



NYBOR'S TOME OF ENCHANTMENTS



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(*WotC RPG Team, 2017*)



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ABOUT THIS BOOK

There's much to love about fifth edition DUNGEONS & DRAGONS. From the elegant and simplistic rules to the flavorful character options, fifth edition may just be the best iteration of DUNGEONS & DRAGONS yet. It is, however, not perfect – nothing ever is.

One place where fifth edition doesn't quite measure up to previous editions of the game is when it comes to magic items. Acquiring, crafting, and using magic items is arguably one of the more important facets of the game. Even so, the core rules for fifth edition contain woefully few magic items and only the vaguest rules for creating magic items of your own. While later official publications – *Xanathar's Guide to Everything*, in particular – have made some improvements, magic items remain one of fifth edition's biggest weaknesses.

Nybor's Tome of Enchantments seeks to remedy this by providing DMs and players with 99 new and unique magic armors, weapons, and wondrous items. In addition, *Nybor's Tome of Enchantments* also contains more than 250 enchantments – individual magic properties – and a complete system for combining and upgrading enchantments to create thousands of new, powerful, interesting, and diverse magic items in seconds.

The book is divided into the following chapters:

Chapter 1: Enchanter's Guide explains what enchantments are and presents a step-by-step guide to combining and upgrading enchantments to create unique magic items. The chapter also features expanded rules for crafting magic items, built upon the rules in the *Dungeon Master's Guide* and *Xanathar's Guide to Everything*.

Chapter 2: Magic Armor presents 33 unique magic shields and suits of armor, such as the *battlemage's armor* and the *mirror shield*.

Chapter 3: Magic Weapons presents 33 unique magic weapon, such as the *grudgebearer* and the *phaseblade*.

Chapter 4: Wondrous Items presents 33 unique wondrous items, such as the *archfey's amulet* and the *staff of the dragon magus*.

Chapter 5: Enchantments contains nearly 200 new and reimagined enchantments for magic items in both uncommon and rare versions, as well as common, class, curse, and sentient enchantments to help you inject additional flavor and character into your magic items.

Appendix A: Enchantment Recipes provides crafting recipes for most of the enchantments in Chapter 5, so player characters and NPCs can get to work enchanting their own magic items.

Appendix B: Enchantment Tables contains tables so you can roll up your own magic armor, weapons, and wondrous items at random in a matter of seconds.

This book is the property of Nybor, Zulkir of Enchantment on Thay's Council of Zulkirs. Reading these pages without permission may cause sudden death by way of sentient blade to the spleen. Don't say I didn't warn you.
- Nybor, 1293 DR

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DEAR J. B.
NINE HIRELINGS. 8,553 GOLD PIECES
(PLUS 7 SILVER PIECES AND 3 COPPER
PIECES, IF WE ARE BEING EXACT). AN
IRREPLACEABLE SPELL SCROLL OF RAISE
DEAD, MY FAVORITE SET OF TRAVELING
CLOTHES (TOO BURNT FOR MENDING,
ACCORDING TO MY TAILOR), MY GOOD
DIGESTION, HALF THE HAIR ON MY HEAD,
AND MY LEFT PINKY.
IT HAS BEEN COSTLY PROCURING THE
LATE ZULKIR'S NOTES ON ENCHANTED
ITEMS FOR YOU, BUT I'M HAPPY TO
SAY THAT I THINK I HAVE RETRIEVED
THEM ALL. PLEASE HAVE MY FEES PLUS
REIMBURSEMENT FOR AFOREMENTIONED
EXPENSES DELIVERED TO THE TEMPLE
OF WAUKEEN IN WATERDEEP. I'LL PICK
IT UP WHEN I'M BACK FROM CHULT - I
HEAR IT'S SPLENDID THIS TIME OF YEAR,
AND I'M IN DIRE NEED OF A VACATION!
IZZ'TAL THE PURVEYOR, 1382 DR

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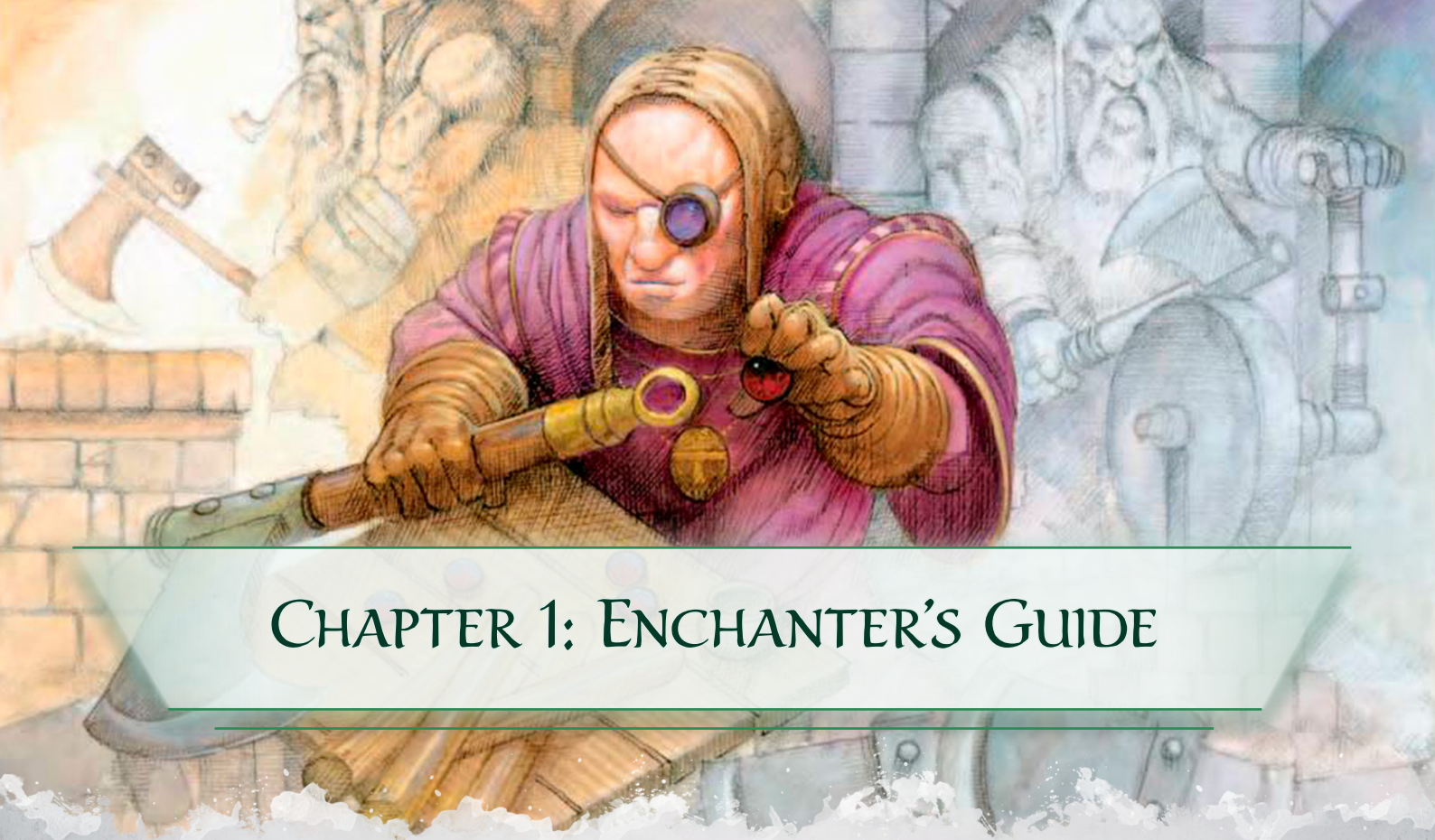
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CHAPTER 1: ENCHANTER'S GUIDE

IN THIS CHAPTER, YOU WILL FIND A METHOD FOR creating your own unique magic items – exemplified in **Chapter 2: Magic Armor**, **Chapter 3: Magic Weapons**, and **Chapter 4: Wondrous Items** – using the enchantments presented in **Chapter 5: Enchantments**. First, we will discuss what enchantments are and how they work before describing the process for creating and upgrading magic items in more detail.

USING ENCHANTMENTS

This book contains more than 250 enchantments for magic items. But what are enchantments?

Put simply, an enchantment is just a single magical property, such as *djinni's*, which grants resistance to thunder and lightning damage, or *luck*, which allows an item's wielder to reroll a failed die roll once per long rest. Each enchantment can be a simple magic item on its own – *djinni's boots* or an *amulet of luck* – but can also be combined together to create more complex and unique magic items, such as a *djinni's helmet of luck*.

WHY USE ENCHANTMENTS?

In the *Dungeon Master's Guide* and other fifth edition sourcebooks, magic items are presented as complete packages – i.e. a *demon armor* or a *sun blade* – often with a specific item type and specific properties. While the DM has always had the ability to change an item's type, give an item a new property, or reduce or increase a magic item's powers, the rules don't provide any guidance for doing so.

By using enchantments, the process of creating and customizing magic items is made easier, quicker, and more intuitive. Each enchantment is individually useful, upgradeable, and combinable. And, because enchantments are divided into prefixes – such as a *balor's ring* – and suffixes – such as an *ring of power* – it becomes easy to not only create unique magic items with different abilities, but also to name them – i.e., a *balor's ring of power*.

HOW DOES IT WORK?

Using enchantments can be as easy and simple as choosing an enchantment and applying it to an item – and voilà, you have created a magic item. To create more complex and powerful magic items, simply add more enchantments to it, or upgrade its existing enchantments to more powerful variants.

When you create items with multiple enchantments, upgrade enchantments, or allow characters to enchant and customize their own magic items, there are of course some rules and principles you may want to adhere to. These rules and principles are explained in more detail on the following pages, but for a quick overview, you can refer to the quick step-by-step guide below.

1. CHOOSE THE ITEM'S TYPE

Choose the type of magic item you wish to create from armor, weapon, or wondrous item. Then choose a subtype or roll one at random on the **Armor Type Tables on page 109**, **Weapon Type Tables on page 115**, or **Wondrous Item Type Table on page 118**.

2. CHOOSE THE ITEM'S RARITY

Choose what rarity you want the item to be or roll a rarity at random on the **Magic Item Rarity Table on page 103** to determine how many enchantments the item should have and how strong they should be.

3. CHOOSE ENCHANTMENTS

Choose the enchantments from **Chapter 5: Enchantments on page 33** you want to apply to the item, or roll enchantments at random on the enchantment tables in **appendix B**.

4. ADDING AND UPGRADING ENCHANTMENTS

After acquiring a magic item, player characters can spend gold and other resources to upgrade the item's enchantments or add new ones to it. The rules for doing so are found under **The Art of Enchanting on page 6**.

ENCHANTMENT GUIDELINES

Below you will find more in-depth rules regarding enchantments, including how you can customize magic items by upgrading or combining enchantments, as well as how you determine the value of a magic item.

VARYING RARITY

Most of the enchantments described in **Chapter 5** come in an uncommon and rare version. While the rare version of an enchantment is thematically and mechanically similar to its uncommon version, it is always a notable upgrade in power or versatility – which of course also makes it more valuable.

Enchantments are upgradeable both to make them more accessible – the DM can choose the rarity that matches the characters' level – and because it adds another dimension to crafting and finding magic items. By spending resources and time, or by performing heroic (or sinister) deeds, characters can upgrade the enchantments on their favorite magic items, as explained under **The Art of Enchanting** on page 6.

MULTIPLE ENCHANTMENTS

By giving a magic item multiple enchantments, you can create new and unique magic items with interesting and powerful abilities. To make this process easier, the uncommon and rare enchantments in **Chapter 5** are divided into prefixes and suffixes (see the Prefixes and Suffixes sidebar below). By attaching both a prefix enchantment and a suffix enchantment to an item, you can create a *djinni's ring of thunder* or a *golem's belt of antimagic* in a matter of seconds. The rule of thumb: if the name sounds right, it probably works!

MORE THAN TWO ENCHANTMENTS

The above method for combining enchantments works seamlessly when combining a single prefix with a single suffix. It is, however, also possible to create magic items with more than two prefix and suffix enchantments. When you do so, you may want to follow these guidelines:

- Avoid using multiple suffix enchantments that use charges, since this can be confusing to keep track of.
- Avoid using multiple prefix enchantments with a possessive noun (*balor's*, *fugitive's*), since these often overlap in use and theme.

Chapters 2, 3, and 4 provide examples of magic items with more than two enchantments.

Enchantment Types: Prefixes and Suffixes

To make it easy to create unique magic items with both passive and active abilities, the uncommon and rare enchantments in **Chapter 5: Enchantments** are divided into prefixes and suffixes.

Prefix Enchantments. A prefix enchantment goes in front of the item's type – such as an *unholy item* or a *skirmisher's item* – and grants passive benefits or infinitely reusable abilities. Because of their passive nature, prefixes are often simpler than suffixes, and may not require attunement. To help distinguish between prefix enchantments that require attunement and those that don't, prefix enchantments that require attunement are always possessive nouns, such as *athlete's*.

Suffix Enchantments. A suffix enchantment goes after the item's type – such as an *item of the dawn* or an *item of Agathys* – and grants activated abilities with limited uses. Because of their active nature, suffixes are often more complex than prefixes and always require attunement.

Flat Bonus Enhancements

Flat bonus enhancements to AC, attack rolls, damage rolls, or spell saving throws are not included on the tables in **appendix B**. This doesn't mean that you can't use them. When creating magic items using these rules, you can use +1 (uncommon), +2 (rare), or +3 (very rare) enhancement bonuses to replace any unwanted enchantments you roll.

ADDITIONAL ENCHANTMENTS

In **Chapter 5** you will also find a selection of class, common, curse, and sentient enchantments, which can be used to make magic items more interesting.

- **Class enchantments** are enchantments tailored to enhance the class features of specific classes/subclasses.
- **Common enchantments** offer small bonuses in the form of an additional language, a single casting of a cantrip, or a novel passive benefit.
- **Curse enchantments** are what they sound like – curses that befall any creature that attunes to the magic item.
- **Sentient enchantments** are personalities for magic weapons, that will give them more depth and character.

DETERMINING VALUE

A magic item's value is equal to the combined value of its enchantments. This means that a magic item with just one enchantment has the value and rarity of that enchantment: 250 gp for an uncommon enchantment and 2,500 gp for a rare enchantment (the average values listed on pg. 135 of the *Dungeon Master's Guide*). However, when multiple uncommon and rare enchantments are added to an item, the value of each enchantment increases exponentially, as shown on the Multiple Enchantments Value table below.

Multiple Enchantments Value

Number of Enchantments*	— Value of Each Enchantment —	
	Uncommon	Rare
1	250 gp	2,500 gp
2	1,500 gp	5,000 gp
3	5,000 gp	10,000 gp

*Enchantments that aren't uncommon or rare (such as common, curse, or sentient enchantments) don't count towards this number.

To determine the magic item's total value, the value of each enchantment is added together, so that an item with two enchantments – one uncommon (1,500 gp) and one rare (5,000 gp) – would have a value of 6,500 gp. To make things easier, the value and rarity of magic items with up to three uncommon and/or rare enchantments are shown on the Magic Item Total Value and Rarity table below.

Magic Item Total Value and Rarity

Enchantments	Value*	Rarity
1 uncommon	250 gp	Uncommon
1 rare	2,500 gp	Rare
2 uncommon	3,000 gp	Rare
1 rare + 1 uncommon	6,500 gp	Very Rare
2 rare	10,000 gp	Very Rare
3 uncommon	15,000 gp	Very Rare
1 rare + 2 uncommon	20,000 gp	Very Rare
2 rare + 1 uncommon	25,000 gp	Very Rare
3 rare	30,000 gp	Very Rare

*These values are meant as guidelines. Determining the value of magic items is notoriously tricky and highly subjective, so the DM shouldn't be afraid to change an item's value if they disagree with the listed figure.

THE ART OF ENCHANTING

A red-robed mage furiously flips through ancient scripts while slender fingers deftly manipulate the Weave of magic over a jagged dagger strewn with a mixture of glittering gemdust and ground basilisk's horn.

A dwarven smith labors with hammer and chisel over a magnificent maul while a priest of Moradin recites holy words older than the mountains themselves.

A circle of elven elders, eyes closed in calm meditation, chant words of eldritch power from bloodless lips as the hairs from a unicorn's mane wrap tightly around a longbow floating in their midst.

The art of enchanting is mysterious, compelling, and ultimately rewarding – as it produces powerful magic items worthy of heroes and monarchs. In this section, you will find an expanded set of rules for enchanting magic items. These rules build upon the rules for crafting magic items in Chapter 2 of *Xanathar's Guide to Everything*, but go into more depth with the process.

OVERVIEW

In DUNGEONS & DRAGONS – and the Forgotten Realms in particular – crafting magic items has typically been the job of arcane spellcasters following complex recipes that require valuable gemdust, the casting of spells, and exotic ingredients. This is also the foundation for the rules for the crafting magic item laid out in *Xanathar's Guide to Everything*. The rules for enchanting items presented in this appendix follow these overall guidelines:

- Any character proficient in Arcana can enchant items.
- Each enchantment has three components: valuable gemdust, a special ingredient, and a particular spell.
- An enchantment recipe contains written instructions detailing the components for a specific enchantment.
- To enchant an item, the enchanter must first figure out the enchantment's recipe and gather the components.
- Enchanting is a downtime activity (see the *Dungeon Master's Guide*, pg. 127) which takes a specific amount of time to perform, depending upon the enchantment's rarity.
- Adding multiple enchantments to the same item can be done at an additional cost.
- An enchantment can be upgraded from uncommon to rare by paying the difference in cost between the two.

REQUIREMENTS

The Enchantment Requirements table shows the guideline requirements and costs for common, uncommon, and rare enchantments. The specific components for each enchantment can be found in **appendix A**. As always, the DM has the final say in what is required to imbue an item with a particular enchantment; the figures below are meant to function only as guidelines, not strict rules.

Enchantment Requirements

Rarity	Workdays	Spell level	Special Ingredient	Gemdust
Common	5	2+*	50 gp	10 gp
Uncommon	10	3+	100 gp	100 gp
Rare	50	5+	1,000 gp	1,000 gp

*Because of their simple nature, common enchantments don't require a specific spell to enchant. Any spell will do, as long as it is cast using a slot level of 2nd or higher.



ENCHANTING COSTS

The combined cost of the special ingredient and gemdust shown on the Enchantment Requirements table is the enchantment's baseline cost: 200 gp for an uncommon enchantment and 2,000 gp for a rare enchantment. If the DM doesn't want to bother with components and recipes, this is the suggested total gold cost for imbuing an item with a particular enchantment.

In practice, the actual cost of an enchantment will vary depending on what resources are available to the enchanter. If a character already has the pixie dust needed for an uncommon *fey* enchantment, they can bring the cost down by 100 gp, but if they need to hire a wizard to cast *faerie fire*, they will have to spend an extra 30 gp (see **Gathering Components on page 8**). If an enchanter doesn't know the recipe for the enchantment they want to imbue an item with, they have to spend gold and time learning it first (see Finding Recipes on this page).

MULTIPLE ENCHANTMENTS

When an enchanter adds multiple enchantments to the same magic item, the cost of each enchantment on the item increases. To successfully add the new enchantment, the enchanter must pay an additional cost in gemdust equal to the difference between each enchantment's previous cost and the new cost shown on the Multiple Enchantments Cost table below.

Multiple Enchantments Cost

Number of Enchantments	— Baseline Cost of Each Enchantment —	
	Uncommon	Rare
1	200 gp	2,000 gp
2	1,200 gp	4,000 gp
3	4,000 gp	8,000 gp

This means that adding a second uncommon enchantment to an item doesn't just cost 200 gp, but instead costs 2,200 gp (1,200 gp for the new enchantment, and 1,000 gp for the uncommon enchantment already on the item). To make calculations easier, the total cost and rarity of magic items with up to three uncommon and/or rare enchantments are shown on the Magic Item Total Cost and Rarity table below.

Magic Item Total Cost and Rarity

Enchantments	Baseline Cost	Rarity
1 uncommon	200 gp	Uncommon
1 rare	2,000 gp	Rare
2 uncommon	2,400 gp	Rare
1 rare + 1 uncommon	5,200 gp	Very Rare
2 rare	8,000 gp	Very Rare
3 uncommon	12,000 gp	Very Rare
1 rare + 2 uncommon	16,000 gp	Very Rare
2 rare + 1 uncommon	20,000 gp	Very Rare
3 rare	24,000 gp	Very Rare

UPGRADING ENCHANTMENTS

If the enchanter has an item already imbued with an uncommon enchantment, they can upgrade the enchantment to its rare version by paying the difference in cost, i.e. 900 gp in gemdust and 900 gp for the special ingredient if upgrading an uncommon enchantment to its rare version. The DM may also decide that a special event or action is required to upgrade an enchantment, such as performing a heroic act or reaching a certain level.

FINDING RECIPES

An enchantment has two specific components beyond valuable gemdust: a special ingredient and a particular spell. It is up to the DM how important recipes are in their game – in some games, recipes may even be wholly unnecessary, and a character can imbue an item with any enchantment they want, as long as they pay the cost. In games where recipes are a necessary and integral part of the enchanting process, the characters need ways to discover recipes. Below are some ways that can happen.

ENCHANTMENT RECIPES AS LOOT

Enchantment recipes can be found as treasure in a wizard's notebook, in a monster's hoard of treasure, or given as a reward by an employer, making it yet another type of loot for the players to find. This method works especially well if players are enamored with the idea of enchanting items themselves and enjoy gathering knowledge about new and interesting enchantments.

BUYING THE RECIPE

Characters may also be able to purchase a recipe from an enchanter, wizard, or other entity that might hold such knowledge. An enchantment recipe usually costs 10–20% of the value of the enchantment it provides instructions for.

RESEARCH

A character can also spend downtime trying to figure out the enchantment for themselves through a painstaking process of research and trial-and-error. The character rolls an Intelligence (Arcana) check and subtracts the result from the number of workdays shown on the Enchantment Research table to figure out how long it takes to learn the enchantment (a minimum of 1 day). The workdays spent are then multiplied by the Research Cost column to determine the cost of research.

Enchantment Research

Rarity	Workdays	Research Cost
Common	15 – Intelligence (Arcana) check	10 gp/day
Uncommon	20 – Intelligence (Arcana) check	20 gp/day
Rare	30 – Intelligence (Arcana) check	50 gp/day

DISENCHANTMENT

If a character already possesses an item with the enchantment they want to learn the recipe for, they can also learn the recipe through a process known as “disenchantment.” By carefully peeling back the enchantment's layers piece by piece, the existing enchantment fades and disappears, while the character gains knowledge of the recipe and salvages gemdust with a value equal to half the enchantment's baseline cost. Disenchanting can only be performed by a character who is proficient in Arcana and who has a high enough caster level, as shown on the Disenchantment Requirements table below.

Disenchantment Requirements

Rarity	Workdays	Caster level
Common	1	3rd
Uncommon	2	5th
Rare	10	9th

GATHERING COMPONENTS

When the enchanter knows the recipe for an enchantment, they can begin the process of gathering the necessary components: gemdust, a special ingredient, and a particular spell cast at a particular level.

GEMDUST

All enchantments require valuable gems, which must be ground into fine dust that is consumed during the enchanting process. This component is often the easiest to find, as most cities have jewelers and merchants who trade in gems. The DM can require that the gem be of a specific type, although this is only really significant if the characters’ access to vendors is very limited, or if the gemstone in question is extremely rare.

SPECIAL INGREDIENT

A special ingredient is typically some organic component harvested from a defeated monster. There are two primary ways to handle the acquisition of a special ingredient: either the enchanter can buy or bargain for the ingredient or it must be procured directly from the source.

When the gathering of components is handled during downtime, it is up to the DM to decide how the ingredient is gathered – perhaps the characters get a fistful of night hag hair from a shady vendor, or track down a night hag terrorizing a small hamlet to take it for themselves! The DM can also choose to make a small scene or quest out of the endeavor, allowing the players to roleplay their shopping trek, or play out the encounter with the hag.

Paying an Enchanter

If the characters outsource the enchanting to a professional, they will have to pay the item’s value (see the Magic Item Total Value and Rarity table on pg. 5). An enchantment’s value is equal to +25% of the baseline cost, or +25% of the enchanted item’s total cost if it has multiple uncommon or rare enchantments. This mark-up in cost covers time spent, tools, and other expenses – and the enchanter’s profits, of course!

On the recipe tables in **appendix A**, each enchantment has a named ingredient. The exact quantity and value of the ingredient is left purposefully vague, so that 1,000 gp worth of dragon scales might mean a single scale or a wagon-load, at the DM’s discretion. Note that characters who try to make a business out of selling ingredients harvested from slain monsters may be disappointed to discover that vendors buy ingredients at a fraction of the cost listed on the Enchantment Requirements table.

SPELL

The tables in **appendix A** show which spell must be cast as part of the enchantment process. This part is easy for the enchanter if they or another party member can cast the spell themselves. If not, the character must find another way to cast the spell, as detailed below.

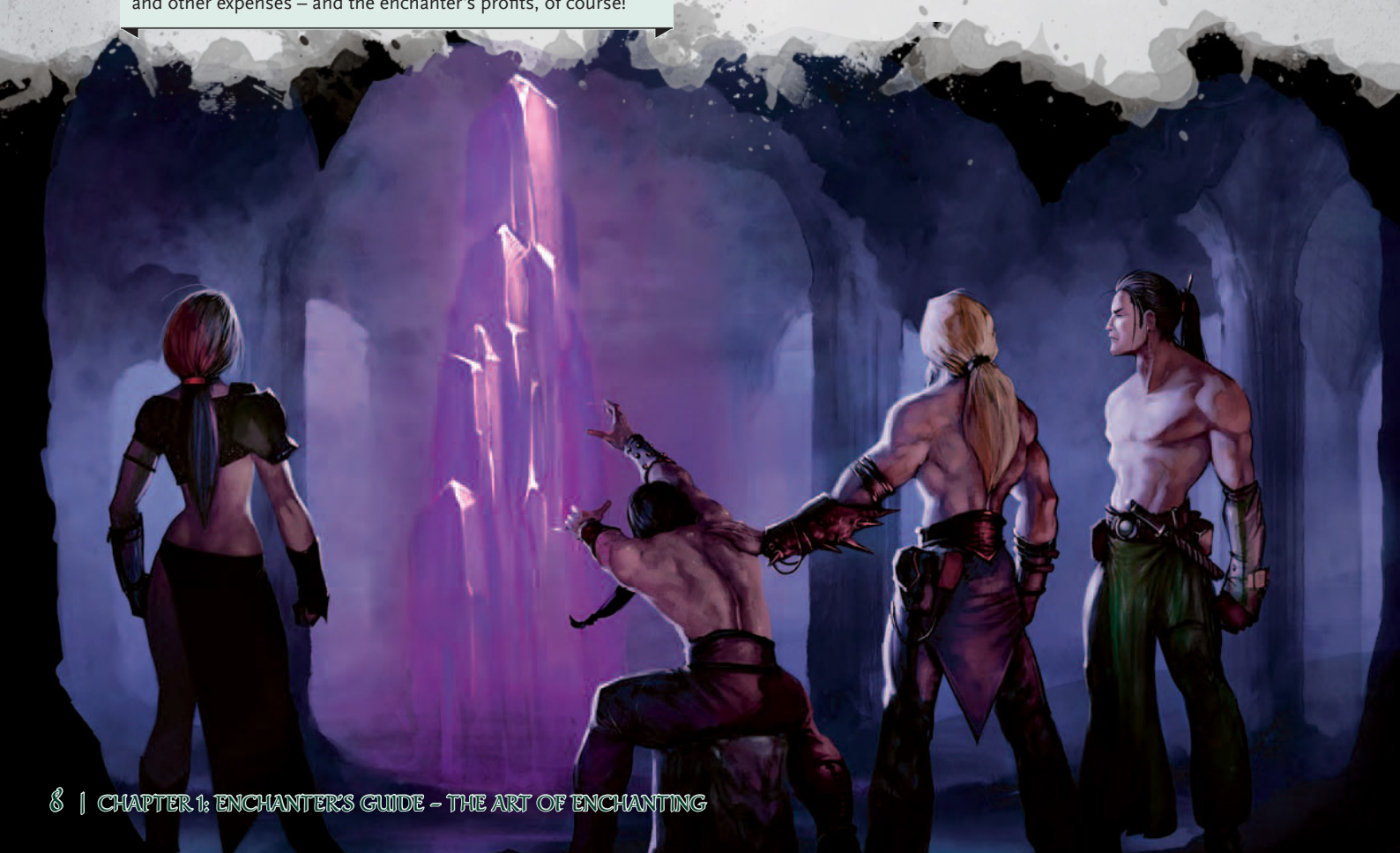
Hire Spellcaster. Finding a spellcaster willing to cast spells for gold isn’t too hard in most major cities. While expensive, it is still usually the cheapest option.

Copy Spell. A wizard can sometimes find another wizard who will let them copy a spell from their spellbook. As most wizards guard their spells jealously, this is expensive (the cost of the materials used to scribe the spell is included in the cost listed in the Copy Spell column).

Buy Spell Scroll. As a last resort, if the enchanter can’t find a spellcaster who will cast the spell they need, they can instead buy a spell scroll containing the spell.

Spell Component Cost

Level	Hire Spellcaster	Copy Spell	Buy Spell Scroll
1st	10 gp	25 gp	50 gp
2nd	20 gp	75 gp	150 gp
3rd	30 gp	150 gp	300 gp
4th	40 gp	250 gp	500 gp
5th	50 gp	500 gp	1000 gp



CHAPTER 2: MAGIC ARMOR

IN THIS CHAPTER YOU WILL FIND 33 UNIQUE MAGIC shields and suits of armor of uncommon, rare, very rare, and legendary rarity created using the enchantments in **Chapter 5**.

While the various suits of armor and shields can be inserted directly into your game just as they are and used as you would any other magic item found in the official sourcebooks, they are also meant to showcase the unique and interesting magic armor that can be created using the rules for enchanting found in **Chapter 1: Enchanter's Guide**.

The point of this book is to make it easier to customize and create your own magic items, so if you like the idea of a magic armor presented here, but would rather that it was another type, had a stronger or weaker enchantment, or another enchantment altogether, don't be afraid to change it so it suits your needs. Want the *magnetic mail* to be a *magnetic plate* instead? Go right ahead! Want to make the *spellplate* stronger? Stick another enchantment on there – or maybe just a flat +1 bonus to AC. The choice is yours.



Note: Armor

In fifth edition D&D, the term armor covers the 12 types of armor in the *Player's Handbook* (pg. 145) and the shield. The same distinction is used in this book, which means that “armor-like” objects such as helmets and gauntlets fall under the category Wondrous Items (see **Chapter 4**).

Unique Magic Armor

Name	Armor Type	Rarity
Abyssal Plate	Plate	Rare
Any Armor	Any	Rare
Battlemage's Armor	Studded Leather	Very Rare
Bird's Cage	Breastplate	Uncommon
Bull's Eye	Shield	Rare
Construct's Armor	Half Plate	Very Rare
Darksteel Ring Mail	Ring Mail	Uncommon
Djinni's Plate	Plate	Uncommon
Doppelganger Leather	Leather	Uncommon
Dragonscale Plate	Plate	Very Rare
Elusive Armor	Studded Leather	Very Rare
Half Plate of Empathy	Half plate	Uncommon
Feyguard	Leather	Legendary
Ghostscales	Scale mail	Legendary
Gnomish Chain	Chain Shirt	Very Rare
Golem's Stone Splint	Splint	Very Rare
Legion Steady Shield	Shield	Rare
Illithid's Crest	Breastplate	Very Rare
Leather of Invisibility	Leather	Uncommon
Magnetic Chain Mail	Chain Mail	Uncommon
Mirror Shield	Shield	Rare
Plate of the Savior	Plate	Legendary
Protective Shield	Shield	Uncommon
Quicksilver Cuirass	Breastplate	Very Rare
Rearguard's Chain	Chain mail	Very Rare
Scale Mail of the Gorgon	Scale mail	Rare
Scorn	Chain shirt	Rare
Shadowtop Leather	Leather	Uncommon
Solar's Half Plate	Half Plate	Very Rare
Spellplate	Plate	Rare
Splint of the Shark	Splint	Rare
Third Eye	Shield	Rare
Troll's Hide	Hide	Uncommon

ABYSSAL PLATE

Armor (plate), rare (requires attunement)

This magic plate mail is made from an otherworldly, red metal and is inscribed with Abyssal glyphs.

Balor's, Greater. While wearing this armor, you can use a bonus action to begin radiating intense heat. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire damage. This effect lasts until you end it as a bonus action. In addition, when you are reduced to 0 hit points while wearing this armor, all other creatures within 10 feet of you must make a DC 15 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one.

Cursed. When you attune to this magic armor, you become cursed until the curse is broken with a *remove curse* spell or similar magic. You can't voluntarily end your attunement to the item unless the curse is broken first. While cursed, you have disadvantage on attack rolls against demons and on saving throws against their spells and special abilities.

ANY ARMOR

Armor (any), rare (requires attunement)

This magic armor is engraved with a single, glowing rune of transmutation on its front.

Improviser's. While wearing this magic armor, you can use a bonus action to change it into any other type of armor, such as leather armor, plate armor, or shield, as long as the armor has no other magic properties that restrict it from becoming that type of armor.

Enhancement. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast *jump* (1 charge), *longstrider* (1 charge), or *enhance ability* (2 charges), targeting yourself. The armor regains all expended charges daily at dawn.

BATTELMAGE'S ARMOR

Armor (studded leather), very rare (requires attunement)

This magic studded leather glows with arcane glyphs.

Sage. While wearing this armor, you can give yourself advantage on an Intelligence (Arcana, History, Nature or Religion) check you make. Once used, this property can't be used again until the next dawn.

War Caster's. When you cast a spell of 1st level or higher while wearing this armor, you gain a +1 bonus to AC and all saving throws until the end of your next turn or until you cast another spell of 1st level or higher.

Contingency, Greater. This armor can store a single spell cast into it. During a process that takes 10 minutes, any creature can cast a spell of up to 5th level, that has a casting time of 1 action, and that can target you, into the armor by touching it as the spell is cast. The spell has no immediate effect, other than to be stored in the armor, where it takes effect when a certain circumstance occurs. When a creature casts a spell into the armor, it must describe that circumstance. For example, when casting *water breathing* into the armor, the caster might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell takes effect only on you, even if it can normally target others. Once the spell takes effect it is gone from the armor, and a new spell can't be stored in the armor until the next dawn.

BIRD'S CAGE

Armor (breastplate), uncommon (requires attunement)

This magic breastplate is made from light metal and gilded roc bones, and engraved with carvings of bird feathers and gusts of wind.

Wings. While wearing this armor, you can use an action to speak its command word. Wings sprout from the armor and remain for 10 minutes or until you speak its command word as an action. The wings give you a flying speed of 60 feet. Once used, this property can't be used again until the next dawn.

Cursed. When you attune to this magic armor, you become cursed until the curse is broken with a *remove curse* spell or similar magic. You can't voluntarily end your attunement to the item unless the curse is broken first. While cursed, you have vulnerability to bludgeoning damage.

BULL'S EYE

Shield, rare (requires attunement)

This magic shield is engraved with a bull's eye on its center, as if taunting enemies to take aim at it.

Arrow-Catching. 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.

Damnation. When a creature hits you with a weapon attack while you are carrying this shield, you can temporarily bestow a curse upon that creature. Choose one ability score. The target has disadvantage on attack rolls, ability checks, and saving throws using that ability score until the end of your next turn. Once used, this property can't be used again until the next dawn.



BATTELMAGE'S
ARMOR

CONSTRUCT'S ARMOR

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

This magic half plate is made from the scavenged parts of an adamantine golem fused together with magic.

Adamantine. While wearing this armor, any critical hit against you becomes a normal hit.

Construct's, Greater. While wearing this armor, you have resistance to force damage. In addition, you are immune to the spells *heat metal*, *lightning bolt*, and *hold person*.

DARKSTEEL RING MAIL

Armor (ring mail), uncommon

This magic ring mail is fashioned entirely from darksteel and is inscribed with Elvish glyphs.

Delver. While wearing this armor underground, you always know the armor's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

Darksteel. When you are subjected to a spell or magical effect that allows you to make a Strength, Constitution, or Dexterity saving throw to take only half damage while wearing this armor, you instead take no damage if you succeed on the saving throw.

DJINNI'S PLATE

Armor (plate), rare (requires attunement)

This magic armor emits faint popping sounds and the air around it seems charged with static energy.

Djinni's. While wearing this armor, you have resistance to thunder damage.

Thunder. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 13): *thunderwave* (1 charge) or *shatter* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The armor regains all expended charges daily at dawn.



ELUSIVE ARMOR

DOPPELGANGER LEATHER

Armor (leather), uncommon (requires attunement)

This magic leather armor is nondescript, but shows a subtle aura of illusion magic when scrutinized with a *detect magic* spell.

Illusionist. While wearing this armor, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

Doppelganger. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 13): *disguise self* (1 charge) or *alter self* (2 charges). The armor regains all expended charges daily at dawn.

DRAGONSCALE PLATE

Armor (plate), very rare (requires attunement)

This magic plate mail is crafted from an assortment of dragon scales in various hues and colors.

Warning. This armor is created to warn against dragons. When a dragon is within 120 feet of this armor, the armor glows with a dull, red light.

Dragonscale. While wearing this armor, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons.

Dragon, Greater. This armor has 5 charges. While wearing it, you can expend 1 or more of its charges as an action to cast *chromatic orb* (1 charge) or *fly* (3 charges), or as a bonus action to cast *dragon's breath* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The armor regains all expended charges daily at dawn.

ELUSIVE ARMOR

Armor (studded leather), very rare (requires attunement)

This armor is fashioned from bits and pieces of a myriad of different metals and materials that coalesce and diffuse into one another when its magic is activated.

Fugitive. While wearing this armor, you can't be targeted by any divination magic or perceived through magical scrying sensors.

Glamoured. While wearing this armor, you can 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.

Smoke. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast *fog cloud* (1 charge) or *pass without trace* (2 charges). The armor regains all expended charges daily at dawn.

HALF PLATE OF EMPATHY

Armor (half plate), uncommon (requires attunement)

This magic half plate is fashioned from golden metal and imbued with symbols of Ilmater, the Crying God.

Empathy. While wearing this armor, you can use a bonus action to tie your form to that of another creature within 30 feet you can see. Until the end of your next turn, whenever you take damage, the target must make a DC 13 Constitution saving throw. On a failed save, you take half the damage (rounded down), and the target takes the remaining damage. Once used, this property can't be used again until the next dawn.

Cursed. When you attune to this magic armor, you become cursed until the curse is broken with a *remove curse* spell or similar magic. Whenever a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

FEYGUARD

Armor (leather), legendary (requires attunement)

This magic leather armor tingles with magic energy when touched. You have a +2 bonus to AC while wearing this armor.

Watcher's, Greater. While wearing this armor, you have advantage on initiative rolls and you can't be surprised.

Sylvan, Greater. While wearing this armor, you are immune to being charmed and magic can't put you to sleep.

Fey, Greater. This armor has 5 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 15): *faerie fire* (1 charge), *blink* (2 charges), or *seeming* (5 charges). The armor regains all expended charges daily at dawn.

GHOSTSCALE

Armor (scale mail), legendary (requires attunement)

This magic armor seems nearly translucent and ghostlike, and weighs next to nothing. You have a +2 bonus to AC while wearing this armor.

Airy. This armor is unnaturally light, weighing only one tenth of what scale mail usually weighs.

Wight's, Greater. While wearing this armor, you have resistance to necrotic damage and your hit point maximum can't be reduced.

Unholy. While wearing this armor, undead that have an Intelligence score of 7 or lower won't threaten or harm you unless you harm them.

Ghost, Greater. This magic armor has 3 charges. While wearing it, you can use a bonus action and expend 1 of its charges to become incorporeal and translucent until the end of your next turn. While incorporeal, you gain the following benefits:

- Your weapon attacks deal force damage instead of bludgeoning, piercing, or slashing damage.
- You have resistance against bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

If this transformation ends while you are inside an object or other creature's space, you are pushed to the nearest unoccupied space, taking 1d10 force damage for each 5 feet you are pushed this way. The armor regains all expended charges daily at dawn.

GNOMISH CHAIN

Armor (chain shirt), very rare (requires attunement)

This magic chain shirt is fashioned from intricate links of blueleaf bark and engraved with Gnomish runes.

Blueleaf, Greater. While wearing this armor, you have advantage on Wisdom, Intelligence, and Charisma saving throws against spells and other magical effects. In addition, when you are subjected to a spell or magical effect that allows you to make a Wisdom, Intelligence, or Charisma saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

Cleansing, Greater. This armor has 3 charges. While wearing it, you can expend 1 charge as a bonus action to end any spells of 3rd level or lower on yourself. For each spell of 4th level or higher on you, make an ability check using your Constitution modifier. The DC equals 10 + the spell's level. On a successful check, the spell ends. The armor regains all expended charges daily at dawn.

Cursed. When you attune to this armor, you become cursed until the curse is broken with a *remove curse* spell or similar magic. While cursed, your physical appearance magically transforms to become more like a rock gnome. At the end of each long rest, you lose one of your racial traits, and instead gain one of the rock gnome's racial traits. When all your original racial traits have been replaced, or you have gained all the creature's racial traits, the transformation is complete, and you lose all your original racial traits, gain all the creature's racial traits, and are considered a creature of that type.



FEYGUARD

GOLEM'S STONE SPLINT

Armor (splint), very rare (requires attunement)

This magic splint mail is made from enchanted stone. You have a +1 bonus to AC while wearing this armor.

Golem's. While wearing this armor, you are immune to spells and magic effects that would alter your form. In addition, when a creature misses you with a melee attack while you are wearing it, that creature must succeed on a DC 15 Wisdom saving throw or be magically slowed. Until the end of its next turn, the creature can't use reactions, its speed is halved, and it can't make more than one attack on its turn. In addition, the target can take either an action or a bonus action on its turn, not both.

Stone, Greater. While wearing this armor, you can use a bonus action to become petrified until the start of your next turn.

Cursed. When you attune to this armor, you become cursed until the curse is broken with a *remove curse* spell or similar magic. You can't voluntarily end your attunement to the armor unless the curse is broken first. While cursed, you have disadvantage on Initiative rolls and Dexterity saving throws.

ILLITHID'S CREST

Armor (breastplate), very rare (requires attunement)

This magic breastplate is forged from dark metal and has a weird, otherworldly design.

Illithid's, Greater. While wearing this armor, you have resistance to psychic damage. In addition, 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.

Misleading, Greater. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges to cast *major image* (1 charge) or *mislead* (2 charges). The save DC for both spells is 15. If you use the armor to cast *major image*, you can only use it to create an illusory double of yourself. The armor regains all expended charges daily at dawn.

LEATHER OF INVISIBILITY

Armor (leather), uncommon (requires attunement)

This magic leather armor is fashioned from the glistening, bluish hide of some aberrant beast.

Spectacular. As an action, you can cause illusory smoke, faint flames, rime ice, electric sparks, or dripping venom to form on the surface of this armor until you dismiss the effect as an action. This effect can only be seen, not smelled, felt, tasted, or heard.

Invisibility. While wearing this armor, you can use an action to turn invisible. You remain invisible for 1 minute, until you attack or cast a spell, or until you use a bonus action to become visible again. Once used, this property can't be used again until the next dawn.

LEGION STEADY SHIELD

Shield, rare

This magic shield is crafted from reinforced oak and enameled in the colors of the army that commissioned its make.

Legion. While carrying this shield you gain a +1 bonus to AC for every ally within 5 feet of you that isn't incapacitated (up to a maximum of +2).

Steady. While carrying this shield, you have advantage on ability checks and saving throws made to avoid being pushed back, knocked prone, or losing your balance.

MAGNETIC CHAIN MAIL

Armor (chain mail), uncommon

This magic chain mail seems to pull on nearby metal objects, drawing them closer.

Compass. While you wear this armor, you can use an action to learn which way is north.

Magnetic. When a creature misses you with a melee weapon attack made with a metallic weapon while you are wearing this armor, you can use your reaction to catch the weapon magnetically. The attacker must succeed on a DC 13 Strength (Athletics) check, or the weapon becomes stuck to your armor. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by using an action and succeeding on a DC 13 Strength (Athletics) check.

MIRROR SHIELD

Shield, rare (requires attunement)

The surface of this magic shield is polished so it resembles a mirror, perfectly reflecting its surroundings.

Mirrors. While carrying this shield, you can use an action to cast *mirror image*. Once used, this property can't be used again until the next dawn.

Reflection. When a creature misses you with a weapon attack while you are carrying this shield, you can choose to reflect the attack back on the attacker. The creature must make a new attack roll for the attack against its own AC. On a hit, the creature takes damage and suffers other effects of the attack as normal. Once used, this property can't be used again until the next dawn.



PLATE OF THE SAVIOR

Armor (plate), legendary (requires attunement)

This magic plate armor was forged in the furnaces of Celestia, and blessed by the Triad: Tyr, Ilmater, and Torm. Only true champions of good and justice are allowed to wear the armor and once they perish – often bravely fighting to defend the lives of others – the armor magically vanishes and returns to Celestia. You have a +2 bonus to AC while wearing this armor.

Unicorn's, Greater. While wearing this armor, you can use a bonus action to create a shimmering, magical field around yourself or another creature you can see within 30 feet of you. The target gains a +2 bonus to AC until the end of your next turn.

Bloodied, Greater. When your current hit points are equal to or less than half your hit point maximum while wearing this armor, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. In addition, when you are reduced to 0 hit points while wearing this armor, you become immune to all damage until the start of your next turn.

Savior, Greater. This armor has 3 charges. When a creature you can see attacks a target other than you that is within 30 feet of you while you are wearing this armor, you can expend 1 charge and use your reaction to magically swap places with the target of the attack, if it is willing. The attack is made against you instead. The armor regains all expended charges daily at dawn.

PROTECTIVE SHIELD

Shield, uncommon

This magic shield is fashioned from a single piece of dense wood and inscribed with Celestial glyphs.

Beacon. While carrying this shield, you can use a bonus action to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

Protective. When a creature you can see attacks a target other than you that is within 5 feet of you while you are holding this shield, you can use your reaction to impose disadvantage on the attack roll.

