

HEIRLOOMS OF EBERRON

This document contains 50 magical items for your campaign in the steampunk setting of Eberron. The first group of items is based on the Dragonmarked Houses of Eberron. The second group is a collection of inventions that blur the lines of magic and technology. Last are three item complete sets, based on long-dead legendary figures.

THE DRAGONMARKED HOUSES

Eberron is ruled by the Dragonmarked Houses. The families play a ruthless political game as they vie for riches and power. Each one has their own particular set of skills. These skills are reflected in the items below.

VADALIS SADDLE

Wondrous item, uncommon

When riding an animal wearing this saddle you gain advantage on animal handling checks and on saving throws to remain mounted when your mount is moved against your will. Additionally, you use 5 feet less of your movement speed when mounting or dismounting.

CANNITH MENDING BRACELET

Wondrous item, uncommon

This bracelet allows the wearer to cast the *mending* cantrip once per day.

THARASHKIAN TRANSPONDER

Wondrous item, uncommon

Once per day you can speak the name or specific description of a single object into this polished granite orb. You then set the orb on a flat surface (such as the ground). If the object or an object meeting the description is within 30 feet and on the same plane of existence, the orb will slowly roll in the direction of the object. If multiple objects meet the criteria, the transponder rolls toward the nearest one. This effect is considered divination magic for the purposes of spells that block divination.

SCRIBE OF SIVIS

Wondrous item, common

Anything written with this quill is only visible to the person holding the quill.

ORIEN'S ENVELOPE

Wondrous item, common

Once activated, this envelope flies toward the person it is addressed to. Envelopes vary by speed, with most envelopes travelling about 100 miles per day and the rarest (and most expensive) travelling 500 miles per day. While traveling, the envelope flies well above the treetops, attempts to avoid interception and threats, has a fly speed of 60, an AC of 25, and 10 HP.

PHIARLAN'S ORGAN GRINDER

Wondrous item, uncommon

When played, this street organ plays a lovely tune. It also records all conversations, even whispered ones, that occur within a 60 foot radius as long as the organ has direct line of sight to the participants of the conversation. The conversations can be played back within a tenday by turning the organ's crank backwards. The organ magically separates each conversation from any crowd or background noise. The organ can hold up to 10 minutes of recordings and the recordings are lost if the organ is played again.

MEDANIAN CUPBEARER

Wondrous item, common

A pouch of 5 tiny capsules. When a capsule is dropped into a liquid it reveals the presence of any poison by causing the liquid to fizz and bubble.

GHALLANDA'S MINIBAR

Wondrous item, uncommon

Popular amongst the Eberronian nobility for its novelty, this 6 foot tall, 3 foot wide, and 3 foot deep cabinet acts as a magical bartender. Simply speak the name of the drink you want, insert the proper coinage in the slot, and the minibar whirrs, clicks, clacks, hisses, and produces your drink for you. The minibar must be refilled with ingredients depending on the number of customers, with a heavily-frequented minibar requiring ingredients costing 10 gold every tenday.

RAINSTICK OF LYRANDAR

Wondrous item, uncommon

Once per day, when this long wooden tube is activated by turning it over, it causes one of the following effects over the next 10 minutes. The effect lasts for 1 hour.

1. If the weather is sunny, it becomes overcast.
2. If the weather is overcast, it begins to rain gently.
3. If it is raining, it begins to thunderstorm.

KUNDARAK'S COINPURSE

Wondrous item, common

This coinpurse looks like a small pouch but actually links to two separate pocket dimensions, both of which are the size of the coinpurse. The first dimension is accessible by anyone and is indistinguishable from the inside of a normal coinpurse. However, the second dimension is accessible only to the owner. The owner chooses which dimension to access when they reach into the coinpurse. Items in the second dimension do not affect the coinpurse's weight. A *dispel magic* cast on the coinpurse spills the contents of both dimensions out.

JORASCO'S BALM

Wondrous item, common

This tin container with the House Jorasco Dragonmark on it has enough balm for 5 applications. When applied during a short rest, each application acts as an extra hit die for the user.

DENEITH'S SENTINELSCOPE

Wondrous item, uncommon

This gyroscope can be magically paired to any handheld trinket (such as a coin, brooch, or stone). When the trinket is activated, the gyroscope begins to spin as long as both are on the same plane of existence. Additionally, the owner of the gyroscope knows the general location of the trinket. The trinket is often given to someone with instructions to activate it if they are ever in danger.

