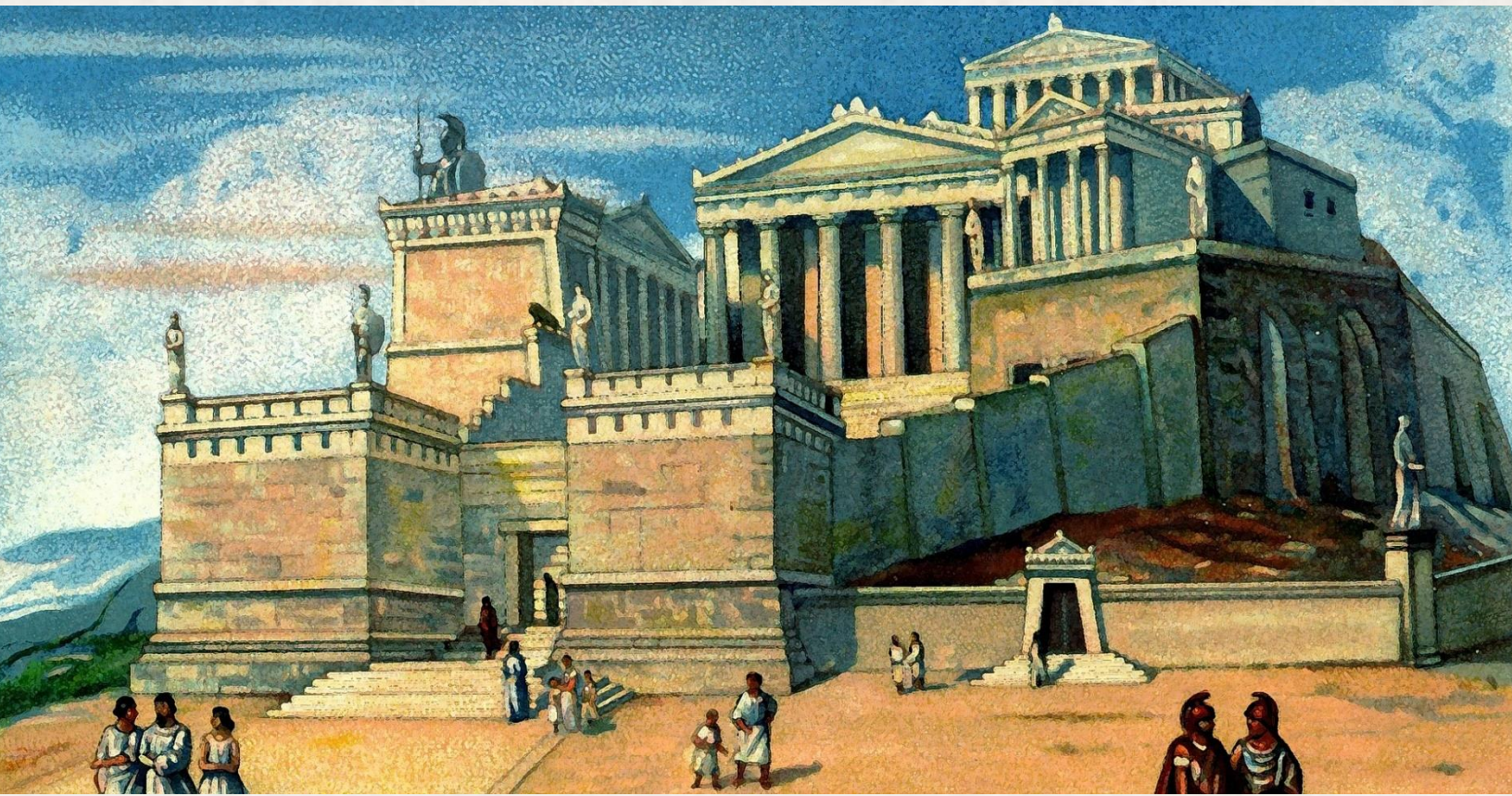


MYTHICAL THINGS OF THEROS



DAVID DAMON

Over 50 magical items for your odyssey for the world's
greatest roleplaying game.



MYTHICAL THINGS OF THEROS

This supplement lists 50 magical items (plus 5 cursed items and 5 common trinkets) from the mythical setting of Theros. Many of these items come with plot hooks, rarity variations, and Piety tables and are balanced for 5e Dungeons and Dragons.

WEAPONS AND ARMOR

BARK OF KARAMETRA

Armor (wooden), rare

The AC of this armor is 13 + Dex modifier (max 2).

