

The background illustration depicts a Drow mage with yellow eyes and a feathered headband, kneeling in a tomb and examining a large, ancient scroll. To her right, a Drow warrior with a horned mask and a dagger stands guard. The tomb is filled with skeletal remains and ancient stone carvings.

WRAITH WRIGHT'S MAGIC ITEM MANAGEMENT

SUPPLEMENTS by RANDALL RIGHT

DUNGEON MASTER TOOLS

Guidelines to customize and manage magic items
and features in the world's greatest roleplaying game



WRAITH WRIGHT'S MAGIC ITEM MANAGEMENT



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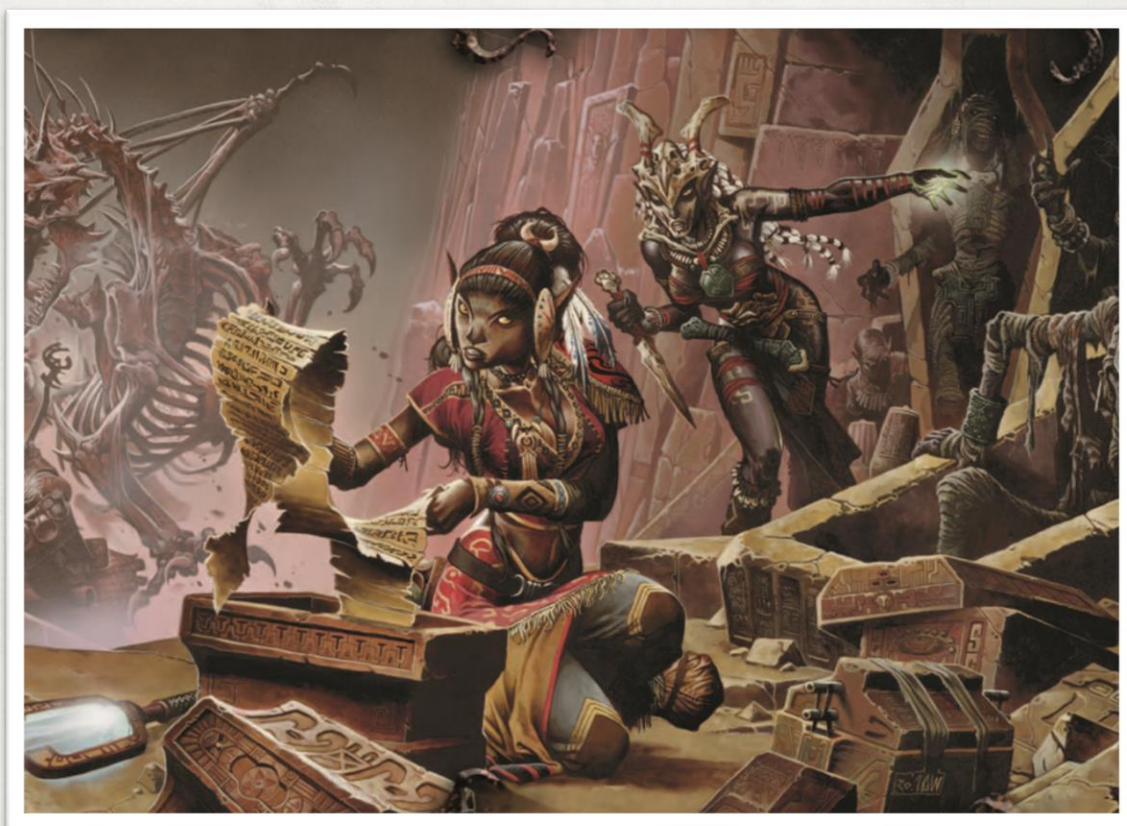
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A shifter artificer explores ancient, undead-infested catacombs
to unearth the formula for making a lost magic item.



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CONTENTS

CHAPTER 0: INTRODUCTION

MAGIC ITEM VALUATION	6
A Shifting Stance	6
Scale of Wealth	6
Power-Based Pricing	7
Selection Value	8
USING THIS BOOK	8
What's in This Product?	8

CHAPTER 1: EXACT ITEM PRICES

CHOOSING PRICES	10
Standard Cost Ranges	10
Specific Item Cost Tables	10
Additional Costs	10
Using the Tables	11

CHAPTER 2: PLAYER-CHOSEN ITEMS

BUYING	21
Finding Buyers	21
Finding Sellers	22
CRAFTING (DOWNTIME)	23
Requirements	23
PHYSICAL MODIFICATION	26
Changeable Factors	26
Assessing Limitations	26
SPELL CRAFTING	27
New Spell Access	27
New Spell Descriptions	27

CHAPTER 3: ITEM SPECIAL FEATURES

ADDING FEATURES	32
Minor Magic Items	32
Number of Features	32
The Lore of Features	33
USING THE TABLES	34
Pricing Mechanical Features	34
Creator	34
History	35
Minor Property	37
Quirk	37
APPENDIX A: RANDOM CREATOR TABLE	38
APPENDIX B: RANDOM HISTORY TABLE	46
APPENDIX C: RANDOM MINOR PROPERTY TABLE	54
APPENDIX D: RANDOM QUIRK TABLE	62

PREFACE

This book, like all the supplements I write, is a collection of the rules and systems I use at my own game table. Many are simply translations of the systems I'm familiar with from previous versions of the game. *DUNGEONS & DRAGONS* now leaves out much of the minor bookkeeping that weighed down the previous editions. It instead relies on *Dungeon Masters* to manage such things ad hoc. Yet when managing those things at my game table, I know I benefit from the explicit guidelines I remember from the previous editions, a benefit not shared by everyone.

For new *Dungeon Masters*, the notion that "there's no wrong way" to do it can be a cold comfort. In the realm of magic item distribution, there are real pitfalls to avoid, and no warnings about how to balance such treasures, keeping the players' magic items in parity with one another and preventing some item combinations from rendering the game's challenges meaningless.

At the same time, the tools in the *Dungeon Master's Guide* barely touch upon the concept of modifying magic items with special features. Satisfying the players' hunger for magic items is best done when those items are unique set pieces that flavor your campaign world.

For these reasons, I've assembled these three chapters, taking them from various other supplements created by Wraith Wright Productions, selected and updated to give you the best guidance we can produce on the subject of magic items. I hope these pages can help you at your own game table.

Randall Right
December, 2020



Chapter 0

CHAPTER 0: INTRODUCTION



THIS INTRODUCTION ADDRESSES SOME OF THE UNDERLYING philosophies in this supplement. It puts the magic items of the current edition into context with those of prior editions, examining the history of the official approach to magic item distribution rates and how these affect your campaign.

MAGIC ITEM VALUATION

The fifth edition of *DUNGEONS & DRAGONS* assigns *value ranges* to magic items based on their rarity. In this edition, tables of specific values for magic items were left out. Without such tables (a prominent feature of past editions), players have no concrete basis for measuring the power of crafted or purchased magic items. Without these tables, the DM is left to randomly assign values, probably doing so inconsistently, and probably doing so with the mistaken belief that the rarity-based price ranges reflect magic item power (and thus true value).

A SHIFTING STANCE

The game's focus on magic item access has evolved across the life of the current edition. The core rules initially anticipated that magic items would be rarer than in previous editions. The *Dungeon Master's Guide's* treasure tables meant that a character would average only *five* permanent items during the rise from 1st level to 20th level. It also assumed magic items would be un-buyable and made them essentially un-craftable.

In this environment, exact prices would be unneeded; players would never get a chance to make, buy, or sell their enchanted wonders, and if they did, the Dungeon Master could assign prices ad hoc to support these rare events.

Somewhere in the early development of the edition, this design principle failed to extend from the core rulebooks into the adventures that were being published. Freelance authors, partnered developers, and even the in-house adventure writers festooned their work with veritable sacks of magic items, often exceeding the rarity-by-level guidelines of the *Dungeon Master's Guide*. The momentum of previous editions seems to have pushed aside the treasure tables in the *DMG*, inflating the magic items (and the gold pieces) awarded during play.

Part of this failure was the opacity of the Treasure Horde tables in chapter 7 of the *Dungeon Master's Guide*. These tables required a lot of math to extract their average results, and it wasn't until three years later that *Xanathar's Guide to Everything* made the tables' averages explicit. The game's lead designer explained in an interview that the

new page-and-a-half of text in *Xanathar's Guide to Everything* was a response to freelance adventure writers asking for guidance on magic item distribution rates. If designers were confused, is it any wonder that *Dungeon Masters* felt unguided in this area?

In many ways, this chapter (and indeed, this entire supplement) is a response to *Xanathar's Guide to Everything*. For in that book, the designers at Wizards of the Coast gave ground on their default theory of magic items being un-craftable and un-buyable. Concrete rules appeared for the buying and selling of magic items. Also, the essentially unusable magic item crafting costs and times of the *Dungeon Master's Guide* got useful updates. Finally, a high-level adventurer might afford to craft a magic item, maybe even finishing it before dying of old age.

With this new stance, allowing players some influence on which magic items they acquire, the lack of itemized costs became more troublesome. Once characters can examine and compare items' core values, a concrete, consistent set of prices becomes necessary. As a preliminary problem, value ranges assigned by rarity only tenuously relate to the power of items in each category; they are thus unsuited for indexing true item values.

SCALE OF WEALTH

If specific magic item prices are the backbone of gp-dependent systems for magic items, the value of gp must first be explored. It does no good to assign gold piece values to items if gold itself has no set value.

STANDARD SCALE

The problem with magic item distribution rates also applies to the game's distribution of mundane wealth. The Treasure Horde tables of the *Dungeon Master's Guide* suggest a much lower rate for treasure than seen in previous editions. However, published adventures (and DMs accustomed to the prior editions' rates) tend to blow past these averages with impunity.

Although *Xanathar's Guide to Everything* clarified magic item distribution rates—the averages from the treasure tables—it failed to do so for mundane wealth. We are left to turn to the Internet for answers, combing reddit.com and various gaming forums, looking for level-by-level tables worked out by diligent accounting-minded players. Alternately, as my tax law professor used to say, “we must sharpen our own pencils” and work it out ourselves.

Gold by Tier. Here's the scale we calculated (and confirmed against the math of other Internet nerds) with a

bit of rounding. These numbers show what a player character will have averaged at the indicated levels.

These numbers assume the character has saved every single copper piece in the rise from 1st level, and that treasure hordes were divided evenly among a four-member party:

5th level: 540 gp

11th level: 24,000 gp

17th level: 134,000 gp

At 5th level, the party's warrior still can't afford a suit of plate or half plate armor, and the wizard's spellbook has added no more than 10 combined levels of "found" spells.

MANAGING THE DIFFERENCE

If your campaign awards more wealth than this, don't be alarmed. This is common! It just means the individual values you'll see on chapter 1's tables will look low.

The *Dungeon Master's Guide's* standard values are just as low in most cases, but their appearance in ranges tends to disguise that fact. For example, if you look at the range for a *longsword +1* (101 to 500 gp), you might think it's value falls on the upper end of the scale. That would be misguided; comparing its power with other uncommon-rated items indicates that a magic weapon's price would be at the lower end, closer to 100 gp than 500. If you find yourself pricing every uncommon magic item at about 500 gp, you've probably misunderstood the edition's intended rates of wealth distribution.

Again, this is common and of no real consequence. We don't need to have the same treasure drop rates for this supplement to be useful. To match your campaign's expected values, simply choose a price modifier that suits you. For example, if you think magic items should cost twice as much as what you see here, just use a "x2" cost modifier on everything. You will still benefit from these tables because each magic item will retain a specific price, one that reflects its power relative to the others.

Siloed Wealth. Another reason that treasure distribution rates aren't too important when using this supplement is that Dungeon Masters can keep magical and mundane treasure on separate tracks. The closed-loop systems discussed in chapter 2 mean that, whatever an item's cost, it won't be too low since players can't directly convert their gold into magic items.

The Comprehensive Wealth Manual. Some of the information in this supplement comes from Wraith Wright's *Comprehensive Wealth Manual*. You can refer to that tome for a breakdown of suggested treasure distribution rates, both magical and mundane.

POWER-BASED PRICING

The standard pricing for magic items is troublesome because (A) the cost ranges are tied to rarity and (B) the ranges themselves are too broad. The variability of item power within (and reaching beyond) each rarity category, and the breadth of the cost ranges, creates a system that is hardly useful.

WHAT RARITY MEANS

The primary purpose of item rarity categories is, quite literally, *to describe rarity*. Although the categories vaguely resemble tiers of power and value, their primary purpose is to tell you the world contains fewer *rings of resistance* (rare) than *cloaks of protection* (uncommon). If rarity categories tracked to power, the identical effect of these two items would land them in the same category.

Another use for the rarity categories is to distinguish minor differences in a single item. For example, the *horn of Valhalla* assigns three different rarities to four different versions, despite the items' functions being essentially identical. Horns of all rarities summon a handful of berserkers with the same stat blocks; the higher rarity versions just summon a few more at a time. It makes sense that the version that summons the most berserkers is worth more than the others, but that difference doesn't justify it being 100 times the cost.

Although interesting, these uses of the rarity rating don't serve when you're trying to differentiate items by their levels of power. If you're allowing a player to craft, buy, or trade for a magic item, it's the relative power you care about. If you're allowing a player to sell an item, you don't want to create a high-value windfall for the sale of an overrated item. These concerns are better served by individual prices that reflect magic items' potency.

POWER COMPARISONS

The individualized prices on chapter 1's tables come from Wraith Wright Productions' proprietary "algorithm," a 15-page document that rates the value of every magic item's features. The system is sufficiently nuanced to differentiate identical effects that have various uses per day or that have fewer restrictions on their use. Although the system is not perfect, it values items with far greater precision than the rarity ranges given in the *DMG*.

This system also attempts to scale the comparative values so that each item falls within its standard, rarity-based value range. Keeping the rarity value ranges relevant serves the goal of leaving existing rules undisturbed where possible. However, some magic items' power ratings absolutely demand deviation. As the *DMG*

admits, rarity provides only “a rough measure of an item’s power relative to other magic items.”

For example, the “legendary” *ring of invisibility* is no more potent than an “uncommon” 2nd-level *spell scroll*, except that anyone can use it and it can be used repeatedly. These changes don’t justify an increase of three value ranges. The legendary rating serves to make this ring a rare feature in the game world, while its itemized price (1,100 gp) reflects its actual potency. The ring would otherwise need to cost 50,000 gp to fit into the minimum value for the range assigned to legendary items.

SELECTION VALUE

When players can select their characters’ magic items, they won’t choose the ones that are of little or no use to them. Unlike randomly found treasure, selected magic items will always synergize with and maximize the character’s particular capabilities. This “power of selection” leads to a quirk of valuation; items players choose are typically more valuable than equally rated items they don’t choose.

For example, a fighter with the Archery Fighting Style is happier to find a *longbow +1* than a *longsword +1*, despite these weapons being on par with one another magically. The magic longbow’s synergy with that fighting style enhances the characters’ primary mode of attack, while the magic longsword does not.

BENEFITS OF SELECTION

The power of selection is useful in DUNGEONS & DRAGONS. Having synergistic and interesting magic items increases player enjoyment, particularly by increasing the chance of their success in their various endeavors and grounding them in the fantastical aspects of the game world. When players are happy, the game is objectively “good.”

However, characters will almost never find these sought-after items randomly. Dungeon Masters often don’t know what will interest their players, and prewritten adventures make such finds even less likely. The prior edition of the game suggested that DMs explicitly consult with players to determine the items they want their characters to find. This is an unpopular practice, a bit like picking out one’s own birthday presents. Instead, the same outcome can be achieved by allowing players to craft or buy specific items.

Although this player satisfaction is important, it’s important to understand how the power of selection can go too far.

DANGERS OF SELECTION

The game’s default approach rules out selecting magic items; the *DMG* suggests that magic items can’t be bought or crafted, at least not in any practical way.

This approach covers for a wealth of sins. The fifth edition makes itself appear lighter and slimmer without the various magic item balancing rules of the past two editions. Since players can’t choose their own items, there’s no need for each item’s bonuses to fall into one of several incompatible categories; stacking a *ring of protection* and a *cloak of protection* is fine, since the DM will have ordained the party having acquired both items.

The game likewise needn’t burden itself by labelling each item with a “slot,” a place on the body one might carry such an item to the exclusion of every other item assigned the same slot. The DM dictates how many magic rings the party acquires and doesn’t have to worry about any nonsensically bejeweled item users.

With the shift of stance in *Xanathar’s Guide to Everything*, which lets players craft and purchase magic items under practical terms and prices, the fifth edition’s lightweight magic item rules now have unintended consequences. For example, characters might select multiple AC-boosting items to lift them beyond the reach of threats, exceeding the expectations of the bounded accuracy system.

Left unbridled, the power of selection can allow players to acquire items that are far too potent when taken in combination with one another. Likewise, players might craft items of power levels that exceed the suggested level restrictions for magic item rarity. In this new environment of player selection, it is important to illuminate and lean upon the other magic item controls hinted at in the *Dungeon Master’s Guide*, like the need to find the right formula before crafting a magic item.

USING THIS BOOK

This book is intended for Dungeon Masters. Its contents were taken from two of Wraith Wright Productions’ larger supplements and updated here. These pages have the purpose of helping you, the Dungeon Master, make magic items accessible, meaningful, and mechanically balanced.

WHAT’S IN THIS PRODUCT?

This manual for *Magic Item Management* provides three tools, all designed to support the setting of your game while remaining flexibly useful in the hands of the player characters.

These tools, separated by chapter, include itemized pricing for all magic items in the official published material, expanded rules for players to craft or remake magic items using downtime or spells, and hundreds of new special features to differentiate similar magic items from one another.



Chapter 1

CHAPTER 1: EXACT ITEM PRICES

AT SOME POINT, THE CHARACTERS IN YOUR CAMPAIGN will want to buy, sell, craft, or trade magic items. To make such exchanges fair, there must be a measure of the items' worth, a measure of the gold or effort (or both) expended in the acquisition of magic items or received from their sale.

To support a rational system of magic item exchanges, this chapter examines the value of items. Its purpose is to assign specific gold piece values to each magic item from the fifth edition's published material. Although magic items don't need specific values, having them makes exchanges feel fair and worthwhile. It creates a foundation upon which other gp-dependent features may rest.

CHOOSING PRICES

This section addresses magic item values in terms of their base costs and as modified by additional costs.

STANDARD COST RANGES

The slim table on the following page combines two tables found in the *Dungeon Master's Guide*, providing the general power level, costs, and restrictions on items of each type. The bracketed values are inferred from other pages of that book, from the original magic item crafting rules.

The Dungeon Master can choose an item's cost from the range found in the Value Range column or can use the itemized item values on the later tables in this chapter. Using the standard rarity ranges might be preferable in games that base costs on actual rarity rather than power.

Artifacts are an exception. They have no assigned value range in the official materials, nor does this supplement add any. Artifacts should enter the game for story reasons and have a limited function outside of story-based applications. It should be unthinkable to buy, sell, trade, or craft an artifact.

SPECIFIC ITEM COST TABLES

The tables below set base prices for each standard magic item, to be modified as described below. Each table, sometimes covering multiple pages, addresses one rarity.

These costs are internally consistent with one another and mostly match the value ranges from the *Dungeon Master's Guide*. Because this product recommends a closed-loop system (magic items generally are not available for purchase with mundane wealth), the values of these items are only relevant when selling, not buying. Such prices thus remain reasonable regardless of the

amount of gold a party has. (The closed-loop magic item system is described later in this chapter.)

If the prices on this chapter's tables seem low to you, you might have lost sight of the wealth scale in the *Dungeon Master's Guide*. Many players retain vestigial notions of magic item value from previous editions of D&D. As the DM, you can easily adjust these costs to match what is normal in your campaign. To do so, select a flat modifier (like "x2") and apply that consistently.

ADDITIONAL COSTS

Whether you use the standard value ranges on the table above, or the itemized values on the tables at the end of this chapter, this supplement suggests modifying these costs where factors warrant doing so.

PHYSICAL FORM

To keep things simple, ignore the mundane value of an item that bears an enchantment if its mundane value is less than 50 gp. If the mundane value is 50 gp or higher, add it to the item's total value. Most mundane items are cheaper than 50 gp, meaning this only applies to a few items, a few weapons, and suits of medium or heavy armor (some of which are more costly than their magic aspects).

RARE MATERIALS

Items crafted with ornamentation (or ornamented later) have an additional component valued separately from the item. That component's value is equal to the wealth put into it through the ornamentation process.

For example, a magic flute encrusted with 100 gp worth of emeralds is worth 100 gp on top of the value of the magic. (Since a standard flute costs less than 50 gp, its base value is ignored in this combination.)

Likewise, if your campaign uses the "Alternate Materials" rules from the *Comprehensive Equipment Manual* (or its subproducts), add the value of adamantine, mithral, infernal iron, or other crafting materials.

SCROLLS AND TATTOOS

Expending costly components is part of the process of making a magic item. For *spell scrolls* and *spellwrought tattoos*, these expenses aren't included in the price tables below. To set rational prices for these items, add the value of any costly material components that the spell needs, whether that component is consumed in the casting or is not. These costly components are "baked in" during creation so the user does not need to supply them.

RARITY, VALUE, AND POWER

Rarity	Rating	Value Range	Maximum Bonus	Maximum Spell Level	Minimum Character Level
Common (CO)	Minor	[0] - 100 gp	–	1st level	1st level
Uncommon (UN)	Major or minor	101 - 500 gp	+1	3rd level	1st level
Rare (RA)	Major or minor	501 - 5,000 gp	+2	6th level	5th level
Very Rare (VR)	Major or minor	5,001 - 50,000 gp	+3	8th level	11th level
Legendary (LE)	Major or minor	50,001 - [500,000] gp	+4	9th level	17th level
Artifact (AR)	Major	N/A	+4	9th level	N/A

SPECIAL FEATURES

Most minor properties are so useful or potent as to be worth increasing an item's cost, and most quirks are sufficiently detrimental to reduce the cost.

An otherwise-mundane item that has only special features is a common-rated magic item. It usually keeps this rating, even if it has multiple minor properties and quirks with a combined value exceeding 100 gp.

Specific Costs. The tables of minor properties and quirks in chapter 3 itemize the value of such special features. If you only wish to use the small table of special features from the *Dungeon Master's Guide*, you can approximate their values as guidelines. Or you can use these quick guidelines.

Minor Properties: For minor properties, try adding **50 gp** for beacon, compass, delver, gleaming, hidden message, song craft, strange material, temperate, waterborne, and war leader, or **100 gp** for harmonious, guardian, illusion, language, sentinel, and unbreakable.

Quirks: For quirks, subtract **50 gp** for covetous, hungry, frail, loud, metamorphic, muttering, and slothful, or **100 gp** for blissful and possessive.

SENTIENCE

Sentience alone does not raise the value of a magic item; although having an extra set of “eyes” (or other senses) to keep watch at night can be valuable, the potential for conflicts more than makes up for the added value.

However, if the sentience has some additional power that can be brought to the wielder's aid, the Dungeon Master should feel free to modify the item's value accordingly.

USING THE TABLES

The color-coded tables below provide itemized values for magic items consistent with the fifth edition rules.

On these tables, items noted with an asterisk (*) are “minor” magic items. This means they are either common-rated magic items or single-use consumable items of any rarity, or they are the uncommon-rated items that appear on Magic Item Tables A-E in the *DMG*.

KEY

In the following tables, the three-letter notations refer to source books as follows:

Baldur's Gate: Descent into Avernus [DIA], *Curse of Strahd* [CoS], *Eberron: Rising from the Last War* [RLW], *Ghosts of Saltmarsh* [GoS], *Guildmaster's Guide to Ravnica* [GGR], *Hoard of the Dragon Queen* [HDQ], *Lost Mines of Phandelver* [LMP], *Mordenkainen's Tome of Foes* [MTF], *Mythic Odysseys of Theros* [MOT], *Out of the Abyss* [OtA], *Princes of the Apocalypse* [PAP], *Icewind Dale: Rime of the Frostmaiden* [RFM], *The Rise of Tiamat* [TRT], *Tales of the Yawning Portal* [TYP], *Tomb of Annihilation* [ToA], *Tasha's Cauldron of Everything* [TCE], *Volo's Guide to Monsters* [VGM], *Waterdeep: Dragon Heist* [WDH], *Waterdeep: Dungeon of the Mad Mage* [DMM], *Wayfinder's Guide to Eberron* [WGE], *Xanathar's Guide to Everything* [XGE].

An item without a listed source comes from the *DMG*.

Acquisitions Incorporated and *Explorer's Guide to Wildemount* are “partner” IPs; these intellectual properties are not usable under the Community Content Agreement of the Dungeon Masters Guild. Therefore, their magic items cannot appear in this supplement.

