

CATILUS RPG

# CATILUS' TOME OF CURIOUS CREATIONS: MADAM CATIFA'S CARAVAN OF MAGIC WONDERS



5E SUPPLEMENT

Discover amazing magic items and seek out legendary treasures  
in this supplement for the world's greatest roleplaying game





# CATILUS' TOME OF CURIOUS CREATIONS: MADAM CATIFA'S CARAVAN OF MAGIC WONDERS

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# INTRODUCTION

**M**agic items bring excitement to players and their characters, and can be excellent story hooks for incredible adventures. This book includes a diverse assortment of magic items from different backgrounds to use in your games. Some items may be hidden in forgotten temples, some may be wielded by nefarious villains, and some may be sold by Madam Catifa herself.

This book is designed for gamemasters and players alike, aiming to add variety and flavor to any game. All the items in this book originally appeared in the Theomachy setting, in which the book's creators play. The items are setting-agnostic and can fit in any campaign, with or without alternations.

## A MAGICAL CARAVAN

Madam Catifa's caravan of magic wonders is traveling across the world (some say across multiple worlds), trading in rare, curious, quirky, and powerful magic items. It's a loud, colorful, obviously magical, and utterly mismatched gathering of brightly painted carts, wagons that hide extradimensional spaces, exotic beasts (some of which carrying entire huts on their backs), flying carpets, and other oddities.

In the center of it all, you just can't miss Madam Catifa. She is a mysterious sorceress that is as famous for her heroic accomplishments, as is for the caravan she has been running since her last adventure. Madam Catifa is always eager to strike up conversation with adventurers, asking about their accomplishments and suggesting they might purchase a magic item or enjoy the services of her employees.

Nobody is quite sure how many people travel with Madam Catifa's caravan. Heroes might be able to find all sorts of experts willing to sell their services, especially if they don't hesitate to grease the right paws.

You never know where the caravan might appear next, but when it does, rest assured that accomplished heroes and aspiring adventurers alike will seek it out.

## WHO IS MADAM CATIFA?

Madam Catifa is an elurian (tabaxi) sorceress with a colorful past and a passion for the finer things in life. Born in the continent of Narllas to the far south, she quickly distinguished herself thanks to her innate magical talent and her overwhelming force of personality.

There are many rumors surrounding Madam Catifa, and she loves the mystery that surrounds her, actively fueling the rumors herself. Some say that she defeated a band of raiders with illusions and enchantments before her tenth birthday, that she struck the moon with a lightning bolt, and that she polymorphed an evil archmage into a kitten, which she petted so much that his alignment changed to good. Whatever the truth, Madam Catifa is an accomplished adventurer who roamed the world (some say multiple worlds) for many decades, claiming fame and fortune before her "retirement" to her caravan of magic wonders.

## BUYING MAGIC ITEMS FROM MADAM CATIFA

Madam Catifa might sell different items depending on how rare magic is in your campaign. In low magic campaigns, Madam Catifa might sell only common and uncommon items, while in high magic campaigns, Madam Catifa's magic item stock might include every item up to very rare rarity.

Madam Catifa doesn't typically sell legendary items, though you might consider placing certain legendary items that could serve as story hooks in her stock when it's appropriate for your campaign.

Madam Catifa is a tough and persuasive merchant. She will typically try to sell an item at a price one rank higher than normal. For example, she will try to sell the Fabulous Sea-Garments, an uncommon item, at the price of a rare item, and the very rare Staff of Moonlight at the price of a legendary item.

## SELLING MAGIC ITEMS TO MADAM CATIFA

Madam Catifa will gladly buy almost every magic item, with the exception of items that would get her and her caravan in trouble. She will typically try to exchange the item for one of lower rarity that she thinks the seller might find useful. For example, if a rogue or a bard offers to sell the legendary warhammer Forgemaster's Hammer to Madam Catifa, she might propose the very rare Armor of Intense Negotiations in exchange.

If this type of exchange doesn't work, Madam Catifa will propose to pay in gold, platinum, or rare stones. Again, she will try to buy an item at a price one rank lower than normal. For example, she will try to buy the very rare High Surgeon's Scalpel at the price of a rare item.

## BUYING MAPS, RUMORS, AND LEADS

Madam Catifa trades in information as much as magic items. She sells maps, riddles, rumors, puzzles, and other clues that she promises will lead adventurers to hidden and obscure magic items.

When adventurers ask Madam Catifa for legendary items, artifacts, or any other item you have decided Madam Catifa doesn't possess, you may decide that Madam Catifa owns some kind of clue to that item's whereabouts.

Madam Catifa will sell a lead to an item at a price one rank lower than the item itself. For example, she will try to sell a lead to the legendary Wavecutter at the price of a very rare item, and a lead to the artifact Al-Kalyr the Manysong at the price of a legendary item.

Many conmen have attempted to sell fake maps and false clues to Madam Catifa, so she won't normally buy leads to magic items.





## HAGGLING WITH MADAM CATIFA

Madam Catifa is a shrewd merchant who knows how to close a deal. Confident adventurers may attempt to haggle with Madam Catifa for a better price.

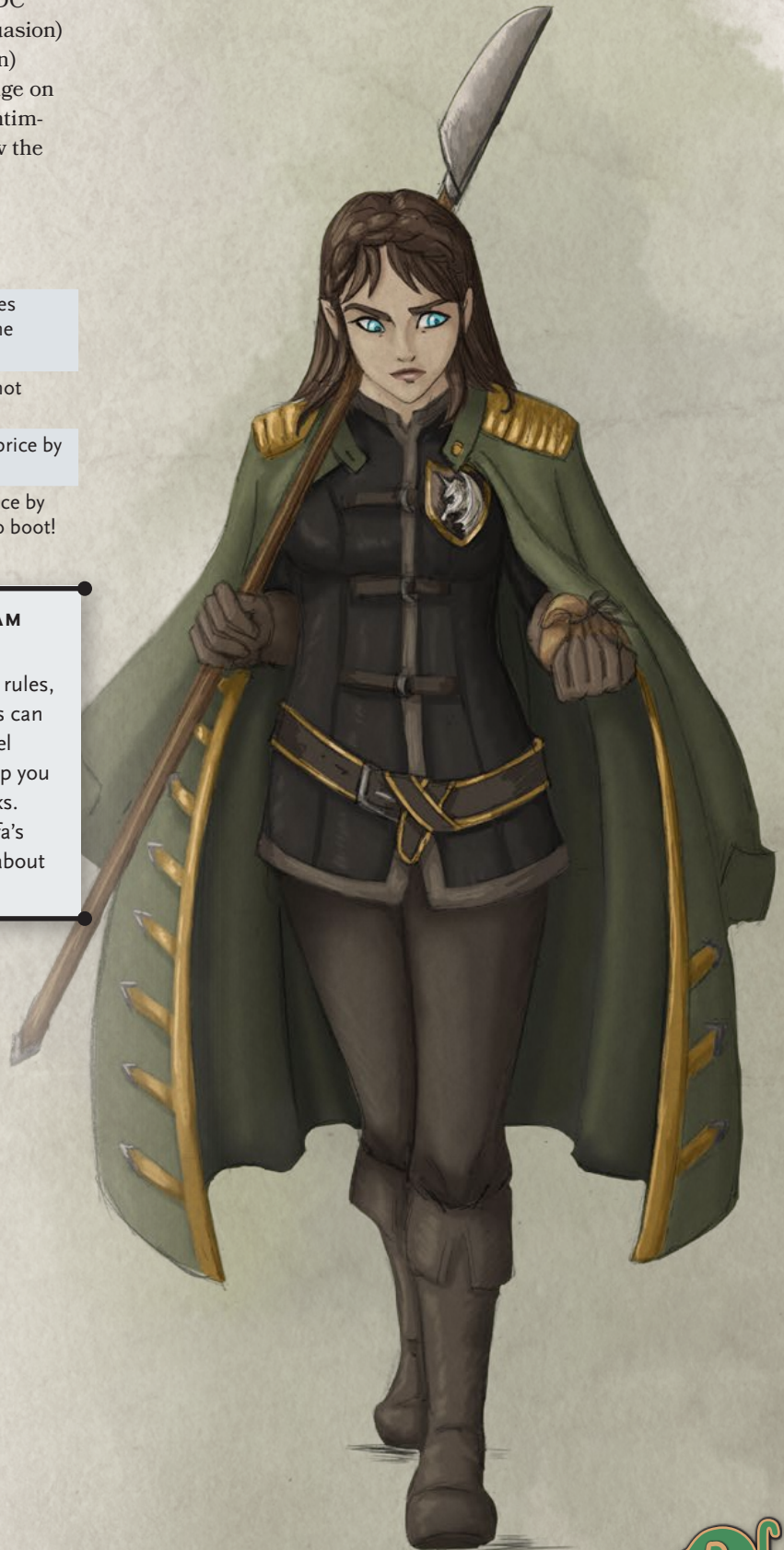
To talk Madam Catifa into lowering the price for an item, adventurers must make three checks: Charisma (Persuasion), Charisma (Deception), and Wisdom (Insight), with a DC appropriate for the item's rarity. The Charisma (Persuasion) check may be substituted for a Charisma (Intimidation) check, but in that case, the adventurer has disadvantage on the roll since Madam Catifa doesn't respond well to intimidation. Consult the Hagglng Results table to see how the character did.

### HAGGLING RESULTS

Result	Outcome
0 successes	Madam Catifa is offended! She either refuses to sell the item, or increases the price by one rarity level.
1 success	Madam Catifa is not impressed. She does not lower the price.
2 successes	Madam Catifa is intrigued. She lowers the price by one rarity level.
3 successes	Madam Catifa is thrilled! She lowers the price by one rarity level and offers a 10% discount to boot!

### OPTIONAL RULES, GAMEMASTER TIPS, AND MADAM CATIFA'S OPINIONS

Many items in the book are accompanied by optional rules, gamemaster tips, or narrative text boxes. Optional rules can change the flavor of an item and help make the item feel fresh each time you award it. Gamemaster tips may help you create exciting roleplaying opportunities and story hooks. You may use, read out loud or paraphrase Madam Catifa's narrative text boxes for your players when they inquire about a particular item.







AL-KALYR THE MANYSONG



AMARANTH FLOWER

## MAGIC ITEMS A-Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties. Optional rules, gamemaster tips, and Madam Catifa's narrative text boxes are presented after each item they refer to.

### AL-KALYR THE MANYSONG

*Wondrous Item, Artifact (requires attunement by a bard)*

The legendary bronze dragonborn bard, scholar, and polymath Halubar el-Zuhar created Al-Kalyr as the ultimate instrument, able to produce the sounds of every other instrument of el-Zuhar's time. Al-Kalyr is an intricately complex musical instrument that can be played as a percussion, string, or woodwind instrument.

**Manysong.** Al-Kalyr's masterful design allows skilled bards to play it as any and all of the following instruments: Bagpipes, Drum, Dulcimer, Flute, Lute, Lyre, Horn, Pan Flute, Shawm, and Viol.

**A Magical Performance.** You can use an action to play Al-Kalyr and cast one of the spells from Al-Kalyr's Signature Spell Repertoire below. Once Al-Kalyr has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use Al-Kalyr to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using Al-Kalyr as the source of the spell or as a spellcasting focus.

**Al-Kalyr's Signature Spell Repertoire.** *Cure wounds (3rd level), divine word, fly, hold monster, invisibility, irresistible dance, levitate, protection from evil and good.*

#### OPTIONAL RULE: SIGNATURE SONGS, SIGNATURE SPELLS

At the gamemaster's discretion, Al-Kalyr's Signature Spell Repertoire may expand to include more spells as the attuned character masters Al-Kalyr and performs heroic deeds with it. These extra spells may include the attuned character's most frequently used spells, or any other story-appropriate spell. At the pinnacle of its power, Al-Kalyr's Signature Spell Repertoire may include *wish*.

### AMARANTH FLOWER

*Wondrous Item, Artifact*

Amaranth is a mystical plant that thrives on primordial energies and nature magic. While the plant itself can often be found in magic-rich places of power, its flower is a truly rare sight to behold.

Known as the bloom of heavens, the blossom of power, or simply as the flower of magic, the Amaranth Flower requires enormous magic and a combination of rare conditions to blossom.

The Amaranth Flower grants incredible magical powers to whoever plucks it from the plant. The flower blooms at dawn and must be plucked before dusk to bestow its magical powers. Otherwise, the flower's magic fades and it withers away from the plant.

Plucking an Amaranth Flower grants the following permanent benefits:

**Bloom of Power.** As pure magic infuses your body, your Charisma score increases by 2, as does your maximum for that score. You can't gain this benefit from an Amaranth Flower more than once.