HEIRLOOMS OF EBERRON

Eberronian inventors blur the line between technology and magic. Many times these inventions are co-opted by the spies, criminals, and law enforcers in the great political games of Eberron

LIGHTNING ROD CANE

Wondrous item, uncommon

When you are struck by lightning damage while possessing this cane you take half of the lightning damage dealt and the cane absorbs the other half. The cane can store up to 50 points of lightning damage in this way. The instant the cane has absorbed 50 or more lightning damage, roll a d6 and refer to the following table:

Roll	Effect
1	A will-o'-wisp (MM page 301) appears within 5 feet next to the cane. It is hostile to all creatures.
2	The cane casts the spell <i>thunderwave</i> (DC 14).
3	The cane casts the spell <i>lightning bolt</i> (DC 14) in a random direction (roll a d8).
4	Your weapon crackles with electricity. For the next minute, all of your attacks are made as if you had cast <i>booming blade</i> .
5	A cage of electricity surrounds you. For the next minute, any creature that starts its turn within 5 feet of you or hits you with a melee attack takes 1d12 lightning damage.
6	You are filled with electric energy as the cane casts the spell <i>haste</i> on you.

SNEAKTHIEF'S AMULET

Wondrous item, uncommon

The wearer of this amulet can cast the *disguise self* spell once per day. However, they can only disguise themselves as a person that they have interacted with for at least one minute in the last tenday.

SEE BEE

Wondrous item, uncommon

This tiny mechanical bee is linked to a set of goggles. When you put on the goggles you see as if through the bee's eyes and can telepathically control its movements. The bee is unable to go further than 30 feet from you and perception rolls made through the bee have a modifier of +4. The bee has an AC of 13 and 5 HP.

BUFFER OVERLOAD

Wondrous item, uncommon

This strange green rod can be attached to any weapon or ammunition as a free action. Once per day the rod can be activated. On the next successful hit against a construct, the construct must make a DC 14 Wisdom saving throw. On a failure they forget their programming and become stunned as they reboot. The construct can attempt the saving throw again on the end of each of its subsequent turns, ending the effect on a success.

ALCHEMIST'S APPRAISAL AMULET

Wondrous item, common

This amulet is a transparent gem carved into a lens and set within a blackened steel frame. When any small gemstone is viewed through the lens the viewer is able to discern the purity of the gem. Additionally, if the gem has magical properties, the viewer knows the school of magic of those properties.

MECHANICAL SERVANT

Wondrous item, rare

This mechanical servant can perform basic duties for its owner. Using a series of small levers and gears, the owner can program the servant to perform tasks, with simple tasks (such as "move this pile of wood") taking only a few minutes to program while more complex tasks (such as "clean up my bedchambers") requiring up to an entire day to program. Characters with higher Intelligence scores may be able to program the servant quicker. When the servant is inactive it automatically folds into a sphere or box with a width of 3 feet.

The servant can be programmed to defend its owner, in which case it takes on the stats of a Duodrone on page 225 of the Monster Manual, except it does not have the *Disintegration* ability, does not speak Modron, and does not have truesight. It takes two days of programming to program the servant in this way.

FENDER'S FIDDLE

Wondrous item, common

When you play a melody on this fiddle, its complex gears and machinery allow you to automatically play the melody back in a loop.

STOVEPIPE HAT

Wondrous item, common

A tall black hat that, when activated, turns into a hot stovepipe. Commonly set on the ground and used to cook food or boil water.

BARNUM'S MONOCLE

Wondrous item, uncommon

A set of monocles on levers, with each one magically swinging down in front of the wearer's eye to help magnify whatever they are looking at. Grants advantage on Perception checks on things less than a foot away from the wearer once per day.

AIRSHIP CAPTAIN'S MONOCLE

Wondrous item, uncommon

A monocle that magically extends like a telescope, giving you advantage on perception rolls for distances between 500 feet and 1 mile once per day.

HELICAL CANE

Weapon (short sword), common

This helix-shaped cane is adorned with skulls and several gears and seems harmless. However, when the hidden button is pressed, the cane magically transforms into a short sword. Attacks made with this item are not magical.

CORSET OF PROTECTION

Wondrous item, uncommon

This corset provides superb coverage and protection, granting the wearer +1 to AC. In addition, at will, you can speak the corset's command word, creating the illusion of a much more stylish and ravishing corset.

