island, fantastic carnival, or whatever else you can imagine. Regardless of its nature, the paradise contains enough water and food to sustain its visitors. Everything else that can be interacted with inside the extraplanar space can exist only there. For example, a flower picked from a garden in the paradise disappears if it is taken outside the extraplanar space.

For each hour spent in the paradise, a visitor regains hit points as if it had spent 1 Hit Die. Also, creatures don't age while in the paradise, although time passes normally. Visitors can remain in the paradise for up to 200 days divided by the number of creatures present (round down).

When the time runs out or you use an action to end it, all visitors reappear in the location they occupied when you activated the rod, or an unoccupied space nearest that location. The rod can't be used again until ten days have passed.

ROPE OF CLIMBING

Wondrous item, uncommon

This 60-foot length of silk rope weighs 3 pounds and can hold up to 3,000 pounds. If you hold one end of the rope and use an action to speak the command word, the rope animates. As a bonus action, you can command the other end to move toward a destination you choose. That end moves 10 feet on your turn when you first command it and 10 feet on each of your turns until reaching its destination, up to its maximum length away, or until you tell it to stop. You can also tell the rope to fasten itself securely to an object or to unfasten itself, to knot or unknot itself, or to coil itself for carrying.

If you tell the rope to knot, large knots appear at 1-foot intervals along the rope. While knotted, the rope shortens to a 50-foot length and grants advantage on checks made to climb it.

The rope 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 the rope drops to 0 hit points, it is destroyed.

ROPE OF ENTANGLEMENT

Wondrous item, rare

This rope is 30 feet long and weighs 3 pounds. If you hold one end of the rope and use an action to speak its command word, the other end darts forward to entangle a creature you can see within 20 feet of you. The target must succeed on a DC 15 Dexterity saving throw or become restrained.

You can release the creature by using a bonus action to speak a second command word. A target restrained



ROPE OF
ENTANGLEMENT



SENDING STONES



SCARAB OF
PROTECTION



by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope.

The rope 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 the rope drops to 0 hit points, it is destroyed.

SADDLE OF THE CAVALIER

Wondrous item, uncommon

While in this saddle on a mount, you can't be dismounted against your will if you're conscious, and attack rolls against the mount have disadvantage.

SCARAB OF PROTECTION

Wondrous item, legendary (requires attunement)

If you hold this beetle-shaped medallion in your hand for 1 round, an inscription appears on its surface revealing its magical nature. It provides two benefits while it is on your person:

- You have advantage on saving throws against spells.
- The scarab has 12 charges. 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 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

SCIMITAR OF SPEED

Weapon (scimitar), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. In addition, you can make one attack with it as a bonus action on each of your turns.

SCROLL OF PROTECTION

Scroll, rare

Each *scroll of protection* works against a specific type of creature chosen by the DM or determined randomly by rolling on the following table.

d100	Creature Type	d100	Creature Type
01–10	Aberrations	41–50	Fey
11–20	Beasts	51–75	Fiends
21–30	Celestials	76–80	Plants
31–40	Elementals	81–00	Undead

Using an action to read the scroll encloses you in a invisible barrier that extends from you to form a 5-foot-radius, 10-foot-high cylinder. For 5 minutes, this barrier prevents creatures of the specified type from entering or affecting anything within the cylinder.

The cylinder moves with you and remains centered on you. However, if you move in such a way that a creature of the specified type would be inside the cylinder, the effect ends.

A creature can attempt to overcome the barrier by using an action to make a DC 15 Charisma check. On a success, the creature ceases to be affected by the barrier.

SENDING STONES

Wondrous item, uncommon

Sending stones come in pairs, with each smooth stone carved to match the other so the pairing is easily recognized. While you touch one stone, you can use an action to cast the *sending* spell from it. The target is the bearer of the other stone. If no creature bears the other stone, you know that fact as soon as you use the stone and don't cast the spell.

Once *sending* is cast through the stones, they can't be used again until the next dawn. If one of the stones in a pair is destroyed, the other one becomes nonmagical.

SENTINEL SHIELD

Armor (shield), uncommon

While holding this shield, you have advantage on initiative rolls and Wisdom (Perception) checks. The shield is emblazoned with a symbol of an eye.

SLIPPERS OF SPIDER CLIMBING



SHIELD OF MISSILE ATTRACTION



SPELLGUARD SHIELD

SHIELD, +1, +2, OR +3

Armor (shield), uncommon (+1), rare (+2), or very rare (+3)

While holding this shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

SHIELD OF MISSILE ATTRACTION

Armor (shield), rare (requires attunement)

While holding this shield, you have resistance to damage from ranged weapon attacks.

Curse. This shield is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Removing the shield fails to end the curse on you. Whenever a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

SLIPPERS OF SPIDER CLIMBING

Wondrous item, uncommon (requires attunement)

While you wear these light shoes, you can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You have a climbing speed equal to your walking speed. However, the slippers don't allow you to move this way on a slippery surface, such as one covered by ice or oil.

SOVEREIGN GLUE

Wondrous item, legendary

This viscous, milky-white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with *oil of slipperiness*. When found, a container contains 1d6 + 1 ounces.

One ounce of the glue can cover a 1-foot square surface. The glue takes 1 minute to set. Once it has done so, the bond it creates can be broken only by the application of *universal solvent* or *oil of etherealness*, or with a *wish* spell.

SPELL SCROLL

Scroll, varies

A *spell scroll* bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can use an action to read the scroll and cast its spell without having to provide any of the spell's components. Otherwise, the scroll is unintelligible.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC equals 10 + the spell's level. On a failed check, the spell disappears from the scroll with no other effect.

Once the spell is cast, the words on the scroll fade, and the scroll itself crumbles to dust.

The level of the spell on the scroll determines the spell's saving throw DC and attack bonus, as well as the scroll's rarity, as shown in the Spell Scroll table.

SPELL SCROLL

Spell Level	Rarity	Save DC	Attack Bonus
Cantrip	Common	13	+5
1st	Common	13	+5
2nd	Uncommon	13	+5
3rd	Uncommon	15	+7
4th	Rare	15	+7
5th	Rare	17	+9
6th	Very rare	17	+9
7th	Very rare	18	+10
8th	Very rare	18	+10
9th	Legendary	19	+11

A wizard spell on a *spell scroll* can be copied just as spells in spellbooks can be copied. When a spell is copied from a *spell scroll*, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is

successfully copied. Whether the check succeeds or fails, the *spell scroll* is destroyed.

SPELLGUARD SHIELD

Armor (shield), very rare (requires attunement)

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

SPHERE OF ANNIHILATION

Wondrous item, legendary

This 2-foot-diameter black sphere is a hole in the multiverse, hovering in space and stabilized by a magical field surrounding it.

The sphere obliterates all matter it passes through and all matter that passes through it. Artifacts are the exception. Unless an artifact is susceptible to damage from a *sphere of annihilation*, it passes through the sphere unscathed. Anything else that touches the sphere but isn't wholly engulfed and obliterated by it takes 4d10 force damage.

The sphere is stationary until someone controls it. If you are within 60 feet of an uncontrolled sphere, you can use an action to make a DC 25 Intelligence (Arcana) check. On a success, the sphere levitates in one direction of your choice, up to a number of feet equal to $5 \times$ your Intelligence modifier (minimum 5 feet). On a failure, the sphere moves 10 feet toward you. A creature whose space the sphere enters must succeed on a DC 13 Dexterity saving throw or be touched by it, taking 4d10 force damage.

If you attempt to control a sphere that is under another creature's control, you make an Intelligence (Arcana) check contested by the other creature's Intelligence (Arcana) check. The winner of the contest gains control of the sphere and can levitate it as normal.

If the sphere comes into contact with a planar portal, such as that created by the *gate* spell, or an extradimensional space, such as that within a *portable hole*, the DM determines randomly what happens, using the following table.

d100	Result
01–50	The sphere is destroyed.
51–85	The sphere moves through the portal or into the extradimensional space.
86–00	A spatial rift sends each creature and object within 180 feet of the sphere, including the sphere, to a random plane of existence.

STAFF OF CHARMING

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

While holding this staff, you can use an action to expend 1 of its 10 charges to cast *charm person*, *command*, or *comprehend languages* from it using your spell save DC. The staff can also be used as a magic quarterstaff.

If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next

STAFF OF FIRE

STAFF OF CHARMING



SOVEREIGN GLUE

dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

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

STAFF OF FIRE

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

You have resistance to fire 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: *burning hands* (1 charge), *fireball* (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 blackens, crumbles into cinders, and is destroyed.



STAFF OF
POWER

STAFF OF
FROST

STAFF OF
HEALING

STAFF OF
SWARMING INSECTS

STAFF OF
THE MAGI

STAFF OF FROST

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

You have resistance to cold 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: *cone of cold* (5 charges), *fog cloud* (1 charge), *ice storm* (4 charges), or *wall of ice* (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 turns to water and is destroyed.

STAFF OF HEALING

Staff, rare (requires attunement by a bard, cleric, or druid)

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 and spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th), *lesser restoration* (2 charges), or *mass cure wounds* (5 charges).

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

STAFF OF POWER

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

This 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 Armor Class, saving throws, and spell attack rolls.

The staff has 20 charges for the following properties. The staff regains 2d8 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff retains its +2 bonus to attack and damage rolls but loses all other properties. On a 20, the staff regains 1d8 + 2 charges.

Power Strike. When you hit with a melee attack using the staff, you can expend 1 charge to deal an extra 1d6 force damage to the target.

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 spell attack bonus: *cone of cold* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *levitate* (2 charges), *lightning bolt* (5th-level version, 5 charges), *magic missile* (1 charge), *ray of enfeeblement* (1 charge), or *wall of force* (5 charges).

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 force damage

equal to $16 \times$ 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	$8 \times$ the number of charges in the staff
11 to 20 ft. away	$6 \times$ the number of charges in the staff
21 to 30 ft. away	$4 \times$ the number of charges in the staff

STAFF OF STRIKING

Staff, very rare (requires attunement)

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

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

STAFF OF SWARMING INSECTS

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

This 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, a swarm of insects consumes and destroys the staff, then disperses.

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *giant insect* (4 charges) or *insect plague* (5 charges).

Insect Cloud. While holding the staff, you can use an action and expend 1 charge to cause a swarm of harmless flying insects to spread out in a 30-foot radius from you. The insects remain for 10 minutes, making the area heavily obscured for creatures other than you. The swarm moves with you, remaining centered on you. A wind of at least 10 miles per hour disperses the swarm and ends the effect.

STAFF OF THE ADDER

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use a bonus action to speak this staff's command word and make the head of the staff become that of an animate poisonous snake for 1 minute. By using another bonus action to speak the command word again, you return the staff to its normal inanimate form.

You can make a melee attack using the snake head, which has a reach of 5 feet. Your proficiency bonus applies to the attack roll. On a hit, the target takes 1d6 piercing damage and must succeed on a DC 15 Constitution saving throw or take 3d6 poison damage.

The snake head can be attacked while it is animate. It has an Armor Class of 15 and 20 hit points. If the head drops to 0 hit points, the staff is destroyed. As long as it's not destroyed, the staff regains all lost hit points when it reverts to its inanimate form.

STAFF OF THE MAGI

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

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

The staff has 50 charges for the following properties. It regains $4d6 + 2$ expended charges daily at dawn. If you expend the last charge, roll a d20. On a 20, the staff regains $1d12 + 1$ charges.

Spell Absorption. While holding the staff, you have advantage on saving throws against spells. In addition, you can use your reaction when another creature casts a spell that targets only you. If you do, the staff absorbs the magic of the spell, canceling its effect and gaining a number of charges equal to the absorbed spell's level. However, if doing so brings the staff's total number of charges above 50, the staff explodes as if you activated its retributive strike (see below).

Spells. While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *conjure elemental* (7 charges), *dispel magic* (3 charges), *fireball* (7th-level version, 7 charges), *flaming sphere* (2 charges), *ice storm* (4 charges), *invisibility* (2 charges), *knock* (2 charges), *lightning bolt* (7th-level version, 7 charges), *passwall* (5 charges), *plane shift* (7 charges), *telekinesis* (5 charges), *wall of fire* (4 charges), or *web* (2 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *arcane lock*, *detect magic*, *enlarge/reduce*, *light*, *mage hand*, or *protection from evil and good*.

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 force damage equal to $16 \times$ 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	$8 \times$ the number of charges in the staff
11 to 20 ft. away	$6 \times$ the number of charges in the staff
21 to 30 ft. away	$4 \times$ the number of charges in the staff

STAFF OF THE PYTHON

Staff, uncommon (requires attunement by a cleric, druid, or warlock)

You can use an action to speak this staff's command word and throw the staff on the ground within 10 feet of you. The staff becomes a giant constrictor snake (see the *Monster Manual* for statistics) under your control and acts on its own initiative count. By using a bonus action to speak the command word again, you return the staff to its normal form in a space formerly occupied by the snake.

On your turn, you can mentally command the snake if it is within 60 feet of you and you aren't incapacitated. You decide what action the snake 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.

If the snake is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the snake reverts to staff form before losing all its hit points, it regains all of them.

STAFF OF THE WOODLANDS

Staff, rare (requires attunement by a druid)

This 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 have a +2 bonus to spell attack rolls.

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 loses its properties and becomes a nonmagical quarterstaff.

Spells. You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *awaken* (5 charges), *barkskin* (2 charges), *locate animals or plants* (2 charges), *speak with animals* (1 charge), *speak with plants* (3 charges), or *wall of thorns* (6 charges).

You can also use an action to cast the *pass without trace* spell from the staff without using any charges.