**Innate Magic.** The magic of the Amaranth Flower is raw and unpredictable. You gain the Magic Initiate Feat (Sorcerer only) unless you have it already.

**Untamed Arcana.** With the power of Amaranth coursing through you, any spell slot you expend to cast a spell counts as a spell slot of one level higher. You can't gain this benefit from an Amaranth Flower more than once.

### AMARANTH FRUIT

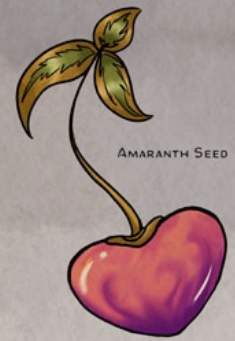
*Wondrous Item, Artifact*

Amaranth is among the most studied magical plants on Naam. The plant itself is relatively common, but it blossoms under extremely rare conditions and its fruit is the stuff of legends.

Countless pilgrims and brave adventurers have lost their lives on quests to find an Amaranth Fruit. Many prominent elf botanists have spent every day of their lives observing the plant and they have never seen it bear fruit. Such is the rarity of the Amaranth Fruit.

The fruit of the Amaranth plant is rumored to grant immortality to whoever eats it. The fruit ripens at dusk and must be consumed before dawn to bestow its magical powers.





Otherwise, the fruit's magic fades and it withers away from the plant.

Consuming an Amaranth Fruit grants the following permanent benefits:

**Magic Vitality.** Your Constitution score increases by 2, as does your maximum for that score. You can't gain this benefit from an Amaranth Fruit more than once.

**Fruit of Eternity.** You are immune to disease and poison, and have advantage on Constitution saving throws.

**Life Unfading.** You stop aging. You are immune to any effect that would age you, and you can't die from old age.

### AMARANTH FRUIT JAM

*Wondrous Item, Legendary*

Legendary halfling hero, transmutation archmage, and peerless chef Specky Von Roggenbrot represents the only recorded case of a mortal obtaining an Amaranth Fruit and not consuming it. Instead, Specky made fruit jam!

Culinary historians, famous gourmards, and heroes who were lucky enough to taste it at the time, claimed that Amaranth Fruit Jam was among the most delectably delicious and sublime foods in the entire multiverse. The jam also preserves some of the Amaranth's magic for food connoisseurs to enjoy. A sufficiently skilled chef can cook one ripe Amaranth Fruit to create 20+2d20 portions of Amaranth Fruit Jam.

Consuming a portion of Amaranth Fruit Jam grants the following benefits:

**Deliciously Magical.** The mystical powers of Amaranth reinvigorate you. Your lowest ability score permanently increases by 1, to a maximum of 20. You can receive this benefit only once every century.

**Healthy.** The jam's wholesome magic causes you to regain all hit points and ends all diseases, poisons, and any effect that makes you blinded or deafened.

### AMARANTH SEEDS

*Wondrous Item, Very Rare*

Amaranth is a mystical plant that holds immense power. In full bloom, its rare flower bestows incredible magical powers, while its mythical fruit is said to grant immortality. Amaranth Seeds are much more common, yet they carry potent magic. The seeds have a buttery and slightly toasty taste.

Typically, 1d4 + 6 Amaranth Seeds are found together.

**Seeds of Power.** You can use an action to consume a seed and regain one expended spell slot of up to 5th level. Due to its raw magical nature, you should not consume another Amaranth Seed before finishing a long rest. Each time you consume an Amaranth Seed before then, there is a cumulative 20 percent chance of expending your highest available spell slot without any effect and taking 1d12 necrotic damage per level of that slot instead of regaining a spell slot. This damage ignores resistance and immunity and can't be reduced or avoided by any means.

### GAMEMASTER TIP: THE POWER OF AMARANTH

The Amaranth Flower and the Amaranth Fruit are powerful consumable artifacts that can transform the fate of any mortal that obtains them. In terms of power, each of them is equivalent to two epic boons.

However, you can use these items as story hooks regardless of player character level. A dark alchemist may be plotting to sacrifice an entire village in a dark ritual to twist the power of an Amaranth Flower, or a dying king may hire heroes to join an expedition to discover Hua-La, the fabled secret valley of flowers, where sages believe the flower of Amaranth bears fruit.

### MADAM CATIFA ON AMARANTH

Madam Catifa beckons you closer with one of her bejeweled paws. "You want more meow-gic, yes?" she asks as she opens her other paw to reveal a handful of seeds that sparkle with magic. "These are Amaranth seeds. Very tasty, and truly meow-gical. Cheapest you'll ever find too, Madam Catifa's cat-rantee..."

She places the seeds on the table in front of her and looks you straight in the eye. "But perhaps you're here to ask Madam Catifa not about the seeds, but the plant itself, yes? Many seek its paw-er, but the flower of Amaranth is not something you can buy or sell; it withers and dies right after you pluck it, friend..."

She pauses for a long moment as a grin slowly dawns across her face and she begins to purr. "But, Madam Catifa can help you. She has a map, a riddle, and a key that can lead you to the Amaranth Flower. Madam Catifa will give you one of them for free, if you buy the other two..."







## AMULET OF THE FOREST

*Wondrous Item, Legendary (requires attunement)*

Ancient forest spirits may bestow this amulet to a hero who defended the natural balance. While wearing the amulet, you can use your action and touch one of the six animal figurines to gain a spirit blessing for the next 24 hours as described below. While blessed, you manifest random physical characteristics of the spirit that helps you. You can only gain the help of one spirit at a time.

**Bear.** You have advantage on Strength checks and your size increases by one size category.

**Cat.** You have advantage on Dexterity checks and your movement speed increases by 10 feet.

**Beetle.** You have advantage on Constitution checks and saving throws, and any Hit Die you spend heals you for the maximum amount of Hit Points.

**Raccoon.** You have advantage on Intelligence checks and you automatically succeed on saving throws against illusions.

**Owl.** You have advantage on Wisdom checks and you can't be charmed.

**Peacock.** You have advantage on Charisma checks and you can use your action to cast *charm person* (DC 15) on every humanoid of your choice within 15 feet at will. If a target succeeds the save, they become immune to this effect for the next 24 hours.

### OPTIONAL RULE: ADDITIONAL AND COLLECTIBLE FIGURINES

At the gamemaster's discretion, this item may be found with fewer animal figurines than the original six. Additional figurines may be found on adventures or awarded to player characters for completing specific quests for each animal spirit. In addition to the original six figurines that correspond to the six ability scores, the gamemaster may add more collectible figurines, including:

**Falcon.** You have advantage on Wisdom (Perception) and Intelligence (Investigation) checks that rely on sight, and can see invisible creatures and objects. In conditions of clear visibility, you can make out details of even extremely distant creatures and objects.

**Snake.** You have immunity to poison and resistance to non-magical bludgeoning damage, and you can move through a space as narrow as 1 foot wide without squeezing.

**Wolf.** You have advantage on Dexterity (Stealth) and Wisdom (Survival) checks, and you have advantage on attack rolls against a creature if at least one allied creature with the Pact Tactics ability is within 5 feet of the creature and isn't incapacitated.



## ANTIMAGIC NAPKINS

*Wondrous Item, Rare*

Made by a paranoid wizard adventurer, these enchanted napkins will protect you from curses, magical traps, and other nasty magic delivered by touch. An Antimagic Napkin will not suppress magical effects, but if you use it to touch an object or a magical effect that would affect you through touch, it will block the effect from affecting you.

Antimagic Napkins are often found in ornate napkin boxes. Such a box typically holds 2d4+4 napkins.

When taken out of its box, an Antimagic Napkin smells faintly of lavender. The napkin's magic is spent when used to block a magic effect that would have affected you. A used napkin turns black and smells of sulfur.

### OPTIONAL RULE: ANTIMAGIC HANDKERCHIEF VARIANT

At the gamemaster's discretion, a permanent version of the item, the Antimagic Handkerchief may be found. The Antimagic Handkerchief is a legendary item that does not require attunement and functions like an Antimagic Napkin, but its magic is not spent after blocking a magical effect. The Antimagic Handkerchief has 3 charges. Each time it blocks a magical effect delivered by touch, it loses one charge. It regains 1d3 expended charges daily at dawn. If you try to block a magical effect delivered by touch while the Antimagic Handkerchief has 0 charges, it functions like an Antimagic Napkin to block the effect, but then it's destroyed.

### OPTIONAL RULE: MAGICAL STAINS

At the gamemaster's discretion, whatever curse, magical trap, or magic effect is blocked by an Antimagic Napkin may leave behind a stain that hints at the effect's nature. The color, shape, and texture of the stain may give away the school of magic, and the size of the stain may roughly correlate with spell level. A successful Intelligence (Arcana) check or an *identify* spell on the used napkin may reveal the exact nature of the magic that was blocked.

### MADAM CATIFA ON ANTIMAGIC NAPKINS

"A cursed item, you say? Let me see!" Madam Catifa pulls a bright yellow napkin from her sleeve and picks the item with it. "Yes..." she says and smiles as the napkin turns dark red and a stain, vaguely resembling a grinning imp, appears on its surface. "Oh meow, this is dangerous, friend! Let Madam Catifa take care of it for you, yes? Madam Catifa won't even charge you for the antimeow-gic napkin that blocked the curse." She nods to herself as she places the cursed item, still wrapped around the used napkin in one of her countless magic bags.

"Oh, I know. You and your friends could really use some of these antimeow-gic napkins in your adventures, yes? Madam Catifa will sell you some, and she won't even ask where you found that demon-cursed item, as long as you keep returning dangerous stuff to her... for safe disposal, of course," she says and purrs.



ANTIMAGIC HANDKERCHIEF



ANTIMAGIC NAPKINS







ARMOR OF  
INTENSE NEGOTIATIONS

### ARMOR OF INTENSE NEGOTIATIONS

*Armor (Studded Leather), Very Rare (requires attunement)*

Made for a legendary dark elf bard on a quest to spread love and beauty, this armor protects you and your fashion sense while allowing you to engage in intense forms of negotiation.

While wearing this armor, you gain +1 bonus to AC. Additionally, you are always prepared for intense negotiations. You have advantage on Insight (Wisdom) checks to determine whether a person is romantically attracted to you, and advantage on all Performance (Charisma) and Persuasion (Charisma) checks related to romantic activities.

**Always in Fashion.** You can use a bonus action to cause the armor to assume the illusory appearance of any set of clothing or armor. You decide what it looks like, but the armor retains its original physical properties. You can use another bonus action to cause the armor to assume another illusory appearance or revert to its original form. The illusory appearance ends when you remove the armor.

**Straight to Business.** You can doff the Armor of Intense Negotiations as an action.

### BAG OF KITTENS

*Wondrous Item, Very Rare*

This charming bag is actually an extradimensional kitten paradise. Its interior is a divinely designed cat condominium that can comfortably house about a thousand kittens (nobody has been able to count their exact number yet). The kittens live in luxury. The bag provides them with as much air, food, and drink they need while keeping them young for as long as they stay in. When found, a Bag of Kittens will typically hold about a thousand kittens. Unlike lesser bags, the Bag of Kittens is indestructible.

**Pick a Kitten.** As an action, you can reach inside the bag and pick a kitten. Alternatively, you can use your action to place a new kitten in the bag.

**Feline Flood.** As an action, you can turn the bag inside out, releasing all thousand kittens in a 30ft sphere of kittens. This feline flood persists for one round as kitten tumble and fall, heavily obscuring the area. The ground in a 30ft circle becomes difficult terrain as kittens scurry about. The circle expands by 10ft each turn and lasts for 3d6 turns, until the kittens get tired from all the play.



BAG OF KITTENS



### OPTIONAL RULE: MOVING THROUGH KITTENS

At the gamemaster's discretion, moving through the kitten-covered area left behind the Feline Flood has the following complications.

If you move more than 5ft through the kitten-covered area in your turn, for each additional 5ft moved there is a cumulative 20 percent chance you will harm 1d6 kittens.

You may choose to ignore the difficult terrain restriction altogether and trample through the kittens. For every 5ft you move through the kitten-covered area, you automatically harm 1d6 kittens. If you finish your movement inside the kitten-covered area, you must make a DC 15 Dexterity saving throw or fall prone, harming an additional 1d6 kittens

### OPTIONAL RULE: KARMIC KITTENS

At the gamemaster's discretion, the bag might punish those who seek to harm the kittens that reside in it with great misfortune. For every kitten you willingly harm or kill, you gain 1 Misfortune point. The gamemaster can spend 1 Misfortune point at any time to give your character disadvantage (or to cancel advantage) on a roll. The kittens you harm or kill must consider the bag their home for this effect to take place.