COMMON MAGIC ITEMS

Item	Value	Item	Value
<i>Ammunition of walloping</i> * XGE	15 gp	<i>Mystery key</i> * XGE	20 gp
<i>Armsblade</i> * WGE, RLW	25 gp	<i>Orb of direction</i> * XGE	15 gp
<i>Armor of gleaming</i> * XGE	15 gp	<i>Orb of gonging</i> * DMM	25 gp
<i>Band of loyalty</i> * WGE	100 gp	<i>Orb of shielding</i> * WGE, RLW	100 gp
<i>Bead of nourishment</i> * XGE	6 gp	<i>Orb of time</i> * XGE	10 gp
<i>Bead of refreshment</i> * XGE	2 gp	<i>Perfume of bewitching</i> * XGE	50 gp
<i>Boots of false tracks</i> * XGE	50 gp	<i>Pipe of remembrance</i> * GoS	25 gp
<i>Candle of the deep</i> * XGE	1 gp	<i>Pipe of smoke monsters</i> * XGE	35 gp
<i>Cast-off armor</i> * XGE	100 gp	<i>Pole of angling</i> * XGE	35 gp
<i>Charlatan's die</i> * XGE	75 gp	<i>Pole of collapsing</i> * XGE	50 gp
<i>Chest of preserving</i> * DMM	45 gp	<i>Pressure capsule</i> * GoS	50 gp
<i>Cleansing stone</i> * WGE, RLW	25 gp	<i>Pot of awakening</i> * XGE	25 gp
<i>Cloak of billowing</i> * XGE	25 gp	<i>Prosthetic limb</i> * RLW, TCE	25 gp
<i>Cloak of many fashions</i> * XGE	15 gp	<i>Rope of mending</i> * XGE	55 gp
<i>Clockwork amulet</i> * XGE	100 gp	<i>Ruby of the war mage</i> * XGE	100 gp
<i>Clothes of mending</i> * XGE	15 gp	<i>Sekolahian worshiping statuette</i> * GoS	15 gp
<i>Dark shard amulet</i> * XGE	75 gp	<i>Scribe's pen</i> * WGE, RLW	15 gp
<i>Dread helm</i> * XGE	15 gp	<i>Shield of expression</i> * XGE	15 gp
<i>Ear horn of hearing</i> * XGE	50 gp	<i>Shiftweave</i> * WGE, RLW	25 gp
<i>Enduring spellbook</i> * XGE	35 gp	<i>Smoldering armor</i> * XGE	15 gp
<i>Ersatz eye</i> * XGE	25 gp	<i>Spell scroll, cantrip</i> *	10+ gp
<i>Everbright lantern</i> * WGE, RLW	50 gp	<i>Spell scroll, 1st-level</i> *	25+ gp
<i>Feather token</i> * WGE, RLW	15 gp	<i>Spellshard</i> * WGE, RLW	1 gp per "page"
<i>Glamourweave</i> * [contained pattern] WGE, RLW	25 gp	<i>Spellwrought tattoo, cantrip</i> * TCE	30+ gp
<i>Hat of vermin</i> * XGE	35 gp	<i>Spellwrought tattoo, 1st-level</i> * TCE	75+ gp
<i>Hat of wizardry</i> * XGE	75 gp	<i>Staff of adornment</i> * XGE	35 gp
<i>Heward's handy spice pouch</i> * XGE	20 gp	<i>Staff of birdcalls</i> * XGE	50 gp
<i>Horn of silent alarm</i> * XGE	40 gp	<i>Staff of flowers</i> * XGE	35 gp
<i>Illuminator's tattoo</i> * TCE	45 gp	<i>Talking doll</i> * XGE	70 gp
<i>Imbued wood focus</i> * RLW	100 gp	<i>Tankard of sobriety</i> * XGE	25 gp
<i>Instrument of illusions</i> * XGE	65 gp	<i>Thermal cube</i> * RFM	80 gp
<i>Instrument of scribing</i> * XGE	55 gp	<i>Unbreakable ammunition</i> * XGE	5 gp
<i>Keycharm</i> * WGE, RLW	15 gp	<i>Veteran's cane</i> * XGE	55 gp
<i>Lantern of tracking</i> * RFM	100 gp	<i>Wand of conducting</i> * XGE	75 gp
<i>Lock of trickery</i> * XGE	30 gp	<i>Wand of pyrotechnics</i> * XGE	25 gp
<i>Masquerade tattoo</i> * TCE	55 gp	<i>Wand of scowls</i> * XGE	50 gp
<i>Moodmark paint</i> * GGR	5 gp	<i>Wand of smiles</i> * XGE	50 gp
<i>Moontouched sword</i> * XGE	20 gp	<i>Wand sheath</i> * RLW, WGE	25 gp

UNCOMMON MAGIC ITEMS (PART 1)

Item	Value
<i>Adamantine armor</i>	300 gp
<i>Alchemy jug*</i>	125 gp
<i>All-purpose tool, +1</i> ^{TCE}	1,025 gp
<i>Ammunition, +1*</i>	25 gp
<i>Amulet of proof against detection and location</i>	350 gp
<i>Amulet of the devout, +1</i> ^{TCE}	300 gp
<i>Arcane grimoire, +1</i> ^{TCE}	300 gp
<i>Bag of bounty</i> ^{WGE}	275 gp
<i>Bag of holding*</i>	400 gp
<i>Bag of tricks</i>	425 gp
<i>Balance of harmony</i> ^{TYP}	100 gp
<i>Balloon pack</i> ^{PAP}	30 gp
<i>Barrier tattoo, uncommon</i> ^{TCE}	450 gp
<i>Blood spear</i> ^{CoS}	410 gp
<i>Bloodwell vial, +1</i> ^{TCE}	410 gp
<i>Boots of elvenkind</i>	115 gp
<i>Boots of striding and springing</i>	105 gp
<i>Boots of the winterlands</i>	750 gp
<i>Bottled breath*</i> ^{PAP}	160 gp
<i>Bracers of archery</i>	400 gp
<i>Brooch of shielding</i>	200 gp
<i>Broom of flying</i>	1,350 gp
<i>Cap of water breathing*</i>	250 gp
<i>Circlet of blasting</i>	110 gp
<i>Circlet of human perfection</i> ^{DMM}	275 gp
<i>Cloak of elvenkind</i>	165 gp
<i>Cloak of protection</i>	1,300 gp
<i>Cloak of the manta ray*</i>	950 gp
<i>Coiling grasp tattoo</i> ^{TCE}	1,100 gp
<i>Cursed luckstone</i> ^{GoS}	100 gp
<i>Decanter of endless water*</i>	435 gp
<i>Deck of illusions</i>	7 gp per card
<i>Driftglobe*</i>	215 gp
<i>Dust of disappearance*</i>	30 gp per use
<i>Dust of dryness*</i>	75 gp per use
<i>Dust of sneezing and choking*</i>	110 gp per use
<i>Earworm</i> ^{RLW}	750 gp
<i>Eldritch claw tattoo</i> ^{TCE}	425 gp
<i>Elemental gem</i>	1,000 gp
<i>Eversmoking bottle</i>	250 gp
<i>Eyes of charming</i>	60 gp
<i>Eyes of minute seeing*</i>	100 gp
<i>Eyes of the eagle</i>	150 gp
<i>Feywild shard</i> ^{TCE}	105 gp
<i>Figurine of wondrous power, silver raven</i>	55 gp
<i>Finder's goggles</i> ^{RLW}	310 gp

Item	Value
<i>Gauntlets of ogre power</i>	1,500 gp
<i>Gem of brightness</i>	300 gp
<i>Glameweave [projected pattern]</i> ^{RLW}	125 gp
<i>Gloves of missile snaring</i>	250 gp
<i>Gloves of swimming and climbing</i>	150 gp
<i>Gloves of thievery</i>	100 gp
<i>Goggles of night*</i>	220 gp
<i>Guardian emblem</i> ^{TCE}	350 gp
<i>Guild keyrune, Rakdos</i> ^{GGR}	500 gp
<i>Guild signet</i> ^{GGR}	60 gp
<i>Hat of disguise</i>	200 gp
<i>Headband of intellect</i>	1,500 gp
<i>Hellfire weapon</i> ^{DIA}	200 gp
<i>Helm of comprehending languages*</i>	200 gp
<i>Helm of telepathy</i>	1,210 gp
<i>Helm of underwater action</i>	570 gp
<i>Hew</i> ^{LMP}	500 gp
<i>Immovable rod*</i>	175 gp
<i>Infernal puzzle box</i> ^{DIA}	475 gp
<i>Inquisitive's goggle's</i> ^{WGE}	310 gp
<i>Insignia of claws</i> ^{HDQ}	400 gp
<i>Instrument of the bard, Doss lute</i>	900 gp
<i>Instrument of the bard, Fochlucan bandore</i>	570 gp
<i>Instrument of the bard, Mac-Fuirmidh cittern</i>	560 gp
<i>Javelin of lightning</i>	160 gp
<i>Keoghtom's ointment*</i>	200 gp per use
<i>Lantern of revealing*</i>	220 gp
<i>Lightbringer</i> ^{LMP}	500 gp
<i>Living gloves</i> ^{RLW}	300 gp
<i>Mariner's armor*</i>	150 gp
<i>Mask of the beast</i> ^{ToA}	60 gp
<i>Medallion of thoughts</i>	165 gp
<i>Mind carapace armor</i> ^{VGM}	1,605 gp
<i>Mithral armor</i>	270 gp
<i>Mizzium apparatus</i> ^{GGR}	500 gp
... [22,500 gp if Multiclassing optional rules are used]	
<i>Moon sickle, +1</i> ^{TCE}	900 gp
<i>Nature's mantle</i> ^{TCE}	350 gp
<i>Necklace of adaptation</i>	200 gp
<i>Night Caller</i> ^{TYP}	270 gp
<i>Oil of slipperiness*</i>	150 gp
<i>Orc stone</i> ^{RFM}	90 gp
<i>Paper bird*</i> ^{WDH}	30 gp per sheet
<i>Pearl of power</i>	500 gp
<i>Periapt of wound closure</i>	150 gp

UNCOMMON MAGIC ITEMS (PART 2)

Item	Value
<i>Philter of love</i> *	75 gp
<i>Pipes of haunting</i>	165 gp
<i>Pipes of the sewer</i>	120 gp
<i>Piwafwi</i> ^{OTA}	125 gp
<i>Potion of animal friendship</i> *	75 gp
<i>Potion of fire breath</i> *	100 gp
<i>Potion of greater healing</i> *	150 gp
<i>Potion of giant strength, hill</i> *	150 gp
<i>Potion of growth</i> *	100 gp
<i>Potion of poison</i> *	150 gp
<i>Potion of resistance</i> *	150 gp
<i>Potion of water breathing</i> *	150 gp
<i>Propeller helm</i> ^{DMM}	60 gp
<i>Psi crystal</i> ^{RFM}	150 gp
<i>Pyroconverger</i> ^{GGR}	150 gp
<i>Quiver of Ehlonna</i>	350 gp
<i>Rhythm-maker's drum, +1</i> ^{TCE}	300 gp
<i>Ring of jumping</i>	150 gp
<i>Ring of mind shielding</i>	300 gp
<i>Ring of swimming</i>	125 gp
<i>Ring of truth telling</i> ^{WDH}	100 gp
<i>Ring of warmth</i>	115 gp
<i>Ring of water walking</i>	175 gp
<i>Robe of serpents</i> ^{SKT}	20 gp per use remaining
<i>Robe of useful items</i>	10 gp per item remaining
<i>Rod of the pact keeper, +1</i>	300 gp
<i>Rope of climbing</i>	110 gp
<i>Seeker dart</i> * ^{PAP}	55 gp
<i>Sending stones</i>	210 gp
<i>Sentinel shield</i>	200 gp
<i>Shatterspike</i> ^{TYP}	550 gp
<i>Shield, +1</i>	225 gp

RARE MAGIC ITEMS (PART 1)

Item	Value
<i>Alchemical compendium</i> ^{TCE}	860 gp
<i>All-purpose tool, +1</i> ^{TCE}	3,275 gp
<i>Ammunition, +2</i> *	250 gp
<i>Amulet of health</i>	1,500 gp
<i>Amulet of protection from turning</i> ^{TYP}	4,600 gp
<i>Amulet of the devout, +2</i> ^{TCE}	3,000 gp
<i>Arcane grimoire, +2</i> ^{TCE}	3,000 gp
<i>Armor, +1</i>	525 gp

Item	Value
<i>Skyblinder staff</i> ^{GGR}	490 gp
<i>Slippers of spider climbing</i>	115 gp
<i>Smokepowder</i> * ^{WDH}	1 gp per charge
<i>Soul coin</i> ^{DIA}	125 gp
<i>Spell gem, lazuli</i> ^{OTA}	100 gp
<i>Spell gem, obsidian</i> ^{OTA}	50 gp
<i>Spell scroll, 2nd-level</i> *	55+ gp
<i>Spell scroll, 3rd-level</i> *	135+ gp
<i>Spellwrought tattoo, 2nd-level</i> * ^{TCE}	165+ gp
<i>Spellwrought tattoo, 3rd-level</i> * ^{TCE}	405+ gp
<i>Storm boomerang</i> * ^{PAP}	65 gp
<i>Spies' murmur</i> ^{GGR}	475 gp
<i>Staff of the adder</i>	350 gp
<i>Staff of the python</i>	250 gp
<i>Stone of good luck (luckstone)</i>	1,500 gp
<i>Stone of ill luck</i> ^{TYP}	50 gp
<i>Storm boomerang</i> ^{PAP}	65 gp
<i>Sword of vengeance</i>	450 gp
<i>Trident of fish command</i>	530 gp
<i>Wand of entangle</i> ^{TYP}	225 gp
<i>Wand of magic detection</i> *	115 gp
<i>Wand of magic missiles</i>	175 gp
<i>Wand of secrets</i> *	115 gp
<i>Wand of the war mage, +1</i>	350 gp
<i>Wand of web</i>	225 gp
<i>Weapon, +1</i>	250 gp
<i>Weapon of warning</i>	275 gp
<i>Wheel of wind and water</i> ^{WGE, RLW}	250 gp
<i>Wind fan</i>	110 gp
<i>Winged boots</i>	400 gp
<i>Wingwear</i> ^{PAP}	135 gp

RARE MAGIC ITEMS (PART 2)

Item	Value
<i>Banner of the krig rune</i> ^{SKT}	4,500 gp
<i>Barrier tattoo, rare</i> ^{TCE}	700 gp
<i>Bead of force</i> *	500 gp
<i>Bell branch</i> ^{TCE}	140 gp
<i>Belt of dwarvenkind</i>	3,545 gp
<i>Belt of giant strength, hill giant</i>	5,000 gp
<i>Berserker axe</i>	1,325 gp
<i>Blod stone</i> ^{SKT}	2,200 gp (+5,000 gp gem)
<i>Bloodwell vial, +2</i> ^{TCE}	3,160 gp
<i>Boots of levitation</i>	200 gp
<i>Boots of speed</i>	550 gp
<i>Bowl of commanding water elementals</i>	1,000 gp
<i>Bracer of flying daggers</i> ^{WDH}	1,250 gp
<i>Bracers of defense</i>	5,000 gp
<i>Brazier of commanding fire elementals</i>	1,000 gp
<i>Cape of the mountebank</i>	640 gp
<i>Cauldron of plenty</i> ^{RFM}	200 gp
<i>Censer of controlling air elementals</i>	1,000 gp
<i>Charm of plant command</i> ^{GoS}	4,100 gp
<i>Chime of opening</i> *	550 gp
<i>Claw of the wyrm rune</i> ^{SKT}	4,200 gp
<i>Claws of the umber hulk</i> ^{PAP}	3,200 gp
<i>Cloak of displacement</i>	3,300 gp
<i>Cloak of the bat</i>	3,120 gp
<i>Cube of force</i>	4,200 gp
<i>Daern's instant fortress</i>	4,100 gp
<i>Dagger of blindsight</i> ^{DMM}	3,200 gp
<i>Dagger of venom</i>	525 gp
<i>Devotee's censer</i> ^{TCE}	1,105 gp
<i>Dimensional shackles</i>	2,000 gp
<i>Docent</i> ^{WGE}	3,100 gp
<i>Elixir of health</i> *	150 gp
<i>Gavel of the venn rune</i> ^{SKT}	950 gp
<i>Gem of seeing</i>	1,080 gp
<i>Ghost lantern</i> ^{ToA}	1,200 gp
<i>Ghost step tattoo</i> ^{TCE}	960 gp
<i>Giant slayer</i>	750 gp
<i>Glamoured studded leather</i>	725 gp
<i>Guild keyrune, Azorious</i> ^{GGR}	3,020 gp
<i>Guild keyrune, Boros</i> ^{GGR}	4,290 gp
<i>Guild keyrune, Gruul</i> ^{GGR}	2,725 gp
<i>Guild keyrune, Izzet</i> ^{GGR}	1,500 gp
<i>Guild keyrune, Orzhov</i> ^{GGR}	650 gp
<i>Guild keyrune, Selesnya</i> ^{GGR}	1,650 gp
<i>Gulthias staff</i> ^{CoS}	560 gp

Item	Value
<i>Heart weaver's primer</i> ^{TCE}	860 gp
<i>Hell hound cloak</i> ^{TYP}	3,250 gp
<i>Helm of the gods</i> ^{MOT}	350 gp
<i>Helm of teleportation</i>	3,150 gp
<i>Heward's handy haversack</i> *	350 gp
<i>Hook of fisher's delight</i> ^{RFM}	25 gp
<i>Horn of blasting</i>	540 gp
<i>Horn of the endless maze</i> ^{DMM}	2,700 gp
<i>Horn of Valhalla, brass</i>	2,700 gp
<i>Horn of Valhalla, silver</i>	1,890 gp
<i>Horseshoes of speed</i> *	550 gp
<i>Instrument of the bard, Canaith mandolin</i>	1,094 gp
<i>Instrument of the bard, Cli lyre</i>	2,010 gp
<i>loun stone, awareness</i>	750 gp
<i>loun stone, protection</i>	850 gp
<i>loun stone, reserve</i>	1,000 gp
<i>loun stone, sustenance</i>	200 gp
<i>Iron bands of Bilarro</i>	3,300 gp
<i>Knave's eye patch</i> ^{WDH}	525 gp
<i>Libram of souls and flesh</i> ^{TCE}	860 gp
<i>Living armor</i> ^{RLW}	2,025 gp
<i>Loadstone</i> ^{TYP}	50 gp (+150 gp gem)
<i>Lyre of building</i> ^{TCE}	2,990 gp
<i>Mace of disruption</i>	800 gp
<i>Mace of smiting</i>	825 gp
<i>Mace of terror</i>	860 gp
<i>Mantle of spell resistance</i>	2,500 gp
<i>Mind blade</i> ^{VGM}	4,550 gp
<i>Mind lash</i> ^{VGM}	4,500 gp
<i>Mirror of the past</i> ^{TYP}	3,800 gp
<i>Mizzium armor</i> ^{GGR}	1,300 gp
<i>Mizzium mortar</i> ^{GGR}	315 gp
<i>Molten bronze skin</i> ^{MOT}	1,950 gp
<i>Moon sickle, +2</i> ^{TCE}	3,150 gp
<i>Necklace of fireballs</i> *	270 gp per bead
<i>Necklace of prayer beads</i>	[sum of bead values]
Bless bead (per bead)	+20 gp
Curing bead (per bead)	+110 gp
Favor bead (per bead)	+1,000 gp
Smiting bead (per bead)	+110 gp
Summons bead (per bead)	+2,600 gp
Wind walking bead (per bead)	+2,600 gp
<i>Oil of etherealness</i> *	1,500 gp
<i>Opal of the ild rune</i> ^{SKT}	2,720 gp
<i>Orb of the stein rune</i> ^{SKT}	1,070 gp

RARE MAGIC ITEMS (PART 3)

Item	Value
Outer essence shard ^{TCE}	600 gp
Pariah's shield ^{GGR}	2,700 gp
Periapt of proof against poison	2,400 gp
Piwafwi of fire resistance ^{OtA}	725 gp
Planecaller's codex ^{TCE}	860 gp
Portable hole*	3,000 gp
Potion of aqueous form* ^{MOT}	150 gp
Potion of clairvoyance*	150 gp
Potion of diminution*	100 gp
Potion of giant strength, fire*	500 gp
Potion of giant strength, frost*	200 gp
Potion of giant strength, stone*	200 gp
Potion of gaseous form*	150 gp
Potion of heroism*	200 gp
Potion of invulnerability*	1,500 gp
Potion of mind control, beast* ^{TYP}	640 gp
Potion of mind control, humanoid* ^{TYP}	1,000 gp
Potion of mind reading*	100 gp
Potion of superior healing*	500 gp
Professor orb ^{DMM, RFM}	1,350 gp
Protective verses ^{TCE}	860 gp
Quaal's feather token, anchor*	200 gp
Quaal's feather token, bird*	270 gp
Quaal's feather token, fan*	110 gp
Quaal's feather token, swan boat*	165 gp
Quaal's feather token, tree*	75 gp
Quaal's feather token, whip*	110 gp
Reveler's concertina ^{TCE}	4,600 gp
Rhythm-maker's drum, +2 ^{TCE}	3,000 gp
Ring of animal influence	950 gp
Ring of evasion	2,700 gp
Ring of feather falling	75 gp
Ring of free action	3,200 gp
Ring of protection	1,300 gp
Ring of resistance	600 gp
Ring of spell storing	5,000 gp
Ring of the ram	810 gp
Ring of x-ray vision	2,400 gp
Robe of eyes	1,480 gp
Robe of summer ^{TYP}	750 gp
Rod of rulership	600 gp
Rod of the pact keeper, +2	3,000 gp
Rod of the Vonindod ^{SKT}	550 gp
Rope of entanglement	2,200 gp
Saint Markovia's thighbone ^{CoS}	650 gp
Scorpion armor ^{ToA}	850 gp (+1,500 gp plate)

Item	Value
Scroll of protection, any*	250 gp
Shadowfell brand tattoo ^{TCE}	250 gp
Shadowfell shard ^{TCE}	100 gp
Shield, +2	2,250 gp
Shield guardian amulet ^{RFM}	1,000 gp
Shield of far sight ^{VGM}	12,200 gp
Shield of missile attraction	2,200 gp
Siren song lyre ^{MOT}	200 gp
Speaking stone ^{RFL}	620 gp
Spell gem, bloodstone ^{OtA}	1,350 gp
Spell gem, quartz ^{OtA}	550 gp
Spell scroll, 4th-level*	320+ gp
Spell scroll, 5th-level*	500+ gp
Spellwrought tattoo, 4th-level* ^{TCE}	960+ gp
Spellwrought tattoo, 5th-level* ^{TCE}	1,500+ gp
Spider staff ^{LMP}	715 gp
Staff of charming	1,200 gp
Staff of defense ^{LMP}	1,100 gp
Staff of healing	1,800 gp
Staff of swarming insects	1,890 gp
Staff of the woodlands	5,000 gp
Staff of withering	110 gp
Stone of controlling earth elementals	1,000 gp
Stonespeaker crystal ^{OtA}	550 gp
Sun blade	4,500 gp
Sunforger ^{GGR}	2,770 gp
Sword of life stealing	1,050 gp
Sword of wounding	1,450 gp
Tentacle rod	1,100 gp
Two-birds sling ^{MOT}	550 gp
Ventilating lungs ^{RFL}	855 gp
Vicious weapon	275 gp
Wand of binding	1,550 gp
Wand of enemy detection	770 gp
Wand of fear	950 gp
Wand of fireballs	1,490 gp
Wand of lightning bolts	1,490 gp
Wand of paralysis	5,000 gp
Wand of the war mage, +2	2,600 gp
Wand of viscid globes ^{OtA}	3,300 gp
Wand of winter ^{HDQ}	940 gp
Wand of wonder	810 gp
Weapon, +2	2,500 gp
Weird tank ^{PAP}	1,600 gp
Wings of flying	2,450 gp

VERY RARE MAGIC ITEMS (PART 1)

Item	Value
<i>Abracadabrus</i> ^{RFM}	320 gp
<i>Absorbing tattoo</i> ^{TCE}	650 gp
<i>All-purpose tool, +3</i> ^{TCE}	25,775 gp
<i>Ammunition, +3*</i>	2,500 gp
<i>Amulet of the black skull</i> ^{TCE}	7,200 gp
<i>Amulet of the devout, +3</i> ^{TCE}	30,000 gp
<i>Amulet of the planes</i>	42,000 gp
<i>Animated shield</i>	5,250 gp
<i>Arrow of slaying, any*</i>	7,505 gp
<i>Arcane grimoire, +3</i> ^{TCE}	30,000 gp
<i>Arcane propulsion arm</i> ^{RLW}	175 gp
<i>Armor, +2</i>	5,250 gp
<i>Bag of devouring*</i>	150 gp
<i>Barrier tattoo, very rare</i> ^{TCE}	925 gp
<i>Battle standard of infernal power</i> ^{DIA}	4,800 gp
<i>Belt of giant strength, fire</i>	25,000 gp
<i>Belt of giant strength, frost [or] stone</i>	10,000 gp
<i>Blast scepter</i> ^{DMM}	6,225 gp
<i>Bloodwell vial, +3</i> ^{TCE}	30,550 gp
<i>Bracelet of rock magic</i> ^{TYP}	9,560 gp
<i>Candle of invocation*</i>	550 gp
<i>Carpet of flying</i>	5,500 gp
<i>Cauldron of Rebirth</i> ^{TCE}	1,110 gp
<i>Cloak of arachnida</i>	2,400 gp
<i>Conch of teleportation</i> ^{SKT}	36,000 gp
<i>Crystal ball (basic)</i>	10,000 gp
<i>Crystalline chronicle</i> ^{TCE}	950 gp
<i>Dancing sword</i>	5,300 gp
<i>Demon armor</i>	325 gp
<i>Devastation orb</i> ^{PAP}	7,200 gp
<i>Docent</i> ^{RLW}	350 gp
<i>Dragon scale mail</i>	5,275 gp
<i>Dwarven plate</i>	5,400 gp
<i>Dwarven thrower</i>	27,950 gp
<i>Dyrrn's tentacle whip</i>	2,400 gp
<i>Efreeti bottle</i>	16,660 gp
<i>Figurine of wondrous power, obsidian steed</i>	1,280 gp
<i>Frost brand</i>	5,150 gp
<i>Guild keyrune, Dimir</i> ^{GGR}	3,550 gp
<i>Guild keyrune, Golgari</i> ^{GGR}	5,290 gp
<i>Helm of brilliance</i>	5,250 gp plus gems
Diamond (per gem)	+6,300 gp
Fire opal (per gem)	+405 gp
Opal (per gem)	+405 gp
Ruby (per gem)	+906 gp

Item	Value
<i>Helm of devil command</i> ^{DIA}	5,450 gp
<i>Horned ring</i> ^{DMM}	5,000 gp
<i>Horn of Valhalla, bronze</i>	3,780 gp
<i>Horseshoes of a zephyr</i>	6,000 gp
<i>Illusionist's bracers</i> ^{GGR}	24,000 gp
<i>Ingot of the skold rune</i> ^{SKT}	1,150 gp
<i>Instrument of the bard, Anstruth harp</i>	12,300 gp
<i>Ioun stone, absorption</i>	8,000 gp
<i>Ioun stone, agility, fortitude, [or] insight</i>	5,600 gp
<i>Ioun stone, intellect, leadership, [or] strength</i>	5,600 gp
<i>Kyrzin's ooze</i> ^{RLW}	3,550 gp
<i>Lifewell tattoo</i> ^{TCE}	2,040 gp
<i>Living armor</i> ^{RLW}	2,025 gp
<i>Lord's ensemble</i> ^{RLW, WDH}	5,750 gp
<i>Manual of bodily health</i>	48,000 gp
<i>Manual of gainful exercise</i>	48,000 gp
<i>Manual of golems</i>	6,000 gp
<i>Manual of quickness of action</i>	48,000 gp
<i>Mirror of life trapping</i>	50,000 gp
<i>Moon sickle, +3</i> ^{TCE}	25,650 gp
<i>Navigation orb</i> ^{SKT}	35,000 gp
<i>Nine lives stealer</i>	38,950 gp
<i>Nolzur's marvelous pigments*</i>	525 gp
<i>Oathbow</i>	8,730 gp
<i>Oil of sharpness*</i>	2,600 gp
<i>Pennant of the vind rune</i> ^{SKT}	610 gp
<i>Peregrine mask</i> ^{GGR}	32,600 gp
<i>Potion of flying*</i>	1,350 gp
<i>Potion of giant strength, cloud*</i>	550 gp
<i>Potion of invisibility*</i>	210 gp
<i>Potion of longevity*</i>	4,800 gp
<i>Potion of mind control, monster*</i> ^{TYP}	7,200 gp
<i>Potion of speed*</i>	350 gp
<i>Potion of supreme healing*</i>	950 gp
<i>Potion of vitality*</i>	1,100 gp
<i>Rhythm-maker's drum, +3</i> ^{TCE}	30,000 gp
<i>Ring of regeneration</i>	12,000 gp
<i>Ring of shooting stars</i>	1,260 gp
<i>Ring of telekinesis</i>	10,000 gp
<i>Robe of scintillating colors</i>	5,100 gp
<i>Robe of stars</i>	20,140 gp
<i>Rod of absorption</i>	22,000 gp
<i>Rod of alertness</i>	14,900 gp
<i>Rod of security</i>	21,000 gp
<i>Rod of the pact keeper, +3</i>	30,000 gp

VERY RARE MAGIC ITEMS (PART 2)