Additionally, as a reaction to being grappled, the wearer can cause large thorns to spring forth from the armor, dealing 2d6 piercing damage to the grappler. Until the grapple ends, at the start of each of the grappler's turns they take another 2d6 piercing damage.

OPTIONAL PIETY (KARAMETRA) TABLE

Piety	Effect
10+	Once per day as an action, the wearer can cause thorns to shoot out from the armor, requiring every creature within a 15 foot radius centered on the wearer to make a DC 15 Dexterity saving throw or take 2d6 piercing damage.
25+	The AC increases to 14 + Dex modifier (max 2)
50+	The damage of the thorns increases to 4d6 piercing for both effects.

Hook. The oral histories of Setessa speak of armor that was made from the tree where acolytes first prayed to Karametra.

BLADE OF THE RIVERS THAT RING THE WORLD

Weapon (any blade), very rare

Legend holds that Mogis dipped this blade into the Rivers That Ring the World and that it can cut through any material. The sword grants the user a +2 to attack and damage rolls.

In addition, on a successful hit, the user can call upon the blade's underworldly origins, dealing an additional 4d8 necrotic damage. The blade holds two charges and can be fully recharged by bringing it into a fast-moving river, fully submerging yourself, and using the blade to sacrifice a small animal such as a rabbit, rat, or squirrel.

Hook. Travelers from the outskirts are speaking of a cult whose leader carries a wicked blade. The cult apparently sacrifices animals in the nearby river.



BLOODLOOSE

Weapon (long or short bow), rare

Once per day on a successful hit, the user of this bow can force their target to make a DC 15 Wisdom saving throw. On a failure the target is filled with bloodlust and attacks a random creature within range (determined by dice roll). The target repeats the saving throw at the end of each of its turns, ending the effect on a success.

Hook. Parents tell irresponsible children stories of a child-angel who wielded a bow that could make people fall in love, but he did not put it away before bedtime and it was stolen by Mogis.

GLAIVE OF THE LOST LEGION

Weapon (glaive), very rare (requires attunement)

Once per day you can perform a second reaction during a round of combat. This reaction can only be used to perform an attack of opportunity.

Additionally, when you make an attack with this glaive, you can summon the Lost Legion of Theros to your side. The Lost Legion appears as a group of ghostly soldiers in one of the following forms that you choose. The legionnaires have a +6 to hit and do 1d8+3 damage each. Once you have activated this effect you cannot do so again until you have completed a long rest.

- Three legionnaires surround your target, making three attacks against it. The legionnaires then disappear.
- Three legionnaires attack up to three separate targets that you can see within 30 feet of you before disappearing.
- Two legionnaires appear on either side of you, forming a shield wall measuring ten feet to your left and right that enemies must make a DC 15 Strength (Athletics) check in order to pass through. These legionnaires do not attack and last through two of your turns.

Hook. Military historians of Akros are whispering that The Lost Legion may have been found during an excavation in the One-Eyed Pass.

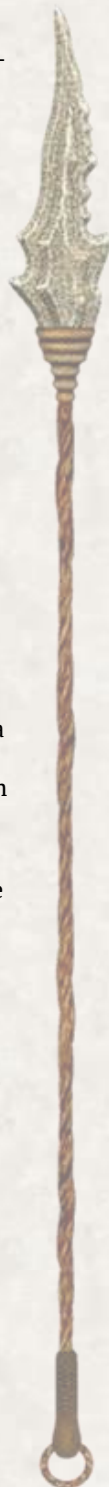
HELIOD'S IRE

Weapon (any bladed melee), rare

Once per day, after hearing a creature within 10 feet speak, the wielder of this weapon can put their words to the test. If the words were designed to lie or mislead, the weapon begins to pulse with intense radiant light. The next successful attack made with this weapon within the next minute against the creature who spoke the lie deals an extra 6d6 radiant damage.

OPTIONAL PIETY (HELIOD) TABLE

Piety	Effect
10+	Heliod's Ire always emits bright light for 10 feet and dim light for another 10.
25+	Once per day, when the wielder hits a creature with Heliod's Ire, they can activate the weapon, dealing an additional 2d6 radiant damage
50+	While Heliod's Ire is held to the throat of a creature, that creature must make a DC 17 Charisma saving throw. On a failure they are unable to knowingly lie or mislead (they can choose to stay silent).





