



Amulet of Health

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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



Value: 8000 gp

Amulet of Proof against Detection and Location

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

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



Value: 20000 gp



Ammunition +2

Type: Any Ammunition

Rarity: Rare

Description

You have a +2 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 100 gp

Ammunition +3

Type: Any Ammunition

Rarity: Very Rare

Description

You have a +3 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 400 gp



Adamantine Armor

Type: Armor: Medium or Heavy, but not Hide

Rarity: Uncommon

Description

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



Value: 500 gp

Ammunition +1

Type: Any Ammunition

Rarity: Uncommon

Description

You have a +1 bonus to attack and damage rolls made with this piece of magic ammunition. Once it hits a target, the ammunition is no longer magical.



Value: 25 gp

Armor +2

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have a +2 bonus to AC while wearing this armor.

Value: 6000 gp

Armor +3

Type: Armor: Light, Medium, or Heavy
Rarity: Very Rare

Description

You have a +3 bonus to AC while wearing this armor.

Value: 24000 gp

Lever 2: Up - Forward window shutter opens; Legs and tail retract, reducing the apparatus' speed to 0 and making it unable to benefit from bonuses to speed. Down - Forward window shutter closes.

Lever 3: Up - Side window shutters open (two per side);

Forward window shutter closes. Down - Side window shutters close (two per side).

Lever 4: Up - Two claws extend from the front sides of the apparatus; Side window shutters close (two per side). Down - The claws retract.

Lever 5: Up - Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: 7 (2d6) bludgeoning damage; The claws retract. Down - Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 15).

Lever 6: Up - The apparatus walks or swims forward;

Each extended claw makes the following melee weapon attack: +8 to hit, reach 5 ft., one target. Hit: The target is grappled (escape DC 15). Down - The apparatus walks or swims backward.

Lever 7: Up - The apparatus turns 90 degrees left; The apparatus walks or swims backward. Down - The apparatus turns 90 degrees right.

Lever 8: Up - Eyelike fixtures emit bright light in a 30-foot radius and dim light for an additional 30ft; The apparatus turns 90 degrees right. Down - The light turns off.

Lever 9: Up - The apparatus sinks as much as 20ft in liquid; The light turns off. Down - The apparatus rises up to 20ft in liquid.

Lever 10: Up - The rear hatch unseals and opens; The apparatus rises up to 20ft in liquid. Down - The rear hatch closes and seals.

Value: 10000 gp

Armor +1

Type: Armor: Light, Medium, or Heavy
Rarity: Uncommon

Description

You have a +1 bonus to AC while wearing this armor.

Value: 1500 gp

Amulet of the Planes

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

While wearing this amulet, you can use an action to name a location that you are familiar with on another plane of existence.

Make a DC 15 Intelligence check.

On a successful check, you cast the plane shift spell.

On a failure, you and each creature and object within 15ft of you travel to a random destination.

Roll a d100. On a 1-60, you travel to a random location on the plane you named. On a 61-100, you travel to a randomly determined plane of existence.

Value: 160000 gp

Animated Shield

Type: Shield

Rarity: Very Rare

Description

While holding this shield, you can speak its command word as a bonus action to cause it to animate.

The shield leaps into the air and hovers in your space to protect you as if you were wielding it, leaving your hands free.

The shield remains animated for 1 minute, until you use a bonus action to end this effect, or until you are incapacitated or die, at which point the shield falls to the ground or into your hand if you have one free.

Value: 6000 gp

Arrow-Catching Shield

Type: Shield
Rarity: Rare

Description

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

Value: 6000 gp

Armor of Vulnerability

Requires Attunement While Cursed

Type: Plate Armor
Rarity: Rare

Description

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

Curse. This armor is cursed, a fact that is revealed only when an identify spell is cast on the armor or you attune to it. Attuning to the armor curses you until you are targeted by the remove curse spell or similar magic; removing the armor fails to end the curse. While cursed you have vulnerability to two of the three damage type associated with the armor (not the one to which it grants resistance).

Value: 6000 gp

heinous of villains and directs the newcomers to find and attack you. If you are on the same plane of existence as the statue, it knows where you are. The statue becomes inanimate after 24 hours.

If 31-40, then A campfire with blue flames springs forth and burns for 24 hours (or until it is extinguished).

If 41-50, then 1d6 + 6 shriekers sprout.

If 51-60, then 1d4 + 8 bright pink toads crawl forth. Whenever a toad is touched, it transforms into a Large or smaller monster of the GM's choice. The monster remains for 1 minute, then disappears in a puff of bright pink smoke.

If 61-70, then A hungry bulette burrows up and attacks.

If 71-80, then A fruit tree grows. It has 1d10 + 20 fruit, 1d8 of which act as randomly determined magic potions, while one acts as an ingested poison of the GM's choice. The tree vanishes after 1 hour. Picked fruit remains, retaining any magic for 30 days.

If 81-90, then A nest of 1d4 + 3 eggs springs up.

Any creature that eats an egg must make a DC 20 Constitution saving throw. On a successful save, a creature permanently increases its lowest ability score by 1, randomly choosing among equally low scores. On a failed save, the creature takes 10d6 force damage from an internal magical explosion.

If 91-99, then A pyramid with a 60-foot-square base bursts upward. Inside is a sarcophagus containing a mummy lord. The pyramid is treated as the mummy lord's lair, and its sarcophagus contains treasure of the GM's choice.

If 0, then A giant beanstalk sprouts, growing to a height of the GM's choice. The top leads where the GM chooses, such as to a great view, a cloud giant's castle, or a different plane of existence.

Value: 2500 gp

Armor of Invulnerability

Type: Plate Armor
Rarity: Legendary

Description

You have resistance to nonmagical damage while you wear this armor.

Additionally, you can use an action to make yourself immune to nonmagical damage for 10 minutes or until you are no longer wearing the armor.

Once this special action is used, it can't be used again until the next dawn.

Value: 18000 gp

Armor of Resistance

Type: Armor: Light, Medium, or Heavy
Rarity: Rare

Description

You have resistance to one type of damage while you wear this armor. The DM chooses the type or determines it randomly by rolling a d10.

1: Resistance Type = Acid, and the Armor is a milky-white.

2: Resistance Type is Cold, and the Armor is the colors of a sunset.

3: Resistance Type is Fire, and the Armor is a light-blue.

4: Resistance Type is Force, and the Armor is clear, with small flakes that shimmer, when swirled.

5: Resistance Type is Lightning, and the Armor is thick, and mud colored.

6: Resistance Type is Necrotic, and the Armor is completely clear.

7: Resistance Type is Poison, and the Armor is a very light-yellow.

8: Resistance Type is Psychic, and the Armor is silver, like mercury.

9: Resistance Type is Radiant, and the Armor is completely black.

10: Resistance Type is Thunder, and the Armor is grey and coarse.

Value: 6000 gp

Ammunition of Slaying

Type: Arrow
Rarity: Very Rare

Description

An Ammunition of slaying is a magic weapon meant to slay a particular kind of creature. Some are more focused than others; for example, there are both Ammunition of dragon slaying and Ammunition of blue dragon slaying.

If a creature belonging to the type, race, or group associated with an Ammunition of slaying takes damage from the Ammunition, the creature must make a DC 17 Constitution saving throw, taking an extra 6d10 piercing damage on a failed save, or half as much extra damage on a successful one.

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

Value: 600 gp

Bag of Tricks - Tan

Type: Wondrous item
Rarity: Uncommon

Description

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

You can use an action to pull the fuzzy object from the bag and throw it up to 20ft. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

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

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

1 = Jackal; 2 = Ape; 3 = Baboon; 4 = Axe beak; 5 = Black bear; 6 = Giant weasel; 7 = Giant hyena; 8 = Tiger.
Value: 500 gp

Bag of Tricks - Gray

Type: Wondrous item
Rarity: Uncommon

Description

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

You can use an action to pull the fuzzy object from the bag and throw it up to 20ft. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

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

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

1 = Weasel; 2 = Giant rat; 3 = Badger; 4 = Boar; 5 = Panther; 6 = Giant badger; 7 = Dire wolf; 8 = Giant elk.
Value: 500 gp

Bag of Devouring

Type: Wondrous item
Rarity: Very Rare

Description

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

The extra-dimensional creature attached to the bag can sense whatever is placed inside the bag.

Animal or vegetable matter placed wholly in the bag is devoured and lost forever. When part of a living creature is placed in the bag, as happens when someone reaches inside it, there is a 50 percent chance that the creature is pulled inside the bag. A creature inside the bag can use its action to try to escape with a successful DC 15 Strength check.

Another creature can use its action to reach into the bag to pull a creature out, doing so with a successful DC 20 Strength check (provided it isn't pulled inside the bag first). Any creature that starts its turn inside the bag is devoured, its body destroyed.

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

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

Value: Invaluable

Bead of Force

Type: Wondrous item
Rarity: Rare

Description

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

You can use an action to throw the bead up to 60ft.

The bead explodes on impact and is destroyed.

Each creature within a 10-foot radius of where the bead landed must succeed on a DC 15 Dexterity saving throw or take 5d4 force damage. A sphere of transparent force then encloses the area for 1 minute. Any creature that failed the save and is completely within the area is trapped inside this sphere. Creatures that succeeded on the save, or are partially within the area, are pushed away from the center of the sphere until they are no longer inside it. Only breathable air can pass through the sphere's wall. No attack or other effect can.

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

Value: 960 gp

Bag of Tricks - Rust

Type: Wondrous item
Rarity: Uncommon

Description

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

You can use an action to pull the fuzzy object from the bag and throw it up to 20ft. When the object lands, it transforms into a creature you determine by rolling a d8 and consulting the table that corresponds to the bag's color. The creature vanishes at the next dawn or when it is reduced to 0 hit points.

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

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

1 = Rat; 2 = Owl; 3 = Mastiff; 4 = Goat; 5 = Giant goat; 6 = Giant boar; 7 = Lion; 8 = Brown bear.

Value: 500 gp

Bag of Holding

Type: Wondrous item
Rarity: Uncommon

Description

This bag has an interior space considerably larger than its outside dimensions, roughly 2ft in diameter at the mouth and 4ft deep. The bag can hold up to 500 lbs, not exceeding a volume of 64 cubic feet.

The bag weighs 15 lbs, regardless of its contents.

Retrieving an item from the bag requires an action. If the bag is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again.

Breathing creatures inside the bag can survive up to a number of minutes equal to 10 divided by the number of creatures (minimum 1 minute), after which time they begin to suffocate.

Placing a bag of holding inside an extra-dimensional space created by a handy haversack, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10ft of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened. Value: 4000 gp



Belt of Cloud Giant Strength

Requires Attunement
Type: Wondrous item
Rarity: Legendary

Description

While wearing this belt, your Strength score changes to 27. If your Strength is already equal to or greater than 27, the item has no effect on you.

Value: 36000 gp



Belt of Stone Giant Strength

Requires Attunement
Type: Wondrous item
Rarity: Very Rare

Description

While wearing this belt, your Strength score changes to 23. If your Strength is already equal to or greater than 23, the item has no effect on you.

Value: 16000 gp



Belt of Dwarvenkind

Requires Attunement
Type: Wondrous item
Rarity: Rare

Description

While wearing this belt, you gain the following benefits:

Your Constitution score increases by 2, to a maximum of 20.

You have advantage on Charisma (Persuasion) checks made to interact with dwarves.

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

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

You have advantage on saving throws against poison, and you have resistance against poison damage.