Tree Form. You can use an action to plant one end of the staff in fertile earth and expend 1 charge to transform the staff into a healthy tree. The tree is 60 feet tall and has a 5-foot-diameter trunk, and its branches at the top spread out in a 20-foot radius. The tree appears ordinary but radiates a faint aura of transmutation magic if targeted by *detect magic*. While touching the tree and using another action to speak its command word, you return the staff to its normal form. Any creature in the tree falls when it reverts to a staff.

STAFF OF THUNDER AND LIGHTNING

Staff, very rare (requires attunement)

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. It also has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

STAFF OF THE PYTHON

STAFF OF THE A

SUN BLADE

STONE OF GOOD LUCK



STAFF OF THE WOODLANDS

STAFF OF WITHERING

STAFF OF THUNDER AND LIGHTNING



STONE OF CONTROLLING EARTH ELEMENTALS

Lightning. When you hit with a melee attack using the staff, you can cause the target to take an extra 2d6 lightning damage.

Thunder. When you hit with a melee attack using the staff, you can cause the staff to emit a crack of thunder, audible out to 300 feet. The target you hit must succeed on a DC 17 Constitution saving throw or become stunned until the end of your next turn.

Lightning Strike. You can use an action to cause a bolt of lightning to leap from the staff's tip in a line that is 5 feet wide and 120 feet long. Each creature in that line must make a DC 17 Dexterity saving throw, taking 9d6 lightning damage on a failed save, or half as much damage on a successful one.

Thunderclap. You can use an action to cause the staff to issue a deafening thunderclap, audible out to 600 feet. Each creature within 60 feet of you (not including you) must make a DC 17 Constitution saving throw. On a failed save, a creature takes 2d6 thunder damage and becomes deafened for 1 minute. On a successful save, a creature takes half damage and isn't deafened.

Thunder and Lightning. You can use an action to use the Lightning Strike and Thunderclap properties at the same time. Doing so doesn't expend the daily use of those properties, only the use of this one.

STAFF OF WITHERING

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

This staff has 3 charges and regains 1d3 expended charges daily at dawn.

The staff can be wielded as a magic quarterstaff. On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

STONE OF CONTROLLING EARTH ELEMENTALS

Wondrous item, rare

If the stone is touching the ground, you can use an action to speak its command word and summon an earth elemental, as if you had cast the *conjure elemental* spell. The stone can't be used this way again until the next dawn. The stone weighs 5 pounds.

STONE OF GOOD LUCK (LUCKSTONE)

Wondrous item, uncommon (requires attunement)

While this polished agate is on your person, you gain a +1 bonus to ability checks and saving throws.

SUN BLADE

Weapon (longsword), rare (requires attunement)

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortswords or longswords, you are proficient with the *sun blade*.

SWORD OF LIFE STEALING



SWORD OF SHARPNESS



You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

The sword's luminous blade emits bright light in a 15-foot radius and dim light for an additional 15 feet. The light is sunlight. While the blade persists, you can use an action to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 30 feet each or a minimum of 10 feet each.

SWORD OF ANSWERING

Weapon (longsword), legendary (requires attunement by a creature with the same alignment as the sword)

In the world of Greyhawk, only nine of these blades are known to exist. Each is patterned after the legendary sword Fragarach, which is variously translated as "Final Word." Each of the nine swords has its own name and alignment, and each bears a different gem in its pommel.

Name	Alignment	Gem
Answerer	Chaotic good	Emerald
Back Talker	Chaotic evil	Jet
Concluder	Lawful neutral	Amethyst
Last Quip	Chaotic neutral	Tourmaline
Rebutter	Neutral good	Topaz
Replier	Neutral	Peridot
Retorter	Lawful good	Aquamarine
Scather	Lawful evil	Garnet
Squelcher	Neutral evil	Spinel

You gain a +3 bonus to attack and damage rolls made with this sword. In addition, while you hold the sword, you can use your reaction to make one melee attack with it against any creature in your reach that deals damage to you. You have advantage on the attack roll, and any damage dealt with this special attack ignores any damage immunity or resistance the target has.

SWORD OF LIFE STEALING

Weapon (any sword), rare (requires attunement)

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 10 necrotic damage if it isn't a construct or an undead. You also gain 10 temporary hit points.

SWORD OF SHARPNESS

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

When you attack an object with this magic sword and hit, maximize your weapon damage dice against the target.

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 14 slashing damage. Then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or sheathing the sword puts out the light.

SWORD OF VENGEANCE

Weapon (any sword), uncommon (requires attunement)

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

Curse. This sword is cursed and possessed by a vengeful spirit. Becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the sword, keeping it 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, while the sword is on your person, you must succeed on a DC 15 Wisdom saving throw whenever you take damage in combat. On a failed save, you must attack the creature that damaged you until you



TALISMAN
OF THE SPHERE



TALISMAN OF
ULTIMATE EVIL

drop to 0 hit points or it does, or until you can't reach the creature to make a melee attack against it.

You can break the curse in the usual ways. Alternatively, casting *banishment* on the sword forces the vengeful spirit to leave it. The sword then becomes a +1 weapon with no other properties.

SWORD OF WOUNDING

Weapon (any sword), rare (requires attunement)

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means.

Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5 feet of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

TALISMAN OF PURE GOOD

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

This talisman is a mighty symbol of goodness. A creature that is neither good nor evil in alignment takes 6d6 radiant damage upon touching the talisman. An evil creature takes 8d6 radiant damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman.

If you are a good cleric or paladin, you can use the talisman as a holy symbol, and you gain a +2 bonus to spell attack rolls while you wear or hold it.

The talisman has 7 charges. If you are wearing or holding it, you can use an action to expend 1 charge from it and choose one creature you can see on the ground within 120 feet of you. If the target is of evil

alignment, a flaming fissure opens under it. The target must succeed on a DC 20 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman disperses into motes of golden light and is destroyed.

TALISMAN OF THE SPHERE

Wondrous item, legendary (requires attunement)

When you make an Intelligence (Arcana) check to control a *sphere of annihilation* while you are holding this talisman, you double your proficiency bonus on the check. In addition, when you start your turn with control over a *sphere of annihilation*, you can use an action to levitate it 10 feet plus a number of additional feet equal to 10 × your Intelligence modifier.

TALISMAN OF ULTIMATE EVIL

Wondrous item, legendary (requires attunement by a creature of evil alignment)

This item symbolizes unrepentant evil. A creature that is neither good nor evil in alignment takes 6d6 necrotic damage upon touching the talisman. A good creature takes 8d6 necrotic damage upon touching the talisman. Either sort of creature takes the damage again each time it ends its turn holding or carrying the talisman.

If you are an evil cleric or paladin, you can use the talisman as a holy symbol, and you gain a +2 bonus to spell attack rolls while you wear or hold it.

The talisman has 6 charges. If you are wearing or holding it, you can use an action to expend 1 charge from the talisman and choose one creature you can see on the ground within 120 feet of you. If the target is of good alignment, a flaming fissure opens under it. The target must succeed on a DC 20 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman dissolves into foul-smelling slime and is destroyed.

TENTACLE ROD

TOME OF LEADERSHIP

TOME OF UNDERSTANDING

TOME OF CLEAR THOUGHT

TENTACLE ROD*Rod, rare (requires attunement)*

Made by the drow, this rod is a magic weapon that ends in three rubbery tentacles. While holding the rod, you can use an action to direct each tentacle to attack a creature you can see within 15 feet of you. Each tentacle makes a melee attack roll with a +9 bonus. On a hit, the tentacle deals 1d6 bludgeoning damage. If you hit a target with all three tentacles, it must make a DC 15 Constitution saving throw. On a failure, the creature's speed is halved, it has disadvantage on Dexterity saving throws, and it can't use reactions for 1 minute. Moreover, on each of its turns, it can take either an action or a bonus action, but not both. At the end of each of its turns, it can repeat the saving throw, ending the effect on itself on a success.

TOME OF CLEAR THOUGHT*Wondrous item, very rare*

This book contains memory and logic exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Intelligence score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

TOME OF LEADERSHIP AND INFLUENCE*Wondrous item, very rare*

This book contains guidelines for influencing and charming others, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Charisma score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

TOME OF THE STILLED TONGUE*Wondrous item, legendary (requires attunement by a wizard)*

This thick leather-bound volume has a desiccated tongue pinned to the front cover. Five of these tomes exist, and it's unknown which one is the original. The grisly cover decoration on the first *tome of the stilled tongue* once belonged to a treacherous former servant of the lich-god Vecna, keeper of secrets. The tongues pinned to the covers of the four copies came from other spellcasters who crossed Vecna. The first few pages of each tome are filled with indecipherable scrawls. The remaining pages are blank and pristine.

If you can attune to this item, you can use it as a spellbook and an arcane focus. In addition, while holding the tome, you can use a bonus action to cast a spell you have written in this tome, without expending a spell slot or using any verbal or somatic components. Once used, this property of the tome can't be used again until the next dawn.

While attuned to the book, you can remove the tongue from the book's cover. If you do so, all spells written in the book are permanently erased.

Vecna watches anyone using this tome. He can also write cryptic messages in the book. These messages appear at midnight and fade away after they are read.

TOME OF UNDERSTANDING

Wondrous item, very rare

This book contains intuition and insight exercises, and its words are charged with magic. If you spend 48 hours over a period of 6 days or fewer studying the book's contents and practicing its guidelines, your Wisdom score increases by 2, as does your maximum for that score. The manual then loses its magic, but regains it in a century.

TRIDENT OF FISH COMMAND

Weapon (trident), uncommon (requires attunement)

This trident is a magic weapon. It has 3 charges. While you carry it, you can use an action and expend 1 charge to cast *dominate beast* (save DC 15) from it on a beast that has an innate swimming speed. The trident regains 1d3 expended charges daily at dawn.

UNIVERSAL SOLVENT

Wondrous item, legendary

This tube holds milky liquid with a strong alcohol smell. You can use an action to pour the contents of the tube onto a surface within reach. The liquid instantly dissolves up to 1 square foot of adhesive it touches, including *sovereign glue*.

VICIOUS WEAPON

Weapon (any), rare

When you roll a 20 on your attack roll with this magic weapon, the target takes an extra 7 damage of the weapon's type.

VORPAL SWORD

Weapon (any sword that deals slashing damage), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. In addition, the weapon ignores resistance to slashing damage.

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

WAND OF BINDING

Wand, rare (requires attunement by a spellcaster)

This 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 crumbles into ashes and is destroyed.

Spells. While holding the wand, you can use an action to expend some of its charges to cast one of the

VORPAL SWORD



TRIDENT OF FISH COMMAND



UNIVERSAL SOLVENT





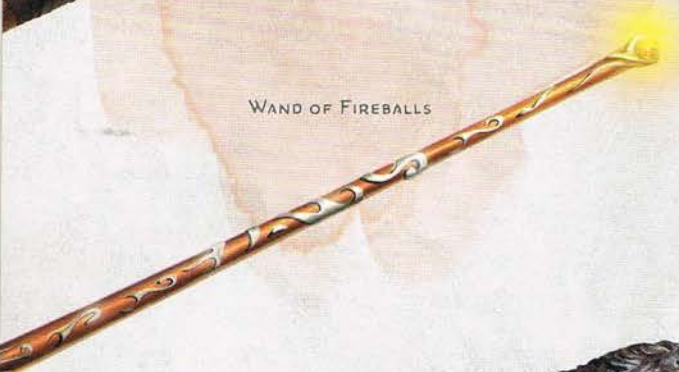
WAND OF BINDING




WAND OF ENEMY DETECTION



WAND OF FEAR



WAND OF FIREBALLS



WAND OF POLYMORPH

following spells (save DC 17): *hold monster* (5 charges) or *hold person* (2 charges).

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

WAND OF ENEMY DETECTION

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60 feet, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. 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 crumbles into ashes and is destroyed.

WAND OF FEAR

Wand, rare (requires attunement)

This 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 crumbles into ashes and is destroyed.

Command. While holding the wand, you can use an action to expend 1 charge and command another creature to flee or grovel, as with the *command* spell (save DC 15).

Cone of Fear. While holding the wand, you can use an action to expend 2 charges, causing the wand's tip to emit a 60-foot cone of amber light. Each creature in the cone must succeed on a DC 15 Wisdom saving throw 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.

WAND OF FIREBALLS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *fireball* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

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 into ashes and is destroyed.

WAND OF LIGHTNING BOLTS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *lightning bolt* spell (save DC 15) from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

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 into ashes and is destroyed.

WAND OF MAGIC DETECTION

Wand, uncommon

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *detect magic* spell from it. The wand regains 1d3 expended charges daily at dawn.

WAND OF MAGIC MISSILES

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *magic missile* spell from it. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

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 into ashes and is destroyed.

WAND OF PARALYSIS

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60 feet of you. Make a ranged attack roll against that creature using your spell attack bonus. On a hit, the target is paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success.

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 into ashes and is destroyed.