Item	Value
Scimitar of speed	7,750 gp
Shard of the ise rune ^{SKT}	1,890 gp
Shield, +3	22,500 gp
Shield of the uven rune ^{DMM}	3,170 gp
Sling bullet of Althemone* ^{MOT}	375 gp per bullet
Spear of backbiting ^{TYP}	5,250 gp
Spell gem, amber ^{OTa}	3,200 gp
Spell gem, jade ^{OTa}	5,000 gp
Spell gem, topaz ^{OTa}	18,000 gp
Spellguard shield	7,000 gp
Spell scroll, 6th-level*	1,800+ gp
Spell scroll, 7th-level*	2,100+ gp
Spell scroll, 8th-level*	3,600+ gp
Staff of fire	5,040 gp

Item	Value
Staff of frost	13,430 gp
Staff of power	49,850 gp
Staff of striking	26,500 gp
Staff of thunder and lightning	3,650 gp
Sword of sharpness	1,675 gp
Sword of Paruns ^{GGR}	3,500 gp
Tome of clear thought	48,000 gp
Tome of leadership and influence	48,000 gp
Tome of understanding	48,000 gp
Voyager staff ^{GGR}	2,700 gp
Wand of polymorph	2,160 gp
Wand of the war mage, +3	25,100 gp
Weapon, +3	25,000 gp

LEGENDARY MAGIC ITEMS (PART 1)

Item	Value
Apparatus of Kwalish	55,000 gp
Armor, +3	52,500 gp
Armor of invulnerability	11,600 gp
Azureedge ^{WDH}	26,650 gp
Belashyrra's beholder crown ^{RLW}	99,950 gp
Belt of giant strength, cloud giant	55,000 gp
Belt of giant strength, storm giant	95,000 gp
Black crystal tablet ^{DMM}	9,500 gp
Blackrazor	225,000 gp
Blackstaff ^{WDH}	55,950 gp
Blood fury tattoo ^{TCE}	2,350 gp
Bookmark ^{ToA}	26,430 gp
Cloak of invisibility	6,400 gp
Crystal ball [with mind reading]	22,200 gp
Crystal ball [with telepathy]	22,500 gp
Crystal ball [with true seeing]	27,200 gp
Cubic gate	61,200 gp
Dawnbringer ^{OTa}	4,750 gp
Deck of many things	100,000 gp
Defender	51,250 gp
Dragonstaff of Ahghairon ^{WDH}	14,500 gp
Dimensional seal ^{WGE}	100,000 gp
Dragon mask, black ^{HDQ}	16,850 gp
Dragon mask, blue, green, red, or white ^{TRT}	16,700 gp
Efreeti chain	76,600 gp
Elemental weapon, Drown ^{PAP}	7,750 gp
Elemental weapon, Ironfang ^{PAP}	10,900 gp
Elemental weapon, Tinderstrike ^{PAP}	12,900 gp

Item	Value
Elemental weapon, Windvane ^{PAP}	10,850 gp
Fane-eater ^{DIA}	47,500 gp
Gurt's greataxe ^{PAP}	810 gp
Hammer of thunderbolts	89,550 gp
Hazirawn ^{HDQ}	27,500 gp
Helm of the scavenger ^{DMM}	235,000 gp
Holy avenger	101,500 gp
Holy symbol of ravenkind ^{CoS}	17,200 gp
Horn of Valhalla, iron	4,590 gp
Icon of Ravenloft ^{CoS}	4,590 gp
Infernal tack ^{MTF, DIA}	15,000 gp
Instrument of the bard, Ollamh harp	12,540 gp
Ioun stone, greater absorption	30,000 gp
Ioun stone, mastery	10,000 gp
Ioun stone, regeneration	2,640 gp
Iron flask	60,500 gp
Korolnor scepter ^{SKT}	34,060 gp
Lost crown of Besilmer ^{PAP}	4,400 gp
Luck blade	50,050 gp
Mabaran resonator ^{WGE}	250,000 gp
Master's call ^{WGE}	225,000 gp
Matalotok ^{DIA}	12,400 gp
Moonblade	Varies based on effects
Obsidian flint dragon plate ^{DIA}	6,060 gp
Orcsplitter ^{PAP}	5,300 gp
Potion of giant size* ^{SKT}	7,600 gp
Potion of giant strength, storm*	950 gp
Plate armor of etherealness	52,000 gp

LEGENDARY MAGIC ITEMS (PART 2)

Item	Value
<i>Pyxix of Pandemonium</i> ^{MOT}	905 gp
<i>Rakdos riteknife</i> ^{GGR}	27,000 gp
<i>Ring of djinni summoning</i>	28,800 gp
<i>Ring of elemental command, air</i>	9,570 gp
<i>Ring of elemental command, earth</i>	8,450 gp
<i>Ring of elemental command, fire</i>	5,570 gp
<i>Ring of elemental command, water</i>	10,780 gp
<i>Ring of invisibility</i>	1,100 gp
<i>Ring of spell turning</i>	4,500 gp
<i>Ring of three wishes</i>	48,600 gp
<i>Robe of the archmagi</i>	70,000 gp
<i>Rod of lordly might</i>	31,295 gp
<i>Rod of resurrection</i>	25,200 gp
<i>Scarab of protection</i>	7,900 gp
<i>Shield of the hidden lord</i> ^{DIA}	5,480 gp
<i>Silver sword, greater</i> ^{MTF}	28,750 gp
<i>Scroll of tarrasque summoning</i> * ^{RFM}	24,300 gp
<i>Scroll of the comet</i> * ^{RFM}	24,300 gp
<i>Sovereign glue</i> *	1,000 gp
<i>Spell gem, diamond</i> ^{OtA}	81,000 gp

Item	Value
<i>Spell gem, ruby</i> ^{OtA}	36,000 gp
<i>Spell gem, star ruby</i> ^{OtA}	21,000 gp
<i>Spell scroll, 9th-level</i> *	8,100+ gp
<i>Spell sink</i> ^{WGE}	125,000 gp
<i>Sphere of annihilation</i>	75,000 gp
<i>Staff of the magi</i>	109,950 gp
<i>Storm spire</i> ^{WGE}	145,000 gp
<i>Sunsword</i> ^{CoS}	4,700 gp
<i>Sword of answering</i>	55,000 gp
<i>Talisman of pure good</i>	177,850 gp
<i>Talisman of the sphere</i>	15,000 gp
<i>Talisman of ultimate evil</i>	169,750 gp
<i>Tome of the stilled tongue</i>	2,500 gp
<i>Universal solvent</i> *	1,000 gp
<i>Vorpal sword</i>	65,500 gp
<i>Wave</i>	64,000 gp
<i>Waythe</i> ^{TYP}	1,495 gp
<i>Well of many worlds</i>	200,000 gp
<i>Whelm</i>	52,500 gp
<i>Ythryn Mythallar</i> ^{RFM}	500,000 gp



Chapter 2

CHAPTER 2: PLAYER-CHOSEN ITEMS

THIS CHAPTER ADDRESSES THE MANAGEMENT OF PLAYER efforts to acquire magic items. Magic items can be defining features for characters, in both their style and function. The right ones can also greatly enhance characters' power by extending or maximizing the characters' traits and features. It's natural therefore that players will want specific magic items, usually trying to buy or craft them.

As discussed in the introduction of this supplement, the current edition of DUNGEONS & DRAGONS has evolved to let players' have a better say in the items their characters possess. As also discussed, this can be unbalancing to gameplay if not moderated carefully.

BUYING

The default paradigm of the Dungeon Master's Guide only allows the purchase of common-rated magic items. However, the fifth edition launched with only four items that qualify, *potions of healing* and *climbing* and *spell scrolls* containing cantrips or 1st-level spells. It took several years, starting with *Xanathar's Guide to Everything*, for common-rated magic items to begin appearing in official supplements. There are now dozens of different common magic items in the game.

Xanathar's Guide to Everything also introduced rules to buy magic items in complete contravention of the official paradigm. The demand for such a system illustrates how players can carry forward the expectations and momentum of previous editions, ignoring some changes to the current version of DUNGEONS & DRAGONS. Whatever the case, the ability to buy magic items is no longer something the rules explicitly discourage.

This section provides guidance on managing magic item purchases. Here you will find systems to help you use the magic item marketing rules from *Xanathar's Guide to Everything* and to make them seem like a natural part of your game.

FINDING BUYERS

The only obstacle the fifth edition provides for selling treasure is the availability of a buyer. The *Player's Handbook* repeatedly emphasizes this need but gives no guidance on the process.

AUTOMATIC BUYERS

For ease of play, assume that buyers are present in communities of certain sizes. This system is a particularly good option for campaigns that don't use downtime actions or where downtime rarely applies.

The Buying Power by Population table suggests the maximum value of any single item that can be sold or traded in variously sized population centers. This table does not distinguish items sold, only their ultimate value.

BUYING POWER BY POPULATION

Type	Population	Max Value
Small village	Up to 300	150 gp
Village	Up to 1,000	500 gp
Town	Up to 6,000	3,000 gp
Large town	Up to 12,000	6,000 gp
City	Up to 25,000	12,500 gp
Major city	Beyond 25,000	Any value

While some sales might be possible in smaller locations, they might wipe out the buyer's life savings. This type of exchange can be harmful; if the buyer manages to resell the goods at a great profit, the local economy may become unhinged by the influx of wealth.

SEEKING BUYERS

This system relies upon the concept of downtime, making it unsuitable for games that don't regularly make use of the downtime rules. Its official version comes from the "Selling Magic Items" section of the *Dungeon Master's Guide*, but these rules have greater potential when applied more broadly, when used for selling other valuable assets like exotic poisons or deeds to land.

This process treats downtime days as a commodity; someone seeking a buyer must "pay" varied amounts of days for each search conducted. This can get cumbersome, but it is rare that players need to find a buyer for something so valuable as a magic ring or a certificate granting the right to take lumber in the king's woods.

SELLING A PRECIOUS ITEM

Sale Total	Buyer Result
20 or lower	1/10 of the base price
21–40	1/4 of the base price (or a shady buyer offering 1/2)
41–80	1/2 the base price (or a shady buyer offering full price)
81–90	Full base price
91 or higher	A shady buyer offering 1½ the base price, no questions asked

Step One. For each item to be sold, the seeker attempts a DC 20 Intelligence (Investigation) check. If another seeker

is assisting, also spending the same number of downtime days, apply advantage to the check.

Buyers for multiple items can be sought at the same time, their search times running concurrently with no additional cost in downtime days. Roll for each search separately, and track the times spent separately but concurrently. Accurate timekeeping here might require you to keep notes.

Failure on a check indicates that no buyer is found and that 10 days are used up in the search. Success indicates that a buyer is found, and a variable number of days were used in the search. The number of days is 1d4 for a common magic item, 1d6 for an uncommon, 1d8 for a rare, and 1d10 days for a very rare magic item. For the sale of things that are not magic items, approximate their values to magic items to time a successful search.

Step Two. If a buyer is found, the next step is to set the price. Generate a sale total and compare it to the table. A sale total is the sum of three values. These include a Charisma (Persuasion) check result, a percentile dice roll, and an item rarity modifier.

Item rarity modifiers are +10 for common items, +0 for uncommon items, -10 for rare items, -20 for very rare items, and -30 for legendary items. Again, if the thing being sold is not a magic item, approximate its rarity and value to determine an item rarity modifier.

Advice: Use with Care. This mechanism from the *Dungeon Master's Guide* has some problems, particularly when the players don't know how much downtime will be available to them.

What if the Duke returns in eight days and demands the return of his signet ring? A successful sale will happen before the Duke returns, but a failed sale will require a number of downtime days that the selling character is unable to spend based on unforeseen circumstances.

Moreover, varying treasure values aren't good for your game. You can mitigate the drawbacks by limiting this system to unique and important items. If you can't articulate why you're rolling for a buyer, switch to the automatic buyer system described above or simply let the players sell the item without interference.

FINDING SELLERS

Sometimes players need to find a seller instead of a buyer. Maybe they are looking for a rare magic item dealer or a shady purveyor of illegal poisons.

To find a seller, use the same system described above for finding a buyer of magic items. If the item is illegal, the Intelligence (Investigation) check suffers disadvantage unless the seeker has the Thieves' Cant or Criminal Contact

feature. The DM can remove this disadvantage under other miscellaneous circumstances; perhaps if the seeker has accrued sufficient renown with a criminal organization.

Again, this system should not be allowed unless the DM is fully comfortable letting the sought item into the campaign. It is also perfectly reasonable to limit this application to various rarities, perhaps only to uncommon magic items, cheap poisons, and the like.

BUYING A MAGIC ITEM

Buy Total	Buyer Result
20 or lower	10 times the base price
21–40	4 times the base price (or a shady seller offering 2 times)
41–80	2 times the base price (or a shady seller offering normal price)
81–90	Normal base price
91 or higher	A shady seller offering 3/4 of base price, no questions asked

FLAVOR: MAGIC SELLING PARTIES

This subsection provides flavor and expansion for the additional magic-finding options in *Xanathar's Guide to Everything*. You can alter the nature of the events described here or simply ignore this option altogether.

A "magic selling party" is an event where a collection of magic items is made available by one or more wealthy owners. Magic items are so expensive that these opportunities to buy must be found by ingratiating oneself into the upper crust of society in a place no smaller than a large town. Because these items are held by wealthy socialites, bargains are not subject to as much risk as those made with dealers of less repute.

This search requires setting a schedule of important high-society events to attend, requiring 5 downtime days and 100 gp of expenditures. This cost includes a wealthy lifestyle for the affected time. For every additional 5 downtime days and 100 gp spent to enhance and lengthen the seeker's social calendar, a +1 bonus will apply on the following roll, to a maximum of +10 following a 55-day schedule.

Once the seeker has networked with enough high-society types (at the end of this social schedule) the seeker can make her bid to get invited to a magic market using a Charisma (Persuasion) check. In a high-magic campaign, add a +10 bonus to this roll. In a low-magic campaign, instead apply a -10 penalty. If the result is 1 or higher, the character is invited to a private social event where magic items are for sale. The higher the roll, the better the party and the rarer the magic items available.

MAGIC PARTY ITEMS

Check	Available to Buy
1-5	1d6 rolls on Magic Item Table A
6-10	1d4 rolls on Magic Item Table B
11-15	1d4 rolls on Magic Item Table C
16-20	1d4 rolls on Magic Item Table D
21-25	1d4 rolls on Magic Item Table E
26-30	1d4 rolls on Magic Item Table F
31-35	1d4 rolls on Magic Item Table G
36-40	1d4 rolls on Magic Item Table H
41+	1d4 rolls on Magic Item Table I

The referred-to Magic Item Tables are found in chapter 7 of the *Dungeon Master's Guide*. The Dungeon Master should roll secretly and adjust the results prior to revealing what is for sale.

A very influential character, one that makes waves in wealthy social circles, can try to arrange for the owner of a specific magic item to be at a party, and be willing to sell the item. If the Dungeon Master determines that the item sought is suitable to the campaign, it will be available if the check result meets the item's rarity: 10+ for common, 15+ for uncommon, 20+ for rare, 25+ for very rare, and 30+ for legendary.

Use with Care. This system is not intended to allow players access to anything they want; instead, the DM should specifically decide if a particular item is available before allowing its seller to be sought out.

Generally, do not make a magic item (or the formula to craft it) available if the rarity would exceed what the party should get access to according to its characters' levels.

CRAFTING (DOWNTIME)

The *Dungeon Master's Guide* provides only half a page of text for the "Crafting a Magic Item" downtime activity. That system, unfortunately, is unusable. Its costs are prohibitive considering the wealth a party should acquire at the standard rate of treasure distribution. More importantly, the time given to craft an item puts such an activity far outside the scope of a campaign and sometimes beyond the lifespan of a human character. The un-usability of these tools indicates that magic item crafting was not intended for player characters.

Xanathar's Guide to Everything signals a change of direction regarding player-made magic. It attempts to make magic item crafting more accessible to players, particularly when it comes to healing potions. This makes sense given that *XGE* also provides rules for purchasing magic items, something the *DMG* eschewed. If player

characters can purchase these items, there's no longer a reason to insist that the crafting rules remain unusable.

Despite this new accessibility, the restrictions on magic items continue to serve their dual purpose. They continue to allow the Dungeon Master to moderate the processes and outcomes of acquiring items, and they try to make the methods of acquisition feel believable and flavorful. It is to this dual purpose that this chapter adheres.

REQUIREMENTS

The *DMG*'s "Crafting a Magic Item" downtime activity has six requirements, listed in the sidebar below.

This supplement provides additional guidance on formulas (#2), special materials and locations (#3), and gold piece costs (#4). It assumes that downtime days (#5), spellcasting (#6), and spell slots (#1) are self-explanatory.

The interconnection of magic formulas, special materials and locations (*seeds*), and gold piece costs (*essentia*) are described in this subsection.

FORMULAS

Spellcasters cannot automatically intuit the complex methodology of stuffing magical power into mundane items to produce magic items. This requires a formula, whether a recipe the spellcaster memorizes or the diagrams and complex formulations from a weighty set of tomes. Whatever the form, the requirement of a formula helps the Dungeon Master control what magic items the party has access to, and it allows the Dungeon Master to vary the resulting item to include special features.

MAGIC ITEM CRAFTING REQUIREMENTS

To make a magic item, the crafter must:

1. Have **SPELL SLOTS** and the ability to cast spells
2. Possess an applicable **FORMULA**
3. Meet any **SPECIAL MATERIAL OR LOCATION** requirements (optional, at the DM's option)
4. Pay a cost in **GOLD PIECES**, the highest gp value for the rarity's price range
5. Pay a cost in **DOWNTIME DAYS**, 1 day per 25 gp of the price of the previous requirement
6. Cast all spells the item duplicates, once per day of the previous requirement (or once in the case of a single-use item), and provide each casting's **COSTLY MATERIAL COMPONENTS**, if any.

Importantly, a formula describes one or more *seeds*, the “special materials and locations” referenced in the *Dungeon Master’s Guide*. Two formulas for the same item can have a great deal of variance in their methods and materials. The Dungeon Master determines if the formula is enhanced with (or infected by) special properties, sentience, curses, or other features, a determination that may affect the value of the formula.

Alternately, the Dungeon Master may allow that minor properties and quirks themselves have their own distinct formulas; a combination of these with a normal formula allows the spellcaster to customize the crafting of a magic item. Purposefully adding quirks to an item is useful because these reduce the amount of *essentia* needed for an item’s creation. (An item with only minor properties or quirks is a common-rated magic item.)

Depending on the rarity of magic items in your game world, formulas can be purchased from certain sellers, experts in their fields, or they can be found as treasure. A formula typically has the same gold piece value as the magic item it describes. While not magical itself, the formula can be used as often as time and resources allow. *The DM must therefore treat the formula as mechanism to create multiple copies of an item. If the DM wants only one of those items in the game, the seed(s) must be unique.*

A formula might appear in a hoard in the place of a magic item. Or it could be pieced together from multiple discoveries using downtime activity for research. Sometimes these notes or activities simply give the ability to craft the sought formula with calligrapher’s tools, using the normal crafting rules.

The copying or creation of formulas might be beyond the ability of player characters, particularly legendary formulas. Remember that the default setting makes these techniques rare, essentially nonexistent.

SEEDS

The *Dungeon Master’s Guide* states that magic item crafting may require special materials or locations, things we call “*seeds*.” Just as a spell might need a material component, something mundane that helps a spellcaster conjure and shape the magic of a spell, so too do these “*seeds*” help an artificer conjure and shape the magic for a magic item. Only the simplest of items (common-rated and consumables) do not need a *seed* in their creation.

When characters wish to create magic items, the DM decides the nature of the *seed* required. This information is contained in a formula. Sometimes an outlay of gold is all that is needed to buy such a *seed*. Sometimes a journey to the neighboring city, handled in downtime, is the only requirement. But more often, the crafter will need to go somewhere distant and do something dangerous to get a *seed*. As with finding a magic item by delving into a monster’s layer, crafting a magic item probably requires a similar level of risk-to-reward. The DM should also allow the character to seek out one of several *seed* options for the same item. This is particularly important when describing esoteric or non-concrete items to collect. The *seed* used has deep implications for the flavor or special features of the new magic item, so the player should have some choice in the matter.

The exact form of a *seed* must match key parameters of the item, not just the magical effect, but also its shape. The

SAMPLE SEEDS

Rarity	Example
Common	An uncommon type of fur, as from a wolf; sweat from the artificer’s brow, collected while working in a garden; moss taken from a temple roof, a hilltop during sunrise
Uncommon	Rainwater collected in a silver basin on the night of the full moon; oak leaves from a tree that grows over a grave; the signet ring of some minor-ranked noble; a laboratory or library where great learning takes place
Rare	The ashes of a priceless painting; mushrooms from a faerie ring; a bone from your distant ancestor; the site of a recent ritual sacrifice of a sentient being
Very Rare	The blood of a hanged person who was sentenced and executed but innocent of the crime; a flower that grows only in the distant and treacherous fire swamp; the teeth of a powerful beholder; a platform built of rare materials high above sea level and etched with runes
Legendary	The petals of a rare cactus that flowers only once in a decade; roots of a rhyme tree which grows only in that haunted forest from which no one returns; ore from the heart of a volcano; the forge of a primordial creature located in a fissure at the bottom of the ocean floor
Artifact	The tears of an ancient dragon; the brain of a creature that will become extinct when you kill it; the severed voice of a powerful emperor. (These examples are for illustrative purposes only; player characters can’t normally craft artifact-level magic items.)

Dungeon Master determines this conformity. This requirement explains why some magic items are limited to certain forms. A different form would be possible with a different *seed*, but only a few *seeds* are known among arcanists. A character intending to craft a magic item can automatically determine what *seeds* would be suitable if the creation is a standard magic item or if the creator possesses a formula. For example, an *oathbow* is always a longbow. It is never any other type of bow. If someone wanted to make a shortbow into a version of this magic item, a different *seed* would be required, one not commonly known to magic item crafters. Discovering the right *seed* might require a significant amount of exploration, research, or invention.

When acquired, a *seed* has some tangible physical form or is held representationally in some sort of container. Alternately, it is a location where all enchantment must take place to infuse certain properties. Usually, these are not “magical” things; *detect magic* spells cannot distinguish them. What they have in common is the challenge of their acquisition. The rarer the item to be crafted, the harder it is for the crafter to find and acquire the *seed*.

The nature of a magic item also reflects the nature of its *seed*. *Seeds* gathered from evil deeds or sources may be easier to acquire, but such *seeds* give the resulting item an evil mien or alignment.

Once the *seed*’s power is transferred into an object to create a magical item, the *seed* becomes a formless essence attached to the magic item, the “spirit” that defines the item’s power and direction. If the *seed* is not a location, using it in the creation of a magic item removes its potential to serve as a *seed* in the future.

If you do not wish to regulate what magic items the party turns its *essentia* into, you can make *seeds* for magic items available from local spellcasters for a nominal price, or otherwise make *seeds* easy to acquire. This still allows the DM to impose special seed requirements if a character wishes to create a magic item that varies from the standard options in official source books.

If the *seed* requires defeating a monster, the challenge rating of the creature should adhere to this range: CR 1-3 (common item), CR 4-7 (uncommon item), CR 8-13 (rare item), CR 14-19 (very rare item), CR 20+ (legendary item).

ESSENTIA

Essentia is the marrow of magic items, the vital force required for their creation and continued function. Destroying magic items with such methods as the *disenchant magic item* spell creates *essentia* as a byproduct. The other techniques to create raw *essentia*

were lost long ago, matching the restrictive paradigm of the *Dungeon Master’s Guide*.

In closed-loop magic item systems, *essentia* replaces the gold piece cost for the Crafting a Magic Item downtime activity. Instead of coins, the crafter provides the same value in the form of *essentia*. This means that the party can only fund the creation of extra magic items by destroying some of the items they already possess or finding the raw substance in a treasure hoard.

Other Uses. *Essentia* can also substitute for the costly material component of any spell that consumes its components. The value of *essentia* thus consumed is equal to the gp cost of the material component it substitutes. For example, a *raise dead* spell requires a diamond worth at least 500 gp, which the spell consumes. An equal value of *essentia* suffices if no such diamond is available.

Essentia is also the vital ingredient that, when mixed with normal ink, creates the “rare ink” that wizards use to scribe spells into their spellbooks. The amount of *essentia* within the ink must be worth at least 50 gp per level of the spell to be inscribed.

ESSENTIA IN STANDARD FORM

Essentia is a deep brown mass of pulpy fibers that cling together in physics-defying ways. It resembles wet wood pulp but is dry to the touch. For safe storage, spellcasters diffuse the fibers into a container of water. Thus held, the material can be easily identified by its unique smell, like ozone.

ESSENTIA IN EBERRON (DRAGONSHARDS)

In Eberron, *essentia* comes from one of the three types of dragonshards, crystals imbued with magical energy. In their raw form, these crystal shards come in a variety of rich hues. The different locations of dragon shards present another means by which adventurers can acquire raw *essentia*. When processed, the substance becomes a glowing dust rather than taking on *essentia*’s normal form.

ESSENTIA IN THE NENTIR VALE (RESIDIUM)

In the Nentir Vale, the “generic” setting of the fourth edition of DUNGEONS & DRAGONS, *essentia* is called “residium.” Some describe this fine, silvery dust as concentrated magic. It is sufficiently well known to serve as currency in some exotic locales. Spellcasters carry the substance in small metal vials, a convenient way to transport large sums of wealth in an essentially weightless form.

CLOSED-LOOP SYSTEMS

The *Comprehensive Wealth Manual* recommends a “closed-loop system” to insulate your campaign from the addition of extra magic items.

In a closed loop, players cannot convert mundane treasure into magic items. They cannot buy such items with gold, but they still have some say in the magic items they acquire; players can trade their magic items for others, or they can break down their items into the ingredients needed for crafting new magic items.

In a closed loop, only the DM adds value to the closed loop, doing so in the form of new magic item awards. Keeping wealth and magic items from converting freely into one another prevents the error of too much wealth from compounding into the error of too many magic items. It also lets you use a completely different gp-scale between mundane wealth and magic items.

As the DM, you can break the closed loop whenever it suits you, letting players buy a magic item here and there, but the standard controls prevent players from expecting this allowance. The rarity of such deviations also makes it easy to convert a future-planned magic item award into a mundane wealth award, thus balancing a magic item purchased with gold.

The “Spells for Magic Items” selection below is your most powerful tool letting players influence the magic items they get while maintaining a closed loop. Additionally, remember to allow magic item trades and physical alterations when it suits your campaign.

Because *essentia* is detectable as magic, there are many other uses to which it can be put. An amount mixed with lacquer and coating a wooden box might foil a *detect magic* spell, masking the magic of contained items, so long as the *essentia* used was costlier than the value of any single item within. A trail of *essentia* could be left through a forest, sprinkled too lightly to notice with the naked eye, but clear to someone using *detect magic*. Additional uses, and their exact parameters, are left to the Dungeon Master.

PHYSICAL MODIFICATION

In closed-loop systems, some items can survive alteration.

CHANGEABLE FACTORS

An item’s two changeable factors are shape and veneer. The item’s *seed* or its physical integrity may limit the nature of either alteration. The Dungeon Master determines these restrictions, or the magic item’s own description provides limits.

SHAPE

Shape is the physical form of a magic item. An item’s shape must generally remain unaltered, though it can be resized or have small modifications. A belt must remain a belt, not a bracer. A breastplate must remain a breastplate, not incorporated into a larger suit of plate armor. So long as it remains generally intact, with its major components remaining, the magic should remain.

