

Magic Items

Magic items make characters more powerful and versatile, allowing them to fly like birds, walk on ceilings, resist damage, vanish without a trace, and do other amazing things. Such wonders are desirable, but characters do not need magic items to be effective, nor are they entitled to them.

A magic item is a wondrous treasure that adventurers find in a monster's hoard, in a trap-riddled dungeon, or in the possession of a slain foe. Every adventure holds the promise—but not a guarantee—of finding one or more magic items, and part of the fun of exploring a dungeon is the thrill of unearthing a unique item found nowhere else. Who knows what the next room or the next chest might hold?

Every magic item has a purpose. An especially rare item might have a proper name, a personality, and secrets. Even the most common, least powerful magic item can have a remarkable appearance and history, or idiosyncratic properties.

Encountering Magic Items

When you create your own adventures, it's up to you as the DM to determine where magic items are located. Such scarce commodities are usually hidden in deep dungeons, sealed inside trapped chests, buried in ancient treasure hoards guarded by monsters, or wielded by powerful foes.

Intelligent monsters and NPCs use the magic items in their possession, much as adventurers do. If there's a magic shield in a troglodyte warren, it is probably being worn by a troglodyte champion. Similarly, a ring of water walking taken from an ill-fated Underdark explorer is more likely to be on a drow cleric's finger than hidden in her belt pouch.

Powerful villains sometimes bequeath magic items to their favored minions. For example, an evil duke's trusted guard captain might wield a magic sword, while the goblin chief's wizardly advisor might carry a magic staff.

Buying Magic Items

Unless you decide your campaign works otherwise, magic items are, by and large, so rare that no market exists for them. Most such wonders aren't sold in mass quantities, although situations might arise that allow player characters to buy or sell particular items. Buying magic items might be easier in a city with a magical academy or a large temple, or in some other location that serves as a hub where adventurers can sell their loot. For example, an apothecary might offer a small selection of potions, or the adventurers might hear rumors of an undercity market where a magic item is being auctioned off.

Common magic items, such as certain potions and scrolls, can sometimes be procured from an alchemist or a spellcaster. Individuals who aren't normally in the business of selling magic items might want something other than gold in exchange. For example, an NPC wizard might create a scroll for adventurers if they complete a quest for her.

Selling Magic Items

If a player character wants to sell a magic item, the lack of an established market makes doing so difficult. Usually, selling anything more than a common item requires an interested buyer first. Finding someone willing to purchase a magic item for anything even approaching its true worth is no simple matter, though. The buyer might be a wizard in a lonely tower in the hills, a wealthy dwarf lord with a mountain stronghold, or some other isolated or powerful person. A few buyers can afford to pay in coins or gems, but it's more likely that someone who wants the magic item will offer to trade some other item or service. Such negotiations can lead to interesting quests.

If the characters do find someone willing to put up gold, they'll probably have to settle for less than the item's true worth. An item's price is based on its rarity.

Rarity

A magic item's rarity provides a rough measure of its power level compared to other magic items. If your campaign allows for trade in such items, rarity can help you set a base price.

Rarity also gives you a sense of how likely characters are to find such an item, given their level. That said, magic item rarity shouldn't get in the way of your storytelling. If you allow a *vorpal longsword* or a *ring of invisibility* to fall into the hands of a 1st-level character, then so be it. It's not the end of the world and might, in fact, be a significant feature of your campaign.

There are six different magic item rarities, from most to least available: **common**, **uncommon**, **rare**, **very rare**, **legendary**, and **artifact**. The closer an item's rarity is to artifact, the less numerous and pervasive such items become. Many legendary items and all artifacts are unique.

MAGIC ITEM RARITY

| Rarity | Character Level | Item Value |
|-----------|-----------------|-----------------|
| Common* | 2+ | 50–100 gp |
| Uncommon | 3+ | 100–500 gp |
| Rare | 5+ | 500–2,000 gp |
| Very rare | 7+ | 2,000–5,000 gp |
| Legendary | 9+ | 5,000–10,000 gp |
| Artifact | 11+ | 10,000+ gp |

**Playtest Note: The number of common items available in this playtest document is limited; more will be available in future updates.*

Character Level: The recommended level a character should be to find or use the magic item.

Item Value: The recommended amount that the magic item is worth, in gold pieces.

Awarding Magic Items

The tables that follow provide guidelines for awarding magic items based on the difficulty of encounters. You can add or withhold magic items in your adventures as you see fit; such items are a reward, not a necessary part of a player character's advancement.

In most campaigns, the greater the risk, the greater the reward. The guidelines presented here adopt this philosophy. If adventurers consistently face easy challenges, those characters are unlikely to find anything more

than common items—if they find any magic items at all. Tougher challenges are more likely to yield such rewards, and the magic items discovered after such challenges are potentially rarer.

Using the Magic Item Award Tables

These tables are designed to help you award magic items based on the difficulty of a given encounter. You can determine the available items at the start of each encounter for a taste of unpredictability, or roll for all the encounters in a given adventure area ahead of time and parcel them out as you see fit.

Choose the table appropriate to the difficulty of the encounter, and roll percentile dice (d%). (See the "Encounters and Rewards" section for guidance on setting an encounter's difficulty.) Then select items of the rarity you rolled, if any, and decide how to place them. You might give some items to the villains or monsters as equipment and place others somewhere appropriate, such as in a monster's hoard.

You can ignore the result of a roll or modify it as suits your needs. For instance, if you roll high for a given encounter, you don't have to include every magic item indicated. You could instead pick one or two appropriate items for that award and scatter the rest throughout the adventure. Or you could save up several results and award them all at once, when dramatically appropriate. For example, an adventure might culminate with fighting a dragon in its lair. The dragon's hoard could contain all the magic items in the adventure, while earlier encounters leading up to the final confrontation offer no magic reward.

Consumable Items: Some items, such as potions or scrolls, can be used only once before their magic is spent. When determining what magic items the characters find, you can swap out a given permanent magic item for $1d2 + 2$ consumable items of the same rarity. For example, instead of finding an uncommon magic weapon, the characters might find three uncommon potions or scrolls.

EASY ENCOUNTER

| d% | Magic Item(s) Found |
|-------|----------------------------------------------------------|
| 01–50 | None |
| 51–70 | 1 common |
| 71–90 | 1d2 common |
| 91–96 | 1d2 common 1d2–1* uncommon |
| 97–99 | 1d2 common 1 uncommon 1d2–1* rare |
| 100 | 1d2 common 1d2 uncommon 1 rare 1d2–1* very rare |

*A result of 0 indicates that no item is found.

AVERAGE ENCOUNTER

| d% | Magic Item(s) Found |
|-------|---------------------------------------------------------------------------|
| 01–25 | None |
| 26–50 | 1 common |
| 51–70 | 1d2 common |
| 71–90 | 1d2 common 1d2–1* uncommon |
| 91–96 | 1d2 common 1d2 uncommon 1d2–1* rare |
| 97–99 | 1d2 common 1d2 uncommon |
| 100 | 1d2 common 1d2 uncommon 1d2 rare 1 very rare 1d2–1* legendary |

*A result of 0 indicates that no item is found.

TOUGH ENCOUNTER

| d% | Magic Item(s) Found |
|-------|-------------------------------------------------------------------------------------------|
| 01–25 | 1 common |
| 26–50 | 1d2 common |
| 51–70 | 1d2 common 1d2–1* uncommon |
| 71–90 | 1d2 common 1d2 uncommon 1d2–1* rare |
| 91–96 | 1d2 common 1d2 uncommon 1d2 rare 1d2–1* very rare |
| 97–99 | 1d2 common 1d2 uncommon 1d2 rare 1 very rare 1d2–1* legendary |
| 100 | 1d2 common 1d2 uncommon 1d2 rare 1d2 very rare 1d2–1* legendary 1 artifact |

*A result of 0 indicates that no item is found.

Identifying Magic Items

Magic items rarely disclose their true nature upon discovery. Player characters have some straightforward ways to determine whether an item is magical and, if so, how it works. There are also ways to uncover some of the magic item's history, or learn if the item carries a curse.

Divination Magic: Using the *detect magic* spell is a good way to determine if there is something special about an item. The *identify* spell provides considerably more information about a magic item, including whether you can attune yourself to it (see “Magic Item Attunement”).

Trial and Error: In the absence of divination magic, a character might simply experiment with an item and try different things. “I put the ring on and jump up and down, flapping my arms,” a player might say. If the item happens to be a ring that allows one to fly or to jump long distances, then the experiment (and good guesswork) should be rewarded. Or, after putting on the same ring, the character might ask if he or she feels anything. In this case, you might say, “You

feel lightheaded, and your stomach lurches upward,” or “You feel particularly light on your feet.”

With consumable magic items such as potions, minor experimentation is fine. A sip of a potion, for example, might be enough to give a character a tingling sensation and some sense of the potion’s nature while leaving enough of the potion to be useful.

Examination: Close study of an item might provide some information. A ring might be activated by a command word, which could be etched in tiny letters on the inside, or a feathered design might hint that the ring allows one to fly. In such a case, examination might be enough to discern the item’s purpose and properties.

Knowledge Skills: Someone with the appropriate knowledge skill might learn a magic item’s function (though perhaps not specific properties). For example, a magic weapon crafted by devils might be familiar to a character well versed in forbidden lore. Similarly, a character with knowledge of arcana might recognize *boots of elvenkind* on sight.

A character familiar with a magic item’s lore typically knows (or can correctly guess) the command word(s) needed to activate it.

The Item Itself: An intelligent item might reveal its lore and properties through conversation (actual or telepathic) or provide the information through dreams, empathic sensations, illusory images, or other means. A nonintelligent item might contain a fragment of the previous owner’s spirit, which could provide information about the item.

Attunement: A magic item might require a character to attune to it before all its properties are accessible. See “Magic Item Attunement” for details.

Secrets

Some items have secrets. An item might be secretly cursed or possessed by a fiend, or it might have a hidden property that is revealed only when the item is worn by an elf or wielded by a lawful good creature.

A secret should be a surprise to the item’s user, whether pleasant or unpleasant—if it comes to light at all.

Magic Item Creation

Rules for magic item creation will be in a future playtest packet.

Wearing Magic Items

In most cases, a magic item that’s meant to be worn will adjust its size to suit a creature regardless of the wearer’s size, gender, or race. If you have a good reason for why a magic item shouldn’t fit, though, run with it. Armor made specifically by the self-absorbed dwarf might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped characters to keep such items from being used against them. Such items should be exceptions, however, not the rule.

If you’re running a campaign where even common magic items are hard to acquire, you might decide that items do not resize at all, or only rarely.

Use common sense to determine whether more than one of a given kind of magic item can be worn. Can a character wear two necklaces? Of course! People in the real world wear multiple necklaces, amulets, medallions, and holy symbols at the same time, and there’s no prohibition against a character employing a *necklace of fireballs* while wearing an *amulet of protection*. Two belts? Sure, that’s easy to picture, perhaps with a weapon hanging from each one. But can a character wear two pairs of boots? No, that’s silly.