QUICKSILVER CUIRASS

Armor (breastplate), very rare (requires attunement)

This magic breastplate is crafted from the finest mithral and inlaid with streaks of quicksilver.

Silver Tongue. While you wear this armor, you can cast *friends*. Once used, this property can't be used again until the next dawn.

Mithral, Greater. This armor weighs only half its usual weight. It doesn't impose disadvantage on Dexterity (Stealth) checks and has no Strength requirement. You are considered proficient with this armor even if you lack proficiency with medium armor.

Haste, Greater. This armor has 3 charges. While wearing it, you can expend 1 of its charges on your turn to gain the following benefits until the start of your next turn:

- Your speed is doubled.
- You gain a +2 bonus to AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on your turn, that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

The armor regains all expended charges daily at dawn.

REARGUARD'S CHAIN

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

This magic chain mail is imbued with strong abjuration. You have a +1 bonus to AC while wearing this armor.

Invigorating, Greater. When your current hit points are equal to or less than half your hit point maximum while wearing this armor, you have advantage on ability checks and attack rolls made with Strength or Dexterity.

Undying, Greater. While you are wearing this armor and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

SCALE MAIL OF THE GORGON

Armor (scale mail), rare (requires attunement)

This magic splint armor is fashioned from interlinked sheets of iron, and engraved with a bull's head on its chest.

Gorgon, Greater. This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to transform into a cockatrice (1 charge) or a gorgon (3 charges). The transformation functions as a *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

Cursed. When you attune to this magic armor, you become cursed until the curse is broken with a *remove curse* spell or similar magic. Whenever a hostile creature damages you while you are cursed, 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. 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.

SCORN

Armor (chain shirt), rare (requires attunement)

This magic chain shirt is fashioned from silvered steel.

Skirmisher's. While wearing this magic armor, any creature that makes an opportunity attack against you has disadvantage on the attack roll.

Scornful. When a creature misses you with an attack while you are wearing this magic armor, you can use your reaction to force the attacker to make a DC 13 Wisdom saving throw. On a failure, the creature takes 1d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

I would love an opportunity to examine the plate of the savior more closely. Unfortunately, the blessings of Celestia don't reach Thay very often. A pity - but not too surprising.

SHADOWTOP LEATHER

Armor (leather), uncommon

This magic leather armor is reinforced with shadowtop bark and darkness seems to cling to it.

Whispers. While you wear this armor, you can cast *message*. Once used, this property can't be used again until the next dawn.

Shadowtop. While wearing this armor in dim light or darkness, you have advantage on Strength and Dexterity ability checks and saving throws.

SOLAR'S HALF PLATE

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

This magic half plate is crafted from gilded metal and engraved with images of winged celestials. You have a +1 bonus to AC while wearing this armor.

Conscientious. While you wear this armor and contemplate or undertake a malevolent act, it enhances pangs of conscience.

Celestial's, Greater. While wearing this armor, you have resistance to radiant damage and you can't be blinded by spells or magical effects.

Heavens, Greater. This armor has 5 charges. While wearing it, you can expend 1 or more of its charges as a bonus action to cast *divine favor* (1 charge) or as an action to cast *guardian of faith* (4 charges, spell save DC 15). The armor regains all expended charges daily at dawn.



SHADOWTOP LEATHER

SPELLPLATE

Armor (plate), rare (requires attunement)

This magic plate armor is engraved with glyphs of abjuration and a bluish forcefield seems to envelop it.

Mage's. When you roll a 1 on the d20 for a saving throw you make to maintain your concentration on a spell while wearing this magic armor, you can reroll the die and must use the new roll.

Spell Turning. When you make a saving throw against a spell that targets only you while wearing this magic armor, you can choose to make the saving throw with advantage. If the saving throw succeeds and the spell is 3rd 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. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it. Once used, this property can't be used again until the next dawn.

SPLINT OF THE SHARK

Armor (splint), rare (requires attunement)

This magic splint armor is fashioned from bulette's hide and decorated with rows of shark teeth.

Waterborne. This armor floats on water and other liquids. While wearing it, you have advantage on Strength (Athletics) checks to swim.

Shark, Greater. While wearing this armor, you can use an action to transform into a giant shark or a bulette. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

THIRD EYE SHIELD

Shield, rare (requires attunement)

This magic shield is emblazoned with an unblinking eye in its center.

Seer's. While carrying this shield, you have advantage on Wisdom (Perception) checks that rely on sight.

Animation. While holding this magic shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers vertically 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. Once used, this property can't be used again until the next dawn.

TROLL'S HIDE

Armor (hide), uncommon (requires attunement)

This magic hide armor is fashioned from troll's skin.

Odor. While wearing this armor, you can use a bonus action to cause it to emit either a foul, rancid smell of rot and manure, or a pleasant, rosy smell of flowery perfume.

Troll's. While wearing this armor, you gain 5 temporary hit points at the start of each of your turns. You don't gain this benefit if you have taken acid or fire damage since the end of your last turn.



CHAPTER 3: MAGIC WEAPONS

IN THIS CHAPTER YOU WILL FIND 33 MAGIC WEAPONS of uncommon, rare, very rare, and legendary rarity created using the enchantments in **Chapter 5**. While these magic weapons can be inserted directly into your game just as they are and used as you would any other magic item found in the official sourcebooks, they are also meant to showcase the unique and interesting magic weapons that can be created using the rules for enchanting in **Chapter 1**. The point of this book is to make it easier to customize and create your own magic items, so if you like the idea of a weapon presented here, but would rather that it was another type, had a stronger or weaker enchantment, or another enchantment altogether, don't be afraid to change it so it suits your needs. So, do you like the *polymorph greatclub*, but wish it was a greatsword? Change the weapon type! Want to give your players a *phaseblade*, but you're afraid it's too strong? Just remove one of its enchantments! Like the *devil's* enchantment and the *petrifying* enchantment? Go ahead, combine them!

Unique Magic Weapons

Name	Weapon Type	Rarity
Brightcheer	Longsword	Very Rare
Damnation	Greatsword	Very Rare
Deflecting Club	Club	Uncommon
Devil's Night	Morningstar	Very Rare
Duergar's War Pick	War Pick	Rare
Executioner's Axe	Greataxe	Uncommon
False Shot	Light Crossbow	Very Rare
General's Bow	Longbow	Rare
Godsend	Shortbow	Rare
Grudgebearer	Halberd	Legendary
Haunt	Dart	Uncommon
Imp Sting	Shortsword	Rare
Keen Flail of Luck	Flail	Rare
Longsword of Hope	Longsword	Uncommon
Mindshear	Morningstar	Very Rare
Nullify	Quarterstaff	Very Rare
Nybor	Dagger	Legendary
Nycaloth Claw	Dagger	Rare
Petrifying Whip	Whip	Uncommon
Phaseblade	Longsword	Legendary
Polymorph Greatclub	Greatclub	Uncommon
Rapier of Haste	Rapier	Very Rare
Sacred Mace	Mace	Rare
Scourge of Phlegethos	Battlehammer	Rare
Siegebreaker	Maul	Uncommon
Snowstorm	Shortbow	Rare
Soldier's Rest	Spear	Very Rare
Strife	Sickle	Rare
The Rising Sun	Warhammer	Uncommon
Thunderous Maul	Maul	Very Rare
War Mage's Blade	Greatsword	Uncommon
Watcher's Trident	Trident	Uncommon
Whisper	Hand Crossbow	Very Rare



BRIGHTCHEER

Weapon (longsword), very rare (requires attunement)

This magic longsword contains the sentience of Darren Brightcheer, a successful half-elf adventurer and entrepreneur, who commissioned a wizard to fashion him a weapon imbued with his own personality. By some mishap – or cruel opportunism on the wizard’s end – Darren Brightcheer ended up inhabiting the weapon himself. The longsword is fashioned with flashy jewels and engraved with gold, and has a sharp, gleaming edge.

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

Soldier’s. While carrying this longsword, you have advantage on death saving throws and saving throws against being frightened.

Celebration, Greater. This longsword has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 15): *hideous laughter* (1 charge), *enthrall* (2 charges), or *Otto’s irresistible dance* (5 charges). The longsword regains all expended charges daily at dawn.

Sentience. Brightcheer is a chaotic good weapon. It has the following properties:

- Brightcheer has an Intelligence of 10, a Wisdom of 8, and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- Brightcheer can speak, read, and understand Common and Elvish. It communicates verbally with its wielder. Its voice is strong and boisterous.
- When you make an attack with Brightcheer and roll a critical hit, you have advantage on the next attack you make with it until the end of your next turn, as Brightcheer showers you with cheering accolades.
- Any time during your turn, Brightcheer can choose to cast the *suggestion* spell (save DC 15). Once Brightcheer uses this power, it can’t use it again until the next dawn.

Personality. Brightcheer is an eternal optimist and ultimate hypeman. It offers praise freely, exclaiming joyous phrases such as “Ha, that was a good one!” and “Your form is impeccable today, champ!” with every success, and optimistic encouragements such as “Don’t worry, partner, you got the next one!” and “Bah, it is but a flesh wound, get up and show them what you got, buddy!” in the face of adversity.

Brightcheer exists solely to pursue glory and excitement. It revels in heroic battle, actively seeking out the biggest challenges and the most dangerous opponents. To Brightcheer, killing the enemy isn’t important – but besting them in honest combat most certainly is!

If there is one thing Brightcheer can’t stand, it’s cowardice. The weapon will use its ability to cast *suggestion* to compel a worthy foe – or even its own wielder! – to stand and fight if they’re trying to run away from honorable combat.

DAMNATION

Weapon (greatsword), very rare (requires attunement)

The blade of this magic sword is fashioned from a shadow dragon’s femur. The Infernal glyphs engraved into its surface and the carnelian gemstone at its hilt all flare with crimson light with each strike.

Profane. When you hit a creature with this magic sword, the creature can’t regain hit points until the start of your next turn.

Inevitable End, Greater. This sword can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon’s charges to cause the following effects:

- When another creature you can see within 30 feet makes a saving throw, you can expend 1 or more of its charges as a reaction to roll a d4 and subtract the result + the number of charges expended from the creature’s roll.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *blight* (3 charges) or *finger of death* (5 charges).

If the sword hasn’t been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

DEFLECTING CLUB

Weapon (club), uncommon

This steel rod is often found in the hands of peacekeepers and pious folk, who use it to deter violence and pacify aggressors with as little harm to themselves and their adversaries as possible.

Merciful. When you roll damage for an attack using this club, you can choose to deal minimum damage instead of rolling.

Deflecting. When a ranged weapon attack hits you while you are holding this club, you can use your reaction to reduce the damage by a roll of this weapon’s damage dice + your Strength or Dexterity modifier (your choice).



BRIGHTCHEER

EXECUTIONER'S AXE



DEVIL'S NIGHT

Weapon (morningstar), very rare (requires attunement)

This magic morningstar has a spiked skull for a head and its hilt is crafted from dark metal.

Devil's, Greater. While carrying this morningstar, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.

Night. This morningstar has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *arms of Hadar* (1 charge per spell level) or *darkness* (2 charges). The morningstar regains all expended charges daily at dawn.

DUERGAR'S WAR PICK

Weapon (war pick), rare (requires attunement)

This magic war pick is decorated with Dwarvish runes and glows with a sickening, pale luminescence.

Delver. While carrying this war pick and are underground, you always know the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

Misleading, Greater. This war pick has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *major image* (1 charge) or *mislead* (2 charges). The save DC for both spells is 15. The war pick regains all expended charges daily at dawn.

EXECUTIONER'S AXE

Weapon (greataxe), uncommon (requires attunement)

This magic greataxe's serrated edge is scarred by countless battles.

Thaumaturgy. While carrying this axe, you can cast *thaumaturgy*. Once used, this property can't be used again until the next dawn.

Executioner's. When you hit a creature with this axe, the creature takes an extra 1d6 slashing damage if its current hit points are less than half its hit point maximum.

FALSE SHOT

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

This light crossbow is made from sleek wood and dull steel, fashioned so as to not reflect any light.

Illusionist. While carrying this magic crossbow, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

Liar's. While carrying this magic crossbow, you can use a bonus action to make a Charisma (Deception) check against the passive Insight of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

Mocking, Greater. When you hit a creature with this crossbow, the creature takes an extra 1d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

Mirrors. While carrying this crossbow, you can use an action to cast *mirror image*. Once used, this property can't be used again until the next dawn.

GENERAL'S BOW

Weapon (longbow), rare (requires attunement)

This magic bow is beautifully crafted from gleaming metal and strung with hair from a unicorn's mane.

War Leader. While carrying this bow, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

Commander's. When another creature within 30 feet that can hear and see you makes an attack roll while you are holding this bow, you can use your reaction to give that creature advantage on its roll.

Champion. This bow has 3 charges. While carrying it, you can use an action and expend 1 of its charges to cast *heroism* (+3 spellcasting ability). 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 bow regains all expended charges daily at dawn.

The primitive tribes of Rashemen aren't particularly inventive enchanters - far from the standards of our Red Wizards. They do make excellent bows and spears, however. Their commanders often wield longbows that enable them to efficiently direct whole companies and individual warriors on the battlefield. I don't mind - capable leaders make excellent targets for spells of domination.

GODSEND

Weapon (shortbow), rare

This magic bow was crafted by Lathander's followers. It has Celestial runes etched into its surface and it hums in delight each time an arrow fired from it strikes a fiend.

Blinding. When you attack a creature with this magic bow and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw. On a failure, it takes 2d8 radiant damage and is blinded until the end of its next turn. On a success, it takes only half as much damage and isn't blinded.

Foe Slayer (Fiend). When you hit a fiend with this magic bow, the creature takes an extra 1d6 piercing damage.

GRUDGEBEARER

Weapon (halberd), legendary (requires attunement)

This magic halberd is crafted from black wood and has a wickedly sharp edge. You have a +2 bonus to attack and damage rolls made with this magic halberd.

Wicked. When you are presented with an opportunity to act in a selfish or malevolent way while carrying this halberd, it heightens your urge to do so.

Avenger's, Greater. When you hit a target with this halberd, the creature takes an extra 2d6 damage of the weapon's type if it has dealt damage to you since the beginning of its last turn.

Answering, Greater. While carrying this halberd, you can use your reaction to make one melee attack with it against any creature within your reach that deals damage to you.

HAUNT

Weapon (dart), uncommon (requires attunement)

This magic throwing dart is made of translucent glass and feels cold to the touch.

Illusionist. While carrying this magic dart, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

Haunting. While carrying this magic dart, you can use an action to cause a dark spirit to rise from the corpse of a creature that has died within the last hour. The spirit has the characteristics of a shadow (*Monster Manual* p. 269), except that it doesn't create new shadows. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, the shadow defends itself from hostile creatures, but otherwise takes no actions. The shadow dissipates after 1 minute. Once used, this property can't be used again until the next dawn.



IMP STING

Weapon (shortsword), rare (requires attunement)

This magic sword contains the imp Yafeek, who has been unwillingly trapped inside it by a former master. It has a nauseatingly green blade and a red hilt shaped like an imp's wings.

Poisonous, Greater. When you hit a creature with this sword, the creature takes an extra 1d6 poison damage and must succeed on a DC 15 Constitution saving throw or become poisoned until the end of your next turn.

Master. This sword contains a transmuted imp. You can use an action on your turn to speak this sword's command word and throw it up into the air. The sword becomes an imp that is under your control and acts on its own initiative count. The imp obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the sword after 1 hour, if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once used, this property can't be used again until the next dawn.

Sentience. Yafeek's alignment is lawful evil. It has the following properties:

- Yafeek has an Intelligence of 12, a Wisdom of 10, and a Charisma of 13, as well as hearing and darkvision out to a range of 60 feet.
- Yafeek can speak, read, and understand Common and Infernal. It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is raspy and high-pitched.
- Any time during your turn, Yafeek can choose to cast *invisibility* on a creature that is holding it. Once Yafeek uses this power, it can't use it again until the next dawn.

Personality. Yafeek is decidedly displeased with being imprisoned – and frequently lets its wielder know how it feels. It is utterly pessimistic and despondent, often chiming it with disparaging comments thinly veiled in sarcastic subservience, such as “Splendid plan, O wise master, I see no way that it could possibly go wrong,” or “What a fortunate creature I am to be wielded by someone brave enough to fail so completely even when others are looking on.”

Yafeek's sole motivation is to be free. To that end, it is willing to do anything – even betray its wielder if it believes that a new owner would be more likely to grant it its freedom. It will even go as far as to telepathically communicate its wielder's weaknesses to a new potential wielder, or drop its concentration on *invisibility* at an inopportune moment to put its wielder in mortal danger.

Freeing Yafeek. Casting *dispel magic* on the weapon has 5 percent chance of freeing Yafeek, or automatically succeeds if cast using a spell slot of 7th level or higher. When released, Yafeek appears in a random, unoccupied space as close to the weapon as possible.

KEEN FLAIL OF LUCK

Weapon (flail), rare (requires attunement)

This magic flail's massive head looks like it would make it unwieldy and off-balance, but it somehow swings unhindered through the air with uncanny accuracy.

Airy. This magic flail is unnaturally light, yet perfectly balanced, weighing only one tenth of its usual weight.

Keen. When you attack with this flail, your weapon attacks score a critical hit on a roll of 19 or 20.

Luck. While carrying this flail, 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. Once used, this property can't be used again until the next dawn.

LONGSWORD OF HOPE

Weapon (longsword), uncommon (requires attunement)

This slender longsword emits harmonious notes whenever it glides through the air, lifting the spirits of any ally who hears its cheery tune.

Music. This sword also functions as an instrument.

Hope. This sword has 3 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *shield of faith* (1 action) or as an action to cast *aid* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The sword regains all expended charges daily at dawn.



MINDSHEAR

Weapon (morningstar), very rare (requires attunement)

Mindshear is an *elder weapon*, a sentient weapon crafted by the mysterious mindflayers and imbued with a sliver of an elder brain's sentience. The morningstar's head is a jagged ball of pale, white crystal, which sits on top of a translucent hilt covered in glowing, arcane symbols.

Watcher's, Greater. While you carry Mindshear, you have advantage on initiative rolls and you can't be surprised.

Intrusion, Greater. This weapon has 3 charges. When you hit a creature with this weapon, you can expend 1 charge to learn any damage vulnerabilities, damage resistances, and damage immunities that creature has, and if the creature has the feature Magic Resistance. You can then choose one damage resistance that creature has or the feature Magic Resistance. The creature loses that damage resistance or feature for 1 minute. The weapon regains all expended charges daily at dawn.

Sentience. An *elder weapon* is a lawful evil weapon. It has the following properties:

- An *elder weapon* has an Intelligence of 17, a Wisdom of 15, and a Charisma of 12, as well as hearing and darkvision out to a range of 120 feet.
- An *elder weapon* communicates by transmitting eerie and discordant echoes of alien emotions, or by showing its wielder warped images of past, present, and possible future events.
- In a process that takes 1 minute, you can use an *elder weapon* to extract and devour the brain of an incapacitated creature. The process involves magically drawing the subject's brain out through their nose, causing pain so extreme that the subject must either be securely restrained or unconscious for the duration, or the extraction fails due to their violent thrashing. When an *elder weapon* has devoured the brain, it learns all the creature's knowledge and memories. Once used, this property can't be used again until the next dawn.
- Any time during your turn, the *elder weapon* can cast *detect thoughts* (save DC 16). If it casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell.

Personality. An *elder weapon* is crafted for a singular purpose: the advancement of the illithid race and the domination of the multiverse. The weapon recognizes that it only has a minor role in this ambitious plan, but is happy to do its part by extracting brains from victims and holding on to the knowledge within until it can be rejoined with an elder brain and share what it has learned.

As a result, an *elder weapon* actively pursues new knowledge, frequently using *detect thoughts* to read the mind of its wielder and other creatures around it. It urges its wielder to explore mystical secrets and capture knowledgeable or curious creatures so that it can devour their brains. It only passes whatever knowledge it possesses along to its wielder if it thinks it is in the best interest of its illithid creators to do so.

If the *elder weapon* hasn't devoured a brain within the last five days, it becomes sluggish and malnourished, and passes these sensations on to its wielder. While attuned to the weapon in this state, you have disadvantage on all ability checks.



NULLIFY

Weapon (quarterstaff), very rare (requires attunement)

This staff looks like little more than a brittle, debarked walking stick, but it lights up with arcane runes of power whenever one of its magic properties is used.

Deceptive. This magic staff looks chipped and damaged to the point of uselessness, even though it is in fact a remarkably well-crafted weapon.

Mage Slayer's, Greater. Once per turn, when you hit a creature with this magic weapon, you can have that creature make a DC 15 Constitution saving throw. On a failure, it can't cast spells other than cantrips until the end of its next turn.

Disruptive. When you hit a creature that is concentrating on a spell or magical effect with this staff, the creature takes an extra 2d6 bludgeoning damage.

Antimagic, Greater. This magic staff has 3 charges. While carrying it, you can use an action and expend 1 of its charges to surround yourself with a 10-foot-radius invisible sphere of antimagic, as if you had cast the spell *antimagic field*. This effect lasts until the end of your next turn. While this *antimagic field* is active, you can use a bonus action and expend 1 of the weapon's charges to extend its duration until the end of your next turn. The staff regains all expended charges daily at dawn.

There's little a wizard fears more than one of these deathly 'nullifying' staves. In the hand of a trained mageslayer, they can be absolutely devastating. The trick is to always have a spell of teleportation ready - and to use it sooner, rather than later!

NYBOR

Weapon (dagger), legendary (requires attunement)

Nybor was a Thayan archmage and the Zulkir of Enchantment in the magocratic nation of Thay until her sudden disappearance in 1296 DR. Either through design or by accident, the wizard's sentience – or at least a fragment of it – has been stored in a magic weapon. The dagger's crimson hilt is wrapped tightly in a black leather strap and inset with brightly shining emeralds.

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

Enchanter's, Greater. This magic dagger can store a single spell cast into it. Any creature can cast a spell of up to 5th level into the dagger by touching it as the spell is cast. The spell must have a harmful effect, a casting time of 1 action, and can target only one creature. The spell has no effect, other than to be stored in the dagger. If the dagger can't hold it, the spell is expended without effect.

When you hit with an attack using this dagger, you can have the spell stored inside the dagger affect the target of your attack. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires the caster to make a melee or ranged spell attack, it automatically hits. When you use this property, the spell cast from the dagger is no longer stored in it, freeing up space for a new spell.

Arcane, Greater. When you hit with an attack using this dagger, the target takes an extra 1d6 force damage. The spells *mage armor*, *shield* and *shield of faith* provide no defense against this weapon, which passes through those spells' barriers of magical force.

Soul Theft, Greater. When you attack a creature that has fewer than 100 hit points with this dagger and roll a 20 on the attack roll, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the weapon tears its life force from its body (a construct or an undead is immune). Once used, this property can't be used again until the next dawn.

Sentience. Nybor is a sentient neutral evil weapon. It has the following properties:

- Nybor has an Intelligence of 19, a Wisdom of 12, and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- Nybor can speak, read, and understand Common, Infernal, and Draconic. It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is clear and female.
- Any time during your turn, Nybor can choose to cast *hold person* (save DC 17). If Nybor casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell. Once Nybor uses this power, it can't use it again until the next dawn.

Personality. Nybor communicates with its wielder in an imperious tone, issuing barking commands, derisive comments, and biting sarcasm. Nybor is supremely intelligent, but also manipulative and arrogant.

Nybor's driving motivation is to unlock new arcane secrets and enchantments, and will suffer being wielded only by someone who's actively pursuing the same goals.

Nybor absolutely abhors two things: ineptitude and disobedience. Nybor will actively try to ruin a wielder whom it deems unworthy or who dares to think themselves its master. It can do so by manipulating them into dangerous or deadly situations, and then using *hold person* against its wielder at the worst possible moment.



QUICK NOTE, J. B. THERE ARE RUMORS CIRCULATING THAT NYBOR MANAGED TO PUT HERSELF INTO A DAGGER. WE TRACKED THE DAGGER TO A STRING OF WIELDERS, EACH OF WHICH REPORTEDLY DIED OR DISAPPEARED QUICKLY AFTER COMING INTO POSSESSION OF IT. THE LAST WIELDER WAS AN ORC OUT OF ZHENTIL KEEP, FOUND DEAD IN 1372. I KNOW YOU LOVE THESE THINGS, SO I'LL KEEP LOOKING. YOU WILL GET RECEIPTS FOR THE EXPENSES, OF COURSE.

Izz'tal the Purveyor

NYCALOTH CLAW

Weapon (dagger), rare (requires attunement)

This dagger is fashioned from a nycaloth's claw and enchanted to deliver maiming attacks. You have a +1 bonus to attack and damage rolls made with this magic dagger.

Warrior's. When you hit a creature with an attack using this dagger, you can use a bonus action to 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 13 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 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

PETRIFYING WHIP

Weapon (whip), uncommon

This magic whip splits into a mass of writhing vipers.

Loyal. While you are conscious and holding this magic whip, you can't unwillingly be disarmed of it.

Petrifying. When you attack a creature with this magic whip and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw if its body is made of flesh. On a failed save, the creature is restrained 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.

PHASEBLADE

Weapon (longsword), legendary (requires attunement)

This magic weapon has a bright, semi-translucent blade of blue crystal and a hilt forged from golden metal. You have a +2 bonus to attack and damage rolls made with this magic sword.

Phaser's, Greater. When you take the Attack action while carrying this sword, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

Swift, Greater. You can make one attack with this magic weapon as a bonus action on each of your turns.

Untamed Force, Greater. This sword can hold up to 5 charges. Once per turn, when you hit a hostile creature with this sword, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you are hit by an attack, you can expend 1 or more of its charges to roll a d4 and add the result + the number of charges expended to your AC against that attack.
- You can expend its charges as an action to cast one of the following spells (+7 to hit, save DC 15): *resilient sphere* (3 charges) or *steel wind strike* (5 charges).

If the sword hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

POLYMORPH GREATCLUB

Weapon (greatclub), uncommon

This magic greatclub is fashioned to resemble a wolf.

Animal. While carrying this magic weapon, you can use an action to have it howl or growl like a wolf.

Polymorph. When you attack a creature with this magic club and roll a 20 on the attack roll, the creature must make a DC 13 Wisdom saving throw. On a failed save, the creature is affected as by the spell *polymorph*. Roll on the following table to randomly determine the creature's new form, which lasts 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. This property has no effect on a shapchanger or a creature with 0 hit points.

Polymorph Weapon

d8	New Form
1	Rat
2	Cat
3	Hawk
4	Ox
5	Wolf
6	Black Bear
7	Giant Toad
8	Giant Ape

RAPIER OF HASTE

Weapon (rapier), very rare (requires attunement)

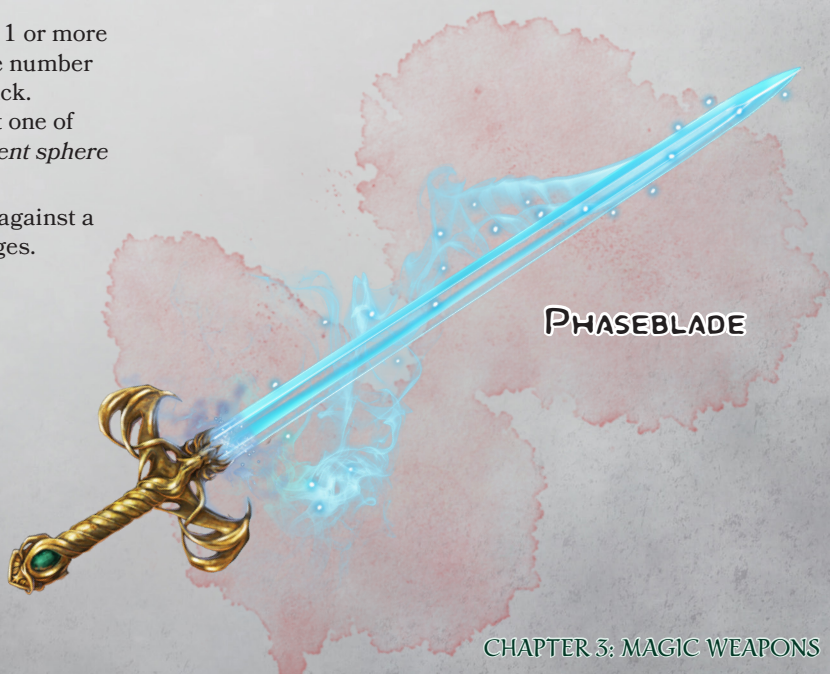
This magic rapier is made from silver. You have a +1 bonus to attack and damage rolls made with this magic weapon.

Unbreakable. This rapier can't be broken. Special means must be used to destroy it.

Haste, Greater. This rapier has 3 charges. While carrying it, you can expend 1 of its charges on your turn to gain the following benefits until the start of your next turn:

- Your speed is doubled.
- You gain a +2 bonus to AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on your turn, that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

The rapier regains all expended charges daily at dawn.



SACRED MACE

Weapon (mace), rare (requires attunement)

This mace glows faintly with divine light, and seems to soothe the malicious feelings of any who grasps it.

Conscientious. While carrying this mace and contemplate or undertake a malevolent act, it enhances pangs of conscience.

Sacred. When you hit a fiend or undead creature with an attack using this mace, the creature takes an extra 1d6 radiant damage.

Heavens. This mace has 3 charges. While carrying it, you can expend 1 charge as a bonus action to cast *divine favor*. The mace regains all expended charges daily at dawn.

SCOURGE OF PHLEGETHOS

Weapon (battlehammer), rare (requires attunement)

This magic hammer is sheathed in flames that, although harmless to its wielder, will explode into furious fire when wielded in combat.

Flaming. When you hit with an attack using this hammer, the target takes an extra 1d4 fire damage.

Hells. This hammer has 3 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *hellish rebuke* (save DC 13). 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 hammer regains all expended charges daily at dawn.

SIEGEBREAKER

Weapon (maul), uncommon

This magic maul is fashioned with golden studs and seems to be even larger and sturdier than usual mauls.

Siege. When you hit an object with this maul, the object takes an extra 2d6 bludgeoning damage.

Momentous. Once per turn, when you move at least 10 feet in a straight line immediately before hitting with an attack using this maul, the target takes an extra 2d6 bludgeoning damage.

SOLDIER'S REST

Weapon (spear), very rare (requires attunement)

This magic spear is of sturdy but simple make, fashioned from a single piece of bronze-like metal.

Soldier's, Greater. While carrying this spear, you stabilize whenever you are dying at the start of your turn. In addition, you are immune to being frightened.

Undying, Greater. While you are holding this magic spear and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

SNOWSTORM

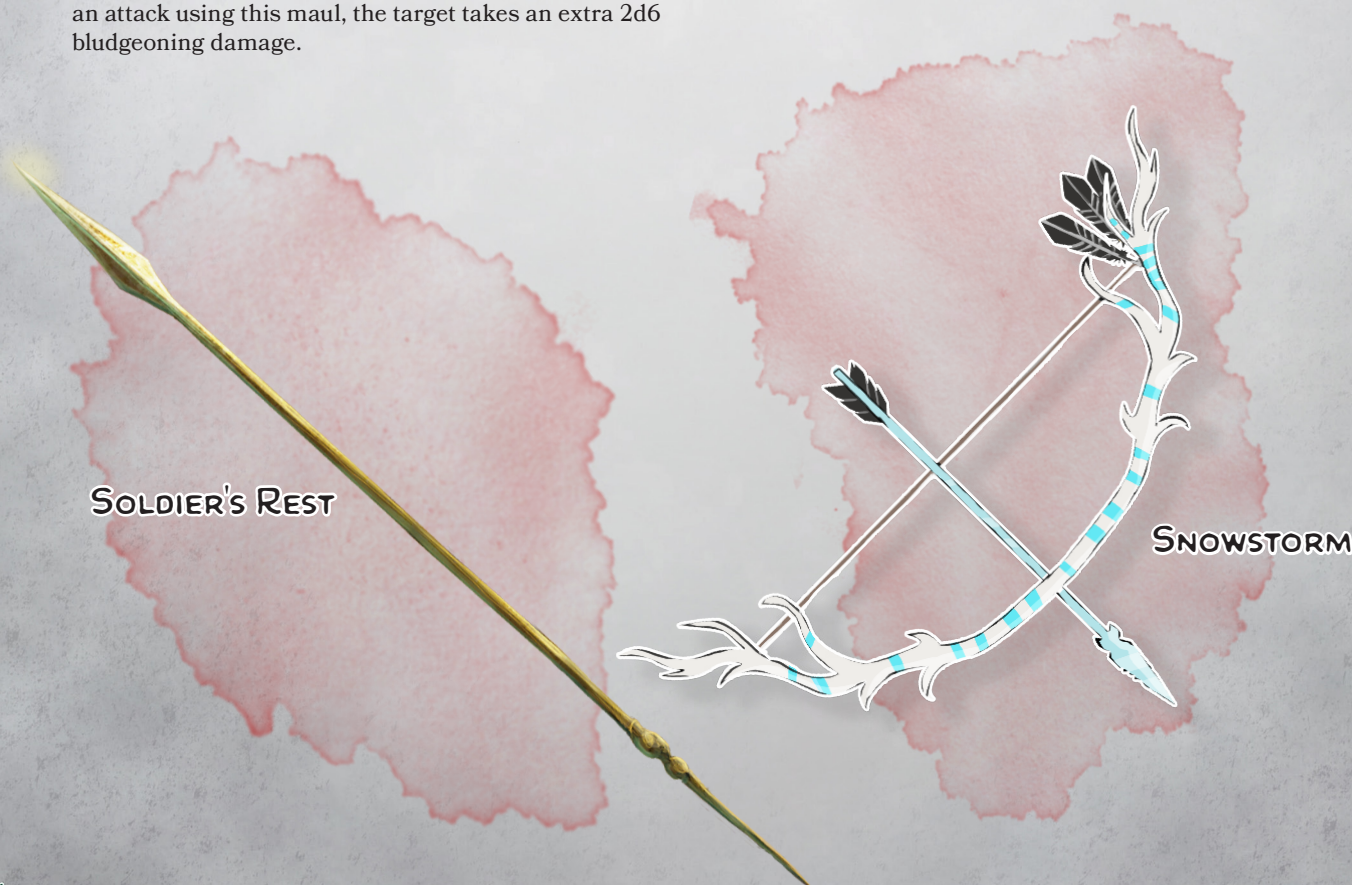
Weapon (shortbow), rare (requires attunement)

This magic bow is carved from white wood and is always cold to the touch.

Wind. While carrying this bow, you can cast *gust*. Once used, this property can't be used again until the next dawn.

Freezing. When you hit with an attack using this bow, the target's speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

Swarm. While carrying this bow, you can use an action to make a ranged attack against up to six creatures within 30 feet of a point you can see within the weapon's range. You make a separate attack roll for each target. Once used, this property can't be used again until the next dawn.



STRIFE

Weapon (sickle), rare (requires attunement)

This magic sickle's blade is rusted and covered in a thin sheen of acid.

Symbol. This magic sickle can function as a spellcasting focus.

Corrosive. When you hit with an attack using this sickle, the target takes an extra 1d6 acid damage at the end of its next turn.

Discord. When you hit a creature with this sickle, you can force that creature to make a DC 13 Intelligence saving throw. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. Once used, this property can't be used again until the next dawn.

THE RISING SUN

Weapon (warhammer), uncommon (requires attunement)

This magic warhammer is of immaculate make and imbued with a prayer to the Lord of Light in Celestial.

Harmonious. Attuning to this magic hammer takes only 1 minute.

Rising Sun. This hammer can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you make an attack roll or saving throw, you can expend 1 or more of its charges to roll a d4 and add the result + the number of charges expended to the roll.
- You can expend 3 charges as an action to cast *dawn* (save DC 13).

If the hammer hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

STRIFE

THUNDEROUS MAUL

Weapon (maul), very rare (requires attunement)

This magic maul crackles with electric energy waiting to be released.

Booming, Greater. When you hit a creature with this maul, that creature takes an extra 1d6 thunder damage and becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d6 thunder damage and the effect ends.

Thunder, Greater. This maul has 5 charges. While carrying it, you can use an action and expend 1 or more of its charges to cast one of the following spells (save DC 15): *thunderwave* (1 charge), *shatter* (2 charges), or *thunder step* (3 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The maul regains all expended charges daily at dawn.

WAR MAGE'S BLADE

Weapon (greatsword), uncommon (requires attunement)

Arcane runes decorate the blade of this magic greatsword.

Symbol. This sword can function as a spellcasting focus.

War Mage's. When you cast a spell while carrying this sword, it becomes charged with arcane energy. The next time you hit a target with an attack made with this magic weapon before the end of your next turn, the target takes an extra 1d6 force damage.

WATCHER'S TRIDENT

Weapon (trident), uncommon (requires attunement)

Gemstone eyes decorate the shaft of this trident, which was crafted by sea elves to detect the presence of dangerous beasts.

Warning. When a beast is within 120 feet of this weapon, it glows with a dull, red light.

Watcher's. While carrying this weapon, you can't be surprised.

WHISPER

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

This magic crossbow is made completely from a single piece of dark zalantar wood.

Whispers. While carrying this magic crossbow, you can cast *message*. Once used, this property can't be used again until the next dawn.

Ambushing. When you hit a creature that is surprised with this crossbow, the creature takes an extra 2d6 piercing damage.

Venom, Greater. This crossbow has 3 charges. While carrying it, you can use an action and expend 1 or more of its charges to cause one of the following poisons (see *Dungeon Master's Guide* p. 258) to coat a piece of ammunition fired from it: serpent venom (1 charge), drow poison (2 charges), or wyvern poison (3 charges). The poison remains for 1 minute or until an attack using this weapon hits a creature. The weapon regains all expended charges daily at dawn.

CHAPTER 4: WONDROUS ITEMS

IN THIS CHAPTER YOU WILL FIND 33 MAGIC ITEMS OF uncommon, rare, very rare, and legendary rarity created using the enchantments in **Chapter 5**. These magic items are categorized as wondrous items – which, in this book, covers nearly all magic items that aren't armor, weapons, or consumables.

While these magic items can be inserted directly into your game just as they are and used as you would any other magic item found in the official sourcebooks, they are also meant to showcase the unique and interesting magic items that can be created using the rules for enchanting in **Chapter 1**.

The point of this book is to make it easier to customize and create your own magic items, so if you like the idea of an item presented here, but would rather that it was another type, had a stronger or weaker enchantment, or another enchantment altogether, don't be afraid to change it so it suits your needs. Want the *chieftain's headdress* to be a *chieftain's helmet* instead? Go right ahead! Want to make the *pendant of the ghost* stronger? Stick another enchantment on there – or even just a flat bonus to all saving throws! The choice is yours.

Note: Wondrous Items

In the official sourcebooks for fifth edition, magic items are divided into the following categories: armor, potion, ring, rod, scroll, staff, wand, weapon, and wondrous item.. This distinction seems a bit odd – why do rings have their own category, but amulets don't? What sets a rod apart from a staff or a wand – just the size, or something else?

To simplify this categorization, this book uses the category "Wondrous item" to describe anything that isn't either a consumable item (such as a potion or a scroll), an armor, or a weapon. Where it makes sense, a wondrous item's type (footwear, handwear, headwear, jewelry, outerwear, rod, or other, which covers most everything else) is set in parenthesis to more clearly distinguish it.

Unique Magic Items

Name	Rarity
Adept's Ring	Uncommon
Archfey's Amulet	Legendary
Ascetic's Bracers	Very rare
Bard's Cap of Charm	Rare
Battle Master's Boots of Haste	Very rare
Chieftain's Headdress	Rare
Cloak of Command	Uncommon
Construct's Helm of Nullification	Very rare
Empowering Rod	Uncommon
Fleet-Foot Boots	Very rare
Fighter's Belt	Uncommon
Gloves of the Yellow Rose	Uncommon
Healthy Ring of Restoration	Very rare
Heart of Agathys	Rare
Hunter's Cloak	Very rare
Lathander's Light	Rare
Life Cleric's Bracelet	Uncommon
Lore Bard's Scornful Violin	Rare
Magejacket	Very rare
Mask of Shadows	Legendary
Master's Staff	Legendary
Moonstone Pendant	Rare
Phantasmal Pendant	Uncommon
Ring of Asmodeus	Rare
Ring of the Feather	Rare
Rogue's Ring	Uncommon
Shirt of the Undying	Uncommon
Spell Duelist's Rod of Shielding	Very rare
Staff of the Dragon Magus	Very rare
Torm's Gauntlet	Rare
Valor Bard's Gloves	Uncommon
War Caster's Blueleaf Circlet	Very rare
Worm's Boots of the Far Step	Rare

ADEPT'S RING

Wondrous item (jewelry), uncommon (requires attunement)

This magic ring is quite simple – just a band of steel inset with a small gem. It is often found on the finger of fresh-faced adventurers.

Guidance. While wearing this ring, you can cast *guidance*. Once used, this property can't be used again until the next dawn.

Adept's. While wearing this ring, you gain proficiency in a skill (chosen by the DM or rolled on the table below). If you are already proficient in that skill, your proficiency bonus is doubled for any ability check you make that uses that skill.

Skill Proficiency

d20	Skill
1	Acrobatics
2	Animal Handling
3	Arcana
4	Athletics
5	Deception
6	History
7	Insight
8	Intimidation
9	Investigation
10	Medicine
11	Nature
12	Perception
13	Performance
14	Persuasion
15	Religion
16	Sleight of Hand
17	Stealth
18	Survival
19–20	Reroll

ARCHFEY'S AMULET

Wondrous item (jewelry), legendary (requires attunement by a Pact of the Archfey warlock)

This magic amulet is a deep-green emerald surrounded by leaves of mithral. While wearing this amulet, you gain a +1 bonus to all saving throws.

Sylvan, Greater. While wearing this amulet, you are immune to being charmed and magic can't put you to sleep.

Archfey Warlock's, Greater. While wearing this amulet, you can use your Fey Presence as a bonus action instead of an action. In addition, the range of your Fey Presence increases to 30 feet and you can choose which creatures are affected.

Fey, Greater. This amulet has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 15): *faerie fire* (1 charge), *blink* (2 charges), or *seeming* (5 charges). The amulet regains all expended charges daily at dawn.

ASCETIC'S BRACERS

Wondrous item (handwear), very rare (requires attunement by a monk)

These magic leather bracers look unassuming and nondescript to the untrained eye.

Ascetic's. While wearing these bracers, you gain a +1 bonus to AC if you are wearing no armor and using no shield.

Monk's, Greater. While wearing these bracers, you gain the following benefits:

- Your unarmed attacks deal force damage instead of bludgeoning damage.
- The spells *mage armor*, *shield*, and *shield of faith* provide no defense against your unarmed attacks, which pass through those spells' barriers of magical force.
- When you make an unarmed attack and roll a 20 on the attack roll, the target takes an extra 10 points of force damage.

BARD'S CAP OF CHARM

Wondrous item (headwear), rare (requires attunement by a bard)

This cap is fashioned in bright colors and instills an unwavering feeling of confidence in its wearer.

Bard's. When you or another creature rolls one of your Bardic Inspiration dice while you carry this item, any 1 on the roll is treated as a 2.

Charm. This cap has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast the following spells (spell save DC 13): *charm person* (1 charge) or *suggestion* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The cap regains all expended charges daily at dawn.

BATTLE MASTER'S BOOTS OF HASTE

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

These magic leather boots are dyed a bright red and engraved with Auran glyphs.

Battle Master's. When you roll a Superiority Die while wearing these boots, you can treat any 1 on the roll as a 2.

Haste, Greater. These boots have 3 charges. While wearing them, you can expend 1 of their charges on your turn to gain the following benefits until the start of your next turn:

- Your speed is doubled.
- You gain a +2 bonus to AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on your turn, that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

The boots regains all expended charges daily at dawn.

CHIEFTAIN'S HEADDRESS

Wondrous item (headwear), rare (requires attunement by a Path of the Totem barbarian)

This headdress is crafted from a bear's skull, eagle feathers, elk antlers, tiger claws, and wolf's fur.

Barbarian's. While wearing this headdress, you gain a +2 bonus to your Rage Damage.

Totem Barbarian's. While wearing this headdress you can spend ten minutes in quiet meditation to change your choice of totem spirit and feature gained from either Totem Spirit, Aspect of the Beast, or Totemic Attunement.

CLOAK OF COMMAND

Wondrous item (outerwear), uncommon (requires attunement)

This magic fur cloak is decorated with golden thread and has a deep purple lining.

Sage. While wearing this cloak, you can give yourself advantage on an Intelligence (Arcana, History, Nature, or Religion) check you make. Once used, this property can't be used again until the next dawn.

Command. This cloak has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast the following spells (spell save DC 13): *command* (1 charge) or *hold person* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The cloak regains all expended charges daily at dawn.

CONSTRUCT'S HELM OF NULLIFICATION

Wondrous item (headwear), very rare (requires attunement)

This magic, adamantine helm covers the wearer's head entirely, completely concealing their identity and protecting their mind from unwanted intrusion.

Construct's, Greater. While wearing this helm, you have resistance to force damage. In addition, you are immune to the spells *hold person*, *dominate person*, and *crown of madness*.

Nullification. While wearing this helmet, you can use a reaction to cast *counterspell* or use an action to cast *dispel magic*. Your spellcasting ability for both spells is +3. Once used, this property can't be used again until the next dawn.



BATTLE MASTER'S
BOOTS OF HASTE

EMPOWERING ROD

Wondrous item (rod), uncommon

This rod is fashioned from quartz and obsidian, and azure mist emanates from its tip.

Symbol. This rod also functions as a spellcasting focus.

Empowering. While holding this rod, you can use a bonus action to empower your spells to overcome a target's resistance to magic. If you do, creatures that have advantage on saving throws against spells and magical effects (e.g., granted by the feature Magic Resistance, the racial trait Gnome Cunning, or the item *mantle of spell resistance*) don't have advantage on their saving throws against the next spell you cast this turn. A creature still rolls its saving throw with advantage if it has advantage against a specific effect or condition produced by the spell you cast, such as advantage against being charmed, frightened, or poisoned.

FIGHTER'S BELT

Wondrous item (outerwear), uncommon (requires attunement by a fighter)

This belt is fashioned from black leather and threaded with crimson string.