Ward of the Rearguard



Nyxbane



Hydracord

HYDRACORD

Weapon (whip), rare

Once per day, when you hit a target with this multi-headed whip, you can choose to deal damage equal to half the damage dealt to up to two additional creatures who are adjacent to your target.

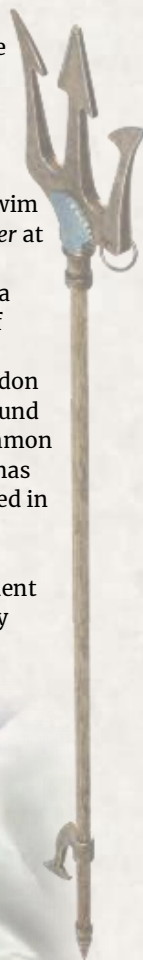
HYPEX

Weapon (trident), legendary (requires attunement)

The wielder of Hypex can breathe underwater, has a swim speed of 30, and can cast the spell *create or destroy water* at will.

Additionally, as an action, the wielder can summon a **water elemental myrmidon** (Mordenkainen's Tome of Foes p.g. 203). This myrmidon is friendly toward the wielder and obeys basic verbal commands. The myrmidon lasts for one minute, after which it splashes to the ground in a puddle of water. After Hypex has been used to summon the myrmidon it cannot summon another one until it has been recharged. Hypex is recharged by being submerged in natural sea water at high tide for one hour.

Hook. According to legend, Olantins worshipped a trident as superior to Khrusor, Helioid's fabled spear. Some say that this was one of the reasons that the mythical city garnered the ire of the sun god.



NYLEA'S CROOK

Weapon (quarterstaff), rare

The effect of this crook changes like the seasons. Each tenday the crook moves to the next season according to the following table. After the 4th tenday the cycle restarts.

Tenday Effect

1	Winter. The crook's damage changes to cold as it emits a chilly frost. In addition, you can cast the spell <i>sleet storm</i> with the crook once per day.
2	Spring. The crook's damage becomes lightning as it cackles with electricity. In addition, you can cast the spell <i>call lightning</i> with the crook once per day.
3	Summer. The crook's damage becomes radiant and it emits bright light for 10 feet and dim light for 20. In addition, you can cast the spell <i>daylight</i> with the crook once per day.
4	Fall. The crook's damage becomes thunder as it seems to give off a slight breeze. In addition, you can cast the spell <i>wind wall</i> with the crook once per day.

Hook. A small village in the lowlands is all abuzz about a local shepherd who claims he found a crook in a cave near Titan's Stairs that gives off a chilly frost.

NYXBANE

Weapon (any), rare

This weapon takes on the starfield appearance of Nyx when a nyxborn creature is within 30 feet. Additionally, attacks made with this weapon have a +2 bonus to attack and damage rolls if the target is nyxborn.

Further, once per day on a successful hit against a nyxborn target, the wielder of Nyxbane can extract one of the following aspects from the nyxborn:

- What the creature's mission is.
- What god created the creature.
- The creature's lowest saving throw bonus.
- Any damage immunities, resistances, or vulnerabilities.

Hook. Military strategists have heard that an Akroan weapons researcher used technology from the academy of Dekatia to create a weapon against the nyxborn monsters.



SETESSA'S GUIDE

Weapon (quarterstaff), uncommon

When wielding this quarterstaff, any heavy foliage that would normally be difficult terrain gently parts, creating an easily walkable path in front of the user.

STARFIELD SHIELD

Armor (shield), rare

When you look into this highly polished shield, in the reflection you just barely see a field of stars. This shield grants an additional +1 to AC.

Also, on their turn, an ally can target the shield with a spell that has a single target. No roll is required to hit the shield. Using your reaction, you can then redirect and amplify the spell toward an enemy. In doing so, your ally receives a bonus to their spell attack and damage rolls equal to your Wisdom or Dexterity modifier (you choose). Once you have activated this effect you cannot do so again until you have completed a long rest.

Uncommon variant. The shield operates in the same manner but does not grant a +1 bonus to AC.

WARD OF THE REARGUARD

Armor (shield), rare

As a bonus action, the wielder of this shield can summon the spirits of a fabled Akroan rearguard unit. These spirits protect the flanks of the wielder and up to four creatures of their choosing. For the next minute, abilities or effects that grant advantage on attack rolls (such as the kobold's Pack Tactics) against the wielder and their allies have no effect. Once the shield has been used it cannot be used again until the wielder completes a long rest.