You have darkvision out to a range of 60ft. You can speak, read, and write Dwarvish.

Value: 6000 gp



Belt of Storm Giant Strength

Requires Attunement
Type: Wondrous item
Rarity: Legendary

Description

While wearing this belt, your Strength score changes to 29. If your Strength is already equal to or greater than 29, the item has no effect on you.

Value: 36000 gp



Belt of Fire Giant Strength

Requires Attunement
Type: Wondrous item
Rarity: Very Rare

Description

While wearing this belt, your Strength score changes to 25. If your Strength is already equal to or greater than 25, the item has no effect on you.

Value: 16000 gp



Belt of Hill Giant Strength

Requires Attunement
Type: Wondrous item
Rarity: Rare

Description

While wearing this belt, your Strength score changes to 21. If your Strength is already equal to or greater than 21, the item has no effect on you.

Value: 4000 gp



Boots of Speed

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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

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

Value: 4000 gp

Boots of Striding and Springing

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

While you wear these boots, your walking speed becomes 30ft, unless your walking speed is higher, and your speed isn't reduced if you are encumbered or wearing heavy armor.

In addition, you can jump three times the normal distance, though you can't jump farther than your remaining movement would allow.

Value: 5000 gp

Boots of Elvenkind

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 2500 gp

Boots of Levitation

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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

Value: 4000 gp

Belt of Frost Giant Strength

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

While wearing this belt, your Strength score changes to 23. If your Strength is already equal to or greater than 23, the item has no effect on you.

Value: 16000 gp

Berserker Axe

Type: Axe

Rarity: Rare

Description

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

In addition, while you are attuned to this weapon, your hit point maximum increases by 1 for each level you have attained.

Curse. This axe is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the axe, keeping it within reach at all times. You also have disadvantage on attack rolls with weapons other than this one, unless no foe is within 60ft of you that you can see or hear.

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

Value: 3000 gp



Brazier of Commanding Fire Elementals

Type: Wondrous item
Rarity: Rare

Description

While a fire burns in this brass brazier, you can use an action to speak the brazier's command word and summon a fire elemental, as if you had cast the conjure elemental spell. The brazier can't be used this way again until the next dawn.
The brazier weighs 5 lbs.

Value: 8000 gp



Bracers of Archery

Requires Attunement
Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 1500 gp



Boots of the Winterlands

Requires Attunement
Type: Wondrous item
Rarity: Uncommon

Description

These furred boots are snug and feel quite warm. While you wear them, you gain the following benefits:
You have resistance to cold damage.
You ignore difficult terrain created by ice or snow.
You can tolerate temperatures as low as -50 degrees Fahrenheit without any additional protection. If you wear heavy clothes, you can tolerate temperatures as low as -100 degrees Fahrenheit.

Value: 10000 gp



Brooch of Shielding

Requires Attunement
Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 7500 gp



Bracers of Defense

Requires Attunement
Type: Wondrous item
Rarity: Rare

Description

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

Value: 6000 gp



Bowl of Commanding Water Elementals

Type: Wondrous item
Rarity: Rare

Description

While this bowl is filled with water, you can use an action to speak the bowl's command word and summon a water elemental, as if you had cast the conjure elemental spell. The bowl can't be used this way again until the next dawn.
The bowl is about 1ft in diameter and half as deep. It weighs 3 lbs and holds about 3 gallons.

Value: 8000 gp



Censer of Controlling Air

Elementals

Type: Wondrous item
Rarity: Rare

Description

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

This 6in-wide, 1 ft-high vessel resembles a chalice with a decorated lid. It weighs 1 lb.

Value: 8000 gp

Chime of Opening

Type: Wondrous item
Rarity: Rare

Description

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

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

Value: 1500 gp

Cape of the Mountebank

Type: Wondrous item
Rarity: Rare

Description

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

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

Value: 8000 gp

Carpet of Flying

Type: Wondrous item
Rarity: Very Rare

Description

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

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

If 0-20, then the carpet is 3 ft. x 5 ft.in size, can carry 200 lb., and has a Flying Speed of 80ft., If 21-55, then the carpet is 4 ft. x 6 ft.in size, can carry 400 lb., and has a Flying Speed of 60ft., If 56-80, then the carpet is 5 ft. x 7 ft.in size, can carry 600 lb., and has a Flying Speed of 40ft., If 80-100, then the carpet is 6 ft. x 9 ft.in size, can carry 800 lb., and has a Flying Speed of 30ft.

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

Value: 12000 gp

Broom of Flying

Type: Wondrous item
Rarity: Uncommon

Description

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

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

Value: 8000 gp

Candle of Invocation *Requires Attunement*

Type: Wondrous item
Rarity: Very Rare

Description

This slender taper is dedicated to a deity and shares that deity's alignment. The candle's alignment can be detected with the detect evil and good spell. The DM chooses the god and associated alignment or determines the alignment randomly by rolling a d20.

If 1-2, then Alignment is Chaotic evil. If 3-4, then Alignment is Chaotic neutral. If 5-7, then Alignment is Chaotic good. If 8-9, then Alignment is Neutral evil. If 10-11, then Alignment is Neutral. If 12-13, then Alignment is Neutral good. If 14-15, then Alignment is Lawful evil. If 16-17, then Alignment is Lawful neutral. If 18-20, then Alignment is Lawful good.

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

While lit, the candle sheds dim light in a 30ft radius. Any creature within that light whose alignment matches that of the candle makes attack rolls, saving throws, and ability checks with advantage.

In addition, a cleric or druid in the light whose alignment matches the candle's can cast 1st-level spells he or she has prepared without expending spell slots, though the spell's effect is as if cast with a 1st-level slot.

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

Value: 8400 gp



Cloak of Protection

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 3500 gp



Cloak of Displacement

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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

Value: 60000 gp



Cloak of the Bat

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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

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

Value: 6000 gp



Circlet of Blasting

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 1500 gp



Cloak of Arachnida

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

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

You have resistance to poison damage.

You have a climbing speed equal to your walking speed.

You can move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free.

You can't be caught in webs of any sort and can move through webs as if they were difficult terrain.

You can use an action to cast the web spell (save DC 13). The web created by the spell fills twice its normal area. Once used, this property of the cloak can't be used again until the next dawn.

Value: 5000 gp



Crystal Ball of True Seeing

Requires Attunement

Type: Wondrous item

Rarity: Legendary

Description

While touching the Crystal Ball, you can cast the scrying spell (save DC 17) with it.

While scrying with the crystal ball, you have truesight with a radius of 120ft centered on the spell's sensor.

Value: 60000 gp

Cube of Force

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

This cube is about an inch across. Each face has a distinct marking on it that can be pressed. The cube starts with 36 charges, and it regains 1d20 expended charges daily at dawn. You can use an action to press one of the cube's faces, expending a number of charges based on the chosen face, as shown in the Cube of Force Faces table. Each face has a different effect. If the cube has insufficient charges remaining, nothing happens. Otherwise, a barrier of invisible force springs into existence, forming a cube 15ft on a side. The barrier is centered on you, moves with you, and lasts for 1 minute, until you use an action to press the cube's sixth face, or the cube runs out of charges. If you can change the barrier's effect by pressing a face, it resets the duration and expending the requisite number of charges. If you don't, the barrier lasts for 1 minute. If you use an action to press the cube's sixth face, the barrier's effect changes to the effect of the face you pressed, and the duration resets. If your movement causes the barrier to come into contact with a solid object that can't pass through the cube, you can't move any closer to that object as long as the barrier remains. If Face Number is 1, then 1 Charge is used, and Gases, wind, and fog can't pass through the barrier. If Face Number is 2, then 2 Charge is used, and Nonliving matter can't pass through the barrier. Walls, floors, and ceilings can pass through at your discretion. If Face Number is 3, then 3 Charge is used, and Living matter can't pass through the barrier. If Face Number is 4, then 4 Charge is used, and Spell effects can't pass through the barrier. If Face Number is 5, then 5 Charge is used, and Nothing can pass through the barrier. Walls, floors, and ceilings can pass through at your discretion. If Face Number is 6, then 6 Charge is used, and all creatures are incapacitated. The cube loses charges when the barrier is targeted by certain spells or comes into contact with certain spell or magic item effects, as shown in the table below. Disintegrate removes 1d12 Charges. Horn of blasting removes 1d10 Charges. Passwall removes 1d6 Charges. Prismatic spray removes 1d20 Charges. Wall of fire removes 1d4 Charges.

Value: 16000 gp

Crystal Ball of Mind Reading

Requires Attunement

Type: Wondrous item

Rarity: Legendary

Description

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

Value: 50000 gp

Crystal Ball of Telepathy

Requires Attunement

Type: Wondrous item

Rarity: Legendary

Description

While touching the Crystal Ball, you can cast the scrying spell (save DC 17) with it.

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

Value: 60000 gp

Cloak of the Manta Ray

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 6000 gp

Crystal Ball of Scrying

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

While touching the crystal ball, you can cast the scrying spell (save DC 17) with it.

Value: 30000 gp

Etlin; Eight of hearts = Bugbear; Two of hearts = Goblin; Ace of diamonds = Beholder; King of diamonds = Archmage and mage apprentice; Queen of diamonds = Night hag; Jack of diamonds = Assassin; Ten of diamonds = Cloud giant; Nine of diamonds = Fire giant; Eight of diamonds = Groll; Two of diamonds = Kobold; Ace of spades = Lich; King of spades = Priest and two acolytes; Queen of spades = Medusa; Jack of spades = Veteran; Ten of spades = Frost giant; Nine of spades = Troll; Eight of spades = Hobgoblin; Two of spades = Goblin; Ace of clubs = Iron golem; King of clubs = Bandit captain and four bandits; Queen of clubs = Etrinyes; Jack of clubs = Berserker; Ten of clubs = Hill giant; Nine of clubs = Ogre; Eight of clubs = Orc; Two of clubs = Kobold; Jokers (2) = You (the deck's owner).

Value: 6120 gp

Deck of Many Things

Type: Wondrous item
Rarity: Legendary

Description

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

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

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

See DMG for Card Details

Value: Invaluable

Dancing Sword

Type: Sword
Rarity: Very Rare

Description

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

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

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

Value: 2000 gp

Decanter of Endless Water

Type: Wondrous item
Rarity: Uncommon

Description

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

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

“Stream” produces 1 gallon of water.

“Fountain” produces 5 gallons of water.

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

Value: 135000 gp

Cubic Gate

Type: Wondrous item
Rarity: Legendary

Description

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

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

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

Value: 40000 gp

Dagger of Venom

Type: Dagger
Rarity: Rare

Description

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

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

Value: 2500 gp

Dragon Slayer

Type: Sword
Rarity: Rare

Description

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

When you hit a dragon with this weapon, the dragon takes an extra 3d6 damage of the weapon's type. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

Value: 8000 gp

Dust of Disappearance

Type: Wondrous item
Rarity: Uncommon

Description

Found in a small packet, this powder resembles very fine sand. There is enough of it for one use. When you use an action to throw the dust into the air, you and each creature and object within 10ft of you becomes invisible for 2d4 minutes. The duration is the same for all subjects, and the dust is consumed when its magic takes effect. If a creature affected by the dust attacks or casts a spell, the invisibility ends for that creature.