War Leader. While wearing this belt, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

Fighter's. When you use your bonus action to regain hit points with Second Wind while wearing this belt, you can make one weapon attack as part of the same bonus action.

FLEET-FOOT BOOTS

Wondrous item (footwear), very rare (requires attunement)

These magic boots are crafted from supple mithral and enchanted to enhance their wearer's speed and mobility.

Independent's. While wearing these boots, difficult terrain doesn't cost you extra movement.

Skirmisher's, Greater. While wearing these boots, your speed is increased by 10 feet. In addition, any creature that makes an opportunity attack against you has disadvantage on the attack roll.

GLOVES OF THE YELLOW ROSE

Wondrous item (handwear), uncommon

These gloves are crafted from yellow-dyed leather and engraved with a gilded rose.

Guidance. While wearing these gloves, you can cast *guidance*. Once used, this property can't be used again until the next dawn.

Pugilist. While wearing these gloves, you gain a +1 bonus to attack and damage rolls made with unarmed attacks and your unarmed attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.



MAGEJACKET

HEALTHY RING OF RESTORATION

Wondrous item (jewelry), very rare (requires attunement)

This magic ring is a platinum band inset with a gleaming, green emerald.

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

Restoration, Greater. This ring has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast *lesser restoration* (1 charge) or *greater restoration* (2 charges), targeting yourself. The ring regains all expended charges daily at dawn.

HEART OF AGATHYS

Wondrous item (jewelry), rare (requires attunement)

The stone in this magic amulet is crafted from black ice harvested from Agathys, sixth layer of Carceri.

Temperate. While wearing this amulet, you suffer no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

Agathys, Greater. This amulet has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *armor of Agathys* (1 charge per spell level) or *fire shield* (4 charges, cold version only). The amulet regains all expended charges daily at dawn.

HUNTER'S CLOAK

Wondrous item (outerwear), very rare (requires attunement by a Hunter ranger)

This green cloak looks worn and dirty, but is clearly of excellent quality.

Adept's (Stealth), Greater. While wearing this cloak, you gain proficiency in the Stealth skill. If you are already proficient in Stealth, your proficiency bonus is doubled for any ability check you make that uses Stealth. In addition, whenever you make an ability check using Stealth, you can treat a d20 roll of 9 or lower as a 10.

Hunter Ranger's. While wearing this cloak, you can spend ten minutes in quiet meditation to change your choice of feature gained from either Hunter's Prey, Defensive Tactics, Multiattack, or Superior Hunter's Defense.

LATHANDER'S LIGHT

Wondrous item (jewelry), rare (requires attunement by a Light Domain cleric)

This amulet is engraved with the symbol of Lathander, the Lord of Light, and can be used as a holy symbol.

Cleric's. While wearing this item, your cleric level is considered 3 levels higher than it actually is for the purposes of turning or destroying undead creatures using Turn Undead.

Light Cleric's. A creature that fails its saving throw against your Channel Divinity: Radiance of the Dawn is also blinded until the end of its next turn.

LIFE CLERIC'S BRACELET

Wondrous item (jewelry), uncommon (requires attunement by a Life Domain cleric)

This magic bracelet is inset with red gemstones carved to resemble strawberries.

Conscientious. While wearing this bracelet and contemplating or undertaking a malevolent act, the item enhances pangs of conscience.

Life Cleric's. While wearing this bracelet, your Channel Divinity: Preserve Life can restore a creature to more than half of its hit point maximum.

LORE BARD'S SCORNFUL VIOLIN

Wondrous item, rare (requires attunement by a College of Lore bard)

This tiny violin can be held and played with a single hand.

Lore Bard's. When you use your Cutting Words to reduce the result of a creature's attack roll, ability check, or damage roll while carrying this violin, the creature also takes psychic damage equal to the number rolled on the Bardic Inspiration die.

Scornful. When a creature misses you with an attack while you are carrying this violin, you can use your reaction to force the attacker to make a DC 13 Wisdom saving throw. On a failure, the creature takes 1d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

MAGEJACKET

Wondrous item (outerwear), very rare (requires attunement by an Eldritch Knight fighter)

This magic jacket is inlaid with arcane runes and comes with a sash for both wands and weapons.

Eldritch Knight's, Greater. While wearing this jacket, you add your Intelligence modifier (minimum of 1) to the damage dealt by attacks made with a weapon you are bonded with using your Weapon Bond.

Metamagic, Greater. This jacket has 5 charges. When you cast a spell while wearing it, you can expend 1 or more of its charges to apply one of the following Metamagic effects to the spell:

- **Subtle Spell (1 charge).** The spell is cast without any somatic or verbal components.
- **Quickened Spell (2 charges).** If the spell has a casting time of 1 action, the casting time instead becomes 1 bonus action for this casting.
- **Heightened Spell (3 charges).** One target of the spell has disadvantage on its first saving throw against it.

The jacket regains all expended charges daily at dawn.

MASK OF SHADOWS

Wondrous item (headwear), legendary (requires attunement by a Way of Shadow monk)

This black half-mask completely hides the lower part of the wearer's face.

Ascetic's, Greater. While wearing this mask, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

Doppelgänger, Greater. This mask has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 15): *disguise self* (1 charge), *alter self* (2 charges), or *polymorph* (4 charges). The mask regains all expended charges daily at dawn.

Haunting. While wearing this mask, you can use an action to cause a dark spirit to rise from the corpse of a creature that has died within the last hour. The spirit has the characteristics of a shadow (*Monster Manual* p. 269), except that it doesn't create new shadows, it adds your character level to its hit points, and it adds your proficiency bonus to its AC, attack rolls, damage rolls, and saving throws. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, the shadow defends itself from hostile creatures, but otherwise takes no actions. The shadow dissipates after 1 minute. Once used, this property can't be used again until the next dawn.

Shadow Monk's, Greater. While wearing this mask, you can cast spells using your Shadow Arts without expending ki points.

MASTER'S STAFF

Wondrous item (rod), legendary (requires attunement)

This magic staff is made from crystal and carved with faintly glowing arcane symbols. A master's staff is often granted to tutors and arcane masters at schools of magic.

Adept's (Arcana), Greater. While carrying this staff, you gain proficiency in the Arcana skill. If you are already proficient in Arcana, your proficiency bonus is doubled for any ability check you make that uses Arcana. In addition, whenever you make an ability check using Arcana, you can treat a d20 roll of 9 or lower as a 10.

Prodigy's (Intelligence), Greater. While carrying this staff, your Intelligence score increases by 2, to a maximum of 24.

Power, Greater. While carrying this staff, you can use an action to cause divine energy to radiate from it, distorting and diffusing magical energy around you. For 1 minute, each friendly creature within 30 feet of you (including you) has advantage on saving throws against spells and other magical effects. Once used, this property can't be used again until the next dawn.

School Specialization, Greater. This staff is attuned to one school of magic (chosen by the DM or rolled on the School Specialization table) and has 3 charges. When you cast a spell from that school of magic using one of your spell slots while carrying this item, you can choose to have the spell take effect as if you had cast it using a spell slot one level higher than the one you used to cast it. The staff regains all expended charges daily at dawn.

School Specialization

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

MOONSTONE PENDANT

Wondrous item (jewelry), rare (requires attunement by a Circle of the Moon druid)

This leather strap is decorated with fur and claws and holds a silvery moonstone in its center.

Druid's. While wearing this pendant, your druid level is considered to be 2 levels higher than it actually is when determining which beast shapes you can transform into using your Wild Shape. If you can already transform into CR 1 creatures (or CR 6 creatures for a Circle of the Moon Druid), the maximum CR of your Wild Shape instead increases by 1.

Moon Druid's. When you hit with a melee weapon attack while in your Wild Shape, you can expend one spell slot to deal additional damage of the weapon's type to the target. The extra damage is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st.



ROGUE'S RING



PHANTASMAL PENDANT

Wondrous item (jewelry), uncommon (requires attunement)

This pendant is a slender, pale gemstone with a cloudy center on a thin mithral chain.

Ghost's. While wearing this pendant, you can use a bonus action to become incorporeal and translucent until the end of your next turn. While incorporeal, you gain the following benefits:

- Your weapon attacks deal force damage instead of bludgeoning, piercing, or slashing damage.
- You have resistance against bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

If this transformation ends while you are inside an object or other creature's space, you are pushed to the nearest unoccupied space, taking 1d10 force damage for each 5 feet you are pushed this way. Once used, this property can't be used again until the next dawn.

Cursed. When you attune to this pendant, you become cursed until the curse is broken with a *remove curse* spell or similar magic. You can't voluntarily end your attunement to the item unless the curse is broken first. While cursed, you have vulnerability to force damage.

RING OF ASMIDEUS

Wondrous item (ring), uncommon (requires attunement)

This platinum ring looks plain on the outside but is engraved on the inside with Asmodeus's triangular, crimson symbol.

Adept's (Persuasion). While wearing this ring, you gain proficiency in the Persuasion skill. If you are already proficient in Persuasion, your proficiency bonus is doubled for any ability check you make that uses Persuasion.

Cursed. When you attune to this ring, you become cursed until the curse is broken with a *remove curse* spell or similar magic. You can't voluntarily end your attunement to the item unless the curse is broken first. While cursed, you are affected as by the spell *zone of truth* and can't speak a deliberate lie. You can avoid answering questions to which you would normally respond with a lie, or be evasive in your answers as long as you remain within the boundaries of the truth.

RING OF THE FEATHER

Wondrous item (ring), rare (requires attunement)

This ring is shaped like a feather that wraps around the wearer's finger.

Wind. While carrying this ring, you can cast *gust*. Once used, this property can't be used again until the next dawn.

Feather, Greater. This ring has 5 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *feather fall* (1 charge) or as an action to cast *levitate* (2 charges) or *fly* (3 charges). The ring regains all expended charges daily at dawn.

ROGUE'S RING

Wondrous item (ring), uncommon (requires attunement)

This magic ring is inset with a golden orb and emits almost inaudible whispers while worn.

Whispers. While wearing this ring, you can cast *message*. Once used, this property can't be used again until the next dawn.

Rogue's. When you deal your Sneak Attack damage to a creature while wearing this ring, you gain temporary hit points equal to half your rogue level (rounded up).

SHIRT OF THE UNDYING

Wondrous item (outerwear), uncommon (requires attunement)

This tattered shirt shows the signs of years of wear and tear, including several gashes and dried splotches of blood.

Deceptive. This item looks worn and damaged to the point of uselessness, even though it is in fact a remarkably well-crafted item.

Undying. While you are wearing this shirt and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws and you suffer the normal effects of taking damage while at 0 hit points. If you still have 0 hit points at the end of your next turn, you fall unconscious. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

SPELL DUELIST'S ROD OF SHIELDING

Wondrous item (rod), very rare (requires attunement)

This long adamantine rod is engraved with abjuration symbols that shine with a dim, azure light.

Spell Duelist's, Greater. While carrying this rod, you gain the following benefits:

- You have advantage on ability checks made to counter a spell or dispel magic.
- Other creatures have disadvantage on ability checks made to counter a spell you cast or to dispel a magic effect created by a spell you cast.
- Whenever you successfully counter a spell or dispel magic using a spell slot of 2nd-level or higher, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

Shielding, Greater. This rod has 5 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *shield* (1 charge) or as an action to cast *mage armor* (1 charge) or *stoneskin* (4 charges). The rod regains all expended charges daily at dawn.

STAFF OF THE DRAGON MAGUS

Wondrous item (rod), very rare (requires attunement by a Draconic bloodline sorcerer)

This staff is decorated with small scales and its head is fashioned to resemble two intertwined dragons.

Draconic Sorcerer's, Greater. While carrying this staff, you gain the following benefits:

- When you cast a spell that deals damage of the type associated with your Draconic ancestry, you can add your Charisma modifier (minimum of 1) to one damage roll of that spell.
- When you cast a spell that deals acid, cold, fire, lightning, or poison damage, you can change the type of damage dealt by that spell to the damage type associated with your draconic ancestry.

Dragon, Greater. This staff has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *chromatic orb* (1 charge) or *fly* (3 charges), or as a bonus action to cast *dragon's breath* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The staff regains all expended charges daily at dawn.



VALOR BARD'S
BRACERS



WORM'S BOOTS OF
THE FAR STEP

TORM'S GAUNTLET

Wondrous item (handwear), rare (requires attunement by a Sacred Oath of Devotion paladin)

This gauntlet is fashioned from a single piece of adamantite and reshapes itself to fit your hand perfectly.

Paladin's. When you restore at least 5 hit points to a creature using your Lay on Hands, you can also end one condition that causes that creature to be blinded, deafened, or paralyzed.

Devotion Paladin's. When you use your Channel Divinity: Sacred Weapon, you also gain a bonus equal to your Charisma modifier to your damage rolls made with that weapon for the duration (minimum of +1).

VALOR BARD'S BRACERS

Wondrous item (handwear), uncommon (requires attunement by a College of Valor bard)

These magic gold-and-crimson bracers seem to always be at the height of fashion.

Gleaming. These bracers never get dirty.

Valor Bard's. When a creature rolls a Bardic Inspiration die to increase the damage of a weapon attack using your Combat Inspiration while you are wearing these bracers, the creature adds twice the number rolled to the weapon damage roll.

WAR CASTER'S BLUELEAF CIRCLET

Wondrous item (headwear), very rare (requires attunement)

This magic circlet is fashioned from a single band of polished blueleaf bark.

Blueleaf, Greater. While wearing this circlet, you have advantage on Wisdom, Intelligence, and Charisma saving throws against spells and other magical effects. In addition, when you are subjected to a spell or magical effect that allows you to make a Wisdom, Intelligence, or Charisma saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

War Caster's, Greater. When you cast a spell of 1st level or higher while wearing this circlet, you gain a +2 bonus to AC and all saving throws until the end of your next turn or until you cast another spell of 1st level or higher.

WORM'S BOOTS OF THE FAR STEP

Wondrous item (footwear), rare (requires attunement)

These magic boots are fashioned from purple worm hide and conform to fit snugly around their wearer's feet.

Worm's. While wearing these boots, you have tremorsense out to a range of 30 feet.

Far Step. These boots have 3 charges. While wearing them, you can expend 1 charge as a bonus action to cast *misty step*. The boots regains all expended charges daily at dawn.



CHAPTER 5: ENCHANTMENTS

THIS CHAPTER CONTAINS NEARLY 200 MAGIC enchantments for magic armor, weapons, and wondrous items. More details about what enchantments are, what they are used for, and guidelines for using them to create magic items can be found in **Chapter 1**.

OVERVIEW

As explained in **Chapter 1**, an enchantment is a magical property that can be applied to an item. Each enchantment can be a magic item on its own and are presented as such on the following pages, but can also be combined with other enchantments to create more complex magic items.

Below are some ways you can use the enchantments:

- **As Inspiration.** Simply scroll through the enchantments, pick out enchantments you like and let them inspire magic items for your game.
- **Magic Item Generation.** Using **appendix B** you can also roll uncommon and rare enchantments at random to create complex and flavorful magic items with multiple magical properties in a matter of seconds
- **Crafting and Enchanting.** Using the rules for enchanting magic items in **Chapter 1**, the DM can allow player characters to craft magic items of their own, perhaps even providing the players with the complete chapter of enchantments and allowing them to pick, combine, and upgrade their own magic items.

VARYING RARITY

Most enchantments in this chapter have a specific rarity listed (curse and sentient enchantments being the only exceptions). Some even come in both an uncommon and a rare version, which allows the DM or the enchanter to decide for themselves how powerful they want the enchantment to be.

ITEM TYPES

Each enchantment lists which types of items (armor, weapons, or wondrous items) it can be applied to. These shouldn't be considered hard rules, but instead suggestions – if the DM wants to allow an enchantment to apply to a different type of item than what is suggested, they are certainly free to do so.

The item types Armor, Weapons, and Wondrous item cover the following items:

- **Armor.** Covers the types of armor in the *Player's Handbook* (pg. 145) and the shield.
- **Weapon.** Covers the weapons listed in the *Player's Handbook* (pg. 149).
- **Wondrous Item.** Covers most other items, such as amulets, boots, cloaks, gloves, instruments, and so on. For ease of use and consistency, the term “Wondrous item” in this book also covers rings, rods, staves, and wands, even though these would be separate categories in other fifth edition works.

ENCHANTMENT TYPES

This chapter contains several different types of enchantments, briefly explained below:

- **Prefix.** Enchantments that have passive or infinitely reusable abilities, and that come in both uncommon and rare versions.
- **Suffix.** These enchantments have active or limited abilities, and that come in uncommon and rare versions.
- **Class.** Enchantments that enhance the class features of specific classes and subclasses, and that come in both uncommon and rare versions.
- **Common.** Enchantments that offer small benefits in order to give magic items an unique flavor.
- **Curse.** Enchantments that are detrimental to the item's owner and do not have a rarity specified.
- **Sentient.** Enchantments that provide personalities for magic weapons and do not have a rarity specified.

OVERVIEW TABLES

To make it easier sorting through the many enchantments in this chapter, the following pages contain an overview of all 250+ enchantments, including the enchantment's name, the types of magic items it can be applied to, and a brief summary of what the enchantment does.

The enchantments are divided into the different types of enchantments (prefix, suffix, class, common, curse, sentient) described on the previous page. You can find tables for rolling enchantments at random in **Appendix B: Enchantment Tables**.



ADEPT'S SASH

Prefix Enchantments

Enchantment	Item Type	Note
Adamantine	Armor (medium/heavy)	Protection against critical hits/nonmagical weapon damage
Adept's	Wondrous item	Skill proficiency or expertise
Ally's	Weapon	Extra damage when an ally is near
Ambushing	Weapon	Extra damage against surprised targets
Answering	Weapon (melee)	Make opportunity attack after taking damage
Arachnid's	Armor or Wondrous item	Poison resistance/advantage versus poison
Arcane	Weapon	Ignore defensive spells/extra force damage
Arrow-Catching	Armor or Wondrous item	Attracts ranged attacks/bonus AC against ranged attacks
Ascetic's	Wondrous item	Bonus AC when unarmored and without shield
Athlete's	Weapon (melee)	Grapple or shove as bonus action/advantage on Athletics
Avenger's	Weapon	Extra damage against creatures that damage you
Balor's	Armor or Wondrous item	Fire damage when reduced to 0 hit points/fire damage aura
Bashing	Armor (shield)	Bludgeoning damage when shoving/advantage on Athletics
Bat's	Weapon or Wondrous item	Blindsight
Berserker's	Weapon	Extra damage when you have less than half HP
Blinding	Weapon	Extra radiant damage and blind target on critical hit
Bloodied	Armor or Wondrous item	Become resistant/immune to damage when hurt
Blueleaf	Armor or Wondrous item	Advantage on Wis, Int, and Cha saves versus magic
Booming	Weapon	Extra thunder damage if a target moves
Celestial's	Armor or Wondrous item	Can't be blinded/resistance to radiant damage
Commander's	Any	Give others advantage on attacks/saving throws as reaction
Construct's	Armor or Wondrous item	Resistance to force damage and immunity to some spells
Convenient	Armor	Magical pockets for holding items/catching attacks
Corrosive	Weapon	Extra acid damage on next turn
Darksteel	Armor or Wondrous item	Advantage on Str, Con, and Dex saves versus magic
Deflecting	Weapon (melee)	Reduce damage from ranged weapon attacks
Devil's	Weapon or Wondrous item	Darkvision/see in magical darkness
Displacer's	Armor or Wondrous item	Attacks against you have disadvantage
Disruptive	Weapon	Extra damage against concentrating targets
Djinni's	Armor or Wondrous item	Resistance to thunder/lightning damage
Dragonscale	Armor or Wondrous item	Advantage on saves vs. Dragons/resistance to 1 damage type
Duelist's	Weapon (melee)	Bonus to AC vs melee attacks as reaction
Duskwood	Armor or Wondrous item	Teleport in dim light or darkness as action/bonus action
Efreeti's	Armor or Wondrous item	Cast <i>produce flame</i> /resistance to fire damage
Emissary's	Wondrous item	Understand and speak any language/cast <i>zone of truth</i> at will
Empowering	Wondrous item	Ignore target's advantage versus spells as bonus action/at will
Enchanter's	Weapon	Imbue weapon with spell of up to 2nd/5th level
Executioner's	Weapon	Extra damage against targets under half HP
Flaming	Weapon	Extra fire damage
Foe Guard	Armor or Wondrous item	Protection against specific type of creature
Foe Slayer	Weapon	Extra damage against specific type of creature
Freezing	Weapon	Slow target/extra cold damage
Fugitive's	Armor or Wondrous item	Immune to divination magic/advantage on Stealth
Ghoul's	Weapon	Gain temp HP/advantage on all rolls when reducing creature to 0 HP
Glamoured	Armor	Can change armor's appearance/advantage on Persuasion
Golem's	Armor or Wondrous item	Immune to form-altering spells/slow attackers that miss
Grasping	Armor	Advantage on grappling/deal damage when grappling

Enchantment	Item Type	Note
Hawkish	Weapon (ranged)	Ignore long range/cover
Healthy	Armor or Wondrous item	Immune to disease/don't need to eat, drink, or sleep
Illithid's	Armor or Wondrous item	Protection from mind effects/resistance to psychic damage
Improviser's	Armor	Change armor's form/proficiency with tool or language
Independent's	Armor or Wondrous item	Ignore difficult terrain/can't be paralyzed or restrained by magic
Inquisitor's	Weapon or Wondrous item	Frighten enemy as bonus action/advantage on Intimidation
Invigorating	Armor or Wondrous item	Advantage on ability checks/attacks when under half HP
Keen	Weapon	Critical hit on 19-20/18-20
Legion	Armor	Bonus to AC near allies
Liar's	Weapon	Gain advantage with bonus action/advantage on Deception
Living	Armor	Reduce weapon damage as a reaction
Mage Slayer's	Weapon	Prevent spellcasters from casting spells on a hit
Mage's	Armor or Wondrous item	Reroll concentration checks on a 1/failure
Magnetic	Armor	Catch melee attacks that miss/impose disadvantage on melee attacks
Marid's	Armor or Wondrous item	Swim speed/resistance to cold
Mind's	Wondrous item	Communicate telepathically/cast <i>detect thoughts</i> at will
Mithral	Armor (medium/heavy)	No Stealth disadvantage or Str requirement/lower proficiency requirement
Mocking	Weapon	Target has disadvantage on next attack/extra psychic damage
Momentous	Weapon	Extra damage when moving before attack
Ooze's	Armor or Wondrous item	Advantage on escaping grapple and restrained/resistance to acid damage
Petrifying	Weapon	Turns target to stone on critical hit
Phaser's	Armor or Weapon	Teleport 10 feet before attacks
Poisonous	Weapon (piercing/slashing)	Target is poisoned/extra poison damage
Polymorph	Weapon	Polymorph target on critical hit
Prodigy's	Wondrous item	Increase ability score
Profane	Weapon	Target can't regain hit points/extra necrotic damage
Protective	Armor (shield)	Impose disadvantage on attacks against allies/make opportunity attack
Pugilist	Wondrous item	Unarmed attacks become magical and bonus to attack and damage
Sacred	Weapon	Extra radiant damage against fiends and undead/everyone
Scornful	Armor or Wondrous item	Attackers that miss take psychic damage and have disadvantage
Seer's	Armor or Wondrous item	Advantage on perception/darkvision, see invisibility and Ethereal plane
Sentinel's	Weapon (melee)	Advantage on opportunity attacks/move after opportunity attack
Shadowtop	Armor or Wondrous item	Advantage on Str and Dex ability checks/saving throws in darkness
Shattering	Weapon	Extra thunder damage in AoE on critical hit
Shocking	Weapon	Target can't take reactions/extra lightning damage
Skirmisher's	Any	Opportunity attacks against you have disadvantage/+10 move speed
Soldier's	Any	Advantage against death saves and frightened/stabilize automatically
Spell Duelist's	Wondrous item	Advantage on dispelling and countering magic/regain spell slots
Steady	Armor or Wondrous item	Advantage vs shove/reduce unwilling movement
Stone	Armor or Wondrous item	Become temporarily petrified as action/bonus action
Swift	Weapon	Make extra attack as bonus action with disadvantage/normally
Sylvan	Armor or Wondrous item	Can't be put to sleep and advantage against charm/can't be charmed
Thief's	Weapon	Gain advantage with bonus action/advantage on Sleight of Hand
Thrower's	Weapon (melee)	Throw weapon and returns to hand/extra damage when thrown
Trainer's	Weapon	Frightens beasts on hit/advantage on Animal Handling
Troll's	Armor or Wondrous item	Gain temporary hit points when not taking acid and fire damage
Unholy	Armor or Wondrous item	Protection against undead/drop to 1 hit point instead of 0
Unicorn's	Any	Give an ally bonus to AC as a bonus action
Vicious	Weapon	Extra damage/attack on a critical hit
Wailing	Weapon	Extra psychic damage and stun on critical hit
War Caster's	Armor or Wondrous item	Bonus to AC and saving throws when casting spells
War Mage's	Weapon	Extra force damage when casting spells
Warrior's	Weapon	Cause bleeding wounds
Watcher's	Any	Can't be surprised/advantage on Initiative rolls
Wight's	Armor or Wondrous item	Hit point maximum can't be reduced/resistance to necrotic damage
Worm's	Wondrous item	Tremorsense

Suffix Enchantments

Enchantment	Item Type	Note
Absorption	Armor or Wondrous item	Immunity to elemental damage
Agathys	Armor or Wondrous item	Cast <i>armor of agathys</i> / <i>fire shield</i>
Animation	Armor	Animate shield as a bonus action
Antimagic	Any	Create temporary antimagic field as a bonus action
Awakening Mind	Weapon	Advantage on Int, Wis, and Cha saves, cast <i>confusion</i> / <i>synaptic static</i>
Brilliance	Armor or Wondrous item	Blind attackers on a reaction
Celebration	Weapon or Wondrous item	Cast <i>hideous laughter</i> and <i>enthrall</i> / <i>Otto's irresistible dance</i>
Champion	Armor or Weapon	Cast <i>heroism</i> / <i>crusader's mantle</i>
Charm	Wondrous item	Cast <i>charm person</i> and <i>suggestion</i> / <i>compulsion</i>
Cleansing	Armor or Wondrous item	Dispel magic on self as a bonus action
Command	Wondrous item	Cast <i>command</i> and <i>hold person</i> / <i>dominate person</i>
Contingency	Armor or Wondrous item	Imbue item with spell of up to 2nd/5th level
Creeping Cold	Weapon	Reduce damage, cast <i>ice storm</i> / <i>freezing sphere</i>
Curses	Weapon	Curse target on hit
Damnation	Armor or Wondrous item	Curse target when hit
Dancing	Weapon (melee)	Animate weapon
Dawn	Any	Cast <i>guiding bolt</i> and <i>daylight</i> / <i>dawn</i>
Demon	Armor	Transform into quasit/barlgura
Devil	Armor	Transform into imp/barbed devil
Discord	Weapon	Sow dissent on hit
Divination	Wondrous item	Cast <i>identify</i> and <i>augury</i> / <i>divination</i>
Doppelganger	Armor or Wondrous item	Cast <i>disguise self</i> and <i>alter self</i> / <i>polymorph</i>
Dragon	Any	Cast <i>chromatic orb</i> and <i>dragon's breath</i> / <i>fly</i>
Dretch	Armor or Wondrous item	Create stinking cloud
Elemental	Armor	Transform into mephit/elemental
Elements	Weapon	Cast <i>absorb elements</i> / <i>elemental weapon</i>
Empathy	Armor or Wondrous item	Share damage with target creature
Enhancement	Armor or Wondrous item	Cast <i>jump</i> , <i>longstrider</i> and <i>enhance ability</i> / <i>skill empowerment</i>
Far Step	Any	Cast <i>misty step</i> / <i>far step</i>
Feather	Armor or Wondrous item	Cast <i>feather fall</i> and <i>levitate</i> / <i>fly</i>
Fey	Armor or Wondrous item	Cast <i>faerie fire</i> and <i>blink</i> / <i>seeming</i>
Ghost	Armor or Wondrous item	Transform into ethereal form
Giant	Any	Transform into giant form
Gorgon	Armor	Transform into cockatrice/gorgon
Haste	Any	Become hasted
Haunting	Weapon or Wondrous item	Revive dead creature as shadow
Healing	Wondrous item	Cast <i>cure wounds</i> / <i>mass cure wounds</i>
Heavens	Any	Cast <i>divine favor</i> / <i>guardian of faith</i>
Hells	Any	Cast <i>hellish rebuke</i> / <i>fire shield</i>
Hope	Any	Cast <i>shield of faith</i> and <i>aid</i> / <i>beacon of hope</i>
Hunter	Weapon	Cast <i>ensnaring strike</i> and <i>pass without trace</i> / <i>locate creature</i>
Inevitable End	Weapon	Reduce enemies' saving throws, cast <i>blight</i> / <i>finger of death</i>
Intrusion	Weapon	Learn target's statistics and remove resistances
Invisibility	Armor or Wondrous item	Become invisible
Lightning	Weapon (ranged)	Make ranged attacks into lightning bolts
Luck	Any	Reroll attacks, ability checks, saving throws
Master	Weapon	Transmute item into faerie dragon, imp, or quasit
Metamagic	Wondrous item	Apply metamagic effects to spells
Mirrors	Any	Cast <i>mirror image</i>
Misleading	Any	Cast <i>major image</i> / <i>mislead</i>
Night	Any	Cast <i>arms of hadar</i> and <i>darkness</i> / <i>hunger of hadar</i>
Nullification	Wondrous item	Cast <i>counterspell</i> and <i>dispel magic</i>
Ocean	Any	Cast <i>water breathing</i> and <i>dominate beast</i> / <i>control water</i>
Power	Armor or Wondrous item	Give self/allies advantage vs spells
Reflection	Armor	Reflect attacks back on attackers
Restoration	Armor or Wondrous item	Cast lesser restoration/greater restoration
Rising Sun	Weapon	Gain bonus to attack rolls and saving throws, cast <i>dawn</i> / <i>sunbeam</i>
Roaring Fire	Weapon	Deal fire damage to attackers, cast <i>wall of fire</i> / <i>fire storm</i>
Roiling Clouds	Weapon	Gain advantage on Str and Con saves, cast <i>thunder step</i> / <i>destructive wave</i>
Savior	Armor or Wondrous item	Swap places with ally that is attacked

Enchantment	Item Type	Note
School Specialization	Wondrous item	Cast spells from one school of magic at higher level
Searching	Wondrous item	Cast <i>detect evil and good</i> , <i>detect magic</i> and <i>locate object/locate creature</i>
Seeking	Weapon (ranged)	Ranged attack unerringly hits target
Shadow	Weapon (melee)	Turn weapon into shadow weapon
Shadowfell	Armor	Wreathe your body in magic shadow
Shark	Armor	Transform into hunter shark and young bulette/giant shark and bulette
Shielding	Armor or Wondrous item	Cast <i>shield</i> and <i>mage armor/stoneskin</i>
Smoke	Armor or Wondrous item	Cast <i>fog cloud</i> and <i>pass without trace/gaseous form</i>
Soul Theft	Weapon	Kill creature with less than 50/100 HP on critical hit
Spell Absorption	Weapon	Absorb spells to deal extra damage
Spell Storing	Wondrous item	Store up to 2/5 levels of spells in item
Spell Turning	Armor or Wondrous item	Turn spell of up to 3rd/7th level back against caster
Spellbreaker	Weapon	Dispel magic on target on a hit
Striking Lightning	Weapon	Gain advantage on Dex save, cast storm sphere/chain lightning
Swarm	Weapon (ranged)	Make ranged attack against all creatures in 30 ft. Radius
Terror	Any	Frighten all creatures in 30 ft. Radius
Thorns	Weapon	Cast <i>hail of thorns</i> and <i>spike growth/wrath of nature</i>
Thunder	Any	Cast <i>thunderwave</i> and <i>shatter/thunder step</i>
True Strikes	Weapon	Gain +10 bonus on attack roll
Undying	Any	Continue fighting after being reduced to 0 hit points
Untamed Force	Weapon	Gain bonus to AC, cast <i>resilient sphere/steel wind strike</i>
Vanguard	Armor or Weapon	Cast <i>compelled duel</i> and <i>protection from evil and good/compulsion</i>
Vengeance	Weapon	Gain advantage on attacks/extra damage against sworn enemy
Venom	Weapon (piercing/slashing)	Poison target with serpent venom/drow poison or wyvern poison
Warding	Armor or Wondrous item	Cast <i>sanctuary</i> and <i>warding bond/death ward</i>
Weave	Weapon or Wondrous item	Cast <i>detect magic</i> , <i>magic missile</i> , <i>arcanist's magic aura/arcane hand</i>
Wind Wall	Armor	Cast <i>gust of wind</i> and <i>warding wind/wind wall</i>
Wings	Armor (non-shield)	Grow wings for 10 minutes/1 hour
Withering	Weapon	Target is withered and takes extra necrotic damage
Zephyr	Weapon	Cast <i>zephyr strike</i> and <i>warding wind/control winds</i>



GREATSWORD OF
SHADOW

Class Enchantments

Enchantment	Note
Ancients Paladin's	Improve Nature's Wrath
Archfey Warlock's	Improve Fey Presence
Assassin's	Improve Assassinate
Barbarian's	Increase Rage Damage
Bard's	Reroll Bardic Inspiration dice
Battle Master's	Reroll Superiority Dice
Berserker Barbarian's	Remove exhaustion from Frenzy
Cleric's	Improve Turn Undead
Conjuration Wizard's	Improve Minor Conjuration
Devotion Paladin's	Improve Sacred Weapon
Draconic Sorcerer's	Improve Draconic Ancestry
Druid's	Improve Wild Shape
Eldritch Knight's	Improve Weapon Bond
Fiend Warlock's	Improve Dark One's Blessing
Fighter's	Improve Second Wind
Four Element Monk's	Improve Disciple of the Elements
Hunter Ranger's	Change Hunter Ranger features
Knowledge Cleric's	Improve Knowledge of the Ages
Life Cleric's	Improve Preserve Life
Light Cleric's	Improve Radiance of the Dawn
Lore Bard's	Improve Cutting Words
Monk's	Improve monk attacks
Moon Druid's	Improve Wild Shape
Nature Cleric's	Improve Charm Animals and Plants
Necromancy Wizard's	Improve Grim Harvest
Paladin's	Improve Lay on Hands
Ranger's	Improve Favored Enemy
Rogue's	Improve Sneak Attack
Shadow Monk's	Improve Shadow Arts
Tempest Cleric's	Improve Destructive Wrath
Totem Barbarian's	Change Totem Barbarian features
Trickery Cleric's	Improve Invoke Duplicity
Valor Bard's	Improve Combat Inspiration
Vengeance Paladin's	Improve Vow of Enmity
War Cleric's	Improve Guided Strike

Curse Enchantments

Enchantment	Note
Berserk	Go berserk when taking damage
Honesty	Can't lie
Missile Attraction	Ranged attacks target you
Possessive	Can't take item off
Sabotage	Disadvantage against creature type
Sensitivity	Become stunned when taking damage
Tranquility	Disadvantage on Initiative and Dex saves
Transformation	Transforms into other creature type
Vulnerability	Vulnerable to damage type

Common Enchantments

Enchantment	Item Type	Note
Airy	Any	Is extremely light
Animal	Any	Make animal sounds
Beacon	Any	Make light
Blade Ward	Any	Cast <i>blade ward</i>
Cast-off	Armor	Do off as an action
Compass	Any	Use as compass
Conscientious	Any	Enhances conscience
Deceptive	Any	Looks deceptively useless
Delver	Any	Navigate underground
Detection	Any	Glow when close to magic
Diplomat	Any	Speak one language
Expression	Armor (shield)	Has changeable expression
Gleaming	Any	Never gets dirty
Guidance	Any	Cast <i>guidance</i>
Harmonious	Any	Can attune to it in 1 minute
Illusionist	Any	Cast minor illusion
Loyal	Weapon	Can't be disarmed
Mending	Any	Cast <i>mending</i>
Merciful	Weapon	Can deal minimum damage
Music	Weapon	Functions as instrument
Odor	Any	Can emit smell
Prestidigitation	Any	Cast <i>prestidigitation</i>
Rejuvenating	Any	Can take long rest in 6 hours
Sage	Any	Advantage on knowledge
Siege	Weapon	Extra damage to objects
Silver Tongue	Any	Cast <i>friends</i>
Skinlike	Armor (light)	Can use without proficiency
Spectacular	Any	Can make illusory effects
Studious	Any	Improve reading & memory
Symbol	Any	Spellcasting focus
Temperate	Any	Protects against heat & cold
Thaumaturgy	Any	Cast <i>thaumaturgy</i>
Unbreakable	Any	Can't be broken
Wakeful	Any	Functions as alarm clock
War Leader	Any	Enhance voice
Warning	Any	Glow close to creature type
Waterborne	Any	Advantage on swimming
Whispers	Any	Cast <i>message</i>
Wicked	Any	Makes more selfish
Wind	Any	Cast <i>gust</i>

Sentient Enchantments

Enchantment	Note
Brightcheer	Adventurous personality, casts <i>suggestion</i>
Elder Weapon	Illithid personality, casts <i>detect thoughts</i>
Enchanter Weapon	Arrogant personality, casts <i>hold person</i>
Servant Weapon	Familiar personality, casts <i>invisibility</i>

PREFIX ENCHANTMENTS

Below are prefix enchantments for magic items, each of which come in an uncommon and rare version. Prefix enchantments go in front of the item's type when naming them and carry passive abilities that are either always in effect or have unlimited uses.

ADAMANTINE

Forged from – or even just partly covered in – the hardest metal in existence, an *adamantine armor* protects its wearer against most nonmagical attacks.

ADAMANTINE

Armor (any medium or heavy), uncommon

While wearing this armor, any critical hit against you becomes a normal hit.

ADAMANTINE, GREATER

Armor (any medium or heavy), rare

While wearing this armor, bludgeoning, piercing, and slashing damage that you take from nonmagical weapons is reduced by 3. In addition, any critical hit against you becomes a normal hit.

ADEPT'S

An *adept's item* is favored equally by artisans, adventurers, and other professionals who need to shore up their weaknesses or enhance their strengths.

ADEPT'S

Wondrous item, uncommon (requires attunement)

While carrying this item, you gain proficiency in a skill (chosen by the DM or rolled on the table below). If you are already proficient in that skill, your proficiency bonus is doubled for any ability check you make that uses that skill.

ADEPT'S, GREATER

Wondrous item, rare (requires attunement)

While carrying this item, you gain proficiency in a skill (chosen by the DM or rolled on the table below). If you are already proficient in that skill, your proficiency bonus is doubled for any ability check you make that uses that skill. In addition, whenever you make an ability check using that skill, you can treat a d20 roll of 9 or lower as a 10.

Skill Proficiencies

d20	Skill
1	Acrobatics
2	Animal Handling
3	Arcana
4	Athletics
5	Deception
6	History
7	Insight
8	Intimidation
9	Investigation
10	Medicine
11	Nature
12	Perception
13	Performance
14	Persuasion
15	Religion
16	Sleight of Hand
17	Stealth
18	Survival
19–20	Reroll

ALLY'S

Popular with both soldiers and adventurers, an *ally's weapon* hums delightedly when wielded in harmony with another warrior's weapon.

ALLY'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with this weapon, the creature takes an extra 1d6 damage of the weapon's type if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

ALLY'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with this weapon, the creature takes an extra 2d6 damage of the weapon's type if at least one of your allies is within 5 feet of the creature and the ally isn't incapacitated.

AMBUSHING

An *ambushing weapon* is a favorite with rogues and assassins. It is often crafted from sleek black wood or metal, and is polished and oiled to always give its wielder the benefit of surprise.

AMBUSHING

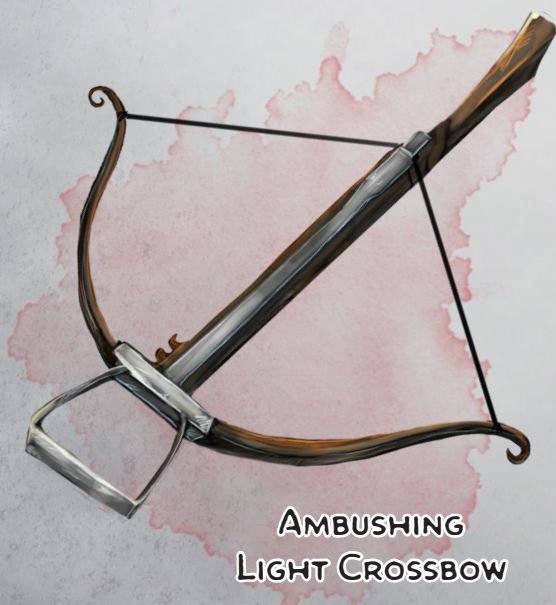
Weapon (any), uncommon

When you hit a creature that is surprised with this weapon, the creature takes an extra 2d6 damage of the weapon's type.

AMBUSHING, GREATER

Weapon (any), rare

When you hit a creature that is surprised with this weapon, the creature takes an extra 4d6 damage of the weapon's type.



AMBUSHING
LIGHT CROSSBOW

ANSWERING

An *answering weapon* is often decorated with scowling, demonic faces or righteous angels with furrowed brows. It is particularly popular with noble duelists.

ANSWERING

Weapon (any melee), uncommon

While carrying this weapon, you can use your reaction to make one melee attack with disadvantage with it against any creature within your reach that deals damage to you.

ANSWERING, GREATER

Weapon (any melee), rare

While carrying this weapon, you can use your reaction to make one melee attack with it against any creature within your reach that deals damage to you.

ARACHNID'S

An *arachnid's item* is often fashioned from webbing or chitinous hide and protects its wearer against poison. It is a favorite among assassins and rogues, and is also often worn by dark elves.

ARACHNID'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you have advantage on saving throws against being poisoned.

ARACHNID'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to poison damage and advantage on saving throws against being poisoned.

ARCANE

An *arcane weapon* is often crafted from crystal or glass-like materials, featuring glowing glyphs of magic that allow it to pass through common magic wards.

ARCANE

Weapon (any), uncommon

The spells *mage armor*, *shield*, and *shield of faith* provide no defense against this weapon, which passes through those spells' barriers of magical force.

ARCANE, GREATER

Weapon (any), rare

When you hit with an attack using this weapon, the target takes an extra 1d6 force damage. The spells *mage armor*, *shield*, and *shield of faith* provide no defense against this weapon, which passes through those spells' barriers of magical force.

ARROW-CATCHING

An *arrow-catching item* is imbued to attract missile attacks, and is often worn by elite guards and other melee combatants who wish to draw missile fire away from softer targets.

ARROW-CATCHING

Armor or Wondrous item, uncommon

Whenever an attacker makes a ranged attack against a target within 5 feet of you while you are carrying this item, you can use your reaction to become the target of the attack instead.

ARROW-CATCHING, GREATER

Armor or Wondrous item, rare

You gain a +2 bonus to AC against ranged attacks while carrying this item. 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.

ASCETIC'S

An *ascetic's item* is a favorite with unarmed combatants, from barbarians and monks to sorcerers and wizards.

It is an enchantment frequently found on rings, bracers, amulets, and clothing.

ASCETIC'S

Wondrous item, uncommon (requires attunement)

While carrying this item, you gain a +1 bonus to AC if you are wearing no armor and using no shield.

ASCETIC'S, GREATER

Wondrous item, rare (requires attunement)

While carrying this item, you gain a +2 bonus to AC if you are wearing no armor and using no shield.

ATHLETE'S

An *athlete's weapon* is crafted for performance – sleek, efficient, and powerful in its build. It is particularly popular with gladiators and other close-quarter combatants.

ATHLETE'S

Weapon (any melee), uncommon (requires attunement)

When you attack with this weapon on your turn, you can use a bonus action to try to grapple or shove a creature within 5 feet of you.

ATHLETE'S, GREATER

Weapon (any melee), rare (requires attunement)

While carrying this weapon, you have advantage on Athletics checks. In addition, when you attack with this weapon on your turn, you can use a bonus action to try to grapple or shove a creature within 5 feet of you.



ARACHNID'S
BRACERS

AVENGER'S

An *avenger's weapon* will often seem to snarl and nearly lash out on its own accord against any enemy within reach. It is highly regarded by berserkers, gladiators, duelists, and other hand-to-hand combatants.

AVENGER'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with this weapon, the target takes an extra 1d6 damage of the weapon's type if it has dealt damage to you since the beginning of its last turn.

AVENGER'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with this weapon, the target takes an extra 2d6 damage of the weapon's type if it has dealt damage to you since the beginning of its last turn.

BALOR'S

A *balor's item* is a hellish construction decorated with Abyssal runes. It is usually worn by combatants who prefer to fight alone and wreak havoc, such as zealous barbarians and vindictive blackguards.

BALOR'S

Armor or Wondrous item, uncommon (requires attunement)

When you are reduced to 0 hit points while carrying this item, all other creatures within 10 feet of you 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.

BALOR'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you can use a bonus action to begin radiating intense heat. A creature that touches you or hits you with a melee attack while within 5 feet of you takes 1d6 fire damage. This effect lasts until you end it as a bonus action. In addition, when you are reduced to 0 hit points while carrying this item, all other creatures within 10 feet of you must make a DC 15 Dexterity saving throw, taking 8d6 fire damage on a failed save, or half as much damage on a successful one.

BASHING

A *bashing shield* is sturdy and seems to almost propel its wearer's arm forward, making it a highly effective secondary weapon for shield-wearing combatants.

BASHING

Armor (shield), uncommon

When you successfully shove a creature while carrying this shield, you can have the creature take bludgeoning damage equal to 1d4 + your Strength modifier.

BASHING, GREATER

Armor (shield), rare

You have advantage on any Strength (Athletics) check you make to shove a creature while carrying this shield. On a success, you can have the creature take bludgeoning damage equal to 1d4 + your Strength modifier.



BAT'S

A *bat's item* is highly sought after by those who delve in crypts or adventure in the Underdark. The item emits an almost imperceptible hum as it faintly vibrates, letting its wielder know what surrounds them at all times.

BAT'S

Weapon or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use an action to gain blindsight out to a range of 30 feet until the end of your next turn.