WINDWALKER

Weapon (short or long bow), very rare

When you make an attack with this bow, you can instead shoot an arrow at a spot within 60 feet. You then teleport to that location. Alternatively, you can shoot at an arrow at an ally. This arrow does not damage them. Instead, you magically switch places with them. When the bow has been used in this way it cannot be used again until you complete a long rest.

Hook. A team of researchers recently identified a mural that appears to show Nylea before she was a god. In it, she is wielding a bow that allows her to ambush her prey.



Censer of the Returned

WONDROUS ITEMS

ATHREOS' COPPER

Wondrous item, uncommon

Legend has it that these copper coins have been dipped into the Rivers That Ring the World. Anyone in possession of one can use it to gain advantage on one death saving throw. When the coin is used in this way it turns to dust and is destroyed.

Hook. During a tavern game, a drunken patron bets a coin that is unfamiliar to you.

BOOTS OF THE MINOTAUR

Wondrous item, rare (requires attunement)

While wearing these boots the wearer's speed increases by 5 feet. Further, the wearer has advantage on Strength (Athletics) contests when making the shove attack.

Additionally, if the wearer moves more than 10 feet in a straight line and immediately attacks a target with a melee weapon attack, they can spend one charge to add 1d6 damage of the weapon's type to the damage rolled. The boots hold three charges and recharge 1d4-1 charges at dawn.

Very rare variant. The wearer's speed increases by 10 instead of five, and the additional damage is increased to 2d6.

BRACER OF DEKATIA

Wondrous item, rare

When the wearer of this bracer casts a spell, they can activate the bracer. In doing so, the bracer increases the level of the spell by one. The spell only consumes its original spell slot. The increased spell level must be a level for which the caster can prepare spells. Once the bracer has been used it can not be used again until the next dawn.

CENSER OF THE RETURNED

Wondrous item, uncommon

When incense is placed inside of this ornamental incense container as an action, it will magically start burning if there is any undead is within 30 feet. Additionally, the incense smoke will waft in the direction of the undead.

CLOAK OF THE PLANESWALKER

Wondrous item, rare (require attunement)

While wearing this cloak, you have advantage on saving throws brought on by lair actions or regional effects.

CLOAKS OF KYNAIOS AND TIRO

Wondrous item, uncommon

These two cloaks are bound to each other, allowing the wearers to act as one in combat. When one wearer rolls initiative, the other can choose to take that initiative result instead of their own.

CORNUCOPIA OF SETESSA

Wondrous item, uncommon

Allegedly blessed by Karametra herself, this massive beast horn is filled with Setessa's greatest culinary delights. Each morning the cornucopia fills with enough food to feed 6 people for the day.

Hook. A band of very overweight satyrs was recently spotted in a nearby forest.

DEKATIAN GUARD BRACER

Wondrous item, rare

This bracer can be used to cast the spell *shield* once per day.

Hook. Dekatian scholars have partnered with guardsmen of Meletis to fashion them new weapons. However, some are concerned about these items falling into the wrong hands, or worse, guardsmen abusing them.

DESTINY'S REBIRTH

Potion, rare

When imbibed, this potion grants a Supernatural Gift. If the user already has a Supernatural Gift, they instead can change it. The potion has one use.

Hook. During the War of the Gods, Kruphix was rumored to have hidden several potions across Theros in the event that the world needed more Heroes...

EPHARA'S CHISEL

Wondrous item, rare

This chisel is rumored to have been used to build the first temple to the goddess Ephara. Once per day, the chisel can be used to cast the spell *stone shape*.

EREBOS' ORB

Wondrous item (arcane focus), rare

An star-filled orb mounted on an ornate staff, when a creature with a soul dies within 30 feet of you, you can activate the orb as a reaction, trapping the soul within it for 24 hours. While the soul is trapped in the orb, you can call it forth to converse with it as an action. The soul retains its personality, memory, and intelligence, but is non-corporeal and not compelled to tell the truth and may still be hostile toward you. You can return the soul to the orb as a bonus action. After 24 hours the soul departs the orb and continues on its normal journey to the underworld. The orb can only store one soul at a time.

Hook. A cleric visiting the academy at Dekatia was recently expelled and banned. No one is sure why, but there are strange rumors about about soul prisons...



HELM OF IROAS

Wondrous item, very rare

When the wearer of this helm sees an ally within 10 feet take damage that would reduce them to 0 hit points, the wearer can use their reaction to intercept the blow, moving them adjacent to the ally and taking the damage instead. The wearer does not incur opportunity attacks when moving in this manner. Additionally, as part of this effect, the wearer is imbued with the valor of Iroas and has a +2 bonus to AC and all weapon attack and damage rolls until the end of their next turn. Once the helm has been activated it cannot be used again until the wearer has completed a long rest.