For example, if it doesn’t already resize itself magically, a suit of magical armor made for a dwarf might have the interior padding replaced, the straps altered, or other adjustments made to fit a gnome. (See the Variant: Equipment Sizes sidebar in chapter 5 of the *Player’s Handbook* for suggested costs for such an enterprise.)

Additionally, certain magic items’ descriptions dictate their forms. A *flame tongue* is, by its own description, only applicable to “any sword”; the enchantment fails if the weapon is ground down into a dagger.

Loose magical gemstones are particularly adaptable and can usually be set into jewelry or made to adorn armor or weapons without damage. Despite a great alteration in overall shape, the luster and gravitas of a gemstone sets it noticeably apart from the combined item. At the DM’s discretion, certain other magic items might likewise be adaptable to significant changes in overall shape.

VENEER

These minor alterations are done by painting, engraving, embossing, gem-encrusting, spike-attaching, and the like, or by removing such decorations. Alterations to veneer almost never disrupt the magic of an item, unless the item’s veneer has a specific purpose intertwined with its magic, or the veneer is somehow dependent on the limitations of the *seed* itself.

For example, an evil item might be built so that decorating it with good-affiliated holy symbols will interfere with its power. Likewise, a sentient magic item might reject a new coloration as a defiance of its identity and cease allowing its powers to function.

ASSESSING LIMITATIONS

A DC 15 Intelligence (Arcana) check, made after examining the item for an hour, is usually sufficient to determine the limits of alteration that a magic item will bear. The DM should make this roll in secret; a failure will yield a false result as to the degree of alteration permitted.

Because of the importance and rarity of magic items, a wise owner might try to get a second opinion from another skilled arcanist before making any sort of change.

SPELL CRAFTING

The following 1st-level spells exist as alternatives to the normal mechanisms of downtime. They make use of the expanded rules for formulas and *essential* described earlier in this chapter.

This spell system is more flexible than the downtime crafting rules. These spells can be used without actual downtime days, although they require an analogous number of days to make use of. These spells also allow players to convert their magic items of one sort into those of another, or repair broken magic items.

As the Dungeon Master, you can choose to use these spells in addition to the downtime crafting rules or as a complement to them.

NEW SPELL ACCESS

Magic item spells can be learned or prepared by any spellcaster, but not automatically. They represent one set of methodologies for creating and manipulating magic items. Alternately, the Dungeon Master can decide these spell effects are usable like features belonging to all spellcasters with the ritual casting feature, or at least to members of the artificer class.

To keep these systems rare or mysterious, the Dungeon Master may restrict them to non-player characters. Alternately, the Dungeon Master might only allow access to the *brew healing potion* or *scribe spell scroll* spells, deciding they use more basal item-creation techniques.

Another approach to limit these spells is to prevent them from ever being learned or known by a caster, while distributing limited instances of them in the form of *spell scrolls*, the same number of distributions as the number of magic items the Dungeon Master desires to add into the game. In this case, whichever classes the Dungeon Master wants can cast the spells as though they were on that caster's class spell list.

NEW SPELL DESCRIPTIONS

Six new magic item-crafting spells are described below.

BREW HEALING POTION

1st-level transmutation (ritual)

Casting Time: 4 hours

Range: Touch

Components: M (rare herbs valued at up to 5 gp, which the spell consumes)

Duration: Instantaneous

You cast this spell to infuse healing power into the contents of a small container, a liquid or salve that will take on curative properties and become a *potion of healing*.

You must have proficiency with an herbalism kit and construct the target substance out of the material components. Alternately, you must have a spell that heals hit points, either known or prepared, during your casting of this spell on its target item. In this latter case, you do not need any proficiency to get the material components to mix sufficiently for the item.

After the first casting of this spell, the material components are subsumed into the object, which is then detectable as magic. Often the potion has no curative benefits after just one casting. To finish the magic item, this spell must be cast repeatedly until the total value of the rare herbs expended equals *half* the market value of the healing potion. Each individual spellcaster can only cast this spell on the same item once per day, but multiple casters can contribute to speed up the process. Additional casters must have proficiency with herbalism kits or have a spell that heals hit points known or prepared while casting.

With a spell slot of sufficient level (see below), this spell can add rare herbs to enhance an existing healing potion, turning it into a more potent version. Use the same process of enchantment described above but subtract the item's existing value from the total value of the rare herbs required for the item's new rating. The resulting healing potion must be of a type that the spell slot's level can affect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can spend up to 25 gp worth of rare herbs with each casting and you can create a *potion of healing* or *greater healing*. When you use a spell slot of 6th level or higher, you can spend up to 100 gp worth of rare herbs with each casting and can create *potions of healing*, *greater healing*, and *superior healing*. When you use a 9th level spell slot, you can spend up to 1,000 gp worth of rare herbs with each casting and can create *potions of healing*, *greater healing*, *superior healing*, and *supreme healing*.

When you use spell slots of higher levels, you can split the rare herbs of this spell into multiple targets with each casting. This allows you to brew multiple potions at a time, and potions of various potencies.

DISENCHANT MAGIC ITEM

1st-level transmutation (ritual)

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

You maintain contact with the target uncommon magic item for the duration of the spell's casting, at the end of which its magic is destroyed, along with its *seed*, turning it into a quantity of *essentia* equal to half the magic item's value. The pulpy, magical substance appears on the ground at your feet or in one or more indicated containers on your person at the spell's completion. The physical form of the item remains unharmed but is now completely non-magical.

When calculating *essentia*, do not count an item's additional value based on its physical form, like the cost of plate armor or the gold value of a magical crown. Only the base magic item value, plus the value modifications of special features or other magic effects, impacts the resulting amount of *essentia*.

This spell cannot recover *essentia* from any magic item that did not use *essentia* in its crafting. This typically applies to healing potions, some minor magic items, and most artifacts.

If this spell is used on a sentient magic item, the magic item has the option to cause the spell to fail, depending on its own interests or whims.

This spell will not work on an item that has a mystical connection with a creature, whether by attunement, the bond of a warlock's pact weapon, the magic of an active

OPTION: MORE MUNDANE HEALING

According to the *Player's Handbook*, a character can already create basic *potions of healing* just like any mundane craft. This requires an herbalism kit and proficiency with it, the right amount of ingredients, and no magic whatsoever.

Because *Xanathar's Guide to Everything* suggests simpler methodologies for creating healing potions; the Dungeon Master may allow healing potions of any rarity to be crafted with this same mundane method. Were healing potions not so innocuous, this direct transfer of wealth to magic items; it would potentially spoil the separation of the party's two treasure tracks.

Regardless of how it is implemented, the choice is left to the Dungeon Master.

curse, or some similar effect. The connection must be severed before the spell can have any effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can affect a rare magic item. When you use a spell slot of 6th level or higher, you can affect a very rare magic item. When you use a 9th level spell slot, you can affect a legendary magic item.

ENCHANT MAGIC ITEM

1st-level transmutation (ritual)

Casting Time: 4 hours

Range: Touch

Components: V, S, M (*essentia* worth up to 5 gp, which the spell consumes)

Duration: Instantaneous

You cast this spell to infuse power into a mundane object with the intent of creating a common or uncommon magical item. You must begin with an appropriate mundane object, and you must have the right formula and *seed* to define the resulting magic. The Dungeon Master determines these parameters on a case-by-case basis.

After the first casting of this spell, the *seed* and any material components are subsumed into the object, which is then detectable as magic. Usually, such an item has no magical capabilities or effects after one casting. To finish the magic item, this spell must be cast repeatedly until the total value of the *essentia* expended equals the value of the magic item. A spellcaster can only cast this spell on the same item once per day, but multiple casters can target the item with this spell to speed up the process. When calculating a magic item's value, do not count an item's additional value based on its physical form, like the cost of plate armor or the gold value of a magical crown. Only the base magic item value, plus the value modifications of special features or effects, determines the required amount of *essentia*.

This spell does not normally give a magic item any magical special features or sentience. However, at the Dungeon Master's discretion, a specific formula or particularly rare *seed* may allow a magic item to gain one or more useful special features or sentience. If these have associated values, the total amount of *essentia* required for the enchantment is modified.

If the mundane item this spell targets is being crafted from raw components (perhaps using the crafting downtime rules), this spell can be cast on the materials even before the mundane object is fully constructed, so long as the *seed* is present at the first casting. Simultaneous crafting and enchanting is a revered method for creating

magic items, particularly among artisanal races like dwarves and elves.

Items that produce spells (or that create effects essentially identical to spells) have a special requirement. You must have any such “item spells” known or prepared at the same time you cast this spell. If the item spells have material components, these must be used in the first casting of this spell as well. If the item has the charge-capacity or the natural ability to use the spell more than once per day, multiply any necessary costly consumed components by the number of possible daily uses, or 10, whichever is lower. If an item is consumed after only one use, you need only use enough costly consumed components for a single casting. These components are additional to that of the *enchant magic item* spell.

With a spell slot of sufficient level (see below), this spell can instead be used to increase the power of an existing magic item. The item must be one that has a variable numerical bonus, with a current rating less than +3. Use the same process of enchantment described above but subtract the item’s existing value from the total value of the *essentia* required for the item’s new rating. The resulting rarity must be one that the spell slot’s level can affect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can spend up to 25 gp worth of *essentia* with each casting and you can create or affect a rare magic item.

When you use a spell slot of 6th level or higher, you can spend up to 250 gp worth of *essentia* with each casting and you can create or affect a very rare magic item.

When you use a 9th level spell slot, you can spend up to 2,500 gp worth of *essentia* with each casting and you can create or affect a legendary magic item.

REPAIR ENCHANTMENT

1st-level transmutation (ritual)

Casting Time: 4 hours

Range: Touch

Components: V, S, M (*essentia* worth up to 10 gp, which the spell consumes)

Duration: Instantaneous

You can use this spell to repair the enchantment of a common or uncommon magic item whose magic has been destroyed. The item’s physical form must have survived or been repaired, and the Dungeon Master must determine that the item’s *seed* was not destroyed, as happens with the *disenchant magic item* spell. This spell has no effect on items designed to be destroyed after use, like a potion that

was consumed or a wand that died after its last charge was spent.

After a single casting of this spell, the object is once more detectable as magic, but a single casting is usually not enough to allow any of the item’s magical effects to work yet. To finish the repair, this spell must be cast repeatedly until the total value of the *essentia* expended equals *half* the value of the magic item. This cost applies even if the target is a minor magic item, one that was initially crafted without the need for *essentia*. A spellcaster can only cast this spell on the same item once per day, but multiple casters can cast the spell to speed up the process.

For this calculation, do not count an item’s additional value based on its physical form, like the cost of plate armor or the gold value of a magical crown. Only the base magic item value, plus the value added by special features or other magical effects, impacts the required amount of *essentia*.

Alternately, this spell can repair (remove) one or more quirks from a common or uncommon item, so long as the Dungeon Master does not rule that the quirk is essential to the item’s function. The cost in *essentia* is 10 times the value reduction for the quirk.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can spend up to 50 gp worth of *essentia* with each casting and you can repair a rare magic item or remove its quirks.

When you use a spell slot of 6th level or higher, you can spend up to 500 gp worth of *essentia* with each casting and you can repair a very rare magic item or remove its quirks.

When you use a 9th level spell slot, you can spend up to 5,000 gp worth of *essentia* with each casting and you can repair a legendary magic item or remove its quirks.

SCRIBE SPELL SCROLL

1st-level transmutation (ritual)

Casting Time: 4 hours

Range: Touch

Components: V, M (*essentia* valued at up to 5 gp, infused in ink, which the spell consumes)

Duration: Instantaneous

You cast this spell to create a *spell scroll* of a cantrip or 1st-level spell. *Spell scrolls* are not made in typical fashion; their method of creation is completely divorced from that of other magic items. Instead, they are spells partially-cast and hung in time with mystic rites, bound to a physical object. A spellcaster with the potential to cast the hung spell may read the written symbols of unbinding to unleash the stored magic.

You must have proficiency with the Arcana skill and target a single sheet of parchment, using a pen to write mystic symbols with the rare ink component. You must also know (or have prepared) the scribed spell when you cast this spell, and the scribed spell's material components are added to the casting of this spell.

After the first casting of this spell, the rare ink is absorbed into the parchment, which is then detectable as magic. Often the *spell scroll* is not complete in one casting. To finish it, this spell must be cast repeatedly until the total value of the expended *essentia* infused in the ink equals *half* the market value of the *spell scroll*, not counting increases for costly material components. If a costly material component is normally consumed in casting the scribed spell, you need only expend it during the first casting of this when creating a single *spell scroll*.

Unlike other items, a *spell scroll* cannot be collaborated on to hasten its creation process.

At Higher Levels. When you cast this spell with a higher-level spell slot, you can create a *spell scroll* scribing a spell of the same level as the slot expended. Alternately, you can create a lower-level *spell scroll* more quickly because higher-level slots allow you to infuse more *essentia* per casting.

By casting this spell with a spell slot higher than 1st level, you can spend up to the indicated value of *essentia* infused in ink: 2nd-level (10 gp), 3rd-level (25 gp), 4th-level (40 gp), 5th-level (65 gp), 6th-level (180 gp), 7th-level (210 gp), 8th-level (360 gp), 9th-level (675 gp).

When you use spell slots of higher levels, you can also split the writing to cover multiple parchments with each casting. A high-enough level of spell slot thereby allows you to scribe multiple *spell scrolls* in a single casting. Any costly material components that would have been expended in the casting of a scroll's spell must be expended when creating each such *spell scroll*.

TRANSFER ENCHANTMENT

1st-level transmutation (ritual)

Casting Time: 1 hour

Range: Touch

Components: V, S, M (*essentia* worth 25 gp, which the spell consumes)

Duration: Instantaneous

For the duration of the spell's casting, you maintain contact with an uncommon magic item. You also maintain contact with a mundane item into which you wish to transfer the magic item's power and *seed*. At the end of the spell, the magic is transferred, making the target item

magical and leaving the previously magical item non-magical but otherwise physically intact.

Because of the peculiarities of *seeds*, the physical form of the new item is somewhat restricted. It must be one that matches the magic item's original name or its description. For example, the magic of a shabby old *cloak of protection* could be transferred into the exquisitely made cape or mantle that is your symbol of office, but it could not be transferred into a belt. Magic item effects that are flexible allow for more differences in the new item. For example, the description of *armor of resistance* says it can apply to any kind of armor, so you could shift its enchantment from a suit of studded leather to a suit of half plate with no difficulty.

In rare instances, the Dungeon Master may allow you to transfer an enchantment to a wholly different (or otherwise disallowed) physical form. Doing this requires the discovery and use of a new *seed*, one previously unknown to magical artificers.

If using the Rare Material Armor variant rule from the *Comprehensive Equipment Manual*, *adamantine armor* and *mithral armor* derive their effects from mundane material and are thus unaffected by this spell.

If used on an item that has special features, this spell transfers each effect that is attributable to magical power, but not the portions of special features that simply describe the magic item's original physical form or history.

If this spell is used on a sentient magic item, the magic item has the option to cause the spell to fail, depending on its own interests or whims.

This spell will not work on an item that has a mystical connection to a creature, whether by attunement, the bond of a warlock's pact weapon, or some similar effect. The connection must be severed before the spell can have any effect.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can transfer the enchantment of a rare magic item. The material component for this rarity is *essentia* worth 125 gp.

When you use a spell slot of 6th level or higher, you can transfer the enchantment of a very rare magic item. The material component for an item of this rarity is *essentia* worth 1,250 gp.

When you use a 9th level spell slot, you can transfer the enchantment of a legendary magic item. The material component for this rarity is *essentia* worth 12,500 gp.



Chapter 3

CHAPTER 3: ITEM SPECIAL FEATURES



LIKE CHARACTERS, MAGIC ITEMS HAVE HISTORIES AND individual features. In the hands of players, these details add to characters' concepts and capabilities, making combinations that create interesting, more-able adventurers.

These important items are products of the Dungeon Master's craft, fruits of the imagination that are inspired—not dictated—by their descriptions in the rules. Just as DMs vary the traits and characteristics of monsters to allow well-read players to enjoy unique or surprising encounters, so too should magic items be varied so that their exact parameters are not precisely known.

Foremost of the Dungeon Master's tools for customizing magic items, "special features" provide easy, modular details that convert standard magic items into unique, flavorful tools, each with complex histories and power sets. This supplement adds hundreds of special features—expanding the few dozen available in the *Dungeon Master's Guide*—and it gives advice for how best to apply them. Many of the special features in this chapter have multiple versions, either varied in power or suggesting a range of effects the DM can choose from.

ADDING FEATURES

The purpose of giving special features to a magic item is to make it feel unique to the players who encounter it. Each of the four feature categories has its own role in creating a magic item's composite nature, producing a unique and interesting result.

Historical Special Features: These inform an item's construction, purpose, or other interesting details. An item can have only one of each historical feature—a *creator* and a *history*—but scholars sometimes attribute different origins to the same item. Although every item was made at some point in the past (necessarily having both creator and history), this information may be unknown in living (or magical) memory, or it may simply be too boring to justify expressing it in the form of special features.

Mechanical Special Features: These are minor magical effects for which concrete game rules apply. *Minor properties* are positive mechanics and *quirks* are negative mechanics. These effects are each on par with the power level of a common-rated magic item, and their added rules are best applied in ways that synergize with the item's historical special features and with its standard mechanics.

MINOR MAGIC ITEMS

Minor magic items should not gain special features.

Minor items are usually consumables like potions and spell scrolls, items with temporary effects that the party will possess for a short period before selling or using. Even parties that hoard their consumables don't give them enough thought to investigate their origins. This transient quality means that special features will have minimal impact and appreciation with the players.

Permanent (non-consumable) magic items that are common-rated are likewise unsuited to special features. The *Dungeon Master's Guide* suggests that common items (those populating Magic Item Tables A–E) are made with a crafting technique that, unlike the methods for crafting items of other rarities, has not been lost to history. Common-rated magic items are therefore likely to have very recent origins, with creators and histories that players won't be impressed by. The commonality of common-rated items is antithetical to the unique nature of special feature enhancements.

Moreover, mechanical features represent effects already on par with those of common magic items. A single minor property might itself eclipse the innate effect of a common-rated item, the proverbial error of "putting a hat on a hat."

Although this supplement does not recommend (or provide guidance for) adding special features to common-rated items, the possibility remains for ad hoc applications. For example, the party might find a formula to brew potions of healing with a minor additional effect like temporary darkvision. These additions can sometimes make for good stories.

However, these combinations are best used to reinforce existing themes and stories in the campaign. Magic items of other rarities are sufficiently scarce that their stories can go the other direction; random combinations of features have the potential to inspire new, often important aspects of the game world.

NUMBER OF FEATURES

There are no fixed rules for the total number of special features a major magic item should have, nor for the number of each type of special feature. Instead, the Dungeon Master should select an approach for each magic item, one that suits its nature or intended use in the campaign world.

Note that a single special feature is often enough to uniquely flavor a magic item. In fact, a single feature is an excellent number of alterations to make to an uncommon-

rated magic item. It can have more, but a whole sack of features can collectively outweigh the impact of a low-rarity item and it risks making “feature sets” common instead of unique.

In contrast, higher-rarity magic items tend to have a feature from each of the four categories, sometimes more. The impact of their default effects will easily outshine the sum of their special features.

“STANDARD” APPROACH

You can determine an item’s special features by rolling, selecting them yourself, or combining these approaches.

The table below gives a baseline of feature commonality, useful for items for which you have no other role intended.

RANDOM SPECIAL FEATURES BY RARITY

Magic Item’s Rarity	Creator	History	Minor Property	Quirk
Uncommon	25%	25%	25%	25%
Rare	50%	50%	50%	50%
Very Rare	75%	75%	75%	75%
Legendary	100%	100%	75% (x2)	75% (x2)
Artifact	100%	100%	75% (x3)	75% (x3)

The importance of a magic item’s special features rises as its rarity rating increases. Legendary magic items and artifacts on this table might have two or three of either type of mechanical special feature.

LOW AND HIGH MAGIC CAMPAIGNS

In campaigns where magic is rare, even a *+1 longsword* needs special features to make it feel special. Even if the party is low level and has no other magic items, the players won’t count such bare treasure as anything other than bland or commonplace.

In these cases, all magic items should have a creator and a history special feature. Moreover, if the item does nothing but affect die rolls, like a *+1 shield*, it should at least have one minor property or quirk.

Conversely, in a high-magic campaign where magic items are commonplace, special features will feel overused and overwhelming when applied to every item.

THE MIXED BAG

When the Dungeon Master wants to provide a potent magic item, one that the characters’ levels suggest they aren’t ready for, this approach can allow the DM to seed the item early without unbalancing the party’s potency in the short term.

With this approach, the DM selects a half-dozen quirks to “balance” the item’s power level. This represents a curse, the magical degradation of an older item, or the item’s own

enmity toward the party. Whatever the approach, the characters can “buy off” the quirks one at a time using expensive or time-consuming methods, eventually perfecting the item’s enchantment as they grow into it.

Alternately, the Dungeon Master can throw a half-dozen minor properties on an item, intentionally creating a disjointed concept for the item. An item with no other powers except six or more minor properties should be treated as an uncommon item, not a common item.

THE LORE OF FEATURES

Magic item identification with the *identify* spell will reveal an item’s mechanical special features. However, because special features are never “standard” to specific items, the DM might determine that they are not revealed through mundane experimentation and discovery; identifying the item by examining it during a short rest might not reveal mechanical special features.

Additionally, the item’s historical special features aren’t part of the magic. Identification requires a *legend lore* spell, or an Intelligence check as described below.

DECIPHERING WITH ABILITY CHECKS

This system allows characters to identify the special features of magic items with only a cursory examination, facilitating quick recognition of an item’s general details. A single Intelligence check may reveal the historic features.

If an examiner fails the ability check, the character fails to recall or decipher that lore and cannot attempt the roll again until completing a successful “research” downtime activity related to the object, perhaps searching a library for clues about it.

Making an Intelligence check to identify special features normally requires the character to see or handle the object. At the Dungeon Master’s discretion, a detailed description of the object, as one scholar might give to another in writing, may be enough to allow a character to make this lore check.

Bards. Because bards are traditional purveyors of rumors and folklore relevant to magic items, a character with Magical Secrets or Additional Magical Secrets rolls these Intelligence checks with advantage.

INTELLIGENCE (ARCANa)

The *Player’s Handbook* assigns the lore of magic items to the Arcana skill. Therefore, treat this as a catch-all skill, even for items that also fall into the categories below.

To assess a magic item, a character that scrutinizes it can attempt an Intelligence (Arcana) check against a difficulty set by the Dungeon Master (typically 15). If successful, the character determines the nature and scope of the item’s

special features. The Dungeon Master may require a separate roll for each feature or may provide details of all the item's features with a single check.

At the Dungeon Master's discretion, this check may also determine whether an item is cursed, something that normal identification methods will not reveal.

The Dungeon Master should not allow repeated checks for this lore, though in some cases, the investigating character may substitute another skill in the place of Arcana. Consider the following alternatives to Arcana.

INTELLIGENCE (HISTORY)

This check can reveal an item's special features from the history table. This check might also reveal the creator or intended user if the magic item is something of historic significance.

INTELLIGENCE (INVESTIGATION)

This check can reveal any special feature that is suggested by some physical detail of the item itself.

For example, this skill might interpret an abstract etching on the item as a hint about a property's activation command phrase, or instructions for a sinister ritual to use the item in, or the unique signature of the item's creator.

INTELLIGENCE (NATURE)

This check can explain features related to primal magic or origins, a creator race in tune with nature or the Feywild (like elves), or quirks that alter or replicate natural phenomenon.

INTELLIGENCE (RELIGION)

This check can reveal special features related to religion or to the divine. This applies if the item was created by a deity, produces divine magic, has a history of religious significance, or the like.

USING THE TABLES

A quick way to choose features is to roll for them. There are four feature types, each of which gets its own eight-part table at the end of this chapter. Each table contains 100 entries, many with nuanced or variable effects.

If you already have a story or theme in mind for the magic item, you can choose some or all its special features. Perhaps the treasure appeared in a pre-written adventure or you rolled it for a treasure hoard during a game session.

The challenge of rolling for special features is justifying the random, sometimes-incongruous results. Threading some of these elements together in a sensible way might tax your imagination. Feel free to reroll (or just choose an alternative) for any special feature that rings discordant with the item itself or with the item's other features.

PRICING MECHANICAL FEATURES

Mechanical special features—minor properties and quirks—should alter the magic item's base value. These modifications are typically around 50 gp or 100 gp. Without applying costs to these effects, an item's true value can be eclipsed by its minor properties and quirks. However, this only applies when you use consistent item prices, such as those found in this supplement. If your campaign uses widely varied costs for the same items, the difference of a feature or two won't stand out.

Each entry on the appendix tables lists a price adjustment. These prices are compatible with the magic item pricing in chapter 1, a scale that matches the treasure distribution rates of the *Dungeon Master's Guide*. If you use a different scale for magic item pricing, adjust these feature prices accordingly.

NEW COMMON ITEMS

You can make new common magic items by adding a single minor property to an otherwise-mundane object. You can likewise make a common-rated cursed item by giving something a single quirk.

Permanent (non-consumable) items of this rating have a minimum value of 50 gp, even if the balance of cost adjustments from the features on the appendix tables would reduce the total value to a lower amount.

CREATOR

Every magic item has an origin that makes it unique. This story may be seeded by the "creator" and "history" special features, although it is not controlled or fully defined by them. The *Dungeon Master's Guide* suggests that most magic items can no longer be created, their crafting techniques long-lost. This means that an item's creator is probably a figure or organization from ancient history, or it is a powerful entity, perhaps from another plane.

ORIGIN TABLE

The table at the end of this chapter gives origin summaries, typically for the item's creator or intended user.

Sometimes both the creator and intended user are known, and sometimes only one or neither is discernable. If you want both maker and wielder to be defined by special features, feel free to select twice from these tables. However, it can be much easier to select or roll one and then make up the other in context of the first result. Most random combinations of creator and intended user are hard to link conceptually.

If you aren't rolling for both, keep in mind that the maker and the wielder of an item are usually the same person or organization, but sometimes they are not. When

in doubt, the maker is probably related to the prior holder of the item, to the most prevalent intelligent race or creatures in the area of the item's origin, or to the most magically gifted race or creatures in that region.

Rolling vs. Selecting. Although magic items can come from many sources, some are more prevalent than others. The table below gives a hundred options. However, each should not be equally represented. Your campaign will either have greater proximity to some creatures or cultures, or it will focus on them, such that you should have your thumb on the scale even when trying to weigh out random historic features. This usually means rerolling a result that doesn't fit your setting or coexist well with the other special features, or simply selecting a replacement.

TABLE CATEGORIES

These entries are divided into five categories: generic, civilized humanoid, monstrous humanoid, other creature, and the planes.

Generic. The first entries are of various classes, vocations, political positions, or even states of health. They are assumed to be of whatever race or subrace of intelligent creatures dominates the area. For many campaigns, this will mean humans.

If the campaign's focus is not on lands dominated by humans, use something more appropriate. For example, a campaign that takes place in the depths of a high elven empire would have more items that were made for and by high elves, so an entry of "Arcanist" would refer to a high elf arcanist.