WAND OF POLYMORPH

Wand, very rare (requires attunement by a spellcaster)

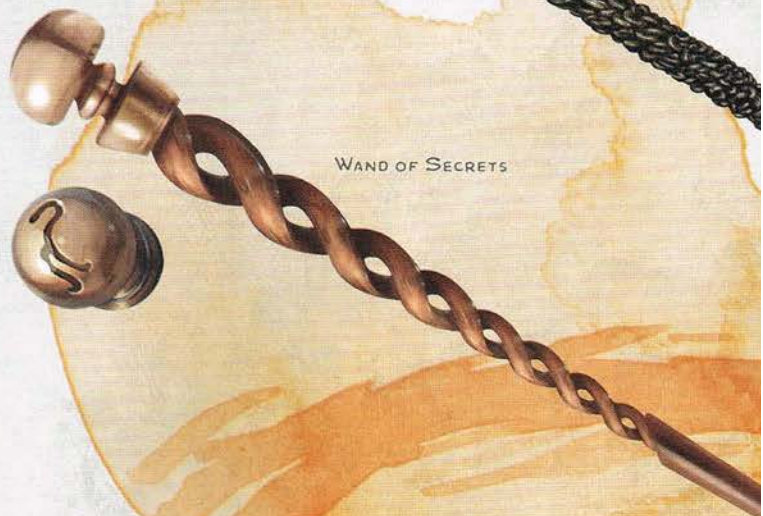
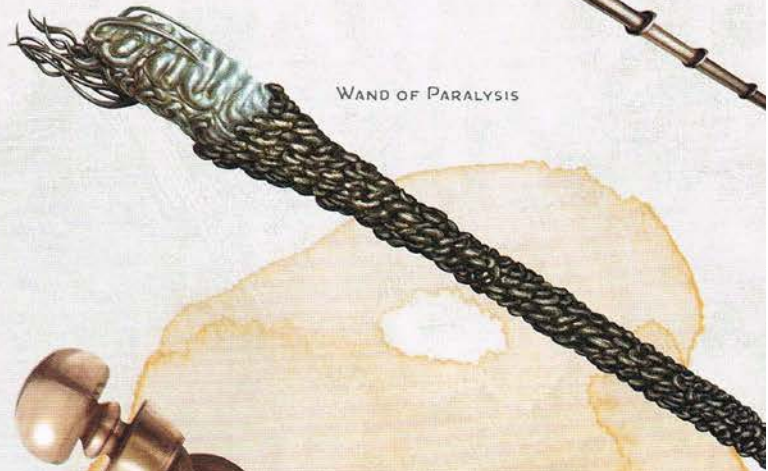
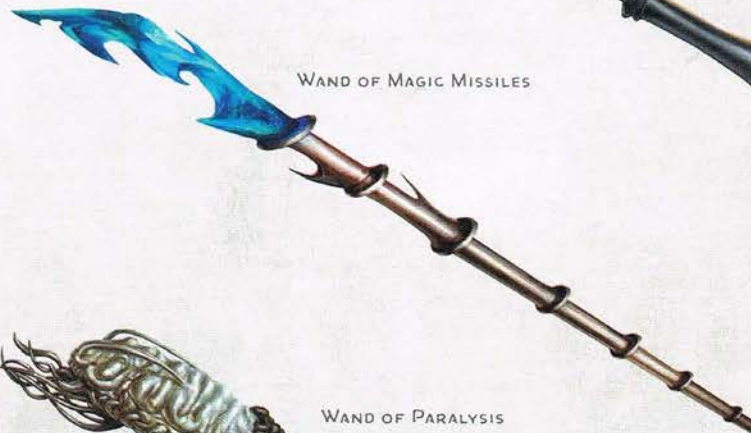
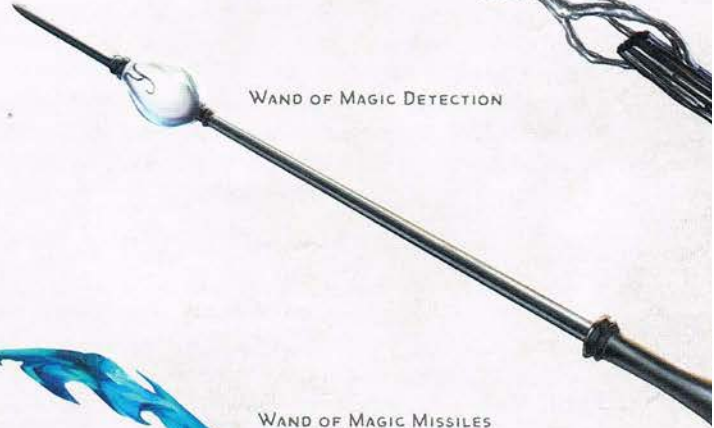
This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *polymorph* spell (save DC 15) from it.

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 into ashes and is destroyed.

WAND OF SECRETS

Wand, uncommon

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30 feet of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.



WAND OF THE WAR MAGE, +1, +2, OR +3
Wand, uncommon (+1), rare (+2), or very rare (+3)
(requires attunement by a spellcaster)

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.

WAND OF WEB

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *web* spell (save DC 15) from it.

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 into ashes and is destroyed.

WAND OF WONDER

Wand, rare (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges and choose a target within 120 feet of you. The target can be a creature, an object, or a point in space. Roll d100 and consult the following table to discover what happens.

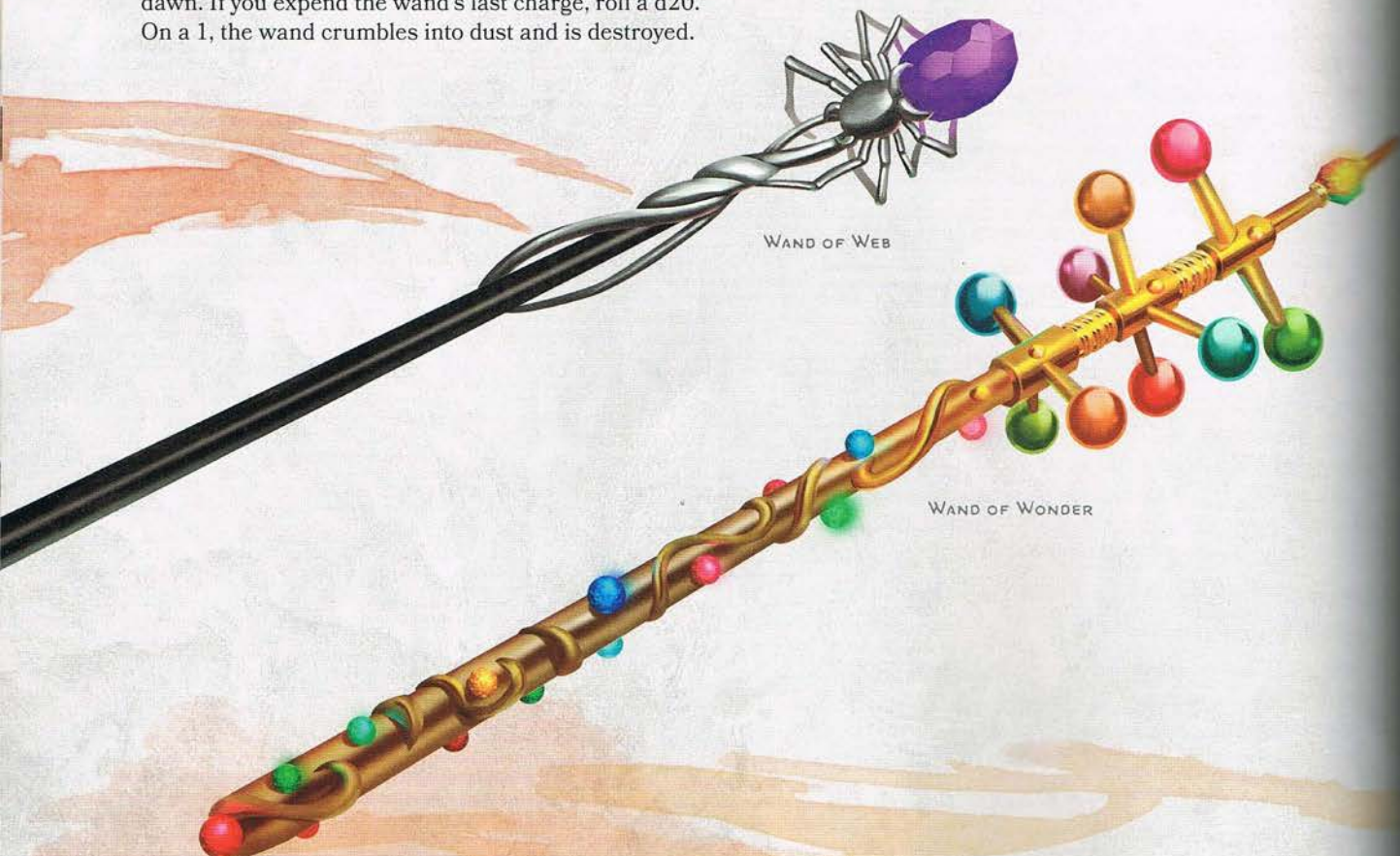
If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed in feet, its range becomes 120 feet if it isn't already.

If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the DM randomly determines which ones are affected.

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 into dust and is destroyed.

d100 Effect

01–05	You cast <i>slow</i> .
06–10	You cast <i>faerie fire</i> .
11–15	You are stunned until the start of your next turn, believing something awesome just happened.
16–20	You cast <i>gust of wind</i> .
21–25	You cast <i>detect thoughts</i> on the target you chose. If you didn't target a creature, you instead take 1d6 psychic damage.
26–30	You cast <i>stinking cloud</i> .
31–33	Heavy rain falls in a 60-foot radius centered on the target. The area becomes lightly obscured. The rain falls until the start of your next turn.
34–36	An animal appears in the unoccupied space nearest the target. The animal isn't under your control and acts as it normally would. Roll a d100 to determine which animal appears. On a 01–25, a rhinoceros appears; on a 26–50, an elephant appears; and on a 51–100, a rat appears. See the <i>Monster Manual</i> for the animal's statistics.
37–46	You cast <i>lightning bolt</i> .
47–49	A cloud of 600 oversized butterflies fills a 30-foot radius centered on the target. The area becomes heavily obscured. The butterflies remain for 10 minutes.
50–53	You enlarge the target as if you had cast <i>enlarge/reduce</i> . If the target can't be affected by that spell, or if you didn't target a creature, you become the target.



WAND OF WEB

WAND OF WONDER

d100 Effect

- 54–58 You cast *darkness*.
- 59–62 Grass grows on the ground in a 60-foot radius centered on the target. If grass is already there, it grows to ten times its normal size and remains overgrown for 1 minute.
- 63–65 An object of the DM's choice disappears into the Ethereal Plane. The object must be neither worn nor carried, within 120 feet of the target, and no larger than 10 feet in any dimension.
- 66–69 You shrink yourself as if you had cast *enlarge/reduce* on yourself.
- 70–79 You cast *fireball*.
- 80–84 You cast *invisibility* on yourself.
- 85–87 Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.
- 88–90 A stream of 1d4 × 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30 feet long and 5 feet wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.
- 91–95 A burst of colorful shimmering light extends from you in a 30-foot radius. You and each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become blinded 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.
- 96–97 The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.
- 98–00 If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the target is freed by the *greater restoration* spell or similar magic.

WEAPON, +1, +2, OR +3

Weapon (any), uncommon (+1), rare (+2), or very rare (+3)

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

WEAPON OF WARNING

Weapon (any), uncommon (requires attunement)

This magic weapon warns you of danger. While the weapon is on your person, you have advantage on initiative rolls. In addition, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The weapon magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

WELL OF MANY WORLDS

Wondrous item, legendary

This fine black cloth, soft as silk, is folded up to the dimensions of a handkerchief. It unfolds into a circular sheet 6 feet in diameter.

You can use an action to unfold and place the *well of many worlds* on a solid surface, whereupon it creates a two-way portal to another world or plane of existence. Each time the item opens a portal, the DM decides where it leads. You can use an action to close an open portal by taking hold of the edges of the cloth and folding it up. Once *well of many worlds* has opened a portal, it can't do so again for 1d8 hours.

WIND FAN

Wondrous item, uncommon

While holding this fan, you can use an action to cast the *gust of wind* spell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.



TRIDENT OF WARNING

WIND FAN



WINGED BOOTS

WINGED BOOTS

Wondrous item, uncommon (requires attunement)

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots 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 boots regain 2 hours of flying capability for every 12 hours they aren't in use.

WINGS OF FLYING

Wondrous item, rare (requires attunement)

While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60 feet. When they disappear, you can't use them again for 1d12 hours.

SENTIENT MAGIC ITEMS

Some magic items possess sentience and personality. Such an item might be possessed, haunted by the spirit of a previous owner, or self-aware thanks to the magic used to create it. In any case, the item behaves like a character, complete with personality quirks, ideals, bonds, and sometimes flaws. A sentient item might be a cherished ally to its wielder or a continual thorn in the side.

Most sentient items are weapons. Other kinds of items can manifest sentience, but consumable items such as potions and scrolls are never sentient.

Sentient magic items function as NPCs under the DM's control. Any activated property of the item is under the item's control, not its wielder's. As long as the wielder maintains a good relationship with the item, the wielder can access those properties normally. If the relationship is strained, the item can suppress its activated properties or even turn them against the wielder.

CREATING SENTIENT MAGIC ITEMS

When you decide to make a magic item sentient, you create the item's persona in the same way you would create an NPC, with a few exceptions described here.

ABILITIES

A sentient magic item has Intelligence, Wisdom, and Charisma scores. You can choose the item's abilities or determine them randomly. To determine them randomly, roll 4d6 for each one, dropping the lowest roll and totaling the rest.

COMMUNICATION

A sentient item has some ability to communicate, either by sharing its emotions, broadcasting its thoughts telepathically, or speaking aloud. You can choose how it communicates or roll on the following table.

d100 Communication

01–60	The item communicates by transmitting emotion to the creature carrying or wielding it.
61–90	The item can speak, read, and understand one or more languages.
91–00	The item can speak, read, and understand one or more languages. In addition, the item can communicate telepathically with any character that carries or wields it.

SENSES

With sentience comes awareness. A sentient item can perceive its surroundings out to a limited range. You can choose its senses or roll on the following table.

d4 Senses

1	Hearing and normal vision out to 30 feet.
2	Hearing and normal vision out to 60 feet.
3	Hearing and normal vision out to 120 feet.
4	Hearing and darkvision out to 120 feet.