The simple rule is that a character can’t wear more than one pair of footwear (boots, sandals, slippers, and so on), more than one pair of gloves or gauntlets, more than one suit of armor, more than one cloak, or more than one item of headwear (a helmet, hat, circlet, crown, or similar item). Feel free to impose other limits or grant exceptions where appropriate. For instance, a *hat of disguise* might allow the wearing of a mask or a circlet, but a character might not be able to wear two sets of bracers.

Items that are meant to function in pairs, including boots, bracers, gauntlets, and gloves, do not impart their benefits unless the entire pair is worn. A character can’t wear a *boot of*

striding and springing on one foot and a *boot of elvenkind* on the other foot to use the properties of either or both magic items.

Magic Item Attunement

Some magic items require a character to attune to them before the magical properties of those items can be enjoyed.

Attuning to a Magic Item: Attuning to a magic item requires that you first discover whether you can attune yourself to it. The *identify* spell is the most common way of discovering this fact. Unusual items magically reveal that fact to certain types of creatures or in certain circumstances.

The attunement process requires you to grasp or wear the item and spend 10 minutes concentrating on it. Depending on the nature of the item, this concentration can take the form of prayers, weapon practice, or meditation. In any case, the concentration period must be uninterrupted.

Once you are attuned to an item, you can use any magical properties that require the attunement. You also learn how to activate those abilities and any necessary command words or phrases to do so. See “Using Magic Items” for different methods of magic item activation.

An item cannot be attuned to more than one creature at a time. Another creature that takes possession of a magic item to which you are attuned can attempt to attune to it. If it succeeds, you are no longer attuned to the item.

A magic item might require you to meet one or more prerequisites before you can attune to it.

Maximum Number of Attuned Items: A creature can have no more than three magic items attuned to it at any given time.

Ending a Magic Item’s Attunement: A magic item’s attunement ends when you no longer satisfy the magic item’s attunement prerequisites, when the item has been more than 100 feet away from you for over 24 hours, or when you wish to end the attunement. You can voluntarily end an item’s attunement with 10 minutes of uninterrupted concentration.

Experimental Rule: Maximum Number of Attuned Items

A creature can have a number of magic items attuned to it at any time equal to its Charisma modifier (minimum 1).

Experimental Rule: Test of Wills

An intelligent or cursed magic item might resist any attempt to remove it, let go of it, attune to it, or end its attunement. Any such conflict is resolved as a Charisma contest between the magic item and its user. If the user fails to win the contest, he or she is forbidden from taking the specified action; however, another attempt can be made after 24 hours have elapsed. If the intelligent or cursed item does not have a specified Charisma score, assume it has Charisma 10 and a +0 modifier to its Charisma checks.

Once attuned to you, some cursed items can terminate your attunement to other items. See the item’s description for details.

Magic Item Durability

A magic item is at least as durable as a regular item of its kind. Uncommon, rare, very rare, and legendary magic items are resistant to all damage unless their descriptions note otherwise. Artifacts are practically indestructible and require extreme measures and special quests to destroy.

Using Magic Items

Each magic item has one or more magical properties that it imparts to its user when properly held, wielded, or donned. How a user activates the item’s properties varies from item to item.

Worn: Many items must be worn to gain their benefits. A suit of armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders, a ring placed on a finger, and so on. Simply carrying around an item that’s meant to be worn is not sufficient to gain its benefits.

Wielded: Most magic weapon properties apply in combat. A weapon might have

properties that are useful when the item is drawn or held.

Action-Activated: A magic item that falls into this category requires an action to activate. Potions, scrolls, and many wondrous items fall into this category.

Some item properties not only take an action to activate, but also require the item's user to speak a command word or phrase. The command word or phrase must be audible.

Special Activations: Sometimes a user must do something special to activate a magic item, as revealed in the magic item's descriptive text.

Magic Item Details

The following tables allow you to add flavorful details to magic items. They are particularly useful for turning a *+1 longsword*, a suit of *+1 chainmail*, and similarly basic magic items into more interesting discoveries. The tables can also give you and your players a sense of each item's history and purpose.

Some of the table entries are more appropriate for particular kinds of magic items. If a rolled result doesn't make sense for a particular item, roll again or choose a better result.

CREATOR

| d20 | Creator |
|-------|-------------------|
| 1 | Abyssal |
| 2–4 | Ancient human |
| 5 | Celestial |
| 6 | Draconic |
| 7 | Drow |
| 8–10 | Dwarven |
| 11 | Elemental (air) |
| 12 | Elemental (earth) |
| 13 | Elemental (fire) |
| 14 | Elemental (water) |
| 15–17 | Elven |
| 18 | Fiendish |
| 19 | Giant |
| 20 | Gnome |

The item's creator was a specific type of creature, or it crafted the magic item to be used by specified creatures.

Abyssal: The item is made of black metal or horn, and any cloth or leather components are crafted from the tanned hide of demons. Runes appear on its surface here and there, spelling out nonsense words. The owner of this item suffers nightmares, the substance of which he or she forgets immediately upon awakening.

Ancient Human: This item is old but plainly of human manufacture. The meaning of any symbols or heraldry emblazoned upon it is likely lost to antiquity. Pick a fallen kingdom from your campaign or an ancient figure of legend. The item is somehow connected to that place or person.

Celestial: The weapon is light (half its normal weight) and inscribed with feathered wings, suns, and other symbols of good. Evil creatures are put off by its wholesome presence.

Draconic: Crafted by dragons, this item is made from scales and talons shed by a dragon during its life. The item incorporates precious metals and gems from the dragon's hoard. It grows warm when a dragon is within 100 feet of it.

Drow: The item is black as pitch, light (half its normal weight), and inscribed with spiders and webs in honor of Lolth, Demon Queen of Spiders. It might function poorly or disintegrate if exposed to sunlight for a significant time.

Dwarven: The item is durable and has Dwarven runes worked into its design. It is not easily broken, torn, or otherwise damaged.

Elemental (Air): A metal item is light (half the normal weight) and feels hollow, but is as tough as normal, while fabrics are wispy gauze and silk.

Elemental (Earth): This item is crafted from stone rather than metal, though it weighs as much as normal. Any cloth or leather elements are studded with finely polished rock.

Elemental (Fire): This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames and leering efreet cover its surface. Shades of red and orange are the prevailing color scheme.

Elemental (Water): Lustrous fish scales replace leather or cloth on this item, while metal portions are instead crafted from seashells and worked coral as hard as any metal.

Elven: The item is well preserved, light (half the normal weight), flexible where desirable, and adorned with leaf and vine motifs.

Fiendish: The item is made of black iron inscribed with runes, is warm to the touch, and features leering, fiendish faces on the guard or hilt. Any cloth or leather components are crafted from the hide of demons or devils. Good creatures are put off by its unwholesome presence.

Giant: The giants crafted many items for their smaller allies. This item is somewhat oversized but still usable without penalty.

Gnome: The item is crafted to appear thoroughly unremarkable. The item might look tattered, battered, or well-worn—all the better to discourage thieves from stealing it.

NATURE

| d8 | Nature |
|----|-----------------|
| 1 | Arcane |
| 2 | Bane |
| 3 | Legendary |
| 4 | Ornament |
| 5 | Prophecy |
| 6 | Religious icon |
| 7 | Sinister |
| 8 | Symbol of power |

The item has a special purpose or contains echoes of an important event or person.

Arcane: This item was created by a powerful wizard and bears his or her symbol or sigil. A faint magical glow surrounds it, but the light is too dim to illuminate anything other than the item.

Bane: This item was created to slay or contend with a particular kind of enemy. The item is also recognized and hated by such creatures.

Legendary: A great hero or villain once wielded this item.

Ornament: Used in parades or to commemorate a special occasion, the item is festooned with inset gemstones, gold or platinum inlays, and decorative filigrees. It might have been commissioned as a gift to commemorate a great deed.

Prophecy: Whoever bears this item is destined to play a key role in future events.

Religious Icon: This item was used in religious ceremonies dedicated to a particular god. It has holy symbols worked into it, and followers of that god will attempt to reclaim the item if they spot it.

Sinister: This item is linked to a terrible deed of evil, such as a massacre or assassination. Anyone who sees the item and succeeds at a DC 15 Intelligence check recalls the item's role in that event.

Symbol of Power: This item was once used as part of royal regalia, an icon of a noble title, or a badge of office. Its former owner might desire it, or someone might mistakenly assume its new owner is the item's legitimate inheritor.

MINOR PROPERTIES

| d20 | Minor Property |
|-----|------------------------------------------|
| 1 | Beacon |
| 2 | Compass |
| 3 | Conscientious |
| 4 | Delver |
| 5 | Easygoing |
| 6 | Gleaming |
| 7 | Guardian |
| 8 | Hidden Message |
| 9 | Illusion |
| 10 | Key |
| 11 | Language |
| 12 | Sentinel |
| 13 | Song Craft |
| 14 | Strange Material |
| 15 | Traveler |
| 16 | Tyrant |
| 17 | Unbreakable |
| 18 | War Leader |
| 19 | Waterborne |
| 20 | Roll twice, rerolling any additional 20s |

This item has a minor but useful ability, which might be connected to its purpose.

Beacon: On command, this item sheds bright light in a 10-foot-radius sphere. Darkness within 10 feet of the sphere of bright light becomes dim light. Speaking the command word again douses the light.

Compass: If the item's bearer concentrates for 1 round, he or she immediately knows which way is north.

Conscientious: When the bearer of this item contemplates or undertakes a malevolent act,

the item grows uncomfortably warm. Clearly it was created for a good purpose.

Delver: While underground, the item's bearer always knows her or his depth and the direction (though not distance) to the nearest staircase, ramp, or other path leading upward.

Easygoing: The item can be attuned in one-tenth the normal time (1 minute instead of 10 minutes).

Gleaming: Dirt and grime never accumulate on this item.

Guardian: The item whispers warnings to its bearer, granting a +2 bonus to initiative checks.

Hidden Message: A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of a specific phase of the moon, or in a specific location.

Illusion: The item is imbued with minor illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded and have no effect on its other magical properties. (For example, the bearer can make a red robe appear blue, or make a gold ring look like it's made of ivory.) The item always displays its true appearance when left unattended.

Key: The item is used to open or otherwise unlock a container, chamber, vault, or perhaps an entire tomb or dungeon.

Language: The bearer can speak the item creator's language (or a language of the DM's choice).

Sentinel: Choose a kind of creature that is an enemy of the item's creator. This item glows when such creatures are within 100 feet of the item.

Song Craft: Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song. Learning the song's lyrics might reveal a secret that the item was crafted to keep safe.

Strange Material: The item was created from a material (such as wood, bone, or glass) that is bizarre given its purpose.

Traveler: The bearer does not feel the effects of cold temperatures as low as 0° F or as warm as 120° F.

Tyrant: When the bearer contemplates or undertakes a benevolent act, the item grows icy cold. Clearly it was created for an evil purpose.

Unbreakable: The item cannot be broken by normal means.

War Leader: When the bearer so chooses, he or she can make his voice audible to any creature within 500 feet.

Waterborne: This item floats. Its bearer gains a +2 bonus to any check made to swim.