If you find the following categories to be too simplistic, you can use the various roles and states suggested here to expand upon the details for any of the table's later entries.

Civilized Humanoid. The next results are humanoids societies with levels of culture and civilization akin to humans. These are the other races typically suitable for player characters, regardless of social proclivities. These intermingle with humans and with each other in many fantasy settings, as will their magic items, but most worlds assume they will not dominate the landscapes that player characters interact with as humans do.

Monstrous Humanoid. These entries represent the humanoids that are not the typical allies of "civilized" humanoids. They might be quite hostile, or they might be neutral and simply have very few intersections of commerce and culture.

Items from these creatures stand out when wielded by player characters. A bugbear's weapon will be overlarge and crudely crafted. A merfolk's armor will be made of foreign materials collected from below the waves. While

such items may look out of place, they are well enough suited for any humanoid.

Other Creature. These are either non-humanoid creatures or are much larger or smaller than humans. Most magic items that player characters will find were made for or by humanoids of some kind, thus having sizes and shapes suitable to be worn, wielded, carried, and otherwise manipulated by player character races. However, creatures of other sizes and shapes are often perfectly capable of creating magic items.

When such items can be used by players, they have sometimes been made for the creature's own use but are adaptable to humanoids. For example, a ki-rin might craft a narrow metal band to be worn on its horn. This item might fit a humanoid as a normal ring or a bracelet, depending on its size. A cloud giant might craft a suit of armor that magically resizes itself to the person who attunes it.

More often, magic items made by these creatures were crafted for humanoid allies or servants. For example, an aboleth might favor its most powerful slave champions with psionic weapons to aid them in conquering drylanders. A sphynx might craft a divine item as a reward for a humanoid who completes a great quest, resolves an epic conflict, or answers a riddle for the ages.

The Planes. The final entries represent the various planes other than the Material Plane. These refer to the generic planes described in the *Dungeon Master's Guide*. Feel free to adapt these to any planes, sub-planes, or other mystical realms unique to your campaign.

Items of the planes can be made by or for any race or creatures that would dwell there. Their makeup and purposes typically reflect the plane rather than the creator. For example, a halberd associated with the Plane of Fire might have been built for the elite soldiers of various races that guard the Charcoal Palace in the City of Brass. This allows the physical makeup to resemble a weapon associated with azer, even though the azer were not the creators or intended wielders.

Items with this feature might also be crafted directly by a unique denizen of the plane, a deity, elemental lord, or similar immortal. The planes are described on pages 46-68 of the *Dungeon Master's Guide*.

HISTORY

Related to an item's creator, a history feature helps to define the magic item's origin story. These special features are exemplary details about the item's past relating to its construction, purpose, or something else of interest and relevance to historians.

It is possible to have a history special feature without a creator special feature. Since both are elements of lore passed down in written records or in oral histories, having a known history without a creator (or intended user) means a deliberate choice to record or emphasize one over the other.

A magic item's history feature speaks directly to the item's purpose. By giving details of the item's use, a history feature often builds upon the item's creator or intended user. Alternately, a history feature better describes the group that made the item or for which it was made.

For example, the Unicorn "creator" and the Archfey "history" together tell a tale of a unicorn-made object built to serve a forest-born fey alliance.

Finally, this element could be a specific incident involving the item that made it into the history books.

TABLE CATEGORIES

These entries are divided into seven categories: arcane concord, divine concord, baleful origin, symbol of power, great deed, minor event, and unfulfilled mission. The arcane and divine concords take their inspiration from player character class archetypes.

Arcane Concord. The use of magic is divided into arcane and divine methodologies. Arcane magic directly channels the fabric of magic without divine mediation.

An arcane tradition makes a great default origin for this special feature; the item's history does not need to be any more specific than its common creation method.

An item with an arcane historical detail probably bears arcane markings or symbols to indicate this fact. It's highly likely to come from an artificer tradition, but might instead be associated with bards, sorcerers, warlocks, or wizards, or even lesser practitioners of arcane magic like arcane tricksters or eldritch knights.

In a campaign that uses psionics, you may decide to slightly modify some arcane concord history features to reflect psionic magic.

Divine Concord. This historical feature could be something as simple as divine magic being used to create the item, but more likely it refers to the creation by a specific religion, sect, or even the direct product of a deity's blessing.

Such items might be associated with clerics, druids, paladins, rangers, or other practitioners of divine magic.

Baleful Origin. Some items are crafted with baleful intent toward a particular enemy. The resulting banes apply either to a type of (non-humanoid) creature, as defined in the *Monster Manual*, or to a specific creature within that type. Because humanoids are so varied in their purposes, places, and histories, banes for them always

apply to a specific race or humanoid subtype; they do not affect all humanoids.

Banes often apply to the same race or creature type as the creator or intended wielder; evil creatures use such tools to settle territorial disputes, end civil wars, or advance other power struggles.

Items with this history are almost always weapons, shields, or other armaments.

Symbol of Power. Symbols are used to commemorate people or events, serve as symbols of office, represent deities in religious rituals, or simply as a decoration meant to adorn a place or person.

Items of this type tend to be worn or wielded. They are things that can be displayed by an individual for long periods while going about one's business. Ornate rods and staffs are particularly suited, but warrior cultures may prefer weapons as symbols of power.

Great Deed. A great deed may be a heroic or sinister act, typically both, depending on the side the deed is viewed from. Sometimes the deed is one of historic significance performed by the item's former owner. In other cases, the item is made so that no one will forget a past deed, for good or ill. Alternately, it may be a deed that never happened; a prophesied event relating to the magic item, one that has yet to occur or that failed to occur when it should have. Whatever the case, those who recognize the item probably expect great (or terrible) deeds from the new owner.

The type of magic item these features best apply to varies based on the societies they come from. Because the types of deeds glorified or vilified by one society are different than those of another, a magic item at the center of such events in one nation might be of no significance to another. For example, a magocracy of scholars might glorify a tome of power, whereas a nomadic horse culture might revere a potent scimitar or suit of barding.

Minor Event. In the span of history, these events can be major or minor. Items made for them commemorate a monarch's birthday, a victorious border dispute, or some similar event.

A minor event can be one that occurred in a long-ago place and time, unusual or odd to the item's new owner. Or it can be of local importance to the campaign, really bringing home the nature of this special feature.

Items that commemorate minor events are often ornate, used to decorate important places or carried for ceremonial purposes.

Unfulfilled Mission. This item was built for a single, specific purpose that has yet to be achieved. Some of these purposes are no longer relevant. For example, an item has

no true remaining purpose if made a thousand years ago to drive fomorians away from the maker's village, a village that was consumed by a volcanic eruption many generations ago. Other missions or purposes might still be relevant, and those hoping to carry them out might come looking for the item.

MINOR PROPERTY

These are the effects that give magic items more features, functionality of the type that magic items are known for. Minor properties supply additional, positive effects supported by game mechanics.

The minor properties on this chapter's table provide small, utilitarian benefits, some of which are barely useful. Many can influence the mood of the user or provide unnatural motivation toward certain acts. These influences and their resulting benefits are not so potent as to constitute major magic items.

TABLE CATEGORIES

These entries are divided into four categories: basic, apparatus, wielded, and worn.

Some of these effects are specific to the way that users interact with an item. To ensure that these effects apply to the correct types of item, ignore a roll result that indicates a special feature that is inappropriate to the form of the item. Instead, reroll or modify that minor property, or choose another.

For example, if a cloak randomly pairs with something that only works with a weapon, simply reroll until something from the "basic" or "worn" categories results.

For best results, try to keep an item's number of minor properties equal to, or within one of, its number of quirks.

Unless otherwise noted, minor properties will not provide a benefit cumulative with any similar effect.

Basic. These effects can apply despite the item's form or function. Most quirks that affect mood or motivation fall into this category.

Apparatus. This item operates without being in contact with the user or being only in nominal contact. Alternately, it is a device that is not portable despite the wielder interacting with it directly during use.

Daern's instant fortress, *mirror of life trapping*, and the *apparatus of Kwalish* are examples.

Wielded. A wielded item is typically carried in a "put away" state and drawn to hand when used. Weapons and magical ammunition are prime examples, along with wands, staffs, and rods.

Examples include an oathbow, a wand of polymorph, and an arrow of slaying.

Worn. Worn items are usually worn as clothing, armor, or shields. These tend to enhance or protect the wearer.

Worn examples include a *belt of giant strength*, *armor of invulnerability*, and a *shield of arrow catching*.

DESIGNING MINOR PROPERTIES

Special features that give a beneficial power should be no more potent than a cantrip or the effect of a common-rated permanent magic item.

If a new minor property gives a beneficial mechanical system, or it imposes a penalizing mechanical system, remember to alter the magic item's cost by an appropriate amount, probably somewhere between 50 and 100 gp.

QUIRK

Most magic items, save those that are wholly cursed, have no drawbacks to them. The special features system turns this notion on its head, providing a host of options to add real character to your magic items.

Quirks are minor shortcomings or side effects that penalize the wielder of a magic item. Some are subtle, some are not.

TABLE CATEGORIES

These entries are divided into four categories, the same ones as apply to minor properties: basic, apparatus, wielded, and worn. As with minor properties, if a roll result indicates a special feature that is inappropriate to the form of the item, simply reroll until something appropriate results.

An item's quirks apply from the moment the item is attuned, worn, or wielded, typically whether the user remains in contact with the item or not. A *remove curse spell* can suppress most quirks on a magic item for 24 hours, unless the Dungeon Master rules that the quirk is integral to the function of the item.

To end the ongoing effect of a quirk (one not related to instances of use or activation, the user must leave the item behind, not possessing it and not being attuned to it. The ongoing effects of the quirk, as applied to the user, end 24 hours later. A *remove curse* spell will usually suppress the lingering effect during this duration.

Generally, quirks are significant enough to warrant reducing the magic item's value, as noted parenthetically in the Quirks table.

DESIGNING QUIRKS

Quirks are minor curses that don't easily equate to spells or powers for reference purposes. Instead, compare a new quirk to some entries on the Quirks table to judge its power and appropriate price reduction, probably somewhere between 50 and 100 gp.

APPENDIX A: RANDOM CREATOR TABLE

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 1)

d100 Creator or Intended User

GENERIC

- | | |
|-----|---|
| 001 | Arcanist. The item was created by or for an order of spellcasters and bears the order's symbol or various runes of power. The order may be a secret society, a public group with a good or bad reputation, or a government agency or ruling body. |
| 002 | Champion. The item was made for an important champion of some group. This could be the best fighter in a noble's stable of gladiators or the head of a knightly order. It could be the queen's executioner or her champion for trials-by-combat. Alternately, a champion could represent a group in a non-martial capacity, like the legal advocate for an alliance of merchants. The appearance and function of the item will reflect the nature of this champion's advocacy. |
| 003 | Clergy. The item was created to serve the needs of a religious administration. Note that the administrators are not necessarily the "faithful" of a religion but serve their own bureaucratic goals within the context of their religious offices. Clerical items tend to be ostentatious or ornamented, indicating the importance or rank of the bearer. |
| 004 | Entertainer. A well-regarded entertainer or a group of entertainers was once the intended user of this item. Wealthy patrons or nobles, perhaps of the infatuated variety, might finance such a creation. Items of this nature are always flashy or lustrous, intended to impress. |
| 005 | Hunter. This item was built for an important hunter. In a primitive society, this might be a hunter of the mundane variety who provides food for kinfolk. More likely, it is a hunter of spies, religious dissidents, escaped slaves, or some other dangerous role financed by affluent forces. Items with this origin are likely to appear mundane or to be disguised as other items so as not to betray the hunter's purpose. |
| 006 | Merchant. Merchants span a broad gamut of prosperity, some rivaling nobles in their ability to command the creation of magic items. The nature of this item reflects the intentions and proclivities of the merchant for which it was made. Because the merchant class tends to emulate nobility, items made for its members are often ostentatious but sometimes gaudy or made with costume baubles. |
| 007 | Mystic. This was crafted for a person of solitary wisdom, one who knows various secrets and deliberates upon their importance. Mystics are typically scholars, like magic-users, but just as often mundane, like monks. Usually ascetic individuals, mystics tend to prefer items of plain appearance. |
| 008 | Noble. Nobles particularly desire items with a fashionable purpose and appearance. Such items tend to be ones with a variety of effects, often visually impressive, often needlessly grandiose. |
| 009 | Primitive. A society's level of civilization or technology has but a trivial effect on its magical capabilities. Items made by or for primitives serve the needs of their societies. The physical form of the item probably reflects a low level of technological or artistic refinement; simple materials, uncut gems, and rough crafting are common. |
| 010 | Secret Society. This item was made by or for a group that keeps itself secret. The defining characteristic of this feature is the purpose for which the group clandestinely gathers and acts. The secret society may be one intent on overthrowing the imperial family, foiling the slave trade in the local market, or mystically drawing an ancient evil from the Far Realm into the Material Plane. |
| 011 | Scum. This category covers broad, underprivileged segments of society, the type that can rarely afford magic. The item might have been created for a powerful master of a thieves' guild, a peasant hero who saved a wizard from drowning, or a cobbler who impressed an artificer with comfortable footwear. The item is either mundane-looking or flamboyant, but rarely anywhere in the middle of that range. |

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 2)

d100 Creator or Intended User

- 012 **Undead.** The item was made for or by a powerful undead like a lich or vampire. This creature might linger within a society, known or unknown, or be a solitary creature that exists apart from society. The item incorporates imagery of death, such as bones and skulls, and it might be crafted from parts of corpses. It may feel cold to the touch.

CIVILIZED HUMANOID

- 013 **Aarakocra.** This feathered, winged race builds items that are lightweight and usable by flying creatures. These items are often decorated with feathers or depictions of feathers, or incorporate aspects of the plane of Elemental Air, from which aarakocra originate.
- 014 **Dragonborn.** This item's appearance and functions probably reflect the innate abilities of a specific dragonborn color: black, blue, brass, bronze, copper, gold, green, red, silver, or white. If your campaign includes them, also consider gem dragonborn types: amethyst, crystal, emerald, sapphire, or topaz.
- 015 **Dwarf (Azer).** Denizens of the plane of Elemental Fire, these flame-haired dwarves are renowned for their craftsmanship. Such items tend to be heat-resistant. They are often colored bronze or built with some bronze components. Azer-origin items might be built to battle efreeti.
- 016 **Dwarf (Derro).** Items made for or by derro are small and often intricate. Their functions tend to serve the mad aims of this race, often related to warring with other races.
- 017 **Dwarf (Duergar).** Gray dwarf magic items are suited for life underground. They are meticulously crafted works, perhaps less so than those of other dwarves, but they are nonetheless well-shaped. Many duergar items can resize themselves to be useable in a magically enlarged state.
- 018 **Dwarf (Hill).** The item is durable and has Dwarvish runes worked into its design. It might be associated with a clan that would like to see it returned to some ancestral hall.
- 019 **Dwarf (Mountain).** This sturdy dwarf-crafted item might be ornamented with jewels or inlays of precious metals. Mountain dwarf artisans only create items of the greatest quality they can manage. Mass-manufacturing and other low-quality crafting techniques are culturally foreign to them.
- 020 **Elf (Drow).** This item is black and inscribed with spiders and webs in honor of the Spider Queen. It may have an evil purpose or history, used for the subjugation or enslavement of others.
- 021 **Elf (Eladrin).** This elven race dwells primarily in the Feywild. Its items are often adorned with moonstones or made with silver or mithral components. Decorations tend to reflect powerful or delicate features of nature, like great trees or butterflies.
- 022 **Elf (High).** High elves prefer items with lustrous colors, often in shades of brown and green that emulate wilderness settings. While the colors are reflective of a natural state, ornamentation or fashions are just as often suited for urban environments as they are for outdoor use.
- 023 **Elf (Wood).** An item made for or by this race is probably adorned with symbols of nature: leaves, vines, stars, and the like, and made of organic materials found in nature.
- 024 **Firbolg.** Firbolg items are a bit larger than those built for humans. They are simply crafted, often crude, their style making use of unrefined materials found in nature.
- 025 **Gnome (Forest).** This small item is crafted to appear ordinary, and it might look worn as if from constant use or labor. When decorated, the item might have images of mushrooms, berries, pinecones, and other small forest edibles, or the tiny animals who eat them, like mice, foxes, and voles.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 3)

d100 Creator or Intended User

- 026 **Gnome (Rock).** Such items incorporate tiny gears and mechanical components when they can, even if these aren't essential to the item's function. A rock gnome item with moving parts is never built as simply as it could have been, often with strange and useless additional features.
- 027 **Gnome (Svirfneblin).** Items made by or for Svirfneblin are often associated with mining. Items that are not tools might be decorated or engraved to reflect mining activities. These items are frequently ornamented with gemstones.
- 028 **Goliath.** Goliath society is competitive and isolated from other races. Their magic items are frequently the sort that aid with survival or combat. Goliath magic items are often built larger than a normal human would be comfortable handling.
- 029 **Halfling (Lightfoot).** A small, practical people, halflings tend to build and use magic items for personal comfort, agricultural professions, and to improve the nature of food and drink. Lightfoot items are small and well-suited to carrying on long journeys.
- 030 **Halfling (Stout).** Stout halflings tend to make and use items that heighten their natural endurance. Stout halflings value long-suffering personality and make magic items to suit. Like other halfling items, these tend to be compact. Armaments may look slightly less threatening, as though made for children.
- 031 **Kenku.** A kenku likes any item that is a beautiful, sparkling piece of treasure. When not overly glitzy, magic items made for or by kenku are subtle enough to avoid notice. Above all, kenku like magic items that let them fly.
- 032 **Lizardfolk.** Lizardfolk are natural crafters of crude-yet-effective tools. Their magic items tend to use crude materials; items crafted for or by lizardfolk are typically made of animal hides and bones, or other creature body parts. Above all, such items are rugged and utilitarian.
- 033 **Tabaxi.** Magic items built for or by tabaxi tend to be simple and unadorned. These creatures prefer magic that enlightens or illuminates a mystery, or that provides new experiences. Tabaxi frequently trade the magic items of their people, quickly losing interest in things that are "old" in favor of acquiring things that are new.
- 034 **Turtle.** Tortles favor items that are small and easy to carry; despite their strength, their physical form makes it hard to wear clothing or containers like backpacks. Unless it is a weapon or shield, a magic item made for or by a turtle typically fits into a pouch. Beyond that, such items can look like any other.
- 035 **Triton.** This race's crusade against the evil denizens of the depths causes them to prefer ornamented weapons and armor, particularly those conferring a noble bearing. Decorations tend to feature undersea materials like pearls, nacre, or shaped seashells rather than traditional rare metals or gemstones.

MONSTROUS HUMANOID

- 036 **Celestial.** Celestial beings include the couatl, deva, pegasus, planetar, solar, unicorn, and others. This item, made for or by celestial beings, is inscribed with feathered wings, suns, and other symbols of good or the iconography of the higher planes. Fiends find the presence of such items repulsive.
- 037 **Centaur.** Centaurs use items that fit both humanoids and horses, their tops and bottoms, respectively. They are particularly fond of magical horseshoes (which they just call "shoes"). Other items made for or by centaurs tend to celebrate speed and freedom, and are often marked with symbols like arrows, lightning, and fast creatures.
- 038 **Darkling.** These dark fey creatures wear the colors of night and carry nothing that would betray their presences in shadows. The only exception they allow for is weaponry; their blades come out of sheathes as bright, shiny tools of intimidation. Like many other fey, darklings prefer their weapons to be silver or mithral, rather than iron or steel.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 4)

d100 Creator or Intended User

- 039 **Fiend (Demon, Devil, or Yugoloth).** Common demons include babau, balors, dretches, glabrezus, hezrous, mariliths, maw demons, nalfeshnees, quasits, shoosivas, and vrocks. Common devils include barbed devils, bearded devils, bone devils, chain devils, erinyes, horned devils, ice devils, imps, lemures, and pit fiends. Common yugoloths include arcanaloths, mezzoloths, nycaloths, and ultroloths. The item is made of black iron or horn inscribed with runes, and any cloth or leather components are made of the hide of fiends. It is warm to the touch, with leering faces or vile runes on its surface. Celestials find its presence repulsive.
- 040 **Dridrer.** Although driven quite mad, these transformed drow retain their cunning and magical capabilities. They make magic items as well as many other creatures. Dridrer items resemble those of regular drow, but are somehow crueler in construction and intent, often barbed or adorned with sharp, tiny blades in ways that make no practical sense.
- 041 **Dryad.** Dryads craft items deeply linked to natural forests. They more often bestow items on those who protect their homes than use such things themselves. An item crafted by a dryad is made of natural materials found near its home.
- 042 **Githyanki/Githzerai.** The gith items hone or enhance their psionic powers. Githyanki prefer martial items like armaments, while githzerai revere simple magic compatible with their ascetics. These items often inflict psychic damage or impose mind-affecting conditions like charmed, frightened, or stunned.
- 043 **Gnoll.** Gnolls make and use items of feral cruelty that reflect their demonic origins. Most are poorly maintained, roughly handled, or dilapidated in appearance. The sigil of the demon lord Yeenoghu appears on many gnoll-made magic items.
- 044 **Goblin.** Goblin magic reflects that race's cowardly, opportunistic nature. Items crafted for or by goblins have no art to them, only crude efficiency. Such items tend to enhance stealth, mining, or groveling. Their appearance is universally shabby, unadorned, and unkempt.
- 045 **Grung.** Grung magic items are rare. They take the form of things that cannot be ruined by contact with the stagnant water these creatures immerse themselves in. Grung prefer weapons and tools to hunt with or with which to capture slaves. Decorative items tend to be painted with colorful natural pigments.
- 046 **Hag.** Items made by hags are typically made for victims, carrying a curse of some kind. Most such items appear to be pristine platonic versions of whatever form they take. Occasionally, the user or someone around the item will get a brief whiff of some awful smell, although it won't apparently come from the magic item. A *true seeing* spell or similar magic reveals these items to be stained, cracked, or otherwise corrupted versions of whatever forms they appear to take.
- 047 **Hobgoblin.** Items made for or by hobgoblins tend to be armaments and typically signify rank or martial prowess. Such items boast bold colors associated with the original user's tribe.
- 048 **Kobold.** These little creatures each have a spark of magical power in them—a drop of dragon's blood, they like to say. Kobolds prefer items that require complex triggers or with traps built in for those who activate them incorrectly. Above all, kobolds like items that have to do with dragons.
- 049 **Kuo-Toa.** Items made for or by this aquatic race tend to be divine in origin. This mad race has little of the cunning needed for arcane crafts, and plenty of the devoutness needed for the divine. Kuo-toa don't use armor and prefer weapons of the type designed to capture, like nets. Otherwise, these magic items can be made of any material that will not suffer from submersion in water.
- 050 **Medusa.** Items made by medusas tend toward the splendidous, serving as monuments to their vanity. Every such item is decorative in appearance, except that none of them will be mirrored or have any sort of reflective surface.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 5)

d100 Creator or Intended User

- 051 **Merfolk/Merrow.** These items are suitable for use in aquatic environs. Merfolk items are decorated with scales and seashells, and are sometimes made from materials salvaged from shipwrecks, beaches, and dead undersea creatures. Merrow magic items appear cruel and war-like, made of the same materials but without decoration.
- 052 **Mind-Flayer.** These alien beings make items steeped in psionic power. Their effects tend toward domination and enslavement of others. While having no form particular to that race, mind-flayer magic items are often marked with Qualith bumps, a braille-like language that mind-flayers read (four lines at a time) using their tentacles. Other creatures cannot decipher these alien markings short of magic.
- 053 **Orc.** Like the magic items of goblinoids, orc items tend to be crudely built. They have the martial natures of hobgoblin items, but the dilapidation and poor craftsmanship of goblin items. Many bear markings of tribute to Gruumsh One-Eye, a god to whom orcs give regular sacrifice.
- 054 **Rakshasa.** Magic items created for or by rakshasa tend to be anything fitting the temperament and prestige of the influential people they masquerade as. These items are frequently associated with illusions or shifting appearance.
- 055 **Sahuagin.** Armor and clothing are ill-suited for sahuagin. They prefer weapons of any kind and anything made of a material that will not suffer from submersion in water. Some sahuagin know how to craft delicate magic items that duplicate the cultural arts of aquatic elves. Sahuagin who look like aquatic elves (malenti) use these items to aid in infiltrating the homes of their bitter enemies.
- 056 **Satyr.** These fey use magic items that serve their carnal, raucous natures. They crave rich experiences above all, so items that have or give strong flavors or scents, have bright and colorful appearances, or produce sweet sounds are common among them.
- 057 **Thri-Kreen.** Thri-kreen magic items are simple things, suitable for a nomadic lifestyle. They are often crafted of, or adorned with, *dasl*. This crystalline substance is created by mixing thri-kreen venom with various herbs. Thri-kreen sometimes use this substance in the place of metal when creating weapons, giving their creations the ersatz weapon property.
- 058 **Yuan-Ti.** Because they worship a host of snake-shaped gods, yuan-ti magic items are often adorned with snakes of various shapes and sizes, often concealed among images of jungle scenery.

NON-HUMANOID

- 059 **Aboleth.** Many of the items created by these aberrations were made in ancient times, most for the use of favored humanoid thralls. These items are utterly alien in material and have weird effects. For example, when seen only from the corner of the eye, an item might appear to be writhing or pulsing.
- 060 **Beholder.** Beholders sometimes make magic items for their own use, but their xenophobic natures mean they almost never employ servants or craft magic items for others. A beholder's magic item might be a ring that fits over an eyestalk (suitable for a humanoid to wear as a bracelet), or it might be a free-standing apparatus of some sort. Beholders are highly intelligent and magically powerful; their magic items tend to reflect a high level of skill in artificing and craft.
- 061 **Dragon.** Dragons often make magic items for themselves but are typically too vain to make items for anyone else. When they do, appropriate to their vanity, such items are made from the dragon's own shed scales or claws. Dragons typically have many precious metals and coins from which they can also craft adorned magic items, but they tend to save such magic for themselves.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 6)

d100 Creator or Intended User

- 062 **Elemental.** Only the most powerful elementals have the magical arts needed to craft magic items. When they do, these tend to be incredibly potent, of legendary or cataclysmic might. Elementals powerful enough may be of the air, earth, fire, or water types, or of the ash, ice, magma, or ooze subtypes.