ALIGNMENT

A sentient magic item has an alignment. Its creator or nature might suggest an alignment. If not, you can pick an alignment or roll on the following table.

d100	Alignment	d100	Alignment
01–15	Lawful good	74–85	Chaotic neutral
16–35	Neutral good	86–89	Lawful evil
36–50	Chaotic good	90–96	Neutral evil
51–63	Lawful neutral	97–00	Chaotic evil
64–73	Neutral		

CHARACTERISTICS

Use the information on creating NPCs in chapter 4 to develop a sentient item's mannerisms, personality traits, ideals, bonds, and flaws. You can also draw on the "Special Features" section earlier in this chapter.

If you determine these characteristics randomly, ignore or adapt any result that doesn't make sense for an inanimate object. You can reroll until you get a result you like.

SPECIAL PURPOSE

You can give a sentient item an objective it pursues, perhaps to the exclusion of all else. As long as the wielder's use of the item aligns with that special purpose, the item remains cooperative. Deviating from this course might cause conflict between the wielder and the item, and could even cause the item to prevent the use of its activated properties. You can pick a special purpose or roll on the following table.

d10	Purpose
1	<i>Aligned:</i> The item seeks to defeat or destroy those of a diametrically opposed alignment. (Such an item is never neutral.)
2	<i>Bane:</i> The item seeks to defeat or destroy creatures of a particular kind, such as fiends, shapechangers, trolls, or wizards.
3	<i>Protector:</i> The item seeks to defend a particular race or kind of creature, such as elves or druids.
4	<i>Crusader:</i> The item seeks to defeat, weaken, or destroy the servants of a particular deity.
5	<i>Templar:</i> The item seeks to defend the servants and interests of a particular deity.
6	<i>Destroyer:</i> The item craves destruction and goads its user to fight arbitrarily.
7	<i>Glory Seeker:</i> The item seeks renown as the greatest magic item in the world, by establishing its user as a famous or notorious figure.
8	<i>Lore Seeker:</i> The item craves knowledge or is determined to solve a mystery, learn a secret, or unravel a cryptic prophecy.
9	<i>Destiny Seeker:</i> The item is convinced that it and its wielder have key roles to play in future events.
10	<i>Creator Seeker:</i> The item seeks its creator and wants to understand why it was created.

CONFLICT

A sentient item has a will of its own, shaped by its personality and alignment. If its wielder acts in a manner opposed to the item's alignment or purpose, conflict can arise. When such a conflict occurs, the item makes a Charisma check contested by the wielder's Charisma check. If the item wins the contest, it makes one or more of the following demands:

- The item insists on being carried or worn at all times.
- The item demands that its wielder dispose of anything the item finds repugnant.
- The item demands that its wielder pursue the item's goals to the exclusion of all other goals.
- The item demands to be given to someone else.

If its wielder refuses to comply with the item's wishes, the item can do any or all of the following:

- Make it impossible for its wielder to attune to it.
- Suppress one or more of its activated properties.
- Attempt to take control of its wielder.

If a sentient item attempts to take control of its wielder, the wielder must make a Charisma saving throw, with a DC equal to 12 + the item's Charisma modifier. On a failed save, the wielder is charmed by the item for 1d12 hours. While charmed, the wielder must try to follow the item's commands. If the wielder takes damage, it can repeat the saving throw, ending the effect on a success. Whether the attempt to control its user succeeds or fails, the item can't use this power again until the next dawn.

SAMPLE SENTIENT ITEMS

The sentient weapons described here have storied histories.

BLACKRAZOR

Weapon (greatsword), legendary (requires attunement by a creature of non-lawful alignment)

Hidden in the dungeon of White Plume Mountain, *Blackrazor* shines like a piece of night sky filled with stars. Its black scabbard is decorated with pieces of cut obsidian.

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

Devour Soul. Whenever you use it to reduce a creature to 0 hit points, the sword slays the creature and devours its soul, unless it is a construct or an undead. A creature whose soul has been devoured by *Blackrazor* can be restored to life only by a *wish* spell.

When it devours a soul, *Blackrazor* grants you temporary hit points equal to the slain creature's hit point maximum. These hit points fade after 24 hours. As long as these temporary hit points last and you keep *Blackrazor* in hand, you have advantage on attack rolls, saving throws, and ability checks.

If you hit an undead with this weapon, you take 1d10 necrotic damage and the target regains 1d10 hit points. If this necrotic damage reduces you to 0 hit points, *Blackrazor* devours your soul.

Soul Hunter. While you hold the weapon, you are aware of the presence of Tiny or larger creatures within 60 feet of you that aren't constructs or undead. You also can't be charmed or frightened.

Blackrazor can cast the *haste* spell on you once per day. It decides when to cast the spell and maintains concentration on it so that you don't have to.

Sentience. *Blackrazor* is a sentient chaotic neutral weapon with an Intelligence of 17, a Wisdom of 10, and a Charisma of 19. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Common, and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to it, *Blackrazor* also understands every language you know.

Personality. *Blackrazor* speaks with an imperious tone, as though accustomed to being obeyed.

The sword's purpose is to consume souls. It doesn't care whose souls it eats, including the wielder's. The sword believes that all matter and energy sprang from a void of negative energy and will one day return to it. *Blackrazor* is meant to hurry that process along.

Despite its nihilism, *Blackrazor* feels a strange kinship to *Wave* and *Whelm*, two other weapons locked away under White Plume Mountain. It wants the three weapons to be united again and welded together in combat, even though it violently disagrees with *Whelm* and finds *Wave* tedious.

Blackrazor's hunger for souls must be regularly fed. If the sword goes three days or more without consuming a soul, a conflict between it and its wielder occurs at the next sunset.

MOONBLADE

Weapon (longsword), legendary (requires attunement by an elf or half-elf of neutral good alignment)

Of all the magic items created by the elves, one of the most prized and jealously guarded is a *moonblade*. In ancient times, nearly all elven noble houses claimed one such blade. Over the centuries, some blades have faded from the world, their magic lost as family lines have become extinct. Other blades have vanished with their bearers during great quests. Thus, only a few of these weapons remain.

A *moonblade* passes down from parent to child. The sword chooses its bearer and remains bonded to that person for life. If the bearer dies, another heir can claim the blade. If no worthy heir exists, the sword lies dormant. It functions like a normal longsword until a worthy soul finds it and lays claim to its power.

A *moonblade* serves only one master at a time. The attunement process requires a special ritual in the throne room of an elven regent or in a temple dedicated to the elven gods.

A *moonblade* won't serve anyone it regards as craven, erratic, corrupt, or at odds with preserving and protecting elvenkind. If the blade rejects you, you make ability checks, attack rolls, and saving throws with disadvantage for 24 hours. If the blade accepts you, you become attuned to it and a new rune appears on the

blade. You remain attuned to the weapon until you die or the weapon is destroyed.

A *moonblade* has one rune on its blade for each master it has served (typically 1d6 + 1). The first rune always grants a +1 bonus to attack and damage rolls made with this magic weapon. Each rune beyond the first grants the *moonblade* an additional property. The DM chooses each property or determines it randomly on the Moon Blade Properties table.

MOONBLADE PROPERTIES

d100	Property
01–40	Increase the bonus to attack and damage rolls by 1, to a maximum of +3. Reroll if the <i>moonblade</i> already has a +3 bonus.
41–80	The <i>moonblade</i> gains a randomly determined minor property (see "Special Features" earlier in this chapter).
81–82	The <i>moonblade</i> gains the finesse property.
83–84	The <i>moonblade</i> gains the thrown property (range 20/60 feet).
85–86	The <i>moonblade</i> functions as a <i>defender</i> .
87–90	The <i>moonblade</i> scores a critical hit on a roll of 19 or 20.
91–92	When you hit with an attack using the <i>moonblade</i> , the attack an extra 1d6 slashing damage.
93–94	When you hit a creature of a specific type (such as dragon, fiend, or undead) with the <i>moonblade</i> , the target takes an extra 1d6 damage of one of these types: acid, cold, fire, lightning, or thunder.
95–96	You can use a bonus action to cause the <i>moonblade</i> to flash brightly. Each creature that can see you and is within 30 feet of you must succeed on a DC 15 Constitution saving throw or become blinded 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. This property can't be used again until you take a short rest while attuned to the weapon.
97–98	The <i>moonblade</i> functions as a <i>ring of spell storing</i> .
99	You can use an action to call forth an elfshadow, provided that you don't already have one serving you. The elfshadow appears in an unoccupied space within 120 feet of you. It uses the statistics for a shadow from the <i>Monster Manual</i> , except it is neutral, immune to effects that turn undead, and doesn't create new shadows. You control this creature, deciding how it acts and moves. It remains until it drops to 0 hit points or you dismiss it as an action.
00	The <i>moonblade</i> functions as a <i>vorpal sword</i> .

Sentience. A *moonblade* is a sentient neutral good weapon with an Intelligence of 12, a Wisdom of 10, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates by transmitting emotions, sending a tingling sensation through the wielder's hand

when it wants to communicate something it has sensed. It can communicate more explicitly, through visions or dreams, when the wielder is either in a trance or asleep.

Personality. Every *moonblade* seeks the advancement of elvenkind and elven ideals. Courage, loyalty, beauty, music, and life are all part of this purpose.

The weapon is bonded to the family line it is meant to serve. Once it has bonded with an owner who shares its ideals, its loyalty is absolute.

If a *moonblade* has a flaw, it is overconfidence. Once it has decided on an owner, it believes that only that person should wield it, even if the owner falls short of elven ideals.

WAVE

Weapon (trident), legendary (requires attunement by a creature that worships a god of the sea)

Held in the dungeon of White Plume Mountain, this trident is an exquisite weapon engraved with images of waves, shells, and sea creatures. Although you must worship a god of the sea to attune to this weapon, *Wave* happily accepts new converts.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. If you score a critical hit with it, the target takes extra necrotic damage equal to half its hit point maximum.

The weapon also functions as a *trident of fish command* and a *weapon of warning*. It can confer the benefit of a *cap of water breathing* while you hold it, and you can use it as a *cube of force* by choosing the effect, instead of pressing cube sides to select it.

Sentience. *Wave* is a sentient weapon of neutral alignment, with an Intelligence of 14, a Wisdom of 10, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Aquan. It can also speak with aquatic animals as if using a *Speak with Animals* spell, using telepathy to involve its wielder in the conversation.

Personality. When it grows restless, *Wave* has a habit of humming tunes that vary from sea chanteys to sacred hymns of the sea gods.

Wave zealously desires to convert mortals to the worship of one or more sea gods, or else to consign the faithless to death. Conflict arises if the wielder fails to further the weapon's objectives in the world.

The trident has a nostalgic attachment to the place where it was forged, a desolate island called Thunderforge. A sea god imprisoned a family of storm giants there, and the giants forged *Wave* in an act of devotion to—or rebellion against—that god.

Wave harbors a secret doubt about its own nature and purpose. For all its devotion to the sea gods, *Wave* fears that it was intended to bring about a particular sea god's demise. This destiny is something *Wave* might not be able to avert.

WHELM

Weapon (warhammer), legendary (requires attunement by a dwarf)

Whelm is a powerful warhammer forged by dwarves and lost in the dungeon of White Plume Mountain.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. At dawn the day after you first make an attack roll with *Whelm*, you develop a fear of being outdoors that persists as long as you remain attuned to the weapon. This causes you to have disadvantage on attack rolls, saving throws, and ability checks while you can see the daytime sky.

Thrown Weapon. *Whelm* has the thrown property, with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged weapon attack using it, the target takes an extra 1d8 bludgeoning damage, or an extra 2d8 bludgeoning damage if the target is a giant. Each time you throw the weapon, it flies back to your hand after the attack. If you don't have a hand free, the weapon lands at your feet.

Shock Wave. You can use an action to strike the ground with *Whelm* and send a shock wave out from the point of impact. Each creature of your choice on the ground within 60 feet of that point must succeed on a DC 15 Constitution saving throw or become stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

Supernatural Awareness. While you are holding the weapon, it alerts you to the location of any secret or concealed doors within 30 feet of you. In addition, you can use an action to cast *detect evil and good* or *locate object* from the weapon. Once you cast either spell, you can't cast it from the weapon again until the next dawn.

Sentience. *Whelm* is a sentient lawful neutral weapon with an Intelligence of 15, a Wisdom of 12, and a Charisma of 15. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Dwarvish, Giant, and Goblin. It shouts battle cries in Dwarvish when used in combat.

Personality. *Whelm's* purpose is to slaughter giants and goblinoids. It also seeks to protect dwarves against all enemies. Conflict arises if the wielder fails to destroy goblins and giants or to protect dwarves.

Whelm has ties to the dwarf clan that created it, variously called the Dankil or the Mightyhammer clan. It longs to be returned to that clan. It would do anything to protect those dwarves from harm.

The hammer also carries a secret shame. Centuries ago, a dwarf named Ctenmiir wielded it valiantly for a time. But Ctenmiir was turned into a vampire. His will was strong enough that he bent *Whelm* to his evil purposes, even killing members of his own clan.

ARTIFACTS

An artifact is a unique magic item of tremendous power, with its own origin and history. An artifact might have been created by gods or mortals of awesome power. It could have been created in the midst of a crisis that threatened a kingdom, a world, or the entire multiverse, and carry the weight of that pivotal moment in history.

Some artifacts appear when they are needed most. For others, the reverse is true; when discovered, the world trembles at the ramifications of the find. In either case, introducing an artifact into a campaign requires forethought. The artifact could be an item that opposing sides are hoping to claim, or it might be something the adventurers need to overcome their greatest challenge.

Characters don't typically find artifacts in the normal course of adventuring. In fact, artifacts only appear when you want them to, for they are as much plot devices as magic items. Tracking down and recovering an artifact is often the main goal of an adventure. Characters must chase down rumors,

undergo significant trials, and venture into dangerous, half-forgotten places to find the artifact they seek. Alternatively, a major villain might already have the artifact. Obtaining and destroying the artifact could be the only way to ensure that its power can't be used for evil.