Value: 300 gp

Dimensional Shackles

Type: Wondrous item
Rarity: Rare

Description

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

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

Value: 3000 gp

Dragon Scale Mail

Type: Scale Mail
Rarity: Very Rare

Description

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

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

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

If **Black Dragon**, then Resistance is Acid. If **Blue Dragon**, then Resistance is Lightning. If **Brass Dragon**, then Resistance is Fire. If **Bronze Dragon**, then Resistance is Lightning. If **Copper Dragon**, then Resistance is Acid. If **Gold Dragon**, then Resistance is Fire. If **Green Dragon**, then Resistance is Poison. If **Red Dragon**, then Resistance is Fire. If **Silver Dragon**, then Resistance is Cold. If **White Dragon**, then Resistance is Cold.

Value: 4000 gp

Defender

Type: Sword
Rarity: Legendary

Description

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

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

Value: 24000 gp

Demon Armor

Type: Plate Armor
Rarity: Very Rare

Description

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

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

Value: 20000 gp

Efficient Quiver

Type: Wondrous item
Rarity: Uncommon

Description

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

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

Value: 1800 gp

Dwarven Plate

Type: Plate Armor
Rarity: Very Rare

Description

While wearing this armor, you gain a +2 bonus to AC.

In addition, if an effect moves you against your will along the ground, you can use your reaction to reduce the distance you are moved by up to 10ft.

Value: 9000 gp

Efreeti Bottle

Type: Wondrous item
Rarity: Very Rare

Description

This painted brass bottle weighs 1 lb. When you use an action to remove the stopper, a cloud of thick smoke flows out of the bottle. At the end of your turn, the smoke disappears with a flash of harmless fire, and an efreeti appears in an unoccupied space within 30ft of you.

The first time the bottle is opened, the DM rolls to determine what happens, or determines it randomly, by rolling a d100.

If 1-20, Then The efreeti attacks you. After fighting for 5 rounds, the efreeti disappears, and the bottle loses its magic.; **If 21-90**, Then The efreeti serves you for 1 hour, doing as you command. Then the efreeti returns to the bottle, and a new stopper contains it. The stopper can't be removed for 24 hours. The next two times the bottle is opened, the same effect occurs. If the bottle is opened a fourth time, the efreeti escapes and disappears, and the bottle loses its magic.; **If 91-00**, Then The efreeti can cast the wish spell three times for you. It disappears when it grants the final wish or after 1 hour, and the bottle loses its magic.

Value: 145000 gp

Dust of Dryness

Type: Wondrous item
Rarity: Uncommon

Description

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

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

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

Value: 200 gp

Dust of Sneezing and Choking

Type: Wondrous item
Rarity: Uncommon

Description

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

When you use an action to throw a handful of the dust into the air, you and each creature that needs to breathe within 30ft of you must succeed on a DC 15 Constitution saving throw or become unable to breathe, while sneezing uncontrollably. A creature affected in this way is incapacitated and suffocating. As long as it is conscious, a creature can repeat the saving throw at the end of each of its turns, ending the effect on it on a success. The lesser restoration spell can also end the effect on a creature.

Value: 480 gp

Dwarven Thrower

Type: Warhammer
Rarity: Very Rare

Description

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

Value: 18000 gp

Eyes of Minute Seeing

Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 2500 gp

Eyes of the Eagle

Requires Attunement
Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 2500 gp

Eversmoking Bottle

Type: Wondrous item
Rarity: Uncommon

Description

Smoke leaks from the lead-stoppered mouth of this brass bottle, which weighs 1 lb. When you use an action to remove the stopper, a cloud of thick smoke pours out in a 60ft radius from the bottle. The cloud's area is heavily obscured. Each minute the bottle remains open and within the cloud, the radius increases by 10ft until it reaches its maximum radius of 120ft. The cloud persists as long as the bottle is open. Closing the bottle requires you to speak its command word as an action. Once the bottle is closed, the cloud disperses after 10 minutes. A moderate wind (11 to 20 miles per hour) can also disperse the smoke after 1 minute, and a strong wind (21 or more miles per hour) can do so after 1 round.

Value: 1000 gp

Eyes of Charming

Requires Attunement
Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 3000 gp

Elemental Gem

Type: Wondrous item
Rarity: Uncommon

Description

This gem contains a mote of elemental energy. When you use an action to break the gem, an elemental is summoned as if you had cast the conjure elemental spell, and the gem's magic is lost. The type of gem determines the elemental summoned by the spell.

If **Blue sapphire**, then Summoned Elemental is Air elemental. If **Yellow diamond**, then Summoned Elemental is Earth elemental. If **Red corundum**, then Summoned Elemental is Fire elemental. If **Emerald**, then Summoned Elemental is Water elemental.

Value: 960 gp

Elven Chain

Type: Chain Shirt
Rarity: Rare

Description

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

Value: 4000 gp

Feather Token - Anchor

Type: Wondrous item
Rarity: Rare

Description

This tiny object looks like a coin with a symbol on it. You can use an action to touch the token to a boat or ship. For the next 24 hours, the vessel can't be moved by any means. Touching the token to the vessel again ends the effect. When the effect ends, the token disappears.

Value: 50 gp

Feather Token - Bird

Type: Wondrous item
Rarity: Rare

Description

This tiny object looks like a coin with a symbol on it. You can use an action to toss the token 5ft into the air. The token disappears and an enormous, multicolored bird takes its place. The bird has the statistics of a roc, but it obeys your simple commands and can't attack. It can carry up to 500 lbs while flying at its maximum speed (16 miles an hour for a maximum of 144 miles per day, with a one hour rest for every 3 hours of flying), or 1,000 lbs at half that speed. The bird disappears after flying its maximum distance for a day or if it drops to 0 hit points. You can dismiss the bird as an action.

Value: 300 gp

Feather Token - Fan

Type: Wondrous item
Rarity: Rare

Description

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

Value: 200 gp

Feather Token - Tree

Type: Wondrous item
Rarity: Rare

Description

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

Value: 400 gp

Feather Token - Swan Boat

Type: Wondrous item
Rarity: Rare

Description

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

Value: 450 gp

Feather Token - Whip

Type: Wondrous item
Rarity: Rare

Description

This tiny object looks like a coin with a symbol on it. You can use an action to throw the token to a point within 10ft of you. The token disappears, and a floating whip takes its place. You can then use a bonus action to make a melee spell attack against a creature within 10ft of the whip, with an attack bonus of +9. On a hit, the target takes 1d6 + 5 force damage.

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

Value: 500 gp

Figurine of Wondrous Power - Marble Elephant

Type: Wondrous item
Rarity: Very Rare

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

This marble statuette is about 4 inches high and long. It can become an elephant for up to 24 hours.

Once it has been used, it can't be used again until 7 days have passed.

Value: 17000 gp

Figurine of Wondrous Power - Golden Lions

Type: Wondrous item
Rarity: Very Rare

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

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

Value: 16500 gp

Figurine of Wondrous Power - Bronze Griffin

Type: Wondrous item
Rarity: Very Rare

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

This bronze statuette is of a griffin rampant. It can become a griffin for up to 6 hours.

Once it has been used, it can't be used again until 5 days have passed.

Value: 10000 gp

Figurine of Wondrous Power - Obsidian Steed

Type: Wondrous item
Rarity: Very Rare

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

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

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

Value: 28500 gp

each hour or portion thereof it spends in beast form costs 1 charge. While it has charges, you can use it as often as you wish. When it runs out of charges, it reverts to a figurine and can't be used again until 7 days have passed, when it regains all its charges.

The goat of travail becomes a giant goat for up to 3 hours. Once it has been used, it can't be used again until 30 days have passed.

The goat of terror becomes a giant goat for up to 3 hours. The goat can't attack, but you can remove its horns and use them as weapons. One horn becomes a +1 lance, and the other becomes a +2 longsword. Removing a horn requires an action, and the weapons disappear and the horns return when the goat reverts to figurine form.

In addition, the goat radiates a 30ft radius aura of terror while you are riding it. Any creature hostile to you that starts its turn in the aura must succeed on a DC 15 Wisdom saving throw or be frightened of the goat for 1 minute, or until the goat reverts to figurine form. The frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

Once it successfully saves against the effect, a creature is immune to the goat's aura for the next 24 hours. Once the figurine has been used, it can't be used again until 15 days have passed.

Value: 21000 gp

Figurine of Wondrous Power - Ebony Fly

Type: Wondrous item
Rarity: Very Rare

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

This ebony statuette is carved in the likeness of a horsefly. It can become a giant fly for up to 12 hours and can be ridden as a mount.

Once it has been used, it can't be used again until 2 days have passed.

Value: 10000 gp

Folding Boat

Type: Wondrous item
Rarity: Rare

Description

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

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

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

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

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

Value: 10000 gp

Frost Brand

Type: Sword
Rarity: Very Rare

Description

When you hit with an attack using this magic sword, the target takes an extra 1d6 cold damage.

In addition, while you hold the sword, you have resistance to fire damage.

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

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

Value: 2200 gp

Figurine of Wondrous Power - Silver

Raven

Type: Wondrous item
Rarity: Uncommon

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

This silver statuette of a raven can become a raven for up to 12 hours.

Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the animal messenger spell on it at will.

Value: 3800 gp

Flame Tongue

Type: Sword
Rarity: Rare

Description

You can use a bonus action to speak this magic sword's command word, causing flames to erupt from the blade. These flames shed bright light in a 40-foot radius and dim light for an additional 40ft.

While the sword is ablaze, it deals an extra 2d6 fire damage to any target it hits. The flames last until you use a bonus action to speak the command word again or until you drop or sheathe the sword.

Value: 5000 gp

Figurine of Wondrous Power - Onyx

Dog

Type: Wondrous item
Rarity: Very Rare

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

This onyx statuette of a dog can become a mastiff for up to 6 hours. The mastiff has an Intelligence of 8 and can speak Common. It also has darkvision out to a range of 60ft and can see invisible creatures and objects within that range. Once it has been used, it can't be used again until 7 days have passed.

Value: 15500 gp

Figurine of Wondrous Power - Serpentine Owl

Type: Wondrous item
Rarity: Rare

Description

A figurine of wondrous power is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60ft of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions.

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

This serpentine statuette of an owl can become a giant owl for up to 8 hours.

Once it has been used, it can't be used again until 2 days have passed. The owl can telepathically communicate with you at any range if you and it are on the same plane of existence.

Value: 9100 gp

Glamoured Studded Leather

Type: Studded Leather

Rarity: Rare

Description

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

Value: 2000 gp

Gloves of Missile Snaring

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 3000 gp

Gem of Seeing

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

This gem has 3 charges. As an action, you can speak the gems command word and expend 1 charge. For the next 10 minutes, you have truesight out to 120ft when you peer through the gem. The gem regains 1d3 expended charges daily at dawn.

Value: 32000 gp

Giant Slayer

Type: Axe or Sword

Rarity: Rare

Description

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

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

Value: 7000 gp

Gauntlets of Ogre Power

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 8000 gp

Gem of Brightness

Type: Wondrous item

Rarity: Uncommon

Description

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

The **first command word** causes the gem to shed bright light in a 30ft radius and dim light for an additional 30ft. This effect doesn't expend a charge. It lasts until you use a bonus action to repeat the command word or until you use another function of the gem.

The **second command word** expends 1 charge and causes the gem to fire a brilliant beam of light at one creature you can see within 60ft of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The **third command word** expends 5 charges and causes the gem to flare with blinding light in a 30ft cone originating from it. Each creature in the cone must make a saving throw as if struck by the beam created with the second command word.