MINOR QUIRKS

| d20 | Minor Quirk |
|-------|-------------|
| 1 | Blissful |
| 2–3 | Confident |
| 4 | Coveted |
| 5 | Covetous |
| 6 | Depleted |
| 7 | Friable |
| 8–9 | Hungry |
| 10 | Loud |
| 11 | Melancholy |
| 12 | Metamorphic |
| 13 | Mistaken |
| 14 | Muttering |
| 15 | Painful |
| 16–17 | Possessive |
| 18 | Repellent |
| 19 | Slippery |
| 20 | Slothful |

This item has a flaw, a defect, or some other minor quirk that can be uncomfortable or irritating, but generally not harmful to the bearer.

Blissful: While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence.

Confident: The item makes its bearer feel nigh invincible. This sensation does not protect the bearer from fear effects.

Coveted: Other intelligent creatures that see the item desire it for themselves, although few take action against the bearer to claim it.

Covetous: The item's bearer becomes obsessed with material wealth.

Depleted: The item has only one charge left. Activating it has the normal chance of burning out the item.

Friable: The item crumbles, frays, chips, or cracks slightly when wielded, worn, or activated. This has no effect on its properties, but if the item has seen much use, it might look very decrepit.

Hungry: This item's magical properties function only if fresh, humanoid blood has been applied to it within the past day. It needs no more than a drop to activate.

Loud: The item makes a loud noise, such as a clang or a shout, when wielded or when one or more of its properties are activated.

Melancholy: While carrying the item, the bearer experiences feelings of ennui and might cry when confronted with failure or overwhelming odds.

Metamorphic: The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor transformations, which do not affect the item's use or magical properties.

Mistaken: While in possession of the item, the bearer is often mistaken for someone else. Strangers might feel that the bearer is someone familiar to them but can't remember his or her name.

Muttering: The item grumbles and mutters all the time. A character who listens carefully to what the item says has a 1% chance per month of learning something useful or disturbing, at the DM's discretion.

Painful: The bearer experiences a lingering ache while wielding the item or has a flash of pain when activating one or more of its properties. The pain has no other adverse effects.

Possessive: The item demands attunement when first wielded or worn and does not allow its bearer to attune other items. (Other items already attuned to the bearer remain so until their attunement expires.)

Repellent: The bearer feels a sense of distaste on first touching or handling the item, and continues to sense foreboding or discomfort while using or carrying it.

Slippery: The item resists being picked up or drawn. Any attempt to do so requires a contest of Dexterity. For purposes of the contest, the item has a default Dexterity of 10 and a +0 modifier on the skill check. If the item wins the contest, it is dropped.

Slothful: As long as the item is in the bearer's possession, the bearer takes a –2 penalty to initiative checks.

Armor

Magic armor is a common but vital item. In general, it protects the wearer to a greater extent than nonmagical armor.

+1 Armor

The most basic form of magic armor is of fine craftsmanship, a work as much of art as of utility.

Magic armor comes in all kinds, though exotic types are rare compared to the more common ones. The DM chooses a suit of armor from the equipment list or rolls percentile dice to randomly determine its type.

| d% | Armor Type | Rarity |
|-------|----------------------|-----------|
| 01–07 | Leather | Uncommon |
| 08–21 | Displacer beast hide | Rare |
| 22–30 | Mithral chain | Very rare |
| 31–37 | Studded leather | Uncommon |
| 38–52 | Scale mail | Rare |
| 53–60 | Dragon scale | Very rare |
| 61–66 | Ringmail | Uncommon |
| 67–74 | Chainmail | Uncommon |
| 75–81 | Banded | Rare |
| 82–88 | Splint | Rare |
| 89–00 | Plate | Very rare |

Property: You gain a +1 bonus to AC while wearing this armor.

Rarity: By armor type.

Black Dragon Scale of Resistance

The midnight-black scales of this armor fit together perfectly and move with the smoothness of a slithering serpent. A suit of this armor usually has a matching helmet that incorporates a dragon's horns. The helmet is often mundane but sometimes has its own, distinct magical properties.

While worn, this armor trails a ghostly darkness resembling a dragon's folded wings and tail. When the wearer is agitated or attacked, this shadow cloak flares and spreads, suggesting outstretched wings, as the tail thrashes behind.

Crafting a suit of armor from the scales of a dragon is a monumental undertaking, beginning but hardly ending with killing the dragon. Working the scales requires incredible temperatures that are hard to achieve with a mundane forge. The dwarves of old were masters of this art, but few smiths now remember the techniques required.

Property: While wearing this dragon scale armor, you have acid resistance. In addition, once per day, you can take an action to gain bludgeoning, piercing, and slashing resistance for 5 minutes.

Rarity: Rare.

Magic Armor with a Bonus Higher than +1

A basic suit of armor can have a bonus to AC that is greater than +1, but such armor is unusual. Typically, a higher bonus appears in a magic item, such as *efreeti chain*, that has additional properties.

Efreeti Chain

The links of this suit of chainmail look like they're forged of brass, but they are stronger than ordinary iron.

Efreeti chain protects its wearer from extreme heat, so even the most sweltering temperatures feel comfortably warm. It gives off a dim white glow when exposed to flames.

This armor is said to come from the fabled City of Brass, the home of the efreet. Sometimes it is available for purchase in the extravagant markets of the city, but more commonly it is found in treasure hoards or the collections of eccentric and wealthy patrons.

Property: While wearing this chainmail, you enjoy the following benefits.

- You gain a +2 bonus to AC.
- You have fire resistance.
- You can move on molten rock as if it were solid ground.
- You can speak, read, and write Draconic and Primordial.

Rarity: Rare.

Elven Chain

Elven chain is exceptionally fine and light mithral chainmail, elaborately decorated with woven lines that twist like vines, and incorporating other precious metals, such as silver, gold, and platinum.

Donning the armor feels like slipping into a silk robe, and the chainmail does not constrain the wearer's movement. The magic woven into the elven chain enables the wearer to cast spells freely as well.

Mithral chain is usually made by dwarves, who mine the metal deep in the earth. Where dwarves and elves come together for trade or another common purpose, elven smiths craft their own version of the armor, weaving subtle magic into every link.

The elves guard *elven chain* jealously. In ancient times, they sometimes bestowed such armor on a dwarf who had earned their friendship, but generally it is meant for elves' use. A gift of such armor is a sign of deep respect.

Property: You can wear this mithral chain regardless of your armor proficiencies. In addition, if wearing armor normally prevents you from casting spells, you can cast spells while wearing this armor.

Rarity: Very rare.

Glamoured Studded Leather

This armor resembles normal studded leather, but the metallic studs that cover its surface are etched with fine lines that trace complex patterns. Close inspection reveals a word woven into the patterns.

Crafted in conjunction with skilled illusionists, this armor is ideal for a spy or assassin who wants to blend into a crowd without sacrificing the protection it affords. Because of the origin of this armor, some cities where intrigue is the norm have passed laws outlawing glamoured armor—although the armor's nature makes such laws difficult to enforce.

Property: You gain a +1 bonus to AC while wearing this studded leather armor.

If you speak the armor's command word while wearing it, the armor assumes 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. The armor retains its normal bulk and weight, however. The illusionary appearance lasts until you speak the command word again to change its appearance.

Rarity: Uncommon.

Plate Mail of Etherealness

The metal plates of this armor resemble polished marble, with white markings in cloudlike patterns across their surfaces.

The plates are as light as cotton when lifted or worn. Donning the armor creates a sensation of light-headedness, reminiscent of intoxication, that quickly passes. The wearer also seems to fade slightly from reality, taking on a smoky and ghostlike appearance.

The armor is forged from an alloy of mithral and rare minerals mined from chunks of earth drifting in the Ethereal Plane. Working with this substance requires tremendous skill and magical aid, since it phases in and out of an ethereal state while being shaped.

The first suit of this armor was created by servants of a great khan of the dao (a genie race native to the Elemental Plane of Earth). Others found in the world use the same pattern, crafted in exotically elegant styles.

Property: This plate armor has 6 charges. It regains expended charges at dawn each day.

When you speak the command word and expend a charge, you become ethereal for 10 minutes, along with your clothing, armor, weapons, and other equipment. You can speak the command word again to end this effect at any time.

Rarity: Very rare.

Spellguard Shield

This shield's face features a metallic circular design inscribed with various arcane runes, combining the straight, sharp lines of Dwarven letters with flowing Elven script. When the shield is held defensively, this rune-scribed circle seems to lift off the face of the shield, then rotate.

The design of this shield originated in a dwarven kingdom beset by drow. Its champions carried *spellguard shields* to defend against drow wizards and priestesses in battle.

Property: While you are using this shield, you have advantage on saving throws against spells.

Rarity: Rare.

Weapons

Magic weapons are a staple of all campaigns. Adventurers of all kinds value such weapons' increased accuracy and damage.

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet is fired, it does not break or use up its magic under normal circumstances, whether or not it hits its target. Abnormal circumstances might put the ammunition at risk. For example, even magic arrows might have a chance to break if fired at an iron golem.

+1 Weapon

The most basic form of magic weapon is a superb product of the forge.

Basic magic weapons are predominantly longswords, but other such weapons certainly exist. The DM chooses a weapon from the equipment list or rolls percentile dice to randomly determine its type.

| d% | Weapon Type |
|-------|--------------------------|
| 01–30 | Longsword |
| 31–40 | Dagger |
| 41–50 | Mace |
| 51–55 | Battleaxe |
| 56–60 | Warhammer |
| 61–70 | Rapier |
| 71–75 | Greataxe |
| 76–80 | Greatsword |
| 81–85 | Bastard sword |
| 86–90 | Maul |
| 91–95 | Crossbow, light or heavy |
| 96–00 | Bow, short or long |

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

Rarity: Uncommon.

Magic Weapons with a Bonus Higher than +1

A basic magic weapon can have a bonus to attack rolls and damage rolls that is greater than +1,

but such a weapon is unusual. Typically, a higher bonus appears in a magic item, such as the *rod of lordly might*, that has additional properties.

Arrow of Dragon Slaying

Sigils of anathema twist around this arrow's shaft. The arrowhead is made from the fused scales and teeth of a reptilian monster, while the fletching is stiff, coarse, and black.

If the *arrow of dragon slaying* is fitted to a bowstring, the sigils blaze with fell light and the arrow emits a sound like a tolling bell of doom.

Property: When you use this arrow as ammunition for an attack using a bow, you gain a +3 bonus to the attack roll and the damage roll.

A dragon hit by this arrow must make a DC 17 Constitution saving throw. The dragon takes 6d10 extra damage on a failed saving throw, or half that extra damage on a successful saving throw.

Rarity: Rare.

Dagger of Venom

The black, obsidian blade of this weapon is serrated on one edge. Its pommel is carved to resemble two fanged serpents that twine together, their outstretched heads forming the blade's quillon. Anyone wielding the blade notes a bitter, acrid scent from it.

