

Apparatus of Kwalish

NAME

Wondrous item

CATEGORY

L

RARITY

N

ATTUNE ☐

NOTES

***Abbreviated.** This item first appears to be a Large sealed iron barrel weighing 500 pounds. The barrel has a hidden catch, which can be found with a successful DC 20 Intelligence (Investigation) check. The catch unlocks a hatch that allows two Medium or smaller creatures to crawl inside. Ten levers are set in a row, each in a neutral position, able to move either up or down. When levers are used, the apparatus transforms to resemble a giant lobster. The apparatus is a Large object with the following statistics: AC: 20; HP: 200; Speed: 30 ft., swim 30 ft. (or 0 ft. for both if the legs and tail aren't extended); Damage Immunities: poison, psychic. The apparatus requires one pilot. While its hatch is closed, the compartment is airtight and watertight. The compartment holds enough air for 10 hours of breathing, divided by the number of breathing creatures inside. The apparatus floats on water. It can go underwater to a depth of 900 feet. Below that, it takes 2d6 bludgeoning damage per minute from pressure. A creature in the compartment can use an action to move up to two of the apparatus's levers up or down. After each use, a lever goes back to its neutral position. ***See item description.**



BONUS



SAVE DC



CHARGES

Bowl of Commanding Water Elementals

NAME

Wondrous item

CATEGORY

R

RARITY

N

ATTUNE ☐

NOTES

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

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



BONUS



SAVE DC



CHARGES

Cloak of the Manta Ray

NAME

Wondrous item

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

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



BONUS



SAVE DC



CHARGES

Deck of Many Things

NAME

Wondrous item

CATEGORY

L

RARITY

N

ATTUNE ☐

NOTES

Usually found in a box or pouch, this deck contains a number of cards made of ivory or vellum. Most (75 percent) of these decks have only thirteen cards, but the rest have twenty-two. Before you draw a card, you must declare how many cards you intend to draw and then draw them randomly (you can use an altered deck of playing cards to simulate the deck, see table). Any cards drawn in excess of this number have no effect. Otherwise, as soon as you draw a card from the deck, its magic takes effect (see table). You must draw each card no more than 1 hour after the previous draw. If you fail to draw the chosen number, the remaining number of cards fly from the deck on their own and take effect all at once. Once a card is drawn, it fades from existence. Unless the card is the Fool or the Jester, the card reappears in the deck, making it possible to draw the same card twice.



BONUS



SAVE DC



CHARGES

Headband of Intellect

NAME

Wondrous item

CATEGORY

U

RARITY

Y

ATTUNE ☐

NOTES

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



BONUS



SAVE DC



CHARGES

Potion of Greater Healing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.



BONUS



SAVE DC



CHARGES

Potion of Greater Healing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.



BONUS



SAVE DC



CHARGES

Potion of Greater Healing

NAME

Potion

CATEGORY

U

RARITY

N

ATTUNE ☐

NOTES

You regain 4d4 + 4 hit points when you drink this potion. The potion's red liquid glimmers when agitated.



BONUS



SAVE DC



CHARGES