OPTIONAL PIETY (IROAS) TABLE

Piety	Effect
10+	The bonus to attack and damage increases to +3.
25+	When the helm is activated the wearer's ally receives a +2 to their AC until the end of their next turn.
50+	The wearer takes only half the damage dealt when intercepting the attack.

Hook. The tomb of a fabled paladin has been robbed. His descendants have offered his famed helm as a reward if the robbers can be found.

HIEROPHANT'S HOOD

Wondrous item, uncommon

Once per day while wearing this hood you can make a Wisdom (Religion) check against a creature's Charisma (Deception) check. If successful, you learn the last god that the creature prayed to.

KERANOS' FLASH OF INSIGHT

Wondrous item, uncommon

This platinum headband is in the shape of a lightning bolt. The wearer can cast the spell *call lightning* using the headband. The headband holds one charge and is recharged when the wearer rolls a natural 15 or higher when making an Intelligence-based ability check or saving throw.

OPTIONAL PIETY (KERANOS) TABLE

Piety	Effect
10+	The wearer has resistance to lightning damage.
25+	Once per day the wearer gains advantage on one Intelligence-based ability check or saving throw.
50+	Instead of <i>call lightning</i> , the wearer can cast <i>lightning bolt</i> .

KYDELE'S RINGS

Wondrous item, rare

Two rings that emit a soft white glow. When the wearer of Kydele's rings places their hands over their eyes, they gain Truesight out to 30 feet. The effect lasts for as long as the user's hands are over their eyes and would therefore end if the user were to wield a weapon, for example.

Hook. A temple to Kydele was donated a ring that matched another in their archives. When the rings were reunited, strange things began to happen.

MANTLE OF LEADERSHIP

Wondrous item, uncommon

Once per day, when you hit with a weapon attack, you can use this cloak to receive a bonus to that attack's damage equal to the number of allies within 15 feet of you.

Hook. An antiquities vendor claims to have come into possession of a cloak that Tiro allegedly gifted to Kynaïos for his birthday.

MELETIS GUARD CUFFS

Wondrous item, uncommon

When placed around the wrists of a creature, these cuffs create an antimagic field that radiates one foot in all directions from the creature. The cuffs can be removed with a DC 13 Strength or Dexterity saving throw or thieves' tools check (lockpicking).

Hook. Following an... incident... with a now infamous Dekatian fraternity, every guard unit in Meletis has access to a new tool.

NYX INK

Wondrous item, rare

This ink is rumored to contain flecks of Nyx in it. The vial contains enough ink for one tattoo. When it is used to tattoo a creature by a proficient artist, they can create one of the following effects:

- The tattoo is of the glyphs or incantation needed to cast a spell of up to second level. The creature always has that spell prepared and it does not count against their number of prepared spells.
- The tattoo is of a compass. The creature always knows which way is north and always remembers the path that they took.
- The tattoo is of gills. The creature can now breathe under water.
- The tattoo covers a battle scar. The creature gets a +2 bonus when rolling hit dice to recover hit points during a short rest.

NYXSIGHT LANTERN

Wondrous item, rare

This lantern is powered by Nyx. When its black cloth cover is removed, it casts a starry bright light in a 30 foot radius. This light reveals all invisible creatures, reveals all illusions, and banishes magical darkness. The lantern contains enough Nyx to power it for ten minutes. It gains 1 minute of charge every night, except for moonless nights, when it fully recharges.

NYXDUST

Wondrous item, uncommon

A stardust-like powder in a dark purple velvet bag with silver stitching. When this powder is sprinkled on a creature they enter a dream-like state for 1d4 minutes that some say directly connects them to the gods of Theros. While in this state, the creature learns at least one thing about the god they most closely follow. This could be a

deed that their god disapproved of, a way to increase their piety points, the location of an item that their god wishes to grant them, or something else determined by the DM. If the dust is sprinkled on an unwilling creature they can make a DC 13 Constitution save against the sleep effect. The pouch contains enough dust for one use.

Hook. Law enforcement authorities are concerned about a new street drug. Apparently even the clergy are into it.

PHARIKA'S REVERSE

Wondrous item (wand), rare

Once per day, when this wand is touched to a statue, the statue becomes animated for one minute. The statue's stats are chosen by the DM and it responds to basic verbal commands issued by the wand's user.