THE PLANES

- 063 **Faerie Dragon.** The magical craft of these creatures often reveals a whimsical sense of humor. Such items are often merely enchanted objects that can be found in a forest; sticks, rocks, pinecones, and the like, but these might have incongruous bright colors.
- 064 **Genie.** Genies are elemental spirits, more refined and less primal than found elsewhere on this table. Items with this origin are often made for the genie's favorite mortal slaves. These magic items often have a spark of the element of which the genie is born; air for djinni, earth for dao, fire for efreeti, and water for marid.
- 065 **Giant.** Many items made for giants will resize themselves for smaller humanoids. Others with this origin might be made by giants for their "smallfolk" allies and servants. Hill giants do not craft magic items, wholly lacking the necessary intellect to channel magical forces. Fire, frost, and stone giants each craft magic items suited for battle. Cloud and storm giants make a variety of items, usually more potent than can be created by their lesser kin. Giants make items that resemble or illustrate their preferred habitats.
- 066 **Lamia.** Lamia surround themselves with sycophants and might reward such creatures with magic items crafted for their use. Occasionally a lamia will create a magic item to lure a goodly adventurer to its lair for seduction, corruption, or consumption. Such items are often cursed. A lamia-made item will usually bear a tiny, secret mark of the demon lord Graz'zt, betraying its true nature.
- 067 **Naga.** With their hordes of arcane magic and lore, naga make items that are truly frightening in power. Many are directed at dominating or ruling other creatures, and items made for a bone or spirit naga's servants tend to help those servants enforce the naga's will. A guardian naga will make items to aid its servants in protecting the weak and the innocent. Naga-made items are often of the type that do not require hands to use.
- 068 **Oni.** Oni covet magic items; any they manage to craft are usually kept for themselves. Oni prefer items of demonic or frightening appearance, like terrifying masks. They also make items that can masquerade as innocuous tools or resized to match their various disguises.
- 069 **Sphinx.** The magic items that a sphinx guards (or allows access to after sufficient testing) are usually made by gods rather than the creature itself. Although they can take any form, these items are of the type that grant such important lore or mystic insight that the creator deity deems them worthy of placing in a sphinx's guardianship.
- 070 **Treant.** Some treants can harness the primeval power of the forest and channel it into the creation of magic items. A treant-made item is nearly always wooden in form. As it imbues the power, the treant grows the items as branches of its own body or from carefully cultivated trees.
- 071 **Unicorn.** Unicorns are sometimes set in place by gods to guard certain artifacts. But they are also sufficiently magical and intelligent in nature to craft items on their own. These items are often made as gifts for those who've helped the unicorn protect its territory from an evil threat. Such items almost always have healing or protective properties. When used in moonlight, some unicorn-made items glow with pale radiance, shedding dim light in a 5-foot radius.
- 072 **Ki-Rin.** A ki-rin is a bestower of gifts and omens, some of which take the form of magical items. These items are typically crafted, with the aid of the ki-rin's servants, to serve any number of goodly causes. Such items tend to sparkle or glitter with unrestrained majesty.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 7)

d100 Creator or Intended User

- 073 **Neogi.** Neogi build magical enhancements and items for their most useful slaves. These items are marked with dyes or crafted in such a way as to indicate which neogi owns the intended bearer of the item. By these signs, each neogi can identify the slaves of its betters, which it will leave in peace, or the slaves of its lessers, which it may harass if it desires.
- 074 **Acheron.** Items that hail from this realm are often made of pitted iron. They are usually tools of warfare, often savage weapons and battle-scarred armor. This origin is well-suited to items that provide temporary hit points or other short-term defenses.
- 075 **Arborea.** Items from Arborea are artfully crafted, often decorated in ways that evoke a sense of strong emotions. They are typically dedicated to fighting evil. An item of this origin that came from Arborea within the last year gives the holder a vague sense of longing for, and a desire to seek out, tranquil places in nature.
- 076 **Arcadia.** The magic of Arcadia is ruled by balance. Physical items are usually symmetrical in shape and decoration. They often resemble regular dwarven crafts and are dedicated to the fight against evil. This origin is particularly suited to items that resist fear, poison, and disease.
- 077 **Astral.** Items that come from the astral plane are often things that have been adrift untold ages in its silvery void. Items in this plane do not age, so anything taken from this place might have come from any era in history. Items made for use in this plane tend to assist with navigating between color pools.
- 078 **Beastlands.** This land of primal animal power produces magic that is in harmony with nature and beasts. The physical forms of these items are never made from leather or animal byproducts. They are often the type to protect or enhance animals, or to deal favorably with them.
- 079 **Bytopia.** Items of Bytopia reflect the unbridled fertility and productivity of the land. They are often decorated with scenes of tranquil farmland or unspoiled nature but are never made of wood or plant byproducts.
- 080 **Carceri.** Magic items from this plane rarely escape it. They are often the sort that aids in survival in rough climates or in conflicts with the monstrous “inmates” of that realm. Many are cobbled together from broken pieces of other items and have a makeshift appearance about them.
- 081 **Elemental Air.** The item feels lightweight, as though hollow. If it’s made of fabric, it feels diaphanous. White and light blue are common colors for such items.
- 082 **Elemental Chaos.** This item blends the characteristics of two of the elemental planes, implicating the plane of ash (air and fire), ice (earth and water), magma (earth and fire), or ooze (air and water). This item appears as a hybrid of the two or something more precisely representing that plane.
- 083 **Elemental Earth.** This item might be crafted from stone. Any cloth or leather elements are studded with finely polished rock. Its colors are earth tones.
- 084 **Elemental Fire.** This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames cover its surface. Shades of red and orange are the prominent colors.
- 085 **Elemental Water.** Lustrous fish scales replace leather or cloth on this item, and metal portions are instead crafted from magically metal-hard coral or seashell. Portions of this object are deep blue or sea green.
- 086 **Elysium.** Items from this plane are often decorated with the images of guardinals, the anthropomorphic-animal celestials native to this plane, or with images of the animals they resemble. The known guardinals are called avorals, cervidals, equinals, leonals, lupinals, and ursinals. These items are built for good purposes. Fiends feel uncomfortable touching such items.

WHO CREATED IT OR WAS INTENDED TO USE IT? (PART 8)

d100 Creator or Intended User

- 087 **Ethereal.** Items made for use in the ethereal plane or by ethereal travelers tend to have properties that allow movement through solid objects, or that can interact with such incorporeal creatures as though they were solid. Such objects may produce a thin, white wisp of smoke or haze.
- 088 **Far Realm.** These items are alien, reflections of the cosmic horrors that exist beyond the multiverse. They are likely found in the hands of mind-flayers and their ilk. These items are likely to have features or curses relating to madness. Their shapes tend to include tentacles, eyes, or other disturbing features.
- 089 **Feywild.** This item is beautiful, infused with the glittery power of Faerie. It is a more-vibrant version of whatever form it takes. Metal components gleam like silver. Wood parts are rich and lustrous. Colors are intense. Merely holding the item conveys a sense of mystery and hidden power.
- 090 **Gehenna.** Items from this noxious realm rarely have helpful or curative effects. They tend to help only the user and are likely to include special features or curses related to selfishness, like the Possessive quirk. The physical form of such things is likely to include once-molten minerals.
- 091 **Hades.** These items are marked by misery, either in physical form or otherwise. The physical shape of such a magic item inspires despair or a loss of hope, perhaps a thieves' tools set with half the picks missing, or a cracked musical instrument.
- 092 **Limbo.** Items from this plane have physical forms that defy the natural order. For example, steel is soft and flexible while cloth holds a sharp cutting edge. Effects from this plane are likely to relate to fast movement or teleportation. Objects that can change shape or appearance are also common.
- 093 **Mechanus.** Items wrought in the plane of clockwork precision are usually dependent upon complex mechanisms, complete with tiny gears and pneumatic joints. These items are often reliable or precise, helping with character rolls of various kinds.
- 094 **Mount Celestia.** Items from this realm are often celestial crafts intended to bestow blessings or preserve the righteous. Objects are graceful and elegant in form, whatever their composition.
- 095 **Negative Energy.** Items from this plane are cold to the touch and dark in color. They are often associated with darkness, shadows, or necrotic energy. They are never bright, and never associated with healing or radiant energy.
- 096 **Nine Hells.** This object was crafted as part of some evil bargain, perhaps related to the original owner's soul. The secret terms of that deal may affect how or when the item's powers can be employed. Each item is associated with the ruler of one of the plane's nine layers, currently Zariel (Avernus), Dispatier (Dis), Mammon (Minauros), Abriymoch (Phlegethos), Levistus (Stygia), Glasya (Malbolge), Baalzebul (Maladomini), Mephistopheles (Cania), and Asmodeus (Nessus).
- 097 **Pandemonium.** Items from this plane were certainly created by mad creatures of some sort. Their purposes and forms are dark reflections of the madness inflicted by that plane. Often, the combination of magic effects and physical item shapes are incongruous, like a knife that mends torn clothing.
- 098 **Positive Energy.** Items from this plane are warm to the touch and vibrant in color. They are often associated with light, healing, or radiant energy. They are never dark, and never associated with shadows or necrotic energy.
- 099 **Shadowfell.** This item is dull in color or shades of grey, regardless of what its colors should be. If the item is already black or dark-colored, its tint takes on a deeper, inkier darkness. This item gives the user a vague sense of apathy or dread.
- 100 **Ysgard.** Items of Ysgard are useful in battle, are tools to glorify battle, or serve as remembrances for those who fell in battle. Such items are suitable to resurrection or healing magic; anything that allows a hero to return to the fight.

APPENDIX B: RANDOM HISTORY TABLE

WHAT IS A DETAIL FROM ITS HISTORY? (PART 1)

d100 History

ARCANE CONCORD

- | | |
|-----|--|
| 001 | College of Lore. This item is intended to advance the political or artistic goals of the college. These goals include collecting lore from diverse sources and proclaiming truth even in the face of political opposition. |
| 002 | College of Glamor. This item is intended to advance the political or artistic goals of the college. These bards have strong alliances with fey patrons, sometimes forged directly in the Feywild. Most use their power to gladden the downtrodden and undermine oppressors. |
| 003 | College of Swords. This item is intended to advance the political or artistic goals of the college. Members of this secretive group often function as loners, using alter egos to perform nefarious, self-serving deeds, or to strike at the wicked and inflict justice on the cruel and powerful. |
| 004 | College of Valor. This item is intended to advance the political or artistic goals of the college. The goals of this group include gathering and preserving tales of heroism and valor, often traveling great distances to find and preserve these historic tales. |
| 005 | College of Whispers. This item is intended to advance the political or artistic goals of the college. These scions of intrigue use their power to collect secrets and wield them as weapons to advance whatever individual ends they might seek. |
| 006 | Divine Origin. This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. These divine-origin sorcerers held a destiny related to their celestial ancestor, the identity of whom may or may not be known. |
| 007 | Draconic Origin. This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. Dragons are long-lived; it is likely that the one who granted blood power to the sorcerer's ancestor counted that sorcerer and its descendants as bound by that blood. The item may be part of a pact, subject to a dragon's demands. |
| 008 | Shadow Origin. This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. The item may have links to secret cabals who (literally) operate in the shadows, politically or otherwise. Its coloration is probably limited to black, gray, and white, reminiscent of the colors typical in the Shadowfell. |
| 009 | Storm Origin. This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the individuals to be named here. The abilities of this sorcerer allowed it to influence seafaring people, merchants, or navies, its purpose tied up in those affairs. |
| 010 | Wild Origin. This item was made to aid a sorcerer or a cabal of a related sorcerers. These goals are too unique and varied based on the sorcerers' individual goals to be named here, but probably have a lot to do with the mercurial nature of magic. The sorcerer's goals were probably pursued intensely but then changed abruptly, which might be why it or they no longer possess the item. |
| 011 | The Archfey. This item was made to serve the Archfey, an otherworldly patron from which arcane power flows to its followers. This whimsical lord or lady of the fey holds secrets from the time before mortal races were born. |
| 012 | The Celestial. This item was made to serve the Celestial, a creature from the higher planes that provides radiant might to its arcane followers. This couatl, ki-rin, solar, or other celestial entity grants power for altruistic reasons, though its followers often serve their own aims. |

WHAT IS A DETAIL FROM ITS HISTORY? (PART 2)

d100 History

- 013 **The Fiend.** This item was made to serve the Fiend, an otherworldly patron and source of fiery arcane power. The followers of this archdevil, demon lord, ultroloth, or yugoloth strive to achieve their patron's evil machinations.
- 014 **The Great Old One.** This item was made to serve the Great Old One, an otherworldly patron, incomprehensible even to the beings that draw arcane power from it. This creature lives in the space beyond reality where it hoards ancient, long-lost lore.
- 015 **The Hexblade.** This item was made to serve the Hexblade, an otherworldly patron that manifests in the sentient weapons used by its followers. This being gives power in the form of sharp blades and shadowy magic. Some think the Hexblade to be the Raven Queen, ruling from her icy throne deep within the Shadowfell, whispering directions to her many servants in the Material Plane.
- 016 **The Undying.** This item was made to serve the Undying, an otherworldly patron that reveals arcane secrets to its followers. This being holds the power of life and death, extracting a heavy price from all who would know its mysteries.
- 017 **Abjurer Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Abjurer goals usually relate to protecting the weak, banishing evil influences like baleful spirits, closing fell portals to distant planes, and the like.
- 018 **Bladesinger Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Bladesinger goals run toward the protection of community and kin, a specific community that may not be known to the item's new owner.
- 019 **Conjurer Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Conjurers are utilitarian wizards, often motivated by greed to summon power and wealth, or by a curiosity to experiment with summoned materials, or a desire to defend others with summoned servants.
- 020 **Divination Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. A diviner's goals for magic items may be to aid in scouting battlefield terrain (or discerning shifting political terrain) on behalf of warlords or noble patrons.
- 021 **Enchantment Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Many enchanters are peacemakers, intent on settling important disputes, while others use power to bind and subjugate the weak.
- 022 **Evocation Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Evokers seek to channel and control raw power, usually for very personal ends. Some join military efforts or seek to destroy concrete threats to a region.
- 023 **Illusion Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Illusionists are subtle spellcasters, their political and research goals often indecipherable by others. The purpose of this item might be no more revealed than this.
- 024 **Necromancy Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Most necromancers seek to gain knowledge and power over the dead, a goal more important than exercising that power. Necromancer goals are often misunderstood, their arts taboo in many societies.
- 025 **Transmutation Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. Transmuters might have lofty goals, seeking to change themselves or the world around them.
- 026 **War Tradition.** Wizard traditions are never unified organizations, despite a similarity of customs. War mages are typically trained in the context of large-scale, generational conflicts, their goals matching whatever political or military aims are held by the side that teaches them.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 3)

d100 History

027 **Arcane Tricksters.** Arcane tricksters typically make magic items with the intention of furthering their pursuits of wealth and power, monetary and arcane alike. The purpose of the item is as varied as the methods by which arcane tricksters achieve these aims.

028 **Eldritch Knighthood.** Like war wizards, eldritch knights focus on abjuration and evocation spells to aid in war, but do so as secondarily to, or supportive of, traditional service at arms. The purpose of these magic items is always to dominate the battlefield.

DIVINE CONCORD

029 **Arcana Domain.** Clerics of this type make items to guard arcane knowledge or to guide and shepherd users of arcane power. Such items may conceal secrets or inspire spellcasters to goodly acts.

030 **Death Domain.** Clerics of this type are concerned with the forces of death, some to aid them, a few in opposition to those fell powers. This item may have the purpose of inflicting death in a rare or particularly cruel fashion.

031 **Forge Domain.** Clerics of this type seek to support artisans who work with metal. This is typically for an important aim, like furthering a war effort or subsidizing fine plows for the farmers of a kingdom. Usually there is a higher purpose to these efforts. Items that forge domain clerics craft reflect the fruits of this support or are themselves designed to aid in them.

032 **Grave Domain.** Clerics of this type seek to put undead to their final rest. Items with this purpose might have powers that particularly harm the undead.

033 **Knowledge Domain.** Clerics of this type seek to promote knowledge, protect its storehouses, and seek it out from the dark places of the world. Their items share that purpose, helping the cleric in whatever specific method it uses to advance those aims.

034 **Life Domain.** Clerics of this type promote health and vitality through healing for the sick, caring for those in need, and driving back creatures of negative energy or undeath.

035 **Light Domain.** Clerics of this type promote ideals of rebirth, renewal, truth, vigilance, and beauty. Their purpose, and that of any items they craft, is to stand vigil against the darkness, metaphorically speaking, seeking to guard and enlighten righteous souls.

036 **Nature Domain.** Clerics of this type might guard natural places, hunting the monsters or humanoids that would despoil them. They might instead have the purpose of blessing harvests or withering crops to reflect the beneficence or ire of their patron deities.

037 **Tempest Domain.** Clerics of this type keep the flock on the path of righteousness, seeking to encourage them, or perhaps just to warn them away from evil with swift justice.

038 **Trickery Domain.** Clerics of this type serve the under-represented forces in the world. They might champion the downtrodden while mocking tyrants, puncturing the emperor's pride, or feeding the poor with an unwitting noble's grain.

039 **War Domain.** Clerics of this type seek out battlefields, offering their services to whatever causes they find just. They tend to have purposes in alignment with whatever military force they are serving, and craft items to match.

040 **Circle of Dreams.** Druids of this circle seek to bring the magic of the Feywild to the natural world, in dreams and reality, bringing rest, joy, and healing to the downtrodden.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 4)

d100 History

- 041 **Circle of the Land.** Druids of this circle are mystics and sages who safeguard the ancient knowledge of their orders through oral traditions. They tend primal wilderness sites and practice magics to protect them. An item crafted for or by this circle is pertinent to one type of terrain: arctic, coast, desert, forest, grassland, mountain, swamp, or Underdark.
- 042 **Circle of the Moon.** Druids of this circle seek to find enlightenment in becoming one with the beasts of nature. They are fierce guardians of the wild and they enforce natural cycles, keeping predators and prey in balance.
- 043 **Circle of the Shepherd.** Druids of this circle focus on protecting the beasts and fey creatures of the natural world that have difficulty protecting themselves. They particularly act to prevent civilization from encroaching on certain habitats to prevent threats to the population levels of these creatures.
- 044 **Paladin's Craft.** Paladins craft magic items to pursue noble ends and uphold righteous oaths. The exact oaths paladins take dictates the purpose of their magical crafts. Examples range from protecting the innocent, to avenging them.
- 045 **Ranger's Craft.** Rangers are silent hunters who stalk the wild places, particularly seeking to support or cull (perhaps even exterminate), one or more creature types. Their items are created to serve these goals in whatever method the ranger best approaches them.

BALEFUL ORIGIN

- 046 **Aberration Bane.** This item was created by the foes of aberrations, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 047 **Beast Bane.** This item was created by the foes of beasts, generally or a precise kind. Some creatures of this type might instinctually sense the item and single out the bearer as an enemy.
- 048 **Celestial Bane.** This item was created by the foes of celestials, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 049 **Construct Bane.** This item was created by the foes of constructs, generally or a precise kind. Constructs will typically not recognize the item unless particularly intelligent, in which case they might single out the bearer as an enemy.
- 050 **Dragon Bane.** This item was created by the foes of dragons, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy. A weapon intended as the bane of a precise metallic type is likely to offend all good dragons. Chromatic dragons are less considerate of their fellow evil dragons.
- 051 **Elemental Bane.** This item was created by the foes of elementals, generally or a precise kind. Powerful, particularly intelligent creatures of this type might recognize the item and single out the bearer as an enemy.
- 052 **Fey Bane.** This item was created by the foes of fey, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 053 **Fiend Bane.** This item was created by the foes of fiends, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 054 **Giant Bane.** This item was created by the foes of giants, generally or a precise kind. Creatures of an affected precise type might recognize the item and single out the bearer as an enemy. An item built as the bane of one type of giant is not likely to offend giants of the other types.
- 055 **Humanoid Bane (Specific).** This item was created by the foes of a precise kind of humanoid. (Humanoids are too numerous and diverse for this to apply generally to all of them.) Humanoids of this type might recognize the item and single out the bearer as an enemy.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 5)

d100 History

- 056 **Monstrosity Bane.** This item was created by the foes of monstrosities, generally or a precise kind. Creatures of this type might recognize the item and single out the bearer as an enemy.
- 057 **Ooze Bane.** This item was created by the foes of oozes, generally or a precise kind.
- 058 **Plant Bane.** This item was created by the foes of plants, generally or a precise kind.
- 059 **Undead Bane.** This item was created by the foes of undead, generally or a precise kind. Intelligent undead might recognize the item and single out the bearer as an enemy.

SYMBOL OF POWER

- 060 **Office in a Dictatorship.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A single creature, whether a politically powerful individual, or a physically powerful monster, dominates this society.
- 061 **Office in a Republic.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. At some point in history, this government threw off prior leadership, probably in revolt, and instituted systems and offices based on the desires of the backers of that change.
- 062 **Office in a Magocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A magocracy is ruled by magic-users at most levels of government, typically of a certain sort, perhaps necromancy-practicing noble houses or a warlock cabal of a single patron.
- 063 **Office in a Monarchy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. This item symbolizes an appointment by the monarch to a position somewhere in government below the level of the crown. Alternately, it is a symbol of the monarch itself, perhaps literally the crown of a kingdom.
- 064 **Office in an Oligarchy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A small society or group rules this government, the item symbolizing membership in that secret cabal or anointed family.
- 065 **Office in a Plutocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. A plutocracy requires that only those of a certain degree of wealth may lead, often being composed of a council of equally affluent merchants or guild masters.
- 066 **Office in a Technocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. Political office is held to high standards of scientific ability; expertise and critical thinking are key to the various posts and duties within this government.
- 067 **Office in a Theocracy.** This item serves as a symbol of government office, a position situated at high levels, or at the very top of it. The government is led by the clergy of a specific religion or pantheon. The item is a symbol of the government office, though it may serve a dual role as a badge of religious office.
- 068 **Prophecy (Ambiguous).** This item symbolizes an important or widely known prophecy, potentially marking the user as one who supports or looks forward to it occurring. The terms of the prophecy are ambiguous, but the event is highly anticipated, and its symbols are easily recognized. Such prophecies often mean different things to different people.
- 069 **Prophecy (Fulfilled).** This item symbolizes an important or widely known prophecy that has recently occurred. The lead-up to the momentous event only reinforced the importance of the prophecy. The bearer of this item is marked as one who anticipated the event fondly, like the coming of a new imperial dynasty, or one who opposed it and seeks to reverse it.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 6)

d100 History

- 070 **Prophecy (Unfulfilled).** This item symbolizes an important or widely known prophecy. The user of this item demonstrates support for the event to occur or declares a personal place in it, perhaps as the hand that will bring about this important change.

GREAT DEED

- 071 **Military Victory/Treacherous Massacre.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. This deed ended a large or long-running military conflict, to the benefit of one side and the ruin of the other.
- 072 **Political Alliance/Betrayal of the Revolution.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. A political peace was reached in this momentous event between diametrically opposed philosophies. As with many compromises, the nature of this decision seems deeply heroic or terribly sinister.
- 073 **Religious Revival/Religious Persecution.** The item was used in, or built to commemorate, a heroic or sinister deed in history. An individual or group led a great religious movement that stamped out worship of other deities or delegated them to lesser status in the territory. The individual or group is revered or reviled, based on religious affiliation.
- 074 **Sanction/Assassination.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. The targeted killing of an important public figure brought massive changes to society, removing an evil influence or martyring a good one.
- 075 **Scientific Breakthrough/Death of Tradition.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. Some single act of an individual artificer, alchemist, or arcane researcher came to a discovery that changed the world, or at least the surrounding kingdom, changing how people earn a living or subsist, and putting aside many societal traditions based on it. Perhaps farmers no longer need to rush grain to market before it rots, or a major illness was cured, displacing religious and medical industries that treated it.
- 076 **Social Equality/Upheaval of the Natural Order.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. Some single act of an individual or government imposed sweeping change on society and the place of certain members within it. To some, this is a great event, no more than the elevated group deserves. To others, it is a triumph of anarchy and a loss of societal respectability.
- 077 **Taming of Nature/Destruction of Habitat.** The item was used in, or built to commemorate, a particularly heroic or sinister deed in history. In this case, an individual or force finally conquered the beasts or monsters of a land, opening it for settlement or making existing settlers safe once more. The territory will never be the same, and civilization will quickly come to dominate it, displacing native creatures, intelligent and unintelligent alike. Alternately, some non-warfare method was used, like the construction of a mighty dam that flooded the region or the creation of a plague that affected only the enemies of the conquering group.
- 078 **Holiday (Civil).** The item was made to commemorate a civil holiday, a day of remembrance for an important battle, the birthday of a renowned scholar, or any other event the society marks as important. These typically relate to events that affected the public good. Civil holidays sometimes mark civil duties, like the week wherein all citizens must report their taxable activities and holdings.

MINOR EVENT

- 079 **Holiday (Religious).** The item was made to commemorate a religious holiday. These events are marked by ceremony and ritual. This item might be an important part of those rituals or just a sign of the user's passive participation in it or observance of it.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 7)

d100 History

- 080 **Holiday (Royal).** The item was made to commemorate an event like the emperor's ascension or the designation of a royal heir. These holidays are common in places where the population is very invested in the person of the monarch and the royal family.
- 081 **Holiday (Seasonal).** The item was made to commemorate a seasonal shift. These are typically the oldest, best-observed holidays of any society. These events are often combined into religious celebrations or civil observations to borrow the popularity of the seasonal holiday.
- 082 **Birth in the Family.** An item of commemoration for this event is typically reserved for the birth of a child that fills an important societal position based on birth, like the eldest child as one who will inherit the wealth of the noble house, or the seventh son of a seventh son who will hear the call of the Elder Song. Often the item's purpose is related to the newborn's intended role.
- 083 **Death in the Family.** The death of a clan matriarch or a new child can set an artisan to forging an item to remember the life of the deceased. Such items bear the names and the dates of important events in the remembered person's life. The quintessential purpose for such items is to be interred with the dead. In some cultures, this is meant to empower the spirit of the deceased in whatever afterlife it goes to.
- 084 **Marriage between Families.** Particularly important unions of powerful or wealthy families, those that birth dynasties (or hope to) might be commemorated with a magic item of this type, or the item might be built as payment for part of the marriage contract.
- 085 **Schism in the Family.** Schisms of this sort are often born of feuding siblings, each bent on controlling the destiny and fortunes of a noble house or merchant dynasty. A schism divides a powerful political entity and creates a long-lasting feud between its divisions. Such items might have a purpose of reuniting the house. Or they might simply serve as vectors for one side's revenge against, or escape from, the other.
- 086 **Rise of a Kingdom.** A kingdom is established by conquering land, usually occupied by political enemies or unsuspecting denizens of that land. Most kingdoms begin small but will later grow through alliances, political and marital, to become larger, unified entities. An item commemorating the kingdom's origin, or perhaps used in its founding, may speak to the pride of that kingdom after being subsumed in such a merger. Secessionists might seek it out as a symbol to return the kingdom to its former independence.
- 087 **Ruin of a Kingdom.** When a kingdom is destroyed by cataclysm or war, and its people are slain or sold into slavery, the fire of revenge or rebirth may grow in the hearts of those who loved that kingdom. From this fire, magical artisans may build magic items designed to recall the kingdom's former glory or to encapsulate the kingdom's power or wisdom, preventing its total loss.
- 088 **Secession of a Kingdom.** By war or by politics, governments sometimes fracture. A queen might split her realm into two kingdoms, one to be ruled by each of her two children. Rarely do such divisions occur by the agreement of all parties. An item that commemorates this event might symbolize a promise of peace and cooperation between the divided lands. It might also be paid as part of the settlement agreement or the price for one ruler to relinquish power over some disputed territory.
- 089 **Union of Kingdoms.** The natural state of small kingdoms is fluid. As monarchs marry, their children inherit unified realms. Military conquests or political alliances may likewise create empires, joining kingdoms that once squabbled. An item that commemorates this sort of event may symbolize great hope for a unified future while simultaneously symbolizing oppression to those forcefully included.