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

Value: 5000 gp

Hat of Disguise

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 5000 gp

Headband of Intellect

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 8000 gp

Hammer of Thunderbolts

Type: Maul

Rarity: Legendary

Description

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

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

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

Value: 16000 gp

Handy Haversack

Type: Wondrous item

Rarity: Rare

Description

This backpack has a central pouch and two side pouches, each of which is an extra-dimensional space. Each side pouch can hold up to 20 lbs of material, not exceeding a volume of 2 cubic feet. The large central pouch can hold up to 8 cubic feet or 80 lbs of material. The backpack always weighs 5 lbs, regardless of its contents. Placing an object in the haversack follows the normal rules for interacting with objects. Retrieving an item from the haversack requires you to use an action. When you reach into the haversack for a specific item, the item is always magically on top.

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

Placing the haversack inside an extra-dimensional space created by a bag of holding, portable hole, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10ft of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Value: 2000 gp

Gloves of Swimming and Climbing

Requires Attunement

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 2000 gp

Goggles of Night

Type: Wondrous item

Rarity: Uncommon

Description

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

Value: 1500 gp

Holy Avenger

Type: Sword
Rarity: Legendary

Description

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

While you hold the drawn sword, it creates an aura in a 10ft radius around you. You and all creatures friendly to you in the aura have advantage on saving throws against spells and other magical effects. If you have 17 or more levels in the paladin class, the radius of the aura increases to 30ft.

Value: 165000 gp

Horn of Blasting

Type: Wondrous item
Rarity: Rare

Description

You can use an action to speak the horn's command word and then blow the horn, which emits a thunderous blast in a 30ft cone that is audible 600ft away. Each creature in the cone must make a DC 15 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage and is deafened for 1 minute. On a successful save, a creature takes half as much damage and isn't deafened. Creatures and objects made of glass or crystal have disadvantage on the saving throw and take 10d6 thunder damage instead of 5d6.

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

Value: 450 gp

Helm of Telepathy

Requires Attunement
Type: Wondrous item
Rarity: Uncommon

Description

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

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

Value: 12000 gp

Helm of Teleportation

Requires Attunement
Type: Wondrous item
Rarity: Rare

Description

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

Value: 64000 gp

Helm of Brilliance

Requires Attunement
Type: Wondrous item
Rarity: Very Rare

Description

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

You gain the following benefits while wearing it: You can use an action to cast one of the following spells (save DC +18), using one of the helm's gems or the specified type as a component: daylight (opal), fire (fire opal), prismatic spray (diamond), on and off (ruby), the gem is destroyed when the spell is cast and disappears from the helm. As long as it has at least one diamond, the helm emits dim light in a 30ft radius when at least one undead is within that area. Any undead that starts its turn in that area takes 1d6 radiant damage.

As long as the helm has at least one ruby, you have resistance to fire damage.

As long as the helm has at least one fire opal, you can use an action and speak a command word to cause one weapon you are holding to burst into flames. The flames emit bright light in a 10-foot radius and dim light for an additional 10ft. The flames are harmless to you and the weapon. When you hit with an attack using the blazing weapon, the target takes an extra 1d6 fire damage. The flames last until you use a bonus action to speak the command word again or until you drop or stow the weapon.

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

Value: 125000 gp

Helm of Comprehending Languages

Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 5200 gp

Instant Fortress

Type: Wondrous item
Rarity: Rare

Description

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

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

Each creature in the area where the fortress appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the fortress. Objects in the area that aren't being worn or carried take this damage and are pushed automatically. The tower is made of adamantine, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 100 hit points, immunity to damage from nonmagical weapons excluding siege weapons, and resistance to all other damage. Only a wish spell can repair the fortress (this use of the spell counts as replicating a spell of 8th level or lower). Each casting of wish causes the roof, the door, or one wall to regain 50 hit points.

Value: 55000 gp

Horseshoes of Speed

Type: Wondrous item
Rarity: Rare

Description

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

Value: 5000 gp

Horn of Valhalla

Type: Wondrous item
Rarity: Very Rare

Description

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

Four types of horn of Valhalla are known to exist, each made of a different metal. The horn's type determines how many berserkers answer its summons, as well as the requirement for its use. The DM chooses the horn's type or determines it randomly by rolling a d100.

If 1-40, then Horn Type is Silver, summons, 2d4 + 2Berserkers, and Requires No Proficiencies

If 41-75, then Silver is Brass, summons, 3d4 + 3Berserkers, and Requires Proficiency with all simple weapons

If 76-90, then Brass is Bronze, summons, 4d4 + 4Berserkers, and Requires Proficiency with all medium armor

If 91-00, then Bronze is Iron, summons, 5d4 + 5Berserkers, and Requires Proficiency with all martial weapons

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

Value: 50000 gp

loun Stone - Absorption

Requires Attunement

Type: Wondrous item
Rarity: Very Rare

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

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

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

Value: 15000 gp

Immovable Rod

Type: Rod
Rarity: Uncommon

Description

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

Value: 5000 gp

Horseshoes of a Zephyr

Type: Wondrous item
Rarity: Very Rare

Description

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they allow the creature to move normally while floating 4 inches above the ground. This effect means the creature can cross or stand above nonsolid or unstable surfaces, such as water or lava. The creature leaves no tracks and ignores difficult terrain.

In addition, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

Value: 6000 gp

Ioun Stone - Insight

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

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

Value: 15000 gp

Ioun Stone - Intellect

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

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

Value: 15000 gp

Ioun Stone - Fortitude

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

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

Value: 15000 gp

Ioun Stone - Greater Absorption

Requires Attunement

Type: Wondrous item

Rarity: Legendary

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

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

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

Value: 30000 gp

Ioun Stone - Agility

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

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

Value: 15000 gp

Ioun Stone - Awareness

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

You can't be surprised while this dark blue rhomboid orbits your head.

Value: 15000 gp

Lantern of Revealing

Type: Wondrous item
Rarity: Uncommon

Description

While lit, this hooded lantern burns for 6 hours on 1 pint of oil, shedding bright light in a 30ft radius and dim light for an additional 30ft. Invisible creatures and objects are visible as long as they are in the lantern's bright light. You can use an action to lower the hood, reducing the light to dim light in a 5ft radius.

Value: 5000 gp

Luck Blade

Type: Sword
Rarity: Legendary

Description

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

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

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

Value: Invaluable

Iron Flask

Type: Wondrous item
Rarity: Legendary

Description

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

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

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

If 1-50, then it contains an Empty; if 51-54, then it contains a Demon (CR 1); if 55-58, then it contains a Devil (CR 2); if 59-62, then it contains a Demon (CR 3); if 63-64, then it contains a Demon (CR 4); if 65, then it contains a Demon (CR 5); if 66, then it contains a Demon (CR 6); if 67, then it contains a Devil (greater); if 68-69, then it contains a Devil (lesser); if 70-73, then it contains a Devil (lesser); if 74-75, then it contains a Djinni; if 76-77, then it contains a Efreeti; if 78-83, then it contains a Elemental (any); if 84-86, then it contains an Invisible stalker; if 87-90, then it contains a Night hag; if 91, then it contains a Planetar; if 92-95, then it contains a Salamander; if 96, then it contains a Solar; if 97-99, then it contains a Succubus/incubus; if 100, then it contains a Xom.

Value: 170000 gp

Javelin of Lightning

Type: Javelin
Rarity: Uncommon

Description

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

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

Value: 1500 gp

Ioun Stone - Sustenance

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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

When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1d3ft and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect.

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

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

Value: 5000 gp

Iron Bands of Binding

Type: Wondrous item

Rarity: Rare

Description

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

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

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

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

Value: 26000 gp

Manual of Bodily Health

Type: Wondrous item
Rarity: Very Rare

Description

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

Value: 55000 gp

Manual of Gainful Exercise

Type: Wondrous item
Rarity: Very Rare

Description

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

Value: 55000 gp

Mace of Terror

Type: Mace
Rarity: Rare

Description

This magic weapon has 3 charges. While holding it, you can use an action and expend 1 charge to release a wave of terror. Each creature of your choice in a 30ft radius extending from you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30ft of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

The mace regains 1d3 expended charges daily at dawn.

Value: 8000 gp

Mantle of Spell Resistance

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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

Value: 30000 gp

Mace of Disruption

Type: Mace
Rarity: Rare

Description

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

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

Value: 8000 gp

Mace of Smiting

Type: Mace
Rarity: Rare

Description

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

When you roll a 20 on an attack roll made with this weapon, the target takes an extra 2d6 bludgeoning damage, or 4d6 bludgeoning damage if it's a construct. If a construct has 25 hit points or fewer after taking this damage, it is destroyed.

Value: 7000 gp

Mirror of Life Trapping

Type: Wondrous item
Rarity: Very Rare

Description A full-length mirror is viewed indirectly, its surface shows faint images of creatures. The mirror weighs 50 lbs. and it has AC 11, 10 hit points, and vulnerability to bludgeoning damage. It shatters and is destroyed when reduced to 0 hit points. If the mirror is hanging on a vertical surface and you are within 5ft of it, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.

Any creature other than you that sees its reflection in the activated mirror while within 30ft of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in one of the mirror's twelve extra-dimensional cells. This saving throw is made with advantage if the creature knows the mirror's nature, and constructs succeed on the saving throw automatically. A personal cell is an infinite expanse filled with thick fog that reduces visibility to 10ft. Creatures trapped in the mirror's cells don't age, and they don't need to eat, drink, or sleep. A creature trapped within a cell can escape using magic that permits planar travel. Otherwise, the creature is confined to the cell until freed. If the mirror traps a creature but its twelve extra-dimensional cells are already occupied, the mirror frees one trapped creature at random to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, all creatures it contains are freed and appear in unoccupied spaces near it. While within 5ft of the mirror, you can use an action to speak the name of one creature trapped in it or call out a particular cell by number. The creature named or contained in the named cell appears as an image on the mirror's surface. You and the creature in a similar way you can use an action to speak a second command word and free one creature trapped in the mirror. The freed creature appears, along with its possessions, in the unoccupied space nearest to the mirror and facing away from it.

Value: 18000 gp

Mithral Armor

Type: Medium or Heavy Armor, not Hide-
Rarity: Uncommon

Description

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

Value: 800 gp

Marvelous Pigments

Type: Wondrous item
Rarity: Very Rare

Description

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

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

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

Nothing created by the pigments can have a value greater than 25 gp. If you paint an object of greater value (such as a diamond or a pile of gold), the object looks authentic, but close inspection reveals it is made from paste, bone, or some other worthless material. If you paint a form of energy such as fire or lightning, the energy appears but dissipates as soon as you complete the painting, doing no harm to anything.

Value: 55000 gp

Medallion of Thoughts

Requires Attunement

Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 3000 gp

Manual of Golems

Type: Wondrous item
Rarity: Very Rare

Description

This tome contains information and incantations necessary to make a particular type of golem. The DM chooses the type or determines it randomly, by rolling a d20. To decipher and use the manual, you must be a spellcaster with at least two 5th-level spell slots. A creature that can't use a manual of golems and attempts to read it takes 6d6 psychic damage.

1-5 = Clay Golem, Time Spent: 30 days, and costs 65,000 gp.

6-17 = Flesh Golem, Time Spent: 60 days, and costs 50,000 gp.

18 = Iron Golem, Time Spent: 120 days, and costs 100,000 gp.

19-20 = Stone Golem, Time Spent: 90 days, and costs 80,000 gp.

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

Once you finish creating the golem, the book is consumed in eldritch flames. The golem becomes animate when the ashes of the manual are sprinkled on it. It is under your control, and it understands and obeys your spoken commands.