A *dagger of venom* is most often crafted for the use of a yuan-ti or a powerful assassin. Each of these weapons has a distinct pattern to its blade or pommel that indicates its original owner. Assassins' guilds and yuan-ti cults prize these blades as relics. If news of such a dagger reaches them, they send agents to collect the weapon by trickery or force.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this dagger. In addition, the saving throw DC of any poison you apply to the dagger increases by 2.

Once per day, you can take an action to cause thick, black fluid to cover the dagger's blade for 1 minute. The first time you hit a living creature with the coated weapon, that creature must make a DC 15 Constitution save against poison. On a failed saving throw, it becomes paralyzed for 1 minute. The poison then vanishes from the blade.

Rarity: Rare.

Dancing Sword

Engravings along the blade's length depict blowing, spinning leaves and leaping, twirling blades. Drawing the sword causes it to twitch and jerk, as if eager to be free of the hand holding it.

Such weapons are sought by warrior mages, who are adept with both sword and spell. They delight in harrying their foes in melee with *dancing swords* as they step back and unleash an onslaught of magic. The first *dancing sword* was forged at the request of a once-powerful king who gained the throne by force of arms. Grown old and tired, he commissioned a blade that fought with the strength and fury of his youth.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this longsword.

You can also toss the sword into the air and command it to dance; doing so does not take an action. The sword then hovers in the air. On that turn and for the next 3 rounds after it, you can command the sword to move up to 30 feet and attack a creature you choose. The sword attacks as if you were wielding it. You can take actions normally while commanding the sword.

When the sword finishes dancing, it speeds back to your grasp, if you have a hand free, or falls to the ground at your feet, provided it has an unobstructed path to you. Otherwise, it moves as close as it can and then drops to the ground.

Rarity: Rare.

Defender

The broad blade of this greatsword is sharp near the tip and notched with defensive rills near the crossguard. An enameled shield design is blazoned at the base of the hilt, over which is inset the symbol of a gauntlet.

When the blade is handled, its balance seems to shift from moment to moment, not unpleasantly but intuitively to match the wielder's grip.

Property (Attuned): You gain up to a +3 bonus to the attack rolls and the damage rolls you make with this greatsword. At the start of each of your turns, you decide how much of the bonus applies to your attack rolls and damage rolls. If you do not use the entire bonus, any

remainder becomes a bonus to your AC that lasts until the start of your next turn.

Rarity: Very rare.

Dwarven Thrower

The sledge atop this warhammer is wrought to resemble a dwarf's visage, hair streaming out to form the claw at the back. When the weapon is held, the dwarf's face twists as if yelling a battle cry.

When giants threatened their mountain kingdoms, the dwarves forged these weapons of hope and fury in the deeps and gave them to the greatest warriors of each clan. *Dwarven throwers* are one reason that the hardy race of dwarves remains yet in the world.

Most *dwarven throwers* are lost in ancient ruins, lying interred with the heroes who last wielded them. Dwarves who see someone wielding one of these warhammers, regardless of the wielder's race, sometimes honor the wielder for having returned a weapon of storied wonder to the light.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this warhammer.

Requirement: You must be a dwarf to become attuned to this weapon.

Property (Attuned): The warhammer's bonus to attack rolls and damage rolls increases to +3.

In addition, you can use this warhammer as a thrown weapon with a range of 20/80 feet. When you throw this weapon and hit, the target takes 1d8 extra damage, or 3d8 extra damage if the target is a giant.

Rarity: Very rare.

Flame Tongue Longsword

This blade is etched with flame designs that sometimes flare as if they were real fire. It is warm to the touch.

In combat, the blade roars to life. It burns like a red dragon's tongue might, flaming scarlet and orange, and the weapon's tip exhales a thick spiral of black smoke.

Flame tongue longswords are relics from an ancient battle against an entity known as the Queen of Chaos. Supposedly, a group of mighty wind lords forged four blades infused with

elemental energy. Surviving *flame tongue* weapons are said to be copies of the sword of fire they crafted.

Property: When you speak the command word, flames erupt from the longsword's blade. The flames shed bright light in a 20-foot radius, and darkness within 20 feet of the bright light becomes dim light.

While this effect is active, when you hit with an attack using this longsword, it deals 2d6 extra fire damage.

Speaking the command word again extinguishes the flames.

Rarity: Rare.

Frost Brand

The blade of this longsword is constantly rimed with frost and ice, and its hilt is wrapped in white leather. When it is drawn from its scabbard, nearby fires gutter, and a plume of condensing air steams from the weapon's surface.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this longsword, and it deals 1d6 extra cold damage on a hit.

While you have this sword drawn and in hand, it grants you fire resistance.

While drawn and in hand in freezing temperatures, the sword also sheds bright light in a 10-foot radius, and darkness within 10 feet of the bright light becomes dim light.

Finally, whenever you draw this weapon, you can choose to douse all nonmagical flames within 30 feet of you. When you do so, the sword cannot extinguish flames again for 1 hour.

Rarity: Very rare.

Hammer of Thunderbolts

This large, extra-heavy maul sports a storm motif on its sledge and along the metal haft. The weapon is quite heavy, weighing about 50 pounds. When first held, the maul sparks with tiny bolts of lightning.

Long ago, storm giants used these weapons to hunt the mountain heights for dragons and rival giants. Nearly all record of these thunderous mauls has been lost. If any remain, they are likely within the hoard of a dragon or giant who was the match of its ancient hunter.

Requirement: You must be Medium size or larger and have an 18 Strength or higher to use this weapon.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this maul.

Property (Attuned): The maul's bonus to attack rolls and damage rolls increases to +2, and it deals 3d6 extra damage on hits against dragons or giants.

You can also use this maul as a thrown weapon with a range of 50/120 feet. When you hit a creature with the thrown weapon, it issues a deafening thunderclap. Each creature within 30 feet of the target must make a DC 15 Constitution saving throw. A creature takes 3d6 thunder damage on a failed saving throw, and half as much damage on a successful one. A creature that fails the saving throw is also deafened for 1 hour.

Rarity: Very rare.

Holy Avenger

This longsword's straight blade is white as alabaster, and the crossguard forms flaring angelic wings of gold. Its hilt and pommel boast symbols of law and good.

Whenever the blade is drawn, the sound of a distant horn fills the air, calling warriors to battle.

Holy avengers were forged in the heavens by angels. They were given as gifts by various gods to their most reverent martial followers in an age of demonic aggression, tipping the balance of favor from the fiends to the mortals. Any fiend that sees a *holy avenger* immediately knows that the blade was used to destroy many of its kind, and that the wielder is an avowed warrior of the forces of good.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this longsword.

An evil creature that touches the weapon experiences strong revulsion. If it maintains contact with the weapon for 1 round, the creature takes 3d6 psychic damage. That creature continues to take this damage each time it starts its turn holding or carrying the weapon.

Requirement: You must be a paladin to become attuned to the weapon.

Property (Attuned): The longsword's bonus to attack rolls and damage rolls increases to +3, and it deals 2d10 extra damage on hits against fiends or undead.

While you have this weapon drawn and in hand, the sword wards a 5-foot-radius sphere around you. You and all creatures friendly to you in the sphere have advantage on saving throws against spells.

Rarity: Legendary.

Javelin of Lightning

This wooden javelin is carved from a lightning-blackened ash tree. It is tipped with iron, and iron wires with lightning-like designs trace the javelin's length.

When the weapon is handled, tiny bolts of lightning leap to the wielder's hand from the shaft.

A javelin of lightning is sometimes gifted to a devout warrior or cleric of the gods of war. Sometimes, after a particularly ferocious storm, a *javelin of lightning* can be found amid the splinters of a tree struck by lightning.

Property: You use this javelin by throwing it at a point up to 100 feet away. A 5-foot-wide line of lightning travels from you to the point you choose. Each creature in the line must make a DC 13 Dexterity saving throw. The creature takes 4d6 lightning damage on a failed saving throw, and half as much damage on a successful one.

Once you use the javelin in this way, it becomes a normal javelin until the next dawn, at which point the magical energy returns.

Rarity: Rare.

Keen Rapier

The ramrod-straight blade of this rapier springs from an elaborately styled wire guard. While surprisingly flexible—the blade can be bent into a near U-shape—in battle it becomes as hard as adamantine.

The blade has perfect balance. Its point is so sharp that even a child could force it through a thick sheet of steel with little effort.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this rapier. In addition, when you score a critical hit with it, the target takes 2d6 extra damage.

Rarity: Rare.

Mace of Disruption

This heavy mace's handle is carved of pale hardwood inset with gold, and its head is cast from white ceramic harder than stone. When it is drawn in battle, the mace's head glows with a clear, celestial light.

These weapons are often found in the keeping of temples and other holy orders dedicated to gods of good. They may be lent out to those who take a vow to root out evil, whether it be destroying a nest of ghouls or razing a lich's tomb.

Property: When you attack and hit a fiend or an undead creature with this mace, it deals 2d6 extra damage. If the creature has 25 hit points or fewer, it must make a DC 15 Wisdom saving throw. On a failed saving throw, the creature is instantly destroyed. On a successful save, the creature becomes frightened until the end of your next turn.

While you have the mace drawn and in hand, it sheds bright light in a 20-foot radius, and darkness within 20 feet of the bright light becomes dim light.

An evil creature that touches the weapon experiences strong revulsion. If it maintains contact with the weapon for 1 round, the creature takes 3d6 psychic damage. That creature continues to take this damage each time it starts its turn holding or carrying the weapon.

Rarity: Uncommon.

Oathbow

This longbow is snow white and, despite its slender profile, exceptionally strong. When an arrow is nocked to its string, the bow whispers to its wielder in Elven: "Swift defeat to my enemies."

Oathbows are generally carried by elf heroes, who received them as gifts of esteem from a Faerie queen or king. Elves who see an *oathbow* in the possession of a non-elf usually assume that the bearer stole it.

Property: When you make a ranged attack using this longbow, you can speak the command word and swear aloud an oath: "Swift death to those who have wronged me." Choose one creature you can see. That creature becomes your sworn enemy until it drops to 0 hit points

or fewer 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 dawn the next day.

You gain a +3 bonus to the attack rolls you make against the sworn enemy with the bow, and it deals 3d6 extra damage to that enemy on a hit. These attacks ignore all but total cover and don't suffer disadvantage from long range.

While you have a sworn enemy, you make attacks against all other creatures with disadvantage, whether you use this bow or a different weapon.

Rarity: Very rare.

Vorpal Sword

This simple, almost austere bastard sword is all but indistinguishable from any ordinary weapon. A close examination reveals a faint tracery of elaborate script running the length of the blade.

Once noted by a sentient creature, the script becomes legible to that creature, even one that is normally illiterate. It is a line from an ancient poem describing an epic battle between a young hero and a monstrous beast, which was beheaded by the overwhelming power of the blade.

In direct sunlight, a *vorpal sword* gleams with a hard, sharp edge. When handled, the blade produces a dreadful slicing sound as it cuts through the air.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this bastard sword.

Property (Attuned): The sword's bonus to attack rolls and damage rolls increases to +3. Attacks you make using this weapon ignore slashing resistance.