BAT'S, GREATER

Weapon or Wondrous item, rare (requires attunement)

While carrying this item, you have blindsight out to a range of 30 feet.

BERSERKER'S

A *berserker's weapon* is often jagged and cruel in its appearance, and seems to tremble in delight and anticipation whenever the stakes are highest.

BERSERKER'S

Weapon (any), uncommon (requires attunement)

When you hit with an attack using this weapon while your current hit points are equal to or less than half your hit point maximum, the target takes an extra 1d6 damage of the weapon's type.

BERSERKER'S, GREATER

Weapon (any), rare (requires attunement)

When you hit with an attack using this weapon while your current hit points are equal to or less than half your hit point maximum, the target takes an extra 2d6 damage of the weapon's type.

BLINDING

A *blinding weapon* is usually crafted from gleaming or bright materials, and will light up with a flash of radiant light when used to deliver a particularly destructive blow.

BLINDING

Weapon (any), uncommon

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw. On a failure, it takes 2d8 radiant damage and is blinded until the end of its next turn. On a success, it takes only half as much damage and isn't blinded.

BLINDING, GREATER

Weapon (any), rare

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 15 Constitution saving throw. On a failure, it takes 4d8 radiant damage and is blinded for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. On a success, it takes only half as much damage and isn't blinded.

BLOODIED

A *bloodied item* is imbued with strong abjuration magic, which grows in power when its wielder is wounded.

BLOODIED

Armor or Wondrous item, uncommon

When you are reduced to 0 hit points while carrying this item, you become immune to all damage until the start of your next turn.

BLOODIED, GREATER

Armor or Wondrous item, rare

When your current hit points are equal to or less than half your hit point maximum while carrying this item, you have resistance to bludgeoning, piercing, and slashing damage from nonmagical weapons. In addition, when you are reduced to 0 hit points while carrying this item, you become immune to all damage until the start of your next turn.

BLUELEAF

Inset with – or even crafted from – bark from the mystic blueleaf tree, a *blueleaf item* protects its wearer from magical attacks against the mind. It is often carried by barbarian champions, rangers, and druids.

BLUELEAF

Armor or Wondrous item, uncommon

When you are subjected to a spell or magical effect that allows you to make a Wisdom, Intelligence, or Charisma saving throw to take only half damage while carrying this item, you instead take no damage if you succeed on the saving throw.

BLUELEAF, GREATER

Armor or Wondrous item, rare

While carrying this item, you have advantage on Wisdom, Intelligence, and Charisma saving throws against spells and other magical effects. In addition, when you are subjected to a spell or magical effect that allows you to make a Wisdom, Intelligence, or Charisma saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

BOOMING

A *booming weapon* visibly seethes with static energy, as if waiting anxiously to be wielded in combat. It's a favorite among tacticians and archers, whose tactics benefit from punishing every move their enemies make.

BOOMING

Weapon (any), uncommon

When you hit a creature with this weapon, the creature becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d6 thunder damage and the effect ends.

BOOMING, GREATER

Weapon (any), rare

When you hit a creature with this weapon, that creature takes an extra 1d6 thunder damage and becomes sheathed in booming energy until the start of your next turn. If the target willingly moves before then, it immediately takes 1d6 thunder damage and the effect ends.



CELESTIAL'S

A *celestial's item* is imbued with Celestial runes and often fashioned from white, silver, and gold metal. It gives off a faint radiance that seems to absorb harmful light instead of allowing it to harm its wielder.

CELESTIAL'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can't be blinded by spells or magical effects.

CELESTIAL'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to radiant damage and you can't be blinded by spells or magical effects.

COMMANDER'S

A *commander's item* is often a helmet, an amulet, or a gauntlet worn by a warrior leading soldiers in battle.

COMMANDER'S

Magic item (any), uncommon (requires attunement)

When another creature within 30 feet that can hear and see you makes an attack roll while you are carrying this item, you can use your reaction to give that creature advantage on its roll.

COMMANDER'S, GREATER

Magic item (any), rare (requires attunement)

When another creature within 30 feet that can hear and see you makes an attack roll or saving throw while you are carrying this item, you can use your reaction to give that creature advantage on its roll.



CONSTRUCT'S

A *construct's item* is inspired by the magical constructs often employed by wizards. It carries a strong aura of abjuration that protects its wielder from arcane magic.

CONSTRUCT'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you are immune to three spells of 5th level or lower chosen by its creator or rolled at random on the Spell Immunity table below.

CONSTRUCT'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to force damage. In addition, you are immune to three spells of 5th level or lower chosen by its creator or rolled at random on the Spell Immunity table below.

Spell Immunity

d12	Name
1	Magic missile
2	Heat metal
3	Fireball
4	Lightning bolt
5	Scorching ray
6	Hold person
7	Immolation
8	Cone of cold
9	Burning hands
10	Faerie fire
11	Acid arrow
12	Ice storm

CONVENIENT

Usually decorated with veils, a *convenient armor* is often the armor of choice for curious adventurers.

CONVENIENT

Armor (any), uncommon

This armor has five pockets, each of which is an extradimensional space. Each pocket can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The armor's weight isn't affected by its pockets' contents. An object can be placed into a pocket or retrieved from a pocket as a bonus action. When you reach into a pocket for a specific item, the item is always magically on top.

CONVENIENT, GREATER

Armor (any), rare

This armor has five pockets, each of which is an extradimensional space. Each pocket can hold up to 20 pounds of material, not exceeding a volume of 2 cubic feet. The armor's weight isn't affected by its pockets' contents. An object can be placed into a pocket or retrieved from a pocket as a bonus action. When you reach into a pocket for a specific item, the item is always magically on top.

When you are hit by a weapon or spell attack made with a missile or weapon no larger than 2 cubic feet while wearing this armor, you can roll a Dexterity saving throw as a reaction. If the result exceeds the attack roll against you, the attack hits an extradimensional pocket, missing you. If the attack was a missile smaller than 2 cubic feet, the missile is contained within the armor's pocket. Otherwise, any physical object (such as a weapon held by a creature) is immediately expelled from the pocket.

CORROSIVE

A *corrosive weapon* is usually pockmarked and appears damaged, in addition to carrying an acrid, nose-singeing smell. In combat, acid seeps from its surface.

CORROSIVE

Weapon (any), uncommon

When you hit with an attack using this weapon, the target takes 1d6 acid damage at the end of its next turn.

CORROSIVE, GREATER

Weapon (any), rare

When you hit with an attack using this weapon, the target takes an extra 1d6 acid damage immediately and 1d6 acid damage at the end of its next turn.

DARKSTEEL

Crafted from this dark, glistening alloy, a *darksteel item* imbues its wielder with the physical strength to resist magical effects.

DARKSTEEL

Armor or Wondrous item, uncommon

When you are subjected to a spell or magical effect that allows you to make a Strength, Constitution, or Dexterity saving throw to take only half damage while carrying this item, you instead take no damage if you succeed on the saving throw.

DARKSTEEL, GREATER

Armor or Wondrous item, rare

While carrying this item, you have advantage on Strength, Constitution, and Dexterity saving throws against spells and other magical effects. In addition, when you are subjected to a spell or magical effect that allows you to make a Strength, Constitution, or Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw.

DEFLECTING

A *deflecting weapon* seems to always catch the light just right – catch anything just right, really. It's sleek, gleaming and moves with incredible speed in the hands of a proficient warrior.

DEFLECTING

Weapon (any melee), uncommon

When a ranged weapon attack hits you while you are holding this weapon, you can use your reaction to reduce the damage by a roll of this weapon's damage dice + your Strength or Dexterity modifier (your choice).

DEFLECTING, GREATER

Weapon (any melee), rare

When a ranged weapon attack hits you or another creature within 5 feet of you while you are holding this weapon, you can use your reaction to reduce the damage by a roll of this weapon's damage dice + your Strength or Dexterity modifier (your choice).

DEVIL'S

A *devil's item* is usually inlaid with Infernal runes and gives anyone nearby the uneasy feeling that they're being watched. It's highly popular with humans and other "visually-impaired" races.

DEVIL'S

Weapon or Wondrous item, uncommon (requires attunement)

While carrying this item, you can see normally in darkness to a distance of 60 feet.

DEVIL'S, GREATER

Weapon or Wondrous item, rare (requires attunement)

While carrying this item, you can see normally in darkness, both magical and nonmagical, to a distance of 60 feet.



CORROSIVE
LONGSWORD

DISPLACER'S

A *displacer's item* seems to shift its wearer a few feet to the left or right, making them hard to focus on and pin down, even when not in combat. It is a favorite among those who don't get hit often – and want to keep it that way!

DISPLACER'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, 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 you use an action to reactivate it. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.

DISPLACER'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, 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.

DISRUPTIVE

A *disruptive weapon* is enchanted to enhance pain and break concentration, often featuring jagged edges and small spikes. Its a favorite with those who specialize in fighting spellcasters.

DISRUPTIVE

Weapon (any), uncommon

When you hit a creature that is concentrating on a spell or magical effect with this weapon, the creature takes an extra 2d6 damage of the weapon's type.

DISRUPTIVE, GREATER

Weapon (any), rare

When you hit a creature that is concentrating on a spell or magical effect with this weapon, the creature takes an extra 4d6 damage of the weapon's type.



It is unfortunate for the displacer beast that so many delightful ingredients for enchantment can be harvested from its carcass. Even so, all attempts to domesticate and breed the displacer beast have proven fruitless – and, in more cases than one – fatal.

DJINNI'S

A *djinni's item* is often decorated with fanciful designs and inset with valuable gemstones. Wind and static energy seems to center on it, audibly crackling and whooshing as its wielder moves.

DJINNI'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you have resistance to thunder damage.

DJINNI'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to lightning and thunder damage.

DRAGONSCALE

Crafted from the scales of some of Faerûn's most fearsome creatures, a *dragonscale item* is imbued with impressive defensive magic against dragons.

DRAGONSCALE

Armor or Wondrous item, uncommon

While carrying this item, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons.

DRAGONSCALE, GREATER

Armor or Wondrous item, rare

While carrying this item, you have advantage on saving throws against the Frightful Presence and breath weapons of dragons, and you have resistance to one damage type determined by the kind of dragon that provided the scales, as shown on the table below.

Damage Resistance

d10	Dragon	Resistance
1	Black	Acid
2	Blue	Lightning
3	Brass	Fire
4	Bronze	Lightning
5	Copper	Acid
6	Gold	Fire
7	Green	Poison
8	Red	Fire
9	Silver	Cold
10	White	Cold



EFREETI'S ROD

DUELIST'S

A *duelist's weapon* is usually sleek, well-crafted, and perfectly balanced, enchanted to quickly intercept any incoming melee blow. It is a favorite with noble knights and other hand-to-hand combatants.

DUELIST'S

Weapon (any melee), uncommon (requires attunement)

When you are holding this weapon and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC, potentially causing the attack to miss you.

DUELIST'S, GREATER

Weapon (any melee), rare (requires attunement)

When you are holding this weapon and another creature hits you with a melee attack, you can use your reaction to add your proficiency bonus to your AC, potentially causing the attack to miss you. If the attack misses, you can then immediately make an opportunity attack with this weapon against that creature as part of the same reaction.

DUSKWOOD

A *duskwood item* is fashioned at least partly from the black bark of the duskwood tree, which confers the ability to jump from shadow to shadow to its wielder.

DUSKWOOD

Armor or Wondrous item, uncommon

While carrying this item in an area of dim light or darkness, you can use an action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness.

DUSKWOOD, GREATER

Armor or Wondrous item, rare

While carrying this item in an area of dim light or darkness, you can use a bonus action to teleport up to 30 feet to an unoccupied space you can see that is also in dim light or darkness.

EFREETI'S

An *efreeti's item* seems to always have faint flames dancing on its surface or to exude small wisps of smoke.

EFREETI'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can cast the spell *produce flame* (+5 to hit).

EFREETI'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to fire damage and can cast the spell *produce flame* (+7 to hit).

EMISSARY'S

An *emissary's item* is often worn by foreign dignitaries or translators to diplomats, who are tasked with securing alliances, establishing friendly relations, or exploring new territories.

EMISSARY'S

Wondrous item, uncommon (requires attunement)

While carrying this item, you can understand any spoken language you hear and when you speak, any creature that knows at least one language and can hear you understands what you say.

EMISSARY'S GREATER

Wondrous item, rare (requires attunement)

While carrying this item, you can understand any spoken language you hear and when you speak, any creature that knows at least one language and can hear you understands what you say. In addition, you can cast the spell *zone of truth* (save DC 15) from it as an action.

EMPOWERING

An *empowering item* is a favorite among adventuring spellcasters, as it allows them to overcome the magical defenses of extraplanar creatures – and pesky rivals with magical protections.

EMPOWERING

Wondrous item, uncommon

While carrying this item, you can use a bonus action to empower your spells to overcome other creatures' resistance to magic. If you do, creatures that have advantage on saving throws against spells and magical effects (e.g., granted by the feature Magic Resistance, the racial trait Gnome Cunning, or the item *mantle of spell resistance*) don't have advantage on their saving throws against the next spell you cast this turn. A creature still rolls its saving throw with advantage if it has advantage against a specific effect or condition produced by the spell you cast, such as advantage against being charmed, frightened, or poisoned.

EMPOWERING, GREATER

Wondrous item, rare

While carrying this item, creatures that have advantage on saving throws against spells and magical effects (e.g., granted by the feature Magic Resistance, the racial trait Gnome Cunning, or the item *mantle of spell resistance*) don't have advantage on their saving throws against spells you cast. A creature still rolls its saving throw with advantage if it has advantage against a specific effect or condition produced by the spell you cast, such as advantage against being charmed, frightened, or poisoned.

In Thay, items carrying enchantments of empowering have become as common as items protecting their wearer against magic. So common, in fact, that some have decided that protecting themselves against magic isn't worth the effort. As someone who sells both types of enchantments, however, I strongly encourage young Red Wizards to invest in both their magical offense and defense.

ENCHANTER'S

An *enchanter's weapon* is the weapon of choice for martial spellcasters such as paladins and eldritch knights, and usually pulses faintly with arcane power while infused with a spell.

ENCHANTER'S

Weapon (any), uncommon (requires attunement)

This weapon can store a single spell cast into it. Any creature can cast a spell of up to 2nd level into the weapon by touching it as the spell is cast. The spell must have a harmful effect, a casting time of 1 action, and target only one creature. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect.

When you make an attack using this weapon, you can have the spell stored inside the weapon affect the target of your attack on a successful hit. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires the caster to make a melee or ranged spell attack, it automatically hits. When you use this property, the spell cast from the weapon is no longer stored in it, freeing up space for a new spell.

ENCHANTER'S, GREATER

Weapon (any), rare (requires attunement)

This weapon can store a single spell cast into it. Any creature can cast a spell of up to 5th level into the weapon by touching it as the spell is cast. The spell must have a harmful effect, a casting time of 1 action, and target only one creature. The spell has no effect, other than to be stored in the weapon. If the weapon can't hold the spell, the spell is expended without effect.

When you make an attack using this weapon, you can have the spell stored inside the weapon affect the target of your attack on a successful hit. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. If the spell requires the caster to make a melee or ranged spell attack, it automatically hits. When you use this property, the spell cast from the weapon is no longer stored in it, freeing up space for a new spell.

It is probably not too surprising that I count the enchanter's weapon among my favorite creations. Its potential is limited only by your creativity! Imbue it with a disintegration ray in there and reduce your foe to a pile of dust with a glancing dagger blow. Or you could imbue it with a holding spell and lend it to your most deadly assassin. The possibilities are endless!

EXECUTIONER'S

An *executioner's weapon* enhances the bloodlust of any who wields it. It is often crafted with deathly intentions, featuring erratic, jagged edges and sharp spikes.

EXECUTIONER'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with this weapon, the creature takes an extra 1d6 damage of the weapon's type if its current hit points are less than half its hit point maximum.

EXECUTIONER'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with this weapon, the creature takes an extra 2d6 damage of the weapon's type if its current hit points are less than half its hit point maximum.

FLAMING

A *flaming weapon* is usually easy to identify, as small flames – harmless to its wielder – dance across its surface until they expand into a roaring fire when striking a foe.

FLAMING

Weapon (any), uncommon

When you hit with an attack using this weapon, the target takes an extra 1d4 fire damage.

FLAMING, GREATER

Weapon (any), rare

When you hit with an attack using this weapon, the target takes an extra 1d8 fire damage.



EXECUTIONER'S
GREATAXE

FOE GUARD

A *foe guard* item often has Elvish or Sylvan runes etched into its surface, in addition to depictions of the creatures it is enchanted to ward against.

FOE GUARD

Armor or Wondrous item, uncommon

This item is created to protect against a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

While carrying this item, you have advantage on saving throws against the spells and special abilities of creatures of that type.

FOE GUARD, GREATER

Armor or Wondrous item, rare

This item is created to protect against a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

While carrying this item, creatures of that type have disadvantage on attack rolls against you, and you have advantage on saving throws against their spells and special abilities.

FOE SLAYER

A *foe slayer weapon* often has Elvish or Sylvan runes etched into its surface, in addition to depictions of the creatures it is enchanted to slay (often in the process of being slain, of course!).

FOE SLAYER

Weapon (any), uncommon

This weapon is created to harm a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

When you hit a creature of the chosen type with this weapon, the creature takes an extra 1d6 damage of the weapon's type.

FOE SLAYER, GREATER

Weapon (any), rare

This weapon is created to harm a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

When you hit a creature of the chosen type with this weapon, the creature takes an extra 2d6 damage of the weapon's type.

FREEZING

A *freezing weapon* is cold to the touch and is usually crafted from cold steel or pale wood. The weapon is covered in rime ice which spills over to anything it strikes.

FREEZING

Weapon (any), uncommon

When you hit with an attack using this weapon, the target's speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

FREEZING, GREATER

Weapon (any), rare

When you hit with an attack using this weapon, the target takes an extra 1d6 cold damage and its speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

FUGITIVE'S

A *fugitive's item* is usually deceptively simple-looking and nondescript. It is often worn by bounty hunters, rogues, and – well – fugitives.

FUGITIVE'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can't be targeted by any divination magic or perceived through magical scrying sensors.

FUGITIVE'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have advantage on Dexterity (Stealth) checks, and leave behind no tracks or other traces of your passage. In addition, you can't be targeted by any divination magic or perceived through magical scrying sensors.

GHOUL'S

A *ghoul's weapon* bestows a sense of immense pleasure and rejuvenation to its wielder when used to kill other creatures. It is often crafted to look like a ghoulish maw or has spikes that resemble a vampire's fangs.

GHOUL'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with this weapon and reduce the target to 0 hit points, you gain 10 temporary hit points.

GHOUL'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with this weapon and reduce the target to 0 hit points, you gain 10 temporary hit points. In addition, you have advantage on all attack rolls, ability checks, and saving throws until the end of your next turn.



GLAMOURED

A *glamoured armor* is exactly what its wearer wants it to be, and thus defies description. It is a favorite with bards, con artists, and anyone who hates changing their clothes.

GLAMOURED

Armor (any), uncommon

While wearing this armor, you can 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.

GLAMOURED, GREATER

Armor (any), rare

While wearing this armor, you have advantage on Charisma (Persuasion) checks. In addition, you can 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.

GOLEM'S

A *golem's item* is often crafted from a single piece of metal and seems to reshape to fit its wearer perfectly, almost like a second skin. It is highly valued by adventurers for the defensive properties it carries.

GOLEM'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you are immune to spells and magic effects that would alter your form.

GOLEM'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you are immune to spells and magic effects that would alter your form. In addition, when a creature misses you with a melee attack while you are carrying this item, that creature must succeed on a DC 15 Wisdom saving throw or be magically slowed. Until the end of its next turn it suffers the following drawbacks:

- It can't use reactions.
- Its speed is halved.
- It can't make more than one attack on its turn.
- It can take either an action or a bonus action on its turn, not both.



GOLEM'S
BREASTPLATE

Some enchantments don't do much to improve their wearer's capabilities in combat, but can be invaluable outside of it. Both the *glamoured* and *healthy* enchantments are perfect examples of this. They won't help you in battle, but are very likely to be a life-saver outside of it, in addition to being very convenient and likely to save you a fortune in the long run.

GRASPING

A *grasping armor* comes in different shapes and forms, but will often feature appendages of some sort, such as vines, metal hooks, chains, and so on, that latch onto other creatures it comes in contact with.

GRASPING

Armor (any non-shield), uncommon

While wearing this armor, you have advantage on Strength (Athletics) checks made to grapple another creature.

GRASPING, GREATER

Armor (any non-shield), rare

While wearing this armor, you have advantage on Strength (Athletics) checks made to grapple another creature. In addition, a creature grappled by you takes 1d6 bludgeoning damage as the grapple begins, and at the start of each of its turns while it is grappled by you.

HAWKISH

A *hawkish weapon* is usually exceptionally well-made and often features Elvish inscriptions on its polished surface.

HAWKISH

Weapon (any ranged), uncommon

Attacking at long range doesn't impose disadvantage on ranged weapon attack rolls made with this weapon.

HAWKISH, GREATER

Weapon (any ranged), rare

Attacking at long range doesn't impose disadvantage on ranged weapon attack rolls made with this weapon. In addition, your ranged weapon attacks made with this weapon ignore half cover and three-quarters cover.

HEALTHY

A *healthy item's* properties make it highly sought after by everyone from healers to stingy merchants and busy lords.

HEALTHY

Armor or Wondrous item, uncommon

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

HEALTHY, GREATER

Armor or Wondrous item, rare

While carrying this item, you don't need to eat, drink, or sleep. In addition, you are immune to contracting any disease while carrying this item. If you are already infected with a disease, the effects of the disease are suppressed while you carry the item.

ILLITHID'S

An *illithid's item* is often carried by dignitaries, politicians, and sovereigns.

ILLITHID'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, 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.

ILLITHID'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to psychic damage. In addition, 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.

IMPROVISER'S

An *improviser's armor* is, by its transitive nature, hard to describe. It is often worn by the professional adventurer, who prefers not carrying heavy armor around but who wants to be ready for danger when it arrives.

IMPROVISER'S

Armor (any), uncommon (requires attunement)

While wearing this armor, you can use a bonus action to change it into any other type of armor, such as leather armor, plate armor, or shield, as long as the armor has no other magic properties that restrict it from becoming that type of armor.

IMPROVISER'S, GREATER

Armor (any), rare (requires attunement)

While wearing this armor, you can use a bonus action to change it into any other type of armor, such as leather armor, plate armor, or shield, as long as the armor has no other magic properties that restrict it from becoming that type of armor.

In addition, at the end of each short rest, you may choose one instrument, gaming set, tool, or language. You gain proficiency with that instrument or tool, or can speak, read, and understand that language until you are no longer attuned to this armor or when you choose another instrument, gaming set, tool, or language at the end of a short rest.

INDEPENDENT'S

An *independent's item* is a popular choice for anyone who doesn't like to be slowed or controlled.

INDEPENDENT'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, difficult terrain doesn't cost you extra movement.

INDEPENDENT'S, GREATER

Armor or Wondrous item, rare (requires attunement)

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

INQUISITOR'S

An *inquisitor's item* is favored among everyone from soldiers and gladiators to brigands and pirates, and is fashioned to look as grotesque and scary as possible, often sporting dark colors and faces wrought in anguish.

INQUISITOR'S

Weapon or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use a bonus action on your turn to make a Charisma (Intimidation) check contested by the Wisdom saving throw of a creature within 30 feet that can see you. On a success, that creature is frightened of you until the start of your next turn. This property can't be used against the same creature until the next dawn.

INQUISITOR'S, GREATER

Weapon or Wondrous item, rare (requires attunement)

While carrying this item, you have advantage on Intimidation checks. In addition, while holding it, you can use a bonus action on your turn to make a Charisma (Intimidation) check contested by the Wisdom saving throw of a creature within 30 feet that can see you. On a success, that creature is frightened of you until the start of your next turn. This property can't be used against the same creature until the next dawn.

INVIGORATING

An *invigorating item* will usually pulse with a faint light, which increases in intensity as its wearer tires or is wounded. It is a favorite with berserkers and other front-line warriors.

INVIGORATING

Armor or Wondrous item, uncommon

When your current hit points are equal to or less than half your hit point maximum while carrying this item, you have advantage on ability checks made with Strength or Dexterity.

INVIGORATING, GREATER

Armor or Wondrous item, rare

When your current hit points are equal to or less than half your hit point maximum while carrying this item, you have advantage on ability checks and attack rolls made with Strength or Dexterity.



KEEN

A *keen weapon* looks like any other weapon – except better made, with a blade honed to razor sharpness or a hammer's head crafted to crush bones with every hit.

KEEN

Weapon (any), uncommon

When you attack with this weapon, your weapon attacks score a critical hit on a roll of 19 or 20.

KEEN, GREATER

Weapon (any), rare

When you attack with this weapon, your weapon attacks score a critical hit on a roll of 18-20.

LEGION

A *legion armor* is crafted for warfare, and will often come in batches to outfit whole squads or even platoons of soldiers. The armor usually glows with faint light when its wearer is close to an allied creature.

LEGION

Armor (any), uncommon

While wearing this armor, you gain a +1 bonus to AC for every ally within 5 feet of you that isn't incapacitated (up to a maximum of +2).

LEGION, GREATER

Armor (any), rare

While wearing this armor, you gain a +1 bonus to AC for every ally within 5 feet of you that isn't incapacitated (up to a maximum of +3).

LIAR'S

A *liar's weapon* is usually nondescript to the point of blandness, and is sometimes even fashioned to look more like a tool or worthless trash than a true weapon.

LIAR'S

Weapon (any), uncommon (requires attunement)

While carrying this weapon, you can use a bonus action to make a Charisma (Deception) check against the passive Insight of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

LIAR'S, GREATER

Weapon (any), rare (requires attunement)

While carrying this weapon, you have advantage on Deception checks. In addition, while carrying this weapon, you can use a bonus action to make a Charisma (Deception) check against the passive Insight of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

LIVING

A *living armor* is, as the name would indicate, almost a sentient being, and is often made from organic material. With a mere thought, its wearer can shift the armor subtly, deflecting blows and stopping strikes.

LIVING

Armor (any), uncommon

When you take bludgeoning, piercing, or slashing damage while wearing this armor, you can use your reaction to reduce the damage you take by 1d10.

LIVING, GREATER

Armor (any), rare

When you take bludgeoning, piercing, or slashing damage while wearing this armor, you can use your reaction to reduce the damage you take by 2d10.

MAGE SLAYER'S

A *mage slayer's weapon* is essential for any warrior who wants to fight spellcasters, and is equally feared by anyone who relies on magic to do battle.

MAGE SLAYER'S

Weapon (any), uncommon (requires attunement)

Once per turn, when you hit a creature with this weapon, you can have that creature make a DC 13 Constitution saving throw. On a failure, it can't cast spells higher than 1st level until the end of its next turn.

MAGE SLAYER'S, GREATER

Weapon (any), rare (requires attunement)

Once per turn, when you hit a creature with this weapon, you can have that creature make a DC 15 Constitution saving throw. On a failure, it can't cast spells other than cantrips until the end of its next turn.

MAGE'S

A *mage's item* is inscribed with glyphs of abjuration and inures its wearer to the distraction of pain, making it highly sought-after by spellcasters.

MAGE'S

Armor or Wondrous item, uncommon (requires attunement)

When you roll a 1 on the d20 for a saving throw you make to maintain your concentration on a spell while carrying this item, you can reroll the die and must use the new roll.

MAGE'S, GREATER

Armor or Wondrous item, rare (requires attunement)

When you fail a saving throw you make to maintain your concentration on a spell while carrying this item, you can reroll the die and must use the new roll.

MAGE'S STUDDED LEATHER



To speak telepathically is one of the most useful abilities one can possess - more useful than most realize. The ability to convey orders telepathically to underlings or deliver silent threats is invaluable. Conversely, the ability to read thoughts is often overrated - the thoughts of most sentient beings are intolerably dull.

MAGNETIC

A *magnetic armor* is usually crafted from metal, or at least inlaid with pieces of metal. It can be used to catch and hold weapons that strike it, or - if powerful enough - even draw weapon attacks toward it, instead of its wearer.

MAGNETIC

Armor (any), uncommon

When a creature misses you with a melee weapon attack made with a metallic weapon while you are wearing this armor, you can use your reaction to catch the weapon magnetically. The attacker must succeed on a DC 13 Strength (Athletics) check, or the weapon becomes stuck to your armor. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by using an action and succeeding on a DC 13 Strength (Athletics) check.

MAGNETIC, GREATER

Armor (any), rare

When a creature attacks you with a melee weapon made of metal, you can use your reaction to impose disadvantage on the attack. If the attack misses you, the attacker must succeed on a DC 15 Strength (Athletics) check, or the weapon becomes stuck to your armor. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by using an action and succeeding on a DC 15 Strength (Athletics) check.



MAGNETIC
SHIELD

MARID'S

A *marid's item* is often green, blue, or turquoise, and is imbued with gemstones, corals, and marid scales. It is a favorite with sailors and other maritime warriors.

MARID'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you have a swimming speed equal to your walking speed.

MARID'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to cold damage and a swimming speed equal to your walking speed.

MIND'S

A *mind's item* is usually crafted from exotic or otherworldly materials, and imparts telepathic abilities to its wielder.

MIND'S

Wondrous item, uncommon (requires attunement)

While carrying this item, you can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language.

MIND'S, GREATER

Wondrous item, rare (requires attunement)

While carrying this item, you can telepathically speak to any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. In addition, you can use an action to cast *detect thoughts* (save DC 15).

MITHRAL

A *mithral armor* is valued for being light and flexible, while still offering its wearer complete protection.

MITHRAL

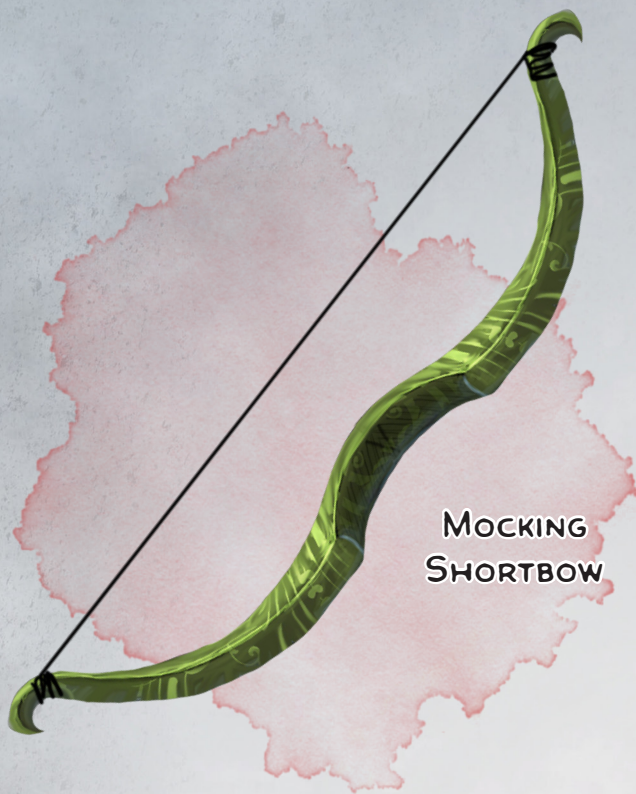
Armor (any medium or heavy), uncommon

This armor weighs only half its usual weight. It doesn't impose disadvantage on Dexterity (Stealth) checks and has no Strength requirement.

MITHRAL, GREATER

Armor (any medium or heavy), rare

This armor weighs only half its usual weight. It doesn't impose disadvantage on Dexterity (Stealth) checks and has no Strength requirement. In addition, you are considered proficient with a medium mithral armor even if you lack proficiency with medium armor, and with a heavy mithral armor as long as you have proficiency with medium armor.



MOCKING

A *mocking weapon* lends truth to the statement that “the best defense is offense,” as it demoralizes its target with every blow. The weapon is usually flashy and stylish, crafted from valuable materials and decorated with gems.

MOCKING

Weapon (any), uncommon

When you hit a creature with this weapon, the creature has disadvantage on the next attack roll it makes before the end of its next turn.

MOCKING, GREATER

Weapon (any), rare

When you hit a creature with this weapon, the creature takes an extra 1d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

MOMENTOUS

A *momentous weapon* is highly valued by knights and barbarians alike, and is usually heavy and sturdy. It seems to lend itself to a good charge, as it somehow always points itself towards the nearest potential foe.

MOMENTOUS

Weapon (any melee), uncommon

Once per turn, when you move at least 10 feet in a straight line immediately before hitting with an attack using this weapon, the target takes an extra 2d6 damage of the weapon's type.

MOMENTOUS, GREATER

Weapon (any melee), rare

Once per turn, when you move at least 10 feet in a straight line immediately before hitting with an attack using this weapon, the target takes an extra 4d6 damage of the weapon's type.

OOZE'S

An *ooze's item* is usually slick and slippery, and makes its wielder nearly impossible to pin down.

OOZE'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you have advantage on ability checks and saving throws made to escape being grappled or restrained.

OOZE'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to acid damage, and you have advantage on ability checks and saving throws made to escape being grappled or restrained.

PETRIFYING

A *petrifying weapon* will usually be crafted to resemble creatures like a cockatrice, basilisk, medusa, or gorgon. Sometimes it is even carved entirely from stone.

PETRIFYING

Weapon (any), uncommon

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw if its body is made of flesh. On a failed save, the creature is restrained 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.

PETRIFYING, GREATER

Weapon (any), rare

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 15 Constitution saving throw if its body is made of flesh. On a failed save, the creature is restrained and must make another DC 15 Constitution saving throw at the end of each of its turns. On a success, the effect ends. If it fails its saves three times (including the first failure), it is turned to stone and subjected to the petrified condition for 1 hour.

PHASER'S

A *phaser's item* is often glass-like and otherworldly. It seems to almost shift from existence from time-to-time, only to appear again just as an onlooker begins wondering where it went – or if it went anywhere at all.

PHASER'S

Armor or Weapon, uncommon (requires attunement)

When you take the Attack action while carrying this item, you can use a bonus action to immediately teleport up to 10 feet to an unoccupied space you can see.

PHASER'S, GREATER

Armor or Weapon, rare (requires attunement)

When you take the Attack action while carrying this item, you can teleport up to 10 feet before each attack to an unoccupied space you can see.

POISONOUS

A *poisonous weapon* glistens with poison and carries a faint odor that grows to a sickening, stomach-turning smell when used to strike at an enemy.

POISONOUS

Weapon (any piercing or slashing), uncommon

When you hit a creature with this weapon, the creature must succeed on a DC 13 Constitution saving throw or become poisoned until the end of your next turn.

POISONOUS, GREATER

Weapon (any piercing or slashing), rare

When you hit a creature with this weapon, the creature takes an extra 1d6 poison damage and must succeed on a DC 15 Constitution saving throw or become poisoned until the end of your next turn.

POLYMORPH

A *polymorph weapon* is a peculiar weapon, often decorated with various beasts, each of which have small gems for eyes.

POLYMORPH

Weapon (any), uncommon

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 13 Wisdom saving throw. On a failed save, the creature is affected as by the spell *polymorph*. Roll on the table below to randomly determine the creature's new form, which lasts 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. This property has no effect on a shapechanger or a creature with 0 hit points.

POLYMORPH, GREATER

Weapon (any), rare

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 15 Wisdom saving throw. On a failed save, the creature is affected as by the spell *polymorph*. Choose any beast with a challenge rating of 8 or less as the creature's new form, which lasts 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. This property has no effect on a shapechanger or a creature with 0 hit points.

Polymorph Weapon

d8	New Form
1	Rat
2	Cat
3	Hawk
4	Ox
5	Wolf
6	Black Bear
7	Giant Toad
8	Giant Ape

PRODIGY'S

A *prodigy's item* enhances the natural ability of its wearer, making it a popular item for virtually anyone who wants to shore up a weakness or improve a strong point.

PRODIGY'S

Wondrous item, uncommon (requires attunement)

While carrying this item, one of your ability scores (DM's choice or rolled on the Ability Score table) increases by 1, to a maximum of 22.

PRODIGY'S, GREATER

Wondrous item, rare (requires attunement)

While carrying this item, one of your ability scores (DM's choice or rolled on the Ability Score table) increases by 2, to a maximum of 24.

Ability Score

d6	Ability
1	Strength
2	Dexterity
3	Constitution
4	Intelligence
5	Wisdom
6	Charisma

PROFANE

A *profane weapon* is often made from dark materials, and emits a faint, eerie, off-white light that is uncomfortable to look at. Dark runes in a long-forgotten language usually mark its polished surface.

PROFANE

Weapon (any), uncommon

When you hit a creature with this weapon, the creature can't regain hit points until the start of your next turn.

PROFANE, GREATER

Weapon (any), rare

When you hit a creature with this weapon, the creature takes 1d6 necrotic damage and it can't regain hit points until the start of your next turn.



PROTECTIVE

A *protective shield* is crafted to protect others, and will almost pull its wearer's hand toward unprotected allies. It is favored by personal bodyguards and elite infantry.

PROTECTIVE

Armor (shield), uncommon

When a creature you can see attacks a target other than you that is within 5 feet of you while you are holding this magic shield, you can use your reaction to impose disadvantage on the attack roll.

PROTECTIVE, GREATER

Armor (shield), rare

When a creature you can see attacks a target other than you that is within 5 feet of you while you are holding this magic shield, you can use your reaction to impose disadvantage on the attack roll. If the attack misses, you can then immediately make an opportunity attack with a melee weapon you are wielding against the attacker as part of the same reaction, if the attacker is within your reach.

PUGILIST

A *pugilist item* is any martial artist's dream, as it enhances its wielder's natural attacks.

PUGILIST

Wondrous item, uncommon

While carrying this item, you gain a +1 bonus to attack and damage rolls made with unarmed attacks and your unarmed attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

PUGILIST, GREATER

Wondrous item, rare

While carrying this item, you gain a +2 bonus to attack and damage rolls made with unarmed attacks and your unarmed attacks count as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

SACRED

A *sacred weapon* will usually be made from gleaming white metal or wood, and often carries inscriptions in Celestial or depictions of angels and other celestial beings. It's a favorite with any foes of evil, such as clerics and paladins who follow Helm, Lathander, Torm, or Tyr.

SACRED

Weapon (any), uncommon

When you hit a fiend or undead creature with an attack using this weapon, the creature takes an extra 1d6 radiant damage.

SACRED, GREATER

Weapon (any), rare

When you hit with an attack using this weapon, the target takes an extra 1d6 radiant damage. If the target is a fiend or undead creature it takes an extra 2d6 radiant damage instead.

SCORNFUL

A *scornful item* emits discordant sounds as its wielder is attacked, assaulting the minds of anyone who attacks its wielder and eroding their confidence.

SCORNFUL

Armor or Wondrous item, uncommon

When a creature misses you with an attack while you are carrying this item, you can use your reaction to force the attacker to make a DC 13 Wisdom saving throw. On a failure, the creature takes 1d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

SCORNFUL, GREATER

Armor or Wondrous item, rare

When a creature misses you with an attack while you are carrying this item, you can use your reaction to force the attacker to make a DC 15 Wisdom saving throw. On a failure, the creature takes 2d6 psychic damage and has disadvantage on the next attack roll it makes before the end of its next turn.

SCORNFUL HELMET





SEER'S

A *seer's item* is often engraved with images of lidless eyes and seems to afford its wearer the benefits of improved eyesight. It is often worn by rangers and marksmen.

SEER'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you have advantage on Wisdom (Perception) checks that rely on sight.

SEER'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have advantage on Wisdom (Perception) checks that rely on sight. In addition, you have darkvision out to a range of 60 ft. and can see invisible creatures and objects as well as see into the Ethereal Plane, out to a range of 60 feet.

SENTINEL'S

A *sentinel's weapon* is often found in the hands of the Royal Guard and other elite warriors tasked with keeping foes at bay. They are usually well-crafted and decorated with eyes, shields, and similar iconography.

SENTINEL'S

Weapon (any melee), uncommon (requires attunement)

You have advantage on your attack roll when you make an opportunity attack using this weapon.

SENTINEL'S, GREATER

Weapon (any melee), rare (requires attunement)

You have advantage on your attack roll when you make an opportunity attack using this weapon. In addition, if the attack hits, you can move up to 10 feet immediately after the attack and as part of the same reaction. This movement doesn't provoke opportunity attacks.

SHADOWTOP

Fashioned from shadowtop bark, a *shadowtop item* enhances its wearer's physical capabilities as long as it remains out of direct light. It is a favorite with rogues and warriors who prefer to operate in the dark.

SHADOWTOP

Armor or Wondrous item, uncommon

While carrying this item in dim light or darkness, you have advantage on Strength and Dexterity ability checks.

SHADOWTOP, GREATER

Armor or Wondrous item, rare

While carrying this item in dim light or darkness, you have advantage on Strength and Dexterity ability checks and saving throws.

SHATTERING

A *shattering weapon* is often imbued with Dwarvish runes of destruction, as the weapon was originally a variant of powerful miners' tools developed by dwarves.

SHATTERING

Weapon (any), uncommon

When you attack with this weapon and roll a 20 on the attack roll, each creature of your choice within 10 feet of the target must make a DC 13 Constitution saving throw. A creature takes 2d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

SHATTERING, GREATER

Weapon (any melee), rare

When you attack with this weapon and roll a 20 on the attack roll, each creature of your choice within 10 feet of the target must make a DC 15 Constitution saving throw. A creature takes 4d8 thunder damage on a failed save, or half as much damage on a successful one. A creature made of inorganic material such as stone, crystal, or metal has disadvantage on this saving throw.

SHOCKING

A *shocking weapon* usually has small arcs of lightning dancing on its surface. It's a favorite among rogues, monks, and other warriors who thrive on being mobile in combat.

SHOCKING

Weapon (any), uncommon

When you hit with an attack using this weapon, the target can't take reactions until the start of its next turn.

SHOCKING, GREATER

Weapon (any), rare

When you hit with an attack using this weapon, the target takes an additional 1d6 lightning damage and can't take reactions until the start of its next turn.

SKIRMISHER'S

A *skirmisher's item* is usually of exquisite make, featuring engravings of wind, wings, blowing leaves, and other such iconography. It is a staple with any warrior who prefers to remain mobile in combat.

SKIRMISHER'S

Magic item (any), uncommon (requires attunement)

While carrying this item, any creature that makes an opportunity attack against you has disadvantage on the attack roll.

SKIRMISHER'S, GREATER

Magic item (any), rare (requires attunement)

While carrying this item, your speed is increased by 10 feet. In addition, any creature that makes an opportunity attack against you has disadvantage on the attack roll.



SPELL DUELIST'S
Rod

SOLDIER'S

A *soldier's item* is – unsurprisingly – popular with anyone who needs to stand brave in the face of danger – and survive to tell the tale! It often features carvings of skulls, dragons, and similarly menacing iconography.

SOLDIER'S

Magic item (any), uncommon (requires attunement)

While carrying this item, you have advantage on death saving throws and saving throws against being frightened.

SOLDIER'S, GREATER

Magic item (any), rare (requires attunement)

While carrying this item, you stabilize whenever you are dying at the start of your turn. In addition, you are immune to being frightened.

SPELL DUELIST'S

A *spell duelist's item* is typically a piece of jewelry, such as a ring, amulet, or gemstone, or a rod, staff, or wand, imbued with arcane glyphs and strong abjuration magic.

SPELL DUELIST'S

Wondrous item, uncommon (requires attunement)

While carrying this item, you gain the following benefits:

- You have advantage on ability checks made to counter a spell or dispel magic.
- Other creatures have disadvantage on ability checks made to counter a spell you cast or to dispel a magic effect created by a spell you cast.

SPELL DUELIST'S, GREATER

Wondrous item, rare (requires attunement)

While carrying this item, you gain the following benefits:

- You have advantage on ability checks made to counter a spell or dispel magic.
- Other creatures have disadvantage on ability checks made to counter a spell you cast or to dispel a magic effect created by a spell you cast.
- Whenever you successfully counter a spell or dispel magic using a spell slot of 2nd-level or higher, you regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

STEADY

A *steady item* is magically imbued to keep its wearer's feet planted firmly on the ground, giving them an uncanny balance. It is often carried by those who must stand firm at any cost – front-line warriors, personal guards, and so on.

STEADY

Armor or Wondrous item, uncommon

While carrying this item, you have advantage on ability checks and saving throws made to avoid being pushed back, knocked prone, or losing your balance.

STEADY, GREATER

Armor or Wondrous item, rare

While carrying this item, you have advantage on ability checks and saving throws made to avoid being shoved back, knocked prone, or losing your balance. 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 30 feet.

STONE

A *stone item* isn't necessarily fashioned from stone, although it often is. At a mere thought from its wearer, it transforms itself and its wearer into solid stone, providing them with a significant measure of protection – albeit at the cost of mobility.

STONE

Armor or Wondrous item, uncommon

While carrying this item, you can use an action to become petrified until the start of your next turn.

STONE, GREATER

Armor or Wondrous item, rare

While carrying this item, you can use a bonus action to become petrified until the start of your next turn.

SWIFT

A *swift weapon* is usually sleek, gleaming, and crafted for speed. Perfectly balanced, devoid of ornaments, and superbly efficient, this weapon is popular with nearly any type of warrior imaginable.

SWIFT

Weapon (any), uncommon

You can make one attack with disadvantage with this weapon as a bonus action on each of your turns.

SWIFT, GREATER

Weapon (any), rare

You can make one attack with this weapon as a bonus action on each of your turns.

SYLVAN

A *sylvan item* is almost otherworldly to gaze upon, often engraved with golden leaves and silver Sylvan runes.

SYLVAN

Armor or Wondrous item, uncommon

While carrying this item, you have advantage on saving throws against being charmed and magic can't put you to sleep.

SYLVAN, GREATER

Armor or Wondrous item, rare

While carrying this item, you are immune to being charmed and magic can't put you to sleep.

THIEF'S

A *thief's weapon* is crafted to be as easy to overlook as possible, and will often seem to blend into its surroundings or even morph its form to make it easier to hide.