### OPTIONAL RULE: FELINE FATE

At the gamemaster's discretion, the bag might punish those who seek to harm the kittens that reside in it by turning them into kittens. For every kitten you willingly harm or kill, there is a cumulative 1 percent chance that you are permanently transformed into an ordinary kitten. Your game statistics are replaced by the statistics of a Cat (CR 0), but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. Your gear melds into your new form and you can't activate, use, wield, or otherwise benefit from it. Only a wish spell or Divine Intervention can reverse this transformation. The kittens you harm or kill must consider the bag their home for this effect to take place.

### OPTIONAL RULE: TIGER TROUBLE

At the gamemaster's discretion, the bag might transform kittens into mighty celestial tigers to punish those who harmed them. Every kitten you willingly harm or kill immediately transforms into an adult Saber-Toothed Tiger (CR 2) that attacks you. The Saber-Toothed Tiger is celestial instead of beast, and ascends to a different plane of existence when either you or it dies. The kittens you harm or kill must consider the bag their home for this effect to take place.

### GAMEMASTER TIP: MORAL DILEMMAS

You can use the Bag of Kittens to create tons of exciting story hooks for your players. For example, a warlock might receive an empty bag and a vision from their patron saying: "Go forth, my warlock, and save a thousand kittens to prove your loyalty to me...", and that patron could be Elurus the Elusive Cat Deity. Similarly, a retired hero close to the end of his life might give player characters a full Bag of Kittens with a quest to find suitable homes for all of them. On the other hand, an evil wizard in disguise may try to trick the player characters into gathering a thousand kittens for a dark ritual, and the player characters would have to figure out the dark scheme and decide whether to play along or keep the bag for themselves and oppose the wizard's schemes. However, if you are playing with younger players, consider making the kittens immune to all damage and conditions.

### MADAM CATIFA ON BAG OF KITTENS

"So, you like cats?" Madam Catifa smiles at you, eyes closed and whiskers trembling in tune with her purring. "I know you do. You're a good, good purr-son, after all, yes? Yet, there are so, so many orphan kittens out there in this large and dangerous world," she says and nods. "So, what if I told you this bag in front of you could save a thousand tiny, defenseless kittens at a time? Yes, it's true, friend. This meow-gical bag is a kitten paradise... an empty kitten paradise!"

Her smile slowly turns into a grin as she pushes the cute bag towards you. "You can do so much good with this, think about it. I'll cut you the purr-fect deal, friend..."







BUTTER COOKIE TIN

### BUTTER COOKIE TIN

*Wondrous Item, Rare*

Usually found in the homes of loving halfling grandparents on some hard-to-reach shelf, this cookie tin is more than meets the eye.

When found, there is a 50 percent chance that the Butter Cookie Tin will contain a sewing kit and a 50 percent chance that it will contain delicious butter cookies. To identify the contents of the cookie tin without opening it, you must succeed on a DC 25 Wisdom (Perception) or Intelligence (Investigation) check.

**Trusty Sewing Kit.** This sewing kit is a set of weaver's tools that also includes an indestructible needle, which acts as a +3 spear for tiny creatures.

**Delicious Butter Cookies.** These butter cookies have been infused with the concentrated love of halfling grandparents. A tin that doesn't contain a sewing kit, typically holds 2d6+8 delicious butter cookies. A cookie grants 1d4+4 temporary hit points to any creature that consumes it as an action. These temporary hit points last until you finish a long rest.

#### OPTIONAL RULE: RANDOM ASSORTED BUTTONS

At the gamemaster's discretion, the Butter Cookie Tin may contain 10d20 X 10 random assorted buttons instead of the Trusty Sewing Kit or the Delicious Butter Cookies. These buttons function as mundane Ball Bearings, can be used like breadcrumbs when lost in a dungeon, and would help you in emergency scale mail repairs, in addition to many other creative uses.

All buttons are non-magical, but the tin might contain a magic item of appropriate size and shape that could be lost amidst the buttons, such as a Brooch of Shielding, an Elemental Gem, a Gem of Brightness, a Luckstone, a Tiny Fairy Violin, a Portable Snail House, or a Rainbow Unicorn Figurine. To find the magic item, player characters need to search the assorted buttons and succeed on a DC 25 Intelligence (Investigation) check. A *detect magic* or similar effect instantly reveals the item among the buttons.



CAPE OF NINE LIVES

#### GAMEMASTER TIP: OWNERSHIP DISPUTE

To surprise players and create a story hook, you may introduce a gnome, a fairy, or some other fey creature that lays claim to the item that's hidden among the assorted buttons, or the +3 spear in the sewing kit. This creature may devise some sneaky plan to obtain the item whether its claim is legitimate or not, or it may try to strike a deal with the player character who holds the item to get it back.

### CAPE OF NINE LIVES

*Wondrous Item, Legendary (requires attunement)*

While wearing this cape, a mischievous cat spirit will ward you from death nine times. Each time you take damage that would drop you to 0 hit points, the cape makes you drop to 1 hit point instead. If you are targeted by an effect that would kill you instantaneously without dealing damage, the effect is negated against you.

**Catification Curse.** Each time the cape saves your life, either by making you drop to 1 hit point or by negating an instant death effect, your appearance and behavior changes to be more feline. You might grow whiskers or cat ears, or you might develop an urge to knock things over. A greater restoration or remove curse spell can reverse these changes.

**Feline Fate.** The ninth time the cape saves your life, it teleports back to the elusive cat deity that created it and you are permanently transformed into an ordinary cat. Your game statistics are replaced by the statistics of a Cat (CR 0), but you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores. Your gear melds into your new form and you can't activate, use, wield, or otherwise benefit from it. Only a wish spell or Divine Intervention can reverse this transformation.



NEOW I HAVE  
18 LIVES!



### GAMEMASTER TIP: A TRICKY CURSE

Even though the Cape of Nine Lives carries the Catification Curse, there is nothing preventing characters from ending their attunement and removing the cape. However, this does not reset the item, so if a character who has been saved 8 times unattunes from the item and later attunes to it, they will still suffer a Feline Fate if the cape saves their life one more time.

To avoid being saved a ninth time, characters may pass the cape around during rests. So in principle, every member of the party could be saved from death 8 times before one of them suffers a Feline Fate. This uncertainty paired with the promise of cheating death as much as possible can lead to many exciting situations for the characters in the game, as well as the players themselves.

### MADAM CATIFA ON CAPE OF NINE LIVES

"A suit of plate armor and a sturdy shield will protect you, yes, but can they really save you?" Madam Catifa leans in closer. "Madam Catifa knows of an item that will save you from certain death not one, not two, not three, but nine times!" she whispers and pulls a rolled map from her sleeve.

"It's a meow-gic cape blessed by Elurus himself, and here's a map that will lead you to it... Oh, is that mistrust Madam Catifa sees in your eyes? Instead of taking offense, Madam Catifa will cut you a deal. Buy that map and find the cape. If it doesn't work like Madam Catifa says it does, you'll get a full refund on the map and Madam Catifa will also buy the cape off your paws. A purr-fect deal, yes?"



CAPTAIN'S MECHANICAL PARROT

### CAPTAIN'S MECHANICAL PARROT

*Wondrous Item, Rare (requires attunement)*

Built by a crafty gnome pirate, this mechanical parrot is completely waterproof and rustproof. It will serve you unquestioningly. It acts as a familiar (Owl template) from the *find familiar* spell, but you cannot temporarily dismiss it, and it is destroyed when it drops to 0 Hit Points.

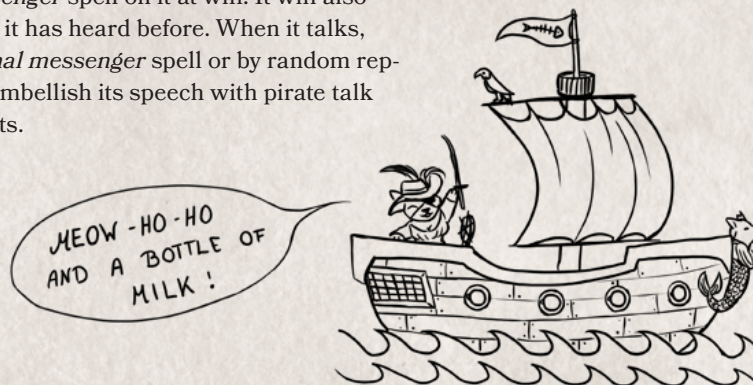
**Parrot, Transform.** As an action, you can order your mechanical parrot to mechanically transform into a snuffbox small enough to fit in a pocket or back to its parrot form.

**Captain's Best Friend.** The mechanical parrot allows you to cast the *animal messenger* spell on it at will. It will also randomly repeat things it has heard before. When it talks, either through the *animal messenger* spell or by random repetition, the parrot will embellish its speech with pirate talk and inappropriate insults.

### OPTIONAL RULE:

#### REPAIRING CAPTAIN'S MECHANICAL PARROT

At the gamemaster's discretion, a Captain's Mechanical Parrot that drops to 0 Hit Points might not be destroyed outright. Instead, a creature with proficiency with tinker's tools and access to tinker's tools may spend 1 hour to repair the parrot.





**CATSTAFF**

*Staff, Very Rare (requires attunement by a cat lover)*

This staff is infused with the spirits of heroic and feisty cats that died of old age.

The Catstaff can be wielded as a magic quarterstaff that grants a +2 to attack and damage rolls made with it.

This weapon is sentient. It makes a loud “meow” sound when the *jump* spell is cast with it. The Catstaff translates your words into cat-speech when talking to cats.

Only true cat lovers can wield it.

**Feline Grace.** Grants you advantage on Dexterity saving throws and +10ft walking speed.

**Spells.** While holding the Catstaff you can use your action to cast the *jump* and *speak with animals* (cats only) spells at will.

**Polymorph.** You can use your action to cast *polymorph* (Cat only) on yourself with this staff. You can’t do so again until the next dawn.

**Finesse.** This weapon has the finesse property.

**MADAM CATIFA ON CATSTAFF**

“Ooh, you’re eyeing my Catstaff?” Madam Catifa grins and purrs loudly as she picks up the staff and twirls it through her paws. “It’s strong and very meow-gical, making you faster and able to jump out of danger, yes...” She hugs the Catstaff close to her body. “It’s one of Madam Catifa’s most prized possessions after she got it from the fabled Cat Village, where people live alongside cats in purr-fect harmony.”

With a sudden jump, Madam Catifa is behind you. “Maybe you’d like to hold this amazingly incredible staff for a bit, yes?” she says and offers you the Catstaff. “It’s very special to Madam Catifa, but maybe she can be persuaded to part with it... for the right purr-ice...”

**COMPASS OF TRUTH**

*Wondrous Item, Legendary*

Crafted by intrepid explorer mages, this indestructible compass will guide you to safety, help you discover legendary treasures, and keep you a step ahead of your enemies.

The “N” symbol on the compass will always point north. When you are in a location where there is no north relative to your position, the “N” symbol fades out temporarily.

**Truthseeker.** The compass has 3 charges. While holding it, you can use an action to expend 1 of its charges and activate the “E”, “S”, and “W” symbols, which shift to point to different locations.

**“E” for Enemies.** The “E” symbol will point to the nearest hostile creature within 1 mile.

**“S” for Sanctuary.** The “S” symbol will point to the nearest safe location within 1 mile.

**“W” for Wealth.** The “W” symbol will point to the nearest treasure that is not owned by a friendly creature within 1 mile.

This effect lasts for 1 minute and only a wish spell can hide a creature, location, or item from it. The compass regains 1d3 charges daily at dawn, and recharges fully every time you step on a north pole.



DOGSTAFF







DARK UNICORN CROWN



COMPASS OF TRUTH



## DARK UNICORN CROWN

*Wondrous Item, Very Rare*

*(requires attunement by a creature of non-good alignment)*

Hexed by dark unicorns, this crown bestows the power of fallen unicorns upon heroes who are willing to embrace darkness. While you wear the crown, you have advantage on saving throws against spells and other magical effects.

If you aid a good unicorn while wearing the Dark Unicorn Crown, your attunement ends immediately and the crown disappears in a vortex of shadow.

**Dark Unicorn Magic.** While wearing this crown, you can cast the *detect evil and good*, *thaumaturgy*, and *pass without trace* spells at will.

**Void Beam.** The Dark Unicorn Crown has 3 charges. While wearing the crown, you can use an action to expend 1 charge and shoot a beam of dark energy to a creature up to 120 feet away. The creature must make a DC 20 Dexterity saving throw, taking 4d6 necrotic damage on a failed save, or half as much damage on a successful one. The crown regains 1d3 charges daily at midnight.

## DOGSTAFF

*Staff, Very Rare (requires attunement by a dog lover)*

This staff is infused with the spirits of loyal dogs that died while serving their masters.