Whenever you score a critical hit with this weapon, make another attack roll against the same target. If you hit again, the target takes 6d8 extra damage. If this second attack is a critical hit and the target has 150 hit points or fewer, you lop off its head, killing it instantly. If the creature doesn't have a head, you instead chop the creature in half, with the same lethal result.

Rarity: Legendary.

Staves

A typical magic staff is about 5 or 6 feet long and as thick as a young sapling, about an inch and a half at one end, tapering to an inch at the other. Staves vary widely in appearance: Some are of nearly equal diameter throughout and smooth, others gnarled and twisted; some are made of wood, and others of polished stone or crystal.

Common Properties: A magic staff can be wielded as a quarterstaff.

Many staves hold one or more spells (or magical effects that closely resemble spells). A wielder can cast a spell from a staff by using the item and expending one or more charges, but only if that wielder has the ability to cast spells. Spells cast from staves use the wielder's magic attack bonus, save DC bonus, and magic ability for resolving their effects. Casting the spell otherwise follows the normal rules for spellcasting.

Unless the item's description says otherwise, a staff has 10 charges. A staff typically regains 1d6 + 4 expended charges (up to a maximum of 10) each day at dawn. The magic fueling the staff's power is not limitless. Whenever a character expends the staff's last charge, roll a d20. On a 1, the staff blackens as the residual magic flees. This staff cannot regain charges and thereafter functions as a normal quarterstaff.

Staff of Charming

This length of oak has end caps of silver. Fine threads of bright light twine almost hypnotically through the grain of the wood.

A character grasping this weapon feels confident in social situations and believes he or she can convince anyone of anything.

Property (Attuned): You must be a wizard to become attuned to this item.

As an action, you can expend a charge and cast one of the following spells contained in the staff.

- *charm person*
- *command*
- *comprehend languages*

Secret: The staff's secret is revealed the first time the character wielding it is the target of an enchantment spell.

Once per day, when you fail a saving throw against an enchantment spell, you can treat the failed saving throw as a successful save. Furthermore, you can expend a charge as a reaction to apply the effects of that enchantment spell to its caster as if you had cast the spell.

Rarity: Rare.

Staff of Striking

This sturdy staff is made of oak and lacks adornment, except for a single glyph carved near the head.

When held firmly, a *staff of striking* causes the wielder's hands to tingle slightly.

These staves are thought to have originated among a sect of mendicant clerics who used them for self-defense.

Property: You gain a +3 bonus to the attack rolls and the damage rolls you make with this staff.

Property (Attuned): You must be a cleric, a druid, or a wizard to become attuned to this item.

You can expend up to 3 charges when you hit with an attack using this staff. For each charge you spend, the creature you hit takes 1d6 extra bludgeoning damage.

Rarity: Rare.

Wands

Wands are typically about 15 inches long, crafted of ivory, bone, or wood. They are usually tipped with metal, crystal, stone, or something similar.

Common Properties: A wand is too fragile to be used as a weapon, even an improvised one.

Many wands hold one or more spells (or magical effects that closely resemble spells). A wielder can cast a spell from a wand by using the item and expending one or more charges, but only if that wielder has the ability to cast spells. Spells cast from wands use the wielder's magic attack bonus, save DC bonus, and magic ability for resolving these spell effects. Casting the spell otherwise follows the normal rules for spellcasting.

Unless the item's description says otherwise, a wand has 7 charges. A wand typically regains 1d6 + 1 expended charges (up to a maximum of 7) each day at dawn. The magic fueling the wand's power is not limitless. Whenever a

character expends a wand's last charge, roll a d20. On a 1, the wand crumbles, or turns into a mere stick, as its magic drains away.

Wand of Binding

This wand is actually a length of chain held rigid by the magic that infuses it. The chain is crafted from adamantine, and runes of binding and imprisonment adorn each link.

Property (Attuned): You must be a cleric, a druid, or a wizard to become attuned to this item.

As an action, you can expend the specified number of charges to cast one of the following spells from the wand.

- *hold person* (2 charges)
- *hold monster* (6 charges)

In addition, while you hold the wand, you can expend a charge as a reaction whenever you make a saving throw to resist the *hold person* or the *hold monster* spell. If you do, you have advantage on the saving throw.

Rarity: Rare.

Wand of Enemy Detection

This pale wand is carved from aspenwood, capped on one end with a lens-shaped crystal.

When held, the wand gives off a faint glow from its crystal end cap.

Property: If you are holding the wand when you roll initiative, you can expend a charge to roll a d8 and add the result to your initiative check.

While you hold the wand, as an action you can expend 2 charges to sense the presence of enemies nearby. One end of the wand rapidly pulses red light, and the wand tugs your hand in the direction of the hostile creature nearest to you within 60 feet. The wand detects potential enemies even if they are invisible, hidden, or disguised. The wand's detection can penetrate barriers, but it is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.

Rarity: Uncommon.

Wand of Magic Missiles

One end of this length of slender rosewood glimmers like a coal, but the gleam is cobalt blue.

Property: As a single action, you can expend up to 3 charges to cast *magic missile* from the wand, one casting for each charge.

If *magic missile* is not on your class spell list, you must make an attack roll to hit a missile's target, using Intelligence as your magic ability and applying your magic attack bonus, if any.

Rarity: Uncommon.

Potions

A potion can be any kind of magical liquid, from an elixir that is drunk to an oil applied to a creature or object. Most potions consist of about one ounce of liquid, but others are enough to anoint a creature.

Sampling a potion might give a character some sense of the potion's nature while leaving enough of the potion to be useful.

Using a Potion: To drink or apply a potion usually takes an action, consuming the entire potion. Similarly, administering a potion to someone else requires an action. Once used, a potion takes effect immediately, though some potions also have lingering effects.

Oil of Etherealness

This cloudy gray oil smells like rain.

Upon applying this oil to oneself, the user sees all color leech from the surroundings. Billowing fog boils out of thin air, making everything indistinct. The mist seems more real than the faded world.

Effect: Applying this oil takes 10 minutes. You—along with your clothing, armor, weapons, and other equipment—become ethereal for 1 hour. By default, while the effect persists, you are on the border between the Ethereal Plane and the Material Plane. As an action, you can move from this planar border fully into the Material Plane or deeper into the Ethereal Plane, or you can move from the Material Plane to the planar border again. While you remain fully on the Material Plane, you are not ethereal. When the effect ends, you return to the Material Plane.

Rarity: Uncommon.

Optional Rule: Mixing Potions

A character might drink one potion while a previously imbibed potion's effect persists, or pour several potions into a single container. The strange ingredients used in manufacturing potions can result in unpredictable interactions.

When a character mixes two potions together, roll percentile dice and consult the Potion Miscibility Table. If more than two are combined, roll again for each subsequent potion, stacking up the results. Unless the effects are immediately obvious, reveal them only when they happen.

POTION MISCIBILITY TABLE

| d% | Result |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 01 | The mixture creates a magical explosion, dealing 6d10 force damage to the mixer and 1d10 force damage to each creature within 5 feet of the mixer. |
| 02–03 | The mixture becomes a potion of poison. |
| 04–08 | The mixture becomes a potion of delusion that appears to have one of the mixed potions' effects. |
| 09–15 | Both potions lose their effects. |
| 16–25 | One potion loses its effect. |
| 26–35 | Both potions work, but with half their normal effects. If an effect cannot be halved, at least in duration, it is instead lost. |
| 36–90 | Both potions work normally. |
| 91–99 | One potion has twice the normal effect. If no effect can be doubled, at least in duration, both potions work normally. |
| 00 | Only one potion works, but its effect is permanent. Choose the simplest effect to make permanent, or the one that seems the most fun. For example, a potion of healing might increase the drinker's maximum hit points by 4, or oil of etherealness might permanently make the user ethereal. At your discretion, <i>dispel magic</i> or <i>remove affliction</i> might end this lasting effect. |

Potion of Climbing

This potion is separated into brown, silver, and gray layers resembling bands of stone. If the container is shaken, upon settling, the potion separates once more.

A character who samples the potion feels his or her fingers and toes itch and is momentarily filled with the desire to climb. Drinking it causes the character to notice on every vertical surface paths composed of tiny ledges, imperfections, and cracks that offer hand- and footholds.

Effect: For 1 hour, you succeed on any check you make to climb a difficult surface.

Rarity: Common.

Potion of Delusion

This potion appears to be another sort of potion, and it tastes and smells just like that potion. Sampling produces a sensation that mimics that of the other potion.

Drinking the potion causes a wave of bliss to ripple through the imbiber.

Effect: You believe you have consumed another potion and behave as though affected by that potion for as long as that effect normally lasts, until something happens to reveal the truth, or until you take a long rest. For example, if the delusion is of a potion of healing, you believe you have healed until proven otherwise. If the delusion is of a potion of flying, you might skip along the ground or leap from a rooftop in the belief that you can fly.

Rarity: Rare.

Potion of Diminution

A character who samples this colorless, transparent fluid feels his or her body being squeezed slightly. Observers notice that the character becomes a bit smaller for a moment.

On drinking this potion, the imbiber sees everything grow larger, as if in a land of giants.

Effect: You shrink to 10 percent of your normal size and weight for 1d4 hours. Although you retain your game statistics, you deal only 10 percent of the damage you normally deal (minimum 1). Thanks to your reduced size, you can gain cover—or greater cover—from smaller objects than normal and can more easily to attempt hide behind such objects. You can also stow away inside containers that would ordinarily be too small to hold you.

Rarity: Rare.

Potion of Flying

This sky-blue liquid has cloudy impurities drifting in it. Sampling the potion produces a momentary sense of weightlessness. The sense becomes continuous on drinking the potion.

Effect: You can use your speed to fly for 1 hour. If the effect ends while you're still aloft,

you must use your movement to descend. If you fail to land before 1 minute passes, you fall.

Rarity: Very rare.

Potion of Healing

This liquid is a faintly phosphorescent blue. Sampling the potion produces a brief sense of well-being.

A character who drinks this potion feels the pain of wounds lessen.

Effect: You regain 2d4 + 2 hit points.

Rarity: Common.

Potion of Heroism

This colorless potion steams as if boiling. Sampling or drinking it causes the imbiber to feel immensely healthy and robust.

Effect: For 1 hour, your hit point maximum increases by 10, and you gain 10 hit points. You also gain a +2 bonus to all checks, attack rolls, and saving throws. If you use a capability or cast a spell that requires a saving throw, the DC increases by 2.

Rarity: Rare.

Potion of Invisibility

Sampling this colorless, transparent liquid causes the imbiber's body to flicker out of sight for a moment. A character who drinks the potion instantly vanishes.

Effect: You—along with your clothing, armor, weapons, and other **equipment**—become invisible for 1 hour. The effect ends after you make an attack or cast a spell that affects a creature other than you.

Rarity: Rare.

Potion of Longevity

This pink, frothy liquid smells sweet. A sample tastes of sugar and a hint of grass. Upon drinking this potion, the imbiber looks younger and feels refreshed.

Effect: Your physiological age is reduced by 1d6 + 6 years (no lower than the age of maturity for your race), restoring the appropriate amount of youth and vigor.

Special: Each time you drink a *potion of longevity*, you must make a DC 5 Constitution

saving throw. If you fail, you instead age 1d6 + 6 years.