WHAT IS A DETAIL FROM ITS HISTORY? (PART 8)

d100 History

UNFULFILLED MISSION

- 090 **Assassinate the Ruler.** This is a strangely common purpose for which magic items are made. The item probably has effects that assist the user with infiltration, whether by stealth or by disguise, or perhaps it simply aids with killing. The ruler in question might have (or might have once had) protective magics in place that can only be broken by special materials or crafts, those reflected in the item's construction.
- 091 **Awaken the Master.** One or more members of a secret cult made this item to assist in a grand ritual, something intended to bring a powerful entity into the Material Plane. Perhaps the Master is an ancient fiend, seeking to wreak havoc. Whatever its nature, this creature is not likely to be benevolent, given the secretive nature of this item and the cult it belongs to.
- 092 **Deliver the People from Bondage.** The maker of this item hoped it would be used to free a group from oppression or slavery. The item might have been built in secret, or it might have been built far away from the struggle and sent there clandestinely.
- 093 **Destroy the Edifice.** Something important was built, mundane or magical, and it needed to be destroyed. This item was built to aid that goal. Perhaps a strategic dam was constructed, flooding an important religious site. Maybe a magical tower started spilling sickness across the land, and heroes were called to tear it down.
- 094 **Discover the Secret.** This item was made to help explore a wild area, looking for a lost relic. Or perhaps it was meant to assist a researcher in discovering the cure to a plague. Whatever its nature, the item was meant to assist with a difficult task; not just any secret is worthy of a magic item to seek it out.
- 095 **Forge the Alliance.** The item's purpose is to forge an alliance between two (or more) powerful factions or creatures. The item may have effects that assist with diplomacy, or it may itself be an example of harmonious craftsmanship of multiple types of materials, each symbolic of a faction that would be united.
- 096 **Lead the Army.** The court magician crafted this item to aid the kingdom's general in leading its noble army. Or maybe an evil wizard made it to equip the hobgoblin commander of a hungry goblinoid army. This item is probably ostentatious or inspirational in form.
- 097 **Protect the Asset.** This item was built for the guardians of the great life-sustaining tree at the heart of the empire, or perhaps for use by the king's elite bodyguards. It might have been built to fend off a prophecy that would destroy something. An item like this probably has protective effects to it.
- 098 **Recover the Heir.** A lost or kidnapped child required a perilous quest to rescue. This item was made to aid with that mission. Perhaps the item has an identifying illustration, like an exact duplicate of the child's birthmark.
- 099 **Slay the Dragon.** Unlike the baneful origin, this item's purpose is to kill an individual creature. It is probably designed to work against that creature's specific weakness. For example, a weapon made to slay the night hag that lives in the heart of the neighboring swamp probably has a silvered blade.
- 100 **Stop the Wedding.** The maker of this item wanted to foil an important social event, perhaps a wedding. The method of stopping the event is probably reflected in the effects and composition of the item. This is an excellent feature for limited-use or charged items.

APPENDIX C: RANDOM MINOR PROPERTY TABLE

WHAT MINOR PROPERTY DOES IT HAVE? (PART 1)

d100 Minor Property

ANY

- 001 **Audible.** This item has 10 charges dedicated to this minor power and regains 1d6 + 4 expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance to lose this minor property.) As an action while contacting the item, the user can spend a charge to generate a precise sound from a set of 10 similar sounds. The sounds can be heard up to 60 feet away. They could all be wolf barks of different sorts, bird calls of different birds, or curse words in a particular foreign language. Each version of this item has its own set of sounds it can produce. (50 gp) A louder version can be heard up to 500 feet away. (75 gp) A more adaptable version of either minor property creates multiple, simultaneous sounds, like the chorus of wolves or the music of an orchestra; a single charge creates enough sound to last while the user is concentrating (+25 more gp)
- 002 **Beacon.** The bearer can use a bonus action to cause the item to shed bright light in a 5-foot radius and dim light for an additional 5 feet, or to extinguish the light. (10 gp) An alternate version provides light of up to triple these radiuses but requires specific circumstances, like an object that glows brightly to 15 feet and dimly to another 15 feet, but only underground. (20 gp)
- 003 **Blood Beacon.** Sorcerers can use this item as a spellcasting focus. The wielder can use an action to cast any unknown sorcerer cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a sorcerer)
- 004 **Clear Hearing.** The item's user can suppress all effects of the deafened condition while holding the item to its ear. If the item is worn, the wearer simply needs to cup one ear with a hand. (50 gp)
- 005 **Collapsing.** With an action, the user can shrink the item to one-tenth its normal size or return it to its normal state. The item's weight is unchanged. It won't revert from a shrunken state while in a space too small for its normal form. (50 gp)
- 006 **Compass.** The wielder can use an action to learn which way a specific direction is, usually north. This could be the direction toward a specific location, from which the creature may orient itself. This power only functions on the Material Plane. (15 gp) A version that also works in parallel planes—the Feywild, Shadowlands, or Border Ethereal—is worth more. (+10 more gp per additional plane)
- 007 **Conscientious.** When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience. The wearer gains advantage on saving throws to resist any magical compulsion that would force the user to undertake such an act. (25 gp)
- 008 **Dark Shard.** Warlocks can use this item as a spellcasting focus. The wielder can use an action to cast any unknown warlock cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a warlock)
- 009 **Delver.** While underground, the bearer of this item always knows its depth below the surface and the direction to the nearest staircase, ramp, or other path leading upward. (25 gp) A stronger version can determine the direction to the nearest underground planar portal if within half a mile. (100 gp)
- 010 **Detecting.** The item indicates the presence of a general creature type, or a specific member of that creature type. Humanoids are too numerous and varied to be affected generally; they can only be detected as specific races. The range of the effect is 120 feet, and the indicator is a glow, a sound, or a smell when one or more of the offending beings are within the range. (50 gp) A version that alerts only the user is available, perhaps warming to the touch or issuing a sound heard only by the user (+25 more gp), as is a version that extends the detection range to 180 feet (+25 more gp).

WHAT MINOR PROPERTY DOES IT HAVE? (PART 2)

d100 Minor Property

- 011 **Doppelganger.** While the user maintains concentration, it can change itself to match the last person it touched of the same creature type, like the spell *alter self*, affecting only appearance. The creature can use this for 10 rounds (one minute), but these rounds do not need to be consecutive. A bonus action activates or deactivates the effect. Once 10 rounds of the effect have been used, the power ceases working until the user finishes a long rest. (75 gp)
- 012 **Dormant.** With an action, the user can transform this weapon or tool into a wooden object of basic shape and roughly similar proportions, usually cylindrical or rectangular, or transform it back. For example, a spear or fishing pole becomes a 10-foot wooden pole. A crossbow becomes a narrow, rectangular block of wood. A backpack (and its content) becomes a wooden cube. (35 gp) A more valuable version turns into something with more detail to its form; something utilitarian but equally innocuous. For example, a longsword might turn into a walking cane and vice versa. (55 gp)
- 013 **Dread Visage.** While attuned or activated, the item's user takes on one or more dread aspects like sharp teeth or glowing red eyes. (15 gp)
- 014 **Earth Warded.** Druids can use this item as a spellcasting focus. The wielder can use an action to cast any unknown druid cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a druid)
- 015 **Eavesdropping.** While the creature using this item maintains concentration on this effect, it can hear all speech taking place within 25 feet of it as though it was spoken at normal volume right next to the user. This power allows the user to hear whispering as normal talk; even thick walls won't keep it from hearing. The power does not allow comprehension of languages or codes not already understood. It has no effect on speech that comes to the user at a volume already as loud as normal. (75 gp)
- 016 **Enduring (Basic).** This item is the sort that might normally be damaged by fire or water, but these elements no longer hurt it. Clothing or other protective gear does *not* convey this benefit to the wearer; only the item is protected. (35 gp)
- 017 **Expression Making.** This item has one humanoid facial expression associated with it. The item has 3 charges dedicated to this minor power and regains all its expended charges daily at dawn. (If the last of these charges is ever expended, the item has a 5% chance that the associated expression changes to another determined by the Dungeon Master, usually an opposite expression.) While in contact with the item, the user can use an action and expend 1 charge to make a humanoid target within 30 feet take on the facial expression associated with this minor power for 1 minute. The target can avoid the effect with a successful DC 10 Charisma saving throw. (50 gp)
- 018 **Expressing.** This object has a face carved or painted on it. As a bonus action, the user can touch the object and change its expression to portray any emotion or no emotion. (15 gp)
- 019 **Flowering.** This item has 10 charges usable only for this minor power and regains 1d6 + 4 expended charges daily at dawn. (If the last of these charges is expended, the item has a 5% chance to lose this minor property.) As an action, the user can touch a patch of soil (or indicate one within 5 feet) and cause a flower to instantly sprout there. The item has a default type it will create unless the user specifies a different flower. The flower is harmless and nonmagical; it grows or withers as normal. (35 gp)
- 020 **Fortifying.** The worn item holds the wearer together and reduces the amount of blood it loses if reduced to 0 hit points. The wearer counts any death save result of 8 or 9 as a success. (50 gp) A stronger version also gives resistance to all damage from a source that remains after reducing the creature to 0 hit points, making the user less vulnerable to the instant death rule. (100 gp)
- 021 **Gleaming.** This item always appears clean; dirt and detritus fall off within moments of touching the item. (15 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 3)

d100 Minor Property

- 022 **Glittery Hope.** Bards can use this item as a spellcasting focus. The wielder can use an action to cast any unknown bard cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a bard)
- 023 **Guardian.** The item whispers warnings to its bearer, granting a +2 bonus to initiative if the bearer isn't incapacitated. (75 gp) A more potent version also grants the wearer a +2 bonus on any Wisdom (Perception) check that, if failed, would result in the user being surprised during the first round of combat. (100 gp)
- 024 **Harmonious.** Attuning and un-attuning this item takes only 1 minute each. It cannot be attuned more than once within a 24-hour period. (50 gp) A more potent version of this item simply "borrows" an attunement the user selects from among its currently attuned magic items. The item borrowed from is no longer considered attuned after the 1-minute attunement process for this item. It is automatically and instantly re-attuned when this item is unattuned using the same 1-minute process. (100 gp)
- 025 **Hidden Message.** A message is hidden somewhere on the item. It might be visible only at a certain time of year, under the light of one phase of the moon, or in a special location. (15 gp)
- 026 **Icon.** The item can be used as a spellcasting focus for cleric spells. The wielder can use an action to cast any unknown cleric cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a cleric)
- 027 **Illusion.** The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded, and they have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it. (50 gp)
- 028 **Jinxing.** The user can use its reaction to impose a 1-point penalty on an attack roll made against it. This might cause the attack to miss. Once this effect is used, it cannot be used again until the next sunset. (25 gp) A stronger version also gives 1 temporary hit point to the item's user when activated. (75 gp)
- 029 **Juggling.** The user can place up to 3 small objects into close (1-foot) proximity with the item. The objects will stay in place, hovering, until the user removes them. Viable objects weigh less than 1 pound; they are things like a dagger, a potion, or a deck of cards. Usually this juggling effect only applies to one area in relation to the magic item—the space at the top of a staff or the front of a breastplate. This can be a useful way to hold and change tools while working on a project, or to carry something the user doesn't want to keep touching. The user can cause the objects to slowly move in place, orienting them however desired. (35 gp)
- 030 **Key.** This item is a key or an item that a key is part of. Using the key has a 5% chance to open a lock. Once the key's match is found, it no longer has the potential to open any other lock. (20 gp) Alternately, the item's match has already been found and it is an important lock that has some valuable meaning or use in the story. (25 gp)
- 031 **Language.** The bearer can speak and understand a specific language. (50 gp) A more potent version also allows reading and writing of that language. (75 gp)
- 032 **Lightweight.** The item's weight is reduced to no more than half its normal weight, within certain limits. The reduction is no greater than: 3 lbs. (15 gp), 10 lbs. (45 gp), or 25 lbs. (95 gp)
- 033 **Limited Darkvision.** This lets the user see areas of darkness as dimly lit within 30 feet. (50 gp) A stronger version also lets the user see areas dimly lit as brightly lit within 30 feet. (100 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 4)

d100 Minor Property

- 034 **Locked.** The item has a case or a collapsible portion that prevents itself from being used until unlocked. It has either a key (35 gp) or a password (70 gp) to whisper while holding it. A keyed item can be picked with a successful DC 30 Dexterity check using thieves' tools. Either kind can be opened with a *knock* spell.
- 035 **Mechanaut.** This item contains tiny interlocking gears that create whirring and clicking sounds. It draws power from Mechanus, the plane of clockwork predictability. When the user makes an attack roll with the affected item, it can forego rolling the d20 to get a 10 on the die. (50 gp) Alternately, the effect can apply to any attack the user makes. (100 gp) Once used, this property can't be used again until the next dawn.
- 036 **Mending.** This item constantly repairs itself, offsetting the wear and tear of normal, daily use. Exceptional damage cannot be repaired thusly. (15 gp) A more potent version allows the object to repair itself even after reduced to 0 hit points or otherwise destroyed, so long as the pieces are held together and commanded (as an action) to reknit. If any portion of the item is lost, that part can never be repaired. (55 gp)
- 037 **Mimic.** This item allows the wearing creature to vary its voice to better mimic others. The wearer has a +2 bonus to Charisma (Deception) checks to pass off its disguised voice. (50 gp)
- 038 **Natural.** Once per day, when the wearer touches a dead or malnourished mundane plant of Tiny size, the plant is restored to full health, so long as it is still whole and planted. Once used, this power cannot be used again until after a long rest. (25 gp) A stronger version will restore plants up to the size of full-grown trees. (75 gp)
- 039 **Opposing.** The item protects the user against the supernatural powers of a general creature type (100 gp), or a specific member of that creature type (50 gp). Humanoids are too numerous and varied to be affected generally; they can only be the subject of this special property as a specific race. The user gets advantage on saving throws against the affected creatures' powers. This does not affect spellcasting, but it does affect supernatural powers that duplicate spells. For example, a wearer would receive advantage to saving throws against a dragon's breath weapon and fear aura, but not its spellcasting. After this power has been invoked twice, it cannot be used again until after a long rest.
- 040 **Planar.** The wearer or bearer of the item automatically passes any saving throws imposed by the otherworldly qualities of a particular plane. (25 gp) Alternately, the item's user can apply this bonus to all planes of existence (100 gp) or avoid all penalties of a particular plane, not just those that require saving throws (100 gp).
- 041 **Proficiency.** This weapon grants proficiency with itself to any wielder or it can be used as a spellcasting focus by the wielder. (Double the costs and modifiers if the item does both.) It can be a simple weapon (50 gp) or a martial weapon (80 gp). Alternately, this is a small device or object that can be transferred between weapons, stuck to one with a 10-minute process of attachment or installation. Only the item's user can detach it (as an action); the connection even survives an area of antimagic. The item's user is proficient with whatever weapon it is attached to. (+20 gp; this version requires attunement)
- 042 **Projected Illusion.** The item can create a harmless, illusory visual effect within 5 feet of the user while the user maintains concentration. Some versions create a specific illusion like an owl familiar on the user's shoulder. (15 gp) Others produce multiple illusions of anything the user desires within the area. (55 gp) If the item is a musical instrument and used by a bard, the radius is increased to 15 feet while the instrument is played. (45 gp or 85 gp; these versions require attunement by a bard)
- 043 **Proud.** The item instills feelings of great pride in the user. The creature has advantage on saving throws to resist magical compulsions that would force it to yield pride, including surrendering or dropping its weapons. (25 gp)
- 044 **Restorative.** The user can spend an action to heal 1 hit point for itself or for a touched target. Once used, this power cannot be used again until after a long rest. (50 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 5)

d100 Minor Property

- 045 **Pyrotechnical.** This item has 7 charges dedicated to this minor power and regains 1d6 + 1 charges each day at dawn. (If the last of these charges is ever expended, the item has a 5% chance to lose this minor property.) While holding it, the user can spend an action to expend 1 charge and create a harmless burst of multicolored light at a point that can be seen within 60 feet. The light is accompanied by a crackling noise that can be heard up to 300 feet away. The light is as bright as a torch but lasts only a second. (25 gp) A more potent version can reach a point within 120 feet, has a noise that can be heard 450 feet away, and spreads bright and dim light twice as far as a torch. (40 gp)
- 046 **Scribing.** This item has 3 charges for this minor power and regains all expended charges daily at dawn. The user can use an action and spend a charge to write a message on a nonmagical object within 30 feet. The message has up to six words per charge. The writing is magical and can be erased by a *dispel magic* spell. It otherwise disappears after 24 hours. (25 gp) Another version provides 13 words per charge and can make glowing writing, visible in mundane darkness. (65 gp)
- 047 **Secondary Sensory.** This item has 10 charges for this minor power and regains 1d6 + 4 expended charges daily at dawn. It produces puffs or pinches of a magical substance that changes the flavor or scent of a Tiny inanimate target for 1 hour. For example, an odor of a rotting bouquet of roses could be covered by the smell like fresh lilacs, or a bland stew could be spiced up with pepper. The user determines the flavor or scent to apply as the charge is expended. (20 gp)
- 048 **Silent Sounds.** This item has 4 charges dedicated to this minor power and regains 1d4 expended charges daily at dawn. It can produce a sound audible only to a creature of the user's choice, so long as that creature is not deafened and is within 600 feet. (40 gp) A version that can be heard by up to 10 selected creatures is available. (80 gp)
- 049 **Smoker.** This item puts off smoldering wisps of harmless, odorless smoke while in use. (15 gp) A version that produces smoke in a controllable way is possible, allowing the user to turn the effect on or off as a bonus action. (20 gp) Another version is sufficiently controllable as to create complex forms no larger than 1 foot across, like animals or ships, that lose their shape and return to ordinary smoke after 1 minute. (35 gp)
- 050 **Sober.** This object prevents the wearer from becoming intoxicated by mundane alcoholic beverages. Alternately, it is a container in which alcohol might be served, and it removes the ability of such contained mundane alcohol to inflict intoxication. The device has no effect on magical liquids or any harmful substances like poisons. (25 gp)
- 051 **Strange Material.** The item's material is unusual, given its purpose. Its durability is unaffected. (15 gp) Alternately, the material is costly. (Additional value determined by the weight of those portions crafted of this costly component.)
- 052 **Sure Blood.** The user can spend 1 Hit Die to end the poisoned condition on itself if it was magically imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
- 053 **Sure Breath.** The user can spend 1 Hit Die to end the diseased condition on itself if it was magically imposed. Once this power has been used, it cannot be used again until the next dawn. (50 gp)
- 054 **Sure Joints.** The user can spend 1 Hit Die to end the paralyzed condition on itself if it was magically imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
- 055 **Sure Sight.** The user can spend 1 Hit Die to end the blinded condition on itself if it was magically imposed. Once this power has been used, it cannot be used again until the next dawn. (75 gp)
- 056 **Sweet Dreaming.** The item allows the user to gain the benefits of a long rest with 1 less hour than it would normally require. Neither is the user subject to the ravages of nightmares; while it does dream, nightmares will not affect its rest or state of wakefulness the next day. (50 gp)
- 057 **Temperature-Controlling.** The bearer suffers no harm in temperatures as cold as -20 degrees or as warm as 120 degrees Fahrenheit. The bearer treats temperatures as 20 degrees milder for itself. (35 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 6)

d100 Minor Property

- 058 **Talking.** This item can be trained (or retrained) during a short rest to produce up to six phrases, each no longer than six words, each of which it speaks in response to a condition the user assigns. The condition must be perceptible and 5 feet of the item. The item's phrases are forgotten if it loses attunement. (70 gp, requires attunement)
- 059 **Timekeeper.** With an action, the user can learn the time in its current location if it is on the Material Plane. (10 gp) Another version also works in the Feywild, Shadowlands, or Border Ethereal. (+5 more gp per additional plane)
- 060 **Unbreakable.** This object of Medium size or smaller has a hardness of 10 and twice as many hit points as normal (minimum 10). (75 gp) Alternately, it is an object of Tiny size like an arrow or club, which cannot be broken. (100 gp) Neither of these benefits applies in an area of antimagic.
- 061 **Unseen Stand.** The user becomes invisible with an action. This lasts up to 1 minute so long concentration is maintained and the user doesn't move or use actions. Once used, the effect cannot be used again until the next dawn. (100 gp)
- 062 **Vermin Friend.** This item has 3 charges dedicated to this minor power, all of which are regained daily at dawn. The user can expend 1 charge and speak a command word to produce a bat, frog, or rat. (*Monster Manual* pages 318, 322, or 335.) The animal appears in contact with the item and acts naturally thereafter; it is not under the user's control. It disappears after 1 hour or when reduced to 0 hit points. (35 gp)
- 063 **Waking.** The user's Wisdom (Perception) checks are not penalized due to being asleep. (50 gp) The user of a more potent version can choose to wake up if any creature of Small or larger size moves next to its sleeping form; it wakes instantly, as though shaken, and is not surprised if this occurs in the first round of combat. (100 gp)
- 064 **Walloping.** This melee weapon or piece of ammunition knocks prone a Medium or smaller creature when it hits, unless the target succeeds on a DC 10 Strength saving throw. (100 gp)
- 065 **War Leader.** The bearer's voice can carry clearly for up to 300 feet, regardless of other noise. (25 gp) A better version projects the user's voice into the minds of all persons within 300 feet who consider themselves to be under the user's command in a military sense, preventing eavesdroppers or allowing orders to be issued stealthily at night. (100 gp)
- 066 **Waterborne.** This item floats on water and other liquids. (15 gp) A stronger version also gives its bearer advantage on Strength (Athletics) checks to swim. (45 gp)
- 067 **Wicked.** When the bearer is presented with an opportunity to act in a selfish or malevolent way, the item heightens the bearer's urge to do so. The wearer gains advantage on saving throws to resist any magical compulsion that would force the user to act in a selfless, gracious, or overly beneficent way toward someone else. (25 gp)
- 068 **Wizardly.** Wizards can use this item as a spellcasting focus. The wielder can use an action to cast any unknown wizard cantrip by making a DC 10 Intelligence (Arcana) check. If the check fails, the spell fails, and the action is wasted. Such a casting cannot be attempted again until after finishing a long rest. (75 gp, requires attunement by a wizard)

APPARATUS

- 069 **Charlatan's Device.** This gaming set lets you control the outcomes you produce. A dice set comes up with whatever results you want. A card deck provides whatever card you want. You automatically win any "games of chance" played with this gaming set, games based only on luck, not skill. (75 gp)
- 070 **Prosthetic.** The item replaces a finger, hand, arm, nose, eye, ear, toe, foot, leg, or other discreet portion of the user's body that is otherwise missing. While in place, the item cannot be removed by anyone other than the user, and it functions in all ways as a normal body part. This magical item is one that must make sense being useable while serving as a prosthesis. (25 gp) A version that takes on the indiscernible appearance of a normal body part is costlier. (75 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 7)

d100 Minor Property

- 071 **Stopping.** This device is of a type intended to block movement, like a padlock, manacles, hunting trap, or a handful (bag) of caltrops. Anyone attempting to disarm the trap, pick the lock, step past the hunting trap, or safely navigate the caltrops has disadvantage on any ability check or saving throw required to bypass or escape it. (75 gp)
- 072 **Chromatic Mess.** After a successful attack with this weapon, the user may choose to roll 1d6, changing the weapon's damage type to the following based on that result: 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = poison, 6 = thunder. After using this effect twice, it may not be invoked again until the next dawn. (50 gp)
- 073 **Ember.** This weapon can be used to light small fires with a touch, as one might with a tinderbox. (25 gp) With the stronger version, the wielder can use a bonus action to send a little tendril of flame along the striking surface of the weapon. The next attack made with it that round inflicts 1 additional fire damage. (75 gp)
- 074 **Etching.** The wielder can use the touch of this weapon to etch thin lines or writing onto a variety of surfaces. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to sweat a small amount of acid. The next attack made with it that round inflicts 1 additional acid damage. (75 gp)
- 075 **Ghoul Claw.** This weapon can be used to spoil food that it touches. (25 gp) With the stronger version, the wielder can use a bonus action to send a creeping necrosis across the striking surface of the weapon. The next attack made with it that round inflicts 1 additional necrotic damage. (75 gp)
- 076 **Hobbling.** A target hit by this weapon reduces its land speed by 5 feet the next time it tries to move before the weapon wielder's next turn. (50 gp) A stronger version affects any movement type the target might have, like burrowing, climbing, flying, or swimming. (75 gp)
- 077 **Marking.** The user of this weapon may cause a glowing halo of light to appear above a target it can see when the user attacks with this weapon, whether the attack hits or not. Until the start of its next turn, the halo follows the creature, indicating its approximate location even if it becomes invisible. (100 gp)
- 078 **Sickening.** Unless they are swarming, Tiny rodents and insects (CR 0) will not come within 5 feet of the wielder while this weapon is in hand. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to exude a drop of venom. The next attack made with it that round inflicts 1 additional poison damage. (75 gp)

WIELDED

- 079 **Silent Shriek.** While the wielder has the weapon in hand, it can project any emotion a short distance; any creature with Intelligence 6 or higher can sense what emotion the wielder is trying to convey while it is within 5 feet of the wielder. (25 gp) With the stronger version, the wielder can use a bonus action to infuse the striking surface of the weapon with a fragment of raw emotions. The next attack made with it that round inflicts 1 additional psychic damage. (75 gp)
- 080 **Snow Touch.** The touch of this weapon can be used to chill surfaces or extinguish fires no larger than a torch. (25 gp) With the stronger version, the wielder can use a bonus action to chill the striking surface of the weapon. The next attack made with it that round inflicts 1 additional cold damage. (75 gp)
- 081 **Song Craft.** Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song. (15 gp) A rarer version sings a song of warning, describing details of the foe. The user gets advantage on any lore role to remember information about the target's weaknesses. (85 gp)
- 082 **Sound of Fury.** The wielder can discharge the weapon's built-up power to generate a loud booming noise, audible to 300 feet or more. (25 gp) With the stronger version, the wielder can use a bonus action to cause the striking surface of the weapon to hum with power. The next attack made with it that round inflicts 1 additional thunder damage. (75 gp)

WHAT MINOR PROPERTY DOES IT HAVE? (PART 8)

d100 Minor Property

083 **Sparker.** The wielder can issue tiny electric arcs from this weapon, reaching to find small metal objects within a five-foot area, so long as they are not concealed by more than 1 inch of dirt. (25 gp) With the stronger version, the wielder can use a bonus action to build a static charge in the striking surface of the weapon. The next attack made with it that round inflicts 1 additional lightning damage. (75 gp)

084 **Spectral Energy.** This weapon always stays clean of any dirt, blood, or other blemish. (25 gp) With the stronger version, the wielder can use a bonus action to project a ripple of power over the striking surface of the weapon. The next attack made with it that round does 1 additional force damage. (75 gp)

WORN

085 **Acidic Guard.** Acid damage inflicted on the wearer is reduced by 1. (40 gp)

086 **Billowing.** Typically applied to a cloak, cape, or scarf, this clothing is always in motion, always billowing as though to imply a wearer in constant, dynamic motion. The effect is sufficiently subtle to avoid over-dramatization. This dramatic apparel has no game effects; it can be turned on and off at a whim. (15 gp)

087 **Cast-Off.** The worn item can be removed as an action. Clothing is most likely to have this effect. (15 gp) If the item is a suit of armor, this feature is more powerful. (100 gp)

088 **Cold Guard.** Cold damage inflicted on the wearer is reduced by 1. (40 gp)