Value: 55000 gp

Manual of Quickness of Action

Type: Wondrous item
Rarity: Very Rare

Description

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

Value: 55000 gp

Oathbow

Type: Longbow
Rarity: Very Rare

Description

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

When you make a ranged attack roll with this weapon against your sworn enemy, you have advantage on the roll.

In addition, your target gains no benefit from cover, other than total cover, and you suffer no disadvantage due to long range. If the attack hits, your sworn enemy takes an extra 3d6 piercing damage.

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

Value: 3500 gp

Necklace of Prayer Beads

Requires Attunement by a cleric, druid, or paladin

Type: Wondrous item
Rarity: Very Rare

Description

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

Six types of magic beads exist. The DM decides the type of each bead on the necklace or determines it randomly, by rolling a d20. A necklace can have more than one bead of the same type. To use one, you must be wearing the necklace. Each bead contains a spell that you can cast from it as a bonus action (using your spell save DC if a save is necessary). Once a magic bead's spell is cast, that bead can't be used again until the next dawn.

If **1-6** = Bead of Blessing. Spell: Bless; if **7-12** = Blessing Curing. Bless: Cure wounds (2nd level) or lesser restoration; if **13-16** = Curing Favor. Cure wounds (2nd level) or lesser restoration: Greater restoration; if **17-18** = Favor Smiting. Greater restoration: Branding smite; if **19** = Smiting Summons. Branding smite: Planar ally; if **20** = Summons Wind walking. Planar ally: Wind walk.

Value: 500/Bead gp

Necklace of Adaptation

Requires Attunement

Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 9000 gp

Oil of Ethereality

Type: Potion
Rarity: Rare

Description

Beads of this cloudy gray oil form on the outside of its container and quickly evaporate. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of the ethereality spell for 1 hour.

Value: 1920 gp

Nine Lives Stealer

Type: Sword
Rarity: Very Rare

Description

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

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

Value: 23000 gp

Necklace of Fireballs

Type: Wondrous item
Rarity: Rare

Description

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

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

Value: 200/Bead gp

Periapt of Health

Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 5000 gp

Periapt of Proof against Poison

Type: Wondrous item
Rarity: Rare

Description

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

Value: 5000 gp

While you are charmed by the orb, you can't voluntarily end your attunement to it, and the orb casts suggestion on you at will (save DC 18), urging you to work toward the evil ends it desires. The dragon essence within the orb might want many things: the annihilation of a particular people, freedom from the orb, to spread suffering in the world, to advance the worship of Tiamat, or something else the DM decides. Spells. The orb has 7 charges and regains 1d4 + 3 expended charges daily at dawn. If you control the orb, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 18) from it: cure wounds (5th-level version, 3 charges), daylight (1 charge), death ward (2 charges), or scrying (3 charges). You can also use an action to cast the detect magic spell from the orb without using any charges.

Call Dragons. While you control the orb, you can use an action to cause the artifact to issue a telepathic call that extends in all directions for 40 miles. Evil dragons in range feel compelled to come to the orb as soon as possible by the most direct route. Dragon deities such as Tiamat are unaffected by this call. Dragons drawn to the orb might be hostile toward you for compelling them against their will. Once you have used this property, it can't be used again for 1 hour.

Random Properties. The Orb of Dragonkind has the following random properties: 2 minor beneficial properties; 1 minor detrimental property; 1 major detrimental property. Destroying the Orb of Dragonkind. An Orb of Dragonkind appears fragile but is impervious to most damage, including the attacks and breath weapons of dragons. A disintegrate spell or one good hit from a +3 magic weapon is sufficient to destroy an orb, however.

Value: Invaluable

Pearl of Power

Requires Attunement

Type: Wondrous item
Rarity: Uncommon

Description

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

Value: 6000 gp

Oil of Sharpness

Type: Potion
Rarity: Very Rare

Description

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

Value: 3200 gp

Oil of Slipperiness

Type: Potion
Rarity: Uncommon

Description

This sticky black unguent is thick and heavy in the container, but it flows quickly when poured. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then gains the effect of a freedom of movement spell for 8 hours. Alternatively, the oil can be poured on the ground as an action, where it covers a 10ft square, duplicating the effect of the grease spell in that area for 8 hours.

Value: 480 gp

Plate Armor of Ethereality

Type: Plate Armor
Rarity: Legendary

Description

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

Value: 48000 gp

Pipes of Haunting

Type: Wondrous item
Rarity: Uncommon

Description

You must be proficient with wind instruments to use these pipes. They have 3 charges. You can use an action to play them and expend 1 charge to create an eerie, spellbinding tune. Each creature within 30ft of you that hears you play must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If you wish, all creatures in the area that aren't hostile toward you automatically succeed on the saving throw. A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these pipes for 24 hours. The pipes regain 1d3 expended charges daily at dawn.

Value: 5000 gp

Portable Hole

Type: Wondrous item
Rarity: Rare

Description

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

You can use an action to unfold a portable hole and place it on or against a solid surface, whereupon the portable hole creates an extra-dimensional hole 10ft deep. The cylindrical space within the hole exists on a different plane, so it can't be used to create open passages. Any creature inside an open portable hole can exit the hole by climbing out of it.

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

If the hole is folded up, a creature within the hole's extra-dimensional space can use an action to make a DC 10 Strength check.

On a successful check, the creature forces its way out and appears within 5ft of the portable hole or the creature carrying it. A breathing creature within a closed portable hole can survive for up to 10 minutes, after which time it begins to suffocate.

Placing a portable hole inside an extra-dimensional space created by a bag of holding, handy haversack, or similar item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10ft of the gate is sucked through it and deposited in a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

Value: 8000 gp

Periap of Wound Closure

Requires Attunement

Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 5000 gp

Philter of Love

Type: Potion
Rarity: Uncommon

Description

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

Value: 90 gp

Pipes of the Sewers

Requires Attunement

Type: Wondrous item
Rarity: Uncommon

Description

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

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

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

Value: 2000 gp



Potion of Flying

Type: Potion
Rarity: Very Rare

Description

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



Value: 500 gp



Potion of Climbing

Type: Potion
Rarity: Common

Description

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



Value: 180 gp



Potion of Animal Friendship

Type: Potion
Rarity: Uncommon

Description

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



Value: 200 gp



Potion of Gaseous Form

Type: Potion
Rarity: Rare

Description

When you drink this potion, you gain the effect of the gaseous form spell for 1 hour (no concentration required) or until you end the effect as a bonus action. This potion's container seems to hold fog that moves and pours like water.



Value: 300 gp



Potion of Diminution

Type: Potion
Rarity: Rare

Description

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



Value: 270 gp



Potion of Clairvoyance

Type: Potion
Rarity: Rare

Description

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



Value: 960 gp



Potion of Storm Giant Strength

Type: Potion
Rarity: Legendary

Description

When you drink this potion, your Strength score changes to 29 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

Value: 15000 gp



Potion of Fire Giant Strength

Type: Potion
Rarity: Rare

Description

When you drink this potion, your Strength score changes to 25 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

Value: 4500 gp



Potion of Growth

Type: Potion
Rarity: Uncommon

Description

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

Value: 270 gp



Potion of Hill Giant Strength

Type: Potion
Rarity: Uncommon

Description

When you drink this potion, your Strength score changes to 21 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

Value: 500 gp



Potion of Front/Stone Giant Strength

Type: Potion
Rarity: Rare

Description

When you drink this potion, your Strength score changes to 23 for 1 hour. The potion has no effect on you if your Strength is equal to or greater than that score.

This potion's transparent liquid has floating in it a sliver of fingernail from a giant of the appropriate type.

Value: 1500 gp





Potion of Heroism

Type: Potion
Rarity: Rare

Description

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



Value: 180 gp



Potion of Superior Healing

Type: Potion
Rarity: Rare

Description

A character who drinks the magical red fluid in this vial regains 8d4 + 8 hit points. Drinking or administering a potion takes an action.



Value: 450 gp



Potion of Healing

Type: Potion
Rarity: Common

Description

A character who drinks the magical red fluid in this vial regains 2d4 + 2 hit points. Drinking or administering a potion takes an action.



Value: 50 gp



Potion of Invisibility

Type: Potion
Rarity: Very Rare

Description

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



Value: 180 gp



Potion of Supreme Healing

Type: Potion
Rarity: Very Rare

Description

A character who drinks the magical red fluid in this vial regains 10d4 + 20 hit points. Drinking or administering a potion takes an action.



Value: 1350 gp



Potion of Greater Healing

Type: Potion
Rarity: Uncommon

Description

A character who drinks the magical red fluid in this vial regains 4d4 + 4 hit points. Drinking or administering a potion takes an action.



Value: 150 gp



Potion of Vitality

Type: Potion
Rarity: Very Rare

Description

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



Value: 960 gp



Potion of Resistance

Type: Potion
Rarity: Uncommon

Description

You have resistance to one damage type when you drink this potion. The potion color indicates the type, which the DM chooses or determines randomly by rolling a d10.

- 1: Resistance Type = Acid, and the Liquid is a milky-white.
- 2: Resistance Type is Cold, and the Liquid is the colors of a sunset.
- 3: Resistance Type is Fire, and the Liquid is a light-blue.
- 4: Resistance Type is Force, and the Liquid is clear, with small flakes that shimmer, when swirled.
- 5: Resistance Type is Lightning, and the Liquid is thick, and mud colored.
- 6: Resistance Type is Necrotic, and the Liquid is completely clear.
- 7: Resistance Type is Poison, and the Liquid is a very light-yellow.
- 8: Resistance Type is Psychic, and the Liquid is silver, like mercury.
- 9: Resistance Type is Radiant, and the Liquid is completely black.
- 10: Resistance Type is Thunder, and the Liquid is grey and coarse.



Value: 300 gp



Potion of Mind Reading

Type: Potion
Rarity: Rare

Description

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



Value: 180 gp



Potion of Water Breathing

Type: Potion
Rarity: Uncommon

Description

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



Value: 180 gp



Potion of Speed

Type: Potion
Rarity: Very Rare

Description

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



Value: 400 gp



Potion of Poison

Type: Potion
Rarity: Uncommon

Description

This concoction looks, smells, and tastes like a potion of healing or other beneficial potion. However, it is actually poison masked by illusion magic. An identify spell reveals its true nature. If you drink it, you take 3d6 poison damage, and you must succeed on a DC 13 Constitution saving throw or be poisoned. At the start of each of your turns while you are poisoned in this way, you take 3d6 poison damage. At the end of each of your turns, you can repeat the saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.



Value: 100 gp

Ring of Earth Elemental Command

Requires Attunement

Type: Ring

Rarity: Legendary

Description

This ring is linked to the Earth Plane. While wearing this ring, you have advantage on attack rolls against elementals from the Earth Plane, and they have disadvantage on attack rolls against you.

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

You can expend 2 of the ring's charges to cast dominate monster on an earth elemental.

In addition, you can move in difficult terrain that is composed of rubble, rocks, or dirt as if it were normal terrain. You can also speak and understand Terran.

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

You have resistance to acid damage.

You can move through solid earth or rock as if those areas were difficult terrain. If you end your turn there, you are shunted out to the nearest unoccupied space you last occupied.

You can cast the following spells from the ring, expending the necessary number of charges: stone shape (2 charges), stonesskin (3 charges), or wall of stone (3 charges).

Value: 200000 gp

Ring of Fire Elemental Command

Requires Attunement

Type: Ring

Rarity: Legendary

Description

This ring is linked to one of the Fire Plane.