Rarity: Rare.

Potion of Mind Reading

This cloudy liquid constantly shifts in its container. A character who samples it hears phantom voices for a moment. Drinking the potion causes the imbiber to briefly hear such voices from every side.

Effect: When you drink this potion, choose a creature within 50 feet of you. If the target fails a DC 15 Wisdom saving throw, for 1 minute you can read its surface thoughts and sense its emotional state. Success on the saving throw doesn't reveal the attempt at mind reading to the target. A target that suspects you're reading its thoughts can make a DC 15 Wisdom check as an action to end the effect. If the target moves farther than 50 feet from you, the effect ends.

Rarity: Rare.

Potion of Poison

This potion appears to be another sort of potion, and it tastes and smells just like that potion. Sampling produces a sensation that mimics that of the other potion. A character who drinks the potion is racked with pain, as though from a dagger in the gut.

Effect: At the start of each of your turns, you take 3d6 poison damage. A *dispel magic* or *remove affliction* spell neutralizes the poison, as do two successful DC 12 Constitution checks, each made as an action.

Rarity: Uncommon.

Potion of Speed

This orange fluid is streaked with black. The liquid races without pause around the interior of the vessel.

A character who samples the potion feels minor muscle spasms twitch across his or her body and briefly senses the world slowing. On drinking this potion, all action slows down to the imbiber, and sounds grow deeper and longer.

Effect: You act twice as quickly for 1 minute. In combat, you roll initiative twice. You take a turn each time your initiative count comes up, and your ability to take a reaction renews each time you start a new turn.

When you start your first turn after the effect ends, lethargy sweeps over you, and you become paralyzed until the start of your next turn.

Rarity: Very rare.

Potion of Water Breathing

This greenish-blue fluid smells of the sea. A character who samples the potion coughs involuntarily.

Effect: For 1 hour, you can breathe underwater.

Rarity: Uncommon.

Rings

Rings can hold amazing magical potency, and many require the wearer to be attuned to them.

Ring of Feather Falling

This ring is carved from the bone of an enormous bird, such as a roc, to look like a wreath of feathers.

On first putting on the ring, the wearer feels weightless for a moment.

Property: Whenever you fall while wearing the ring, you instead drift downward at a rate of 10 feet per round. You take no falling damage when you land, and you land on your feet.

Secret: A few rings of this type are flawed or aged, so that if the wearer falls more than a specified distance, the ring fails to slow the fall at that point. A few such rings burn out altogether when they fail in this way, becoming nonmagical.

Rarity: Rare.

Ring of Invisibility

Examples of this simple gold band are sometimes engraved with a faint saying in Elven script, such as “The wind is unseen, yet it presses the grass as it flows.”

Property (Attuned): As an action, you become invisible, along with your clothing, armor, weapons, and other equipment. The effect persists until the ring is removed or until you attack or cast a spell that affects a creature other than yourself. You can also instantly end the invisibility at will.

Rarity: Legendary.

Ring of Mind Shielding

This fine ring is wrought from heavy gold.

Property (Attuned): You are immune to any effect that allows others to read your thoughts, to discern whether you are telling the truth, or to determine your alignment. Telepathic communication with you succeeds only if you allow it.

You can take an action while wearing the ring to render it invisible. If you do so, the ring stays invisible until you take another action to make it visible, you no longer wear the ring, or you die.

Secret: The ring’s secret becomes apparent if the wearer is slain. At death, the wearer’s soul is transferred to the ring. When this happens, the soul can stay in the ring or depart at any time for the afterlife. While a soul remains within, it can telepathically communicate with a new wearer, who becomes aware of the ring’s secret. The wearer cannot prevent this telepathic communication but might be able to take measures to force the soul out of the ring.

Rarity: Very rare.

Ring of Protection

This silver ring has a setting in the form of a stylized shield, which holds a gleaming, polished agate.

Property (Attuned): You gain a +1 bonus to AC and saving throws, which does not stack with any bonus to AC or saving throws from another magic item.

Rarity: Rare.

Ring of the Ram

This ornate iron band features a ram’s-head device.

Property: As an action, you can command the ring to attack a creature within 50 feet of you. When you do so, choose whether to expend 1, 2, or 3 charges from the ring. The ring produces a ram’s head made of force and makes its attack roll with a +7 bonus to hit. On a hit, for each charge you expended, the target takes 1d6 force damage and is pushed back 5 feet.

You can instead command the ring to break a door within 50 feet of you, expending 1, 2, or 3 charges. The ring makes a Strength check to break the door and is treated as having a

Strength bonus of +5, plus 1 per charge you spent.

A *ring of the ram* has a maximum of 3 charges. Expended charges return each day at dawn.

Rarity: Very rare.

Ring of Regeneration

This iron band is wrapped in the rubbery, preserved hide of a troll.

Property (Attuned): You regain 1d6 hit points for every 10 minutes you wear this ring. If you lose any body part while wearing it, the body part regenerates and returns to full functionality after 1d6 + 1 days.

Rarity: Very rare.

Ring of Water Walking

This silver ring is inscribed with notches that resemble stylized waves. When the wearer is near enough to see a large body of water, the notches animate, and the waves sweep around the ring.

Property (Attuned): You can move across any liquid surface as if it were solid ground.

Rarity: Uncommon.

Ring of Wizardry

Silver sigils of stars, comets, and suns are engraved on this bone ring.

Crafting a *ring of wizardry* involves several astounding feats of magic now lost to academic spellcasters. A wizard must grow a clone, invest the clone with the knowledge of magic, and harvest a finger from it. From this finger's bones a *ring of wizardry* is carved. A story exists about the "Nine-Fingered Mage," a clone who escaped the complete ring-making process, but not soon enough to save every digit.

Property: You gain an extra 1st-level, 2nd-level, 3rd-level, and 4th-level wizard spell slot. To use any extra slot, you must already have a wizard spell slot of that level.

Rarity: Very rare.

Scrolls

A scroll is typically a spell stored in written form. Some scrolls bear unique incantations that produce potent wards or other magical effects.

Whatever the nature of the magic contained in a scroll, unleashing that magic requires reading it. Once its magic has been invoked, the scroll cannot be used again. Its words fade, or it crumbles into dust.

Scroll of Protection from Undead

This tube of leather is inscribed with symbols of skulls and capped by a plug of obsidian. Inside is a rolled-up piece of fine vellum scribbled with spidery script. A faint odor of rot wafts up from the page.

Requirement: You must know at least one spell to use this scroll.

Effect: As an action, you read this scroll and cause a 5-foot-radius sphere of protection to extend from you and move with you for 5 minutes.

To enter the sphere or target those within it, an undead creature must make a DC 15 Wisdom saving throw. On a failure, the creature cannot enter the sphere or target anyone within it during the current turn. On a success, the creature is no longer subject to the sphere's effects.

If you or any of your companions within the sphere attacks or casts a spell on an undead creature subject to the sphere's effects, that creature is considered to have succeeded on a saving throw against the sphere.

Whenever you move so that an undead creature subject to the sphere would be forced to enter it, that creature must make a saving throw. If it fails, you can push the creature back up to 15 feet so that it remains outside the sphere, but you cannot push the creature into terrain that is harmful to it or to a location where it would fall. If you move in such a way that you cannot keep an affected creature outside the sphere, the sphere fails and its effects end.

Rarity: Rare.

Spell Scroll

Often found in a tube of ivory, jade, leather, metal, or wood, a *spell scroll* bears the magical words of a single spell, written in a mystical cipher.

Requirement: The scroll's creator chooses the spell borne by the scroll. To cast that spell, you must have it on your class's spell list. If you

didn't create the scroll, you must use the *read magic* spell or a similar effect to decipher the scroll before you can use it.

Effect: As an action, you cast the spell written on the scroll, without having to provide any components required by the spell. Casting the spell otherwise follows the normal rules for spellcasting.

If the scroll's spell is of a higher level than you can normally cast, you must make a successful check using your magic ability modifier to cast the spell. The DC equals 10 + the level of the spell on the scroll. On a failed check, the scroll is used up and has no effect.

Rarity: Uncommon.

Optional Rule: Scroll Mishaps

A caster who fails at using a *spell scroll* must make a DC 10 saving throw using his or her magic ability modifier. Failure causes a mishap. When a mishap occurs, the spell on the scroll has an unintended effect, as determined by rolling on the Scroll Mishap table.

SCROLL MISHAP

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

Wondrous Items

The wondrous item category is a catchall for magic items that don't fit neatly into other categories. They include worn items such as boots, belts, capes, gloves, and various pieces of jewelry and decoration, including amulets, brooches, and circlets. Bags, carpets, crystal balls, figurines, horns, musical instruments, and other objects also fall into this category.

Bag of Holding

This appears to be an ordinary cloth sack, roughly 2 feet in diameter at the mouth and 4 feet deep. Opening the sack reveals an interior space considerably larger than its outside dimensions.

Rumors persist that a hidden network of planar tunnels connects a great number of *bags of holding*, and that the archdevil Baalzebul sometimes uses these passages to replace valuable or powerful items with fakes.

Property: The most common type of *bag of holding* can hold up to 500 pounds of weight, not

exceeding a volume of 70 cubic feet. The bag always weighs 15 pounds, whether empty or not.

Placing an object in the bag does not usually take an action, no matter how full the bag is. Retrieving an item from the bag takes an action, however.

If the bag is overloaded, or if a sharp object pierces it or tears it (from inside or outside), the bag ruptures and is ruined. Most of its contents are lost forever, but magic items turn up again somewhere in the world sooner or later. If a *bag of holding* is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. If a living, breathing creature is placed within the bag, it can survive for up to 10 minutes, after which time it begins to suffocate.

Secret: Placing a *bag of holding* inside a *portable hole* opens a rift to the Astral Plane. The rift sucks the bag's contents into the void, where they tumble away, lost forever.

Placing a *portable hole* inside a *bag of holding* opens a gate to a random plane of existence. The *portable hole*, the *bag of holding*, and all creatures within 10 feet of the items are forcibly drawn into the other plane. Both items are destroyed in the process.

Rarity: Uncommon.

Belt of Giant Strength

This thick, wide leather belt is decorated with studs made of a material that varies depending on the type of belt. For example, a *belt of fire giant strength* might have black iron studs, while a *belt of storm giant strength* might have studs made of coral and mother-of-pearl.

Upon cinching this belt around the waist, the wearer feels no special effect. But his or her strength is so greatly increased that the wearer might accidentally pull a few doors off their hinges or crush a drinking cup while attempting to pick it up.

Property: Wearing a *belt of giant strength* grants you incredible strength. When one is found, the DM either rolls percentile dice to determine the belt's type or selects the desired type from the options available.

| d% | Type | Strength |
|-------|-------------------|----------|
| 01–50 | Hill giant | 21 |
| 51–70 | Stone/frost giant | 23 |
| 71–85 | Fire giant | 25 |
| 86–95 | Cloud giant | 27 |
| 96–00 | Storm giant | 29 |

Your Strength score increases to that granted by the belt. If your Strength is already equal to the belt's score or higher, this item does not benefit you.