089 **False Tracks.** This item is worn, at least in part, on the feet. With an action, a humanoid wearer can change the tracks it leaves, altering the appearance of footwear, as well as the size and a bit of the shape of its tracks. Tracks created must remain humanoid. (50 gp) Alternately, the item creates tracks that the user selects from among the humanoids or beasts whose tracks the wearer has seen. (100 gp)

090 **Fashion Fluid.** The item's wearer can use a bonus action to change the fashion component of the item, including its style, color, and apparent quality. The item must remain essentially unchanged from its true form and function, including its original weight. It does not gain any magical properties if used to duplicate the appearance of a magical item. (15 gp)

091 **Fire Guard.** Fire damage inflicted on the wearer is reduced by 1. (40 gp)

092 **Force Guard.** Force damage inflicted on the wearer is reduced by 1. (40 gp)

093 **Lightning Guard.** Lightning damage inflicted on the wearer is reduced by 1. (40 gp)

094 **Moving.** The wearer can use a bonus action to move 5 feet. (50 gp) If the wearer can already use a bonus action for some sort of movement, doing so increases the distance by 5 feet. (+25 more gp) The user may ignore difficult terrain for this movement (+25 more gp)

095 **Necrotic Guard.** Necrotic damage inflicted on the wearer is reduced by 1. (40 gp)

096 **Poison Guard.** Poison damage inflicted on the wearer is reduced by 1. (40 gp)

097 **Psychic Guard.** Psychic damage inflicted on the wearer is reduced by 1. (40 gp)

098 **Radiant Guard.** Radiant damage inflicted on the wearer is reduced by 1. (40 gp)

099 **Thunder Guard.** Thunder damage inflicted on the wearer is reduced by 1. (40 gp)

100 **Toughening.** While wearing the item, you have an Armor Class of 11 + Dexterity modifier, as though you had natural armor. (50 gp)

APPENDIX D: RANDOM QUIRK TABLE

WHAT QUIRK DOES IT HAVE? (PART 1)

d100 Quirk

ANY

- | | |
|-----|---|
| 001 | Arcane Befuddling. The user is inhibited in any magical research. It requires 2 hours to investigate the properties of any magical item. Any downtime research into magic items or new spells requires double the normal number of days. Although the material cost is not increased, a wizard needs twice as long to transcribe a new spell into a spellbook. (-25 gp) |
| 002 | Beast Triggering. Domestic animals are uncomfortable in the user's presence. Dogs bark as it passes by and horses shy away from it. The user has disadvantage on Wisdom (Animal Handling) rolls to interact with domestic animals. (-35 gp) A more potent version of this quirk applies even to wild animals (-35 gp) |
| 003 | Binding. This item requires attunement if it was one that previously did not. If it would already require attunement, it counts as two attuned items against the user's maximum. (-100 gp) |
| 004 | Blissful. While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence. The user has disadvantage on saving throws to resist spells of the enchantment school and similar effects. (-100 gp) |
| 005 | Carnivorous. The user cannot gain sustenance from plant matter. The creature can only eat the jerky and cheese portions of standard rations; two rations are required for one day's food. The user can only benefit from foraging by taking game, counting as two people for purposes of the standard foraging rules. (-15 gp) |
| 006 | Confident. The item helps its bearer feel self-assured. The user has disadvantage on saving throws to resist magical compulsions that would force it to attempt brave or dangerous acts. (-25 gp) |
| 007 | Covetous. The item's bearer becomes obsessed with material wealth. The creature prefers to have its wealth in coin form, and it tries to always carry that wealth with it. The user must succeed in a DC 10 Charisma saving throw each time it wishes to invest wealth or place wealth into the safe hands of a financial institution like a bank or lending house. It must also make the same saving throw each time it wants to pay back a debt. Failure indicates that the creature refuses to part with the wealth and cannot try again for another 24 hours. (-35 gp) |
| 008 | Daring. The item's bearer is overcome with adventurous feelings, leaving concerns of danger far behind. The wearer suffers disadvantage on saving throws to resist any magical compulsion that would force it to undertake a daring act. (-25 gp) |
| 009 | De-Fortifying. The worn item thins the user's blood, allowing it to more easily bleed out if the wearer is reduced to 0 hit points. The wearer counts any death save result of 10 as a failure. If it stabilizes without healing, it takes 2d4 hours (instead of 1d4) to gain 1 hit point and become conscious. (-75 gp) |
| 010 | Directionless. The user has disadvantage on all ability checks made to determine its location, navigate terrain, or avoid getting glost. (-25 gp) |
| 011 | Disagreeable. The user has disadvantage on Charisma ability and skill checks with people who otherwise have a friendly starting attitude toward it. (<i>Dungeon Master's Guide</i> , page 244.) (-25 gp) |
| 012 | Discordant. Attuning this item takes 8 hours and can be done during a long rest. (-25 gp) There are several more potent versions of this quirk, each with added penalties. One requires a week's worth of long rests to attune. (-50 gp) Another can never be re-attuned to the same user if attunement is ever lost. (-50 gp) |

WHAT QUIRK DOES IT HAVE? (PART 2)

d100 Quirk

- 013 **Ex Lingua.** The user cannot speak or understand a language of the DM's choice that it previously could. This will not affect Common. (-50 gp) A more potent version removes the user's ability to speak Common. (-75 gp) If either version includes removing the ability to read and write the language, the cost offset increases by 25 gp. Note that spell scrolls, wizard spell books, and warlock books of shadows are not written in a "language," and therefore cannot be excluded by this quirk. If the user un-attunes and re-attunes this item, the affected language originally selected by the DM will be the same one affected for that character.
- 014 **Ex Naturalis.** If the user completes a long rest, a nearby mass of one or more living plants of a volume about 1 foot-square withers and dies. The plant or plants must be alive (currently growing or harvested within the last day) and must be within 60 feet of the item user to be affected. The user of this item may earn the ire of gardeners, farmers, druids, and others who care about the local flora. (-25 gp)
- 015 **Fashionably Awkward.** The item's appearance changes to match old, even offensive, fashions used in whatever region it enters. Fashion-conscious people will begin social interactions with the wearer at one step closer to hostile than they would otherwise. (*Dungeon Master's Guide*, page 244.) (-15 gp)
- 016 **Fell Beacon.** The item will shed bright green light in a 10-foot radius and dim green light for an additional 10 feet, whenever it wants. Often this occurs at annoying times. If the item is covered to reduce the light, it may begin to whine loudly and strobe frantically, as though trying to warn of something. (-15 gp) A version that shines brightly for 30 feet and dimly for another 30 feet is more annoying. (-45 gp)
- 017 **Fell Knitting.** The user is affected by weak magical healing. At the end of its own turn in any round where the user has received magical healing, it loses 1 hit point for every full 3 hit points it was healed by in the previous round. (A user healed of only 1 or 2 hit points is thus unaffected.) This is not "damage" to the item user; from a magical standpoint, part of the healing simply unravels. (-100 gp)
- 018 **Fell Locking.** All opening objects that have mechanical locks, like doors, chests, and locking spellbooks, lock themselves when the user is trying to open them, but only while the user is trying. If the user gives up, the item unlocks itself if it was previously unlocked. In most cases, this item's user must simply allow others to open doors for it. This does not prevent the user from breaking down a door or smashing open the lid of a chest. However, using a key or picking a lock will not work; the item instantly relocks itself after such tools are applied. (-75 gp)
- 019 **Fell Muttering.** The item grumbles and mutters. A creature who carries the item grows paranoid and distrusting of others, particularly magic users. The item's user must make a Wisdom saving throw against a DC of 10 to allow any beneficial spell to be cast upon it. The user rolls with advantage for spellcasters it has known more than a year. If the saving throw fails, the spellcaster may not target the item user unless the spell could be cast on an enemy, nor consider the user an "ally" for a spell's purposes. (-75 gp)
- 020 **Fell Seeing.** The item creates a harmless but disturbing visual illusion within 5 feet of the user at random times. The illusion is usually something specific, like a deadly snake that appears to be following the user. (-15 gp) Other types produce multiple illusions, doing so more frequently, like a silent, swaying choir composed of slaughtered children. (-35 gp) Those unused to such disturbing sights may think the item user cursed or haunted by the ghosts of its terrible sins.
- 021 **Fell Voiced.** This item changes the wearer's voice, making it sound hollow, metallic, singsong, or otherwise altering it to include any other annoying trait. This applies a -2 penalty to any mundane Charisma check the user attempts for social interactions. It can also draw unwanted attention or ridicule. (-50 gp)

WHAT QUIRK DOES IT HAVE? (PART 3)

d100 Quirk

- 022 **Fleetingly Veneered.** Every round, at the start of its turn, the user loses any temporary hit points it may have. This effect occurs before any other effect that would add temporary hit points at the start of the turn, like a *heroism* spell. (-50 gp)
- 023 **Foiling.** This item affects one of the six ability scores. For any saving throw calling upon that ability, the Dungeon Master may roll 1d4 and subtract the result from the saving throw roll. After the Dungeon Master has used this effect, it may not be invoked again until the next dawn. (-25 gp)
- 024 **Frail-Hearted.** The user has a maximum number of hit points it can heal to from natural healing. Natural healing includes, but is not limited to, automatic recovery from a long rest, Hit Dice spent during a short rest, or charges of a healer's kit applied by someone with the healer feat. The highest hit point total that a user can heal to naturally is a number less than its normal hit point maximum: 1 less if this is a common magic item, 3 less for an uncommon item, 6 less for a rare item, 10 less for a very rare item, and 15 less for a legendary item. This has no effect on magical healing. (-80 gp)
- 025 **Heavy.** The item weighs twice as much as normal, within a certain range. An item that is normally carried or worn by a Medium or Small creature gains no fewer than 10 lbs. and no more than 50 lbs. (-25 gp)
- 026 **Heroic-Standing.** The user cannot choose to take cover. Further, its Armor Class cannot benefit from the bonuses for half or three-quarter cover. (-50 gp)
- 027 **Hungry.** This item's magical properties function only if fresh blood from a humanoid has been applied to it within the past 24 hours. It needs only a drop to activate. (-10 gp). A hungrier version requires more blood, and only from the user. To keep the item working, once after each long rest, the user must spend a Hit Die to feed its own blood to the item. This expenditure heals no hit points. (-60 gp)
- 028 **Metamorphic.** The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor alterations, which have no effect on the item's use. The item sometimes likes to mimic the appearance of other, important items just as the user leaves their presence, like the king's scepter or goods from a store shelf. (-15 gp)
- 029 **Mien-Revealing.** The user cannot conceal its feelings. Other creatures have advantage on Wisdom (Insight) checks used against it, and it suffers disadvantage on Charisma (Deception) checks. (-50 gp)
- 030 **Night-Blinding.** A user with darkvision has its range halved. If the user lacks darkvision, it treats areas of dim light as darkness where those areas are 30 feet or more away from it. (-75 gp)
- 031 **Non-Threatening.** The user cannot make opportunity attacks. Neither do creatures within 5 feet of it suffer disadvantage on ranged attack rolls. (-100 gp)
- 032 **Obedient.** The item's bearer is overcome with obedient tendencies. It suffers disadvantage on saving throws to resist any magical compulsion. (-100 gp)
- 033 **Over-Large.** Like many magic items, this resizes itself to fit its user. Unfortunately, it sizes itself to be just a bit too large. Increase the item's weight by half again. There are no other mechanical penalties, but the user may look a bit ridiculous when using this item. (-15 gp)
- 034 **Planar Syncing.** The user of the item has disadvantage on any saving throws imposed by the otherworldly qualities of a specific plane. (-25 gp) Alternately, the penalty applies in all planes of existence (-50 gp).

WHAT QUIRK DOES IT HAVE? (PART 4)

d100 Quirk

- 035 **Possessive.** The item demands utter loyalty; it doesn't allow its user to attune any magical items, but it does not require the user to remove existing attunements. (-50 gp) A more possessive version requires the user to un-attune every other magic item the user has attuned. (-75 gp) Failure to adhere to these requirements means that none of this item's magic will function for the user.
- 036 **Poor Charisma.** The user has disadvantage on Charisma checks. (-85 gp)
- 037 **Poor Constitution.** The user has disadvantage on Constitution checks and its maximum hit points are reduced by 2. (-100 gp)
- 038 **Poor Dexterity.** The user has disadvantage on Dexterity checks. When it suffers falling damage, treat all results of 1 on the damage dice as 2s. (-100 gp)
- 039 **Poor Intelligence.** The user has disadvantage on Intelligence checks. (-85 gp)
- 040 **Poor Strength.** The user has disadvantage on Strength checks and its Strength score is treated as 2 points lower for purposes of carrying capacity. (-100 gp)
- 041 **Poor Wisdom.** The user has disadvantage on Wisdom checks. (-85 gp)
- 042 **Predictable.** The item's bearer becomes simplistic and predictable in its planning, unable or unwilling to take a complex approach to most subjects. Nor can it anticipate that others will use such tactics. The item user suffers disadvantage on any Wisdom (Insight) checks it makes, and others have advantage on Wisdom (Insight) checks against the item user. (-50 gp)
- 043 **Revealing.** The item reveals the presence and exact location of itself and its bearer to any member of a general type of creatures, or to a specific member of that creature type. Humanoids are too numerous and varied to be the subject generally; only a specific race can be the subject of this effect. The range of the effect is 120 feet, and the alerted creature is warned without any clues detectable by those around it, perhaps telepathically. (-25 gp)
- 044 **Repulsive.** The bearer feels a sense of distaste when in contact with the item and continues to sense discomfort while bearing it. It suffers disadvantage on all skill checks not related to physical movement or skill checks attempted in combat, the two activities that tend to distract from such discomforts. (-100 gp)
- 045 **Scourging.** The Dungeon Master can apply a 1-point bonus to an attack roll made against the user, choosing to do so after the roll. Once the DM uses this effect, it cannot be invoked again until the next sunset. (-25 gp) A stronger version inflicts 2 additional point of damage if the attack hits. (-75 gp)
- 046 **Short Hearing.** The item's user gains the deafened condition for one round after using the item. If the item is constantly "in use," as something worn or something that provides a perpetual effect, the deafness fades after 1 round of constant use. Full deafness returns for one round if the user activates a power or otherwise makes use of the item as part of an action, such as attacking with an affected weapon. Additionally, the item's user constantly hears poorly, imposing disadvantage on Wisdom (Perception) checks related to hearing. (-50 gp)
- 047 **Skill-Stopped.** This item penalizes the user's attempts to use a single skill. Any time an ability check is rolled with that skill, roll 1d4 and subtract that from the total result. The offset value of this quirk depends on the skill affected: Athletics, Acrobatics, Perception, or Stealth (-60 gp); Insight, Investigation, Medicine, or Survival (-40 gp); all others (-20 gp).
- 048 **Sleeping.** The item whispers confusing warnings to its bearer, imposing a -2 penalty to initiative. (-75 gp) A more potent version also imposes a -2 penalty on any Wisdom (Perception) check that, if failed, would result in the user being surprised during the first round of combat. (-100 gp)

WHAT QUIRK DOES IT HAVE? (PART 5)

d100 Quirk

- 049 **Slothful.** The bearer of this item feels slothful and lethargic. While attuned to the item, the bearer requires 10 hours to finish a long rest. (-25 gp) A more potent version makes the user sleep deeply as well; it has disadvantage on any Wisdom (Perception) check to wake from sleep in response to stimuli. (-45 gp)
- 050 **Slow Moving.** Any additional movement the user receives by spending a bonus action or reaction is reduced by 5 feet. (-25 gp) A more potent version also causes the user to treat as difficult terrain all terrain beyond the first 30 feet traversed in a turn. (-75 gp)
- 051 **Soiled.** This item always appears dirty and disheveled. Weapons appear to have stained blood on them. Clothes include grass stains or mud. Whatever the item, it appears to be poorly kept. (-15 gp)
- 052 **Submitting.** The item makes the user vulnerable to the supernatural powers of a general creature type (-50 gp), or a specific member of that creature type (-25 gp). Humanoids are too numerous and varied to be affected generally; they can only be the subject of this quirk as a specific race. The user suffers disadvantage on saving throws against the affected creatures' powers. This does not affect spells, but it does affect supernatural powers that duplicate spells. For example, a wearer would receive disadvantage to saving throws against a dragon's breath weapon and fear aura, but not its spellcasting.
- 053 **Sunlight-Vulnerable.** This item might function poorly (-50 gp), or partially disintegrate (-100 gp), if exposed to sunlight for more than 1 minute. In its poorly functioning state, the item imposes disadvantage on attempts to use it (or gives advantage to saving throws rolled by creatures it is used to target). A poorly functioning item returns to normal after one minute out of sunlight. A partially disintegrated version requires repairs before it will work again, usually half the cost of whatever mundane item best resembles this magic item's physical form.
- 054 **Swearing.** This item was "trained" by its maker to utter a handful of phrases based on conditions or events that occur within 5 feet of it. Sometimes these phrases give useful information, provided in response to certain questions. But usually they are foul curses uttered to insult or shock the listener. These might be manifestations of the creator's malignant whims, or phrases that were corrupted over time with the item's exposure to evil influences. (-15 gp)
- 055 **Temperature-Suffering.** The bearer suffers harm from exposure even in otherwise-survivable temperatures. The user treats temperatures of 20 degrees Fahrenheit or lower as being below 0. It treats temperatures of 80 degrees Fahrenheit or higher as being above 100. (-15 gp)
- 056 **Unholy.** The user radiates a palpable evil, regardless of alignment. It appears to be a desecrated thing to the gaze of a paladin's Divine Sense feature or a *detect evil and good* spell. Devoutly good creatures, particularly those connected with the divine, are uncomfortable in the user's presence. (-30 gp)
- 057 **Unmendable.** This item cannot be affected by the *mending* spell. Any repairs made to it cost double the normal repair costs and take double the standard amount of time. (-15 gp) A more consternating version has a weak physical form, with only half its normal item hit points. (-25 gp)
- 058 **Vulnerable to Evil or Good.** This item makes the user vulnerable to a single creature type, one of the following: aberrations, celestials, elementals, fey, fiends, or undead. All creatures of the indicated type have advantage on attack rolls against the user of this item. The user also suffers disadvantage on all saving throws to resist such creatures' attempts to charm, frighten, or possess the user. (-100 gp)
- 059 **Water Ballast.** This item sinks in liquids. It gives the user disadvantage on Strength (Athletics) checks to swim unless the user is moving along the bottom of the body of water. (-25 gp)

WHAT QUIRK DOES IT HAVE? (PART 6)

d100 Quirk

- 060 **Weak Blood.** The user has disadvantage on the first saving throw of the day that would result in it receiving the poisoned condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-35 gp)
- 061 **Weak Constitution.** The user has disadvantage on the first saving throw of the day that would result in it receiving the diseased condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 062 **Weak Concentration.** The user has disadvantage on the first saving throw of the day that would result in it receiving the unconscious condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 063 **Weak Courage.** The user has disadvantage on the first saving throw of the day that would result in it receiving the frightened condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 064 **Weak Flesh.** The user has disadvantage on the first saving throw of the day that would result in it receiving the petrified condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 065 **Weak Hearing.** The user has disadvantage on the first saving throw of the day that would result in it receiving the deafened condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-15 gp)
- 066 **Weak Jaw.** The user has disadvantage on the first saving throw of the day that would result in it receiving the stunned condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 067 **Weak Joints.** The user has disadvantage on the first saving throw of the day that would result in it receiving the paralyzed condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 068 **Weak Legs.** The user has disadvantage on the first saving throw or ability check of the day that would result in it receiving the prone condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-15 gp)
- 069 **Weak Muscles.** The user has disadvantage on the first saving throw of the day that would result in it receiving the restrained condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 070 **Weak Sight.** The user has disadvantage on the first saving throw of the day that would result in it receiving the blinded condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)
- 071 **Weak Will.** The user has disadvantage on the first saving throw of the day that would result in it receiving the charmed condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-35 gp)
- 072 **Weak Wrestler.** The user has disadvantage on the first saving throw or ability check of the day that would result in it receiving the grappled condition, so long as it is applied by an enemy. Once this penalty applies to a roll, it does not apply again until the next dawn. (-25 gp)

WHAT QUIRK DOES IT HAVE? (PART 7)

d100 Quirk

073 **Weighty Presence.** This item wants its wearer to be known. Anyone following it by tracking or trailing receives additional visual cues. These heavy footprints, eye-attracting cloak billowing, or other effects help the wearer remain detectable by those intent on catching up. This quirk does not affect checks for stealth where the wearer is hiding in place. (-25 gp)

074 **Whisperer.** The wearer cannot shout or speak loudly. It cannot make its voice heard more than 100 feet away, nor address large crowds unless they are particularly quiet and respectful. (-15 gp)

WORN

075 **Acidic Exposed.** The wearer suffers 2 additional points of acid damage each time it suffers acid damage. (-50 gp)

076 **Attracting.** While wearing the item, the user's Armor Class is reduced by 1 against attacks that inflict one type of damage specific to this quirk: bludgeoning, piercing, or slashing. (-100 gp)

077 **Awkwardly Strapped.** The suit of armor or clothing takes 10 *additional* minutes to put on or take off. (This quirk should only apply to an item that one might want to take off or put on at strategic times.) In the case of armor, this time (100 rounds) is added to the times to don or doff it. (-15 gp)

078 **Cold Exposed.** The wearer suffers 2 additional points of cold damage each time it suffers cold damage. (-60 gp)

079 **Fire Exposed.** The wearer suffers 2 additional points of fire damage each time it suffers fire damage. (-70 gp)

080 **Force Exposed.** The wearer suffers 2 additional points of force damage each time it suffers force damage. (-40 gp)

081 **Lightning Exposed.** The wearer suffers 2 additional points of lightning damage each time it suffers lightning damage. (-60 gp)

082 **Necrotic Exposed.** The wearer suffers 2 additional points of necrotic damage each time it suffers necrotic damage. (-50 gp)

083 **Poison Exposed.** The wearer suffers 2 additional points of poison damage each time it suffers poison damage. (-70 gp)

084 **Psychic Exposed.** The wearer suffers 2 additional points of psychic damage each time it suffers psychic damage. (-40 gp)

085 **Radiant Exposed.** The wearer suffers 2 additional points of radiant damage each time it suffers radiant damage. (-40 gp)

086 **Thunder Exposed.** The wearer suffers 2 additional points of thunder damage each time it suffers thunder damage. (-40 gp)

WIELDED

087 **Bard's Lament.** Whenever this weapon is used to strike a foe, it sings a song revealing the wielder's name. The longer the battle, the longer the weapon sings, going on to reveal other pieces of the wielder's identity and history, including past deeds, both heroic and ignominious. Somehow, the song is never flattering, and it seems to reveal information the user would prefer to be private. (-50 gp)

088 **Blighter.** After each successful hit with this weapon, the user suffers 1 point of necrotic damage. After a battle, roll 1d6. On a result of 6, one pound of food within 60 feet of the weapon becomes spoiled and is useless. This usually means a day's ration, but it can affect crops or other food stores. (-50 gp)

WHAT QUIRK DOES IT HAVE? (PART 8)

d100 Quirk

- 090 **Burner.** After each successful hit with this weapon, the user suffers 1 point of fire damage. After a battle, this weapon will occasionally spark a small fire in a nearby flammable area, within 30 feet of any creature (or corpse) that suffered damage from the weapon. The user must be vigilant lest a larger conflagration grow from these random ignitions. (-50 gp)
- 091 **Chromatic Biter.** After each successful hit with this weapon, the user must roll 1d6 and suffer 1 point of damage of the following type based on that result: 1 = acid, 2 = cold, 3 = fire, 4 = lightning, 5 = poison, 6 = thunder. (-50 gp) If the damage cannot be magically reduced or mitigated, the item is worse. (-100 gp)
- 092 **Duplicator.** If the user's attack results in a 1 on the d20 roll to hit a creature of the same size, the user takes on the appearance of that creature in addition to missing. This effect lasts for 1 round, until the start of the user's next turn. Its allies have trouble distinguishing it from the target; any attack against the same creature will target the user instead during this period on a d100 roll result of 51 or higher, unless some means of identification is used, other than mere sight. Unfortunately, the user's enemies seem to have no trouble distinguishing it from the enemy. (-75 gp)
- 093 **Enervator.** A target damaged by this weapon finds its land speed improved by 5 feet the next time it tries to move before the weapon wielder's next turn. (-50 gp) A stronger version prevents the item's user from making opportunity attacks against a damaged target if it moves out of reach before the wielder's next turn. (-100 gp)
- 094 **Etcher.** After each successful hit with this weapon, the user suffers 1 point of acid damage. Items worn or carried by someone harmed by this weapon will bear the etched outlines of the weapon's strikes. This means the gear, if looted, cannot be resold unless some effort is made to repair the cosmetic damage. (-50 gp)
- 095 **Froster.** After each successful hit with this weapon, the user suffers 1 point of cold damage. In areas of extreme cold (*Dungeon Master's Guide*, page 110), the user cannot protect itself by wearing cold weather gear or using other warming techniques. (-50 gp)
- 096 **Poisoner.** After each successful hit with this weapon, the user suffers 1 point of poison damage. Anyone carrying the item takes 1 additional poison damage each time it suffers poison damage from any source other than this weapon. (-50 gp)
- 097 **Roarer.** After each successful hit with this weapon, the user suffers 1 point of thunder damage. Once or twice per day, while not in battle, this weapon will generate a loud booming noise, audible to 300 feet or more. This particularly seems to occur in quiet periods or places, while the user is attempting to sleep or sneak, or while in a quiet temple or library. (-50 gp)
- 098 **Shrouder.** After each successful hit with this weapon, the user suffers 1 point of force damage. Anyone carrying the item takes 2 additional points of damage each time it suffers damage from any incorporeal undead, including ghosts, specters, wraiths, and the like. (-50 gp)
- 099 **Sparker.** After each successful hit with this weapon, the user suffers 1 point of lightning damage. Once or twice per day, while not in battle, this weapon will generate an electric arc, reaching out up to 15 feet to touch a metal object or metal-clad person. This inflicts no damage, but the mild shock can be alarming or offensive. It can occasionally foul attempts at diplomacy or stealth. (-50 gp)
- 100 **Weakeners.** After each successful hit with this weapon, the user suffers 1 point of psychic damage. The user has disadvantage on sanity checks or any saving throw to resist fear or horror. (*Dungeon Master's Guide*, pages 265-266.) At the Dungeon Master's discretion, this might also apply to monstrous powers that inflict madness. (-50 gp)

MANAGE YOUR MAGIC ITEMS

This supplement contains Dungeon Master tools to help you manage the magic items in your campaign. It starts with tables of itemized prices for magic items based on power rather than scarcity, allowing you to differentiate items within the same rarity category. The second chapter moderates player character actions to buy, sell, craft, or modify magic items. The third chapter massively expands the tables of special features from the *Dungeon Master's Guide*, adding hundreds of new effects to choose from, making magic items into unique, flavor features of your campaign.

The tools in this book are collected, edited, and updated versions of those in Wraith Wright's *Comprehensive Wealth Manual* and *Expanded Special Features Manual*.

For use with the fifth edition
Player's Handbook®, *Monster Manual*®,
and *Dungeon Master's Guide*®

Best when used with these additional
supplements: *Xanathar's Guide to
Everything*® and *Tasha's Cauldron of*