TECHNOMANCER'S VAMBRACE

Wondrous item, rare

When activated as a bonus action by pressing the ruby on the side, this metallic bracer whirrs up and begins to spin around your wrist and hand, supercharging your next single-target, non-area-effect spell. This spell automatically hits and does one additional damage die. The bracer has one charge maximum and is recharged by expending a spell slot above second level into the bracer as an action (this charge does not expire). In addition, when the bracer is used, roll a d10 and refer to the following table:

Roll	Effect
1	The bracer burns out and must be repaired by a proficient technician, costing 50 gold, before it can be used again.
2	The bracer heats up from the arcane energy, dealing 1d6 fire damage to the wearer per spell level of the spell used.
3	The bracer overcharges the spell, creating a second casting of the spell that hits a random creature within the spell's range for half the normal damage.
4+	No effect

SHARNIAN BLUNDERBUSS

Weapon (ranged), rare

Once per day you can fire the blunderbuss, forcing every creature in a 30 foot cone in front of you to make a DC 15 Dexterity saving throw. On a failure they take 4d8 piercing damage and half as much on a success. Additionally, you must make a DC 13 Strength saving throw as you try to control the weapon's incredible recoil. On a failure you are knocked back 5 feet and become prone. If you are a small creature you have disadvantage on this saving throw and are knocked back 15 feet on a failure.

DROGUE CLOAK

Wondrous item, uncommon

Once per day, when you are falling, you can use your reaction to activate the cloak, slowing your fall as if you were under the effect of the spell *feather fall*. Additionally, if you are unable to activate the cloak because you are unconscious, the cloak activates automatically.

SPRING SHIELD

Shield, uncommon

Once per day, this fingerless glove with a complicated mechanism on the back of the hand can be activated as a reaction to an attack that you can see (and before you know whether or not the attack succeeds). The mechanism suddenly springs open, creating a shield and giving the wearer +5 to AC against the triggering attack. The shield then collapses back into its mechanism. The Spring Shield cannot be used while wielding another shield.

ZIPLINE DAGGER

Weapon (dagger), uncommon

A dagger with a strange flywheel mechanism in the pommel. Once per day you can speak the dagger's command word. Then, when the dagger is successfully thrown as an attack (range 20/60), a rope magically attaches from the flywheel to the thrower's belt. The dagger then reels the thrower in (the dagger magically stays attached to the target).

SCRYROSCOPE

Wondrous item, uncommon

A strange, gyroscope-like device with concentric spinning wheels commonly found in the meeting rooms of the Dragonmarked Houses to alert them to magical spying. Whenever a divination effect is present within 30 feet, including the presence of the invisible sensor described in the spell *scrying*, the Scryroscope begins to spin. The Scryroscope does not reveal the nature, target, nor direction of the scrying magic.

BAG OF COGS
Wondrous item, uncommon

A leather bag with metal hinged closures. It appears empty, but reaching inside reveals the presence of a small complex gear. You can use an action to throw the gear up to 20 feet. When it lands, roll a d6 and refer to the accompanying table. The creatures spawned are friendly to you and your companions and act on your turn. You can use a bonus action to give them general orders. In the absence of orders the creature acts in a fashion appropriate to its nature. The creature disappears after one hour. The bag holds one gear and can be recharged by putting in 25 gold total of iron, steel, and copper into the bag and waiting one day.

Roll	Spawned Creatures
1	3x Duodrone (MM pg 225)
2	2x Bronze Scout (Mordenkainen's pg 125)
3	Pentadrone (MM pg 226)
4	Iron Cobra (Mordenkainen's pg 125)
5	Stone Defender (Mordenkainen's pg 126)
6	Pentadrone (MM pg 226). In addition, roll again, ignoring this result if repeated.

TRICKSTER'S CANE
Wondrous item, common

As an action, the wielder of this sleek black cane adorned with cogs can cause one of the following effects:

1. Harmless magical fireworks shoot out of the cane.
2. The cane is held like a lute and plays music when "plucked".
3. The wielder lets go of the cane but it remains upright as if stuck in the ground. A popular move with mysterious candy makers.
4. The wielder holds both ends of the cane and brings their hands together, magically collapsing the cane into a cube that fits in their palm. They can expand it back to its original form with this same effect.
5. The wielder throws the cane on the ground and it turns into a harmless snake. The wielder can turn the snake back into the cane by picking it up.

BELT OF STUDS
Wondrous item, uncommon

This black leather belt has several metal studs on it, each differently sized and shaped. Once per day as an action you can pull off one of the studs and throw it at a point or target within 30 feet, causing one of the following effects:

1. A large blade begins to spin in the air in a circle with radius 5 feet centered on a point that you choose. Every creature in the radius must make a DC 14 Dexterity saving throw or take 2d8 slashing damage. The blade keeps spinning in the area until the start of your next turn, after which it turns to dust. If a creature ends its turn in the area it must succeed on another saving throw or take another 2d8 slashing damage.
2. The stud creates a loud and blinding flash. Any creature within 5 feet must make a DC 13 Dexterity saving throw or be blind and deaf until the start of their next turn.