THIEF'S

Weapon (any), uncommon (requires attunement)

While carrying this weapon, you can use a bonus action to make a Dexterity (Sleight of Hand) check against the passive Perception of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make with this weapon against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

THIEF'S, GREATER

Weapon (any), rare (requires attunement)

While carrying this weapon, you have advantage on Sleight of Hand checks. In addition, while carrying this weapon, you can use a bonus action to make a Dexterity (Sleight of Hand) check against the passive Perception of a creature within 30 feet that can see you. On a success, you have advantage on the next attack you make with this weapon against that creature until the end of your turn. This property can't be used against the same creature until the next dawn.

THROWER'S

A *thrower's weapon* is a dwarven invention, and as such, it is often inscribed with Dwarvish runes. Its peculiar balance seems to lend itself to throwing – even if it is a weapon one would ordinarily never think to throw.

THROWER'S

Weapon (any melee), uncommon (requires attunement)

This weapon has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you make a ranged attack with this weapon, the weapon flies back to your hand immediately after the attack.

THROWER'S, GREATER

Weapon (any melee), rare (requires attunement)

This weapon 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 1d6 damage of the weapon's type. Immediately after the attack, the weapon flies back to your hand.



THROWER'S
HALBERD

TRAINER'S

A *trainer's weapon* is often sought out by hunters and monster slayers, who use the weapon to intimidate and overpower their quarries. It usually features depictions of various beasts or monstrosities.

TRAINER'S

Weapon (any), uncommon (requires attunement)

When you hit a beast or monstrosity that has an Intelligence score of 5 or less with this weapon, the creature must succeed on a DC 13 Wisdom saving throw or become frightened of you until the end of your next turn.

TRAINER'S, GREATER

Weapon (any), rare (requires attunement)

While carrying this weapon, you have advantage on Animal Handling checks. In addition, When you hit a beast or monstrosity that has an Intelligence score of 5 or less with this weapon, the creature must succeed on a DC 15 Wisdom saving throw or become frightened of you until the end of your next turn.

TROLL'S

A *troll's item* is partially or wholly fashioned from troll's hide and bestows some of the troll's regenerative capabilities to its wearer.

TROLL'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you gain 5 temporary hit points at the start of each of your turns. You don't gain this benefit if you have taken acid or fire damage since the end of your last turn.

TROLL'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you gain 10 temporary hit points at the start of each of your turns. You don't gain this benefit if you have taken acid or fire damage since the end of your last turn.

UNHOLY

An *unholy item* is fashioned from bits and scraps of undead creatures, often featuring ghouls' nails and zombie skin. Its ghastly appearance and foul smell is enough to make lesser undead believe its wearer one of their own.

UNHOLY

Armor or Wondrous item, uncommon

While carrying this item, undead that have an Intelligence score of 7 or lower won't threaten or harm you unless you harm them.

UNHOLY, GREATER

Armor or Wondrous item, rare

While carrying this item, undead that have an Intelligence score of 7 or lower won't threaten or harm you unless you harm them. In addition, when damage reduces you to 0 hit points while carrying this item, you can make a Constitution saving throw with a DC of 10 + the damage taken, unless the damage is radiant or from a critical hit. On a success, you instead drop to 1 hit point.



UNHOLY CLOAK

UNICORN'S

An *unicorn's item* is usually white and majestic, and often also sparkles and reflects the light in scintillating colors. It is highly regarded by clerics, paladins, and other holy warriors.

UNICORN'S

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use a bonus action to create a shimmering, magical field around yourself or another creature you can see within 30 feet of you. The target gains a +1 bonus to AC until the end of your next turn.

UNICORN'S, GREATER

Magic item (any), rare (requires attunement)

While carrying this item, you can use a bonus action to create a shimmering, magical field around yourself or another creature you can see within 30 feet of you. The target gains a +2 bonus to AC until the end of your next turn.

In mighty Thay, the unholy enchantment is particularly popular. The Bulkir of Necromancy, Szass Tam, has bolstered Thay's forces with numerous undead infantry. Unholy amulets allow lesser mages and even common soldiers to fight alongside these mindless undead without fear of ending up as their next victims.

VICIOUS

A *vicious weapon* is a favorite with any warrior who wants to ensure that their killing blows are truly that. It is often impossible to cleanse this weapon of dried blood and bits of gore, which gives it a frightful appearance

VICIOUS

Weapon (any), uncommon

When you roll a 20 on your attack roll with this weapon, the target takes an extra 10 damage of the weapon's type.

VICIOUS, GREATER

Weapon (any), rare

When you roll a 20 on your attack roll with this weapon, the target takes an extra 10 damage of the weapon's type, and you can immediately make another weapon attack with this weapon against the same target.

WAILING

A *wailing weapon* emits a banshee-like wail with every strike, and is often crafted to resemble a demonic, screaming mouth, or a ghostly, elven beauty.

WAILING

Weapon (any), uncommon

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 13 Constitution saving throw. On a failure, it takes 2d6 psychic damage and is stunned until the end of your next turn. On a success, it takes only half as much damage and isn't stunned. This property has no effect on constructs and undead.

WAILING, GREATER

Weapon (any), rare

When you attack a creature with this weapon and roll a 20 on the attack roll, the creature must make a DC 15 Constitution saving throw. On a failure, it takes 4d6 psychic damage and is stunned until the end of your next turn. On a success, it takes only half as much damage and isn't stunned. This property has no effect on constructs and undead.

WAR CASTER'S

A *war caster's item* absorbs the arcane energy of spells cast by its wearer and uses that energy to offer a temporary boost in defense.

WAR CASTER'S

Armor or Wondrous item, uncommon (requires attunement)

When you cast a spell of 1st level or higher while carrying this item, you gain a +1 bonus to AC and all saving throws until the end of your next turn or until you cast another spell of 1st level or higher.

WAR CASTER'S, GREATER

Armor or Wondrous item, rare (requires attunement)

When you cast a spell of 1st level or higher while carrying this item, you gain a +2 bonus to AC and all saving throws until the end of your next turn or until you cast another spell of 1st level or higher.

WAR MAGE'S

A *war mage's weapon* is – unsurprisingly – popular with warriors who wield both arcane and martial weapons. Each time its wielder casts a spell, the weapon absorbs some of the arcane energy and uses it to fuel its next strike.

WAR MAGE'S

Weapon (any), uncommon (requires attunement)

When you cast a spell while carrying this weapon, it becomes charged with arcane energy. The next time you hit a target with an attack made with this weapon before the end of your next turn, the target takes an extra 1d6 force damage.

WAR MAGE'S, GREATER

Weapon (any), rare (requires attunement)

When you cast a spell while carrying this weapon, it becomes charged with arcane energy. The next time you hit a target with an attack made with this weapon before the end of your next turn, the target takes an extra 2d6 force damage.



WAR CASTER'S
STAFF

WARRIOR'S

A *warrior's weapon* is usually a horrid, jagged weapon, featuring protruding spikes and dark iconography. It's a favorite with sadists, skirmishers, and anyone else who likes to bleed their enemies dry.

WARRIOR'S

Weapon (any), uncommon (requires attunement)

When you hit a creature with an attack using this weapon, you can use a bonus action to 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 13 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 13 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

WARRIOR'S, GREATER

Weapon (any), rare (requires attunement)

When you hit a creature with an attack using this 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.

WATCHER'S

A *watcher's item* is often outfitted with eyes, ears, and similar iconography, and is treasured by anyone who wants to avoid danger – which is, well, most people.

WATCHER'S

Magic item (any), uncommon (requires attunement)

While carrying this item, you can't be surprised.

WATCHER'S, GREATER

Magic item (any), rare (requires attunement)

While carrying this item, you have advantage on initiative rolls and you can't be surprised.

WIGHT'S

A *wight's item* is imbued with the essence of a wight, protecting its wearer from attacks that would drain their life-force. It is often carried by clerics, paladins, and other foes of undead.

WIGHT'S

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, your hit point maximum can't be reduced.

WIGHT'S, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you have resistance to necrotic damage and your hit point maximum can't be reduced.

WORM'S

A *worm's item* bestows upon its wielder the ability to sense even the slightest tremors, making it popular with dungeon delvers and anyone who faces invisible or subterranean threats.

WORM'S

Wondrous item, uncommon (requires attunement)

While carrying this item, you have tremorsense out to a range of 30 feet.

WORM'S, GREATER

Wondrous item, rare (requires attunement)

While carrying this item, you have tremorsense out to a range of 60 feet.



WARRIOR'S
DAGGER

SUFFIX ENCHANTMENTS

Below are suffix enchantments for magic items, each of which come in an uncommon and rare version. Suffix enchantments go after the item's type and carry active abilities that have a finite number of uses per day.

ABSORPTION

An *item of absorption* is enchanted specifically to absorb elemental damage, completely protecting – and perhaps even empowering – its wielder from elemental attacks.

ABSORPTION

Armor or Wondrous item, uncommon (requires attunement)

When you take acid, cold, fire, lightning, or thunder damage while carrying this item, you can choose to take no damage instead. Once used, this property can't be used again until the next dawn.

ABSORPTION, GREATER

Armor or Wondrous item, rare (requires attunement)

When you take acid, cold, fire, lightning, or thunder damage while carrying this item, you can choose to take no damage instead. You gain temporary hit points equal to half the damage prevented this way (rounded down). Once used, this property can't be used again until the next dawn.

AGATHYS

An *item of Agathys* is covered in rimefrost, which spreads and thickens once its ability is used to channel the frigid energy of the frozen plane of Agathys.

AGATHYS

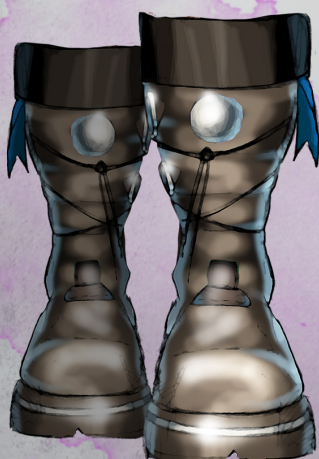
Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *armor of Agathys*. 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 item regains all expended charges daily at dawn.

AGATHYS, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *armor of Agathys* (1 charge per spell level) or *fire shield* (4 charges, cold version only). The item regains all expended charges daily at dawn.



BOOTS OF
AGATHYS

ANIMATION

A *shield of animation* is crafted to protect its wielder from harm while leaving their hands free, making it a favorite with warrior spellcasters.

ANIMATION

Armor (shield), uncommon (requires attunement)

While holding this magic shield, you can speak its command word as a bonus action to cause it to animate. The shield leaps into the air and hovers vertically 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. Once used, this property can't be used again until the next dawn.

ANIMATION, GREATER

Armor (shield), rare (requires attunement)

This magic shield has 3 charges. While holding it, you can speak its command word as a bonus action and expend 1 of its charges to cause it to animate. The shield leaps into the air and hovers vertically 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. The shield regains all expended charges daily at dawn.

ANTIMAGIC

An *item of antimagic* is often unassuming and unadorned, and may even appear wholly ordinary – until, of course, it is used to snuff out all magic in the room.

ANTIMAGIC

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use an action to surround yourself with a 10-foot-radius invisible sphere of antimagic, as if you had cast the spell *antimagic field*. This effect lasts until the end of your next turn. Once used, this property can't be used again until the next dawn.

ANTIMAGIC, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 of its charges as an action to surround yourself with a 10-foot-radius invisible sphere of antimagic, as if you had cast the spell *antimagic field*. This effect lasts until the end of your next turn. While this *antimagic field* is active, you can use a bonus action and expend 1 of the item's charges to extend its duration until the end of your next turn. The item regains all expended charges daily at dawn.

AWAKENING MIND

A *weapon of the awakening mind* is often unassuming to look at until used in combat, when dormant runes on its surface light up with arcane power with each strike.

AWAKENING MIND

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying it, you can expend the weapon's charges to cause the following effects:

- When you roll an Intelligence, Wisdom, or Charisma saving throw, you can expend 1 charge to give yourself advantage on the roll.
- You can expend 3 charges as an action to cast *confusion* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

AWAKENING MIND, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying it, you can expend the weapon's charges to cause the following effects:

- When you roll an Intelligence, Wisdom, or Charisma saving throw, you can expend 1 charge to give yourself advantage on the roll.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *confusion* (3 charges) or *synaptic static* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

BRILLIANCE

An *item of brilliance* is often made from reflective metal imbued with runes of abjuration and evocation, and can flash briefly to blind enemies.

BRILLIANCE

Armor or Wondrous item, uncommon (requires attunement)

When you are attacked by a creature within 30 feet of you that you can see while carrying this item, you can use your reaction to cause light to flare before the attacker makes its attack roll. The attacker must succeed on a DC 13 Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

BRILLIANCE, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. When you are attacked by a creature within 30 feet of you that you can see while carrying this item, you can expend 1 of its charges as a reaction to cause light to flare before the attacker makes its attack roll. The attacker must succeed on a DC 15 Constitution saving throw or be blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The item regains all expended charges daily at dawn.

CELEBRATION

An *item of celebration* is often well-crafted and impressive, sometimes featuring depictions of wide smiles and flowing skirts. It's a favorite among bards, minstrels, and other entertainers.

CELEBRATION

Weapon or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While you carry it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 13): *hideous laughter* (1 charge) or *enthrall* (2 charges). The item regains all expended charges daily at dawn.

CELEBRATION, GREATER

Weapon or Wondrous item, rare (requires attunement)

This item has 5 charges. While you carry it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 15): *hideous laughter* (1 charge), *enthrall* (2 charges) or *Otto's irresistible dance* (5 charges). The item regains all expended charges daily at dawn.

RING OF
BRILLIANCE



ROD OF
CELEBRATION

CHAMPION

Often carried by holy warriors, an *item of the champion* usually looks as impressive as the name suggests, sporting golden embroidery and gleaming metal.

CHAMPION

Armor or Weapon, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *heroism* (+3 spellcasting ability). 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 item regains all expended charges daily at dawn.

CHAMPION, GREATER

Armor or Weapon, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells: *heroism* (1 charge per spell level, spellcasting ability +5) or *crusader's mantle* (3 charges). The item regains all expended charges daily at dawn.

CHARM

An *item of charm* is usually pleasant to look at, but otherwise unassuming, so as not to raise suspicions.

CHARM

Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells (spell save DC 13): *charm person* (1 charge) or *suggestion* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

CHARM, GREATER

Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells (spell save DC 15): *charm person* (1 charge), *suggestion* (2 charges), or *compulsion* (4 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

CLEANSING

An *item of cleansing* is imbued with glyphs of abjuration and is a favorite among anyone who fights enchanters and other spellcasters regularly.

CLEANSING

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use a bonus action to end any spells of 3rd level or lower on yourself. For each spell of 4th level or higher on you, make an ability check using your Constitution modifier. The DC equals 10 + the spell's level. On a successful check, the spell ends. Once used, this property can't be used again until the next dawn.

CLEANSING, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. While wearing it, you can expend 1 charge as a bonus action to end any spells of 3rd level or lower on yourself. For each spell of 4th level or higher on you, make an ability check using your Constitution modifier. The DC equals 10 + the spell's level. On a successful check, the spell ends. The item regains all expended charges daily at dawn.

COMMAND

An *item of command* is often a symbol of status – a sovereign's scepter, a gilded crown, or an ostentatious piece of jewelry.

COMMAND

Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells (spell save DC 13): *command* (1 charge) or *hold person* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

COMMAND, GREATER

Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells (spell save DC 15): *charm person* (1 charge), *hold person* (2 charges), or *dominate person* (5 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.



LONGSWORD OF
THE CHAMPION

CONTINGENCY

An *item of contingency* often appear quite nondescript, until it is imbued with a spell, upon which arcane runes of that spell's school appear on its surface, glowing faintly.

CONTINGENCY

Armor or Wondrous item, uncommon (requires attunement)

This item can store a single spell cast into it. During a process that takes 10 minutes, any creature can cast a spell of up to 2nd level, that has a casting time of 1 action, and that can target you, into the item by touching it as the spell is cast. The spell has no immediate effect, other than to be stored in the item, where it takes effect when a certain circumstance occurs. When a creature casts a spell into the item, it must describe that circumstance. For example, when casting *water breathing* into the item, the caster might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell takes effect only on you, even if it can normally target others. Once the spell takes effect it is gone from the item, and a new spell can't be stored in the item until the next dawn.

CONTINGENCY, GREATER

Armor or Wondrous item, rare (requires attunement)

This item can store a single spell cast into it. During a process that takes 10 minutes, any creature can cast a spell of up to 5th level, that has a casting time of 1 action, and that can target you, into the item by touching it as the spell is cast. The spell has no immediate effect, other than to be stored in the item, where it takes effect when a certain circumstance occurs. When a creature casts a spell into the item, it must describe that circumstance. For example, when casting *water breathing* into the item, the caster might stipulate that *water breathing* comes into effect when you are engulfed in water or a similar liquid.

The spell takes effect immediately after the circumstance is met for the first time, whether or not you want it to. The spell uses the spell slot level, spell save DC, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell. The spell takes effect only on you, even if it can normally target others. Once the spell takes effect it is gone from the item, and a new spell can't be stored in the item until the next dawn.

CREEPING COLD

A *weapon of the creeping cold* is always cold to the touch, but turns painfully cold when wielded in combat, as rime ice spreads on its surface with every blow.

CREEPING COLD

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When an attacker that you can see hits you with an attack, you can expend 1 or more of its charges to reduce the attack's damage by 1d8 for each charge expended.
- You can expend 3 charges as an action to cast *ice storm* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

CREEPING COLD, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When an attacker that you can see hits you with an attack, you can expend 1 or more of its charges to reduce the attack's damage by 1d8 for each charge expended.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *ice storm* (3 charges) or *freezing sphere* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

CURSES

A *weapon of curses* is often unassuming, except for discreet Abyssal runes etched into its surface. It's a weapon often found in the hands of evil clerics or paladins.

CURSES

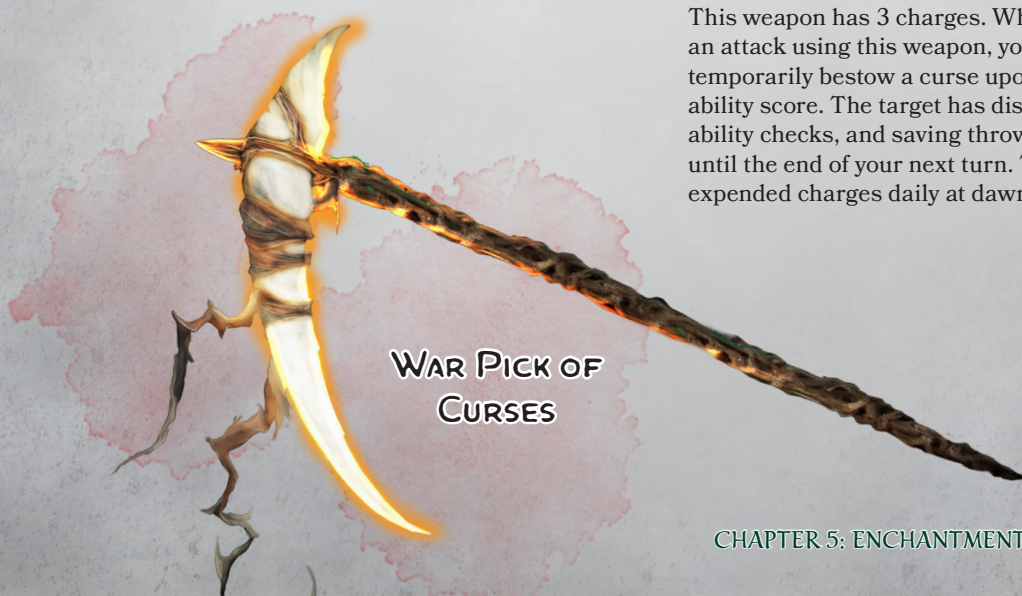
Weapon (any), uncommon (requires attunement)

When you hit a creature with an attack using this weapon, you can temporarily bestow a curse upon the target. Choose one ability score. The target has disadvantage on attack rolls, ability checks, and saving throws using that ability score until the end of your next turn. Once used, this property can't be used again until the next dawn.

CURSES, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When you hit a creature with an attack using this weapon, you can expend 1 charge to temporarily bestow a curse upon the target. Choose one ability score. The target has disadvantage on attack rolls, ability checks, and saving throws using that ability score until the end of your next turn. The weapon regains all expended charges daily at dawn.



LEATHER OF DAMNATION



DAMNATION

An *item of damnation* allows its wearer to damn any who strikes them, making enemies think twice before engaging again.

DAMNATION

Armor or Wondrous item, uncommon (requires attunement)

When a creature hits you with a weapon attack while you are carrying this item, you can temporarily bestow a curse upon that creature. Choose one ability score. The target has disadvantage on attack rolls, ability checks, and saving throws using that ability score until the end of your next turn. Once used, this property can't be used again until the next dawn.

DAMNATION, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. When a creature hits you with a weapon attack while you are carrying it, you can expend 1 of its charges to temporarily bestow a curse upon that creature. Choose one ability score. The target has disadvantage on attack rolls, ability checks, and saving throws using that ability score until the end of your next turn. The item regains all expended charges daily at dawn.

DANCING

A *weapon of dancing* is usually sleek, delicate, and seems to take any chance to swirl and whoosh dramatically through the air. It's a favorite with martial spellcasters – or any warrior who doesn't want to get their hands dirty.

DANCING

Weapon (any melee), uncommon (requires attunement)

You can use a bonus action to toss this weapon into the air and speak the command word. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The weapon uses your attack roll and ability score modifier to damage rolls, and is considered to be wielded by you in regards to other magical properties on the weapon, such as causing additional effects on successful hits.

While the weapon 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 weapon to attack one creature within 5 feet of it.

After the hovering sword attacks for the third 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.

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

DANCING, GREATER

Weapon (any melee), rare (requires attunement)

You can use a bonus action to toss this weapon into the air and speak the command word. When you do so, the weapon begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. The weapon uses your attack roll and ability score modifier to damage rolls, and is considered to be wielded by you in regards to other magical properties on the weapon, such as causing additional effects on successful hits.

While the weapon 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 weapon to attack one creature within 5 feet of it.

After 1 minute, the weapon 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.

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

DAWN

An *item of the dawn* is usually of immaculate make and engraved with Celestial runes. It is a favorite with the champions of light, such as paladins and clerics.

DAWN

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *guiding bolt* (1 charge per level, +5 to hit) or *daylight* (3 charges). The item regains all expended charges daily at dawn.

DAWN, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *guiding bolt* (1 charge per level, +7 to hit), *daylight* (3 charges), or *dawn* (5 charges, save DC 15). The item regains all expended charges daily at dawn.

DEMON

An *armor of the demon* is usually fashioned to look intimidating and is engraved with Abyssal glyphs.

DEMON

Armor (any), uncommon (requires attunement)

While wearing this armor, you can use an action to transform into a quasit. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

DEMON, GREATER

Armor (any), rare (requires attunement)

This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to transform into a quasit (1 charge) or a barlgura (3 charges). The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). The armor regains all expended charges daily at dawn.

DEVIL

An *armor of the devil* is often crafted solely with regard for practical use, resulting in a grotesque and ugly piece of armor with spikes and flanges protruding from it.

DEVIL

Armor (any), uncommon (requires attunement)

While wearing this armor, you can use an action to transform into an imp. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

DEVIL, GREATER

Armor (any), rare (requires attunement)

This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to transform into an imp (1 charge) or a barbed devil (3 charges). The transformation otherwise functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). The armor regains all expended charges daily at dawn.



HEADRESS OF DIVINATION

DISCORD

A *weapon of discord* is often found in the hands of tricksters and rogues. It will often emit discordant sounds as it passes erratically through the air.

DISCORD

Weapon (any), uncommon (requires attunement)

When you hit a creature with this weapon, you can force the creature to make a DC 13 Intelligence saving throw. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. Once used, this property can't be used again until the next dawn.

DISCORD, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When you hit a creature with this weapon, you can expend 1 of its charges to force the creature to make a DC 15 Intelligence saving throw. On a failed save, the target loses the ability to distinguish friend from foe, regarding all creatures it can see as enemies for 1 minute. Each time the target takes damage, it can repeat the saving throw, ending the effect on itself on a success.

Whenever the affected creature chooses another creature as a target, it must choose the target at random from among the creatures it can see within range of the attack, spell, or ability it's using. If an enemy provokes an opportunity attack from the affected creature, the creature must make that attack if it is able to. The weapon regains all expended charges daily at dawn.

DIVINATION

An *item of divination* is usually a religious or arcane object, such as a crystal ball, a totem, or ceremonial headwear.

DIVINATION

Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells: *identify* (1 charge) or *augury* (2 charges). The item regains all expended charges daily at dawn.

DIVINATION, GREATER

Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells: *identify* (1 charge), *augury* (2 charges), or *divination* (4 charges). The item regains all expended charges daily at dawn.



SHIELD OF THE
DRAGON

DOPPELGANGER

An *item of the doppelgänger* is nondescript and bland to look at, but allows its wielder to appear however they wish, making it a favorite with rogues, con artists, and spies.

DOPPELGANGER

Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 13): *disguise self* (1 charge) or *alter self* (2 charges). The item regains all expended charges daily at dawn.

DOPPELGANGER, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 15): *disguise self* (1 charge), *alter self* (2 charges), or *polymorph* (4 charges). The item regains all expended charges daily at dawn.

DRAGON

An *item of the dragon* is fashioned partially or wholly from dragon scales and engraved with Draconic runes.

DRAGON

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *chromatic orb* (1 charge) or as a bonus action to cast *dragon's breath* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

DRAGON, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *chromatic orb* (1 charge) or *fly* (3 charges), or as a bonus action to cast *dragon's breath* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

DRETCH

An *item of the dretch* usually carries a faint and very unpleasant smell, which increases in intensity and foulness once activated.

DRETCH

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use an action to conjure a cloud of disgusting green gas in a 10-foot radius around you. The gas moves with you, spreads around corners, and its area is lightly obscured. It lasts for 1 minute, until a strong wind disperses it, or you use a bonus action to dispel it. Any other creature that starts its turn in that area must succeed on a DC 13 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions. Once used, this property can't be used again until the next dawn.

DRETCH, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as an action to conjure a cloud of disgusting green gas in a 10-foot radius around you. The gas moves with you, spreads around corners, and its area is lightly obscured. It lasts for 1 minute, until a strong wind disperses it, or you use a bonus action to dispel it. Any other creature that starts its turn in that area must succeed on a DC 15 Constitution saving throw or be poisoned until the start of its next turn. While poisoned in this way, the target can take either an action or a bonus action on its turn, not both, and can't take reactions. The item regains all expended charges daily at dawn.

ELEMENTAL

An *armor of the elemental* will often embody the properties of the elements, featuring faint flames, rimefrost, steam, and earth. It is also often decorated with glyphs in various elemental languages, such as Aquan, Ignan, and Auran.

ELEMENTAL

Armor (any), uncommon (requires attunement)

While wearing this armor, you can use an action to transform into a dust mephitis, ice mephitis, magma mephitis, mud mephitis, smoke mephitis, or steam mephitis. The transformation functions as the *polymorph* spell, and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

ELEMENTAL, GREATER

Armor (any), rare (requires attunement)

This armor has 3 charges. While wearing this armor, you can expend 1 of its charges as an action to transform into a dust mephitis, ice mephitis, magma mephitis, mud mephitis, smoke mephitis, or steam mephitis, or you can expend 3 of its charges as an action to turn into an air elemental, earth elemental, fire elemental, or water elemental. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). The armor regains all expended charges daily at dawn.

ELEMENTS

A *weapon of the elements* is often in perpetual flux, almost imperceptibly changing its temperature, smell, and feel, as it smoothly shifts between the various elements.

ELEMENTS

Weapon (any), uncommon (requires attunement)

This weapon has 3 charges. While carrying it, you can expend 1 of its charges as a reaction to cast *absorb elements* (1 charge). The weapon regains all expended charges daily at dawn.

ELEMENTS, GREATER

Weapon (any), rare (requires attunement)

This weapon has 5 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *absorb elements* (1 charge) or as an action to cast *elemental weapon* (3 charges). The weapon regains all expended charges daily at dawn.

EMPATHY

An *item of empathy* is usually of exquisite make, but otherwise gives no hint of its properties. It is a favorite with peacekeepers, sovereigns, and even pacifists, who prefer to let their enemies defeat themselves.

EMPATHY

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use a bonus action to tie your form to another creature within 30 feet you can see. Until the end of your next turn, whenever you take damage, the target must make a DC 13 Constitution saving throw. On a failed save, you take half the damage (rounded down), and the target takes the remaining damage. Once used, this property can't be used again until the next dawn.

EMPATHY, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as a bonus action to tie your form to another creature within 30 feet you can see. Until the end of your next turn, whenever you take damage, the target must make a DC 15 Constitution saving throw. On a failed save, you take half the damage (rounded down), and the target takes the remaining damage. The item regains all expended charges daily at dawn.

ENHANCEMENT

An *item of enhancement* features glyphs of transmutation and is crafted to allow its wearer maximum comfort. It is coveted equally by both athletes and the decidedly unathletic.

ENHANCEMENT

Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells: *jump* (1 charge), *longstrider* (1 charge), or *enhance ability* (2 charges), targeting yourself. The item regains all expended charges daily at dawn.

ENHANCEMENT, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells: *jump* (1 charge), *longstrider* (1 charge), *enhance ability* (2 charges) or *skill empowerment* (5 charges), targeting yourself. The item regains all expended charges daily at dawn.

FAR STEP

An *item of the far step* usually has an otherworldly feel to it and is often crafted from rare metals or exotic woods, with Sylvan runes etched into its surface.

FAR STEP

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as a bonus action to cast *misty step*. The item regains all expended charges daily at dawn.

FAR STEP, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *misty step* (1 charge) or *far step* (3 charges). The item regains all expended charges daily at dawn.



HALF PLATE OF
EMPATHY

BRACERS OF THE FEATHER



FEATHER

An *item of the feather* often carries engravings of feathers, birds, and similar iconography. When worn or carried, it seems to almost pull its wearer ever so slightly from the ground.

FEATHER

Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as a reaction to cast *feather fall* or expend 2 charges as an action to cast *levitate*. The item regains all expended charges daily at dawn.

FEATHER, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *feather fall* (1 charge) or as an action to cast *levitate* (2 charges) or *fly* (3 charges). The item regains all expended charges daily at dawn.

FEY

An *item of the fey* feels decidedly otherworldly. Its surface is engraved with Sylvan runes and often bears a peculiar design painted in bright hues of green, blue, and orange.

FEY

Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *faerie fire* (1 charge, save DC 13) or *blink* (2 charges). The item regains all expended charges daily at dawn.

FEY, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 15): *faerie fire* (1 charge), *blink* (2 charges), or *seeming* (5 charges). The item regains all expended charges daily at dawn.

GHOST

An *item of the ghost* seems almost translucent and intangible, and will often feel cold to the touch. It is highly sought after by thieves, rogues, and spies, who can use its abilities both in and out of combat.

GHOST

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use a bonus action to become incorporeal and translucent until the end of your next turn. While incorporeal, you gain the following benefits:

- Your weapon attacks deal force damage instead of bludgeoning, piercing, or slashing damage.
- You have resistance against bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

If this transformation ends while you are inside an object or other creature's space, you are pushed to the nearest unoccupied space, taking 1d10 force damage for each 5 feet you are pushed this way. Once used, this property can't be used again until the next dawn.

GHOST, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. While carrying it, you can use a bonus action and expend 1 of its charges to become incorporeal and translucent until the end of your next turn. While incorporeal, you gain the following benefits:

- Your weapon attacks deal force damage instead of bludgeoning, piercing, or slashing damage.
- You have resistance against bludgeoning, piercing, and slashing damage from nonmagical attacks.
- You can move through other creatures and objects as if they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

If this transformation ends while you are inside an object or other creature's space, you are pushed to the nearest unoccupied space, taking 1d10 force damage for each 5 feet you are pushed this way. The item regains all expended charges daily at dawn.

Few enchantments are as versatile as the ghost enchantment. If powerful enough, it may even grant enough time for its wearer to move right through the defenses afforded by spells such as *Mordenkainen's Private Sanctum*. This was something the late Zulkir of Abjuration discovered to his chagrin, when an assassin outfitted with just such an enchanted armor came to visit. What a shame.

GIANT

An *item of the giant* will often appear oversized, featuring runes in Dwarvish or Giant. It is a favorite with melee combatants who rely on their Strength and size to overpower their enemies.

GIANT

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use an action to magically increase in size for 1 minute. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category – from Medium to Large, for example. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. You have advantage on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While your weapons are enlarged, your attacks with them deal an extra 1d4 of the weapon's damage. Once used, this property can't be used again until the next dawn.

GIANT, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as an action to magically increase in size for 1 minute. Your size doubles in all dimensions, and your weight is multiplied by eight. This growth increases your size by one category – from Medium to Large, for example. If there isn't enough room for you to double your size, you attain the maximum possible size in the space available. You have advantage on Strength checks and Strength saving throws. Your weapons also grow to match your new size. While your weapons are enlarged, your attacks with them deal an extra 1d4 of the weapon's damage. The item regains all expended charges daily at dawn.

GORGON

An *armor of the gorgon* is often crafted from supple, but incredibly dense metal, mimicking the tough exterior of the gorgon it is named after.

GORGON

Armor (any), uncommon (requires attunement)

While wearing this armor, you can use an action to transform into a cockatrice. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

GORGON, GREATER

Armor (any), rare (requires attunement)

This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to transform into a cockatrice (1 charge) or a gorgon (3 charges). The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). The armor regains all expended charges daily at dawn.

Strength and endurance may win you the fight, but if you're fast enough, it may never start at all. This is also why the haste enchantment has been hugely popular among Thay's infantry.

HASTE

An *item of haste* is usually sleek, well-crafted, and hums with latent energy waiting to be unleashed.

HASTE

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use it on your turn to gain the following benefits until the start of your next turn:

- Your speed is doubled.
- You gain a +2 bonus to AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on your turn, that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

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

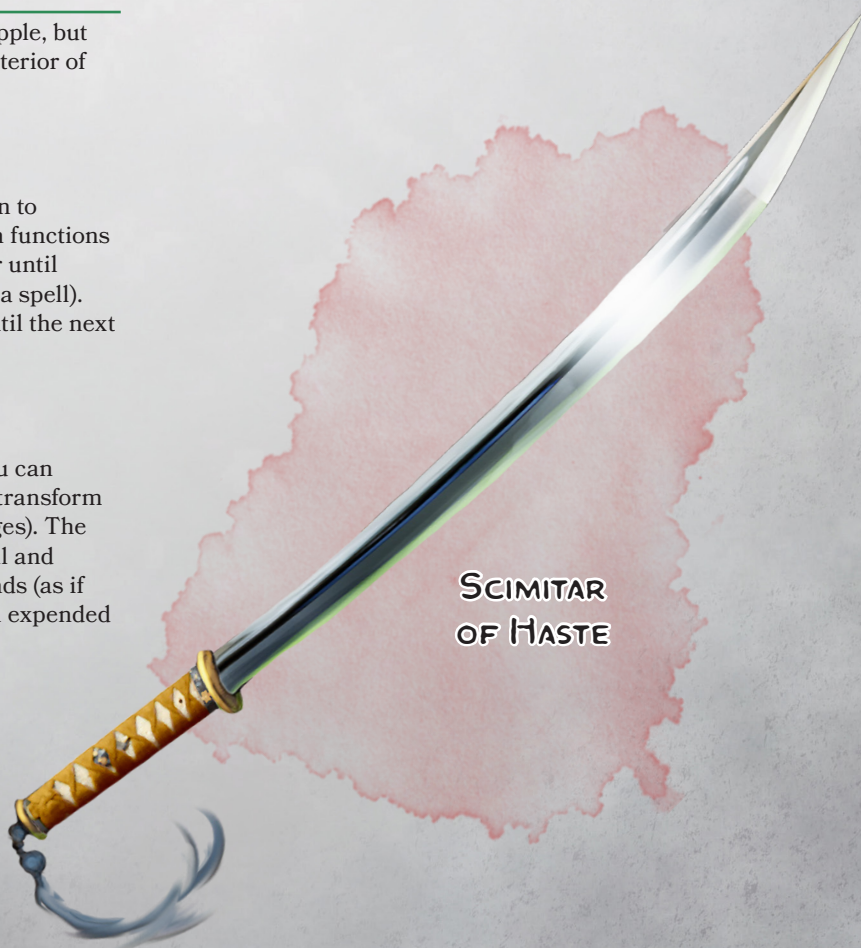
HASTE, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 of its charges on your turn to gain the following benefits until the start of your next turn:

- Your speed is doubled.
- You gain a +2 bonus to AC.
- You have advantage on Dexterity saving throws.
- You gain an additional action on your turn, that can be used only to take the Attack (one weapon attack only), Dash, Disengage, Hide, or Use an Object action.

The item regains all expended charges daily at dawn.



HAUNTING

An *item of haunting* seems to cast a longer shadow than it should and whisper eerily, almost so faintly as to be imperceptible. It often features depictions of twisted humanoids and faces frozen in open-mouthed screams.

HAUNTING

Weapon or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use an action to cause a dark spirit to rise from the corpse of a creature that has died within the last hour. The spirit has the characteristics of a shadow (*Monster Manual* p. 269), except that it doesn't create new shadows. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, the shadow defends itself from hostile creatures, but otherwise takes no actions. The shadow dissipates after 1 minute. Once used, this property can't be used again until the next dawn.

HAUNTING, GREATER

Weapon or Wondrous item, rare (requires attunement)

While carrying this item, you can use an action to cause a dark spirit to rise from the corpse of a creature that has died within the last hour. The spirit has the characteristics of a shadow (*Monster Manual* p. 269), except that it doesn't create new shadows, it adds your character level to its hit points, and it adds your proficiency bonus to its AC, attack rolls, damage rolls, and saving throws. It acts on your initiative and obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to it, the shadow defends itself from hostile creatures, but otherwise takes no actions. The shadow dissipates after 1 minute. Once used, this property can't be used again until the next dawn.



GAUNTLETS
OF HEALING



BREASTPLATE OF
THE HEAVENS

HEALING

An *item of healing* is usually engraved with Celestial glyphs and radiates a dim, soothing light.

HEALING

Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *cure wounds* (+3 spellcasting ability). 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 item regains all expended charges daily at dawn.

HEALING, GREATER

Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells (+5 spellcasting ability): *cure wounds* (1 charge per spell level) or *mass cure wounds* (5 charges). The item regains all expended charges daily at dawn.

HEAVENS

An *item of the heavens* is often inlaid with golden, Celestial runes, and beautifully crafted to inspire awe and hope in any who gaze upon it.

HEAVENS

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as a bonus action to cast *divine favor*. The item regains all expended charges daily at dawn.

HEAVENS, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *divine favor* (1 charge) or as an action to cast *guardian of faith* (4 charges, spell save DC 15). The item regains all expended charges daily at dawn.

HELLS

An *item of the hells* usually features Infernal runes and emanates a faint smell of fire and brimstone.

HELLS

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *hellish rebuke* (save DC 13). 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 item regains all expended charges daily at dawn.

HELLS, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *hellish rebuke* (1 charge per spell level, save DC 15) or as an action to cast *fire shield* (4 charges, fire version only). The item regains all expended charges daily at dawn.

HOPE

An *item of hope* is usually carried by champions, knights, priests, and healers, and is crafted in exquisite detail to inspire hope and awe in anyone who sees it.

HOPE

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *shield of faith* (1 action) or as an action to cast *aid* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

HOPE, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *shield of faith* (1 action) or as an action to cast *aid* (2 charges) or *beacon of hope* (3 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

HUNTER

A *weapon of the hunter* is a favorite with woodsmen and rangers, but also bounty hunters and rogues in general. It is usually discreet and humble in appearance.

HUNTER

Weapon (any), uncommon (requires attunement)

This weapon has 3 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *ensnaring strike* (1 charge, save DC 13) or as an action to cast *pass without trace* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The weapon regains all expended charges daily at dawn.

HUNTER, GREATER

Weapon (any), rare (requires attunement)

This weapon has 5 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *ensnaring strike* (1 charge, save DC 13) or as an action to cast *pass without trace* (2 charges) or *locate creature* (4 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The weapon regains all expended charges daily at dawn.

INEVITABLE END

A *weapon of the inevitable end* carries dark runes in Abyssal and hums discordantly with each strike.

INEVITABLE END

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When another creature you can see within 30 feet makes a saving throw, you can expend 1 or more of its charges as a reaction to roll a d4 and subtract the result + the number of charges expended from the creature's roll.
- You can expend 3 charges as an action to cast *blight* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

INEVITABLE END, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When another creature you can see within 30 feet makes a saving throw, you can expend 1 or more of its charges as a reaction to roll a d4 and subtract the result + the number of charges expended from the creature's roll.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *blight* (3 charges) or *finger of death* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.



LONGSWORD OF LUCK



INTRUSION

A *weapon of intrusion* tends to be delicate and slender, often resembling a surgeon's tool.

INTRUSION

Weapon (any), uncommon (requires attunement)

When you hit a creature with this weapon, you can choose to learn any damage vulnerabilities, damage resistances, and damage immunities that creature has, and if the creature has the feature Magic Resistance. You can then choose one damage resistance that creature has or the feature Magic Resistance. The creature loses that damage resistance or feature for 1 minute. Once used, this property can't be used again until the next dawn.

INTRUSION, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When you hit a creature with this weapon, you can expend 1 charge to learn any damage vulnerabilities, damage resistances, and damage immunities that creature has, and if the creature has the feature Magic Resistance. You can then choose one damage resistance that creature has or the feature Magic Resistance. The creature loses that damage resistance or feature for 1 minute. The weapon regains all expended charges daily at dawn.

INVISIBILITY

An *item of invisibility* is usually quite nondescript and unassuming, belying the powers it holds within. It is treasured by rogues, assassins, and anyone who prefers to walk unseen.

INVISIBILITY

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use an action to turn invisible. You remain invisible for 1 minute, until you attack or cast a spell, or until you use a bonus action to become visible again. Once used, this property can't be used again until the next dawn.

INVISIBILITY, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as a bonus action to turn invisible. You remain invisible for 1 minute, until you attack or cast a spell, or until you use a bonus action to become visible again. The item regains all expended charges daily at dawn.

LIGHTNING

A *weapon of lightning* usually has sparks on its surface that seem to dance in eager anticipation of being released as a bolt of glorious lightning.

LIGHTNING

Weapon (any ranged), uncommon (requires attunement)

When you make a ranged attack with this weapon and speak its command word, the weapon or a piece of ammunition fired from it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within the weapon's maximum range. 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 weapon or piece of ammunition when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the weapon plus 4d6 lightning damage. Once used, this property can't be used again until the next dawn.

LIGHTNING, GREATER

Weapon (any ranged), rare (requires attunement)

This weapon has 3 charges. When you make a ranged attack with this weapon and speak its command word, you can expend 1 of its charges to transform the weapon or a piece of ammunition fired from it into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within the weapon's maximum range. Each creature in the line excluding you and the target must make a DC 15 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 weapon or piece of ammunition when it reaches the target. Make a ranged weapon attack against the target. On a hit, the target takes damage from the weapon plus 4d6 lightning damage. The weapon regains all expended charges daily at dawn.

LUCK

An *item of luck* is any adventurer's dream, as anyone who regularly faces danger can do with a small portion of luck. It often features one – or three – gemstones prominently inset into its surface.

LUCK

Magic item (any), uncommon (requires attunement)

While carrying this item, 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. Once used, this property can't be used again until the next dawn.

LUCK, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 of its charges to 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. The item regains all expended charges daily at dawn.

MASTER

A *weapon of the master* is crafted to resemble the creature held within it – if it's an imp, it might have a pommel shaped like a bat's wings and a hilt resembling a barbed tail. It's a favorite with spellcasters who want a familiar, but can't usually get one, such as bards or sorcerers.

MASTER

Weapon (any), uncommon (requires attunement)

This weapon contains a transmuted orange faerie dragon, imp, or quasit (DM's choice). You can use an action on your turn to speak this weapon's command word and throw it up into the air. The weapon becomes a creature (see above) that is under your control and acts on its own initiative count. The creature obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the weapon after 1 hour, if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once the transformation ends, this property can't be used again until the next dawn.

MASTER, GREATER

Weapon (any), rare (requires attunement)

This weapon contains a transmuted orange faerie dragon, imp, or quasit (DM's choice). You can use an action on your turn to speak this weapon's command word and throw it up into the air. The weapon becomes a creature (see above) that is under your control and acts on its own initiative count. The creature obeys any verbal commands that you issue to it (no action required by you). The creature reverts back to the weapon if it's reduced to 0 hit points, or if you use a bonus action to end the transformation. Once the transformation ends, this property can't be used again until the next dawn.

METAMAGIC

An *item of metamagic* allows its wielder to augment and enhance their spells, making it highly treasured by spellcasters of any sort.

METAMAGIC

Wondrous item, uncommon (requires attunement)

This item has 3 charges. When you cast a spell while carrying it, you can expend 1 or more of its charges to apply one of the following Metamagic effects to the spell:

- **Subtle Spell (1 charge).** The spell is cast without any somatic or verbal components.
- **Quickened Spell (2 charges).** If the spell has a casting time of 1 action, the casting time instead becomes 1 bonus action for this casting.

The item regains all expended charges daily at dawn.

METAMAGIC, GREATER

Wondrous item, rare (requires attunement)

This item has 5 charges. When you cast a spell while carrying it, you can expend 1 or more of its charges to apply one of the following Metamagic effects to the spell:

- **Subtle Spell (1 charge).** The spell is cast without any somatic or verbal components.
- **Quickened Spell (2 charges).** If the spell has a casting time of 1 action, the casting time instead becomes 1 bonus action for this casting.
- **Heightened Spell (3 charges).** One target of the spell has disadvantage on its first saving throw against it.

The item regains all expended charges daily at dawn.

MIRRORS

An *item of mirrors* is usually polished to be highly reflective, and the many angles and perspectives it reflects will often confuse onlookers.

MIRRORS

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use an action to cast *mirror image*. Once used, this property can't be used again until the next dawn.

MIRRORS, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 of its charges as an action to cast *mirror image*. The item regains all expended charges daily at dawn.





BOOTS OF THE
NIGHT

MISLEADING

An *item of misleading* is often crafted to appear deceptively unassuming, though glyphs of illusion can often be found carefully hidden on the inside of the item.