The Dogstaff can be wielded as a magic quarterstaff that grants a +2 to attack and damage rolls made with it.

This weapon is sentient and barks every time you cast a spell with it. The Dogstaff translates your words into dog-speech when talking to dogs. Only true dog lovers can wield it.

**Good Boy.** The Dogstaff functions as a Warning Weapon. It snarls, growls and barks when sensing danger.

**Pack Leader.** Dogs are always friendly towards you. You can cast *Speak with Animals* (dogs only), *Command* (dogs only) and *Animal Friendship* (dogs only) at will.

**Fetch.** You can use your action to cast the *Locate Object* or the *Locate Creature* spells with this staff. You can cast each spell once, and you can't do so again until the next dawn.

**Polymorph.** You can use your action to cast *Polymorph* (Mastiff or any other dog whose challenge rating is 1/8) on yourself with this staff. You can't do so again until the next dawn.

### MADAM CATIFA ON DOGSTAFF

"Are you sure? 'That'?" Madam Catifa lifts an eyebrow as she eyes the Dogstaff that is gathering dust behind a stack of wooden boxes at the far corner of her wagon. "Madam Catifa doesn't like 'that' very much, and she will gladly see it in the hands of a... let's say 'suitable' purr-son..."

She takes a cautious step towards the Dogstaff, which starts growling as she moves closer. Madam Catifa hisses in reflex before taking a deep breath to address you again. "Oh, could you be a nice little kitten and purr-lease fetch 'that' for Madam Catifa?" Her eyes narrow as she watches you pick up the Dogstaff. "Oh how fur-tunate. No snarling. Good, good. You will make a fine owner. Madam Catifa will give you her best hiss-count, really, almost give 'that' to you for free, with another purr-chase..."



FORGEMASTER'S  
HAMMER



FLAMECUTTER



ELEMENTAL HAND WRAPS

### ELEMENTAL HAND WRAPS

*Wondrous Item, Uncommon (+1d6), Rare (+2d6), or Very Rare (+3d6) (requires attunement)*

Used by mystics and monks who seek to deepen their connection to elemental magic, these hand wraps infuse melee strikes with elemental damage.

While wearing the Elemental Hand Wraps, your fists or natural weapons are empowered by elemental magic. Any attack rolls you make with unarmed strikes and natural weapons are considered to be magical.

**Elemental Infusion.** While wearing these hand wraps, you can use a bonus action and choose one of the following damage types: acid, cold, fire, lightning, or thunder. Your unarmed strikes and natural weapons become infused with elemental magic and deal extra damage of the damage type you chose. The extra damage is determined by the item's rarity.

You may use another bonus action to choose another damage type, or end the effect.

### FABULOUS SEA-GARMENTS

*Wondrous Item, Uncommon (requires attunement)*

The Fabulous Sea-Garments have been imbued with exotic water magic by a vain dark elf wizard, who had to take up tailoring in order to pay for her extravagant wizarding escapades.

These outlandish garments are designed to enhance both your style and your swimming prowess.

While wearing the Fabulous Sea-Garments, you have a swimming speed equal to double your walking speed and advantage on Strength (Athletics) checks to swim.

**Center of Attention.** As an action, you can cause the Fabulous Sea-Garments to emit bright light of any color you choose in a 15-foot radius and dim light for an additional 15 feet. You can stop this effect at any time (no action required).

**Always in Style.** While wearing the Fabulous Sea-Garments, you can use a bonus action to change their style, color, and apparent quality. The garment's weight and physical properties do not change, and its appearance can't be anything but undergarments.

### MADAM CATIFA ON FABULOUS SEA-GARMENTS

"Oh, you're going on a seafaring adventure?" Madam Catifa's eyes glimmer as she moves closer. "Madam Catifa had her share of adventure at sea, so let her give you some free advice, yes?" she says and purrs.

"First, the seas are dangerous, but danger is no excuse for poor style. Second, you absolutely must be able to swim, no matter what you're wearing or carrying. Third, if you fall overboard, if your boat sinks, or if you're otherwise hopelessly lost at sea, you have to have a way to be... seen." She nods at you as she slowly takes out a set of finely woven garments from the counter in front of her.

"Thankfully, Madam Catifa has the purr-fect solution." She pats the garments in front of her and they start to glow. "These Fabulous Sea-Garments will em-paw-er you to swim faster than the fish, glow in the dark, and look purr-fectly fabulous while you do so! They're also infused with illusion meow-gic that allows you to change their appearance!"

She pushes the garments towards you, which change color and begin to glow brighter. "See? Fabulous! Best of all? You can rest assured they've never been used. Oh no, friend. Madam Catifa hates water."



## FLAMECUTTER

*Weapon (Longsword), Legendary (requires attunement)*

Crafted by a cruel deep dwarf king by imprisoning a primordial fire elemental lord in its blade, this sword played a key role in the destruction of several dwarven clans in an ancient civil war. When the king was finally defeated, a young hero released the fire elemental lord, who reformed the sword as a gift to its savior.

You gain a +3 bonus to attack and damage rolls made with this weapon. The Flamecutter has the finesse property.

**Primordial Craftsmanship.** The Flamecutter is eternally warm to the touch and can't be broken using conventional means. It has the Unbreakable, and Temperate minor properties.

**Igneous Attunement.** While attuned to the Flamecutter, you are immune to fire damage. In addition, you can stand on and walk across molten rock as if it were solid ground.

**Flamecutter.** While wielding the Flamecutter, you can use your action to cast *wall of fire* (save DC 20) from it, requiring no concentration. Once *wall of fire* is cast through the blade, it can't be cast again until the next dawn.

### OPTIONAL RULE: DORMANT FLAMECUTTER

At the gamemaster's discretion, the Flamecutter may be found in a dormant state. The Dormant Flamecutter is very rare, grants a +2 bonus to attack and damage rolls, and has the finesse property and the Primordial Craftsmanship feature. Player characters may undertake a quest to reawaken the full power of the Flamecutter, possibly by gaining the favor of a powerful fire elemental.

### MADAM CATIFA ON FLAMECUTTER

"Dwarves? Madam Catifa adores dwarves! They are spectacular crafters of meow-gical weapons, and they make very... dependable customers as well. Oh, they also know how to spin a tale, yes." Madam Catifa nods and moves closer, lowering her voice to a whisper. "Years ago, an exiled dwarf with a beard singed by lava and a mad spark in his single eye told Madam Catifa about a weapon that once felled entire dwarven clans with its fiery meow-gic: the Flame-catter..." She lifts an eyebrow as she weighs your reaction.

"Intrigued yet? You should be, friend, as this weapon is fit for the meow-tiest of heroes, like yourself, and Madam Catifa might just know how to find it. You see, after cracking open a cask of Blindbeard's finest wine, which he drank almost all by himself, the one-eyed exile told me a dark secret that will lead a worthy hero to the Flame-catter. That secret can be yours for a modest purr-ice; a pittance, really. Just enough to cover the cost of that cask of Blindbeard's Madam Catifa spent to get it, with a tiny bit of interest..."

## FORGEMASTER'S HAMMER

*Weapon (Warhammer), Legendary (requires attunement)*

Crafted by legendary blacksmiths of old and infused with the essence of metal and fire, this indestructible hammer has seen the creation of countless weapons and suits of armor.

You gain a +3 bonus to attack and damage rolls made with this hammer. When you hit a construct with this hammer, that construct takes an extra 2d6 bludgeoning damage.

In addition, while you hold this hammer, you have resistance to fire damage.

**Master of Metal and Fire.** While attuned to the Forgemaster's Hammer, you can cast *heat metal* (save DC 20) at will on any manufactured metal object the hammer has struck since your last turn. The Forgemaster's Hammer is immune to *heat metal*.

**Forgemaster's Insight.** When using the hammer, your proficiency bonus is doubled for any ability check you make that uses smith's tools.

**Timeless Creation.** Any item created with the Forgemaster's Hammer has the Unbreakable minor property. The Forgemaster's Hammer can be used to destroy items that have the Unbreakable minor property.

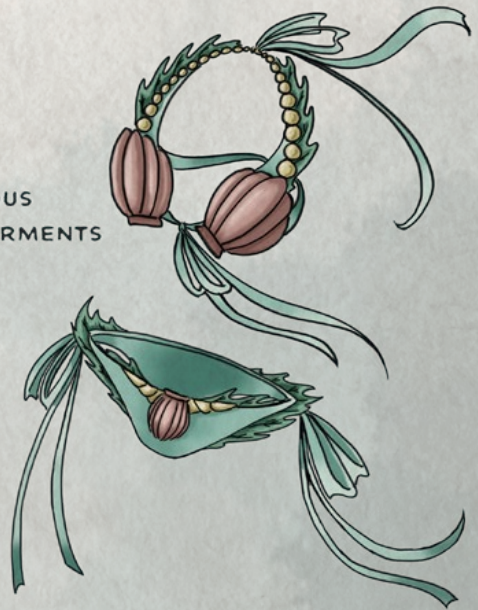
## GODSTEEL RING

*Wondrous Item, Legendary (requires attunement by a spellcaster)*

Forged by the deep dwarf demigod, Rolim the Technurge, himself, this ring is made of indestructible godsteel and imbued with pure magic.

While wearing this ring, you can use a bonus action and roll 1d8+1. You gain a temporary spell slot of that level. This temporary spell slot lasts until it is used, until you finish a long rest, or until the next dawn. The ring can't be used this way again until the next dawn.

FABULOUS  
SEA-GARMENTS



GODSTEEL  
RING







CATILUS



## GOGGLES OF DAY

*Wondrous Item, Rare*

Crafted by an ingenious cavern gnome inventor, these magic goggles enable creatures of the deep to walk under the sun without fear. While wearing these goggles, a creature with the Sunlight Sensitivity trait suffers none of the negative effects of Sunlight Sensitivity.

Equipping and unequipping these goggles requires an action.

**Dayvision.** While wearing the Goggles of Day, your Darkvision trait is suppressed and you have normal vision, similar to that of humans and halflings.

**Mirrored Protection.** The Goggles of Day protect your eyes from effects that would blind you. While wearing these goggles, you have advantage against any effect that would inflict the Blindness condition on you.

## HAND CROSSBOW OF SERPENT POISON

*Weapon (Hand Crossbow), Very Rare (requires attunement)*

Favored by assassins and undercover agents, this hand crossbow can deliver lethal serpent poison with each bolt.

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

**Weapon of Subterfuge.** The Hand Crossbow of Serpent Poison is imbued with illusion magic that allows you to alter its appearance. It has the Illusion minor property.

**Serpent Poison.** Every bolt fired by this crossbow becomes magically infused with strong serpent poison. When you hit a creature with such a bolt, that creature must succeed on a DC 11 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one.

## HANDY TOWEL-CAPE

*Wondrous Item, Rare (requires attunement)*

The Handy Towel-Cape is proof that a towel is about the most massively useful thing a planar adventurer can have.

While wearing this cape, you gain a +1 bonus to AC and saving throws. The cape is cozily warm, exquisitely soft, and outstandingly absorbent.

**Bound Across Cold Moons.** As an action, you can wrap the Handy Towel-Cape around your body. While wrapped that way, both your hands are occupied and you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

**Relaxing Beneath the Stars.** Whenever you roll Hit Dice to regain hit points at the end of a short rest during which you lay on or underneath the Handy Towel-Cape, double the number of hit points they restore.

**Great Practical Value.** While wearing the Handy Towel-Cape, you can use an action to completely dry yourself. The cape also functions as a regular towel and blanket.

### MADAM CATIFA ON HANDY TOWEL-CAPE

"Look how purr-etty it is. Feel how purr-fectly supple it is. Think how much warmer, drier, and cozier your adventures will be from now on. Yes, friend, you are about to make the best purr-chace of your life..."



GOGGLES OF DAY



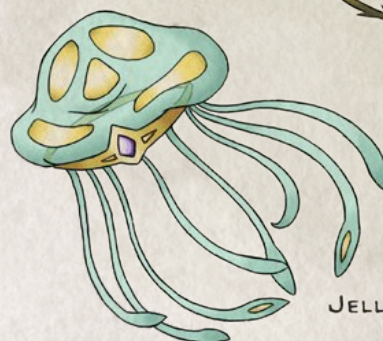
HAND CROSSBOW OF SERPENT POISON



HANDY TOWEL-CAPE



JUNGLETHORN WHIP



JELLYFISH CAP





HIGH SURGEON'S SCALPEL



### HIGH SURGEON'S SCALPEL

*Weapon (Dagger), Very Rare*

*(requires attunement by a creature proficient in medicine)*

Created by benevolent necromancers who study the mysteries of anatomy, this scalpel can perform medical miracles in the hands of a skilled surgeon.