While wearing this ring, you have advantage on attack rolls against elementals from the Fire Plane, and they have disadvantage on attack rolls against you.

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

You can expend 2 of the ring's charges to cast dominate monster on a fire elemental.

In addition, you have resistance to fire damage. You can also speak and understand Ignan.

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

You are immune to fire damage.

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

Value: 200000 gp

Ring of Djinni Summoning

Requires Attunement

Type: Ring

Rarity: Legendary

Description

While wearing this ring, you can speak its command word as an action to summon a particular djinni from the Elemental Plane of Air.

The djinni appears in an unoccupied space you choose within 120ft of you. It remains as long as you concentrate (as if concentrating on a spell), to a maximum of 1 hour, or until it drops to 0 hit points. It then returns to its home plane.

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

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

Value: 125000 gp

Ring of Air Elemental Command

Requires Attunement

Type: Ring

Rarity: Legendary

Description

This ring is linked to the Air Plane.

While wearing this ring, you have advantage on attack rolls against elementals Air Plane, and they have disadvantage on attack rolls against you.

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

You can expend 2 of the ring's charges to cast dominate monster on an air elemental.

In addition, when you fall, you descend 60ft per round and take no damage from falling. You can also speak and understand Auran.

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

You have resistance to lightning damage.

You have a flying speed equal to your walking speed and can hover.

You can cast the following spells from the ring, expending the necessary number of charges: chain lightning (3 charges), gust of wind (2 charges), or wind wall (1 charge).

Value: 200000 gp

Restorative Ointment

Type: Wondrous item

Rarity: Uncommon

Description

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

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

Value: 4000 gp

Ring of Animal Influence

Type: Ring

Rarity: Rare

Description

This ring has 3 charges, and it regains 1d3

expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

Animal friendship (save DC 13)

Fear (save DC 13), targeting only beasts that have an Intelligence of 3 or lower

Speak with animals

Value: 4000 gp

Ring of Invisibility

Requires Attunement

Type: Ring
Rarity: Legendary

Description

While wearing this ring, you can turn invisible as an action. Anything you are wearing or carrying is invisible with you. You remain invisible until the ring is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

Value: 10000 gp

Ring of Jumping

Requires Attunement

Type: Ring
Rarity: Uncommon

Description

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

Value: 2500 gp

Ring of Feather Falling

Requires Attunement

Type: Ring
Rarity: Rare

Description

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

Value: 2000 gp

Ring of Free Action

Requires Attunement

Type: Ring
Rarity: Rare

Description

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

Value: 20000 gp

Ring of Water Elemental Command

Requires Attunement

Type: Ring
Rarity: Legendary

Description

This ring is linked to one of the Water Plane.
While wearing this ring, you have advantage on attack rolls against elementals from the Water Plane, and they have disadvantage on attack rolls against you.
The ring has 5 charges. It regains 1d4 + 1 expended charges daily at dawn. Spells cast from the ring have a save DC of 17.
You can expend 2 of the ring's charges to cast dominate monster on a water elemental.
In addition, you can stand on and walk across liquid surfaces as if they were solid ground. You can also speak and understand Aquan.
If you help slay a water elemental while attuned to the ring, you gain access to the following additional properties:
You can breathe underwater and have a swimming speed equal to your walking speed.
You can cast the following spells from the ring, expending the necessary number of charges: create or destroy water (1 charge), control water (3 charges), ice storm (2 charges), or wall of ice (3 charges).

Value: 200000 gp

Ring of Evasion

Requires Attunement

Type: Ring
Rarity: Rare

Description

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

Value: 5000 gp

Ring of Shooting Stars

Requires Attunement outdoors at night

Type: Ring

Rarity: Very Rare

Description

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

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

Flare fire. You can expend 1 charge as an action to cast flare fire from the ring.

Ball lightning. You can expend 2 charges as an action to create ball lightning with a diameter of 10 ft. The ball lightning lasts for 1 minute. You can expend 1 charge as an action to create a sphere of light. The sphere of light has a diameter of 10 ft. Each sphere appears in an unoccupied space you can see within 120 ft of you. The spheres last as long as you concentrate (as if concentrating on a spell), up to 1 minute. Each sphere sheds dim light in a 30-ft radius.

As a bonus action, you can move each sphere up to 30 ft, but no farther than 120 ft away from you. When a creature other than you comes within 5 ft of a sphere, the sphere discharges lightning at that creature and disappears. That creature must make a DC 15 Dexterity saving throw. On a failed save, the creature takes lightning damage based on the number of spheres you created.

4 Spheres = 2d4 Lightning Damage/Sphere
3 Spheres = 2d6 Lightning Damage/Sphere
2 Spheres = 5d4 Lightning Damage/Sphere
1 Sphere = 4d12 Lightning Damage/Sphere

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

Value: 14000 gp

Ring of Regeneration

Requires Attunement

Type: Ring

Rarity: Very Rare

Description

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

Value: 12000 gp

Ring of Mind Shielding

Requires Attunement

Type: Ring

Rarity: Uncommon

Description

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

You can use an action to cause the ring to become invisible until you use another action to make it visible, until you remove the ring, or until you die. If you die while wearing the ring, your soul enters it, unless it already houses a soul. You can remain in the ring or depart for the afterlife. As long as your soul is in the ring, you can telepathically communicate with any creature wearing it. A wearer can't prevent this telepathic communication.

Value: 16000 gp

Ring of Spell Storing

Requires Attunement

Type: Ring

Rarity: Rare

Description

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

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

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

Value: 24000 gp

Ring of Resistance

Requires Attunement

Type: Ring

Rarity: Rare

Description

You have resistance to one damage type while wearing this ring. The gem in the ring indicates the type, which the DM chooses or determines randomly by rolling a d10.

- 1: Resistance Type = Acid, and the Gem is a Pearl.
- 2: Resistance Type is Cold, and the Gem is a Tourmaline.
- 3: Resistance Type is Fire, and the Gem is a Garnet.
- 4: Resistance Type is Force, and the Gem is a Sapphire.
- 5: Resistance Type is Lightning, and the Gem is a Citrine.
- 6: Resistance Type is Necrotic, and the Gem is a Jet.
- 7: Resistance Type is Poison, and the Gem is a Amethyst.
- 8: Resistance Type is Psychic, and the Gem is a Jade.
- 9: Resistance Type is Radiant, and the Gem is a Topaz.
- 10: Resistance Type is Thunder, and the Gem is a Spinel.

Value: 6000 gp

Ring of Protection

Requires Attunement

Type: Ring

Rarity: Rare

Description

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

Value: 3500 gp



Ring of Three Wishes

Type: Ring
Rarity: Legendary

Description

While wearing this ring, you can use an action to expend 1 of its 3 charges to cast the wish spell from it. The ring becomes nonmagical when you use the last charge.

Value: 100000 gp



Ring of Warmth

Requires Attunement

Type: Ring
Rarity: Uncommon

Description

While wearing this ring, you have resistance to cold damage.

In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

Value: 1000 gp



Ring of Telekinesis

Requires Attunement

Type: Ring
Rarity: Very Rare

Description

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

Value: 80000 gp



Ring of the Ram

Requires Attunement

Type: Ring
Rarity: Rare

Description

This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 to 3 of its charges to attack one creature you can see within 60ft of you. The ring produces a spectral ram's head and makes its attack roll with a +7 bonus. On a hit, for each charge you spend, the target takes 2d10 force damage and is pushed 5ft away from you.

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

Value: 5000 gp



Ring of Spell Turning

Requires Attunement

Type: Ring
Rarity: Legendary

Description

While wearing this ring, you have advantage on saving throws against any spell that targets only you (not in an area of effect).

In addition, if you roll a 20 for the save and the spell is 7th level or lower, the spell has no effect on you and instead targets the caster, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

Value: 30000 gp



Ring of Swimming

Type: Ring

Rarity: Uncommon

Description

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

Value: 3000 gp



Robe of Stars

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

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

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

Daily at dusk, 1d6 removed stars reappear on the robe.

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

Value: 60000 gp

Robe of the Archmagi

Requires Attunement by a sorcerer, warlock, or wizard

Type: Wondrous item

Rarity: Legendary

Description

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

You gain these benefits while wearing the robe:

If you aren't wearing armor, your base Armor Class is 15 + your Dexterity modifier.

You have advantage on saving throws against spells and other magical effects.

Your spell save DC and spell attack bonus each increase by 2.

Value: 34000 gp

Robe of Eyes

Requires Attunement

Type: Wondrous item

Rarity: Rare

Description

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

The robe lets you see in all directions, and you have advantage on Wisdom (Perception) checks that rely on sight.

You have darkvision out to a range of 120ft.

You can see invisible creatures and objects, as well as see into the Ethereal Plane, out to a range of 120ft.

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

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

Value: 30000 gp

Robe of Scintillating Colors

Requires Attunement

Type: Wondrous item

Rarity: Very Rare

Description

This robe has 3 charges, and it regains 1d3

expended charges daily at dawn. While you wear it, you can use an action and expend 1 charge to cause the garment to display a shifting pattern of dazzling hues until the end of your next turn.

During this time, the robe sheds bright light in a 30-foot radius and dim light for an additional 30ft. Creatures that can see you have disadvantage on attack rolls against you.

In addition, any creature in the bright light that can see you when the robe's power is activated must succeed on a DC 15 Wisdom saving throw or become stunned until the effect ends.

Value: 6000 gp

Ring of Water Walking

Type: Ring

Rarity: Uncommon

Description

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

Value: 1500 gp

Ring of X-ray Vision

Requires Attunement

Type: Ring

Rarity: Rare

Description

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

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

Value: 6000 gp

Rod of Rulership

Requires Attunement

Type: Rod
Rarity: Rare

Description

You can use an action to present the rod and command obedience from each creature of your choice that you can see within 120ft of you. Each target must succeed on a DC 15 Wisdom saving throw or be charmed by you for 8 hours. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, a target ceases to be charmed in this way.

The rod can't be used again until the next dawn.

Value: 16000 gp

Rod of Security

Type: Rod
Rarity: Very Rare

Description

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

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

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

Value: 90000 gp

Rod of Alertness

Requires Attunement

Type: Rod
Rarity: Very Rare

Description

This rod has a flanged head and the following properties. Alertness. While holding the rod, you have advantage on Wisdom (Perception) checks and on rolls for initiative. Spells. While holding the rod, you can use an action to cast one of the following spells from it, detect evil and good, detect magic, detect poison and disease, or see invisibility. If you press button 2, the rod's flanged head folds down and two crescent shaped blades spring out, transforming the rod into a magic battleaxe that grants a +3 bonus to attack and damage rolls made with it. If you press button 3, the rod's flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6ft haft, transforming the rod into a magic spear that grants a +3 bonus to attack and damage rolls made with it.

If you press button 4, the rod transforms into a climbing pole up to 50ft long, as you specify. In surfaces as hard as granite, a spike at the bottom and three hooks at the top anchor the pole. Horizontal bars 3 inches long fold out from the sides, 1ft apart, forming a ladder. The pole can bear up to 4,000 lbs. More weight or lack of solid anchoring causes the rod to revert to its normal form.

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

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

Value: 25000 gp

Rod of Lordly Might

Requires Attunement

Type: Rod
Rarity: Legendary

Description

This rod has a flanged head, and it functions as a magic mace that grants a +3 bonus to attack and damage rolls made with it. The rod has properties associated with six different buttons that are set in a row along the haft. It has three other properties as well, detailed below the rod's six buttons as a **Six Buttons**. You can press any of the buttons until you push a different button or until you push the sixth button again, which causes the rod to revert to its normal form. If you press button 1, the rod becomes a flame tongue, as a fiery blade sprouts from the end opposite the rod's flanged head. Drain Life. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Constitution saving throw.