3. The stud transforms into a net large enough to entangle any medium sized creature. The target must make a DC 14 Dexterity saving throw or be considered restrained. On any subsequent turns the target can use an actual to make an Escape check (Acrobatics or Athletics, target's choice) with a DC of 14.

The belt has three charges. It can be recharged by purchasing the complex mechanical parts needed for the ammunition from a capable artisan (usually a tinkerer), with each charge costing 10 gold.

TRUTHTELLER'S PERJURY
Wondrous item, rare

When wearing this ring you are unable to speak a lie as if under the effect of the *zone of truth* spell. However, once per day the ring can be activated, disabling this effect and allowing you to replace a single Deception check with a 20, after which you are again under the effect.

COG GOGS
Wondrous item, uncommon

When wearing these goggles adorned with gears and cogs, you have darkvision out to 30 feet.

ITEM SETS

Item sets are groups of magical items owned by long-dead legendary heroes. These items long to be reunited, and so possessing multiple pieces grants the wearer additional boons.

VERNE'S GETUP

Verne was a famous undersea explorer, known for his expertise in engineering. His style of dress is famous throughout Eberron.

Items	Additional Effect
1	N/A
2	Non-organic, non-hostile constructs view the wearer as a friendly acquaintance unless the construct has been instructed otherwise (for example, it does not allow the wearer to bypass a construct that has been instructed to guard a treasure).
3	The wearer has advantage on Intelligence checks related to technology, machinery, and engineering.
4	As an action the wearer can cast the <i>command</i> spell against any non-organic construct. The DC for the spell is 15.
5	As an action the wearer can summon a monodrone (MM pg 224) as an allied companion once per day. The monodrone goes on the wearer's turn and takes basic commands. The monodrone turns to dust after 1 hour.

VERNE'S MASK

Wondrous item, rare

This mask covers half of your face and contains a special geared lens that grants you truesight within 20 feet.

VERNE'S RUCKSACK

Wondrous item, rare

This rucksack is made of leather, metal, and complex machinery. It contains an extradimensional space that can hold up to 12 cubic feet or 120 pounds of material. The rucksack always weighs 5 pounds regardless of its contents.

Once per day, you and any creatures designated by you within 30 feet can yell out the name of an item in the rucksack. The gears on the rucksack whirr and click. The rucksack then magically opens and the item shoots vertically out of the rucksack with a puff of steam, arching into the requester's hand with great accuracy. The requester can catch the item as a bonus action.

Otherwise, the rucksack follows the same rules as the Handy Haversack and Bag of Holding for interacting with items, destroying the rucksack, turning it inside out, placing it within another extradimensional space, and placing live creatures inside.

VERNE'S BOOTS

Wondrous item, rare

Once per day, you can activate these boots as a bonus action. When activated, small rockets in the heel of the boots propel you into the air, giving you a fly speed of 30 until the end of your next turn. If you end your next turn in the air, the boots sputter as they run out of fuel, slowly lowering you to the ground.

VERNE'S VEST

Armor (leather), rare

This leather vest contains several strange metallic rings, glass vials, leather loops, etc. Once per day, as a reaction to being struck with a melee attack that you can see or being grappled, you can activate the vest to perform one of the following effects:

1. A burst of poisonous gas shoots out toward the attacker, forcing them to make a DC 13 Constitution save or take 2d6 poison damage and be poisoned. The attacker can repeat the saving throw at the end of their following turns to end the poison.
2. Several large metallic spikes spring forth from the vest, harming any creature who is grappling you. The grappling creature must make a DC 14 Dexterity save or take 2d6 piercing damage and be forced to release the grapple. On a successful save they take half as much damage and are not required to release the grapple.
3. The vest's metal rings magically converge on the point of impact, reducing the physical damage taken from the blow by 1d8+2.

VERNE'S ARM

Wondrous item, rare

This prosthetic arm (which can be worn over a real arm) is made of gears, struts, wires, and other bits of machinery. Once per day you can use the arm to gain advantage on an ability check related to very accurate hand movements (such as picking a lock) or having a very strong grip (such as hanging from a ledge).

ARTEMUS'S ARTIFACTS

Artemus Goredun was a famous constable in Eberron. He, along with J.T. North, captured several outlaws and bandits. Their exploits have been turned into popular children's stories.