ARTIFACT PROPERTIES

Each artifact has its own magical properties, as other magic items do, and the properties are often exceptionally powerful. An artifact might have other properties that are either beneficial or detrimental. You can choose such properties from the tables in this section or determine them randomly. You can also invent new beneficial and detrimental properties. These properties typically change each time an artifact appears in the world.

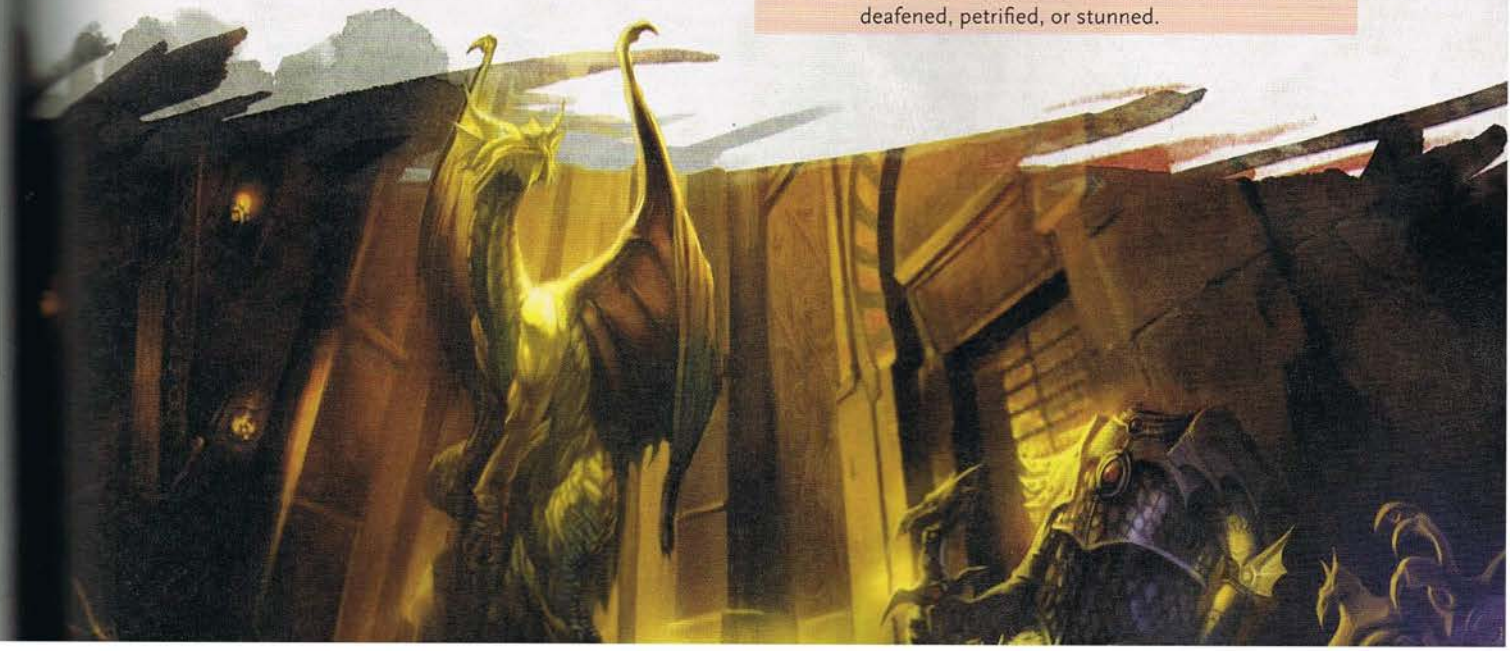
An artifact can have as many as four minor beneficial properties and two major beneficial properties. It can have as many as four minor detrimental properties and two major detrimental properties.

MINOR BENEFICIAL PROPERTIES

d100	Property
01–20	While attuned to the artifact, you gain proficiency in one skill of the DM's choice.
21–30	While attuned to the artifact, you are immune to disease.
31–40	While attuned to the artifact, you can't be charmed or frightened.
41–50	While attuned to the artifact, you have resistance against one damage type of the DM's choice.
51–60	While attuned to the artifact, you can use an action to cast one cantrip (chosen by the DM) from it.
61–70	While attuned to the artifact, you can use an action to cast one 1st-level spell (chosen by the DM) from it. After you cast the spell, roll a d6. On a roll of 1–5, you can't cast it again until the next dawn.
71–80	As 61–70 above, except the spell is 2nd level.
81–90	As 61–70 above, except the spell is 3rd level.
91–00	While attuned to the artifact, you gain a +1 bonus to Armor Class.

MAJOR BENEFICIAL PROPERTIES

d100	Property
01–20	While attuned to the artifact, one of your ability scores (DM's choice) increases by 2, to a maximum of 24.
21–30	While attuned to the artifact, you regain 1d6 hit points at the start of your turn if you have at least 1 hit point.
31–40	When you hit with a weapon attack while attuned to the artifact, the target takes an extra 1d6 damage of the weapon's type.
41–50	While attuned to the artifact, your walking speed increases by 10 feet.
51–60	While attuned to the artifact, you can use an action to cast one 4th-level spell (chosen by the DM) from it. After you cast the spell, roll a d6. On a roll of 1–5, you can't cast it again until the next dawn.
61–70	As 51–60 above, except the spell is 5th level.
71–80	As 51–60 above, except the spell is 6th level.
81–90	As 51–60 above, except the spell is 7th level.
91–00	While attuned to the artifact, you can't be blinded, deafened, petrified, or stunned.





MINOR DETRIMENTAL PROPERTIES

d100 Property

- 01–05 While attuned to the artifact, you have disadvantage on saving throws against spells.
- 06–10 The first time you touch a gem or piece of jewelry while attuned to this artifact, the value of the gem or jewelry is reduced by half.
- 11–15 While attuned to the artifact, you are blinded when you are more than 10 feet away from it.
- 16–20 While attuned to the artifact, you have disadvantage on saving throws against poison.
- 21–30 While attuned to the artifact, you emit a sour stench noticeable from up to 10 feet away.
- 31–35 While attuned to the artifact, all holy water within 10 feet of you is destroyed.
- 36–40 While attuned to the artifact, you are physically ill and have disadvantage on any ability check or saving throw that uses Strength or Constitution.
- 41–45 While attuned to the artifact, your weight increases by $1d4 \times 10$ pounds.
- 46–50 While attuned to the artifact, your appearance changes as the DM decides.
- 51–55 While attuned to the artifact, you are deafened when you are more than 10 feet away from it.
- 56–60 While attuned to the artifact, your weight drops by $1d4 \times 5$ pounds.
- 61–65 While attuned to the artifact, you can't smell.
- 66–70 While attuned to the artifact, nonmagical flames are extinguished within 30 feet of you.
- 71–80 While you are attuned to the artifact, other creatures can't take short or long rests while within 300 feet of you.
- 81–85 While attuned to the artifact, you deal $1d6$ necrotic damage to any plant you touch that isn't a creature.
- 86–90 While you are attuned to the artifact, animals within 30 feet of you are hostile toward you.
- 91–95 While attuned to the artifact, you must eat and drink six times the normal amount each day.
- 96–00 While you are attuned to the artifact, your flaw is amplified in a way determined by the DM.

MAJOR DETRIMENTAL PROPERTIES

d100 Property

- 01–05 While you are attuned to the artifact, your body rots over the course of four days, after which the rotting stops. You lose your hair by the end of day 1, finger tips and toe tips by the end of day 2, lips and nose by the end of day 3, and ears by the end of day 4. A *regenerate* spell restores lost body parts.
- 06–10 While you are attuned to the artifact, you determine your alignment daily at dawn by rolling a d6 twice. On the first roll, a 1–2 indicates lawful, 3–4 neutral, and 5–6 chaotic. On the second roll, a 1–2 indicates good, 3–4 neutral, and 5–6 evil.
- 11–15 When you first attune to the artifact, it gives you a quest determined by the DM. You must complete this quest as if affected by the *geas* spell. Once you complete the quest, you are no longer affected by this property.
- 16–20 The artifact houses a bodiless life force that is hostile toward you. Each time you use an action to use one of the artifact's properties, there is a 50 percent chance that the life force tries to leave the artifact and enter your body. If you fail a DC 20 Charisma saving throw, it succeeds, and you become an NPC under the DM's control until the intruding life force is banished using magic such as the *dispel evil and good* spell.
- 21–25 Creatures with a challenge rating of 0, as well as plants that aren't creatures, drop to 0 hit points when within 10 feet of the artifact.
- 26–30 The artifact imprisons a **death slaad** (see the *Monster Manual*). Each time you use one of the artifact's properties as an action, the slaad has a 10 percent chance of escaping, whereupon it appears within 15 feet of you and attacks you.
- 31–35 While you are attuned to the artifact, creatures of a particular type other than humanoid (as chosen by the DM) are always hostile toward you.
- 36–40 The artifact dilutes magic potions within 10 feet of it, rendering them nonmagical.
- 41–45 The artifact erases magic scrolls within 10 feet of it, rendering them nonmagical.
- 46–50 Before using one of the artifact's properties as an action, you must use a bonus action to draw blood, either from yourself or from a willing or incapacitated creature within your reach, using a piercing or slashing melee weapon. The subject takes $1d4$ damage of the appropriate type.
- 51–60 When you become attuned to the artifact, you gain a form of long-term madness (see chapter 8, "Running the Game").
- 61–65 You take $4d10$ psychic damage when you become attuned to the artifact.
- 66–70 You take $8d10$ psychic damage when you become attuned to the artifact.
- 71–75 Before you can become attuned to the artifact, you must kill a creature of your alignment.

d100 Property

- 76–80 When you become attuned to the artifact, one of your ability scores is reduced by 2 at random. A *greater restoration* spell restores the ability to normal.
- 81–85 Each time you become attuned to the artifact, you age 3d10 years. You must succeed on a DC 10 Constitution saving throw or die from the shock. If you die, you are instantly transformed into a **wight** (see the *Monster Manual*) under the DM's control that is sworn to protect the artifact.
- 86–90 While attuned to the artifact, you lose the ability to speak.
- 91–95 While attuned to the artifact, you have vulnerability to all damage.
- 96–00 When you become attuned to the artifact, there is a 10 percent chance that you attract the attention of a god that sends an avatar to wrest the artifact from you. The avatar has the same alignment as its creator and the statistics of an **empyrean** (see the *Monster Manual*). Once it obtains the artifact, the avatar vanishes.

DESTROYING ARTIFACTS

An artifact must be destroyed in some special way. Otherwise, it is impervious to damage.

Each artifact has a weakness by which its creation can be undone. Learning this weakness might require extensive research or the successful completion of a quest. The DM decides how a particular artifact can be destroyed. Some suggestions are provided here:

- The artifact must be melted down in the volcano, forge, or crucible in which it was created.
- The artifact must be dropped into the River Styx.
- The artifact must be swallowed and digested by the tarrasque or some other ancient creature.
- The artifact must be bathed in the blood of a god or an angel.
- The artifact must be struck and shattered by a special weapon crafted for that purpose.
- The artifact must be pulverized between the titanic gears of Mechanus.
- The artifact must be returned to its creator, who can destroy it by touch.

SAMPLE ARTIFACTS

The artifacts presented here have appeared in one or more of D&D worlds. Use them as guides when creating your own artifacts, or modify them as you see fit.

AXE OF THE DWARVISH LORDS

Weapon (battleaxe), artifact (requires attunement)

Seeing the peril his people faced, a young dwarf prince came to believe that his people needed something to unite them. Thus, he set out to forge a weapon that would be such a symbol.

Venturing deep under the mountains, deeper than any dwarf had ever delved, the young prince came to

the blazing heart of a great volcano. With the aid of Moradin, the dwarven god of creation, he first crafted four great tools: the *Brutal Pick*, the *Earthheart Forge*, the *Anvil of Songs*, and the *Shaping Hammer*. With them, he forged the *Axe of the Dwarvish Lords*.

Armed with the artifact, the prince returned to the dwarf clans and brought peace. His axe ended grudges and answered slights. The clans became allies, and they threw back their enemies and enjoyed an era of prosperity. This young dwarf is remembered as the First King. When he became old, he passed the weapon, which had become his badge of office, to his heir. The rightful inheritors passed the axe on for many generations.

Later, in a dark era marked by treachery and wickedness, the axe was lost in a bloody civil war fomented by greed for its power and the status it bestowed. Centuries later, the dwarves still search for the axe, and many adventurers have made careers of chasing after rumors and plundering old vaults to find it.

Magic Weapon. The *Axe of the Dwarvish Lords* is a magic weapon that grants a +3 bonus to attack and damage rolls made with it. The axe also functions as a *belt of dwarvenkind*, a *dwarven thrower*, and a *sword of sharpness*.

Random Properties. The axe has the following randomly determined properties:

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



AXE OF THE
DWARVISH LORDS

Blessings of Moradin. If you are a dwarf attuned to the axe, you gain the following benefits:

- You have immunity to poison damage.
- The range of your darkvision increases by 60 feet.
- You gain proficiency with artisan's tools related to blacksmithing, brewing, and stonemasonry.

Conjure Earth Elemental. If you are holding the axe, you can use your action to cast the *conjure elemental* spell from it, summoning an earth elemental. You can't use this property again until the next dawn.

Travel the Depths. You can use an action to touch the axe to a fixed piece of dwarven stonework and cast the *teleport* spell from the axe. If your intended destination is underground, there is no chance of a mishap or arriving somewhere unexpected. You can't use this property again until 3 days have passed.

Curse. The axe bears a curse that affects any non-dwarf that becomes attuned to it. Even if the attunement ends, the curse remains. With each passing day, the creature's physical appearance and stature become more dwarflike. After seven days, the creature looks like a typical dwarf, but the creature neither loses its racial traits nor gains the racial traits of a dwarf. The physical changes wrought by the axe aren't considered magical in nature (and therefore can't be dispelled), but they can be undone by any effect that removes a curse, such as a *greater restoration* or *remove curse* spell.