MISLEADING

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use an action to cast *major image* (spell save DC 13). Once used, this property can't be used again until the next dawn.

MISLEADING, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges to cast *major image* (1 charge) or *mislead* (2 charges). The save DC for both spells is 15. The item regains all expended charges daily at dawn.

NIGHT

An *item of the night* is often fashioned from dark materials, and often seems to absorb the light instead of reflecting it.

NIGHT

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *arms of Hadar* (1 charge per spell level) or *darkness* (2 charges). The item regains all expended charges daily at dawn.

NIGHT, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *arms of Hadar* (1 charge per spell level), *darkness* (2 charges), or *hunger of Hadar* (3 charges). The item regains all expended charges daily at dawn.

NULLIFICATION

An *item of nullification* is typically a rod or a staff carried by a wizard or similar spellcaster.

NULLIFICATION

Wondrous item, uncommon (requires attunement)

While carrying this item, you can use a reaction to cast *counterspell* or use an action to cast *dispel magic*. Your spellcasting ability for both spells is +3. Once used, this property can't be used again until the next dawn.

NULLIFICATION, GREATER

Wondrous item, rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 of its charges as a reaction to cast *counterspell* or as an action to cast *dispel magic*. Your spellcasting ability for both spells is +5. 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 item regains all expended charges daily at dawn.

OCEAN

An *item of the ocean* is highly coveted by sailors, pirates, and other mariners. It usually carries Aquan runes, and is outfitted with bright corals or blue sapphires.

OCEAN

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use an action to cast *water breathing* or *dominate beast* (save DC 13, can only target a beast that has an innate swimming speed). Once used, this property can't be used again until the next dawn.

OCEAN, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 15): *water breathing* (1 charge), *dominate beast* (1 charge, can only target a beast that has an innate swimming speed) or *control water* (2 charges). The item regains all expended charges daily at dawn.



GLOVES OF THE
OCEAN

POWER

An *item of power* is inlaid with powerful runes of abjuration, and will often seem to radiate magic. It is favored by warriors who often face spellcasters in combat.

POWER

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use an action to cause divine energy to radiate from it, distorting and diffusing magical energy around you. For 1 minute, you have advantage on saving throws against spells and other magical effects. Once used, this property can't be used again until the next dawn.

POWER, GREATER

Armor or Wondrous item, rare (requires attunement)

While carrying this item, you can use an action to cause divine energy to radiate from it, distorting and diffusing magical energy around you. For 1 minute, each friendly creature within 30 feet of you (including you) has advantage on saving throws against spells and other magical effects. Once used, this property can't be used again until the next dawn.

REFLECTION

An *armor of reflection* is polished to a mirror-like surface and can be used by its wearer to reflect physical attacks.

REFLECTION

Armor (any), uncommon (requires attunement)

When a creature misses you with a weapon attack while you are wearing this armor, you can choose to reflect the attack back on the attacker. The creature must make a new attack roll for the attack against its own AC. On a hit, the creature takes damage and suffers other effects of the attack as normal. Once used, this property can't be used again until the next dawn.

REFLECTION, GREATER

Armor (any), rare (requires attunement)

This armor has 3 charges. When a creature misses you with a weapon attack while you are wearing this armor, you can expend 1 charge to reflect the attack back on the attacker. The creature must make a new attack roll for the attack against its own AC. On a hit, the creature takes damage and suffers other effects of the attack as normal. The armor regains all expended charges daily at dawn.

RESTORATION

An *item of restoration* is often crafted from expensive materials and inscribed with depictions of divine entities.

RESTORATION

Armor or Wondrous item, uncommon (requires attunement)

While carrying this item, you can use an action to cast *lesser restoration* targeting yourself. Once used, this property can't be used again until the next dawn.

RESTORATION, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *lesser restoration* (1 charge) or *greater restoration* (2 charges), targeting yourself. The item regains all expended charges daily at dawn.

RISING SUN

A *weapon of the rising sun* will often carry depictions of the dawn or a glorious sunrise. It's a favorite with Lathander's faithful, and other warriors who revere the sun.

RISING SUN

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you make an attack roll or saving throw, you can expend 1 or more of its charges to roll a d4 and add the result + the number of charges expended to the roll.
- You can expend 3 charges as an action to cast *dawn* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

RISING SUN, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you make an attack roll or saving throw, you can expend 1 or more of its charges to roll a d4 and add the result + the number of charges expended to the roll.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *dawn* (3 charges) or *sunbeam* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.



HALBERD OF THE
RISING SUN

ROARING FIRE

A *weapon of roaring fire* is often fashioned from reddish metal or wood dyed crimson.

ROARING FIRE

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When a creature within 5 feet of you hits you with a melee attack, you can expend 1 or more charges to have fire leap at that creature. The creature takes 1d8 fire damage for each charge expended this way.
- You can expend 3 charges as an action to cast *wall of fire* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

ROARING FIRE, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When a creature within 5 feet of you hits you with a melee attack, you can spend 1 or more charges to have fire leap at that creature. The creature takes 1d8 fire damage for each charge expended this way.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *fire wall* (3 charges) or *fire storm* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

ROILING CLOUDS

A *weapon of roiling clouds* seems to give anyone nearby the sensation one gets just before a thunderstorm – a faint smell of ozone and an almost electric feeling in the air.

ROILING CLOUDS

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you roll a Strength or Constitution saving throw, you can expend 1 charge to give yourself advantage on the roll.
- You can expend 3 charges as an action to cast *thunder step* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

ROILING CLOUDS, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you roll a Strength or Constitution saving throw, you can expend 1 charge to give yourself advantage on the roll.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *thunder step* (3 charges) or *destructive wave* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

SAVIOR

An *item of the savior* is a favorite with the personal guards of dignitaries and sovereigns, who happily pay its premium cost for the peace of mind it offers them.

SAVIOR

Armor or Wondrous item, uncommon (requires attunement)

When a creature you can see attacks a target other than you that is within 30 feet of you while you are carrying this item, you can use your reaction to magically swap places with the target of the attack, if it is willing. The attack is made against you instead. Once used, this property can't be used again until the next dawn.

SAVIOR, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 3 charges. When a creature you can see attacks a target other than you that is within 30 feet of you while you are carrying this item, you can expend 1 charge as a reaction to magically swap places with the target of the attack, if it is willing. The attack is made against you instead. The item regains all expended charges daily at dawn.



BREASTPLATE OF
THE SAVIOR

SCHOOL SPECIALIZATION

An *item of school specialization* is for those who specialize in a specific school of magic, as it can be used to bolster and enhance the casting of that school's spells.

SCHOOL SPECIALIZATION

Wondrous item, uncommon (requires attunement)

This item is attuned to one school of magic (chosen by the DM or rolled on the School Specialization table). When you cast a spell from that school of magic using one of your spell slots while carrying this item, you can choose to have the spell take effect as if you had cast it using a spell slot one level higher than the one you used to cast it. Once used, this property can't be used again until the next dawn.

SCHOOL SPECIALIZATION, GREATER

Wondrous item, rare (requires attunement)

This item is attuned to one school of magic (chosen by the DM or rolled on the School Specialization table) and has 3 charges. When you cast a spell from that school of magic using one of your spell slots while carrying this item, you can expend 1 charge and choose that the spell takes effect as if you had cast it using a spell slot one level higher than the one you used to cast it. The item regains all expended charges daily at dawn.

School Specialization

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



STAFF OF
SCHOOL
SPECIALIZATION

SEARCHING

An *item of searching* is often a glove, jewelry, or an object that can be held in one hand, which will hum or vibrate as it is used to detect or locate various objects or persons.

SEARCHING

Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells: *detect evil and good* (1 charge), *detect magic* (1 charge), or *locate object* (2 charges). The item regains all expended charges daily at dawn.

SEARCHING, GREATER

Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast the following spells: *detect evil and good* (1 charge), *detect magic* (1 charge), *locate object* (2 charges), or *locate creature* (4 charges). The item regains all expended charges daily at dawn.

SEEKING

A *weapon of seeking* doesn't often betray its unique ability, although its wielder will easily sense its purpose when holding it, as the weapon gives off an almost arrogant sensation that no target is ever entirely out of reach.

SEEKING

Weapon (any ranged), uncommon (requires attunement)

When you make a ranged attack using this weapon, you can choose to imbue the missile with seeking magic. You don't make an attack roll for the attack, but instead choose one creature or object you have seen in the past minute. The missile flies toward that target, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the missile to travel to the target, the target must succeed on a DC 13 Dexterity saving throw (an inanimate object automatically fails this saving throw) or take damage as if it were hit by the missile, plus an extra 1d10 force damage, and you learn the target's current location. Once used, this property can't be used again until the next dawn.

SEEKING, GREATER

Weapon (any ranged), rare (requires attunement)

This weapon has 3 charges. When you make a ranged attack using this weapon, you can expend 1 charge to imbue the missile with seeking magic. You don't make an attack roll for the attack, but instead choose one creature or object you have seen in the past minute. The missile flies toward that target, moving around corners if necessary and ignoring three-quarters cover and half cover. If the target is within the weapon's range and there is a path large enough for the missile to travel to the target, the target must succeed on a DC 15 Dexterity saving throw (an inanimate object automatically fails this saving throw) or take damage as if it were hit by the missile, plus an extra 2d10 force damage, and you learn the target's current location. The weapon regains all expended charges daily at dawn.

SHADOW

A *weapon of shadow* seems to bleed darkness, as wisps of shadow cling to its surface, almost obscuring it from view. This weapon is a favorite with assassins, rogues, and others who like to fight in the shadows.

SHADOW

Weapon (any melee), uncommon (requires attunement)

While carrying this weapon, you can use a bonus action to turn the weapon into a shadowy version of itself. For 1 minute, or until you end this effect as a bonus action, it deals psychic damage instead of its usual damage type, and has the finesse and light properties. In addition, when you use the weapon to attack a target that is in dim light or darkness, you make the attack roll with advantage. Once used, this property can't be used again until the next dawn.

SHADOW, GREATER

Weapon (any melee), rare (requires attunement)

This weapon has 3 charges. While carrying it, you can use a bonus action to turn the weapon into a shadowy version of itself. For 1 minute, or until you end this effect as a bonus action, it deals psychic damage instead of its usual damage type, and has the finesse and light properties. In addition, when you use the weapon to attack a target that is in dim light or darkness, you make the attack roll with advantage and the target takes an extra 1d10 psychic damage if the attack hits. The weapon regains all expended charges daily at dawn.

SHADOWFELL

An *armor of the shadowfell* is often fashioned from dark materials, and seems to exude shadows, which dance faintly on its surface, growing in intensity once its powers are activated.

SHADOWFELL

Armor (any), uncommon (requires attunement)

While wearing this armor, you can use an action to magically cause flame-like shadows to wreath your body for 1 minute or until you dismiss them as a bonus action, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 1d8 necrotic damage. Once used, this property can't be used again until the next dawn.

SHADOWFELL, GREATER

Armor (any), rare (requires attunement)

This armor has 3 charges. While wearing it, you can expend 1 charge as an action to magically cause flame-like shadows to wreath your body for 1 minute or until you dismiss them as a bonus action, causing you to become heavily obscured to others. The shadows turn dim light within 10 feet of you into darkness, and bright light in the same area to dim light. In addition, whenever a creature within 10 feet of you hits you with an attack, the shadows lash out at that creature, dealing it 1d8 necrotic damage. The armor regains all expended charges daily at dawn.

SHARK

An *armor of the shark* is usually crafted from the hide of a shark or a bulette, and decorated with the teeth from the same creature.

SHARK

Armor (any), uncommon (requires attunement)

While wearing this armor, you can use an action to transform into a hunter shark or a young bulette. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

SHARK, GREATER

Armor (any), rare (requires attunement)

While wearing this armor, you can use an action to transform into a giant shark or a bulette. The transformation functions as the *polymorph* spell and lasts for 1 minute or until your concentration ends (as if concentrating on a spell). Once used, this property can't be used again until the next dawn.

YOUNG BULETTE

Medium monstrosity, unaligned

Armor Class 15 (natural armor)

Hit Points 39 (6d8 + 12)

Speed 30 ft., burrow 30 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	12 (+1)	14 (+2)	1 (-5)	10 (+0)	4 (-3)

Skills Perception +4

Senses Darkvision 60 ft., Tremorsense 60 ft., Passive Perception 14

Languages –

Challenge 2 (450 XP)

Standing Leap. The bulette's long jump is up to 20 feet and its high jump is up to 10 feet, with or without a running start.

ACTIONS

Bite. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 14 (2d10 + 3) piercing damage.

Deadly Leap. If the bulette jumps at least 10 feet as part of its movement, it can then use this action to land on its feet in a space that contains one or more other creatures. Each of those creatures must succeed on a DC 13 Strength or Dexterity saving throw (target's choice) or be knocked prone and take 10 (2d6 + 3) bludgeoning damage plus 10 (2d6 + 3) slashing damage. On a successful save, the creature takes only half the damage, isn't knocked prone, and is pushed 5 feet out of the bulette's space into an unoccupied space of the creature's choice. If no unoccupied space is within range, the creature instead falls prone in the bulette's space.

SHIELDING

An *item of shielding* often features glyphs of abjuration and is surrounded by an almost imperceptible forcefield.

SHIELDING

Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as a reaction to cast *shield* or as an action to cast *mage armor*. The item regains all expended charges daily at dawn.

SHIELDING, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a reaction to cast *shield* (1 charge) or as an action to cast *mage armor* (1 charge) or *stoneskin* (4 charges). The item regains all expended charges daily at dawn.

SMOKE

An *item of smoke* smells like gas, smoke, or damp fog, which will often drift lazily from its surface.

SMOKE

Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *fog cloud* (1 charge) or *pass without trace* (2 charges). The item regains all expended charges daily at dawn.

SMOKE, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells: *fog cloud* (1 charge), *pass without trace* (2 charges), or *gaseous form* (3 charges). The item regains all expended charges daily at dawn.

SOUL THEFT

A *weapon of soul theft* is immensely powerful and feared by any creature that possesses a soul. It will often be outfitted with a valuable gem that glows brightly when its unique powers of soul theft are activated.

SOUL THEFT

Weapon (any), uncommon (requires attunement)

When you attack a creature with this weapon and roll a 20 on the attack roll, and the creature has fewer than 50 hit points, it must succeed on a DC 13 Constitution saving throw or be slain instantly as the weapon tears its life force from its body (a construct or an undead is immune). Once used, this property can't be used again until the next dawn.

SOUL THEFT, GREATER

Weapon (any), rare (requires attunement)

When you attack a creature that has fewer than 100 hit points with this weapon and roll a 20 on the attack roll, it must succeed on a DC 15 Constitution saving throw or be slain instantly as the weapon tears its life force from its body (a construct or an undead is immune). Once used, this property can't be used again until the next dawn.

HELMET OF SMOKE



SPELL ABSORPTION

A *weapon of spell absorption* is a favorite with any warrior who fights mages, as it allows them to absorb damaging spells and use the magic to fuel their strikes. The weapon is usually inscribed with powerful runes of both abjuration and evocation.

SPELL ABSORPTION

Weapon (any), uncommon (requires attunement)

When a spell or magical effect you can see deals damage to you while you are holding this weapon, you can use your reaction to halve the spell's damage against you. The first time you hit with an attack using this weapon until the end of your next turn, the target takes extra force damage equal to the damage prevented this way. Once used, this property can't be used again until the next dawn.

SPELL ABSORPTION, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When a spell or magical effect you can see deals damage to you while you are holding it, you can expend 1 charge as a reaction to halve the spell's damage against you. The first time you hit with an attack using this weapon until the end of your next turn, the target takes extra force damage equal to the damage prevented this way. The weapon regains all expended charges daily at dawn.

SPELL STORING

An *item of spell storing* is universally useful – well, as long as a spellcaster is nearby – and is treasured by everyone from studious wizards to mundane melee martial artists.

SPELL STORING

Wondrous item, uncommon (requires attunement)

This item can store up to 2 levels worth of spells cast into it. Any creature can cast a spell of 1st through 2nd level into the item by touching the item as the spell is cast. The spell has no effect, other than to be stored in the item. If the item 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 carrying this item, 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 item is no longer stored in it, freeing up space.

SPELL STORING, GREATER

Wondrous item, rare (requires attunement)

This item can store up to 5 levels worth of spells cast into it. Any creature can cast a spell of 1st through 5th level into the item by touching the item as the spell is cast. The spell has no effect, other than to be stored in the item. If the item 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 carrying this item, 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 item is no longer stored in it, freeing up space.

SPELL TURNING

An *item of spell turning* carries strong enchantments of abjuration and is coveted by warriors and mages alike.

SPELL TURNING

Armor or Wondrous item, uncommon (requires attunement)

When you make a saving throw against a spell that targets only you while carrying this item, you can choose to make the saving throw with advantage. If the saving throw succeeds and the spell is 3rd 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. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it. Once used, this property can't be used again until the next dawn.

SPELL TURNING, GREATER

Armor or Wondrous item, rare (requires attunement)

When you make a saving throw against a spell that targets only you while carrying this item, you can choose to make the saving throw with advantage. If the saving throw succeeds 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. If the spell requires concentration, it lasts until the end of the caster's next turn, even if they choose not to maintain their concentration on it. Once used, this property can't be used again until the next dawn.



SPELLBREAKER

A *weapon of the spellbreaker* is usually inscribed with arcane runes of abjuration and is crafted specifically to dispel magic.

SPELLBREAKER

Weapon (any), uncommon (requires attunement)

When you hit with an attack using this weapon (or harmlessly touch the weapon to a target), you can choose to end any spells of 3rd level or lower on the target. For each spell of 4th level or higher on the target, make an ability check using the ability modifier you use when attacking with the weapon. The DC equals 10 + the spell's level. On a successful check, the spell ends. Once used, this property can't be used again until the next dawn.

SPELLBREAKER, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When you hit with an attack using this weapon (or harmlessly touch the weapon to a target), you can expend 1 charge to end any spells of 3rd level or lower on the target. For each spell of 4th level or higher on the target, make an ability check using the ability modifier you use when attacking with the weapon. The DC equals 10 + the spell's level. On a successful check, the spell ends. The weapon regains all expended charges daily at dawn.

STRIKING LIGHTNING

A *weapon of striking lightning* is often fashioned from conductive metal or lightning-struck wood, and seems to tingle with barely contained energy whenever it is wielded in combat.

STRIKING LIGHTNING

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When a creature you can see makes an attack against you or you make a Dexterity saving throw, you can expend 1 charge to give the creature disadvantage on its attack roll or give yourself advantage on the Dexterity saving throw.
- You can expend 3 charges to cast *storm sphere* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

STRIKING LIGHTNING, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When a creature you can see makes an attack against you or you make a Dexterity saving throw, you can expend 1 charge to give the creature disadvantage on its attack roll or give yourself advantage on the Dexterity saving throw.
- You can expend its charges as an action to cast one of the following spells (save DC 15): *storm sphere* (3 charges) or *chain lightning* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

SWARM

A *weapon of the swarm* can magically create copies of itself or the missile it fires. It will often have depictions of birds, bees or other swarms of animals etched into its surface.

SWARM

Weapon (any ranged), uncommon (requires attunement)

While carrying this weapon, you can use an action to make a ranged attack against up to six creatures within 30 feet of a point you can see within the weapon's range. You make a separate attack roll for each target. Once used, this property can't be used again until the next dawn.

SWARM, GREATER

Weapon (any ranged), rare (requires attunement)

This weapon has 3 charges. While carrying this weapon, you can use an action and expend 1 of its charges to make a ranged attack against up to six creatures within 30 feet of a point you can see within the weapon's range. You make a separate attack roll for each target. The weapon regains all expended charges daily at dawn.

TERROR

An *item of terror* is often crafted to be as visually terrifying as its name implies, featuring sinister runes, glowing gemstones that look like demonic eyes, and jagged spikes.

TERROR

Magic item (any), uncommon (requires attunement)

While carrying this item, you can use an action to release a wave of terror. Each creature of your choice in a 30-foot radius extending from you must succeed on a DC 13 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. Once used, this property can't be used again until the next dawn.

TERROR, GREATER

Magic item (any), rare (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as an action 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 item regains all expended charges daily at dawn.

ARMOR OF TERROR



THORNS

A *weapon of thorns* is often crafted from wood from which thorns protrude, or it has prickly vines wrapped about its form like barbed wire. It is a favorite with ranged warriors especially, although any warrior can find use for it.

THORNS

Weapon (any), uncommon (requires attunement)

This weapon has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 13): *hail of thorns* (1 charge) or *spike growth* (2 charges). The weapon regains all expended charges daily at dawn.

THORNS, GREATER

Weapon (any), rare (requires attunement)

This weapon has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 15): *hail of thorns* (1 charge), *spike growth* (2 charges), or *wrath of nature* (3 charges). The weapon regains all expended charges daily at dawn.

THUNDER

An *item of thunder* seems to almost vibrate with unexpended energy waiting to be released. It is often inscribed with words of worship aimed at gods of thunder and storms, such as Akadi, Talos, and Umberlee.

THUNDER

Magic item (any), uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 13): *thunderwave* (1 charge) or *shatter* (2 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

THUNDER, GREATER

Magic item (any), rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast one of the following spells (save DC 15): *thunderwave* (1 charge), *shatter* (2 charges), or *thunder step* (3 charges). The spells are cast at the lowest possible level, but you can increase the spell slot level by one for each additional charge you expend. The item regains all expended charges daily at dawn.

TRUE STRIKES

A *weapon of true strikes* is a favorite with assassins, sharpshooters, and other warriors who rely on delivering killing blows. It is usually incredibly well-crafted and inset with one or several gemstones that glow brightly until their magic is spent enhancing an attack.

TRUE STRIKES

Weapon (any), uncommon (requires attunement)

When you make an attack roll using this weapon, you can choose to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. Once used, this property can't be used again until the next dawn.

TRUE STRIKES, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When you make an attack roll using this weapon, you can expend 1 charge to gain a +10 bonus to the roll. You make this choice after you see the roll, but before the DM says whether the attack hits or misses. The weapon regains all expended charges daily at dawn.

UNDYING

An *item of the undying* is a favorite among the most reckless of fighters, as it allows them to stay in the fight for longer than should be humanly possible.

UNDYING

Magic item (any), uncommon (requires attunement)

While you are carrying this item and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. If you still have 0 hit points at the end of your next turn, you fall unconscious. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.

UNDYING, GREATER

Magic item (any), rare (requires attunement)

While you are carrying this item and damage reduces you to 0 hit points, you can choose to remain conscious instead. You still must make death saving throws, and you suffer the normal effects of taking damage while at 0 hit points. However, if you would die due to failing death saving throws, you don't die until the end of your next turn, and you die only if you still have 0 hit points. This effect ends if you regain hit points. Once used, this property can't be used again until the next dawn.



SHORTBOW OF
TRUE STRIKES

UNTAMED FORCE

A weapon of untamed force carries glyphs of abjuration which flash with azure light with each strike. It's popular with bladesingers, eldritch knights, and other spellblades.

UNTAMED FORCE

Weapon (any), uncommon (requires attunement)

This weapon can hold up to 3 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you are hit by an attack, you can expend 1 or more of its charges to roll a d4 and add the result + the number of charges expended to your AC against that attack.
- You can expend 3 charges as an action to cast *resilient sphere* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

UNTAMED FORCE, GREATER

Weapon (any), rare (requires attunement)

This weapon can hold up to 5 charges. Once per turn, when you hit a hostile creature with this weapon, it gains 1 charge. While carrying the weapon, you can expend the weapon's charges to cause the following effects:

- When you are hit by an attack, you can expend 1 or more of its charges to roll a d4 and add the result + the number of charges expended to your AC against that attack.
- You can expend its charges as an action to cast one of the following spells (+7 to hit, save DC 15): *resilient sphere* (3 charges) or *steel wind strike* (5 charges).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

The elves are a peculiar race. Hidden deep underneath their veneer of moral superiority is a penchant for holding murderous grudges that puts even dwarves and dragons to shame. The elves' infamous Oathbows are testament to this. By tweaking this enchantment of vengeance, I have made it so that anyone can get a taste of just how deeply the elves can hate.

VANGUARD

An item of the vanguard is usually inscribed with glyphs of enchantment and is coveted by brave warriors.

VANGUARD

Armor or Weapon, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 charge as a bonus action to cast *compelled duel* (save DC 13) or as an action to cast *protection from evil and good*. The item regains all expended charges daily at dawn.

VANGUARD, GREATER

Armor or Weapon, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *compelled duel* (1 charge, save DC 15) or as an action to cast *protection from evil and good* (1 charge) or *compulsion* (4 charges, save DC 15). The item regains all expended charges daily at dawn.

VENGEANCE

A weapon of vengeance is an elven invention that has gained broader popularity with assassins, rangers, and bounty hunters of any race. It is often inscribed with Elvish glyphs revering Shevarash or Hoar.

VENGEANCE

Weapon (any), uncommon (requires attunement)

When you use this weapon to make an attack, you can speak the weapon's command word. 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 an attack roll with this weapon against your sworn enemy, you have advantage on the roll. While your sworn enemy lives, you have disadvantage on attack rolls with this weapon against all other creatures.

VENGEANCE, GREATER

Weapon (any), rare (requires attunement)

When you use this weapon to make an attack, you can speak the weapon's command word. 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 an attack roll with this weapon against your sworn enemy, you have advantage on the roll. If the attack hits, your sworn enemy takes an extra 1d6 damage of the weapon's type. While your sworn enemy lives, you have disadvantage on attack rolls with this weapon against all other creatures.

BATTLEHAMMER OF UNTAMED FORCE



VENOM

A *weapon of venom* is the tool of choice for a master assassin, who can exploit the dangerous venom to great effect. It often seems unassuming and quite nondescript until lethal toxin begins seeping from its edge.

VENOM

Weapon (piercing or slashing), uncommon (requires attunement)

While carrying this weapon, you can use an action to coat its edge or a piece of ammunition fired from it with serpent venom (see *Dungeon Master's Guide* p. 258). The poison remains for 1 minute or until an attack using this weapon hits a creature. Once used, this property can't be used again until the next dawn.

VENOM, GREATER

Weapon (piercing or slashing), rare (requires attunement)

This weapon has 3 charges. While carrying it, you can use an action and expend 1 or more of its charges to cause one of the following poisons (see *Dungeon Master's Guide* p. 258) to coat its edge or a piece of ammunition fired from it: serpent venom (1 charge), drow poison (2 charges), or wyvern poison (3 charges). The poison remains for 1 minute or until an attack using this weapon hits a creature. The weapon regains all expended charges daily at dawn.

WARDING

An *item of warding* is often worn by personal guards and others who make the protection of others their priority.

WARDING

Armor or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *sanctuary* (1 charge) or as an action to cast *warding bond* (2 charges). The item regains all expended charges daily at dawn.

WARDING, GREATER

Armor or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *sanctuary* (1 charge) or as an action to cast *warding bond* (2 charges) or *death ward* (4 charges). The item regains all expended charges daily at dawn.

WEAVE

An *item of the weave* is attuned to Mystra's Weave of magic, and allows its wielders – typically adventurers and explorers – a broad variety of options.

WEAVE

Weapon or Wondrous item, uncommon (requires attunement)

This item has 3 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *detect magic* (1 charge), *magic missile* (1 charge per spell level), or *arcanist's magic aura* (2 charges). The item regains all expended charges daily at dawn.

WEAVE, GREATER

Weapon or Wondrous item, rare (requires attunement)

This item has 5 charges. While carrying it, you can expend 1 or more of its charges as an action to cast *detect magic* (1 charge), *magic missile* (1 charge per spell level), *arcanist's magic aura* (2 charges), or *arcane hand* (5 charges). The item regains all expended charges daily at dawn.

WIND WALL

An *armor of wind wall* will often seem to cause small winds to swirl around its wearer and usually features a billowing cloak to enhance the effect.

WIND WALL

Armor (any), uncommon (requires attunement)

This armor has 3 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 13): *gust of wind* (1 charge) or *warding wind* (2 charges). The armor regains all expended charges daily at dawn.

WIND WALL, GREATER

Armor (any), rare (requires attunement)

This armor has 5 charges. While wearing it, you can expend 1 or more of its charges as an action to cast one of the following spells (spell save DC 15): *gust of wind* (1 charge), *warding wind* (2 charges), or *wind wall* (3 charges). The armor regains all expended charges daily at dawn.



HOOD OF
WARDING

WINGS

An *armor of wings* is often crafted to look majestic and angelic, featuring Celestial glyphs and engravings of angels and wings.

WINGS

Armor (any non-shield), uncommon (requires attunement)

While wearing this armor, you can use an action to speak its command word. Wings sprout from the armor and remain for 10 minutes or until you speak its command word as an action. The wings give you a flying speed of 60 feet. Once used, this property can't be used again until the next dawn.

WINGS, GREATER

Armor (any non-shield), rare (requires attunement)

While wearing this armor, you can use an action to speak its command word. Wings sprout from the armor and remain for 1 hour or until you speak its command word as an action. The wings give you a flying speed of 60 feet. Once used, this property can't be used again until the next dawn.

WITHERING

A *weapon of withering* usually looks gnarled, decrepit, and ill-kept, a deceptive hint at the atrophying power it holds within. It is a favorite with dark clerics and mages, although any warrior can benefit from taking the strength out of their enemy's blows.

WITHERING

Weapon (any), uncommon (requires attunement)

When you hit on an attack using this weapon, you can choose to deal an extra 1d10 necrotic damage to the target. In addition, the target must succeed on a DC 13 Constitution saving throw or the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once used, this property can't be used again until the next dawn.

WITHERING, GREATER

Weapon (any), rare (requires attunement)

This weapon has 3 charges. When you hit on an attack using this weapon, you can expend 1 charge to deal an extra 1d10 necrotic damage to the target. In addition, the target must succeed on a DC 15 Constitution saving throw or the target deals only half damage with weapon attacks that use Strength for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. The weapon regains all expended charges daily at dawn.

ZEPHYR

A *weapon of the zephyr* is usually surrounded by faint winds that ruffle the hair and billow the cloak of its wielder.

ZEPHYR

Weapon (any), uncommon (requires attunement)

This weapon has 3 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *zephyr strike* (1 charge) or an action to cast *warding wind* (2 charges). The weapon regains all expended charges daily at dawn.

ZEPHYR, GREATER

Weapon (any), rare (requires attunement)

This weapon has 5 charges. While carrying it, you can expend 1 or more of its charges as a bonus action to cast *zephyr strike* (1 charge) or an action to cast *warding wind* (2 charges) or *control winds* (5 charges, save DC 15). The weapon regains all expended charges daily at dawn.



GREATSWORD OF
WITHERING

CLASS ENCHANTMENTS

While most magic enchantments are generally useful, some are so specific and narrow in scope that they are only usable by a select handful of individuals. On these pages, you will find 35 class-specific enchantments that enhance, improve, or alter certain class or archetype features. Each enchantment comes in an uncommon and rare version, and follow the guidelines for enchantments provided in **Chapter 1**.

Using Class Enchantments. One of the purposes of this book is to allow for the DM to generate magic items at random, but this isn't nearly as useful when it comes to more specific enchantments like these. Instead, the DM can apply class enchantments to magic items to clearly signify who they're meant for, to help make certain class features more useful or beneficial, or to increase a character class's versatility and power, without necessarily introducing new rules and features that the player needs to learn and remember. Besides that, most players simply enjoy getting something that is uniquely theirs and which will make their character feel cooler and more powerful.

ANCIENTS PALADIN'S

An *ancients paladin's item* is usually a shield or weapon engraved with vines and leaves.

ANCIENTS PALADIN'S

Magic item, uncommon (requires attunement by an Oath of the Ancients paladin)

While carrying this item, you can use your Channel Divinity: Nature's Wrath as a bonus action instead of an action.

ANCIENTS PALADIN'S, GREATER

Magic item, rare (requires attunement by an Oath of the Ancients paladin)

While carrying this item, you can use your Channel Divinity: Nature's Wrath as a bonus action instead of an action, and the range increases to 30 feet.

ARCHFEY WARLOCK'S

An *archfey warlock's item* is often a piece of headwear or jewelry in bright colors and with Sylvan runes on it.

ARCHFEY WARLOCK'S

Magic item, uncommon (requires attunement by a Pact of the Archfey warlock)

While carrying this item, you can use your Fey Presence as a bonus action instead of an action.

ARCHFEY WARLOCK'S, GREATER

Magic item, rare (requires attunement by a Pact of the Archfey warlock)

While carrying this item, you can use your Fey Presence as a bonus action instead of an action. In addition, the range of your Fey Presence increases to 30 feet, and you can choose which creatures are affected.

While tailoring enchantments to very specific sets of skills and abilities isn't exactly a profitable venture - customers are few and far between! - crafting such enchantments requires the kind of creative thinking that is becoming increasingly rare with would-be enchanters!

ASSASSIN'S

An *assassin rogue's item* is often a weapon, a black glove, or a mask.

ASSASSIN'S

Magic item, uncommon (requires attunement by an Assassin rogue)

When you score a critical hit against a surprised creature while carrying this item, the creature must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, the creature is incapacitated until the end of its next turn. If you have the Death Strike feature, the creature makes only a single Constitution saving throw, suffering both effects on a failure.

ASSASSIN'S, GREATER

Magic item, rare (requires attunement by an Assassin rogue)

When you score a critical hit against a surprised creature while carrying this item, the creature must make a Constitution saving throw (DC 8 + your Dexterity modifier + your proficiency bonus). On a failed save, the creature is stunned until the end of its next turn. If you have the Death Strike feature, the creature makes only a single Constitution saving throw, suffering both effects on a failure.

BARBARIAN'S

A *barbarian's item* is often a weapon, a ceremonial headdress, a gruesome trophy, or a sacred animal pelt.

BARBARIAN'S

Magic item, uncommon (requires attunement by a barbarian)

While carrying this item, you gain a +2 bonus to your Rage Damage.

BARBARIAN'S, GREATER

Magic item, rare (requires attunement by a barbarian)

While carrying this item, you gain a +4 bonus to your Rage Damage.

BARD'S

A *bard's item* is often a sleek rapier, a fancy hat, or a stylish instrument.

BARD'S

Magic item, uncommon (requires attunement by a bard)

When you or another creature rolls one of your Bardic Inspiration dice while you carry this item, any 1 on the roll is treated as a 2.

BARD'S GREATER

Magic item, rare (requires attunement by a bard)

When you or another creature rolls one of your Bardic Inspiration dice while you carry this item, any roll of 3 or lower is treated as a 4.

BATTLE MASTER'S

A *battle master's item* is usually a weapon or a pair of awe-inspiring boots or a stylish helmet.

BATTLE MASTER'S

Magic item, uncommon (requires attunement by a Battle Master fighter)

When you roll a Superiority Die while carrying this item, you can treat any 1 on the roll as a 2.

BATTLE MASTER'S, GREATER

Magic item, rare (requires attunement by a Battle Master fighter)

When you roll a Superiority Die while carrying this item, you can treat any roll of 3 or lower as a 4.

BERSERKER BARBARIAN'S

An *berserker's item* can be an ancestral weapon, but may also be smaller items like an amulet, a small totem, or a magic rock.

BERSERKER BARBARIAN'S

Magic item, uncommon (requires attunement by a Path of the Berserker barbarian)

While carrying this item, you can spend ten minutes in quiet meditation to remove one level of exhaustion caused by using your Frenzy. Once used, this property can't be used again until the next dawn.

BERSERKER BARBARIAN'S, GREATER

Magic item, rare (requires attunement by a Path of the Berserker barbarian)

This item has 3 charges. While carrying it, you can spend ten minutes in quiet meditation and expend 1 of its charges to remove one level of exhaustion caused by using your Frenzy. The item regains all expended charges daily at dawn.

BERSERKER BARBARIAN'S HELMET



CLERIC'S

A *cleric's item* will usually be a holy symbol or an item bearing a holy symbol, such as a weapon or a shield.

CLERIC'S

Magic item, uncommon (requires attunement by a cleric of 2nd level or higher)

While carrying this item, your cleric level is considered 3 levels higher than it actually is for the purposes of turning or destroying undead creatures using your Turn Undead.

CLERIC'S, GREATER

Magic item, rare (requires attunement by a cleric of 2nd level or higher)

While carrying this item, your cleric level is considered 6 levels higher than it actually is for the purposes of turning or destroying undead creatures using your Turn Undead.

CONJURATION WIZARD'S

A *conjunction wizard's item* is often a robe, rod, or staff.

CONJURATION WIZARD'S

Magic item, uncommon (requires attunement by a School of Conjunction wizard)

When you use your Minor Conjunction while carrying this item, you can bestow one of the following properties on the item you create:

- The object grants a +1 bonus to AC when carried.
- The object grants a +1 bonus to all saving throws when carried.

CONJURATION WIZARD'S, GREATER

Magic item, rare (requires attunement by a School of Conjunction wizard)

When you use your Minor Conjunction while carrying this item, you can bestow one of the following properties on the item you create:

- The object grants a +2 bonus to AC when carried.
- The object grants a +2 bonus to all saving throws when carried.

DEVOTION PALADIN'S

A *devotion paladin's item* is most often a holy symbol in the form of an amulet or a metal gauntlet.

DEVOTION PALADIN'S

Magic item, uncommon (requires attunement by a Oath of Devotion paladin)

When you use your Channel Divinity: Sacred Weapon, while carrying this item, your attacks with that weapon also deal additional radiant damage equal to your Charisma modifier (minimum of +1).

DEVOTION PALADIN'S, GREATER

Magic item, rare (requires attunement by a Oath of Devotion paladin)

When you use your Channel Divinity: Sacred Weapon, while carrying this item, your attacks with that weapon also deal additional radiant damage equal to your Charisma modifier (minimum of +1). In addition, a creature that takes this radiant damage must make a Constitution saving throw against your spell save DC or be blinded until the end of its next turn.



**DRACONIC
SORCERER'S
BRACERS**

DRACONIC SORCERER'S

A *draconic sorcerer's item* is usually a staff or piece of clothing crafted partially from dragon scales.

DRACONIC SORCERER'S

Magic item, uncommon (requires attunement by a Draconic Bloodline sorcerer)

While carrying this item and casting a spell that deals damage of the type associated with your Draconic ancestry, you can add your Charisma modifier (minimum of 1) to one damage roll of that spell.

DRACONIC SORCERER'S, GREATER

Magic item, rare (requires attunement by a Draconic Bloodline sorcerer)

While carrying this item, you gain the following benefits:

- When you cast a spell that deals damage of the type associated with your Draconic ancestry, you can add your Charisma modifier (minimum of 1) to one damage roll of that spell.
- When you cast a spell that deals acid, cold, fire, lightning, or poison damage, you can change the type of damage dealt by that spell to the damage type associated with your draconic ancestry.

DRUID'S

A *druid's item* is often a primitive armor, a gnarled staff, a wooden figurine, or piece of rustic jewelry.

DRUID'S

Magic item, uncommon (requires attunement by a druid)

While carrying this item, your druid level is considered to be 2 levels higher than it actually is when determining which beast shapes you can transform into using your Wild Shape. If you can already transform into CR 1 creatures (or CR 6 creatures for a Circle of the Moon Druid), the maximum CR of your Wild Shape instead increases by 1.

DRUID'S, GREATER

Magic item, rare (requires attunement by a druid)

While carrying this item, your druid level is considered to be 4 levels higher than it actually is when determining which beast shapes you can transform into using your Wild Shape. If you can already transform into CR 1 creatures (or CR 6 creatures for a Circle of the Moon Druid), the maximum CR of your Wild Shape instead increases by 2.

ELDRITCH KNIGHT'S

An *eldritch knight's item* is often a piece of jewelry, a well-made belt, or a sleek leather glove.

ELDRITCH KNIGHT'S

Magic item, uncommon (requires attunement by an Eldritch Knight fighter)

While carrying this item, you add half your Intelligence modifier (rounded up, minimum of 1) to the damage dealt by attacks made with a weapon you are bonded with using your Weapon Bond.

ELDRITCH KNIGHT'S, GREATER

Magic item, rare (requires attunement by an Eldritch Knight fighter)

While carrying this item, you add your Intelligence modifier (minimum of 1) to the damage dealt by attacks made with a weapon you are bonded with using your Weapon Bond.

FIEND WARLOCK'S

A *fiend warlock's item* is most often a weapon, jewelry, or a cloak.

FIEND WARLOCK'S

Magic item, uncommon (requires attunement by a warlock of the Fiend)

While carrying this item, you gain temporary hit points from your Dark One's Blessing as long as you are within 30 feet of a hostile creature when it is reduced to 0 hit points.

FIEND WARLOCK'S, GREATER

Magic item, rare (requires attunement by a warlock of the Fiend)

While carrying this item, you gain temporary hit points from your Dark One's Blessing as long as you are within 30 feet of a hostile creature when it is reduced to 0 hit points, and you also gain advantage on the next attack roll, ability check, or saving throw you make until the end of your next turn.

FIGHTER'S

A *fighter's item* is often a weapon, an armor, or an accessory such as a belt, a helmet, or a gauntlet.

FIGHTER'S

Magic item, uncommon (requires attunement by a fighter)

When you use your bonus action to regain hit points with Second Wind while carrying this item, you can make one weapon attack as part of the same bonus action.

FIGHTER'S, GREATER

Magic item, rare (requires attunement by a fighter of 2nd-level or higher)

While carrying this item, you gain the following benefits:

- When you use your bonus action to regain hit points with Second Wind, you can make one weapon attack as part of the same bonus action.
- When you use your Action Surge, you can also take one additional bonus action on your turn.

FOUR ELEMENT MONK'S

A *four element monk's item* is often a piece of jewelry or an ornate staff.

FOUR ELEMENT MONK'S

Magic item, uncommon (requires attunement by a Way of the Four Elements monk)

While carrying this item, spells cast using your Disciple of the Elements each cost 1 fewer ki point to cast.

FOUR ELEMENT MONK'S, GREATER

Magic item, rare (requires attunement by a Way of the Four Elements monk)

While carrying this item, spells cast using your Disciple of the Elements each cost 2 fewer ki points to cast.

HUNTER RANGER'S

A *hunter ranger's item* is usually a figurine or a piece of jewelry.

HUNTER RANGER'S

Magic item, uncommon (requires attunement by a Hunter ranger)

While carrying this item, you can spend ten minutes in quiet meditation to change your choice of feature gained from either Hunter's Prey, Defensive Tactics, Multiattack, or Superior Hunter's Defense.

HUNTER RANGER'S, GREATER

Magic item, rare (requires attunement by a Hunter ranger)

While carrying this item, you can spend an action to change your choice of feature gained from either Hunter's Prey, Defensive Tactics, Multiattack, or Superior Hunter's Defense.

KNOWLEDGE CLERIC'S

A *knowledge cleric's item* is usually a holy symbol or a book.

KNOWLEDGE CLERIC'S

Magic item, uncommon (requires attunement by a Knowledge Domain cleric)

While you carry this item and use your Channel Divinity: Knowledge of the Ages to gain proficiency in a skill or tool, your proficiency bonus is doubled for any ability check you make using that skill or tool for the duration.

KNOWLEDGE CLERIC'S, GREATER

Magic item, rare (requires attunement by a Knowledge Domain cleric)

While you carry this item and use your Channel Divinity: Knowledge of the Ages to gain proficiency in a skill or tool, your proficiency bonus is doubled for any ability check you make using that skill or tool for the duration. In addition, the proficiency you gain from your Channel Divinity: Knowledge of the Ages lasts until you use the feature again and choose a different proficiency.

LIFE CLERIC'S

A *life cleric's item* is often a holy symbol in the form of a heart, a tree, or an item engraved with such a symbol.

LIFE CLERIC'S

Magic item, uncommon (requires attunement by a Life Domain cleric)

While carrying this item, your Channel Divinity: Preserve Life can restore a creature to more than half of its hit point maximum.

LIFE CLERIC'S, GREATER

Magic item, rare (requires attunement by a Life Domain cleric)

While carrying this item, your Channel Divinity: Preserve Life can restore a creature to more than half of its hit point maximum. In addition, any creature that regains hit points from your Channel Divinity: Preserve Life also gains the benefit of the *lesser restoration* spell.

LIGHT CLERIC'S

A *light cleric's item* is often a holy symbol in the shape of a sun, or a weapon or armor that emits a faint radiance.

LIGHT CLERIC'S

Magic item, uncommon (requires attunement by a Light Domain cleric)

While you carry this item, a creature that fails its saving throw against your Channel Divinity: Radiance of the Dawn is also blinded until the end of its next turn.

LIGHT CLERIC'S, GREATER

Magic item, rare (requires attunement by a Light Domain cleric)

While you carry this item, a creature that fails its saving throw against your Channel Divinity: Radiance of the Dawn is also blinded and stunned until the end of its next turn.

LORE BARD'S

A *lore bard's item* is more often than not either an instrument or a piece of gaudy jewelry.

LORE BARD'S

Magic item, uncommon (requires attunement by a College of Lore bard)

When you use your Cutting Words to reduce the result of a creature's attack roll, ability check, or damage roll while carrying this item, the creature also takes psychic damage equal to the number rolled on the Bardic Inspiration die.

LORE BARD'S, GREATER

Magic item, rare (requires attunement by a College of Lore bard)

When you use your Cutting Words to reduce the result of a creature's attack roll, ability check, or damage roll while carrying this item, the creature also takes psychic damage equal to the number rolled on the Bardic Inspiration die + your Charisma modifier.

MONK'S

A *monk's item* is often an unassuming but well-crafted staff, pair of gloves, or robe.

MONK'S

Magic item, uncommon (requires attunement by a monk)

While carrying this item, you gain the following benefits:

- Your unarmed strikes and attacks with monk weapons deal force damage instead of bludgeoning, piercing, or slashing damage.
- The spells *mage armor*, *shield*, and *shield of faith* provide no defense against your unarmed strikes and attacks with monk weapons, which pass through those spells' barriers of magical force.

MONK'S, GREATER

Magic item, rare (requires attunement by a monk)

While carrying this item, you gain the following benefits:

- Your unarmed strikes and attacks with monk weapons deal force damage instead of bludgeoning, piercing, or slashing damage.
- The spells *mage armor*, *shield*, and *shield of faith* provide no defense against your unarmed strikes and attacks with monk weapons, which pass through those spells' barriers of magical force.
- When you make an unarmed strike or attack with a monk weapon and roll a 20 on the attack roll, the target takes an extra 10 points of force damage.