ARTEMUS'S ARTIFACTS

Items	Additional Effect
1	You become proficient in mechanical spider-based land vehicles.
2	You gain advantage on History checks related to law enforcement, security, and criminal law.
3	If you are not already proficient in Investigation, you can add your proficiency bonus when rolling Investigation checks related to forgeries. In addition, you have advantage on those rolls.
4	Once per tenday you can perform a stakeout. A stakeout allows you to get the benefits of a long rest without sleeping. During a stakeout the only activity you can undertake is being on watch, otherwise you do not receive the benefits of the long rest.
5	Once per day you can gain advantage on any roll related to interrogating a witness or criminal.

ARTEMUS'S NOTEBOOK

Wondrous item, rare

This notebook allows you to draw impressively realistic renderings of any face or object that you have seen since your last long rest.

ARTEMUS'S COLLAR

Wondrous item, rare

Once per day, you can perfectly mimic any accent for one minute, provided that you can speak the language and have heard the accent for at least 10 minutes. If you do not speak the language, you instead become able to speak it in a broken and halting manner (as if you have just started learning the language) for one minute, again provided that you have heard it for at least 10 minutes.

ARTEMUS'S COINS

Wondrous item, rare

These normal-looking gold coins are linked via scrying magic. When one coin is held to your ear, you hear as if through the second coin. When holding one coin you can use your action to magically summon the other back to you, provided it is still on the same plane of existence.

ARTEMUS'S SWITCHBLADE BOOTS

Wondrous item, uncommon

These leather boots contain hidden daggers in the toe. When activated, the dagger springs out. If you successfully land a kick on a target, the kick deals 1d8+STR or 1d8+DEX (chosen by you) piercing damage. A kick attack made in this way has advantage and deals an additional 1d8 piercing damage if you are grappled.

ARTEMUS'S BELT

Wondrous item, rare

Once per day, when you speak the belt's command word, this black leather belt magically looses itself and binds the hands or feet (your choice) of an unconscious, incapacitated, paralyzed, or otherwise subdued target within 10 feet. The escape DC of the belt is 16. If escaped from, the belt magically flies back to your waist and re-fastens itself.

KORVO'S CURIOS

Depending on who you ask, this legendary spy is either a traitor or a hero, if he existed at all. Or she. No one really knows.

KORVO'S CURIOS

Items	Additional Effect
1	N/A
2	You have advantage on Stealth rolls pertaining to blending into crowds.
3	Once per day you gain advantage on any Deception roll related to concealing your identity.
4	Once per day you can force one target that has known you for less than one hour to make a DC 15 Wisdom saving throw. On a failure the target forgets everything about their interaction with you, including that they ever met you.
5	You are able to cast the spell <i>misty step</i> once per day. Doing so does not cost a spell slot nor does it count toward your limit of prepared spells.

KORVO'S DIRK

Weapon (dagger), rare

When you kill an enemy with this dagger, you can use your reaction to utter the dirk's command word, teleporting you to an unoccupied space of your choosing within 30 feet.

KORVO'S VISAGE

Wondrous item, rare (requires attunement)

Once per day, when you put this metallic mask on, it magically makes your physical features so unremarkable that you become impossible to recall in detail. This effect lasts for one hour. If a person who has seen you while you were under the effect of Korvo's Visage attempts to remember you or your face, they are unable to recall anything beyond your general height and weight (though they can recall anything you said or did to them). They chalk this up to poor memory, unaware of any magical influence. While under the effect of Korvo's Visage your face and physical appearance are decidedly average and unremarkable.

KORVO'S CLOAK

Wondrous item, rare

Once per day, when you activate this black cloth cloak by throwing it over your body, you magically become visually indistinguishable from an inanimate object of your choosing that shares your same size (for example, a human might turn into a stack of boxes) for up to one minute. This illusion does not hold up to physical inspection and ends if you move, take an action, activate any other magical item, or make a sound.

KORVO'S AMULET

Wondrous item, rare

You can activate this amulet once per day by speaking the command word. For the next hour you are immune to the effects of divination magic. In addition, while possessing this amulet, you have advantage on any saving throws to resist scrying magic and any checks related to scrying against you have disadvantage.

KORVO'S EARS

Wondrous item, rare

Once per day you can activate these earrings shaped like cogs. For the next 1 minute you are able to hear the words spoken by any creature you are looking at as though you were standing right next to them. To maintain the effect you must keep your gaze upon the creature and have uninterrupted line of sight (for example, looking at a creature through a mirror or a telescope negates the effect).