Destroying the Axe. The only way to destroy the axe is to melt it down in the *Earthheart Forge*, where it was created. It must remain in the burning forge for fifty years before it finally succumbs to the fire and is consumed.

BOOK OF EXALTED DEEDS

Wondrous item, artifact (requires attunement by a creature of good alignment)

The definitive treatise on all that is good in the multiverse, the fabled *Book of Exalted Deeds* figures prominently in many religions. Rather than being a scripture devoted to a particular faith, the book's various authors filled the pages with their own vision of true virtue, providing guidance for defeating evil.

The *Book of Exalted Deeds* rarely lingers in one place. As soon as the book is read, it vanishes to some other corner of the multiverse where its moral guidance can bring light to a darkened world. Although attempts have been made to copy the work, efforts to do so fail to capture its magical nature or translate the benefits it offers to those pure of heart and firm of purpose.

A heavy clasp, wrought to look like angel wings, keeps the book's contents secure. Only a creature of good alignment that is attuned to the book can release the clasp that holds it shut. Once the book is opened, the attuned creature must spend 80 hours reading and studying the book to digest its contents and gain its benefits. Other creatures that peruse the book's open pages can read the text but glean no deeper meaning and reap no benefits. An evil creature that tries to read from the book takes 24d6 radiant damage. This damage ignores resistance and immunity, and can't be reduced or avoided by any means. A creature reduced to 0 hit

points by this damage disappears in a blinding flash and is destroyed, leaving its possessions behind.

Benefits granted by the *Book of Exalted Deeds* last only as long as you strive to do good. If you fail to perform at least one act of kindness or generosity within the span of 10 days, or if you willingly perform an evil act, you lose all the benefits granted by the book.

Random Properties. The *Book of Exalted Deeds* has the following random properties:

- 2 minor beneficial properties
- 2 major beneficial properties

Increased Wisdom. After you spend the requisite amount of time reading and studying the book, your Wisdom score increases by 2, to a maximum of 24. You can't gain this benefit from the book more than once.

Enlightened Magic. Once you've read and studied the book, any spell slot you expend to cast a cleric or paladin spell counts as a spell slot of one level higher.

Halo. Once you've read and studied the book, you gain a protective halo. This halo sheds bright light in a 10-foot radius and dim light for an additional 10 feet. You can dismiss or manifest the halo as a bonus action. While present, the halo gives you advantage on Charisma (Persuasion) checks made to interact with good creatures and Charisma (Intimidation) checks made to interact with evil creatures. In addition, fiends and undead within the halo's bright light make attack rolls against you with disadvantage.

Destroying the Book. It is rumored that the *Book of Exalted Deeds* can't be destroyed as long as good exists in the multiverse. However, drowning the book in the River Styx removes all writing and imagery from its pages and renders the book powerless for 1d100 years.

BOOK OF VILE DARKNESS

Wondrous item, artifact (requires attunement)

The contents of this foul manuscript of ineffable wickedness are the meat and drink of those in evil's thrall. No mortal was meant to know the secrets it contains, knowledge so horrid that to even glimpse the scrawled pages invites madness.

Most believe the lich-god Vecna authored the *Book of Vile Darkness*. He recorded in its pages every diseased idea, every unhinged thought, and every example of blackest magic he came across or devised. Vecna covered every vile topic he could, making the book a gruesome catalog of all mortal wrongs.

Other practitioners of evil have held the book and added their own input to its catalog of vile knowledge. Their additions are clear, for the writers of later works stitched whatever they were writing into the tome or, in some cases, made notations and additions to existing text. There are places where pages are missing, torn, or covered so completely with ink, blood, and scratches that the original text can't be divined.

Nature can't abide the book's presence. Ordinary plants wither in its presence, animals are unwilling to approach it, and the book gradually destroys whatever it touches. Even stone cracks and turns to powder if the book rests on it long enough.

VILE LORE

The *Book of Vile Darkness* touches on every evil in the cosmos. A character can use the lore the book contains to unearth terrible secrets no mortal should know. Among the contents a character might find are the following, plus whatever else you choose:

- **Vile Apotheosis.** The book could hold a ritual that allows a character to become a lich or death knight.
- **True Names.** The true names of any number of fiends might be in the book.
- **Dark Magic.** Several spells of horrific evil of the DM's design and choosing could be in the book. Spells could impose dreadful curses, disfigure others, require human sacrifice, afflict creatures with crippling pain, spread vile plagues, and so on.

A creature attuned to the book must spend 80 hours reading and studying it to digest its contents and reap its benefits. The creature can then freely modify the book's contents, provided that those modifications advance evil and expand the lore already contained within.

Whenever a non-evil creature attunes to the *Book of Vile Darkness*, that creature must make a DC 17 Charisma saving throw. On a failed save, the creature's alignment changes to neutral evil.

The *Book of Vile Darkness* remains with you only as long as you strive to work evil in the world. If you fail to perform at least one evil act within the span of 10 days, or if you willingly perform a good act, the book disappears. If you die while attuned to the book, an entity of great evil claims your soul. You can't be restored to life by any means while your soul remains imprisoned.

Random Properties. The *Book of Vile Darkness* has the following random properties:

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

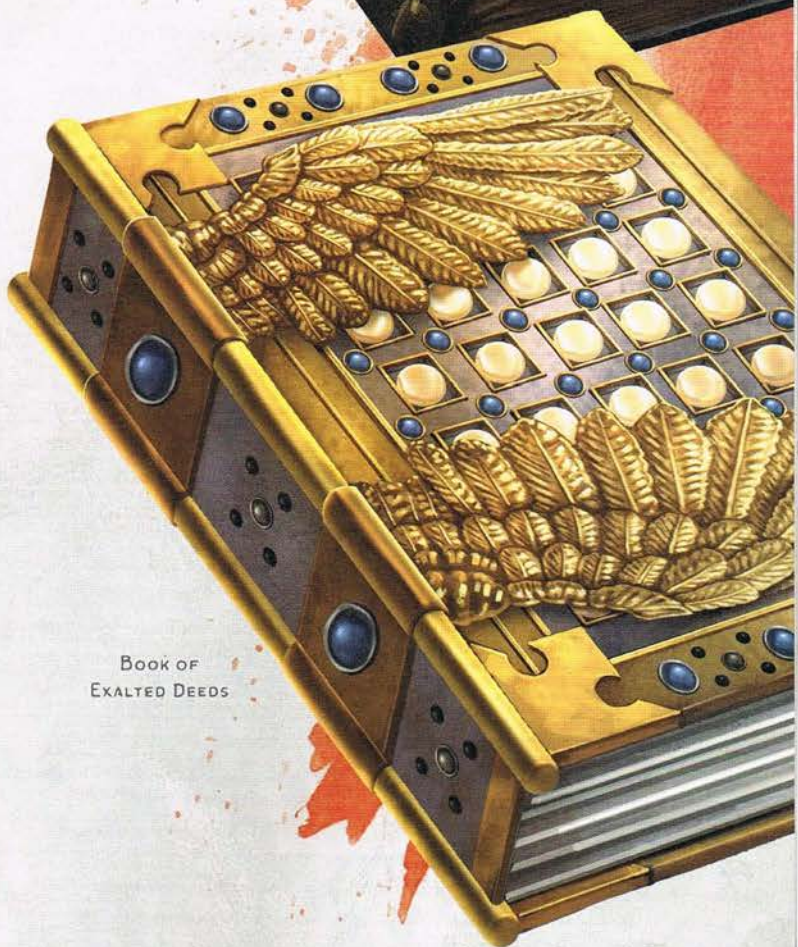
Adjusted Ability Scores. After you spend the requisite amount of time reading and studying the book, one ability score of your choice increases by 2, to a maximum of 24. Another ability score of your choice decreases by 2, to a minimum of 3. The book can't adjust your ability scores again.

Mark of Darkness. After you spend the requisite amount of time reading and studying the book, you acquire a physical disfigurement as a hideous sign of your devotion to vile darkness. An evil rune might appear on your face, your eyes might become glossy black, or horns might sprout from your forehead. Or you might become wizened and hideous, lose all facial features, gain a forked tongue, or some other feature the DM chooses. The mark of darkness grants you advantage on Charisma (Persuasion) checks made to interact with evil creatures and Charisma (Intimidation) checks made to interact with non-evil creatures.

Command Evil. While you are attuned to the book and holding it, you can use an action to cast the *dominate monster* spell on an evil target (save DC 18). You can't use this property again until the next dawn.



BOOK OF
VILE DARKNESS



BOOK OF
EXALTED DEEDS

Dark Lore. You can reference the *Book of Vile Darkness* whenever you make an Intelligence check to recall information about some aspect of evil, such as lore about demons. When you do so, double your proficiency bonus on that check.

Dark Speech. While you carry the *Book of Vile Darkness* and are attuned to it, you can use an action to recite words from its pages in a foul language known as Dark Speech. Each time you do so, you take 1d12

psychic damage, and each non-evil creature within 15 feet of you takes 3d6 psychic damage.

Destroying the Book. The *Book of Vile Darkness* allows pages to be torn from it, but any evil lore contained on those pages finds its way back into the book eventually, usually when a new author adds pages to the tome.

If a solar tears the book in two, the book is destroyed for 1d100 years, after which it reforms in some dark corner of the multiverse.

A creature attuned to the book for one hundred years can unearth a phrase hidden in the original text that, when translated to Celestial and spoken aloud, destroys both the speaker and the book in a blinding flash of radiance. However, as long as evil exists in the multiverse, the book reforms 1d10 × 100 years later.

If all evil in the multiverse is wiped out, the book turns to dust and is forever destroyed.

EYE AND HAND OF VECNA

Wondrous item, artifact (requires attunement)

Seldom is the name of Vecna spoken except in a hushed voice. Vecna was, in his time, one of the mightiest of all wizards. Through dark magic and conquest, he forged a terrible empire. For all his power, Vecna couldn't escape his own mortality. He began to fear death and take steps to prevent his end from ever coming about.

Orcus, the demon prince of undeath, taught Vecna a ritual that would allow him to live on as a lich. Beyond death, he became the greatest of all liches. Even though his body gradually withered and decayed, Vecna continued to expand his evil dominion. So formidable and hideous was his temper that his subjects feared to speak his name. He was the Whispered One, the Master of the Spider Throne, the Undying King, and the Lord of the Rotted Tower.

Some say that Vecna's lieutenant Kas coveted the Spider Throne for himself, or that the sword his lord made for him seduced him into rebellion. Whatever the reason, Kas brought the Undying King's rule to an end in a terrible battle that left Vecna's tower a heap of ash. Of Vecna, all that remained were one hand and one eye, grisly artifacts that still seek to work the Whispered One's will in the world.

The *Eye of Vecna* and the *Hand of Vecna* might be found together or separately. The eye looks like a bloodshot organ torn free from the socket. The hand is a mummified and shriveled left extremity.

To attune to the eye, you must gouge out your own eye and press the artifact into the empty socket. The eye grafts itself to your head and remains there until you die. Once in place, the eye transforms into a golden eye with a slit for a pupil, much like that of a cat. If the eye is ever removed, you die.

To attune to the hand, you must lop off your left hand at the wrist and then press the artifact against the stump. The hand grafts itself to your arm and becomes a functioning appendage. If the hand is ever removed, you die.

Random Properties. The *Eye of Vecna* and the *Hand of Vecna* each have the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property

Properties of the Eye. Your alignment changes to neutral evil, and you gain the following benefits:

- You have truesight.
- You can use an action to see as if you were wearing a *ring of X-ray vision*. You can end this effect as a bonus action.
- The eye has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *clairvoyance* (2 charges), *crown of madness* (1 charge), *disintegrate* (4 charges), *dominate monster* (5 charges), or *eyebite* (4 charges). The eye regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the eye, there is a 5 percent chance that Vecna tears your soul from your body, devours it, and then takes control of the body like a puppet. If that happens, you become an NPC under the DM's control.

Properties of the Hand. Your alignment changes to neutral evil, and you gain the following benefits:

- Your Strength score becomes 20, unless it is already 20 or higher.
- Any melee spell attack you make with the hand, and any melee weapon attack made with a weapon held by it, deals an extra 2d8 cold damage on a hit.
- The hand has 8 charges. You can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *finger of death* (5 charges), *sleep* (1 charge), *slow* (2 charges), or *teleport* (3 charges). The hand regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the hand, it casts the *suggestion* spell on you (save DC 18), demanding that you commit an evil act. The hand might have a specific act in mind or leave it up to you.

Properties of the Eye and Hand. If you are attuned to both the hand and eye, you gain the following additional benefits:

- You are immune to disease and poison.
- Using the eye's X-ray vision never causes you to suffer exhaustion.
- You experience premonitions of danger and, unless you are incapacitated, can't be surprised.
- If you start your turn with at least 1 hit point, you regain 1d10 hit points.
- If a creature has a skeleton, you can attempt to turn its bones to jelly with a touch of the *Hand of Vecna*. You can do so by using an action to make a melee attack against a creature you can reach, using your choice of your melee attack bonus for weapons or spells. On a hit, the target must succeed on a DC 18 Constitution saving throw or drop to 0 hit points.
- You can use an action to cast *wish*. This property can be used again until 30 days have passed.

Destroying the Eye and Hand. If the *Eye of Vecna* and the *Hand of Vecna* are both attached to the same creature, and that creature is slain by the *Sword of Kas*, both the eye and the hand burst into flame, turn



ORB OF DRAGONKIND



EYE AND HAND
OF VECNA



to ash, and are destroyed forever. Any other attempt to destroy the eye or hand seems to work, but the artifact reappears in one of Vecna's many hidden vaults, where it waits to be rediscovered.