When wielded as a weapon, the High Surgeon's Scalpel counts as a magic dagger that deals 2d4 slashing damage.

**Medical Mastery.** The High Surgeon's Scalpel grants you advantage on all Medicine checks made during surgical operations.

**Cutting Edge.** When you attack a creature with this scalpel and score a critical hit, that target takes an extra 14 slashing damage.

**Cauterize.** While wielding this scalpel, you can use a bonus action to superheat its blade for 1 minute or until you end the effect (no action required). While superheated, the scalpel deals an extra 1d8 fire damage to any target it hits and can be used to instantly cauterize any wound. This property can't be used again until the next dawn.

### JELLYFISH CAP

*Wondrous Item, Rare (requires attunement)*

Created by a benevolent sea witch, this cap is infused with the power of giant jellyfish. The cap makes you immune to poison damage and the poisoned condition. Your hair never gets wet or messy while wearing this cap. While attuned to this cap, you feel drawn to the sea.

**Jellyfish Grace.** While wearing the Jellyfish Cap, you can breathe underwater, and you have a swimming speed of 60 feet. You can communicate with jellyfish, and they are always friendly to you unless you harm them first.

**Jellyfish Wrath.** When a creature within 30 feet hits you with an attack, you can use your reaction and expel poisonous cells from your Jellyfish Cap. The creature must make a DC 15 Constitution saving throw, taking 1d6 poison damage on a failed save, or half as much damage on a successful one.

### JUNGLETHORN WHIP

*Weapon (Whip), Very Rare (requires attunement)*

Crafted by a wild druid who searched for enlightenment in primordial jungles, this whip is empowered with raw nature magic.

You can use the whip to swing from tree to tree, and you have advantage on all related Strength (Athletics) and Dexterity (Acrobatics) checks to do so.

**Junglestride.** While wielding the Junglethorn Whip, you have a climbing speed equal to your walking speed when climbing trees or other non-magical plants.

**Thorny Disarm.** When using this whip to perform the disarm action, you have advantage on the weapon attack to knock a weapon or another item from a target's grasp. If the disarm is successful, you can use your reaction to pull the dropped weapon or item to your hand. If you have no hand free, it falls to the ground at your feet.

**Lord of the Jungle.** While wielding this whip, you can cast *thorn whip*, using the whip as material component, and *speak with animals* (primates only), at will.



## KAZAM, THE SIX-STRINGED STORM

*Wondrous Item, Artifact (requires attunement by a bard)*

Crafted in a collaboration between technognome tinkers and blue dragon progressives in the revolutionary dragonrealm of Lazuria, Kazam is a unique guitar infused with the power of thunder and lightning.

**Thunderstruck.** While holding Kazam, you have resistance to thunder and lightning damage, and advantage on saving throws against spells and effects that deal thunder or lightning damage.

**Heavy Metal Thunder.** You can use an action to play Kazam and cast one of the spells from Kazam's Signature Spell Playlist below. Once Kazam has been used to cast a spell, it can't be used to cast that spell again until the next dawn. The spells use your spellcasting ability and spell save DC.

When you use Kazam to cast a spell that causes targets to become charmed on a failed save, the targets have disadvantage on the saving throw. This effect applies whether you are using Kazam as the source of the spell or as a spellcasting focus.

**Kazam's Signature Spell Playlist.** *Control weather, call lightning, chain lightning, fly, invisibility, levitate, lightning bolt, protection from evil and good, protection from energy (thunder or lightning only).*

### OPTIONAL RULE: SIGNATURE SONGS, SIGNATURE SPELLS

At the gamemaster's discretion, Kazam's Signature Spell Playlist may expand to include more spells as the attuned character masters Kazam and performs heroic deeds with it. These extra spells may include more thunder and lightning-themed spells, the attuned character's most frequently used spells, or any other story-appropriate spell. At the pinnacle of its power, Kazam's Signature Spell Playlist may include *storm of vengeance*.

## LUCKY CAT FIGURINE

*Wondrous Item, Very Rare (requires attunement)*

Infused with the gratitude of an elusive cat deity towards charitable mortals, this Lucky Cat Figurine brings good luck to its owner.

While attuned to this figurine, you gain a +1 bonus to ability checks and saving throws. This benefit does not stack with the benefit from a Stone of Good Luck.

**Luck and Happiness.** The Lucky Cat Figurine has 7 charges. When you or an ally you can see within 30 feet of you rolls a 1 on an attack roll, ability check, or saving throw, you can use your reaction to expend a charge and cause you or your ally to reroll the die. You or your ally must use the new roll.

The Lucky Cat Figurine recharges by absorbing extraordinary luck. Every time you roll a natural 20 on any attack roll, ability check, or saving throw, you can treat it as a 19 and cause the figurine to gain a charge.

## KAZAM, THE SIX-STRINGED STORM



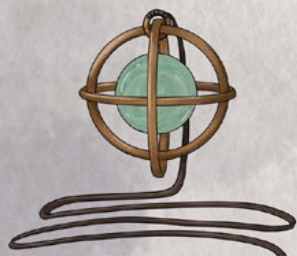
LUCKY CAT  
FIGURINE

### MADAM CATIFA ON LUCKY CAT FIGURINE

"Why Madam Catifa is so successful, you ask?" Madam Catifa grins and her eyes dart to the side as she pulls a cat figurine from one of her sleeves and places it on the counter in front of you. "Some say it's meow-gic and they are right. This tiny statue over here? It's Madam Catifa's lucky charm," she says and lifts a bejeweled paw to point nonchalantly around her shop. "If it's meow-gic Madam Catifa herself uses, then you know it's good, yes." She purrs as she pulls a second figurine from her other sleeve. "You're lucky Madam Catifa has two of these," she says and chuckles. "Heh, lucky..."



MIND QUICKENING ORB



## MIND QUICKENING ORB

*Wondrous Item, Uncommon*

*(requires attunement by a spellcaster)*

This practical orb allows spellcasters to quicken their spells, making it useful for young apprentices and wizened archmages alike. Sorcerers, warlocks, and wizards can use this orb as an arcane focus.

This orb has 3 charges. When you cast a spell that has a casting time of 1 action while holding this orb, you can expend 1 charge and change the casting time to 1 bonus action for this casting. The orb regains 1d3 expended charges daily at dawn.

## MIRRORGUARD SHIELD

*Armor (Shield), Artifact (requires attunement)*

Crafted by a legendary paladin from the fragments of enchanted mirrors that once adorned the lair of an otherworldly horror, this reflective shield protects its bearer from physical, as well as magical attacks.

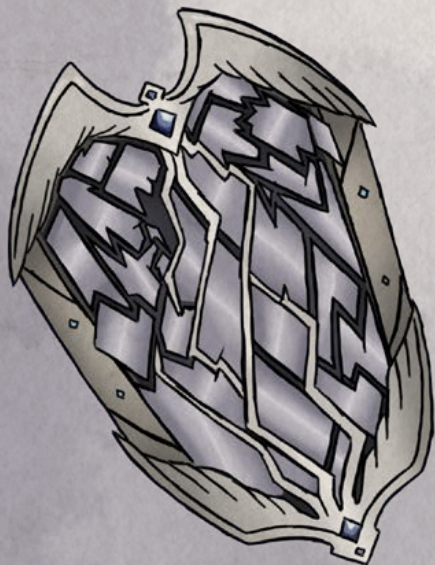
While holding this shield, you have a +3 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. Additionally, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

**Spell Mirror.** If you make a successful saving throw against a spell or magical effect that targets only you, or a spell attack misses you, you can use your reaction to redirect the magic with your shield. Choose a creature you can see within 30 feet of you. The spell or magical effect targets that creature instead of you, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster. Once used, this property can't be used again until the next dawn.

**Random Properties.** The Mirrorguard Shield has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major detrimental property

MIRRORGUARD SHIELD



NIGHT SKY ROBE



OLD MASTER'S SPELLBOOK



## NEKET'S PRACTICAL MAGE ROBE

*Wondrous Item, Rare*

*(requires attunement by a sorcerer or wizard)*

This flowy yet practical robe allows even the most organizationally challenged spellcasters to tidy up their inventory and ensure their items are where they are supposed to be. The robe's animated straps allow the wearer to carry up to four staves, rods, and wands while leaving their hands free.

The robe also helps forgetful mages keep their magical defenses up.

**A Dress with Pockets.** The robe has two side pockets, each of which acts as a Bag of Holding. Once per turn, you can issue a mental command (no action required) to cause the robe's animated flaps, straps, and belts to store or retrieve any item you wish from the side pockets or the rest of your gear.

**Lost and Found.** While attuned to this robe, you can't be disarmed. The robe's animated flaps, straps, and belts immediately return any item you drop unintentionally back to your hands. Any attempts to pickpocket you are made with disadvantage.

**Unforgettable Armor.** The robe stores spells cast into it as a Ring of Spell Storing, but any stored spells, regardless of level, are turned into *mage armor* spells for the wearer. The robe can store up to 5 *mage armor* spells at a time.



NEKET'S PRACTICAL MAGE ROBE

### OPTIONAL RULE: IMPRACTICAL MAGE ROBE VARIANT

At the gamemaster's discretion, a cursed variant of the robe may be found. Attuning to the Impractical Mage Robe curses you until you are targeted by the *remove curse* spell or similar magic. Removing the robe fails to end the curse on you.

The Impractical Mage Robe is indistinguishable from the regular item, but each of the side pockets acts as a Bag of Devouring instead. Moreover, when you roll a 1 on an attack roll, ability check, or saving throw, you must make a DC 15 Strength saving throw. On a failure, the robe seizes a random item from your hands and places it into one of the side pockets. If your hands are empty, or if you are immune to being disarmed, the robe slaps you across the face, doing 1 point of bludgeoning damage.

## NIGHT SKY ROBES

*Wondrous Item, Legendary*

*(requires attunement by a sorcerer or warlock)*

Said to be the gift of a mysterious god of the night, this mystical robe can change shape and size according to the wearer's desires, from a tiny bracelet to an extravagant ball gown. Regardless of shape and size, the robe is always seemingly made out of pure night sky.

**Night's Embrace.** If you aren't wearing armor, your base Armor Class is 10 + twice your Charisma modifier.

**Eyes of the Night.** While wearing this robe, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the robe increases its range by 60 feet.

**Stareater.** While wearing this robe, you have immunity to damage from the *magic missile* and *star crown* spells.

## OLD MASTER'S SPELLBOOK

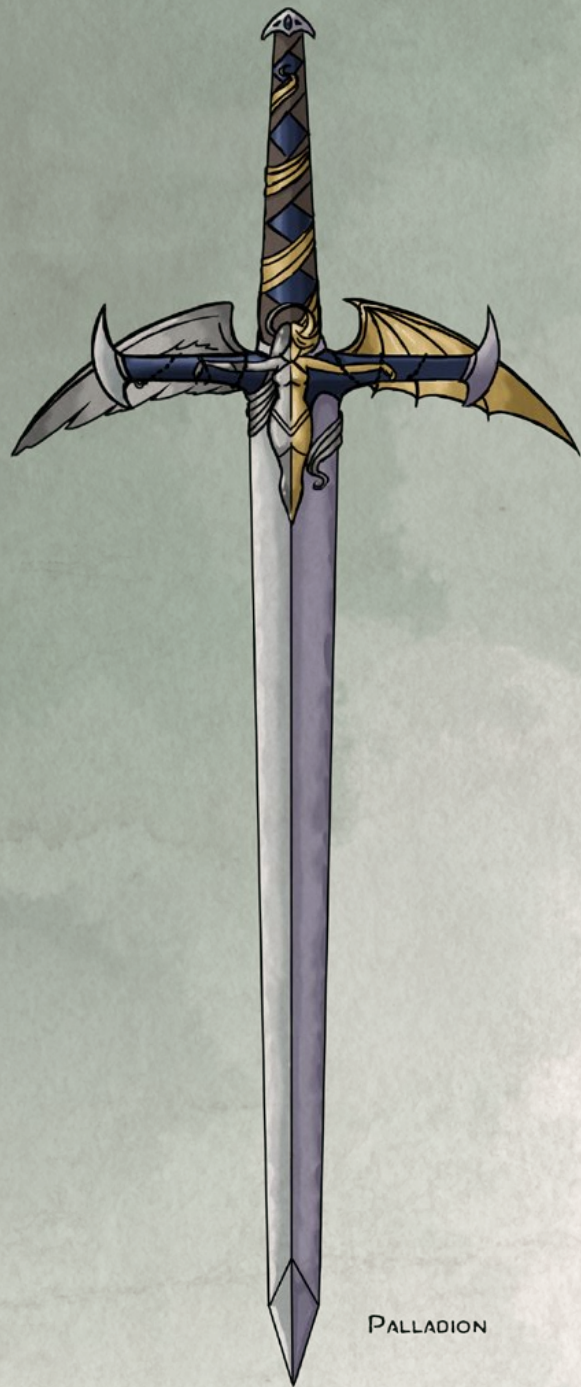
*Wondrous Item, Very Rare*

Handed down from master to pupil, this old spellbook has seen centuries of use. While it looks weathered and well-used, the Old Master's Spellbook is immune to elemental damage, can't be damaged by immersion in water, and does not deteriorate further with age. Most pages of the Old Master's Spellbook contain notes, smudges, and faint traces of spells from its previous owners.