Hook. The leaders of several Minotaur clans have put out a strange bounty. They have apparently seen someone attempting to raise an army from the victims of gorgons.

PHARIKA'S VIAL

Wondrous item, rare

This vial of poison requires only one additional ingredient: blood. As an action, you can do 2d6 slashing damage to yourself to fill the vial with blood. Once the vial is filled, you can use the resulting poison to coat one melee weapon or five pieces of ammunition. On the next successful hit with one of these coated weapons, the target must make a DC 14 Constitution saving throw or take 6d6 poison damage and be poisoned until the end of their next turn.

Very rare variant. The DC becomes 16 and the damage increases to 8d6.

PHENAX'S TALISMAN

Wondrous item, very rare

When wearing this amulet you automatically knows when you are under the effect of divination magic (such as the spell *scrying*). When you learn of this effect, you can use your reaction to do one of the following:

- Cast the spell *disguise self*.
- Cast the spell *hallucinatory terrain* with a duration of 10 minutes and a spell save DC of 14.
- Magically know the approximate direction and distance of the creature creating the divination effect. These estimates become more approximate the further away the creature is. For example, if the creature is 15 miles away the DM may simply say "within a day's travel north".

When you use the amulet in this fashion it cannot be used again – nor can it alert you to another divination effect – until you have completed a long rest.

Nyx Ink



Phenax's Talisman



OPTIONAL PIETY (PHENAX) TABLE

Piety	Effect
10+	The amulet will alert you to additional divination effects even after it has been used (but its additional effects still require a long rest).
25+	You gain advantage on saving throws to resist divination effects.
50+	You gain advantage on one Charisma (Deception) check per day.

Hook. The party stumbles upon a fabled professor from the academy of Dekatia deep in the forest. No one has seen him for ages despite multiple attempts to locate him...

PURPHOROS' HAMMER

Wondrous item, rare

Whosoever holds this hammer has proficiency in blacksmith's tools.

Additionally, you may use one charge of this hammer to shatter one non-magical weapon of your choosing. The weapon will turn into a fine powder that seems to glimmer with faint stardust. On the following dawn, you can expend one additional charge from the hammer to forge the dust into a new weapon of your choosing. This new weapon is magical and grants a +1 bonus to attack and damage rolls. The hammer holds two charges and regains both charges only when it spends 8 hours in a pool of lava in the badlands of Phoberos.

Hook. A famous dwarven blacksmith recently passed away. He had heard of the party's deeds and bequeathed to them a mysterious hammer along with a letter saying that if they could figure out how to reactivate its magic that it would reward them.

RAVOS' VOW

Wondrous item, uncommon

These two pure white ribbons are tied around the upper arms of each of the two wearers. When worn, each wearer telepathically knows basic health and vital information about the other, such as their number of remaining hit points and any conditions that affect them. Like Ravos' commitment to his beloved, this effect works even if the two wearers are not on the same plane of existence.

RELIC OF THE NON-BELIEVER

Wondrous item, uncommon

The wearer of the ring can expend a charge to cast either *dispel magic* or *remove curse* with themselves or an item they hold as the target. According to legend the gods were amused by the scholar's insolence - the ring holds one charge and can only be recharged by donating 50 gold to a temple to any god.

Hook. Against the wishes of local temples, after centuries Dekatia Academy has made several relics available for study. These relics were developed by a professor famous for doubting the existence of the gods

REVELROUS FLUTE

Wondrous item, very rare



This pan flute was purportedly played for Xenagos at one of his many revelries. When a creature rolls a Bardic Inspiration die that was given using this flute, they add 1 to the result.

Additionally, the user of this flute can play it as an action, forcing up to 5 targets of their choosing within 30 feet that can hear them to make a DC 14 Wisdom saving throw. On a failure, the creature's feet cannot resist dancing to the music and they move 10 feet in a random direction (subjecting them to any applicable opportunity attacks). Once the flute has been played in this manner it cannot be played again until the player has finished a long rest.

Hook. A band of satyrs claims to have found the greatest flute in all the land! They are hosting a giant party that everyone is invited to!

RUBY RING OF MOGIS

Wondrous item, rare

When the wearer of this blood red ruby nose ring reduces a target to 0 hit points, they can use their bonus action to move up to 15 feet and make a second attack on that new target. This movement does not cost movement points and the second attack is part of the bonus action. If this second attack misses, the target is able to use their reaction to take an attack of opportunity against the wearer. Once used, the ring cannot be used again until the wearer has completed a long rest.