ORB OF DRAGONKIND

Wondrous item, artifact (requires attunement)

Ages past, on the world of Krynn, elves and humans waged a terrible war against evil dragons. When the world seemed doomed, the wizards of the Towers of High Sorcery came together and worked their greatest magic, forging five *Orbs of Dragonkind* (or *Dragon Orbs*) to help them defeat the dragons. One orb was taken to each of the five towers, and there they were used to speed the war toward a victorious end. The wizards used the orbs to lure dragons to them, then destroyed the dragons with powerful magic.

As the Towers of High Sorcery fell in later ages, the orbs were destroyed or faded into legend, and only three are thought to survive. Their magic has been warped and twisted over the centuries, so although their primary purpose of calling dragons still functions, they also allow some measure of control over dragons.

Each orb contains the essence of an evil dragon, a presence that resents any attempt to coax magic from it. Those lacking in force of personality might find themselves enslaved to an orb.

An orb is an etched crystal globe about 10 inches in diameter. When used, it grows to about 20 inches in diameter, and mist swirls inside it.

While attuned to an orb, you can use an action to peer into the orb's depths and speak its command word. You must then make a DC 15 Charisma check. On a successful check, you control the orb for as long as you remain attuned to it. On a failed check, you become charmed by the orb for as long as you remain attuned to it.

While you are charmed by the orb, you can't voluntarily end your attunement to it, and the orb casts *suggestion* on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular people, freedom from the orb, to spread suffering in the world, to advance the worship of Takhisis (Tiamat's name on Krynn), or something else the DM decides.

Random Properties. An *Orb of Dragonkind* has the following random properties:

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

Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: *cure wounds* (5th-level version, 3 charges), *daylight* (1 charge), *death ward* (2 charges), or *scrying* (3 charges).

You can also use an action to cast the *detect magic* spell from the orb without using any charges.

Call Dragons. While you control the orb, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 40 miles. Evil dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Dragon deities such as Tiamat are unaffected by this call. Dragons drawn to the orb might be hostile toward you for compelling them against their will. Once you have used this property, it can't be used again for 1 hour.

Destroying an Orb. An *Orb of Dragonkind* appears fragile but is impervious to most damage, including the attacks and breath weapons of dragons. A *disintegrate* spell or one good hit from a +3 magic weapon is sufficient to destroy an orb, however.

SWORD OF KAS

Wondrous item, artifact (requires attunement)

When Vecna grew in power, he appointed an evil and ruthless lieutenant, Kas the Bloody Handed, to act as his bodyguard and right hand. This despicable villain served as advisor, warlord, and assassin. His successes earned him Vecna's admiration and a reward: a sword with as dark a pedigree as the man who would wield it.

For a long time, Kas faithfully served the lich, but as Kas's power grew, so did his hubris. His sword urged him to supplant Vecna, so that they could rule the lich's empire in Vecna's stead. Legend says Vecna's destruction came at Kas's hand, but Vecna also wrought his rebellious lieutenant's doom, leaving only Kas's sword behind. The world was made brighter thereby.

The *Sword of Kas* is a magic, sentient longsword that grants a +3 bonus to attack and damage rolls made with it. It scores a critical hit on a roll of 19 or 20, and deals an extra 2d10 slashing damage to undead.

If the sword isn't bathed in blood within 1 minute of being drawn from its scabbard, its wielder must make a DC 15 Charisma saving throw. On a successful save, the wielder takes 3d6 psychic damage. On a failed save, the wielder is dominated by the sword, as if by the *dominate monster* spell, and the sword demands that it be bathed in blood. The spell effect ends when the sword's demand is met.

Random Properties. The *Sword of Kas* has the following random properties:

- 1 minor beneficial property
- 1 major beneficial property
- 1 minor detrimental property
- 1 major detrimental property

Spirit of Kas. While the sword is on your person, you add a d10 to your initiative at the start of every combat. In addition, when you use an action to attack with the sword, you can transfer some or all of its attack bonus to your Armor Class instead. The adjusted bonuses remain in effect until the start of your next turn.

Spells. While the sword is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *call lightning*, *divine word*, or *finger of death*. Once you use the sword to cast a spell, you can't cast that spell again from it until the next dawn.

Sentience. The *Sword of Kas* is a sentient chaotic evil weapon with an Intelligence of 15, a Wisdom of 13, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The weapon communicates telepathically with its wielder and can speak, read, and understand Common.

Personality. The sword's purpose is to bring ruin to Vecna. Killing Vecna's worshipers, destroying the lich's works, and foiling his machinations all help to fulfill this goal.

The *Sword of Kas* also seeks to destroy anyone corrupted by the *Eye and Hand of Vecna*. The sword's obsession with those artifacts eventually becomes a fixation for its wielder.

Destroying the Sword. A creature attuned to both the *Eye of Vecna* and the *Hand of Vecna* can use the *wish* property of those combined artifacts to unmake the *Sword of Kas*. The creature must cast the *wish* spell and make a Charisma check contested by the Charisma check of the sword. The sword must be within 30 feet of the creature, or the spell fails. If the sword wins the contest, nothing happens, and the *wish* spell is wasted. If the sword loses the contest, it is destroyed.



SWORD OF KAS



WAND OF ORCUS

WAND OF ORCUS

Wand, artifact (requires attunement)

The ghastly *Wand of Orcus* rarely leaves Orcus's side. The device, as evil as its creator, shares the demon lord's aims to snuff out the lives of all living things and bind the Material Plane in the stasis of undeath. Orcus allows the wand to slip from his grasp from time to time. When it does, it magically appears wherever its master senses an opportunity to achieve some fell goal.

Made from bones as hard as iron, the wand is topped with a magically enlarged skull that once belonged to a human hero slain by Orcus. The wand can magically change in size to better conform to the grip of its user. Plants wither, drinks spoil, flesh rots, and vermin thrive in the wand's presence.

Any creature besides Orcus that tries to attune to the wand must make a DC 17 Constitution saving throw. On a successful save, the creature takes 10d6 necrotic damage. On a failed save, the creature dies and rises as a zombie.

In the hands of one who is attuned to it, the wand can be wielded as a magic mace that grants a +3 bonus to attack and damage rolls made with it. The wand deals an extra 2d12 necrotic damage on a hit.

Random Properties. The *Wand of Orcus* has the following random properties:

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

The detrimental properties of the *Wand of Orcus* are suppressed while the wand is attuned to Orcus himself.

Protection. You gain a +3 bonus to Armor Class while holding the wand.

Spells. The wand has 7 charges. While holding it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *animate dead* (1 charge), *blight* (2 charges), *circle of death* (3 charges), *finger of death* (3 charges), *power word kill* (4 charges), or *speak with dead* (1 charge). The wand regains 1d4 + 3 expended charges daily at dawn.

While attuned to the wand, Orcus or a follower blessed by him can cast each of the wand's spells using 2 fewer charges (minimum of 0).

Call Undead. While you are holding the wand, you can use an action to conjure skeletons and zombies, calling forth as many of them as you can divide 500 hit points among, each undead having average hit points (see the *Monster Manual* for statistics). The undead magically rise up from the ground or otherwise form in unoccupied spaces within 300 feet of you and obey your commands until they are destroyed or until dawn of the next day, when they collapse into inanimate piles of bones and rotting corpses. Once you use this property of the wand, you can't use it again until the next dawn.

While attuned to the wand, Orcus can summon any kind of undead, not just skeletons and zombies. The undead don't perish or disappear at dawn the following day, remaining until Orcus dismisses them.

Sentience. The *Wand of Orcus* is a sentient, chaotic evil item with an Intelligence of 16, a Wisdom of 12, and

a Charisma of 16. It has hearing and darkvision out to a range of 120 feet.

The wand communicates telepathically with its wielder and can speak, read, and understand Abyssal and Common.

Personality. The wand's purpose is to help satisfy Orcus's desire to slay everything in the multiverse. The wand is cold, cruel, nihilistic, and bereft of humor.

In order to further its master's goals, the wand feigns devotion to its current user and makes grandiose promises that it has no intention of fulfilling, such as vowing to help its user overthrow Orcus.

Destroying the Wand. Destroying the *Wand of Orcus* requires that it be taken to the Positive Energy Plane by the ancient hero whose skull surmounts it. For this to happen, the long-lost hero must first be restored to life—no easy task, given the fact that Orcus has imprisoned the hero's soul and keeps it hidden and well guarded.

Bathing the wand in positive energy causes it to crack and explode, but unless the above conditions are met, the wand instantly reforms on Orcus's layer of the Abyss.

OTHER REWARDS

As much as adventurers desire treasure, they often appreciate other forms of reward. This section presents a variety of ways that gods, monarchs, and other beings of power might recognize the characters' accomplishments, including supernatural gifts that give characters new capabilities; titles, lands, and other marks of prestige; and boons that are available only to adventurers who have reached 20th level.

SUPERNATURAL GIFTS

A supernatural gift is a special reward granted by a being or force of great magical power. Such supernatural gifts come in two forms: blessings and charms. A blessing is usually bestowed by a god or a godlike being. A charm is typically the work of a powerful spirit, a location of ancient magic, or a creature that has legendary actions. Unlike a magic item, a supernatural gift isn't an object and doesn't require attunement. It gives a character an extraordinary ability, which can be used one or more times.

BLESSINGS

A character might receive a blessing from a deity for doing something truly momentous—an accomplishment that catches the attention of both gods and mortals. Killing rampaging gnolls rarely warrants such a blessing, but slaying the high priest of Tiamat as he attempts to summon the Dragon Queen might.

A blessing is an appropriate reward for one of the following accomplishments:

- Restoring the most sacred shrine of a god
- Foiling an earthshaking plot by the enemies of a god
- Helping a god's favored servant complete a holy quest

An adventurer might also receive a blessing in advance of a perilous quest. For example, a paladin could receive one before setting out on a quest to slay a terrifying lich that is responsible for a magical plague sweeping the land.

A character should receive only a blessing that is useful to him or her, and some blessings come with expectations on the part of the benefactor. A god typically gives a blessing for a particular purpose, such as recovering a holy person's remains or toppling a tyrannical empire. The god might revoke a blessing if a character fails to pursue that purpose or acts counter to it.

A character retains the benefits of a blessing forever or until it is taken away by the god who granted it. Unlike a magic item, such a blessing can't be suppressed by an *antimagic field* or similar effect.

Most adventurers go their entire lives without receiving even one of these blessings. There is no limit on the number of blessings a character can receive, but it should be rare for a character to have more than one at a time. Moreover, a character can't benefit from multiple instances of a blessing at the same time. For example, a character can't benefit from two instances of the Blessing of Health at once.

Example blessings are provided below. The text of a blessing addresses its user. If you decide to create more blessings, consider this: a typical blessing mimics the properties of a wondrous item.

Blessing of Health. Your Constitution score increases by 2, up to a maximum of 22.

Blessing of Protection. You gain a +1 bonus to AC and saving throws.

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

Blessing of Understanding. Your Wisdom score increases by 2, up to a maximum of 22.

Blessing of Valhalla. This blessing grants you the power to summon spirit warriors, as if you had blown a silver *horn of Valhalla*. Once you use this blessing, you can't use it again until 7 days have passed.

Blessing of Weapon Enhancement. One nonmagical weapon in your possession becomes a +1 *weapon* whenever you wield it.

Blessing of Wound Closure. This blessing grants you the benefits of a *periapt of wound closure*.

CHARMS

A charm is a minor supernatural gift, which can be received in a large variety of ways. For example, a wizard who finds an eldritch secret in a dead archmage's spellbook might be infused with the magic of a charm, as might a character who solves a sphinx's riddle or drinks from a magic fountain. Legendary creatures, such as ancient gold dragons and unicorns, sometimes grace their allies with charms, and some explorers find themselves bearing the magic of a charm after discovering a long-lost location that is drenched in primeval magic.

Some charms can be used only once, and others can be used a specific number of times before vanishing. If a charm lets you cast a spell, you are able to do so without spending a spell slot or providing any components (verbal, somatic, or material). In any case, a charm can't be used in the area created by an *antimagic field* or a similar effect, and a charm's effects are susceptible to *dispel magic* and the like. But the charm itself can't be

removed from a creature by anything short of divine intervention or the *wish* spell.

Example charms are provided below. The text of a charm addresses its user. A typical charm mimics the effects of a potion or a spell, so it is easy to create more charms of your own, if you like.

Charm of Animal Conjuring. This charm allows you to cast the *conjure animals* spell (3rd-level version) as an action. Once used three times, the charm vanishes from you.

Charm of Darkvision. This charm allows you to cast the *darkvision* spell as an action, no components required. Once used three times, the charm goes away.

Charm of Feather Falling. This charm grants you the benefits of a *ring of feather falling*. These benefits last for 10 days, after which the charm vanishes from you.

Charm of Heroism. This charm allows you to give yourself the benefit of a *potion of heroism* as an action. Once you do so, the charm vanishes from you.

Charm of Restoration. This charm has 6 charges. You can use an action to expend some of its charges to cast one of the following spells: *greater restoration* (4 charges) or *lesser restoration* (2 charges). Once all its charges have been expended, the charm vanishes from you.

Charm of the Slayer. One sword in your possession becomes a *dragon slayer* or *giant slayer* (DM's choice) for the next 9 days. The charm then vanishes from you, and the weapon returns to normal.

Charm of Vitality. This charm allows you to give yourself the benefit of a *potion of vitality* as an action. Once you do so, the charm vanishes from you.

MARKS OF PRESTIGE

Sometimes the most memorable reward for adventurers is the prestige that they acquire throughout a realm. Their adventures often earn them fame and power, allies and enemies, and titles that they can pass on to their descendants. Some lords and ladies began as commoners who ventured into the dangerous places of the world and made names for themselves through their brave deeds.