Wizards can use this item as their spellbook and arcane focus.

**Shortcut to Mastery.** When copying a new spell into the Old Master's Spellbook, you may make a DC 10 + spell level Intelligence (Arcana) check to attempt using some of the traces of old spells and existing notation to speed up the process. Upon success, the cost and time required for copying are halved for that spell. You may try to use the spellbook that way only once for each spell you copy into it.





PALLADION



ORB OF THE POLYMORPHIST

### ORB OF THE POLYMORPHIST

*Wondrous Item, Very Rare*

*(requires attunement by a spellcaster)*

Crafted by an ancient dark elf wizard who attained unnaturally long life by powerful transmutation magic, the Orb of the Polymorphist allows spellcasters to truly transcend the limitations of their form.

**Polymorphism.** While you are concentrating on a *polymorph* or *true polymorph* spell, your concentration can't be broken as a result of taking damage. Moreover, you retain your alignment, personality, and Intelligence, Wisdom, and Charisma scores while polymorphed.

**Mastery of Form.** While attuned to this orb, you are immune to any spell or effect that would alter your form, unless you wish to be affected.

#### OPTIONAL RULE: TRUE POLYMORPHIST

At the gamemaster's discretion, this item can be upgraded to its legendary version: Orb of the True Polymorphist, gaining the following additional effect:

**True Polymorphist.** While attuned to this item, you can use an action to cast *true polymorph* from it. When you do so, you can target only yourself. Once *true polymorph* has been cast through the orb, it can't be cast again until the next dawn.

### PALLADION

*Weapon (Longsword), Legendary*

*(requires attunement by a creature of good alignment)*

Ancient and legendary, this indestructible blade was forged to fight otherworldly foes. You gain a +3 bonus to attack and damage rolls made with Palladion.

When you hit an aberration, celestial, elemental, fey, fiend, or undead creature with Palladion, that creature takes an extra 2d6 force damage. **Extraplanar Sentinel.** This item glows faintly when aberration, celestial, elemental, fey, fiend, or undead creatures are within 120 feet of it.

**Banishing Strike.** When you attack an aberration, celestial, elemental, fey, fiend, or undead creature that is not native to the plane of existence you're on with Palladion and roll a 20 on the attack roll, in addition to dealing damage, you can choose to cast *banishment* (save DC 20) on it, requiring no concentration.



Pastrami of Health

Wondrous Item, Rarity Varies

Used by orc tribal nomads for millennia, Pastrami of Health, also known as Healthy Jerky, is now a popular magical treat among adventurers and gourmands alike. There are several varieties of Pastrami of Health. The rarer varieties are more potent and expensive, while also packing a deeper flavor.

You can use your bonus action to eat one piece of Pastrami of Health. You gain temporary hit points when you eat one or more pieces. The number of temporary hit points depends on the pastrami's rarity. Whatever its potency, the pastrami has a distinctive deliciousness.

Pastrami of...	Rarity	Temporary HP Gained
Health	Common	5
Greater Health	Uncommon	10
Superior Health	Rare	20
Supreme Health	Very Rare	25

Madam Catifa on Pastrami of Health

Madam Catifa places her paw on the unmarked box in front of her and lifts the lid just slightly, filling the air with the strong smell of spices. "That spicy aroma? It's the aroma of health itself, and wait until you taste a piece of this purr-emium pastrami, friend! You may have tried pastrami before. But this? This is the real deal. You are about to taste original pastrami of health straight from the Endless Plains. Made with the same recipe orc nomads have been using for meow-llennia. All-natural and majestically delicious. The first piece is on Madam Catifa..."

Pirate Queen's Finery

Wondrous Item, Legendary (requires attunement)

This elegant dress is made from the finest sea anemone silk and sown with resilient spellstring. It is infused with powerful abjuration magic that protects you as follows:

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

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

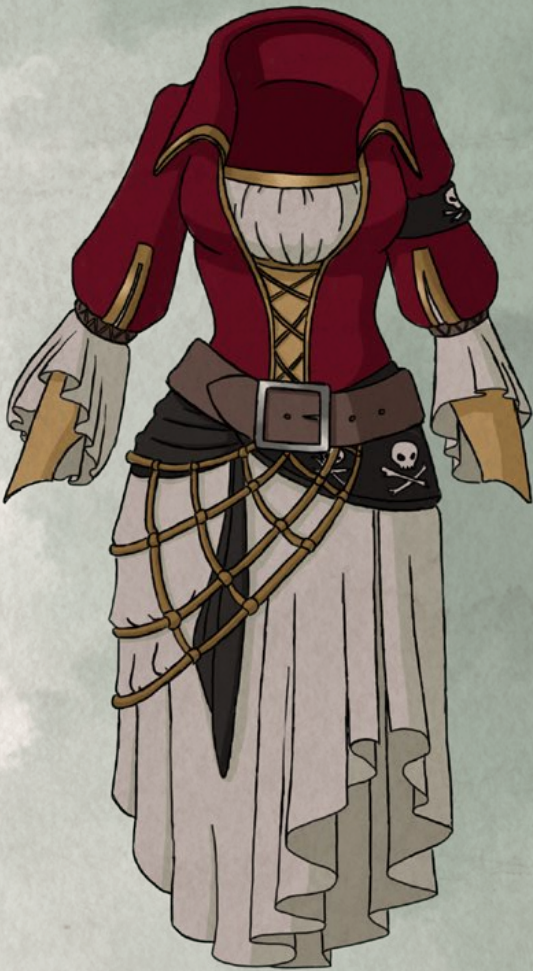
**Parley.** You have advantage on Persuasion, Deception, and Intimidation checks when discussing naval or pirate-related matters.

**Captain's Resilience.** You are immune to seasickness and no amount of alcohol (no matter how bad it is) can negatively affect your senses.

**Skipper's Command.** As a bonus action, you can magically enhance your voice. Your voice carries clearly for up to 300ft. You can end this effect as a bonus action.



Pastrami of Health



Pirate Queen's Finery





PORTABLE SNAIL HOUSE

## PORTABLE SNAIL HOUSE

*Wondrous Item, Rare*

You can use your action to place this ornate snail shell on the ground and speak its command word. The snail shell grows rapidly into an enchanted house of magical coziness and mystical charm that remains there until you use an action to speak the command word that shrinks it again. The house is a huge magical object, 15 feet wide, 20 feet long, and 20 feet high. Creatures and items brought inside the house are ejected when the house is shrunk.

This magic residence can house four medium or smaller creatures in modest luxury. The interior is magically cozy and features plain yet functional furniture. The house has a bathroom, a toilet, and an open living room and kitchen area.

Creatures in the area where the Portable Snail House appears must make a DC 12 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save or half as much damage on a successful one. In either case, the creatures are pushed to an unoccupied space outside but next to the house.

### OPTIONAL RULE: SNILES THE SNAIL BUTLER

At the gamemaster's discretion, Sniles the Snail Butler may reside inside the Portable Snail House. Sniles will use his magic to keep the house tidy and serve creatures who enter the snail house as long as he considers them reasonably polite and civilized.

## SNILES THE SNAIL BUTLER

*Small fey, neutral good*

**Armor Class** 10

**Hit Points** 4

**Speed** 10 ft.

STR	DEX	CON	INT	WIS	CHA
2 (-4)	5 (-3)	12 (+1)	10 (+0)	16 (+3)	12 (+1)

**Senses** darkvision 60 ft., passive Perception 13

**Languages** Common with a posh accent

**Challenge** 0 (0 XP)

**Innate Spellcasting.** Sniles can innately cast the following spells:

**At will:** *mending*, *prestidigitation*, *telekinesis* (objects inside the house only)

**1/day:** *create food and water* (the food is delicious crumpets and the water is lemon-scented tea)

**Snail Butler.** Sniles is happy and content to work inside the Portable Snail House and won't exit it willingly. He can't attack or use reactions, and if forced into combat, he will use his Resilient Shell ability and just throw witty insults to whoever attacks him. If forced out of the snail house, or if he drops to 0 hit points, Sniles temporarily disappears, and the snail house shrinks immediately and can't be used again for 1d10 days. When the house is used again, Sniles is fully healed and waiting inside, unless he decided to resign his position.

## ACTIONS

**Resilient Shell.** If combat begins inside the snail house, Sniles discreetly withdraws inside his shell as an action. While inside his shell, he gains a +8 bonus to AC, has advantage on Strength and Constitution saving throws, has disadvantage on Dexterity saving throws, his speed is 0 and can't increase, and he is prone. He can still cast spells while in his shell. Sniles can use a bonus action to emerge from his shell.

**I Regret to Inform You That I Am Resigning.** Sniles is patient and agreeable, but if he is repeatedly abused, he can use an action and permanently disappear from the house, returning to his extended family in Otherwood.

YOUR TEA HAS  
BEEN SERVED.





### RAINBOW UNICORN FIGURINE

*Wondrous Item, Very Rare*

This crystal figurine pulsates with countless colors. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, it will turn into a Rainbow Unicorn made of colored light. The Rainbow Unicorn reverts back into its figurine form after 24 hours, if you use an action to dismiss it, or if it drops to 0 Hit Points.

**Ride the Rainbow.** You or any creature you choose can ride the Rainbow Unicorn. The unicorn has the statistics of a Riding Horse, except it has a flying speed of 100 feet. When it disappears, the unicorn leaves behind a rainbow that allows you to slide safely to the ground at 60 feet per round. If you perform an evil deed while riding it, the unicorn disappears in a flash of blinding light, leaving behind no rainbow.

**Love and Peace.** Once it has been used, the figurine can't be used again until 5 days have passed. If you pet a unicorn with genuine love, the figurine recharges immediately.

### RING OF SKILL

*Wondrous Item, Very Rare*

Sought after by royal diplomats, master blacksmiths, and famous performers alike, a Ring of Skill has the power to make its wearer an indisputable master of one skill, if only for a short while.

While you perform a task associated with a skill or tool in which you have proficiency, you can use your reaction to gain advantage on all rolls associated with that skill or tool proficiency for 1 minute. The ring can't be used this way again until the next dawn.



RING OF SKILL



RAINBOW UNICORN FIGURINE







ROCKCUTTER

## ROCKCUTTER

*Weapon (Longsword), Legendary (requires attunement)*

Crafted by a primordial earth elemental lord in ages past, the Rockcutter tipped the balance in the ancient war between the twin gods of the dwarves: Brotan of the Mountains, and Stalanos of the Cavernous Deep.

Legends say that the Rockcutter is currently hidden in an enchanted cave that travels through the Sunken World.

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

**Primordial Craftsmanship.** The Rockcutter is built to last an eternity. It has the Unbreakable, Compass, and Delver minor properties.

**Terrestrial Attunement.** While attuned to the Rockcutter, you have a burrowing speed equal to your walking speed. Additionally, while you are fully burrowed, you have tremorsense out to 30 feet.

**Rockcutter.** While wielding the Rockcutter, you can use your action to cast *transmute rock* (save DC 20) from it. Once *transmute rock* is cast through the blade, it can't be cast again until the next dawn.

### OPTIONAL RULE: DORMANT ROCKCUTTER

At the gamemaster's discretion, the Rockcutter may be found in a dormant state. The Dormant Rockcutter is very rare, grants a +2 bonus to attack and damage rolls, and has the Primordial Craftsmanship feature. Player characters may undertake a quest to reawaken the full power of the Rockcutter, possibly by gaining the favor of a powerful earth elemental or actively opposing agents of the twin gods of the dwarves.

### MADAM CATIFA ON ROCKCUTTER

"Have you ever descended down to the Sunken World? Madam Catifa has, many times. They say the gods can't reach you there, but Madam Catifa knows unnamed horrors can steal your mind, and wandering caves can swallow you up if you're careless, yes." She nods as she spreads a handful of tiny gemstone statues in front of her that glimmer in the flickering candlelight. "A secretive cavern gnome spelunker found these meow-niscule statues in a wandering cave that might just hold the legendary Rock-catter, the weapon that broke the stalemate between you-know-who of the mountains and what's-his-name of the cavernous deep. You can use divination magic on the statues, or teleportation magic if you're brave, to find the cave and claim the Rock-catter. But, you have to hurry before the meow-gic of the statues runs out, yes. Come, Madam Catifa will give you a great purr-ice for all seventeen of them..."