Although they look different, the *belt of stone giant strength* and the *belt of frost giant strength* are functionally identical.

Rarity: Rare (*belt of hill giant strength*), very rare (*belt of stone giant strength* or *belt of frost giant strength*), legendary (*belt of fire giant strength* or *belt of cloud giant strength*), or artifact (*belt of storm giant strength*).

Boots of Elvenkind

These soft, supple boots feature intricate leaf-patterns sewn into the leather.

An elf who sees a non-elf wearing these boots typically assumes that they are stolen. *Boots of elvenkind* are occasionally presented as gifts to the elves' most trusted and valued allies, however.

Property: While wearing *boots of elvenkind*, you make no sound when you move, regardless of the surface you move across, even dry leaves, a creaky floor, or loose gravel.

Rarity: Uncommon.

Boots of Speed

These supple leather boots have polished buckles that sparkle in the light, along with silver inlay at their heels. After donning the boots, a wearer notices that everything—even sound—seems to move at a slightly slower pace. This increased speed is endurable for only so long each day.

Property: You can click the boots' heels (not an action) to double your speed. Opportunity attacks made against you have disadvantage. You can end the boots' effect by clicking your heels again.

Once the boots' property has been used for a total of 10 minutes, their magic ceases to function until you have taken a long rest.

Rarity: Rare.

Boots of Striding and Springing

These fine, leather boots have springy soles and are cushioned inside to provide a comfortable fit.

On donning the boots, the wearer feels a sudden, brief urge to travel—a fleeting ambition to walk from one end of the world to the other.

Property: You never take a penalty to speed from being encumbered or wearing armor while wearing *boots of striding and springing*. In addition, whenever you jump, you jump three times the normal distance.

Rarity: Uncommon.

Bracers of Defense

These wide metal bracelets each bear a single symbol: a kite shield of burnished silver. The bracers have hinges that allow them to be clasped and unclasped, and they magically tighten to fit snugly on their wearer's forearms. When first donned, they briefly shine with soft light that spreads across the wearer's entire body before fading away.

Requirement: You must not be wearing armor or using a shield.

Property: While wearing *bracers of defense*, your AC becomes 13 + your Dexterity modifier.

Rarity: Rare.

Cloak of Elvenkind

This long cloak is fashioned from gray cloth, expertly crafted, and half the weight of a normal cloak.

An elf who sees a non-elf wearing this cloak typically assumes that it is stolen. *Cloaks of elvenkind* are occasionally presented as gifts to the elves' most trusted and valued allies, however.

Property: While wearing a *cloak of elvenkind* with the hood up, you can attempt to hide in any natural environment, aboveground or underground, provided there are no creatures within 20 feet of you when you make the attempt. You do not have to be obscured to make the attempt.

Rarity: Uncommon.

Cloak of Invisibility

This soft, exquisitely crafted cape is half the weight of a normal cloak and smooth in texture. The *cloak of invisibility* reveals its power when donned.

Property: While wearing the *cloak of invisibility*, you—along with your clothing, armor, weapons, and other equipment—become invisible. Once the cloak has been worn for a total of 2 hours, its magic ceases to function. For every uninterrupted period of 12 hours that it is not in use, the cloak regains 1 hour of functionality.

Rarity: Legendary.

Crystal Ball

Mist swirls inside this 6-inch-diameter crystal sphere, and in it you can spy visions of distant people and places. The orb is as heavy as a similarly sized piece of marble, and holding the *crystal ball* feels like running one's hand through a cool mist.

The few *crystal balls* known to exist are old even by the standards of the ancient world. Although many sages and spellcasters can create scrying devices from pools and mirrors, the art of crafting a crystal ball has been lost since time beyond memory. They are among the great mysteries of the world and are greatly prized.

Most sages are cautious when using a *crystal ball*, and most describe the sensation of being watched while using the item. Frightening rumors whisper that something else—something from a place beyond mortal knowledge—looks back through the sphere at the user.

Requirement: You must spend 10 minutes touching the *crystal ball* while concentrating on the intended target of your scrying attempt.

Property: You use the *crystal ball* by peering into it and visualizing the intended target. The *crystal ball* can see over any distance and into other planes of existence. In order to successfully view the target, however, you must make an Intelligence check. Your familiarity with the target sets the DC.

| Knowledge of the Target | DC |
|-------------------------------------------|----|
| None* | 25 |
| Secondhand (you have heard of the target) | 20 |
| Firsthand (you have met the target) | 15 |
| Familiar (you know the target well) | 10 |

*You must have some sort of connection to the target, such as an image of it, one of its possessions, or a lock of its hair.

On a successful check, the *crystal ball* projects a scrying sensor to a location where you can see the target, within 20 feet of it. You can see and hear through the sensor as if you were there. The sensor has the same senses as you.

The sensor is invisible, starts hidden, and cannot move from its position, but you can see and hear in all directions from its position. The target can notice the sensor's presence with a successful Wisdom check; the DC for that check is 15 + your Intelligence modifier. The target doesn't know the sensor's exact location unless it can see invisible objects. A creature that can see invisible objects perceives the sensor as a spectral projection of you.

Your sensor has an AC equal to 10 + your Intelligence modifier, makes saving throws using your ability scores, and has 1 hit point. It is immune to all damage except psychic damage. When the sensor drops to 0 hit points or fewer, it disappears, the scrying effect ends immediately, and you take 10d6 psychic damage.

You can dispel the scrying sensor at any time (no action required). As long as the sensor exists, you are restrained and cannot take actions.

Rarity: Legendary.

Dust of Dryness

This fine-grained gray powder sparkles in the light and is usually stored in a small pouch or envelope made of folded parchment. A pouch or envelope typically contains 1d6 + 4 pinches of *dust of dryness*.

A sniff of the powder reveals the scent of sunbaked clay and leaves one with a parched mouth. Touching *dust of dryness* immediately dries the skin, and tasting a pinch makes one desperately thirsty.

Property: You can sprinkle a pinch of dust as an action. The dust turns up to 100 gallons of water into a marble-sized pellet, which floats or

rests near where the dust was sprinkled. The pellet can be picked up and carried; its weight is negligible.

At any point, you or another creature can smash the pellet against a hard surface as an action. The pellet shatters and releases the same volume of water that the dust absorbed.

Secret: *Dust of dryness* is particularly deadly to water creatures. A water creature exposed to a pinch of dust must immediately make a DC 12 Constitution saving throw against dehydration. The creature takes 5d6 necrotic damage on a failed saving throw, or half damage on a successful saving throw.

Rarity: Uncommon.

Flying Carpet

Unrolling this large silken rug reveals a beautiful design woven of multicolored threads. Playful arabesque designs scud across a background of repeating geometrical calligraphy, all bordered with a pattern that suggests clouds.

When rolled out and laid on the ground, the *flying carpet* seems to hang for a moment an inch above it, as if buoyed by the air beneath.

A typical *flying carpet* measures 5 feet by 10 feet and can carry up to two Medium or smaller creatures.

Property: When you sit on the rug and speak the command word, the *flying carpet* rises into the air. You use your movement to control the *flying carpet*, and the carpet has a fly speed of 40 feet. A *flying carpet* can move at full speed as long as it carries no more than 400 pounds. It can carry up to double this weight, but if it does so, its speed is halved.

Speaking the command word again causes the carpet to slowly descend at a rate of 10 feet per round until it lands.

Rarity: Very rare.

Gauntlets of Ogre Power

Made from thick leather, these gauntlets have iron studs on the back that run halfway down the length of each finger.

The gauntlets are heavier than they look—as if lead were sewn between the layers of leather. A creature that dons the gauntlets feels as strong as an ogre, and the gauntlets do not seem nearly as weighty.

Property: While wearing *gauntlets of ogre power*, your Strength increases to 19. If your Strength is already 19 or higher, the gauntlets do not benefit you.

Rarity: Uncommon.

Gem of Seeing

This finely cut and polished diamond is the size of a human eye.

A creature that holds the gem to its eye notices that it's perfectly transparent, and peering through the gem in no way blurs or distorts the creature's vision. One can turn a *gem of seeing* into a pendant by setting it in a loop of precious metal, so that the gem is always within easy reach and hard to lose. A dread pirate lord had one set in an ornate eye patch.

Property: As an action, you can peer through the *gem of seeing* to spot hidden, invisible, illusory, astral, or ethereal creatures or objects as though they had no such benefit, out to the range of your vision.

Secret: A character who uses a *gem of seeing* has a 5 percent chance with each use of seeing a hallucination or mistaking a real object for an illusion.

Rarity: Very rare.

Hat of Disguise

A *hat of disguise* looks like a cheap, well-worn wool cap. Its colors have faded from sunlight and many years of hard use.

Putting the hat on for the first time causes a ripple of spontaneous and random illusory changes to the wearer's appearance. The effect is fleeting.

Property: While wearing the hat, you make yourself—including clothing, armor, weapons, and other equipment—look different. You can change your height by up to 25 percent and your weight by up to 50 percent. You must maintain the same body type, such as humanoid, but otherwise, the extent of the apparent change is up to you. All changes are illusory, and a creature justifiably suspicious of your appearance can make a Wisdom check opposed by your Charisma check. The hat grants a +5 bonus to your check, but if you lose the contest, the creature sees through the illusion.

Removing the hat ends the effect.

Rarity: Uncommon.

Horn of Blasting

This plain brass horn is badly dented, but despite the apparent damage, it is fully functional and highly resilient.

A *horn of blasting* functions as a normal trumpet unless someone speaks the command word and then blows the horn. Even without the command word, when blown, the horn emits a deep, roaring rumble. The blast causes the ground in front of the horn to quake slightly, and dust kicks into the air as if disturbed by a sudden gale.

Property: If you speak the command word and then blow the horn, it creates a thunderous blast in a 30-foot cone. Each creature in the cone must succeed at a DC 14 Constitution saving throw against thunder or take 5d6 thunder damage and become deafened for 1 minute. Crystalline creatures and objects make the saving throw with disadvantage; those that fail take 7d6 thunder damage. Creatures that succeed at the saving throw take only half damage.

When the horn's effect is used more than once in a given day, each extra use has a 20 percent cumulative chance of causing the horn to explode, dealing the blower 10d6 thunder damage and destroying the horn, but harming no one else.

Rarity: Rare.

Ioun Stone

When tossed into the air, this tiny gem orbits the head of its owner and confers a benefit based on its color and shape.

Ioun stones are named after Ioun, a god of knowledge and prophecy revered by sages and seers. How they came to be attributed to the god is a hotly debated topic among Ioun's faithful, but ironically, it remains a mystery. Some believe that worshipers of Vecna, the undead god of secrets, stole and hid this ancient lore.

Property: You can release an *Ioun stone* into the air as an action, whereupon it orbits around your head, 1d3 feet away. Thereafter, the stone must be grasped or netted to separate it from you. You can voluntarily seize and stow a stone (to keep it safe while sleeping, for example); no

action is required to do so, and the stone's effect ends immediately.

A stone has AC 24 and 10 hit points, and is resistant to all damage.

Many different *loun stones* exist, including those described here.