This section details the most common marks of prestige that adventures might acquire during a campaign. These marks are usually gained along with treasure, but sometimes they stand on their own.

LETTERS OF RECOMMENDATION

When gold is in short supply, the adventurers' benefactor might provide them with a letter of recommendation instead of monetary payment. Such a letter is usually enclosed in a handsome folio, case, or scroll tube for safe transport, and it usually bears the signature and seal of whoever wrote it.

A letter of recommendation from a person of impeccable reputation can grant adventurers access to NPCs that they would otherwise have trouble meeting on their own, such as a duke, viceroy, or queen. Moreover, carrying such a recommendation on one's person can help clear up "misunderstandings" with local authorities who might not otherwise take the adventurers at their word.

A letter of recommendation is worth only as much as the person who wrote it and offers no benefit in places where its writer holds no sway.

MEDALS

Although they are often fashioned from gold and other precious materials, medals have an even greater symbolic value to those who award and receive them.

Medals are typically awarded by powerful political figures for acts of heroism, and wearing a medal is usually enough to earn the respect of those who understand its significance.

Different acts of heroism can warrant different kinds of medals. The King of Breland (in the Eberron campaign setting) might award a Royal Badge of Valor (shaped like a shield and made of ruby and electrum) to adventurers for defending Brelish citizens, while the Golden Bear of Breland (a medal made of gold and shaped in a likeness of a bear's head, with gems for eyes) might be reserved for adventurers who prove their allegiance to the Brelish Crown by uncovering and defeating a plot to end the Treaty of Thronehold and reignite the Last War.

A medal doesn't offer a specific in-game benefit to one who wears it, but it can affect dealings with NPCs. For example, a character who proudly displays the Golden Bear of Breland will be regarded as a hero of the people within the kingdom of Breland. Outside Breland, the medal carries far less weight, except among allies of Breland's king.

PARCELS OF LAND

A parcel of land is just that, and usually comes with a royal letter affirming that the land has been granted as a reward for some service. Such land usually remains the property of the local ruler or ruling body, but is leased to a character with the understanding that it can be taken away, especially if his or her loyalty is ever called into question.

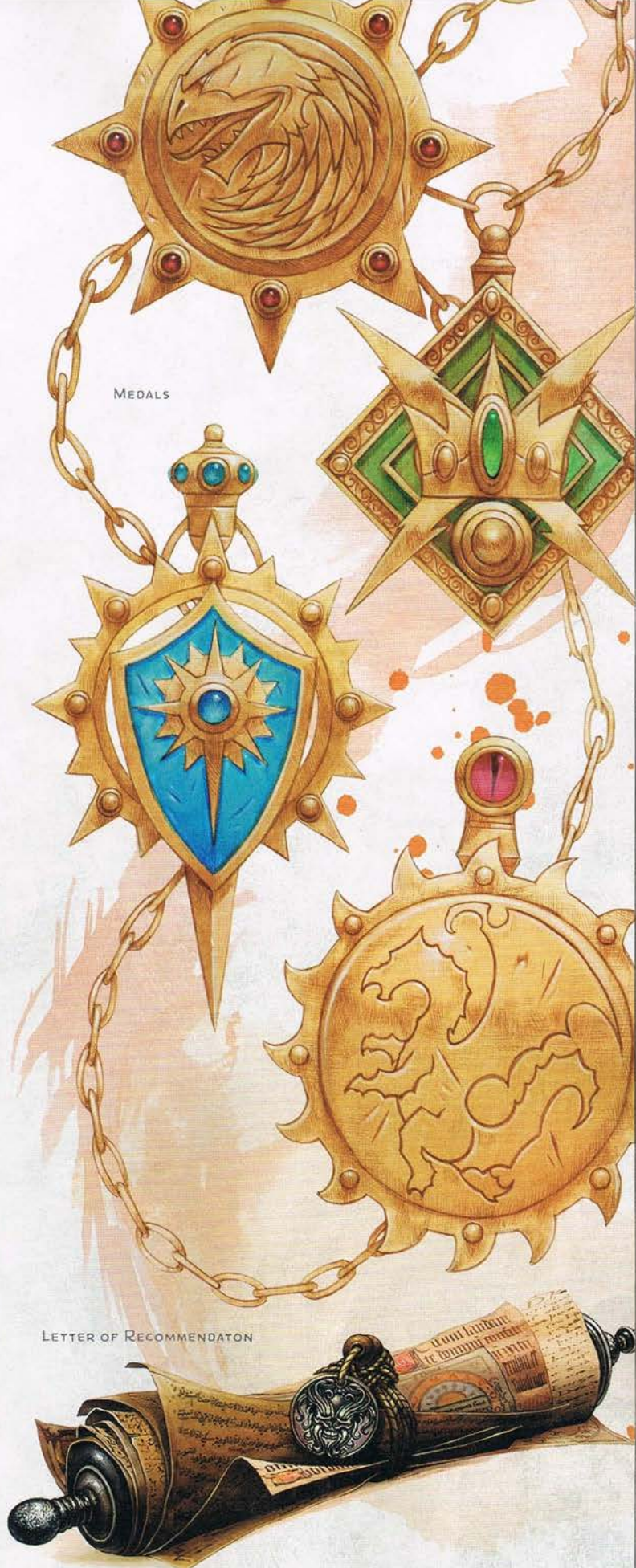
A parcel of land, if sufficiently large, might have one or more farms or villages on it already, in which case the recipient is pronounced lord or lady of the land and is expected to collect taxes, along with any other duties.

A character who receives a parcel of land is free to build on it and is expected to safeguard it. He or she may yield the land as part of an inheritance, but can't sell or trade it without permission from the local ruler or ruling body.

Parcels of land make fine rewards for adventurers who are looking for a place to settle or who have family or some kind of personal investment in the region where the land is located.

SPECIAL FAVORS

A reward might come in the form of a favor that the characters can call on at some future date. Special favors work best when the individual granting them is trustworthy. A lawful good or lawful neutral NPC will do whatever can be done to fulfill an obligation when the time comes, short of breaking laws. A lawful evil NPC does the same, but only because a deal is a deal. A neutral good or neutral NPC might pay off favors to protect his or her reputation. A chaotic good NPC is





more concerned about doing right by the adventurers, honoring any obligations without worrying too much about personal risk or adherence to the law.

SPECIAL RIGHTS

A politically powerful person can reward characters by giving them special rights, which are usually articulated in some sort of official document. For example, characters might be granted special rights to carry weapons in public places, kill enemies of the crown, or negotiate on a duke's behalf. They might earn the right to demand free room and board from any establishment within a particular community, or have the right to draft local militia to assist them as needed.

Special rights last only as long as the legal document dictates, and such rights can be revoked if the adventurers abuse them.

STRONGHOLDS

A stronghold is a reward usually given to seasoned adventurers who demonstrate unwavering fealty to a powerful political figure or ruling body, such as a king, a knighthood, or a council of wizards. A stronghold can be anything from a fortified tower in the heart of a city to a provincial keep on the borderlands. While the stronghold is for the characters to govern as they see fit, the land on which it sits remains the property of the crown or local ruler. Should the characters prove disloyal or unworthy of the gift, they can be asked or forced to relinquish custody of the stronghold.

As an additional reward, the individual bequeathing the stronghold might offer to pay its maintenance costs for a period of one or more months, after which the characters inherit that responsibility. See chapter 6 for more information on stronghold maintenance.

TITLES

A politically powerful figure has the ability to dispense titles. A title often comes with a parcel of land (see above). For example, a character might be awarded the title Earl of Stormriver or Countess of Dun Fjord, along with a parcel of land that includes a settlement or region of the same name.

A character can hold more than one title, and in a feudal society, those titles can be passed down to (or distributed among) one's children. While a character holds a title, he or she is expected to act in a manner befitting that title. By decree, titles can be stripped away if the local ruler or ruling body has reason to question the character's loyalty or competence.

ALTERNATIVES TO EPIC BOONS

You might decide to grant one of the following rewards to a 20th-level character, instead of awarding an epic boon. These two options can be awarded to a character more than once.

Ability Score Improvement. The character can increase one ability score by 2 or increase two ability scores by 1 each. The ability score can now be increased above 20, up to a maximum of 30.

New Feat. The character gains a new feat chosen by the player, but subject to your approval.

TRAINING

A character might be offered special training in lieu of a financial reward. This kind of training isn't widely available and thus is highly desirable. It presumes the existence of a skilled trainer—perhaps a retired adventurer or champion who is willing to serve as a mentor. The trainer might be a reclusive wizard or haughty sorcerer who owes the queen a favor, the knight-commander of the King's Guard, the leader of a powerful druid circle, a quirky monk who lives in a remote mountaintop pagoda, a barbarian chieftain, a warlock living among nomads as a fortune-teller, or an absentminded bard whose plays and poetry are known throughout the land.

A character who agrees to training as a reward must spend downtime with the trainer (see chapter 6 for more information on downtime activities). In exchange, the character is guaranteed to receive a special benefit. Possible training benefits include the following:

- The character gains inspiration daily at dawn for 1d4 + 6 days.
- The character gains proficiency in a skill.
- The character gains a feat.

EPIC BOONS

An epic boon is a special power available only to 20th level characters. Characters at that level gain such boons only if you want them to and only when you feel it's appropriate. Epic boons are best awarded after the characters complete a major quest, or accomplish something else particularly notable. A character might gain an epic boon after destroying an evil artifact, defeating an ancient dragon, or halting an incursion from the Outer Planes.

Epic boons can also be used as a form of advancement, a way to provide greater power to characters who have no more levels to gain. With this approach, consider awarding one epic boon to each character for every 30,000 XP he or she earns above 355,000 XP.

You determine which epic boon a character gains. Ideally, the boon you pick is something the character would put to use in future adventures. You can allow a player to select a boon for his or her character, subject to your approval.

Whatever boon a character ends up with, consider its place in your story and world. Many of the boons are extraordinary and represent the gradual transformation of a character into something resembling a demigod. The acquisition of a boon might visibly transform a character. For example, the eyes of a character with the Boon of Truesight might glow when he or she feels strong emotion, and a character who has the Boon of High Magic might have faint motes of light glimmering around his or her head. Also, decide how the boon first appears. Does the boon appear spontaneously and mysteriously? Or does a being of cosmic power manifest to bestow it? The bestowal of a boon can itself be an exciting scene in an adventure.

The text of a boon addresses its user. Unless a boon says otherwise, a character can't gain it more than once.



BOON OF COMBAT PROWESS

When you miss with a melee weapon attack, you can choose to hit instead. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF DIMENSIONAL TRAVEL

As an action, you can cast the *misty step* spell, without using a spell slot or any components. Once you do so, you can't use this boon again until you finish a short rest.

BOON OF FATE

When another creature that you can see within 60 feet of you makes an ability check, an attack roll, or a saving throw, you can roll a d10 and apply the result as a bonus or penalty to the roll. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF FORTITUDE

Your hit point maximum increases by 40.

BOON OF HIGH MAGIC

You gain one 9th-level spell slot, provided that you already have one.

BOON OF IMMORTALITY

You stop aging. You are immune to any effect that would age you, and you can't die from old age.

BOON OF INVINCIBILITY

When you take damage from any source, you can reduce that damage to 0. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF IRRESISTIBLE OFFENSE

You can bypass the damage resistances of any creature.

BOON OF LUCK

You can add a d10 roll to any ability check, attack roll, or saving throw you make. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF MAGIC RESISTANCE

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

BOON OF PEERLESS AIM

You can give yourself a +20 bonus to a ranged attack roll you make. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF PERFECT HEALTH

You are immune to all diseases and poisons, and you have advantage on Constitution saving throws.

BOON OF PLANAR TRAVEL

When you gain this boon, choose a plane of existence other than the Material Plane. You can now use an action to cast the *plane shift* spell (no spell slot or components required), targeting yourself only, and travel to the chosen plane, or from that plane back to the Material Plane. Once you use this boon, you can't use it again until you finish a short rest.

BOON OF QUICK CASTING

Choose one of your spells of 1st through 3rd level that has a casting time of 1 action. That spell's casting time is now 1 bonus action for you.

BOON OF RECOVERY

You can use a bonus action to regain a number of hit points equal to half your hit point maximum. Once you use this boon, you can't use it again until you finish a long rest.

BOON OF RESILIENCE

You have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons.

BOON OF SKILL PROFICIENCY

You gain proficiency in all skills.

BOON OF SPEED

Your walking speed increases by 30 feet.

In addition, you can use a bonus action to take the Dash or Disengage action. Once you do so, you can't do so again until you finish a short rest.

BOON OF SPELL MASTERY

Choose one 1st-level sorcerer, warlock, or wizard spell that you can cast. You can now cast that spell at its lowest level without expending a spell slot.

BOON OF SPELL RECALL

You can cast any spell you know or have prepared without expending a spell slot. Once you do so, you can't use this boon again until you finish a long rest.

BOON OF THE FIRE SOUL

You have immunity to fire damage. You can also cast *burning hands* (save DC 15) at will, without using a spell slot or any components.

BOON OF THE NIGHT SPIRIT

While completely in an area of dim light or darkness, you can become invisible as an action. You remain invisible until you take an action or a reaction.

BOON OF THE STORMBORN

You have immunity to lightning and thunder damage. You can also cast *thunderwave* (save DC 15) at will, without using a spell slot or any components.

BOON OF THE UNFETTERED

You have advantage on ability checks made to resist being grappled. In addition, you can use an action to automatically escape a grapple or free yourself of restraints of any kind.

BOON OF TRUESIGHT

You have truesight out to a range of 60 feet.

BOON OF UNDETECTABILITY

You gain a +10 bonus to Dexterity (Stealth) checks, and you can't be detected or targeted by divination magic, including scrying sensors.