### RUBY BOOTS OF PLANESTRIDING

*Wondrous Item, Very Rare (requires attunement)*

Crafted by master conjurers for legendary heroes who travel the multiverse for fame and fortune, these boots allow the wearer to walk across the planes with a few clicks of their heels.

The Ruby Boots of Planestridding have 3 charges. While wearing them, you can use an action to expend 1 charge to cast the *plane shift* spell, targeting a location that you are familiar with on another plane of existence. When cast this way, the *plane shift* spell requires no material components and cannot banish unwilling creatures, the somatic component is clicking the heels of the boots together three times, and the verbal component is “There’s no place like...” followed by the name of the target location.

The boots regain 1d3 expended charges daily at dawn.



RUBY BOOTS OF PLANESTRIDING

### SALT SHAKER OF INVISIBILITY AND PEPPER SHAKER OF REVEALING

*Wondrous Item, Rare*

Created by a paranoid halfling wizard in hopes of stalking and catching spies, these magically refillable salt and pepper shakers have the power of hiding and revealing. The shakers are magically connected. If one of them is destroyed, the other one becomes nonmagical.

**Salt of Invisibility.** You can use an action to sprinkle magical salt onto a Huge or smaller creature or object within 5 feet of you. The target becomes invisible for 2d4 minutes, or until it attacks or casts a spell. Once used, this property can’t be used again until the next dawn.

**Pepper of Revealing.** You can use an action to sprinkle magical pepper in a 10-foot cube in front of you. The pepper lingers for 2d4 minutes, or until a moderate wind disperses it. Any invisible creature that passes through the cube becomes visible as the pepper clings to it, and remains so for as long as the pepper lingers even if they leave the cube. At the start of their turn, breathing creatures affected by the pepper must succeed on a DC 10 Constitution saving throw or spend their action sneezing uncontrollably. Once used, this property can’t be used again until the next dawn.



SALT SHAKER OF INVISIBILITY AND PEPPER SHAKER OF REVEALING

### SCROLL OF ABSORPTION

*Scroll, Legendary*

Valued by powerful archmages, cautious kings, and paranoid warlords alike, a single Scroll of Absorption can turn the tide of any battle involving magic. Legends say that a young abjuration wizard defeated an ancient necromancer by absorbing one of the most powerful spells of death and returning it to its sinister caster.

While holding this scroll, you can use your reaction to absorb a spell that is targeting only you and not with an area of effect. The spell’s effect is canceled and absorbed in the scroll, which becomes an ordinary spell scroll of that spell.



SCROLL OF ABSORPTION





SKYCRYSTAL FOCUS

### SKYCRYSTAL FOCUS

*Wondrous Item, Legendary*

*(requires attunement by a spellcaster)*

Crafted by giant wizards of old, this crystal holds a fraction of the unending magic of creation. Sorcerers, warlocks, and wizards can use this item as an arcane focus.

The Skycrystal Focus has 3 charges. Whenever you cast a spell that consumes material components while holding the Skycrystal Focus, you can expend one of the charges in place of any material components that would have been consumed by that spell, regardless of cost.

The Skycrystal Focus regains 1d3 expended charges daily at dawn.

#### GAMEMASTER TIP: EPIC LEVEL MAGIC

Spellcaster NPCs and player characters alike may hoard resources to fuel elaborate magical schemes, and the true power of the Skycrystal Focus lies in tipping the balance between opposing long-term plans of epic level spellcasters.

The Skycrystal Focus allows player characters to cast even the most expensive spells, but by the time player characters typically acquire legendary items, they may have other ways to do so. The spell wish allows player characters to cast any spell up to level 8 (including clone and simulacrum) without any material components, and the Divine Intervention class feature may enable clerics to cast the most expensive 9th level spell, true resurrection, for free every 7 days, as long as you allow it.

In campaigns with limited resources and few epic level spellcasters, the Skycrystal Focus can be a real game changer. In campaigns where resources are abundant and multiple epic level spellcasters work together, the Skycrystal Focus can be just marginally useful.



SPIDERSILK WHIP

### SPIDERSILK WHIP

*Weapon (Whip), Rare (requires attunement)*

Woven from the finest silk spun by domesticated giant spiders, this whip is exceptionally light, yet cannot be destroyed by ordinary means. Priestesses of the Old Spider sometimes gift a Spidersilk Whip to those who seek to navigate the deepest reaches of the Sunken World.

You gain a +1 bonus to attack and damage rolls made with this whip. Additionally, this whip has the Light property.

**Superior Reach.** This whip adds 10 feet to your reach when you attack with it, instead of 5.

**Whispers of the Web.** Spiders are always friendly towards you unless you harm them first. You can cast *Speak with animals* (spiders only) at will.



## STAFF OF MOONLIGHT

Staff, Very Rare

(requires attunement by a druid, sorcerer, warlock, or wizard)

Crafted by the first moon elf sages, this indestructible staff has been imbued with pure moonlight. Whoever wields the Staff of Moonlight, finds themselves drawn to forgotten moon temples and ancient places of power.

You have resistance to radiant damage while you hold the Staff of Moonlight. Additionally, you can use a bonus action to cause it to shed bright light in a 10-foot radius and dim light for an additional 10 feet, or to extinguish the light.

**Spells.** The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *guiding bolt* (1 charge), *moonbeam* (2 charges), *lightwall* (5 charges), *sunbeam* (6 charges), or *star crown* (7 charges).

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

## STARDUST

Wondrous Item, Very Rare

These motes of arcane quintessence allow spellcasters to channel raw magic into complex spells.

Whenever you cast a spell that consumes material components, you may use Stardust as a substitute for any material component the spell consumes.

Stardust is much sought after thanks to its versatility and pure magic potential, which makes it more expensive than more mundane material components. Stardust typically costs 50 percent more than the material components it replaces.

## TINY FAIRY VIOLIN

Wondrous Item, Rare (requires attunement)

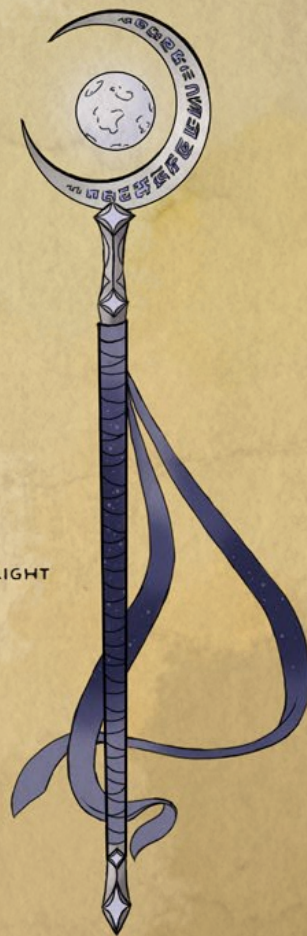
Infused with the tears of a fairy bard after he lost the dryad he loved, this tiny violin has the power to move even the cruelest warlords to tears.

Anyone can attune to the violin's magic. Tiny humanoids can use the Tiny Fairy Violin as a musical instrument, and Tiny bards can also use it as their spell focus.

**World's Smallest Violin.** As an action, you can cause the violin to play a brief tune of pure sadness to a creature you can see within 30 feet that lasts for 1 minute, or until you lose your concentration (as if you were concentrating on a spell). The creature must succeed on a Wisdom saving throw (DC 15 or your bard spell save DC, whichever is higher), or fall prone, becoming incapacitated by unbearable sadness, and unable to stand up for the duration. Deafened creatures and creatures with an Intelligence score of 4 or less aren't affected.

At the end of each of its turns, and each time it takes damage, the affected creature can make another Wisdom saving throw. The creature has advantage on the saving throw if it's triggered by damage. On a success, the violin's magic ends for that creature.

STAFF OF MOONLIGHT



STARDUST



TINY FAIRY VIOLIN







TOP HAT OF HOLDING



TRUSTY HIP FLASK

### TOP HAT OF HOLDING

*Wondrous Item, Rare*

A long-time favorite of extravagant halfling wizards, this debonair and fashionable top hat hides an extradimensional space designed to house critters. This hat's cylinder has an interior space considerably larger than its outside dimensions, roughly 1.5 feet in diameter and 3 feet deep.

Retrieving a creature or an item from the hat requires an action. If the hat is overloaded, pierced, or torn, it ruptures and is destroyed, and its contents are scattered in the Astral Plane.

**Hat-Trick.** The hat is designed to comfortably house four tiny creatures or one small creature, allowing them to breathe normally as long as they stay inside the hat's cylinder. Creatures can use their action to climb out of the hat, but they otherwise stay in place inside the extradimensional space even when the hat is worn or placed upside down.

Placing a Top Hat of Holding inside another extradimensional space item instantly destroys both items and opens a gate to the Astral Plane. The gate originates where the one item was placed inside the other. Any creature within 10 feet of the gate is sucked through it to a random location on the Astral Plane. The gate then closes. The gate is one-way only and can't be reopened.

### TRUSTY HIP FLASK

*Wondrous Item, Very Rare*

Crafted by an ingenious halfling alchemist, this indestructible potion container is designed to create perfect potion blends, enhancing both flavor and effect.

As an action, you can pour the contents of any potion into the Trusty Hip Flask. You can pour the contents of a second potion into the flask as another action. The flask can hold up to two potions simultaneously.

**Bottoms Up.** When the flask holds one or two potions, you can quaff its contents as a bonus action. Both potions take effect immediately. When you would normally roll one or more dice to determine the effects of a potion quaffed that way, you instead use the highest number possible for each die.

**Shaken, not Stirred.** At the gamemaster's discretion, when quaffing two potions together from the Trusty Hip Flask, you ignore any negative effects from mixing potions. Additionally, when drinking two potions together and one or two of the potions have a duration, roll a d100. On a roll of 00, the effect of one of the potions becomes permanent for you. An appropriate spell, such as dispel magic or remove curse, might end this lasting effect, at the gamemaster's discretion.

### TURTLE SHELL SHIELD

*Armor (Shield), Very Rare (requires attunement)*

This sturdy shield is infused with the spirit of a stoic sea turtle that died of very old age. The shield is made from that same sea turtle's shell and floats on water. It gives you a +1 bonus to AC in addition to the shield's normal bonus to AC.

**Stoic Defense.** Drawing upon the spirit of the turtle that once occupied this shell, the Turtle Shell Shield gives you a degree of protection even when you are not holding it in your hand. When you are not holding the shield but carry it on your back, you are immune to sneak attacks from behind and the flanking condition from behind.

**Old Turtle's Wisdom.** While carrying this shield, you have advantage on Wisdom saving throws. Additionally, you can cast *Speak with Animals* (turtles and tortoises only) at will.

**A Turtle's Life for Me.** While carrying this shield, you have advantage on Strength (Athletics) checks to swim, and you can hold your breath for a number of hours equal to your Constitution modifier (minimum of one).

TURTLE SHELL SHIELD





## TYANESH THE DEMONBLADE OF KHEMHOTEP

*Weapon (Any Sword), Artifact*

*(requires attunement by a creature of non-good alignment)*

Once a pure moonblade, Tyanesh was to be a royal gift from the prince of Khemhotep to his betrothed, the queen of sun elves, upon her coronation. However, sinister plotting and dark machinations saw the city of Khemhotep descend into the deepest hell. The descent severed Tyanesh's tie to the magic of the moon. Demonic energies surged into the blade to fill the void, warping it beyond recognition.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It functions as a Defender and a Weapon of Warning, and deals an extra 3d6 necrotic damage to any target it hits. As an action, you can ask Tyanesh to take the form of any sword, and it might oblige.

Tyanesh grants you immunity to charm and fear, and blindsight out to 60 feet. It has the following additional properties:

**Devour Soul.** Whenever you use Tyanesh to reduce a creature to 0 hit points, the sword slays the creature, devours its soul and grants you temporary hit points equal to the slain creature's hit point maximum. While these hit points last, you have advantage on attack rolls, saving throws, and ability checks. A creature whose soul has been devoured by Tyanesh can be resurrected only by a wish spell.

When not in a lower plane, Tyanesh must consume souls regularly. If the sword goes three days without consuming a soul, it will seek a conflict with its wielder before the next sunset.

**Sentience.** Tyanesh is a sentient chaotic evil weapon with an Intelligence of 18, a Wisdom of 6, and a Charisma of 20. It has hearing, darkvision and blindsight out to a range of 120 feet. It can communicate with its wielder telepathically. The weapon knows Elvish, Abyssal and Infernal, as well as any languages its wielder knows.