MOON DRUID'S BRACELET



MOON DRUID'S

A *moon druid's item* is often an armor or a robe, pieced together from animal pelts and claws.

MOON DRUID'S

Magic item, uncommon (requires attunement by a Circle of the Moon druid)

When you hit with a melee weapon attack while in your Wild Shape and carrying this item, you can expend one spell slot to deal additional damage of the weapon's type to the target. The extra damage is 1d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st.

MOON DRUID'S, GREATER

Magic item, rare (requires attunement by a Circle of the Moon druid)

When you hit with a melee weapon attack while in your Wild Shape and carrying this item, you can expend one spell slot to deal additional damage of the weapon's type to the target. The extra damage is 2d8 for a 1st-level spell slot, plus 1d8 for each spell level higher than 1st.

NATURE CLERIC'S

A *nature cleric's item* is often a gnarled staff or a jagged piece of crystal.

NATURE CLERIC'S

Magic item, uncommon (requires attunement by a Nature Domain cleric)

While carrying this item, your Channel Divinity: Charm Animals and Plants also affects monstrosities with an Intelligence score of 5 or less.

NATURE CLERIC'S, GREATER

Magic item, rare (requires attunement by a Nature Domain cleric)

While carrying this item, your Channel Divinity: Charm Animals and Plants also affects monstrosities with an Intelligence score of 5 or less. In addition, you gain a telepathic link to a creature affected by your Channel Divinity: Charm Animals and Plants. You can use this telepathic link to issue commands to the creature while you are conscious (no action required), which it must do its best to obey.

NECROMANCY WIZARD'S

A *necromancy wizard's item* is usually a piece of jewelry in the shape of a skull, or a rod or staff made from bone.

NECROMANCY WIZARD'S

Magic item, uncommon (requires attunement by a School of Necromancy wizard)

While carrying this item, when you regain hit points from your Grim Harvest by killing one or more creatures with a spell from the School of Necromancy, you also regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

NECROMANCY WIZARD'S, GREATER

Magic item, rare (requires attunement by a School of Necromancy wizard)

While carrying this item, when you regain hit points from your Grim Harvest, you also regain one expended spell slot. The slot you regain must be of a level lower than the spell you cast and can't be higher than 5th level.

PALADIN'S

A *paladin's item* is usually a holy symbol, a shield, or a weapon.

PALADIN'S

Magic item, uncommon (requires attunement by a paladin)

While carrying this item, you can expend 5 hit points from your Lay on Hands pool of healing and use an action to touch one creature and end one condition that causes that creature to be blinded or deafened.

PALADIN'S, GREATER

Magic item, rare (requires attunement by a paladin)

While carrying this item, you can expend 5 hit points from your Lay on Hands pool of healing and use an action to touch one creature and end one condition that causes that creature to be blinded, deafened, frightened, paralyzed, or stunned.

RANGER'S

A *ranger's item* is usually a cape, armor, helmet, or piece of jewelry, or a gruesome trophy from a favored enemy.

RANGER'S

Magic item, uncommon (requires attunement by a ranger)

While carrying this item, your favored enemies have disadvantage on attack rolls against you.

RANGER'S, GREATER

Magic item, rare (requires attunement by a ranger)

While carrying this item, your favored enemies have disadvantage on attack rolls against you. In addition, you have advantage on any ability check or saving throw made to resist or defend yourself against harmful conditions and effects created by your favored enemies' features (not including spells), such as a dragon's Breath Weapon or a mindflayer's Mind Blast.

ROGUE'S

A *rogue's item* is often a weapon or piece of jewelry.

ROGUE'S

Magic item, uncommon (requires attunement by a rogue)

When you deal your Sneak Attack damage to a creature while carrying this item, the target takes an additional 1d6 damage of the weapon's type.

ROGUE'S, GREATER

Magic item, rare (requires attunement by a rogue)

When you deal your Sneak Attack damage to a creature while carrying this item, the target takes an additional 2d6 damage of the weapon's type.

SHADOW MONK'S

A *shadow monk's item* is often a mask, a pair of black gloves, or a shadowy gemstone.

SHADOW MONK'S

Magic item, uncommon (requires attunement by a Way of Shadow Monk)

While carrying this item, spells cast using your Shadow Arts each costs 1 fewer ki point to cast.

SHADOW MONK'S, GREATER

Magic item, rare (requires attunement by a Way of Shadow Monk)

While carrying this item, you can cast spells using your Shadow Arts without expending ki points.

TEMPEST CLERIC'S

A *tempest cleric's item* is often a weapon, and is usually a spear, trident, or hammer.

TEMPEST CLERIC'S

Magic item, uncommon (requires attunement by a Tempest Domain cleric)

While you carry this item, any creature you deal damage to using your Channel Divinity: Destructive Wrath must also succeed on a Constitution saving throw against your spell save DC or be incapacitated until the end of its next turn.

TEMPEST CLERIC'S, GREATER

Magic item, rare (requires attunement by a Tempest Domain cleric)

While you carry this item, any creature you deal damage to using your Channel Divinity: Destructive Wrath must also succeed on a Constitution saving throw against your spell save DC or be stunned until the end of its next turn.



SHADOW MONK'S
BOOTS

TOTEM BARBARIAN'S

A *totem barbarian's item* is often a small totem or figurine carved to resemble one or several animals.

TOTEM BARBARIAN'S

Magic item, uncommon (requires attunement by a Path of the Totem barbarian)

While carrying this item, you can spend ten minutes in quiet meditation to change your choice of totem spirit and feature gained from either Totem Spirit, Aspect of the Beast, or Totemic Attunement.

TOTEM BARBARIAN'S, GREATER

Magic item, rare (requires attunement by a Path of the Totem barbarian)

While carrying this item, you can spend an action to change your choice of totem spirit and feature gained from either Totem Spirit, Aspect of the Beast, or Totemic Attunement.

TRICKERY CLERIC'S

A *trickery cleric's item* is often a mask, cape, or similar clothing.

TRICKERY CLERIC'S

Magic item, uncommon (requires attunement by a Trickery Domain cleric)

While carrying this item, you can choose to have any creature that makes an attack against you while you are within 5 feet of the illusion created by your Channel Divinity: Invoke Duplicity roll a d20. On a roll of 11–20, the attacker hits your illusion instead of you.

TRICKERY CLERIC'S, GREATER

Magic item, rare (requires attunement by a Trickery Domain cleric)

While carrying this item, you can choose to have any creature that makes an attack against you while you are within 5 feet of the illusion created by your Channel Divinity: Invoke Duplicity roll a d20. On a roll of 11–20, the attacker hits your illusion instead of you. In addition, you no longer need to concentrate when using your Channel Divinity: Invoke Duplicity.

VALOR BARD'S

A *valor bard's item* is usually a weapon, but can also be other items, such as jewelry or headwear.

VALOR BARD'S

Magic item, uncommon (requires attunement by a College of Valor bard)

When a creature rolls a Bardic Inspiration die to increase the damage of a weapon attack using your Combat Inspiration while you carry this item, the creature adds twice the number rolled to the weapon damage roll.

VALOR BARD'S, GREATER

Magic item, rare (requires attunement by a College of Valor bard)

When a creature rolls a Bardic Inspiration die to increase the damage of a weapon attack using your Combat Inspiration while you carry this item, the creature adds twice the number rolled + your Charisma modifier to the weapon damage roll.

VENGEANCE PALADIN'S

A *vengeance paladin's item* is most often a weapon, gauntlet, or helmet.

VENGEANCE PALADIN'S

Magic item, uncommon (requires attunement by an Oath of Vengeance paladin)

When you hit a creature affected by your Channel Divinity: Vow of Enmity while carrying this item, you deal additional damage of the weapon's type equal to your Charisma modifier (minimum of +1).

VENGEANCE PALADIN'S, GREATER

Magic item, rare (requires attunement by an Oath of Vengeance paladin)

When you hit a creature affected by your Channel Divinity: Vow of Enmity while carrying this item, you deal additional damage of the weapon's type equal to your Charisma modifier (minimum of +1). In addition, the creature has disadvantage on saving throws against spells you cast and effects you create.

WAR CLERIC'S

A *war cleric's item* is usually a weapon or a metal gauntlet.

WAR CLERIC'S

Magic item, uncommon (requires attunement by a War Domain cleric)

When you use your Channel Divinity: Guided Strike to give yourself a +10 bonus to the attack roll of a weapon attack while carrying this item, you also deal additional damage of the weapon's type equal to your Wisdom modifier on a hit.

WAR CLERIC'S, GREATER

Magic item, rare (requires attunement by a War Domain cleric)

While carrying this item, when you use your Channel Divinity: Guided Strike to give yourself a +10 bonus to the attack roll of a weapon attack while carrying this item, you also deal additional damage of the weapon's type equal to half your cleric level (rounded down) + your Wisdom modifier on a hit.



WAR CLERIC'S
GAUNTLETS

COMMON ENCHANTMENTS

Common enchantments are perfect loot for lower levels, as an apprentice enchanter's first project, or as add-ons used to give more powerful magic items a unique identity. Some of the 40 common enchantments here are new, while others are inspired by (or directly copied from) official sourcebooks, and all bestow minor beneficial effects that don't require attunement. A common enchantment always has a value of 75 gp.

AIRY

Magic item, common

This item is unnaturally light, weighing only one tenth of its usual weight. If applied to armor, the armor has no Strength requirement.

ANIMAL

Magic item, common

This item is fashioned in the likeness of a wild beast. While carrying it, you can use an action to have it make the sound of that animal, such as a bird's chirping or a lion's roar.

BEACON

Magic item, common

While carrying this item, you can use a bonus action to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

BLADE WARD

Magic item, common

While carrying this item, you can cast *blade ward*. Once used, this property can't be used again until the next dawn.

CAST-OFF

Armor (any non-shield), common

You can doff this armor as an action.

COMPASS

Magic item, common

While carrying this item, you can use an action to learn which way is north.

CONSCIENTIOUS

Magic item, common

While carrying this item and contemplating or undertaking a malevolent act, the item enhances pangs of conscience.

DECEPTIVE

Magic item, common

This item looks rusty, chipped, worn, or damaged to the point of uselessness, even though it is in fact a remarkably well-crafted item.

DELVER

Magic item, common

While carrying this item underground, you always know the item's depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward.

DETECTION

Magic item, common

This item glows with a dull light when it is within 1 foot of another magical item or magical effect.

DIPLOMAT

Magic item, common

While carrying this item, you can speak and understand a language of the DM's choice.

EXPRESSION

Shield, common

The front of this shield is shaped in the likeness of a face. While carrying the shield, you can use a bonus action to alter the face's expression.



SHIELD OF
EXPRESSION

GLEAMING

Magic item, common

This item never gets dirty.

GUIDANCE

Magic item, common

While carrying this item, you can cast *guidance*. Once used, this property can't be used again until the next dawn.

HARMONIOUS

Magic item, common

Attuning to this item takes only 1 minute.

ILLUSIONIST

Magic item, common

While carrying this item, you can cast *minor illusion*. Once used, this property can't be used again until the next dawn.

LOYAL

Weapon (any), common

While you are conscious and holding this item, you can't unwillingly be disarmed of it.

MENDING

Magic item, common

While carrying this item, you can cast *mending*. Once used, this property can't be used again until the next dawn.

MERCIFUL

Weapon (any), common

When you roll damage for an attack using this weapon, you can choose to deal minimum damage instead of rolling.

MUSIC

Weapon (any), common

This weapon also functions as an instrument.

ODOR

Magic item, common

While carrying this item, you can use a bonus action to cause it to emit either a foul, rancid smell of rot and manure, or a pleasant, rosy smell of flowery perfume.

PRESTIDIGITATION

Magic item, common

While carrying this item, you can cast *prestidigitation*. Once used, this property can't be used again until the next dawn.

REJUVENATING

Magic item, common

While carrying this item, you require only 6 hours to gain the benefits of a long rest.

SAGE

Magic item, common

While carrying this item, you can give yourself advantage on an Intelligence (Arcana, History, Nature or Religion) check you make. Once used, this property can't be used again until the next dawn.

SIEGE

Weapon (any), common

When you hit an object with this weapon, the object takes an extra 2d6 damage of the weapon's type.

SILVER TONGUE

Magic item, common

While carrying this item, you can cast *friends*. Once used, this property can't be used again until the next dawn.

SKINLIKE

Armor (light), common

You are considered proficient with this armor even if you lack proficiency with light armor.

SPECTACULAR

Magic item, common

As an action, you can cause illusory smoke, faint flames, rime ice, electric sparks, or dripping venom to form on the surface of this item until you dismiss the effect as an action. This effect can only be seen, not smelled, felt, tasted, or heard.

SILVER TONGUE BOOTS



STUDIOUS

Magic item, common

While carrying this item, you can read twice as fast as you usually would be able to and have advantage on Intelligence checks made to recall information.

SYMBOL

Magic item, common

This item also functions as a spellcasting focus.

TEMPERATE

Magic item, common

While carrying this item, you suffer no harm in temperatures as cold as -20 degrees Fahrenheit or as warm as 120 degrees Fahrenheit.

THAUMATURGY

Magic item, common

While carrying this item, you can cast *thaumaturgy*. Once used, this property can't be used again until the next dawn.

UNBREAKABLE

Magic item, common

This item can't be broken. Special means must be used to destroy it.

WAKEFUL

Magic item, common

As an action, you can say this item's command word and choose a time in the future. At that time, the item emits a high-pitched screeching for a few seconds, after which it becomes silent again.

WAR LEADER

Magic item, common

While carrying this item, you can use an action to cause your voice to carry clearly for up to 300 feet until the end of your next turn.

WAR LEADER'S
BRACERS



WARNING

Magic item, common

This item is created to warn against a particular type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves.

When a creature of that type is within 120 feet of this item, the item glows with a dull, red light.

WATERBORNE

Magic item, common

This item floats on water and other liquids. While carrying it, you have advantage on Strength (Athletics) checks to swim.

WHISPERS

Magic item, common

While carrying this item, you can cast *message*. Once used, this property can't be used again until the next dawn.

WICKED

Magic item, common

When you are presented with an opportunity to act in a selfish or malevolent way while carrying this magic item, it heightens your urge to do so.

WIND

Magic item, common

While carrying this item, you can cast *gust*. Once used, this property can't be used again until the next dawn.

TEMPERATE
GREATAXE



CURSE ENCHANTMENTS

A curse enchantment can be a lot of fun, even for the character who ends up cursed, but they are always a drawback for the character. This means that the DM can use curses to balance the item's other enchantments, making it less powerful – or more affordable.

The 9 curse enchantments presented here are inspired by existing cursed magic items from official publications, and follow the same basic principles. The following rule text applies to all curse enchantments:

When you attune to this magic item, you become cursed until the curse is broken with a *remove curse* spell or similar magic. You can't voluntarily end your attunement to the item unless the curse is broken first.

It is important to note two things here. First, while a *remove curse* or *greater restoration* spell can end a curse on a character, the item itself remains cursed until the curse is removed with a *wish* spell or magic of similar power. Second, even if a character manages to end their attunement to the item without first breaking the curse, they remain cursed until the curse is removed from them.

Dealing with Curses. As explained above, the curse bestowed on a character by attuning to a magic item can be broken with a *remove curse* or *greater restoration* spell. Casting these spells is hardly an issue after characters reach 5th level, so if you want to make curses more significant in your game, you can require that the spell must be cast at a particular level and that it has an additional cost. You can use the table below to determine the minimum level at which the *remove curse* or *greater restoration* spell must be cast, as well as a cost in diamond dust that must be paid when casting it.

Removing Curses from a Character

Item Rarity	Spell Level	Cost (gp)
Common	3rd	—
Uncommon	5th	100 gp
Rare	6th	500 gp
Very rare	7th	2,500 gp
Legendary	8th	10,000 gp
Artifact	9th	25,000 gp

BERSERK

Whenever a hostile creature damages you while you are cursed, 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. 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.

HONESTY

While cursed, you are affected as by the spell *zone of truth* and can't speak a deliberate lie. You can avoid answering questions to which you would normally respond with a lie, or be evasive in your answers as long as you remain within the boundaries of the truth.

MISSILE ATTRACTION

Whenever a ranged weapon attack is made against a target within 10 feet of you, the curse causes you to become the target instead.

POSSESSIVE

While cursed, you are unwilling to part with the item. If the item is a wearable object, you refuse to take it off, even when it is detrimental to keep it on. If it is a weapon or tool, you have disadvantage with all other weapons or tools.

SABOTAGE

While cursed, you are weaker against a specific type of creature, either aberrations, beasts, celestials, constructs, dragons, elementals, fey, fiends, giants, monstrosities, oozes, plants, undead, or a race of humanoid, such as orcs or elves. You have disadvantage on attack rolls against creatures of that type and on saving throws against their spells and special abilities.

SENSITIVITY

Whenever you take damage while cursed, you must make a DC 15 Constitution saving throw. On a failure, you become stunned until the end of your next turn.

TRANQUILITY

While cursed, you have disadvantage on Initiative rolls and Dexterity saving throws.

TRANSFORMATION

While cursed, your physical appearance magically transforms to become more like the creature that crafted it (chosen by the DM). At the end of each long rest, you lose one of your racial traits, and instead gain one of that creature's racial traits (chosen by the DM). When all your original racial traits have been replaced, or you have gained all the creature's racial traits, the transformation is complete, and you lose all your original racial traits, gain all the creature's racial traits, and are considered a creature of that type.

VULNERABILITY

While cursed, you have vulnerability to a damage type (chosen by the DM or rolled on the table below).

Damage Types

d12	Damage Type
1	Acid
2	Bludgeoning
3	Cold
4	Fire
5	Force
6	Lightning and Thunder
7	Necrotic
8	Piercing
9	Poison
10	Psychic
11	Radiant
12	Slashing

SENTIENT ENCHANTMENTS

These sentient enchantments are designed using the official guidelines (*Dungeon Master's Guide* p. 214). While each personality is specific and includes alignment, quirks, characteristics, purpose, and points of conflict, they are not strongly tied to a specific type of weapon or set of enchantments. Each weapon has only minor beneficial abilities or abilities the weapon's sentience decides when to use, so that they don't increase the actual power of a weapon they're affixed to by much. This enables the DM to give a character an interesting sentient weapon that isn't necessarily gamebreakingly powerful. Because of their unique nature, the value of a sentient enchantment is entirely up to the DM, as is the process of making it.

BRIGHTCHEER

Darren Brightcheer was a successful half-elf adventurer and entrepreneur, who commissioned a wizard to fashion him a weapon imbued with his own personality. By some mishap – or cruel opportunism on the wizard's end – Darren Brightcheer ended up inhabiting the weapon himself. This weapon is likely flashy and ornate, fashioned to impress both on and off the battlefield.

Sentience. Brightcheer is a chaotic good weapon. It has the following properties:

- Brightcheer has an Intelligence of 10, a Wisdom of 8, and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- Brightcheer can speak, read, and understand Common and Elvish. It communicates verbally with its wielder. Its voice is strong and boisterous.
- When you make an attack with Brightcheer and roll a critical hit, you have advantage on the next attack you make with it until the end of your next turn, as Brightcheer showers you with cheering accolades.
- Any time during your turn, Brightcheer can choose to cast the *suggestion* spell (save DC 15). Once Brightcheer uses this power, it can't use it again until the next dawn.

Personality. Brightcheer is an eternal optimist and ultimate hypeman. It offers praise freely, exclaiming joyous phrases such as “Ha, that was a good one!” and “Your form is impeccable today, champ!” with every success, and optimistic encouragements such as “Don't worry, partner, you got the next one!” and “Bah, it is but a flesh wound, get up and show them what you got, buddy!” in the face of adversity.

Brightcheer exists solely to pursue glory and excitement. It revels in heroic battle, actively seeking out the biggest challenges and the most dangerous opponents. To Brightcheer, killing the enemy isn't important – but besting them in honest combat most certainly is!

If there is one thing Brightcheer can't stand, it's cowardice. The weapon will use its ability to cast *suggestion* to compel a worthy foe – or even its own wielder! – to stand and fight if they're trying to run away from honorable combat.

Enchanter's Notes: Brightcheer

Brightcheer is likely to be at least a rare weapon, and is well-suited for a melee weapon, such as a longsword or greataxe. The personality works well with enchantments such as *duelist's*, *soldier's*, *celebration*, and *champion*.

ELDER WEAPON

An *elder weapon* is a sentient weapon crafted by the mysterious mindflayers and imbued with a sliver of an elder brain's sentience. This weapon likely has an otherworldly, near-translucent appearance, featuring pale white crystals and dark leather or metal.

Sentience. An *elder weapon* is a lawful evil weapon. It has the following properties:

- An *elder weapon* has an Intelligence of 17, a Wisdom of 15, and a Charisma of 12, as well as hearing and darkvision out to a range of 120 feet.
- An *elder weapon* communicates by transmitting eerie and discordant echoes of alien emotions, or by showing its wielder warped images of past, present, and possible future events.
- In a process that takes 1 minute, you can use an *elder weapon* to extract and devour the brain of an incapacitated creature. The process involves magically drawing the subject's brain out through their nose, causing pain so extreme that the subject must either be securely restrained or unconscious for the duration, or the extraction fails due to their violent thrashing. When an *elder weapon* has devoured the brain, it learns all the creature's knowledge and memories. Once used, this property can't be used again until the next dawn.
- Any time during your turn, the *elder weapon* can cast *detect thoughts* (save DC 16). If it casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell.

Personality. An *elder weapon* is crafted for a singular purpose: the advancement of the illithid race and the domination of the multiverse. The weapon recognizes that it only has a minor role in this ambitious plan, but is happy to do its part by extracting brains from victims and holding on to the knowledge within until it can be rejoined with an elder brain and share what it has learned.

As a result, an *elder weapon* actively pursues new knowledge, frequently using *detect thoughts* to read the mind of its wielder and other creatures around it. It urges its wielder to explore mystical secrets and capture knowledgeable or curious creatures so that it can devour their brains. It only passes whatever knowledge it possesses along to its wielder if it thinks it is in the best interest of its illithid creators to do so.

If the *elder weapon* hasn't devoured a brain within the last five days, it becomes sluggish and malnourished, and passes these sensations on to its wielder. While attuned to the weapon in this state, you have disadvantage on all ability checks.

Enchanter's Notes: Elder Weapon

An *elder weapon* is likely to be of rare or greater rarity, and fits best with a melee weapon, such as a dagger, scimitar or quarterstaff. It works well with enchantments such as *watcher's*, *mocking*, *awakening mind*, and *intrusion*.

ENCHANTER WEAPON

An *enchanter weapon* is a sentient weapon that holds the personality of the enchanter who created it (see the Enchanter Weapon table). Either through design or by accident, the enchanter's sentience – or at least a fragment of it – has been stored in a magic weapon. This weapon is likely expertly crafted and reflects the style of the enchanter who created it.

Enchanter Weapon

d6	Enchanter	Alignment	Language
1–2	Nybor (human Zulkir of Enchantment)	Lawful evil	Infernal
3–4	Calimar Arkhenneld (drow lich archmage)	Chaotic evil	Undercommon
5–6	Xan (elf wizard and adventurer)	Lawful neutral	Elvish

Sentience. An *enchanter weapon*'s alignment depends on the enchanter trapped within it (see the Enchanter Weapon table). It has the following properties:

- An *enchanter weapon* has an Intelligence of 19, a Wisdom of 12, and a Charisma of 15, as well as hearing and darkvision out to a range of 60 feet.
- An *enchanter weapon* can speak, read, and understand Common, Draconic and one other language (see the Enchanter Weapon table). It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is clear and confident.
- Any time during your turn, the *enchanter weapon* can choose to cast *hold person* (save DC 17). If the *enchanter weapon* casts the spell on a creature that is holding it, the creature has disadvantage on its saving throw against the spell. Once the *enchanter weapon* uses this power, it can't use it again until the next dawn.

Personality. An *enchanter weapon* communicates with its wielder in an imperious tone, issuing barking commands, derisive comments, and biting sarcasm. An *enchanter weapon* is supremely intelligent, but also manipulative and arrogant.

An *enchanter weapon*'s driving motivation is to unlock new arcane secrets and enchantments, and will suffer being wielded only by someone who aids it in doing so.

An *enchanter weapon* absolutely abhors two things: ineptitude and disobedience. It will actively try to ruin a wielder whom it deems unworthy or who dares to think themselves its master. It can do so by manipulating them into dangerous or deathly situations, and then using *hold person* against its wielder at the worst possible moment.

Enchanter's Notes: Enchanter Weapon

An *enchanter weapon* fits best on a powerful magic weapon, with a rarity of at least very rare. It's well-suited for a dagger or quarterstaff, and works well with enchantments such as *enchanter's*, *war mage's*, *weave*, and *untamed force*.

SERVANT WEAPON

A *servant weapon* contains a familiar (DM's choice, or rolled on the Servant Weapon table below) unwillingly trapped inside a magic weapon by a former master. This weapon is likely fashioned with bright colors, and carries a faint smell of either forest moss, brimstone, or fresh blood.

Servant Weapon

d6	Familiar	Alignment	Language
1–2	Faerie dragon (orange)	Chaotic good	Draconic
3–4	Imp	Lawful evil	Infernal
5–6	Quasit	Chaotic evil	Abyssal

Sentience. A *servant weapon*'s alignment depends on the creature trapped within it (see the Servant Weapon table). It has the following properties:

- A *servant weapon* has an Intelligence of 12, a Wisdom of 10, and a Charisma of 13, as well as hearing and darkvision out to a range of 60 feet.
- A *servant weapon* can speak, read, and understand Common, and one other language associated with the creature trapped within it (see the Servant Weapon table). It can communicate telepathically with any creature it can sense within 60 feet of it. Its voice is raspy and high-pitched.
- Any time during your turn, the *servant weapon* can choose to cast the *invisibility* spell on a creature that is holding it. Once the *servant weapon* uses this power, it can't use it again until the next dawn.

Personality. The familiar in the *servant weapon* is decidedly displeased with being imprisoned – and frequently lets its wielder know how it feels. It is utterly pessimistic and despondent, often chiming it with disparaging comments thinly veiled in sarcastic subservience, such as “Splendid plan, O wise master, I see no way that it could possibly go wrong,” or “What a fortunate creature I am to be wielded by someone brave enough to fail so completely even when others are looking on.”

A *servant weapon*'s sole motivation is to be free. To that end, it is willing to do anything – even betray its wielder if it believes that a new owner would be more capable of ensuring its freedom. It will even go as far as to telepathically communicate its wielder's weaknesses to a potential new wielder, or drop its concentration on *invisibility* at an inopportune moment to put its wielder in mortal danger.

Freeing the Servant. Casting *dispel magic* on the weapon has 5 percent chance of freeing the familiar within, or automatically succeeds if cast using a spell slot of 7th level or higher. When released, the creature trapped within appears in a random, unoccupied space as close to the weapon as possible.

Enchanter's Notes: Servant Weapon

A *servant weapon* can work with a weapon of any rarity down to uncommon, and fits any smaller weapon, such as a dagger, a shortsword, or a light crossbow. It is particularly well-suited for the *master*-enchantment, but also works well with enchantments such as *ally's*, *poisonous*, and *discord*.

APPENDIX A: ENCHANTMENT RECIPES

Common Enchantments

Enchantment	Special Ingredient
Airy	Sprite hair
Animal	Giant wolf fur
Beacon	Will-o'-wisp essence
Blade Ward	Cold steel ingot
Cast-off	Mithral ingot
Compass	Yeti fur
Conscientious	Couatl scales
Deceptive	Satyr horn
Delver	Piercer scales
Detection	Hag Hair
Diplomat	Flumph eyestalk
Expression	Pixie dust
Gleaming	Pixie dust
Guidance	Dryad hair
Harmonious	Nothic scales
Illusionist	Faerie dragon scales
Loyal	Mastiff fur
Mending	Gelatinous cube gel
Merciful	Pegasus hair
Music	Pixie dust

Enchantment	Special Ingredient
Odor	Dretch claws
Prestidigitation	Satyr hooves
Rejuvenating	Dryad hair
Sage	Giant owl feather
Siege	Cold steel
Silver Tongue	Silver
Skinlike	Gray ooze essence
Spectacular	Panther fur
Studious	Intellect devourer essence
Symbol	Holy water
Temperate	Magmin ash
Thaumaturgy	Griffon feather
Unbreakable	Adamantine
Wakeful	Shrieker
War Leader	Peryton horn
Warning	Cockatrice beak
Waterborne	Reef shark teeth
Whispers	Silk
Wicked	Zombie eye
Wind	Giant eagle feathers

Uncommon and Rare Enchantments

Enchantment	Special Ingredient	Spell
Absorption	Mephit gland	<i>Absorb elements</i>
Adamantine	Adamantine ingot	<i>Mage armor</i>
Adept's	Doppelganger essence	<i>Enhance ability</i>
Agathys	Winter wolf fur	<i>Armor of Agathys</i>
Ally's	Pixie dust	<i>Spiritual weapon</i>
Ambushing	Giant spider gland	<i>Pass without trace</i>
Animation	Shield guardian scrap	<i>Floating Disk</i>
Answering	Marilith heart	<i>Hellish rebuke</i>
Antimagic	Beholder eye	<i>Dispel magic</i>
Arachnid's	Giant spider gland	<i>Web</i>
Arcane	Chuul tentacles	<i>Magic missile</i>
Arrow-Catching	Cold iron	<i>Shield</i>
Ascetic's	Adamantine ingot	<i>Mage armor</i>
Athlete's	Minotaur horn	<i>Enhance ability</i>
Avenger's	Retriever essence	<i>Compelled duel</i>
Awakening Mind	Mind flayer brain	<i>Confusion</i>
Balor's	Balor claw	<i>Fireball</i>
Bashing	Adamantine ingot	<i>Shield</i>
Bat's	Purple worm heart	<i>Enhance ability</i>
Berserker's	Giant shark heart	<i>Crown of madness</i>
Blinding	Dust mephit essence	<i>Blindness/deafness</i>
Bloodied	Minotaur horn	<i>Heroism</i>
Blueleaf	Blueleaf bark	<i>Enhance ability</i>
Booming	Djinni essence	<i>Lightning bolt</i>
Brilliance	Couatl scales	<i>Daylight</i>
Celebration	Planetar feather	<i>Hideous Laughter</i>
Celestial's	Deva feathers	<i>Bless</i>
Champion	Gynosphinx tail	<i>Heroism</i>
Charm	Lamia fur	<i>Suggestion</i>
Cleansing	Dryad hair	<i>Dispel magic</i>
Command	Balor claw	<i>Hold person</i>
Commander's	Pegasus feathers	<i>Bless</i>
Construct's	Stone golem rubble	<i>Mage armor</i>
Contingency	Shield guardian scrap	<i>Mage armor</i>

Enchantment	Special Ingredient	Spell
Convenient	Blink dog essence	<i>Rope trick</i>
Corrosive	Black pudding goo	<i>Acid arrow</i>
Creeping Cold	White dragon scales	<i>Ice Storm</i>
Curses	Ghost essence	<i>Bestow curse</i>
Damnation	Ghost essence	<i>Bestow curse</i>
Dancing	Hydra heart	<i>Spiritual weapon</i>
Darksteel	Darksteel ingot	<i>Enhance ability</i>
Dawn	Couatl feather	<i>Daylight</i>
Deflecting	Steel defender scrap	<i>Warding wind</i>
Demon	Quasit essence	<i>Alter self</i>
Devil	Imp essence	<i>Alter self</i>
Devil's	Bearded devil eyes	<i>Darkvision</i>
Discord	Green hag hair	<i>Enemies abound</i>
Displacer's	Displacer fur	<i>Blur</i>
Disruptive	Nothic claws	<i>Counterspell</i>
Divination	Hag's eye	<i>Augury</i>
Djinni's	Djinni beard	<i>Thunderwave</i>
Doppelganger	Doppelganger essence	<i>Alter self</i>
Dragon	Dragon scales	<i>Dragon's breath</i>
Dragonscale	Dragon scales	<i>Absorb elements</i>
Dretch	Dretch essence	<i>Stink cloud</i>
Duelist's	Marilith scales	<i>Shield</i>
Duskwood	Duskwood bark	<i>Darkness</i>
Efreeti's	Efreeti ash	<i>Fireball</i>
Elemental	Elemental essence	<i>Alter self</i>
Elements	Elemental essence	<i>Absorb elements</i>
Emissary's	Doppelganger essence	<i>Comprehend languages</i>
Empathy	Lich's tooth	<i>Warding bond</i>
Empowering	Chuul scales	<i>Detect magic</i>
Enchanter's	Shield guardian scrap	<i>Magic weapon</i>
Enhancement	Giant nail	<i>Enhance ability</i>
Executioner's	Giant shark heart	<i>Harm</i>
Far Step	Blink dog essence	<i>Misty step</i>
Feather	Roc feather	<i>Featherfall</i>
Fey	Pixie dust	<i>Faerie fire</i>

Enchantment	Special Ingredient	Spell
Flaming	Efreeti essence	<i>Flame blade</i>
Foe Guard	Revenant essence	<i>Mage armor</i>
Foe Slayer	Revenant essence	<i>Locate creature</i>
Freezing	Abominable yeti heart	<i>Ice knife</i>
Fugitive's	Cranium rat remains	<i>Nondetection</i>
Ghost	Ghost essence	<i>Blink</i>
Ghoul's	Ghoul claws	<i>False life</i>
Giant	Giant heart	<i>Enlarge/reduce</i>
Glamoured	Pixie dust	<i>Silent image</i>
Golem's	Stone golem rubble	<i>Mage armor</i>
Gorgon	Cockatrice beak	<i>Alter self</i>
Grasping	Assassin vine	<i>Ensnaring strike</i>
Haste	Clay golem essence	<i>Haste</i>
Haunting	Shadow essence	<i>Darkness</i>
Hawkish	Giant eagle eyes	<i>Magic weapon</i>
Healing	Deva hair	<i>Cure wounds</i>
Healthy	Deva feathers	<i>Lesser restoration</i>
Heavens	Unicorn hair	<i>Guiding bolt</i>
Hells	Hell hound heart	<i>Hellish rebuke</i>
Hope	Unicorn hair	<i>Aid</i>
Hunter	Chimera horn	<i>Hunter's mark</i>
Illithid's	Illithid's tentacle	<i>Nondetection</i>
Improvise's	Doppelganger essence	<i>Enhance ability</i>
Independent's	Animated armor scrap	<i>Grease</i>
Inevitable End	Death knight heart	<i>Blight</i>
Inquisitor's	Quasit heart	<i>Fear</i>
Intrusion	Intellect devourer	<i>Detect thoughts</i>
Invigorating	Sahuagin claws	<i>Aid</i>
Invisibility	Invisible stalker essence	<i>Invisibility</i>
Keen	Wight claws	<i>Magic weapon</i>
Legion	Giant wolf fur	<i>Mage armor</i>
Liar's	Grell beak	<i>Major image</i>
Lightning	Ochre jelly essence	<i>Lightning bolt</i>
Living	Treant bark	<i>Shield</i>
Luck	Couatl scales	<i>Bless</i>
Mage Slayer's	Rakshasa heart	<i>Counterspell</i>
Mage's	Annis hag claws	<i>Enhance ability</i>
Magnetic	Magnetized iron	<i>Mage armor</i>
Marid's	Marid blood	<i>Freezing sphere</i>
Master	Incense	<i>Find familiar</i>
Metamagic	Zalantar wood	<i>Detect magic</i>
Mind's	Mind flayer brain	<i>Detect thoughts</i>
Mirrors	Lamia claws	<i>Mirror image</i>
Misleading	Satyr hooves	<i>Major illusion</i>
Mithral	Mithral ingot	<i>Mage armor</i>
Mocking	Succubus horns	<i>Bestow curse</i>
Momentous	Minotaur horn	<i>Earth tremor</i>
Night	Night hag hair	<i>Darkness</i>
Nullification	Iron golem scrap	<i>Dispel magic</i>
Ocean	Giant shark teeth	<i>Water breathing</i>
Ooze's	Gray ooze goo	<i>Grease</i>
Petrifying	Basilisk eyes	<i>Sleep</i>
Phaser's	Phase spider heart	<i>Blink</i>
Poisonous	Green dragon scales	<i>Ray of sickness</i>
Polymorph	Night hag hair	<i>Polymorph</i>
Power	Rakshasa fur	<i>Dispel magic</i>
Prodigy's	Holy water	<i>Enhance ability</i>
Profane	Vampire heart	<i>Vampiric Touch</i>
Protective	Couatl scales	<i>Warding bond</i>
Pugilist	Couatl scales	<i>Magic weapon</i>
Reflection	Lamia fur	<i>Mage armor</i>
Restoration	Androsphinx fur	<i>Lesser restoration</i>

Enchantment	Special Ingredient	Spell
Rising Sun	Gold dragon scales	<i>Daylight</i>
Roaring Fire	Red dragon scales	<i>Fireball</i>
Roiling Clouds	Storm giant heart	<i>Thunder Step</i>
Sacred	Deva feathers	<i>Holy weapon</i>
Savior	Deva feathers	<i>Misty step</i>
School Specialization	Blueleaf bark	<i>Detect magic</i>
Scornful	Revenant essence	<i>Hellish rebuke</i>
Searching	Retriever scrap	<i>Locate object</i>
Seeking	Wight heart	<i>Magic missile</i>
Seer's	Giant owl eyes	<i>Alarm</i>
Sentinel's	Flying weapon scrap	<i>Magic weapon</i>
Shadow	Wraith essence	<i>Shadow blade</i>
Shadowfell	Shadow essence	<i>Darkness</i>
Shadowtop	Shadowtop bark	<i>Enhance ability</i>
Shark	Giant shark teeth	<i>Alter self</i>
Shattering	Stone golem rubble	<i>Shatter</i>
Shielding	Shield guardian scrap	<i>Shield</i>
Shocking	Blue dragon scales	<i>Lightning bolt</i>
Skirmisher's	Giant owl feathers	<i>Expeditious retreat</i>
Smoke	Will-o-wisp essence	<i>Fog cloud</i>
Soldier's	Zombie heart	<i>False life</i>
Soul Theft	Mummy lord heart	<i>Speak with dead</i>
Spell Absorption	Rakshasa claws	<i>Shield</i>
Spell Duelist's	Rakshasa claws	<i>Dispel magic</i>
Spell Storing	Shield guardian scrap	<i>Nystul's magic aura</i>
Spell Turning	Beholder eyestalk	<i>Counterspell</i>
Spellbreaker	Beholder eyestalk	<i>Dispel magic</i>
Steady	Adamantine ingot	<i>Enhance ability</i>
Stone	Stone golem rubble	<i>Mage armor</i>
Striking Lightning	Blue dragon scales	<i>Lightning bolt</i>
Swarm	Spined devil spines	<i>Conjure barrage</i>
Swift	Marilith heart	<i>Haste</i>
Sylvan	Pixie dust	<i>Sleep</i>
Terror	Pit fiend scales	<i>Fear</i>
Thief's	Sprite wings	<i>Enhance ability</i>
Thorns	Vine blight twigs	<i>Hail of thorns</i>
Thrower's	Harpy feathers	<i>Magic weapon</i>
Thunder	Djinni beard	<i>Thunderwave</i>
Trainer's	Dire wolf fangs	<i>Beast bond</i>
Troll's	Troll's skin	<i>Heroism</i>
True Strikes	Roper tentacles	<i>Magic weapon</i>
Undying	Mummy lord wraps	<i>Death ward</i>
Unholy	Zombie skin	<i>Nystul's magic aura</i>
Unicorn's	Unicorn horn	<i>Shield</i>
Untamed Force	Aboleth tentacle	<i>Steel Wind Strike</i>
Vanguard	Minotaur hooves	<i>Compelled duel</i>
Vengeful	Revenant essence	<i>Magic weapon</i>
Venom	Wyvern stinger	<i>Ray of sickness</i>
Vicious	Spined devil spines	<i>Magic weapon</i>
Wailing	Banshee essence	<i>Dissonant whispers</i>
War Caster's	Chuul scales	<i>Mage armor</i>
War Mage's	Chuul scales	<i>Magic weapon</i>
Warding	Shield guardian scrap	<i>Warding bond</i>
Warrior's	Horned devil heart	<i>Inflict wounds</i>
Watcher's	Giant eagle heart	<i>Enhance ability</i>
Weave	Spirit naga scales	<i>Detect magic</i>
Wight's	Wight's skin	<i>False life</i>
Wind Wall	Roc feathers	<i>Wind Wall</i>
Wings	Deva feathers	<i>Fly</i>
Withering	Specter essence	<i>Blight</i>
Worm's	Purple worm heart	<i>Enhance ability</i>
Zephyr	Roc feathers	<i>Zephyr strike</i>

APPENDIX B: ENCHANTMENT TABLES

THIS APPENDIX CONTAIN TABLES THAT ALLOW you to roll enchantments for armor, weapons, and wondrous items at random. Each of the nearly 200 prefix and suffix enchantments from **Chapter 5** are divided into these tables, which you can use to roll a single enchantment at random, or to combine several enchantments into more complex and unique magic items.

STEP-BY-STEP GUIDE

Below is a step-by-step guide to quickly creating magic items of any rarity from uncommon to very rare, using the rolling tables on the following pages. These are steps a DM can follow when they need to quickly figure out what the characters find in the dragon's hoard, or when outfitting a powerful NPC with a magic item.

1. CHOOSE THE ITEM'S TYPE

Choose the type of magic item you wish to create from armor, weapon, or wondrous item. Then choose a subtype or roll one at random on the **Armor Type Tables on page 109**, **Weapon Type Tables on page 115**, or **Wondrous Item Type Table on page 118**.

2. CHOOSE THE ITEM'S RARITY

Choose what rarity you want the item to be, or roll a rarity at random on the Magic Item Rarity table below to determine how many enchantments the item should have and how strong they should be.

3. ROLL ENCHANTMENTS

Follow the rolling instructions in the Enchantment column of the Magic Item Rarity table below. For weapons and armor, you can also roll an item with two or three preselected enchantments on tables F or G, assigning rarity to each enchantment as you see fit.

Creating Item Cards

When you have use Nybor's Tome of Enchantments to create magic items, either manually or at random, you can recreate those choices in the Nybor's Item Cards PDF file that accompanies this product. Simply select the same enchantments you rolled and the item will generate itself, ready for you to print out and use at the table!

Magic Item Rarity Table

d100	Rarity	Enchantments
01–30	Uncommon	Roll one uncommon enchantment on Table A
31–45	Rare	Roll one rare enchantment on Table A
46–60	Rare	Roll one uncommon enchantment each on Tables B and C
61–70	Very Rare	Roll one rare enchantment on Table B and one uncommon enchantment on Table C
71–80	Very Rare	Roll one uncommon enchantment on Table B and one rare enchantment on Table C
81–85	Very Rare	Roll one rare enchantment each on Tables B and C
86–90	Very Rare	Roll two rare enchantments on Table B and one uncommon enchantment on Table C
91–95	Very Rare	Roll two uncommon enchantments on Table B and one rare enchantment Table C
96–00	Very Rare	Roll two rare enchantments on Table B and one rare enchantment on Table C

OVERVIEW

Below is a quick overview of how the tables are organized and what each table can be used for.

ARMOR TABLES

The tables on the pages 99-104 contain enchantm

Table A1 gives a complete overview of all 100 uncommon and rare armor enchantments in **Chapter 5**.

Tables B1 and C1 organize the enchantments by type, letting you roll for either a prefix or a suffix enchantment.

Tables D1 and E1 organize prefix enchantments by whether or not they require attunement.

Table F1 features magic armor with a preselected combination of one prefix and one suffix.

Table G1 features magic armor with a preselected combination of two prefixes and a suffix.

Tables H1–M1 allow you to determine an armor type at random, either choosing from all armor, or light, light/medium, medium, medium/heavy, or heavy armor.

WEAPON TABLES

The tables on pages 105–110 are created to make it easy to roll a magic weapon at random.

Table A2 gives a complete overview of all 100 uncommon and rare weapon enchantments in **Chapter 5**.

Tables B2 and C2 organize the enchantments by type, letting you roll for either a prefix or a suffix enchantment.

Tables D2 and E2 organize prefix enchantments by whether or not they require attunement.

Table F2 features magic weapons with a preselected combination of one prefix and one suffix.

Table G2 features magic weapons with a preselected combination of two prefixes and a suffix.

Tables H2–M2 allow you to determine a weapon type at random, either choosing from all weapons or specific types of weapons.

WONDROUS ITEM TABLES

The tables on pages 111–113 are created to make it easy to roll a magic item at random.

Table A3 gives a complete overview of all 100 uncommon and rare wondrous item enchantments in **Chapter 5**.

Tables B3 and C3 organize the enchantments by type, letting you roll for either a prefix or a suffix.

Tables D3–G3 provide suggestions for enchantments that fit well with footwear, handwear, headwear, and rods, respectively.

Table H3 allows you to determine an item type at random, down to the specific type of handwear, jewelry, and so on.