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

Paralyze. When you hit a creature with a melee attack using the rod, you can force the target to make a DC 17 Strength saving throw.

On a failure, the target is paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on a success. This property can't be used again until the next dawn.

Terrify. While holding the rod, you can use an action to force each creature you can see within 30ft of you to make a DC 17 Wisdom saving throw.

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

Value: 28000 gp

Robe of Useful Items

Type: Wondrous item
Rarity: Uncommon

Description

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

The robe has two of each of the following patches:

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

A newly found rod has 1d10 levels of spell energy stored in it already. A rod that can no longer absorb spell energy and has no energy remaining becomes nonmagical. In addition, the robe has 4d4 other patches. The DM chooses the patches or determines them randomly, by rolling a d100.

If 1-8, then Bag of 100 gp. If 9-15, then Silver coffer (1ft long, 6 inches wide and deep) worth 500 gp. If 16-22, then Iron door (up to 10ft wide and 10ft high, barred on one side of your choice), which you can place in an opening you can reach; it conforms to fit the opening, attaching and hinging itself. If 23-30, then 10 gems worth 100 gp each. If 31-44, then Wooden ladder (24ft long). If 45-51, then A riding horse with saddlebags. If 52-59, then Pit (a cube 10ft on a side), which you can place on the ground within 10ft of you. If 60-68, then 4 potions of healing. If 69-75, then Rowboat (12ft long). If 76-83, then Spell scroll containing one spell of 1st to 3rd level. If 84-90, then 2 masiffs. If 91-96, then Window (2ft by 4ft, up to 2ft deep), which you can place on a vertical surface you can reach. If 97-00, then Portable ram.

Value: Cost of contained items multiplied by 5 gp

Rod of Absorption

Requires Attunement

Type: Rod
Rarity: Very Rare

Description

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

If you are a spellcaster holding the rod, you can convert energy stored in it into spell slots to cast spells you have prepared or know. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of 5th level. You use the stored levels in place of your slots, but otherwise cast the spell as normal. For example, you can use 3 levels stored in the rod as a 3rd level spell slot.

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

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

Value: 50000 gp

Shield +1

Type: Shield
Rarity: Uncommon

Description

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

Value: 1500 gp

Shield +2

Type: Shield
Rarity: Rare

Description

While holding this shield, you have a +2 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 6000 gp

Scarab of Protection

Requires Attunement

Type: Wondrous item
Rarity: Legendary

Description

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

You have advantage on saving throws against spells.

The scarab has 12 charges. If you fail a saving throw against a necromancy spell or a harmful effect originating from an undead creature, you can use your reaction to expend 1 charge and turn the failed save into a successful one. The scarab crumbles into powder and is destroyed when its last charge is expended.

Value: 36000 gp

Scimitar of Speed

Type: Scimitar
Rarity: Very Rare

Description

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

In addition, you can make one attack with it as a bonus action on each of your turns.

Value: 6000 gp

Rope of Climbing

Type: Wondrous item
Rarity: Uncommon

Description

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

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

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Value: 2000 gp

Rope of Entanglement

Type: Wondrous item
Rarity: Rare

Description

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

You can release the creature by using a bonus action to speak a second command word. A target restrained by the rope can use an action to make a DC 15 Strength or Dexterity check (target's choice). On a success, the creature is no longer restrained by the rope.

The rope has AC 20 and 20 hit points. It regains 1 hit point every 5 minutes as long as it has at least 1 hit point. If the rope drops to 0 hit points, it is destroyed.

Value: 4000 gp

Spell Scroll - Cantrip

Type: Scroll
Rarity: Common

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

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

Save DC = 13, and Attack Bonus = 5

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 10. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 10 gp

Spell Scroll - Level 1

Type: Scroll
Rarity: Common

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 11. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 13, and Attack Bonus = 5

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 11. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 60 gp

Slippers of Spider Climbing

Requires Attunement
Type: Wondrous item
Rarity: Uncommon

Description

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

Value: 5000 gp

Sovereign Glue

Type: Wondrous item
Rarity: Legendary

Description

This viscous, milky white substance can form a permanent adhesive bond between any two objects. It must be stored in a jar or flask that has been coated inside with oil of slipperness. When found, a container contains 1d6 + 1 ounces. One ounce of the glue can cover a 1ft square surface. The glue takes 1 minute to set.

Once it has done so, the bond it creates can be broken only by the application of universal solvent or oil of etherealness, or with a wish spell.

Value: 400 gp

Shield +3

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Value: 24000 gp

Shield of Missile Attraction

Type: Shield
Rarity: Rare

Description

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

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

Value: 6000 gp

Spell Scroll - Level 6

Type: Scroll
Rarity: Very Rare

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 16. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 17, and Attack Bonus = 9

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 16. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 1280 gp

Spell Scroll - Level 7

Type: Scroll
Rarity: Very Rare

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 17. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 18, and Attack Bonus = 10

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 17. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 2560 gp

Spell Scroll - Level 4

Type: Scroll
Rarity: Rare

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 14. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 15, and Attack Bonus = 7

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 14. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 320 gp

Spell Scroll - Level 5

Type: Scroll
Rarity: Rare

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 15. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 17, and Attack Bonus = 9

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 15. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 640 gp

Spell Scroll - Level 2

Type: Scroll
Rarity: Uncommon

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 12. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 13, and Attack Bonus = 5

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 12. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 120 gp

Spell Scroll - Level 3

Type: Scroll
Rarity: Uncommon

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 13. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 15, and Attack Bonus = 7

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 13. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 200 gp

Staff of Charming

Requires Attunement by a bard, cleric, druid, sorcerer, warlock, or wizard

Type: Staff
Rarity: Rare

Description

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

If you are holding the staff and fail a saving throw against an enchantment spell that targets only you, you can turn your failed save into a successful one. You can't use this property of the staff again until the next dawn. If you succeed on a save against an enchantment spell that targets only you, with or without the staff's intervention, you can use your reaction to expend 1 charge from the staff and turn the spell back on its caster as if you had cast the spell.

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

Value: 12000 gp

Staff of Fire

Requires Attunement by a druid, sorcerer, warlock, or wizard

Type: Staff
Rarity: Very Rare

Description

You have resistance to fire damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: burning hands (1 charge), fireball (3 charges), or wall of fire (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

Value: 16000 gp

Spellguard Shield

Type: Shield
Rarity: Very Rare

Description

While holding this shield, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you. A wizard spell on a spell scroll can be copied just as spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence (Arcana) check with a DC equal to 10 + the spell's level. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 50000 gp

Sphere of Annihilation

Type: Wondrous item
Rarity: Legendary

Description

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

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

The sphere is stationary until someone controls it. If you are within 60ft of an uncontrolled sphere, you can use an action to make a DC 25 Intelligence (Arcana) check. On a success, the sphere levitates in one direction of your choice, up to a number offt equal to 5 x your Intelligence modifier (minimum 5ft).

On a failure, the sphere moves 10ft toward you.

A creature whose space the sphere enters must succeed on a DC 13 Dexterity saving throw or be touched by it, taking 4d10 force damage.

Value: 15000 gp

Spell Scroll - Level 8

Type: Scroll
Rarity: Legendary

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 18. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 18, and Attack Bonus = 10

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 18. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 5120 gp

Spell Scroll - Level 9

Type: Scroll
Rarity: Legendary

Description

A spell scroll bears the words of a single spell, written in a mystical cipher. If the spell is on your class's spell list, you can read the scroll and cast its spell without providing any material components. Otherwise, the scroll is unintelligible. Casting the spell by reading the scroll requires the spell's normal casting time. Once the spell is cast, the words on the scroll fade, and it crumbles to dust. If the casting is interrupted, the scroll is not lost.

If the spell is on your class's spell list but of a higher level than you can normally cast, you must make an ability check using your spellcasting ability to determine whether you cast it successfully. The DC is 19. On a failed check, the spell disappears from the scroll with no other effect.

Save DC = 19, and Attack Bonus = 11

A Wizard spell on a spell scroll can be copied just as Spells in spellbooks can be copied. When a spell is copied from a spell scroll, the copier must succeed on an Intelligence(Arcana) check with a DC of 19. If the check succeeds, the spell is successfully copied. Whether the check succeeds or fails, the spell scroll is destroyed.

Value: 10240 gp

Staff of Swarming Insects

Requires Attunement by a bard, cleric, druid, sorcerer, warlock, or wizard

Type: Staff
Rarity: Rare

Description

This staff has 10 charges and regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, a swarm of insects consumes and destroys the staff, then disperses. **Spells.** While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: giant insect (4 charges) or insect plague (5 charges).

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

Value: 16000 gp

charges). Telekinesis (5 charges). Wall of Fire (4 charges), or web (2 charges).

You can also use an action to cast one of the following Spells from the staff without using any charges: Arcane Lock, Detect Magic, enlarge/reduce, light, Mage Hand, or Protection from Evil and Good.

Retributive Strike. You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius Sphere centered on it.

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of Charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of Origin, as shown in the following table. On a successful save, a creature takes half as much damage.

10 ft. away or closer - 8 x the number of Charges in the staff
11 to 20 ft. away - 6 x the number of Charges in the staff
21 to 30 ft. away - 4 x the number of Charges in the staff

Value: 110000 gp

You have a 50 percent chance to instantly travel to a random plane of existence, avoiding the explosion. If you fail to avoid the effect, you take force damage equal to 16 x the number of Charges in the staff. Every other creature in the area must make a DC 17 Dexterity saving throw. On a failed save, a creature takes an amount of damage based on how far away it is from the point of Origin, as shown in the following table. On a successful save, a creature takes half as much damage.

10 ft. away or closer - 8 x the number of Charges in the staff
11 to 20 ft. away - 6 x the number of Charges in the staff
21 to 30 ft. away - 4 x the number of Charges in the staff

Value: 95500 gp

Staff of Striking

Requires Attunement

Type: Staff
Rarity: Very Rare

Description

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

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

Value: 21000 gp

Staff of Frost

Requires Attunement by a druid, sorcerer, warlock, or wizard

Type: Staff
Rarity: Very Rare

Description

You have resistance to cold damage while you hold this staff.

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: cone of cold (5 charges), fog cloud (1 charge), ice storm (4 charges), or wall of ice (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

Value: 26000 gp

Staff of Healing

Requires Attunement by a bard, cleric, or druid

Type: Staff
Rarity: Rare

Description

This staff has 10 Charges. While holding it, you can use an action to expend 1 or more of its Charges to cast one of the following Spells from it, using your spell save DC and Spellcasting ability modifier: Cure Wounds (1 charge per Spell Level, up to 4th), Lesser Restoration (2 charges), or Mass Cure Wounds (5 charges).

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

Value: 13000 gp

Sun Blade

Type: Longsword
Rarity: Rare

Description

This item appears to be a longsword hilt. While grasping the hilt, you can use a bonus action to cause a blade of pure radiance to spring into existence, or make the blade disappear. While the blade exists, this magic longsword has the finesse property. If you are proficient with shortwords or longwords, you are proficient with the sun blade. You gain a +2 bonus to attack and damage rolls made with this weapon, which deals radiant damage instead of slashing damage. When you hit an undead with it, that target takes an extra 1d8 radiant damage.