OPTIONAL PIETY (MOGIS) TABLE

Piety	Effect
10+	The wearer can move 20 feet instead of 15 when the ring is activated.
25+	The wearer has advantage on the attack roll of the second attack.
50+	If the second target is reduced to zero hit points, the wearer gains advantage on all attack rolls for one minute.

Hook. Travelers through Phoberos speak of a giant minotaur with a red nose ring that is especially violent, even for a minotaur.

SASH OF THRASIOS

Wondrous item, rare

While wearing this sash your swim speed is 60 feet.

Additionally, if you are submerged in sea water you can summon two **bottlenose dolphins** to your aid (use the reef shark statblock on p.g. 309 of the Player's Handbook). These dolphins are friendly to you and your allies. Once you have summoned the dolphins you cannot do so again until you have completed a long rest.

Hook. One uneventful evening a party member is fishing off the side of the boat when their line snags on something. The reel it in, only to be disappointed that it's just a bit of cloth. That is, until they realize the cloth isn't wet...

SENATOR'S TOGA

Wondrous item, uncommon

While wearing this stately white robe you have advantage on ability checks related to laws, politics, and regulations. Additionally, once per day, you can use the toga to get advantage on one Charisma (Persuasion) roll.

Rare variant. Instead of gaining advantage on one Charisma (Persuasion) check, you can cast the spell *suggestion* using the toga. Once used in this manner, the toga cannot be used again until it has been recharged. The toga can be recharged by rolling a natural 15 or higher on a Charisma (Persuasion) roll.

SPELL GATE

Wondrous item, uncommon

When you throw this star-filled arcane orb into the air as a bonus action, it forms a semi-transparent, magical, one-way gate. As long as you are adjacent to the gate you are considered to have full cover from magical ranged attacks that originate from the other side of the gate. Further, you are able to cast magical ranged attacks through the gate as normal. You can change the orientation of the gate as a bonus action. The gate lasts for one minute before disappearing. Once the gate has been used it cannot be activated again until you complete a long rest.

Hook. A scholar in Dekatia recently spent his sabbatical studying Akroan military tactics and has developed an interesting magical item.

STAFF OF THE TWELVE

Arcane focus (staff), rare

This staff has access to the endless libraries of Meletis. When making an Intelligence (History or Arcana) check, the wielder can instead spend ten minutes meditating with the staff. When they do so, the result of the check becomes a 20 (no bonuses are applied and this does not count as a critical success). Once used, the staff cannot be used again until the wearer has completed a long rest.

Very Rare variant. In addition to the above, if the wielder has the Spellcasting ability they can prepare one additional spell per day.

STARSTRUCK EYE OF KRUPHIX

Wondrous item, very rare

A marble eye whose pupil shines with Nyx. When the eye is removed from its silver velvet pouch, the user can choose to see through the eye. The eye can see up to 30 feet. While seeing through the eye, the user can use an action to fast forward and rewind time up to one day, seeing past and future events that occurred within the eye's view. Any future events are seen as if nothing was done to change them and so are not set in stone.

Hook. Kydele once partnered with Tymna to create an artifact that could unwind the spool of time. It was only moderately successful.

THASSA'S GUIDE

Wondrous item, uncommon

Once per day as an action, the owner of this compass can trigger one of the following effects:

- By holding the compass over water, the owner knows the depth of the water to within a reasonable degree of accuracy.
- By praying to Thassa, the owner learns if there is a shipwreck within 1,000 feet of their location. If there is, the compass gives the direction of the shipwreck.
- By holding the compass into the air, the owner knows what the weather will be for the next 24 hours.

TITAN'S BELT

Wondrous item, uncommon

When the wearer of this thick leather belt makes a Strength-based saving throw or ability check, they can replace the result with a 25. When used in this way, the belt breaks under the wearer's straining muscles.

TITANSHACKLE

Wondrous item, very rare

According to legend, Purphoros himself forged these chains to bind the titans. When they are thrown at a creature of size huge or smaller as an action, the creature must make a DC 18 Strength or Dexterity (the creature chooses) saving throw or be restrained. They can repeat the saving throw at the beginning of each of their following turns, ending the effect on a success. Once the chains have been used they cannot be used again until they have been reforged by an expert dwarven blacksmith using heat borne from magma.