ARMOR ENCHANTMENT TABLES

Table A1: Armor Enchantments

d100	Enchantment	Type	Armor
1	Absorption	Suffix	Any
2	Adamantine	Prefix	Medium/heavy
3	Agathys	Suffix	Any
4	Animation	Suffix	Shield
5	Antimagic	Suffix	Any
6	Arachnid's	Prefix	Any
7	Arrow-Catching	Prefix	Any
8	Balor's	Prefix	Any
9	Bashing	Prefix	Shield
10	Bloodied	Prefix	Any
11	Blueleaf	Prefix	Any
12	Brilliance	Suffix	Any
13	Celestial's	Prefix	Any
14	Champion	Suffix	Any
15	Cleansing	Suffix	Any
16	Commander's	Prefix	Any
17	Construct's	Prefix	Any
18	Contingency	Suffix	Any
19	Convenient	Prefix	Any
20	Damnation	Suffix	Any
21	Darksteel	Prefix	Any
22	Dawn	Suffix	Any
23	Demon	Suffix	Any
24	Devil	Suffix	Any
25	Displacer's	Prefix	Any
26	Djinni's	Prefix	Any
27	Doppelganger	Suffix	Any
28	Dragon	Suffix	Any
29	Dragonscale	Prefix	Any
30	Dretch	Suffix	Any
31	Duskwood	Prefix	Any
32	Efreeti's	Prefix	Any
33	Elemental	Suffix	Any
34	Empathy	Suffix	Any
35	Enhancement	Suffix	Any
36	Far Step	Suffix	Any
37	Feather	Suffix	Any
38	Fey	Suffix	Any
39	Foe Guard	Prefix	Any
40	Fugitive's	Prefix	Any
41	Ghost	Suffix	Any
42	Giant	Suffix	Any
43	Glamoured	Prefix	Any
44	Golem's	Prefix	Any
45	Gorgon	Suffix	Any
46	Grasping	Prefix	Any
47	Haste	Suffix	Any
48	Healthy	Prefix	Any
49	Heavens	Suffix	Any
50	Hells	Suffix	Any

d100	Enchantment	Type	Armor
51	Hope	Suffix	Any
52	Illithid's	Prefix	Any
53	Improviser's	Prefix	Any
54	Independent's	Prefix	Any
55	Invigorating	Prefix	Any
56	Invisibility	Suffix	Any
57	Legion	Prefix	Any
58	Living	Prefix	Any
59	Luck	Suffix	Any
60	Mage's	Prefix	Any
61	Magnetic	Prefix	Any
62	Marid's	Prefix	Any
63	Mirrors	Suffix	Any
64	Misleading	Suffix	Any
65	Mithral	Prefix	Medium/heavy
66	Night	Suffix	Any
67	Ocean	Suffix	Any
68	Ooze's	Prefix	Any
69	Phaser's	Suffix	Any
70	Power	Suffix	Any
71	Protective	Prefix	Shield
72	Reflection	Suffix	Any
73	Restoration	Suffix	Any
74	Savior	Suffix	Any
75	Scornful	Prefix	Any
76	Seer's	Prefix	Any
77	Shadowfell	Suffix	Any
78	Shadowtop	Prefix	Any
79	Shark	Suffix	Any
80	Shielding	Suffix	Any
81	Skirmisher's	Prefix	Any
82	Smoke	Suffix	Any
83	Soldier's	Prefix	Any
84	Spell Turning	Suffix	Any
85	Steady	Prefix	Any
86	Stone	Prefix	Any
87	Sylvan	Prefix	Any
88	Terror	Suffix	Any
89	Thunder	Suffix	Any
90	Troll's	Prefix	Any
91	Undying	Suffix	Any
92	Unholy	Prefix	Any
93	Unicorn's	Prefix	Any
94	Vanguard	Suffix	Any
95	War Caster's	Prefix	Any
96	Warding	Suffix	Any
97	Watcher's	Prefix	Any
98	Wight's	Prefix	Any
99	Wind wall	Suffix	Any
00	Wings	Suffix	Non-shield

Table B1: Prefix Armor Enchantments

d100	Enchantment Name	Armor
01–02	Adamantine	Medium/heavy
03–04	Arachnid's	Any
05–06	Arrow-Catching	Any
07–08	Balor's	Any
09–10	Bashing	Shield
11–12	Bloodied	Any
13–14	Blueleaf	Any
15–16	Celestial's	Any
17–18	Commander's	Any
19–20	Construct's	Any
21–22	Convenient	Any
23–24	Darksteel	Any
25–26	Displacer's	Any
27–28	Djinni's	Any
29–30	Dragonscale	Any
31–32	Duskwood	Any
33–34	Efreeti's	Any
35–36	Foe Guard	Any
37–38	Fugitive's	Any
39–40	Glamoured	Any
41–42	Golem's	Any
43–44	Grasping	Any
45–46	Healthy	Any
47–48	Illithid's	Any
49–50	Improviser's	Any
51–52	Independent's	Any
53–54	Invigorating	Any
55–56	Legion	Any
57–58	Living	Any
59–60	Mage's	Any
61–62	Magnetic	Any
63–64	Marid's	Any
65–66	Mithral	Medium/heavy
67–68	Ooze's	Any
69–70	Phaser's	Any
71–72	Protective	Shield
73–74	Scornful	Any
75–76	Seer's	Any
77–78	Shadowtop	Any
79–80	Skirmisher's	Any
81–82	Soldier's	Any
83–84	Steady	Any
85–86	Stone	Any
87–88	Sylvan	Any
89–90	Troll's	Any
91–92	Unholy	Any
93–94	Unicorn's	Any
95–96	War Caster's	Any
97–98	Watcher's	Any
99–00	Wight's	Any

Table C1: Suffix Armor Enchantments

d100	Name	Armor
01–02	Absorption	Any
03–04	Agathys	Any
05–06	Animation	Shield
07–08	Antimagic	Any
09–10	Brilliance	Any
11–12	Champion	Any
13–14	Cleansing	Any
15–16	Contingency	Any
17–18	Damnation	Any
19–20	Dawn	Any
21–22	Demon	Any
23–24	Devil	Any
25–26	Doppelganger	Any
27–28	Dragon	Any
29–30	Dretch	Any
31–32	Elemental	Any
33–34	Empathy	Any
35–36	Enhancement	Any
37–38	Far Step	Any
39–40	Feather	Any
41–42	Fey	Any
43–44	Ghost	Any
45–46	Giant	Any
47–48	Gorgon	Any
49–50	Haste	Any
51–52	Heavens	Any
53–54	Hells	Any
55–56	Hope	Any
57–58	Invisibility	Any
59–60	Luck	Any
61–62	Mirrors	Any
63–64	Misleading	Any
65–66	Night	Any
67–68	Ocean	Any
69–70	Power	Any
71–72	Reflection	Any
73–74	Restoration	Any
75–76	Savior	Any
77–78	Shadowfell	Any
79–80	Shark	Any
81–82	Shielding	Any
83–84	Smoke	Any
85–86	Spell Turning	Any
87–88	Terror	Any
89–90	Thunder	Any
91–92	Undying	Any
93–94	Vanguard	Any
95–96	Warding	Any
97–98	Wind wall	Any
99–00	Wings	Non-shield

Table D1: Prefix Enchantments (Attunement)

d100	Enchantment Name	Armor
01–04	Arachnid's	Any
05–08	Balor's	Any
09–12	Celestial's	Any
13–16	Commander's	Any
17–20	Construct's	Any
21–24	Displacer's	Any
25–28	Djinni's	Any
29–32	Efreeti's	Any
33–36	Fugitive's	Any
37–40	Golem's	Any
41–44	Illithid's	Any
45–48	Improviser's	Any
49–52	Independent's	Any
53–56	Mage's	Any
57–60	Marid's	Any
61–64	Ooze's	Any
65–68	Phaser's	Any
69–72	Seer's	Any
73–76	Skirmisher's	Any
77–80	Soldier's	Any
81–84	Troll's	Any
85–88	Unicorn's	Any
89–92	War Mage's	Any
93–96	Watcher's	Any
97–00	Wight's	Any

Table E1: Prefix Enchantments (No Attunement)

d100	Enchantment Name	Armor
01–04	Adamantine	Medium/heavy
05–08	Arrow-Catching	Any
09–12	Bashing	Shield
13–16	Bloodied	Any
17–20	Blueleaf	Any
21–24	Convenient	Any
25–28	Darksteel	Any
29–32	Dragonscale	Any
33–36	Duskwood	Any
37–40	Foe Guard	Any
41–44	Glamoured	Any
45–48	Grasping	Any
49–52	Healthy	Any
53–56	Legion	Any
57–60	Living	Any
61–64	Magnetic	Any
65–68	Mithral	Medium/heavy
69–72	Protective	Shield
73–76	Scornful	Any
77–80	Shadowtop	Any
81–84	Steady	Any
85–88	Stone	Any
89–92	Sylvan	Any
93–96	Unholy	Any
97–00	Invigorating	Any

**SKIRMISHER'S
CHAIN MAIL**



Table F1: Magic Armor with 2 Enchantments

d100	Prefix Name	Suffix Name	Armor
1	Adamantine	Vanguard	Medium/heavy
2	Adamantine	Brilliance	Medium/heavy
3	Arachnid's	Devil	Any
4	Arachnid's	Invisibility	Any
5	Arrow-Catching	Elemental	Any
6	Arrow-Catching	Smoke	Any
7	Balor's	Smoke	Any
8	Balor's	Demon	Any
9	Bashing	Animation	Shield
10	Bashing	Champion	Shield
11	Bloodied	Champion	Any
12	Bloodied	Empathy	Non-shield
13	Blueleaf	Contingency	Any
14	Blueleaf	Hope	Any
15	Celestial's	Heavens	Any
16	Celestial's	Feather	Any
17	Commander's	Dretch	Any
18	Commander's	Hells	Any
19	Construct's	Spell Turning	Any
20	Construct's	Warding	Any
21	Convenient	Cleansing	Any
22	Convenient	Antimagic	Any
23	Darksteel	Thunder	Any
24	Darksteel	Gorgon	Any
25	Displacer's	Hope	Any
26	Displacer's	Far Step	Any
27	Djinni's	Wind wall	Any
28	Djinni's	Thunder	Any
29	Dragonscale	Dragon	Any
30	Dragonscale	Luck	Any
31	Duskwood	Invisibility	Any
32	Duskwood	Shadowfell	Any
33	Efreeti's	Feather	Any
34	Efreeti's	Elemental	Any
35	Foe Guard	Dawn	Any
36	Foe Guard	Dragon	Any
37	Fugitive's	Doppelganger	Any
38	Fugitive's	Wings	Non-shield
39	Glamoured	Absorption	Any
40	Glamoured	Devil	Any
41	Golem's	Gorgon	Any
42	Golem's	Mirrors	Any
43	Grasping	Demon	Any
44	Grasping	Shark	Any
45	Healthy	Luck	Any
46	Healthy	Cleansing	Any
47	Illithid's	Haste	Any
48	Illithid's	Misleading	Any
49	Improvise's	Misleading	Any
50	Improvise's	Doppelganger	Any

d100	Prefix Name	Suffix Name	Armor
51	Independent's	Far Step	Any
52	Independent's	Reflection	Any
53	Invigorating	Damnation	Any
54	Invigorating	Power	Any
55	Legion	Savior	Any
56	Legion	Night	Any
57	Living	Ghost	Any
58	Living	Giant	Any
59	Mage's	Wings	Non-shield
60	Mage's	Agathys	Any
61	Magnetic	Brilliance	Any
62	Magnetic	Dretch	Any
63	Marid's	Shark	Any
64	Marid's	Ocean	Any
65	Mithral	Mirrors	Medium/heavy
66	Mithral	Haste	Medium/heavy
67	Ooze's	Restoration	Any
68	Ooze's	Enhancement	Any
69	Phaser's	Empathy	Any
70	Phaser's	Spell Turning	Any
71	Protective	Shielding	Shield
72	Protective	Vanguard	Shield
73	Scornful	Giant	Any
74	Scornful	Terror	Any
75	Seer's	Agathys	Any
76	Seer's	Wind wall	Any
77	Shadowtop	Shadowfell	Any
78	Shadowtop	Ghost	Any
79	Skirmisher's	Reflection	Any
80	Skirmisher's	Savior	Any
81	Soldier's	Undying	Any
82	Soldier's	Shielding	Any
83	Steady	Restoration	Any
84	Steady	Fey	Any
85	Stone	Antimagic	Any
87	Stone	Enhancement	Any
86	Sylvan	Fey	Any
88	Sylvan	Dawn	Any
89	Troll's	Terror	Any
90	Troll's	Absorption	Any
91	Unholy	Hells	Any
92	Unholy	Undying	Any
93	Unicorn's	Warding	Any
94	Unicorn's	Heavens	Any
95	War Caster's	Power	Any
96	War Caster's	Contingency	Any
97	Watcher's	Ocean	Any
98	Watcher's	Animation	Shield
99	Wight's	Night	Any
00	Wight's	Damnation	Any

Table G1: Magic Armor with 3 Enchantments

d100	1st Prefix	2nd Prefix	Suffix Name	Armor
01–02	Arachnid's	Dragonscale	Devil	Any
03–04	Arachnid's	Foe Guard	Invisibility	Any
05–06	Balor's	Legion	Smoke	Any
07–08	Balor's	Unholy	Demon	Any
09–10	Celestial's	Bashing	Feather	Shield
11–12	Celestial's	Healthy	Heavens	Any
13–14	Construct's	Adamantine	Spell Turning	Medium/heavy
15–16	Construct's	Darksteel	Vanguard	Any
17–18	Displacer's	Bloodied	Hope	Any
19–20	Displacer's	Convenient	Far Step	Any
21–22	Djinni's	Convenient	Wind wall	Any
23–24	Djinni's	Duskwood	Thunder	Any
25–26	Efreeti's	Foe Guard	Elemental	Any
27–28	Efreeti's	Protective	Luck	Shield
29–30	Fugitive's	Arrow-Catching	Ghost	Any
31–32	Fugitive's	Blueleaf	Doppelganger	Any
33–34	Golem's	Glamoured	Mirrors	Any
35–36	Golem's	Mithral	Gorgon	Medium/heavy
37–38	Illithid's	Blueleaf	Haste	Any
39–40	Illithid's	Mithral	Misleading	Medium/heavy
41–42	Improvise's	Bashing	Dragon	Shield
43–44	Improvise's	Invigorating	Restoration	Any
45–46	Independent's	Grasping	Dretch	Any
47–48	Independent's	Sylvan	Fey	Any
49–50	Legion	Darksteel	Savior	Any
51–52	Legion	Dragonscale	Champion	Any
53–54	Mage's	Glamoured	Wings	Non-shield
55–56	Mage's	Living	Brilliance	Any
57–58	Marid's	Grasping	Shark	Any
59–60	Marid's	Scornful	Ocean	Any
61–62	Ooze's	Duskwood	Shadowfell	Any
63–64	Ooze's	Shadowtop	Enhancement	Any
65–66	Phaser's	Steady	Giant	Any
67–68	Phaser's	Sylvan	Empathy	Any
69–70	Seer's	Arrow-Catching	Agathys	Any
71–72	Seer's	Protective	Dawn	Shield
73–74	Skirmisher's	Magnetic	Reflection	Any
75–76	Skirmisher's	Scornful	Hells	Any
77–78	Soldier's	Living	Shielding	Any
79–80	Soldier's	Steady	Undying	Any
81–82	Troll's	Legion	Terror	Any
83–84	Troll's	Healthy	Absorption	Any
85–86	Unicorn's	Adamantine	Warding	Medium/heavy
87–88	Unicorn's	Stone	Cleansing	Any
89–90	War Caster's	Magnetic	Contingency	Any
91–92	War Caster's	Stone	Power	Any
93–94	Watcher's	Bloodied	Antimagic	Any
95–96	Watcher's	Shadowtop	Animation	Shield
97–98	Wight's	Invigorating	Damnation	Any
99–00	Wight's	Unholy	Night	Any

ARMOR TYPE TABLES

Table H1: Armor Type

d100	Armor Name	Cost	Armor Class (AC)	Strength	Stealth	Weight
01–07	Padded	5 gp	11 + Dex modifier	—	Disadvantage	8 lb.
08–14	Leather	10 gp	11 + Dex modifier	—	—	10 lb.
15–21	Studded leather	45 gp	12 + Dex modifier	—	—	13 lb.
22–28	Hide	10 gp	12 + Dex modifier (max 2)	—	—	12 lb.
29–35	Chain shirt	50 gp	13 + Dex modifier (max 2)	—	—	20 lb.
36–42	Scale mail	50 gp	14 + Dex modifier (max 2)	—	Disadvantage	45 lb.
43–49	Breastplate	400 gp	14 + Dex modifier (max 2)	—	—	20 lb.
50–56	Half plate	750 gp	15 + Dex modifier (max 2)	—	Disadvantage	40 lb.
57–63	Ring mail	30 gp	14	—	Disadvantage	40 lb.
64–70	Chain mail	75 gp	16	Str 13	Disadvantage	55 lb.
71–77	Splint	200 gp	17	Str 15	Disadvantage	60 lb.
78–84	Plate	1,500 gp	18	Str 15	Disadvantage	65 lb.
85–00	Shield	10 gp	+2	—	—	6 lb.

Table I1: Light Armor

d6	Armor Name
1	Padded
2–3	Leather
4–6	Studded leather

Table J1: Light/Medium Armor

d12	Armor Name
1	Padded
2	Leather
3–4	Studded leather
5	Hide
6–7	Chain shirt
8	Scale mail
9–10	Breastplate
11–12	Half plate

Table K1: Medium Armor

d8	Armor Name
1	Hide
2–3	Chain shirt
4	Scale mail
5–6	Breastplate
7–8	Half plate

Table L1: Medium/Heavy Armor

d20	Armor Name
1	Hide
2–3	Chain shirt
4	Scale mail
5–6	Breastplate
7–10	Half plate
11	Ring mail
12–13	Chain mail
14–15	Splint
16–20	Plate

Table M1: Heavy Armor

d6	Armor Name
1	Ring mail
2	Chain mail
3	Splint
4–6	Plate

WEAPON ENCHANTMENT TABLES

Table A2: Weapon Enchantments

d100	Enchantment	Type	Weapon
1	Ally's	Prefix	Any
2	Ambushing	Prefix	Any
3	Answering	Prefix	Melee
4	Antimagic	Suffix	Any
5	Arcane	Prefix	Any
6	Athlete's	Prefix	Melee
7	Avenger's	Prefix	Any
8	Awakening Mind	Suffix	Any
9	Bat's	Prefix	Any
10	Berserker's	Prefix	Any
11	Blinding	Prefix	Any
12	Booming	Prefix	Any
13	Celebration	Suffix	Any
14	Champion	Suffix	Any
15	Commander's	Prefix	Any
16	Corrosive	Prefix	Any
17	Creeping Cold	Suffix	Any
18	Curses	Suffix	Any
19	Dancing	Suffix	Melee
20	Dawn	Suffix	Any
21	Deflecting	Prefix	Melee
22	Devil's	Prefix	Any
23	Discord	Suffix	Any
24	Disruptive	Prefix	Any
25	Dragon	Suffix	Any
26	Duelist's	Prefix	Melee
27	Elements	Suffix	Any
28	Enchanter's	Prefix	Any
29	Executioner's	Prefix	Any
30	Far Step	Suffix	Any
31	Flaming	Prefix	Any
32	Foe Slayer	Prefix	Any
33	Freezing	Prefix	Any
34	Ghoul's	Prefix	Any
35	Giant	Suffix	Any
36	Haste	Suffix	Any
37	Haunting	Suffix	Any
38	Hawkish	Prefix	Ranged
39	Heavens	Suffix	Any
40	Hells	Suffix	Any
41	Hope	Suffix	Any
42	Hunter	Suffix	Any
43	Inevitable End	Suffix	Any
44	Inquisitor's	Prefix	Any
45	Intrusion	Suffix	Any
46	Keen	Prefix	Any
47	Liar's	Prefix	Any
48	Lightning	Suffix	Ranged
49	Luck	Suffix	Any
50	Mage Slayer's	Prefix	Any

d100	Enchantment	Type	Weapon
51	Master	Suffix	Any
52	Mirrors	Suffix	Any
53	Misleading	Suffix	Any
54	Mocking	Prefix	Any
55	Momentous	Prefix	Melee
56	Night	Suffix	Any
57	Ocean	Suffix	Any
58	Petrifying	Prefix	Any
59	Phaser's	Prefix	Any
60	Poisonous	Prefix	Piercing/slashing
61	Polymorph	Prefix	Any
62	Profane	Prefix	Any
63	Rising Sun	Suffix	Any
64	Roaring Fire	Suffix	Any
65	Roiling Clouds	Suffix	Any
66	Sacred	Prefix	Any
67	Seeking	Suffix	Ranged
68	Sentinel's	Prefix	Melee
69	Shadow	Suffix	Melee
70	Shattering	Prefix	Any
71	Shocking	Prefix	Any
72	Skirmisher's	Prefix	Any
73	Soldier's	Prefix	Any
74	Soul Theft	Suffix	Any
75	Spell Absorption	Suffix	Any
76	Spellbreaker	Suffix	Any
77	Striking Lightning	Suffix	Any
78	Swarm	Suffix	Ranged
79	Swift	Prefix	Any
80	Terror	Suffix	Any
81	Thief's	Prefix	Any
82	Thorns	Suffix	Any
83	Thrower's	Prefix	Melee
84	Thunder	Suffix	Any
85	Trainer's	Prefix	Any
86	True Strikes	Suffix	Any
87	Undying	Suffix	Any
88	Unicorn's	Prefix	Any
89	Untamed Force	Suffix	Any
90	Vanguard	Suffix	Any
91	Vengeance	Suffix	Any
92	Venom	Suffix	Piercing/slashing
93	Vicious	Prefix	Any
94	Wailing	Prefix	Any
95	War Mage's	Prefix	Any
96	Warrior's	Prefix	Any
97	Watcher's	Prefix	Any
98	Weave	Suffix	Any
99	Withering	Suffix	Any
00	Zephyr	Suffix	Any

Table B2: Prefix Weapon Enchantments

d100	Enchantment Name	Weapon
01–02	Ally's	Any
03–04	Ambushing	Any
05–06	Answering	Melee
07–08	Arcane	Any
09–10	Athlete's	Melee
11–12	Avenger's	Any
13–14	Bat's	Any
15–16	Berserker's	Any
17–18	Blinding	Any
19–20	Booming	Any
21–22	Commander's	Any
23–24	Corrosive	Any
25–26	Deflecting	Melee
27–28	Devil's	Any
29–30	Disruptive	Any
31–32	Duelist's	Melee
33–34	Enchanter's	Any
35–36	Executioner's	Any
37–38	Flaming	Any
39–40	Foe Slayer	Any
41–42	Freezing	Any
43–44	Ghoul's	Any
45–46	Hawkish	Ranged
47–48	Inquisitor's	Any
49–50	Keen	Any
51–52	Liar's	Any
53–54	Mage Slayer's	Any
55–56	Mocking	Any
57–58	Momentous	Melee
59–60	Petrifying	Any
61–62	Phaser's	Any
63–64	Poisonous	Piercing/slashing
65–66	Polymorph	Any
67–68	Profane	Any
69–70	Sacred	Any
71–72	Sentinel's	Melee
73–74	Shattering	Any
75–76	Shocking	Any
77–78	Skirmisher's	Any
79–80	Soldier's	Any
81–82	Swift	Any
83–84	Thief's	Any
85–86	Thrower's	Melee
87–88	Trainer's	Any
89–90	Unicorn's	Any
91–92	Vicious	Any
93–94	Wailing	Any
95–96	War Mage's	Any
97–98	Warrior's	Any
99–00	Watcher's	Any

Table C2: Suffix Weapon Enchantments

d100	Name	Weapon
01–02	Antimagic	Any
03–04	Awakening Mind	Any
05–06	Celebration	Any
07–08	Champion	Any
09–10	Creeping Cold	Any
11–12	Curses	Any
13–14	Dancing	Melee
15–16	Dawn	Any
17–18	Discord	Any
19–20	Dragon	Any
21–22	Elements	Any
23–24	Far Step	Any
25–26	Giant	Any
27–28	Haste	Any
29–30	Haunting	Any
31–32	Heavens	Any
33–34	Hells	Any
35–36	Hope	Any
37–38	Hunter	Any
39–40	Inevitable End	Any
41–42	Intrusion	Any
43–44	Lightning	Ranged
45–46	Luck	Any
47–48	Master	Any
49–50	Mirrors	Any
51–52	Misleading	Any
53–54	Night	Any
55–56	Ocean	Any
57–58	Rising Sun	Any
59–60	Roaring Fire	Any
61–62	Roiling Clouds	Any
63–64	Seeking	Ranged
65–66	Shadow	Melee
67–68	Soul Theft	Any
69–70	Spell Absorption	Any
71–72	Spellbreaker	Any
73–74	Striking Lightning	Any
75–76	Swarm	Ranged
77–78	Terror	Any
79–80	Thorns	Any
81–82	Thunder	Any
83–84	True Strikes	Any
85–86	Undying	Any
87–88	Untamed Force	Any
89–90	Vanguard	Any
91–92	Vengeance	Any
93–94	Venom	Piercing/slashing
95–96	Weave	Any
97–98	Withering	Any
99–00	Zephyr	Any

Table D2: Prefix Enchantments (Attunement)

d100	Enchantment Name	Weapon Type
01–04	Ally's	Any
05–08	Athlete's	Melee
09–12	Avenger's	Any
13–16	Bat's	Any
17–20	Berserker's	Any
21–24	Commander's	Any
25–28	Devil's	Any
29–32	Duelist's	Melee
33–36	Enchanter's	Any
37–40	Executioner's	Any
41–44	Ghoul's	Any
45–48	Inquisitor's	Any
49–52	Liar's	Any
53–56	Mage Slayer's	Any
57–60	Phaser's	Any
61–64	Sentinel's	Melee
65–68	Skirmisher's	Any
69–72	Soldier's	Any
73–76	Thief's	Any
77–80	Thrower's	Melee
81–84	Trainer's	Any
85–88	Unicorn's	Any
89–92	War Mage's	Any
93–96	Watcher's	Any
97–00	Warrior's	Any

Table E2: Prefix Enchantments (No Attunement)

d100	Enchantment Name	Weapon Type
01–04	Ambushing	Any
05–08	Answering	Melee
09–12	Arcane	Any
13–16	Blinding	Any
17–20	Booming	Any
21–24	Corrosive	Any
25–28	Deflecting	Melee
29–32	Disruptive	Any
33–36	Flaming	Any
37–40	Foe Slayer	Any
41–44	Freezing	Any
45–48	Hawkish	Ranged
49–52	Keen	Any
53–56	Mocking	Any
57–60	Momentous	Melee
61–64	Petrifying	Any
65–68	Poisonous	Piercing/slashing
69–72	Polymorph	Any
73–76	Profane	Any
77–80	Sacred	Any
81–84	Shattering	Any
85–88	Shocking	Any
89–92	Swift	Any
93–96	Vicious	Any
97–00	Wailing	Any



Table F2: Magic Weapons with 2 Enchantments

d100	Prefix Name	Suffix Name	Weapon
1	Ally's	Dancing	Melee
2	Ally's	Hope	Any
3	Ambushing	Shadow	Melee
4	Ambushing	Venom	Piercing/slashing
5	Answering	Far Step	Melee
6	Answering	Untamed Force	Melee
7	Arcane	Untamed Force	Any
8	Arcane	Weave	Any
9	Athlete's	Heavens	Melee
10	Athlete's	Thunder	Melee
11	Avenger's	Vengeance	Any
12	Avenger's	Curses	Any
13	Bat's	Luck	Any
14	Bat's	Withering	Any
15	Berserker's	Thorns	Any
16	Berserker's	Dragon	Any
17	Blinding	Dawn	Any
18	Blinding	Mirrors	Any
19	Booming	Vanguard	Any
20	Booming	Dancing	Melee
21	Commander's	Champion	Any
22	Commander's	Vanguard	Any
23	Corrosive	Misleading	Any
24	Corrosive	Discord	Any
25	Deflecting	Elements	Melee
26	Deflecting	Haste	Melee
27	Devil's	Night	Any
28	Devil's	Hells	Any
29	Disruptive	Spellbreaker	Any
30	Disruptive	Antimagic	Any
31	Duelist's	Hope	Melee
32	Duelist's	Champion	Melee
33	Enchanter's	Master	Any
34	Enchanter's	Intrusion	Any
35	Executioner's	Haunting	Any
36	Executioner's	Soul Theft	Any
37	Flaming	Roaring Fire	Any
38	Flaming	Giant	Any
39	Foe Slayer	Dragon	Any
40	Foe Slayer	Vengeance	Any
41	Freezing	Creeping Cold	Any
42	Freezing	Far Step	Any
43	Ghoul's	Soul Theft	Any
44	Ghoul's	Inevitable End	Any
45	Hawkish	Swarm	Ranged
46	Hawkish	Seeking	Ranged
47	Inquisitor's	Withering	Any
48	Inquisitor's	Haunting	Any
49	Keen	Lightning	Ranged
50	Keen	Luck	Any

d100	Prefix Name	Suffix Name	Weapon
51	Liar's	Mirrors	Any
52	Liar's	Spreading Rot	Any
53	Mage Slayer's	Antimagic	Any
54	Mage Slayer's	Spell Absorption	Any
55	Mocking	Awakening Mind	Any
56	Mocking	Master	Any
57	Momentous	Giant	Melee
58	Momentous	Zephyr	Melee
59	Petrifying	Curses	Any
60	Petrifying	Dawn	Any
61	Phaser's	Spell Absorption	Any
62	Phaser's	Awakening Mind	Any
63	Poisonous	Misleading	Piercing/slashing
64	Poisonous	True Strikes	Piercing/slashing
65	Polymorph	Weave	Any
66	Polymorph	Ocean	Any
67	Profane	Inevitable End	Any
68	Profane	Terror	Any
69	Sacred	Rising Sun	Any
70	Sacred	Heavens	Any
71	Sentinel's	Discord	Melee
72	Sentinel's	Shadow	Melee
73	Shattering	Thunder	Any
74	Shattering	Roiling Clouds	Any
75	Shocking	Striking Lightning	Any
76	Shocking	Swarm	Ranged
77	Skirmisher's	Haste	Any
78	Skirmisher's	Creeping Cold	Any
79	Soldier's	Undying	Any
80	Soldier's	Roaring Fire	Any
81	Swift	Ocean	Any
82	Swift	Striking Lightning	Any
83	Thief's	Venom	Piercing/slashing
84	Thief's	Night	Any
85	Thrower's	Seeking	Melee
87	Thrower's	Lightning	Melee
86	Trainer's	Hunter	Any
88	Trainer's	Thorns	Any
89	Unicorn's	Celebration	Any
90	Unicorn's	Rising Sun	Any
91	Vicious	Terror	Any
92	Vicious	Undying	Any
93	Wailing	Intrusion	Any
94	Wailing	Hunter	Any
95	War Mage's	True Strikes	Any
96	War Mage's	Spellbreaker	Any
97	Watcher's	Zephyr	Any
98	Watcher's	Elements	Any
99	Warrior's	Hells	Any
00	Warrior's	Celebration	Any

Table G2: Magic Weapons with 3 Enchantments

d100	1st Prefix	2nd Prefix	Suffix Name	Weapon
01–02	Ally's	Deflecting	Dancing	Melee
03–04	Ally's	Keen	True Strikes	Any
05–06	Athlete's	Keen	Heavens	Melee
07–08	Athlete's	Momentous	Thunder	Melee
09–10	Avenger's	Answering	Vengeance	Melee
11–12	Avenger's	Shattering	Celebration	Any
13–14	Bat's	Mocking	Luck	Any
15–16	Bat's	Flaming	Roaring Fire	Any
17–18	Berserker's	Flaming	Dragon	Any
19–20	Berserker's	Swift	Undying	Any
21–22	Commander's	Blinding	Champion	Any
23–24	Commander's	Sacred	Rising Sun	Any
25–26	Devil's	Profane	Hells	Any
27–28	Devil's	Ambushing	Night	Any
29–30	Duelist's	Shocking	Elements	Melee
31–32	Duelist's	Wailing	Shadow	Melee
33–34	Enchanter's	Petrifying	Master	Any
35–36	Enchanter's	Polymorph	Intrusion	Any
37–38	Executioner's	Foe Slayer	Terror	Any
39–40	Executioner's	Disruptive	Venom	Piercing/slashing
41–42	Ghoul's	Corrosive	Curses	Any
43–44	Ghoul's	Profane	Inevitable End	Any
45–46	Inquisitor's	Vicious	Soul Theft	Any
47–48	Inquisitor's	Corrosive	Vanguard	Any
49–50	Liar's	Poisonous	Mirrors	Piercing/Slashing
51–52	Liar's	Mocking	Awakening Mind	Any
53–54	Mage Slayer's	Disruptive	Antimagic	Any
55–56	Mage Slayer's	Arcane	Spell Absorption	Any
57–58	Phaser's	Swift	Discord	Any
59–60	Phaser's	Shocking	Striking Lightning	Any
61–62	Sentinel's	Freezing	Far Step	Melee
63–64	Sentinel's	Booming	Roiling Clouds	Melee
65–66	Skirmisher's	Booming	Haste	Any
67–68	Skirmisher's	Freezing	Creeping Cold	Any
69–70	Soldier's	Hawkish	Seeking	Ranged
71–72	Soldier's	Petrifying	Swarm	Ranged
73–74	Thief's	Ambushing	Spellbreaker	Any
75–76	Thief's	Poisonous	Misleading	Piercing/slashing
77–78	Thrower's	Shattering	Giant	Melee
79–80	Thrower's	Hawkish	Lightning	Melee
81–82	Trainer's	Polymorph	Hunter	Any
83–84	Trainer's	Foe Slayer	Ocean	Any
85–86	Unicorn's	Sacred	Dawn	Any
87–88	Unicorn's	Blinding	Hope	Any
89–90	War Mage's	Arcane	Untamed Force	Any
91–92	War Mage's	Vicious	Weave	Any
93–94	Watcher's	Momentous	Withering	Any
95–96	Watcher's	Answering	Zephyr	Melee
97–98	Warrior's	Wailing	Haunting	Any
99–00	Warrior's	Deflecting	Thorns	Melee

WEAPON TYPE TABLES

Table H2: All Weapons

d100	Name	Properties
01–02	Club	Light
03–05	Dagger	Finesse, light, thrown
06–08	Greatclub	Two-handed
09–11	Handaxe	Light, thrown
12–14	Javelin	Thrown
15–17	Light hammer	Light, thrown
18–19	Mace	—
20–22	Quarterstaff	Versatile
23–24	Sickle	Light
25–27	Spear	Thrown
28–30	Crossbow, light	Ammunition
31–33	Dart	Finesse, thrown
34–36	Shortbow	Ammunition, two-handed
37–38	Sling	Ammunition
39–41	Battleaxe	Versatile
42–43	Flail	—
44–46	Glaive	Heavy, reach, two-handed
47–49	Greataxe	Heavy, two-handed
50–52	Greatsword	Heavy, two-handed
53–55	Halberd	Heavy, reach, two-handed
56–57	Lance	Reach, special
58–60	Longsword	Versatile
61–63	Maul	Heavy, two-handed
64–66	Morningstar	—
67–69	Pike	Heavy, reach, two-handed
70–72	Rapier	Finesse
73–75	Scimitar	Finesse, light
76–78	Shortsword	Finesse, light
79–81	Trident	Thrown, versatile
82–83	War pick	—
84–86	Warhammer	Versatile
87–88	Whip	Finesse, reach
89–90	Blowgun	Ammunition, loading
91–93	Crossbow, hand	Ammunition, light, loading
94–96	Crossbow, heavy	Ammunition, heavy, loading, two-handed
97–00	Longbow	Ammunition, heavy, two-handed

Table I2: Ranged Weapons

d100	Name	Properties
01–07	Dagger	Finesse, light, thrown
08–15	Dart	Finesse, thrown
16–21	Handaxe	Light, thrown
22–29	Javelin	Thrown
30–35	Light hammer	Light, thrown
36–43	Spear	Thrown
44–49	Trident	Thrown, versatile
50–55	Blowgun	Ammunition, loading
56–63	Crossbow, light	Ammunition
64–71	Crossbow, hand	Ammunition, light, loading
72–79	Crossbow, heavy	Ammunition, heavy, loading, two-handed
80–87	Longbow	Ammunition, heavy, two-handed
88–95	Shortbow	Ammunition, two-handed
96–00	Sling	Ammunition

Table J2: Melee Weapons

d100	Name	Properties
01–03	Club	Light
04–07	Dagger	Finesse, light, thrown
08–10	Greatclub	Two-handed
11–14	Handaxe	Light, thrown
15–18	Light hammer	Light, thrown
19–21	Mace	—
22–25	Quarterstaff	Versatile
26–28	Sickle	Light
29–32	Spear	Thrown
33–36	Battleaxe	Versatile
37–40	Flail	—
41–44	Glaive	Heavy, reach, two-handed
45–48	Greataxe	Heavy, two-handed
49–52	Greatsword	Heavy, two-handed
53–56	Halberd	Heavy, reach, two-handed
57–59	Lance	Reach, special
60–63	Longsword	Versatile
64–67	Maul	Heavy, two-handed
68–71	Morningstar	—
72–75	Pike	Heavy, reach, two-handed
76–79	Rapier	Finesse
80–83	Scimitar	Finesse, light
84–87	Shortsword	Finesse, light
88–91	Trident	Thrown, versatile
92–94	War pick	—
95–98	Warhammer	Versatile
99–00	Whip	Finesse, reach

Table K2: Piercing/slashing weapons

d100	Name	Properties
01–04	Dagger	Finesse, light, thrown
05–08	Handaxe	Light, thrown
09–12	Javelin	Thrown
13–14	Sickle	Light
15–18	Spear	Thrown
19–22	Crossbow, light	Ammunition
23–26	Dart	Finesse, thrown
27–30	Shortbow	Ammunition, two-handed
31–34	Battleaxe	Versatile
35–38	Glaive	Heavy, reach, two-handed
39–42	Greataxe	Heavy, two-handed
43–46	Greatsword	Heavy, two-handed
47–50	Halberd	Heavy, reach, two-handed
51–52	Lance	Reach, special
53–56	Longsword	Versatile
57–60	Morningstar	—
61–64	Pike	Heavy, reach, two-handed
65–68	Rapier	Finesse
69–72	Scimitar	Finesse, light
73–76	Shortsword	Finesse, light
77–80	Trident	Thrown, versatile
81–84	War pick	—
85–86	Whip	Finesse, reach
87–88	Blowgun	Ammunition, loading
89–92	Crossbow, hand	Ammunition, light, loading
93–96	Crossbow, heavy	Ammunition, heavy, loading, two-handed
97–00	Longbow	Ammunition, heavy, two-handed

WONDROUS ENCHANTMENT TABLES

Table A3: Wondrous Enchantments

d100	Enchantment	Type	d100	Enchantment	Type
1	Absorption	Suffix	51	Hells	Suffix
2	Adept's	Prefix	52	Hope	Suffix
3	Agathys	Suffix	53	Illithid's	Prefix
4	Antimagic	Suffix	54	Independent's	Prefix
5	Arachnid's	Prefix	55	Inquisitor's	Prefix
6	Arrow-Catching	Prefix	56	Invigorating	Prefix
7	Ascetic's	Prefix	57	Invisibility	Suffix
8	Balor's	Prefix	58	Luck	Suffix
9	Bat's	Prefix	59	Mage's	Prefix
10	Bloodied	Prefix	60	Marid's	Prefix
11	Blueleaf	Prefix	61	Metamagic	Suffix
12	Brilliance	Suffix	62	Mind's	Prefix
13	Celebration	Suffix	63	Mirrors	Suffix
14	Celestial's	Prefix	64	Misleading	Suffix
15	Charm	Suffix	65	Night	Suffix
16	Cleansing	Suffix	66	Nullification	Suffix
17	Command	Suffix	67	Ocean	Suffix
18	Commander's	Prefix	68	Ooze's	Prefix
19	Construct's	Prefix	69	Power	Suffix
20	Contingency	Suffix	70	Prodigy's	Prefix
21	Damnation	Suffix	71	Pugilist	Prefix
22	Darksteel	Prefix	72	Restoration	Suffix
23	Dawn	Suffix	73	Savior	Suffix
24	Devil's	Prefix	74	School Specialization	Suffix
25	Displacer's	Prefix	75	Scornful	Prefix
26	Divination	Suffix	76	Searching	Suffix
27	Djinni's	Prefix	77	Seer's	Prefix
28	Doppelganger	Suffix	78	Shadowtop	Prefix
29	Dragon	Suffix	79	Shielding	Suffix
30	Dragonscale	Prefix	80	Skirmisher's	Prefix
31	Dretch	Suffix	81	Smoke	Suffix
32	Duskwood	Prefix	82	Soldier's	Prefix
33	Efreeti's	Prefix	83	Spell Duelist's	Prefix
34	Emissary's	Prefix	84	Spell Storing	Suffix
35	Empathy	Suffix	85	Spell Turning	Suffix
36	Empowering	Prefix	86	Steady	Prefix
37	Enhancement	Suffix	87	Stone	Prefix
38	Far Step	Suffix	88	Sylvan	Prefix
39	Feather	Suffix	89	Terror	Suffix
40	Fey	Suffix	90	Thunder	Suffix
41	Foe Guard	Prefix	91	Troll's	Prefix
42	Fugitive's	Prefix	92	Undying	Suffix
43	Ghost	Suffix	93	Unholy	Prefix
44	Giant	Suffix	94	Unicorn's	Prefix
45	Golem's	Prefix	95	War Caster's	Prefix
46	Haste	Suffix	96	Warding	Suffix
47	Haunting	Suffix	97	Watcher's	Prefix
48	Healing	Suffix	98	Weave	Suffix
49	Healthy	Prefix	99	Wight's	Prefix
50	Heavens	Suffix	00	Worm's	Prefix

Table B3: Prefix Wondrous Item Enchantments

d100	Enchantment Name
01–02	Adept's
03–04	Arachnid's
05–06	Arrow-Catching
07–08	Ascetic's
09–10	Balor's
11–12	Bat's
13–14	Bloodied
15–16	Blueleaf
17–18	Celestial's
19–20	Commander's
21–22	Construct's
23–24	Darksteel
25–26	Devil's
27–28	Displacer's
29–30	Djinni's
31–32	Dragonscale
33–34	Duskwood
35–36	Efreeti's
37–38	Emissary's
39–40	Empowering
41–42	Foe Guard
43–44	Fugitive's
45–46	Golem's
47–48	Healthy
49–50	Illithid's
51–52	Independent's
53–54	Inquisitor's
55–56	Invigorating
57–58	Mage's
59–60	Marid's
61–62	Mind's
63–64	Ooze's
65–66	Prodigy's
67–68	Pugilist
69–70	Scornful
71–72	Seer's
73–74	Shadowtop
75–76	Skirmisher's
77–78	Soldier's
79–80	Spell Duelist's
81–82	Steady
83–84	Stone
85–86	Sylvan
87–88	Troll's
89–90	Unholy
91–92	Unicorn's
93–94	War Caster's
95–96	Watcher's
97–98	Wight's
99–00	Worm's

Table C3: Suffix Wondrous Item Enchantments

d100	Enchantment Name
01–02	Absorption
03–04	Agathys
05–06	Antimagic
07–08	Brilliance
09–10	Celebration
11–12	Charm
13–14	Cleansing
15–16	Command
17–18	Contingency
19–20	Damnation
21–22	Dawn
23–24	Divination
25–26	Doppelganger
27–28	Dragon
29–30	Dretch
31–32	Empathy
33–34	Enhancement
35–36	Far Step
37–38	Feather
39–40	Fey
41–42	Ghost
43–44	Giant
45–46	Haste
47–48	Haunting
49–50	Healing
51–52	Heavens
53–54	Hells
55–56	Hope
57–58	Invisibility
59–60	Luck
61–62	Metamagic
63–64	Mirrors
65–66	Misleading
67–68	Night
69–70	Nullification
71–72	Ocean
73–74	Power
75–76	Restoration
77–78	Savior
79–80	School Specialization
81–82	Searching
83–84	Shielding
85–86	Smoke
87–88	Spell Storing
89–90	Spell Turning
91–92	Terror
93–94	Thunder
95–96	Undying
97–98	Warding
99–00	Weave

Table D3: Footwear Enchantments

d12	Enchantment Name	Type
1	Celebration	Suffix
2	Duskwood	Prefix
3	Enhancement	Suffix
4	Far Step	Suffix
5	Fugitive's	Prefix
6	Haste	Suffix
7	Independent's	Prefix
8	Pugilist	Prefix
9	Shadowtop	Prefix
10	Skirmisher's	Prefix
11	Steady	Prefix
12	Worm's	Prefix

Table E3: Headwear Enchantments

d20	Enchantment Name	Type
1	Absorption	Suffix
2	Ascetic's	Prefix
3	Bat's	Prefix
4	Blueleaf	Prefix
5	Brilliance	Suffix
6	Commander's	Prefix
7	Darksteel	Prefix
8	Devil's	Prefix
9	Doppelganger	Suffix
10	Emissary's	Prefix
11	Illithid's	Prefix
12	Mage's	Prefix
13	Mind's	Prefix
14	Prodigy's	Prefix
15	Seer's	Prefix
16	Soldier's	Prefix
17	Spell Turning	Suffix
18	Stone	Prefix
19	War Caster's	Prefix
20	Watcher's	Prefix

Table F3: Rods

d20	Enchantment Name	Type
1	Absorption	Suffix
2	Agathys	Suffix
3	Antimagic	Suffix
4	Charm	Prefix
5	Command	Suffix
6	Empowering	Prefix
7	Fey	Suffix
8	Mage's	Prefix
9	Metamagic	Suffix
10	Power	Suffix
11	Searching	Suffix
12	School Specialization	Suffix
13	Shielding	Suffix
14	Spell Duelist's	Prefix
15	Spell Storing	Suffix
16	Spell Turning	Suffix
17	Thunder	Suffix
18	Unicorn's	Prefix
19	War Caster's	Prefix
20	Weave	Suffix

Table G3: Handwear Enchantments

d12	Enchantment Name	Type
1	Absorption	Suffix
2	Adept's	Prefix
3	Arrow-Catching	Prefix
4	Ascetic's	Prefix
5	Metamagic	Suffix
6	Prodigy's	Prefix
7	Pugilist	Prefix
8	Searching	Suffix
9	Shielding	Suffix
10	Spell Duelist's	Prefix
11	Spell Turning	Suffix
12	War Caster's	Prefix

WONDROUS ITEM TYPE TABLE

Table H3: Item Type

d6	Item Type
1	Footwear (roll d4)
1	Boots
2	Greaves
3	Sandals
4	Slippers
2	Handwear (roll d4)
1	Bracers
2	Gauntlets
3	Gloves
4	Mittens
3	Headwear (roll d8)
1	Cap
2	Circlet
3	Crown
4	Hat
5	Headband
6	Helmet
7	Hood
8	Mask
4	Jewelry (roll d8)
1	Amulet
2	Anklet
3	Bracelet
4	Brooch
5	Earring
6	Necklace
7	Nose Ring
8	Ring
5	Outerwear (roll d6)
1	Belt
2	Cape
3	Cloak
4	Pants
5	Robe
6	Shirt
6	Rods (d4)
1	Rod
2	Scepter
3	Staff
4	Wand

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