Clear Spindle (Rare): You do not suffer from hunger or thirst and have no need to eat or drink.

Dusty Rose Prism (Rare): You gain a +1 bonus to AC.

Deep Red Sphere (Very Rare): Your Dexterity score increases by 1.

Incandescent Blue Sphere (Very Rare): Your Wisdom score increases by 1.

Pale Blue Rhomboid (Very Rare): Your Strength score increases by 1.

Pink Rhomboid (Very Rare): Your Constitution score increases by 1.

Pink and Green Sphere (Very Rare): Your Charisma score increases by 1.

Scarlet and Blue Sphere (Very Rare): Your Intelligence score increases by 1.

Dark Blue Rhomboid (Rare): You gain a +3 bonus to checks made to listen, search, or spot.

Vibrant Purple Prism (Legendary): You can store spells that you know in the stone, which can hold up to three levels of spells. Storing a spell expends it and takes an action. Casting a spell stored in the stone also takes an action.

Pale Lavender Ellipsoid (Legendary): As a reaction, when you are attacked by or targeted by a spell of level 4 or lower, you can use the stone to absorb the spell without harm. The stone can't, however, absorb spells that don't target you alone, such as *fireball*.

Once the stone has absorbed 20 levels of spells, it burns out and turns dull gray, forever useless. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, it cannot absorb the spell.

Pearly White Spindle (Legendary): You regain 1 hit point each hour.

Pale Green Prism (Legendary): You gain a +1 bonus to attack rolls, saving throws, checks, and AC.

Orange Prism (Legendary): Once per day, you can cast the highest level spell you know without using a spell slot or any other resource.

Lavender and Green Ellipsoid (Legendary): As a reaction, when you are attacked by or targeted

by a spell of level 8 or lower, you can use the stone to absorb the spell without harm. The stone can't, however, absorb spells that don't target you alone, such as *fireball*.

Once the stone has absorbed 50 levels of spells, it burns out and turns dull gray, forever useless. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, it cannot absorb the spell.

Necklace of Fireballs

Red beads in gold fittings hang from a delicate golden chain, and the ends of the chain may be tied together to form a necklace. The beads quiver and shake, as if they struggle to contain a powerful force.

Property: The *necklace of fireballs* has 1d6 + 3 beads hanging from it. You use the necklace as an action by detaching a bead and throwing it up to 100 feet. Upon striking a solid surface, the tiny sphere explodes in a 20-foot-radius cloud of roiling flame. Each creature in the area must make a DC 13 Dexterity saving throw against fire. The target takes 5d6 fire damage, or half damage if the saving throw succeeds.

You can hurl multiple beads or even the entire necklace. The effect is the same except that the explosion deals 5d6 fire damage plus 1d6 extra fire damage for each additional bead after the first.

The fire created by this item ignites combustibles.

Once all of its beads are expended, the necklace melts away.

Rarity: Rare.

Pearl of Power

This pearl comes in many colors but is average in size and luster. When grasped, it feels warm to the touch. Once the pearl's magic is discharged, it feels like any other pearl.

Requirement: You must be able to prepare and cast spells.

Property: Once per day, you can speak the pearl's command word to recall one spell of 3rd level or lower that you have prepared and cast today. You regain the spell as if you had never cast it.

Rarity: Uncommon.

Portable Hole

This fine cloth, soft as silk, unfolds and expands into a circular sheet. When spread across a surface, the sheet seems to vanish, dropping away into a hole that wasn't there before.

Property: When opened fully, the *portable hole* covers a 6-foot-diameter surface. You can fold it up as small as a handkerchief. When spread across any solid surface, the *portable hole* creates an extradimensional hole that is 10 feet deep. Since the space within the hole does not exist in the same plane as the item itself, the *portable hole* can't be used to create open passages through floors, walls, doors, and other surfaces.

The *portable hole* can be stowed by taking hold of the edges of the magical cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the hole's extradimensional space. Creatures or objects placed in the *portable hole* do not add to the item's weight, which is negligible.

A creature inside the *portable hole* can exit the hole by walking, crawling, or climbing out of it. If the item is folded up, a creature can make a DC 10 Strength check as an action to force its way out, in which case it appears within 5 feet of the *portable hole* or the creature possessing it.

There's enough air in a closed *portable hole* to sustain creatures for up to 10 minutes.

Each *portable hole* has its own extradimensional space.

Secret: Placing a *bag of holding* inside a *portable hole* opens a rift to the Astral Plane. The rift sucks the bag's contents into the void, where they tumble away, lost forever.

Placing a *portable hole* inside a *bag of holding* opens a gate to a random plane of existence. The *portable hole*, the *bag of holding*, and all creatures within 10 feet of the items are forcibly drawn into another plane. Both items are destroyed in the process.

Rarity: Rare.

Robe of the Archmagi

This elegant garment is made from exquisite cloth and adorned with silvery runes. It is clearly a vestment of power and authority. The robe's color is always white, gray, or black.

Requirement: You must be able to cast at least one spell from the wizard's spell list.

Property: While wearing *robes of the archmagi*, you gain the following benefits.

- Your AC is 15 + your Dexterity modifier.
- You make saving throws against magical effects with advantage.
- You gain a +2 bonus to magic attacks.
- The saving throw DC to resist your spells increases by 2.

Secret: The robe's color corresponds with the alignment for which the item was created. A white robe is made for good alignments, gray for neutral alignments, and black for evil alignments. If a character dons a *robe of the archmagi* that doesn't match in alignment, the wearer makes all attacks and checks with disadvantage. Furthermore, the wearer makes saving throws with disadvantage, while creatures making saving throws against the wearer's spells do so with advantage.

Rarity: Legendary.

Rod of Absorption

This scepter-like rod is crafted from dark metal. If picked up, the rod is surprisingly heavy, and it seems to vibrate in its wielder's hand.

Property: While wielding a *rod of absorption*, as a reaction when you are attacked by or targeted by a spell, you can have the rod absorb that spell without harm. The rod can't, however, absorb spells that don't target you alone, such as *fireball*. The rod nullifies the spell's effect and stores the spell's energy, which you can use to fuel your own spells. You instantly detect a spell's level as the rod absorbs its energy.

The amount of energy (spell points) stored in the rod depends on the level of the spell absorbed.

| Spell Level | Spell Points |
|-------------|--------------|
| 0 | 0 |
| 1 | 1 |
| 2 | 2 |
| 3 | 3 |
| 4 | 5 |
| 5 | 6 |
| 6 | 7 |
| 7 | 9 |
| 8 | 11 |
| 9 | 14 |
| 10 | 20 |

As the rod accumulates absorbed spells, you can spend the stored spell points to cast any spell you know and have prepared. To do so, you must take an action and spend a number of spell points equal to the number of spell points the rod would gain by absorbing a spell of that level.

For example, an enemy spellcaster targets you with *charm person*, a 1st-level spell. The *rod of absorption* nullifies the spell and converts it to 1 spell point. On your next turn, you can use the rod to cast a 1st-level spell by expending the spell point, or you can wait for the rod to absorb more spells so that you can use the stored spell points to cast higher-level spells.

A *rod of absorption* can store up to 20 spell points. A newly found rod has 1d10 spell points stored within it. If you are targeted by a spell whose level would convert to more spell points than the rod has available, it cannot absorb the spell.

Rarity: Legendary.

Rod of Lordly Might

This metal rod resembles a mace with a flanged head at one end and six brass buttons in a row along the haft.

Property (Attuned): The *rod of lordly might* can be wielded as a +2 *mace*. Additionally, you can use the following properties.

Immobilizing Strike (1/day): Make a melee attack with the rod against a creature within your reach. If the attack hits, the target is also restrained until it uses an action to make a DC 13 Strength check and succeeds.

Invoke Fear (1/day): Using this power is an action. Each enemy within 30 feet of you that can see both you and the rod must make a DC 13

Wisdom saving throw against being frightened. On a failed saving throw, the target is frightened until it uses an action to make a DC 13 Wisdom check and succeeds.

Drain Life (1/day): Make a melee attack with the rod against a creature within your reach. If the attack hits, it deals 4d6 extra necrotic damage, and you regain 2d6 hit points.

Buttons: Once per round on your turn, you can press one of the rod's six buttons (no action). The button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

1. A fiery blade sprouts from the end opposite the rod's flanged head. The rod becomes a *flame tongue longsword*.
2. The rod becomes a +3 *battleaxe* as its flanged head folds down and two crescent-shaped blades spring out.
3. The rod becomes a +3 *spear* as its flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft.
4. The rod transforms into a climbing pole. A spike at the bottom anchors the pole in surfaces as hard as granite, while the other end sprouts three sharp grappling hooks. The rod stretches to a maximum length of 50 feet, stopping at whatever length you choose. Horizontal bars 3 inches long fold out from the sides, 1 foot apart, in a staggered progression, forming a ladder. The rod is firmly held in position by the spike and hooks, and it can bear up to 4,000 pounds.
5. The rod transforms into a handheld battering ram, which can be used to break down doors, barricades, and other unattended objects. The force exerted by the rod is equivalent to Strength 30.
6. The rod indicates magnetic north and gives you knowledge of your approximate depth beneath the surface or your height above it.

Rarity: Legendary.

Slippers of Spider Climbing

Woven from spider silk, these soft slippers fit snugly and comfortably.

Property: While wearing these slippers, you can move up, down, or across vertical surfaces or even upside down along ceilings while leaving your hands free. You move in this way at your normal speed and without needing to make a check.

Very slippery surfaces—including those that are icy, oiled, or greased—cannot be climbed using the slippers.

Rarity: Uncommon.

Tome of the Stilled Tongue

This thick, leather-bound volume has a particularly disgusting decoration—a desiccated tongue nailed to the front cover.

There are five of these tomes in all, and it's not certain which one is the original. The grisly cover decoration on the first *tome of the stilled tongue* once belonged to a former servant of Vecna who betrayed the lich. The tongues pinned to the covers of the four copies came from anonymous spellcasters who also crossed the one-eyed god of secrets.

The first few pages of each tome are filled with indecipherable scrawls, like the meandering scribbles of a lunatic. The remaining pages are blank and pristine.

Prerequisite: You must be able to cast at least one spell from the spell list of the cleric, the druid, or the wizard.

Property: You can use this tome as a spellbook.

In addition, you can cast one spell per day that you have written into the book without using an action, and without having to speak or gesticulate. On any round you use this property of the tome, you cannot spend your action to cast a spell.

Secret: Vecna watches and keeps tabs on the individual using this tome, and he can write cryptic messages in the book that appear at midnight and fade before dawn.

Rarity: Very rare.

Winged Boots

These fine boots appear to be ordinary footwear. When the boots are donned, tiny wings sprout from the ankles and flutter gently as if longing to take flight.

Property: While wearing *winged boots*, you can use your speed to fly.

You can use the boots for up to 4 hours each day, all at once or in several shorter flights. Attempting to fly beyond that time causes the magic to gradually fade, and you slowly descend at a rate of 10 feet per round until you land.

For every uninterrupted period of 12 hours that they are not in use, the boots regain 2 hours of flying.

Rarity: Rare.