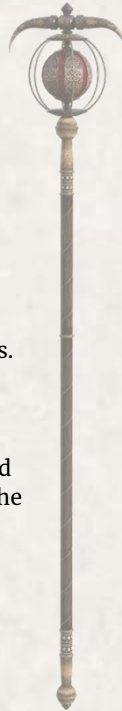
Hook. A local blacksmith is flabbergasted after someone brought in a chain to be reforged into horseshoes. You see, he has broken every tool he has trying to cut it.

TYMNA'S CHARM

Wondrous item, uncommon

Supposedly blessed by the mistress of fate herself, this charm is gold on one side and silver on the other. The owner of the coin can tug at the weaves of fate, giving them advantage on any skill or ability check. After this, the coin cannot be used again until it has been recharged. The coin is recharged by the DM imposing disadvantage on any skill or ability check of their choice for this purpose. The coin cannot be recharged on a skill or ability check that would be normally made with disadvantage.

Hook. A cleric of Tymna offers to buy an expensive item from a member of the party. They cannot offer gold, but the coin they do offer is very strange indeed...



CURSED ITEMS

ARCHON'S LAWBRINGER

Weapon (any melee), rare (requires attunement)

This weapon grants a +2 to attack and damage rolls made against undead, nyxborn, minotaurs, satyrs, and leonin.

Curse. The wielder of this weapon is required to follow the tyrannical laws of the Archon that once wielded it. Every time they commit one of the following "crimes" they take 3d6 psychic damage.

- Failing to bow their head when a creature of higher station makes eye contact with them.
- Neglecting to tip waitstaff.
- Jaywalking.
- Bringing weapons into a school, library, temple, or other establishment with a posted "no weapons" sign.
- Public drunkenness.
- Other petty and bureaucratic crimes that the DM may decide.

The curse can only be removed by bringing the weapon to the seat of power of a polis and having it witness an act of democracy or republicanism.

JAVELIN OF LIGHTNING

Weapon (javelin), rare

When you hurl this javelin and speak its command word, it transforms into a bolt of lightning, forming a line 5 feet wide that extends out from you to a target within 120 feet. 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.

Curse. The javelin attracts lightning. During every long rest that is not underground, the DM rolls a d20 in secret. On a 1-7, whoever possesses the rod is struck by a lightning bolt, taking 4d10 lightning damage. Additionally, whoever possesses the rod is vulnerable to lightning damage.

MIRROR SHIELD

Armor (shield), rare

Supposedly used to defeat a medusa, this very shiny shield grants the user an additional +1 to AC.

Curse. When an attack roll misses the shield's wearer with a result that is within 2 of their AC, the attack impacts the shield, causing nearby light to be reflected into the wearer's eyes (like a watch face reflecting sunlight). As a result, the wearer must make a DC 14 Wisdom saving throw or be blinded by this reflection until the end of their next turn.

PELT OF THE NEMIAN LION

Wondrous item, rare (requires attunement)

While wearing this pelt, as an action you can turn into a mighty lion for 1 minute. You retain your stats, memories, personality, and ability scores but you cannot use any of your class features. You gain the Lion's Keen Smell, Pack Tactics, Pounce, and Running Leap abilities along with its speed as described on p.g. 307 of the Player's Handbook. Once you have used the pelt you cannot do so again until you have finished a long rest.

Curse. When the wearer of the pelt speaks or make a sound as a lion, a tiny, high-pitched "meow" is all they can muster.

WINGED BOOTS

Wondrous item, rare

These boots were supposedly worn by a messenger of the gods. The boots have a fly speed of 30 feet.

Curse. Read the description carefully: the boots have a fly speed – they do not grant a fly speed. When a person wearing the boots attempts to fly, the boots will fly, but the effect only applies strictly to the boots. This usually results in the wearer being flown around upside down, dragged through the air by the boots while shouting obscenities.

TRINKETS

ARCHIVIST'S GLOVES

Wondrous item, common

These white cloth gloves are required when handling some books in the academy of Dekatia. When wearing these gloves, you can telekinetically move, open, and turn the pages of any book within 5 feet. Also used by lazy wizards for bedtime reading.

HERO'S HELM

Wondrous item, common

No matter how long you spend in a humid dungeon or atop a windy mountain, this helm will never disturb your signature hairstyle.

ORATOR'S FRIEND

Wondrous item, common

When activated, this cloak begins to rustle, making the sound of a cheering crowd.

QUENCHING CUP

Wondrous item, common

When this cup is filled with seawater it magically purifies it into perfectly cold fresh water.

WHISTLE OF THE WILD

Wondrous item, common

This whistle allows you to perfectly replicate any bird call that you have heard.

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