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

Value: 50000 gp

Staff of Withering

Requires Attunement by a cleric, druid, or warlock

Type: Staff
Rarity: Rare

Description

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

The staff can be wielded as a magic quarterstaff.

On a hit, it deals damage as a normal quarterstaff, and you can expend 1 charge to deal an extra 2d10 necrotic damage to the target.

In addition, the target must succeed on a DC 15 Constitution saving throw or have disadvantage for 1 hour on any ability check or saving throw that uses Strength or Constitution.

Value: 3000 gp

Sword of Life Stealing

Type: Sword
Rarity: Rare

Description

When you attack a creature with this magic weapon and roll a 20 on the attack roll, that target takes an extra 3d6 necrotic damage, provided that the target isn't a construct or an undead. You gain temporary hit points equal to the extra damage dealt.

Value: 25000 gp

Staff of the Woodlands

Requires Attunement by a druid

Type: Staff
Rarity: Rare

Description

This staff can be wielded as a magic Quarterstaff that grants a +2 bonus to Attack and Damage Rolls made with it. While holding it, you have a +2 bonus to spell Attack rolls.

The staff has 10 Charges for the following properties.

It regains 1d6 + 4 expended Charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical Quarterstaff.

Spells. You can use an action to expend 1 or more of the staff's Charges to cast one of the following Spells from it, using your spell save DC: Animal Friendship (1 charge), Awaken (5 charges), Barkskin (2 charges), Locate Animals or Plants (2 charges), Speak with Animals (1 charge), Speak with Plants (3 charges), or Wall of Thorns (6 charges).

You can also use an action to cast the Pass without Trace spell from the staff without using any Charges.

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

Value: 44000 gp

Staff of Thunder and Lightning

Requires Attunement

Type: Staff
Rarity: Very Rare

Description

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

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

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

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

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

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

Value: 10000 gp

Talisman of Ultimate Evil

Requires Attunement by a creature of evil alignment

Type: Wondrous item
Rarity: Legendary

Description

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

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

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

Value: 61440 gp

Tome of Clear Thought

Type: Wondrous item
Rarity: Very Rare

Description

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

Value: 55000 gp

Talisman of Pure Good

Requires Attunement by a creature of good alignment

Type: Wondrous item
Rarity: Legendary

Description

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

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

The talisman has 7 charges. If you are wearing or holding it, you can use an action to expend 1 charge from it and choose one creature you can see on the ground within 120ft of you. If the target is of evil alignment, a flaming fissure opens under it. The target must succeed on a DC 20 Dexterity saving throw or fall into the fissure and be destroyed, leaving no remains. The fissure then closes, leaving no trace of its existence. When you expend the last charge, the talisman disperses into motes of golden light and is destroyed.

Value: 71680 gp

Talisman of the Sphere

Requires Attunement

Type: Wondrous item
Rarity: Legendary

Description

When you make an Intelligence (Arcana) check to control a sphere of annihilation while you are holding this talisman, you double your proficiency bonus on the check.

In addition, when you start your turn with control over a sphere of annihilation, you can use an action to levitate it 10ft plus a number of additionalft equal to 10 × your Intelligence modifier.

Value: 20000 gp

Sword of Sharpness

Type: Sword
Rarity: Very Rare

Description

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

When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4d6 slashing damage, then roll another d20. If you roll a 20, you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

In addition, you can speak the sword's command word to cause the blade to shed bright light in a 10ft radius and dim light for an additional 10ft.

Speaking the command word again or sheathing the sword puts out the light.

Value: 1700 gp

Sword of Wounding

Type: Sword
Rarity: Rare

Description

Hit points lost to this weapon's damage can be regained only through a short or long rest, rather than by regeneration, magic, or any other means. Once per turn, when you hit a creature with an attack using this magic weapon, you can wound the target. At the start of each of the wounded creature's turns, it takes 1d4 necrotic damage for each time you've wounded it, and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success. Alternatively, the wounded creature, or a creature within 5ft of it, can use an action to make a DC 15 Wisdom (Medicine) check, ending the effect of such wounds on it on a success.

Value: 2000 gp

Vorpal Sword

Type: Any Weapon
Rarity: Rare

Description

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

In addition, the weapon ignores resistance to slashing damage.

When you attack a creature that has at least one head with this weapon and roll a 20 on the attack roll, you cut off one of the creature's heads. The creature dies if it can't survive without the lost head. A creature is immune to this effect if it is immune to slashing damage, doesn't have or need a head, has legendary actions, or the DM decides that the creature is too big for its head to be cut off with this weapon. Such a creature instead takes an extra 6d8 slashing damage from the hit.

Value: 24000 gp

Wand of Binding

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

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

Assisted Escape. While holding the wand, you can use your reaction to expend 1 charge and gain advantage on a saving throw you make to avoid being paralyzed or restrained, or you can expend 1 charge and gain advantage on any check you make to escape a grapple.

Value: 10000 gp

Universal Solvent

Type: Wondrous item
Rarity: Legendary

Description

This tube holds milky liquid with a strong alcohol smell. You can use an action to pour the contents of the tube onto a surface within reach. The liquid instantly dissolves up to 1 squareft of adhesive it touches, including sovereign glue.

Value: 300 gp

Vicious Weapon

Type: Any Weapon
Rarity: Rare

Description

When you roll a 20 on your attack roll with this magic weapon, your critical hit deals an extra 2d6 damage of the weapon's type.

Value: 350 gp

Tome of Leadership and Influence

Type: Wondrous item
Rarity: Very Rare

Description

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

Value: 55000 gp

Tome of Understanding

Type: Wondrous item
Rarity: Very Rare

Description

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

Value: 55000 gp

Wand of Magic Missiles

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the magic missile spell from it. For 1 charge, you cast the 1st level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Value: 8000 gp

Wand of Paralysis

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cause a thin blue ray to streak from the tip toward a creature you can see within 60ft of you. The target must succeed on a DC 15 Constitution saving throw or be paralyzed for 1 minute. At the end of each of the target's turns, it can repeat the saving throw, ending the effect on itself on a success.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Value: 16000 gp

Wand of Fireballs

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the fireball spell (save DC 15) from it. For 1 charge, you cast the 3rd level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Value: 32000 gp

Wand of Lightning Bolts

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the lightning bolt spell (save DC 15) from it. For 1 charge, you cast the 3rd level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Value: 32000 gp

Wand of Enemy Detection

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges. While holding it, you can use an action and expend 1 charge to speak its command word. For the next minute, you know the direction of the nearest creature hostile to you within 60ft, but not its distance from you. The wand can sense the presence of hostile creatures that are ethereal, invisible, disguised, or hidden, as well as those in plain sight. The effect ends if you stop holding the wand.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Value: 4000 gp

Wand of Fear

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges for the following properties. It regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

Command. While holding the wand, you can use an action to expend 1 charge and command another creature to flee or grovel, as with the command spell (save DC 15).

Cone of Fear. While holding the wand, you can use an action to expend 2 charges, causing the wand's tip to emit a 60ft cone of amber light. Each creature in the cone must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30ft of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Value: 10000 gp



Wand of the War Mage +3

Type: Any Weapon
Rarity: Very Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 19200 gp



Wand of the War Mage +1

Type: Any Weapon
Rarity: Uncommon

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 1200 gp



Wand of Polymorph

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the polymorph spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



Value: 32000 gp



Wand of Web

Type: Any Weapon
Rarity: Rare

Description

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the web spell (save DC 15) from it. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed. If an effect covers an area, you must center the spell on and include the target. If an effect has multiple possible subjects, the DM randomly determines which ones are affected. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.



Value: 8000 gp



Wand of the War Mage +2

Type: Any Weapon
Rarity: Rare

Description

While holding this wand, you gain a bonus to spell attack rolls determined by the wand's rarity. In addition, you ignore half cover when making a spell attack.



Value: 4800 gp



Wand of Secrets

Type: Any Weapon
Rarity: Rare

Description

The wand has 3 charges. While holding it, you can use an action to expend 1 of its charges, and if a secret door or trap is within 30ft of you, the wand pulses and points at the one nearest to you. The wand regains 1d3 expended charges daily at dawn.



Value: 1500 gp

Well of Many Worlds

Type: Any Weapon
Rarity: Rare

Description

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

You can use an action to unfold and place the well of many worlds on a solid surface, whereupon it creates a two-way portal to another world or plane of existence. Each time the item opens a portal, the DM decides where it leads. You can use an action to close an open portal by taking hold of the edges of the cloth and folding it up. Once the well of many worlds has opened a portal, it can't do so again for 1d8 hours.

Value: 20000 gp

Wind Fan

Type: Any Weapon
Rarity: Rare

Description

While holding this fan, you can use an action to cast the gust of wind spell (save DC 13) from it. Once used, the fan shouldn't be used again until the next dawn. Each time it is used again before then, it has a cumulative 20 percent chance of not working and tearing into useless, nonmagical tatters.

Value: 1500 gp

Weapon +2

Type: Any Weapon
Rarity: Rare

Description

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

Value: 4000 gp

Weapon +3

Type: Any Weapon
Rarity: Very Rare

Description

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

Value: 16000 gp

Ethereal Plane. The object must be neither worn nor carried, within 120ft of the target, and no larger than 10ft in any dimension.
66-69 = You shrink yourself as if you had cast enlarge/reduce on yourself.

70-79 = You cast fireball.

80-84 = You cast invisibility on yourself.

85-87 = Leaves grow from the target. If you chose a point in space as the target, leaves sprout from the creature nearest to that point. Unless they are picked off, the leaves turn brown and fall off after 24 hours.

88-90 = A stream of 1d4 x 10 gems, each worth 1 gp, shoots from the wand's tip in a line 30ft long and 5ft wide. Each gem deals 1 bludgeoning damage, and the total damage of the gems is divided equally among all creatures in the line.

91-93 = A bright, blinding shimmering light emanates from you in a 30-foot radius. You and each creature in the area that can see is blinded for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

94-97 = The target's skin turns bright blue for 1d10 days. If you chose a point in space, the creature nearest to that point is affected.

98-00 = If you targeted a creature, it must make a DC 15 Constitution saving throw. If you didn't target a creature, you become the target and must make the saving throw. If the saving throw fails by 5 or more, the target is instantly petrified. On any other failed save, the target is restrained and begins to turn to stone. While restrained in this way, the target must repeat the saving throw at the end of its next turn, becoming petrified on a failure or ending the effect on a success. The petrification lasts until the target is freed by the greater restoration spell or similar magic.

If the effect causes you to cast a spell from the wand, the spell's save DC is 15. If the spell normally has a range expressed inf, its range becomes 120ft if it isn't already.

Value: 12000 gp

Weapon +1

Type: Any Weapon
Rarity: Uncommon

Description

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

Value: 1000 gp

Winged Boots

Type: Any Weapon

Rarity: Rare

Description

While you wear these boots, you have a flying speed equal to your walking speed. You can use the boots to fly for up to 4 hours, all at once or in several shorter flights, each one using a minimum of 1 minute from the duration. If you are flying when the duration expires, you descend at a rate of 30ft per round until you land.

The boots regain 2 hours of flying capability for every 12 hours they aren't in use.

Value: 8000 gp

Wings of Flying

Type: Any Weapon

Rarity: Rare

Description

While wearing this cloak, you can use an action to speak its command word. This turns the cloak into a pair of bat wings or bird wings on your back for 1 hour or until you repeat the command word as an action. The wings give you a flying speed of 60ft.

When they disappear, you can't use them again for 1d12 hours.

Value: 5000 gp