The sword can cast the *haste* and *death ward* spells on you once per day. It decides when to cast each spell and maintains concentration on *haste* so that you don't have to.

**Personality.** Created to be wielded by elven princes and kings, Tyanesh always thought it was destined for greatness. Now, infused with demonic power, Tyanesh believes it is the strongest weapon in existence. Its voice is deep and imperious, and it will only bond with a powerful and ambitious creature it considers worthy.

## TYANESH THE DEMONBLADE OF KHEMHOTEP



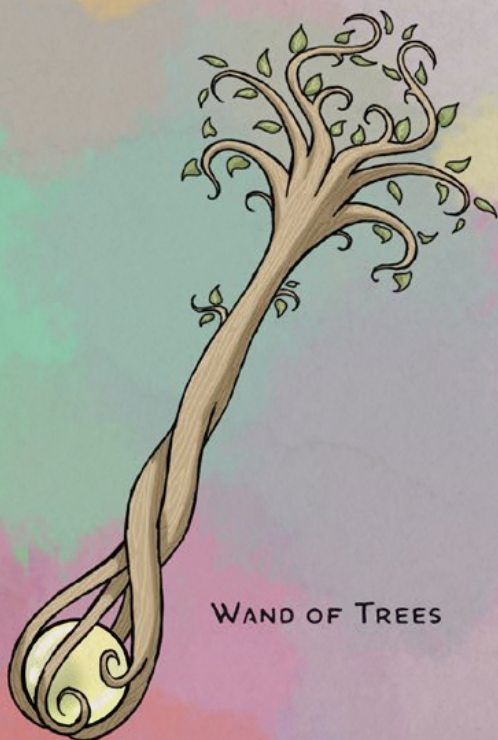




UNICORN CROWN



WAND OF MEOWS



WAND OF TREES

## UNICORN CROWN

*Wondrous Item, Very Rare*

*(requires attunement by a creature of good alignment)*

Blessed by wise unicorns, this crown bestows a portion of a unicorn's power upon a good-hearted person. While you wear the crown, you have advantage on saving throws against spells and other magical effects. You can also use your action to change the color of your hair into any combination you want.

If you perform an evil deed while wearing the Unicorn Crown, your attunement ends immediately and the crown disappears in a flash of rainbow light.

**Unicorn Magic.** While wearing this crown, you can cast the *detect evil and good*, *druidcraft*, and *pass without trace* spells at will.

**Healing Touch.** The Unicorn Crown has 3 charges. While wearing the crown, you can use an action to expend 1 charge and touch a creature to heal it for  $2d8 + 2$  Hit Points. In addition, the touch removes all diseases and neutralizes all poisons afflicting the target. The crown regains 1d3 charges daily at dawn.

## WAND OF MEOWS

*Wand, Common*

Crafted by an elusive cat deity, this wand can make even the mightiest king meow like a kitten.

Many legends envelop the Wand of Meows in mystery. Songs praise a brave hero who once used a Wand of Meows on an evil dragon, causing so much embarrassment to the great wyrm that it just flew away from its lair. While historians dispute the authenticity of this story, they agree that the various accounts of warlords meowing during pre-battle speeches and high priests meowing during elaborate rituals over the centuries can be attributed to a Wand of Meows.

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a creature you can see within 60 feet of you. The target must succeed on a DC 10 Wisdom saving throw or be forced to say "MEOW" out loud.

The wand regains all expended charges daily at dawn.

If you expend the wand's last charge, roll a d20. On a 1, the wand transforms into an ordinary cat toy and is destroyed.

### MADAM CATIFA ON WAND OF MEOWS

"Meow!" Madam Catifa jumps up as if startled by her own meow. She quickly looks around to see if anyone noticed her as she composes herself.

"Ahem. No, that wasn't the wand, rest assured. Madam Catifa meows only when she wishes to and she is completely immune to the meow-gic of this wand," she says and eyes you up and down.

"Oh, you don't believe Madam Catifa? Very well, then. Let's play a game, friend. Buy this astounding wand of meows here, and use it on Madam Catifa as much as you like. If you can make her meow against her wishes, you get your gold back. What do you say?"



## WAND OF TREES

*Wand, Very Rare (requires attunement)*

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and cause a tree to sprout from the ground at a point you can see up to 60 feet away. You may only target soil that is underneath the open sky. The wand regains 1d3 expended charges daily at dawn.

When creating a tree with the Wand of Trees, choose one of the following effects.

**Delicious Fruit Tree.** An ordinary fruit tree of your choice sprouts from the ground and bears fruit by the start of your next turn. The fruit tree bears enough fruit to feed twenty Medium creatures for a day. Alternatively, you may sprout the fruit tree during its flowering stage.

**Tall Fir Tree.** A tall fir tree with ladder-like branches sprouts from the ground. The fir tree's trunk is 10ft in diameter and its length is climbable terrain. The fir tree grows 3d20+30ft tall when it first appears, and it continues to grow 1d20+10ft each turn for another minute. When the fir tree first appears, creatures within 5ft of it may use their reaction and make a DC 12 Dexterity (Acrobatics) check to cling on its branches as it sprouts up.

**Giant Oak Tree.** A giant oak tree sprouts from the ground. The oak tree's trunk is 30ft in diameter and 60ft tall. The oak tree has enough spacious hollows to fit ten Medium creatures comfortably.

Creatures in the area where the oak tree appears must make a DC 12 Dexterity saving throw, taking 4d10 bludgeoning damage on a failed save. Creatures who fail the save are pushed to an unoccupied space next to the oak tree. Creatures who succeed the save may opt to cling on to the tree's branches as it sprouts up.

### OPTIONAL RULE: PHOTOSYNTHESIS

At the gamemaster's discretion, the Wand of Trees may only regain charges in full sunlight.

### OPTIONAL RULE: LESSER WAND OF TREES (UNCOMMON) VARIANT

At the gamemaster's discretion, the Lesser Wand of Trees may be found. This wand may be upgraded to the full version after performing a heroic deed to protect nature or at any significant point during the adventure.

Apply the following changes for the uncommon variant:

- 1) The Delicious Fruit Tree takes 1 minute to grow and has enough food to feed 1d6 Medium creatures for a day.
- 2) The Tall Fir Tree grows to a height of 2d20+20ft over the course of a minute.
- 3) The Giant Oak Tree's trunk is 5ft in diameter and the tree is 10ft tall. Creatures in the area where the oak tree appears must make a DC 10 Dexterity saving throw, taking 2d10 bludgeoning damage on a failed save. Medium or smaller creatures who fail the save are pushed to an unoccupied space next to the oak tree. Creatures who succeed the save may opt to cling on to the tree's branches as it sprouts up.

## WAKEUP WEAPON

*Weapon (Any Melee), Uncommon*

Orc wizards create these magic weapons in bulk to keep orcish armies on their toes and prevent ambushes.

Daggers and clubs are the most common Wakeup Weapons, but any melee weapon can be enchanted that way. Orc warlords may give heavy Wakeup Weapons to particularly lazy ogres to make sure they don't sleep through a fight.

**Wakeup Attack.** While holding this weapon, you can speak its command word as a bonus action to cause it to animate. The weapon leaps into the air and floats around you. While the weapon is animated, you can't be surprised as it attacks you once to warn you before combat begins. If you are sleeping naturally when combat begins, the attack wakes you up whether it hits or misses.

A wakeup attack from an animated Wakeup Weapon has a +5 to hit and deals damage according to the weapon's type. For example, a Wakeup Dagger deals 1d4 damage, while a Wakeup Maul deals 2d6 damage.

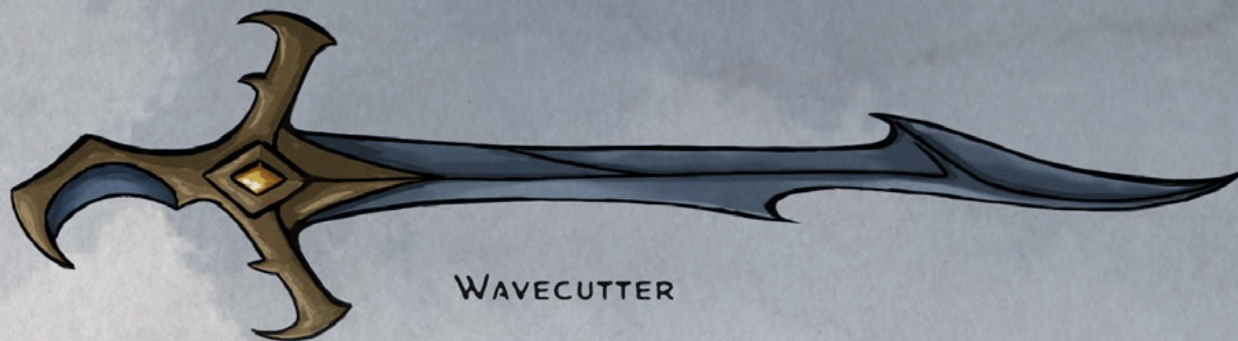


WAKEUP WEAPON









## WAVECUTTER

Weapon (Longsword), Legendary (requires attunement)

Crafted by a primordial water elemental lord as a gift of eternal gratitude to merfolk of ages past, the Wavecutter is prophesized to end an ageless war against abyssal fishmen.

Un'dira, the mermaid of the deep, is tasked with finding a worthy champion who will wield the blade against the enemies of her people and fulfil the prophecy.

You gain a +3 bonus to attack and damage rolls made with this weapon. The Wavecutter has the finesse property.

**Primordial Craftsmanship.** The Wavecutter is light enough to float on water, yet it can't be broken using conventional means. It has the Unbreakable and Waterborne minor properties.

**Aquatic Attunement.** While attuned to the Wavecutter, you can breathe underwater, and you have a swimming speed of 60 feet. You can communicate with any beast that has an innate swimming speed, and they are always friendly to you unless you harm them first.

**Wavecutter.** While wielding the Wavecutter, you can use your action to cast *control water* (save DC 20) from it, requiring no concentration. Once *control water* is cast through the blade, it can't be cast again until the next dawn.

### OPTIONAL RULE: DORMANT WAVECUTTER

At the gamemaster's discretion, the Wavecutter may be found in a dormant state, especially if it's not guarded by Un'dira, the mermaid of the deep. The Dormant Wavecutter is very rare, grants a +2 bonus to attack and damage rolls, and has the finesse property and the Primordial Craftsmanship feature. Player characters may undertake a quest to reawaken the full power of the Wavecutter, possibly by wielding it against abyssal fishmen.

### MADAM CATIFA ON WAVECUTTER

"Have you ever got lost at sea, friend? Back in the day, Madam Catifa was sailing with a crew of rowdy... merchants that roamed the seas between Narllas and the free realms," Madam Catifa says as she unrolls an old nautical map on the counter in front of her.

"After a particularly dangerous... trade, our ship sailed into uncharted waters. An unnatural storm of you-know-who's kaleidoscopic clouds descended upon us. Even the most sea-salted sailors were scared out of their furs. Everyone's hair and whiskers were standing on end as we battled the waves...

But then, Madam Catifa saw her! Un'dira, the fabled mermaid of the deep and keeper of the Wave-cutter. She lay on a sea stack, holding the legendary blade, and stared directly into our souls, ignoring the godly wrath that raged above. Madam Catifa didn't know it then, but the mermaid of the deep was looking for a worthy champion to wield the Wave-cutter against her people's enemies.

A flash of lightning blinded Madam Catifa and the mermaid was gone as quickly as she had appeared." Madam Catifa points down at the map and then stares directly into your eyes.

"Many moons have passed, but Madam Catifa remembers where she saw Un'dira. This map can take you there, and if you are worthy, the mighty Wave-cutter can be yours..."





## WINDCUTTER

*Weapon (Longsword), Legendary (requires attunement)*

Crafted by a primordial air elemental lord in ages past, the Windcutter was a gift to mortals who fought to preserve the planar balance against fallen angels and other malevolent celestial beings.

Legends say that the Windcutter is currently hidden in an ancient elf pyramid that is floating across the elemental plane of air.

You gain a +3 bonus to attack and damage rolls made with this weapon. The Windcutter has the finesse property.

**Primordial Craftsmanship.** The Windcutter is light as a feather, yet it can't be broken using conventional means. It has the Unbreakable minor property.

**Aerial Attunement.** While attuned to the Windcutter, you have a flying speed equal to your walking speed and can hover.

**Windcutter.** While wielding the Windcutter, you can use your action to cast *wind control* (save DC 20) from it, requiring no concentration. Once *wind control* is cast through the blade, it can't be cast again until the next dawn.

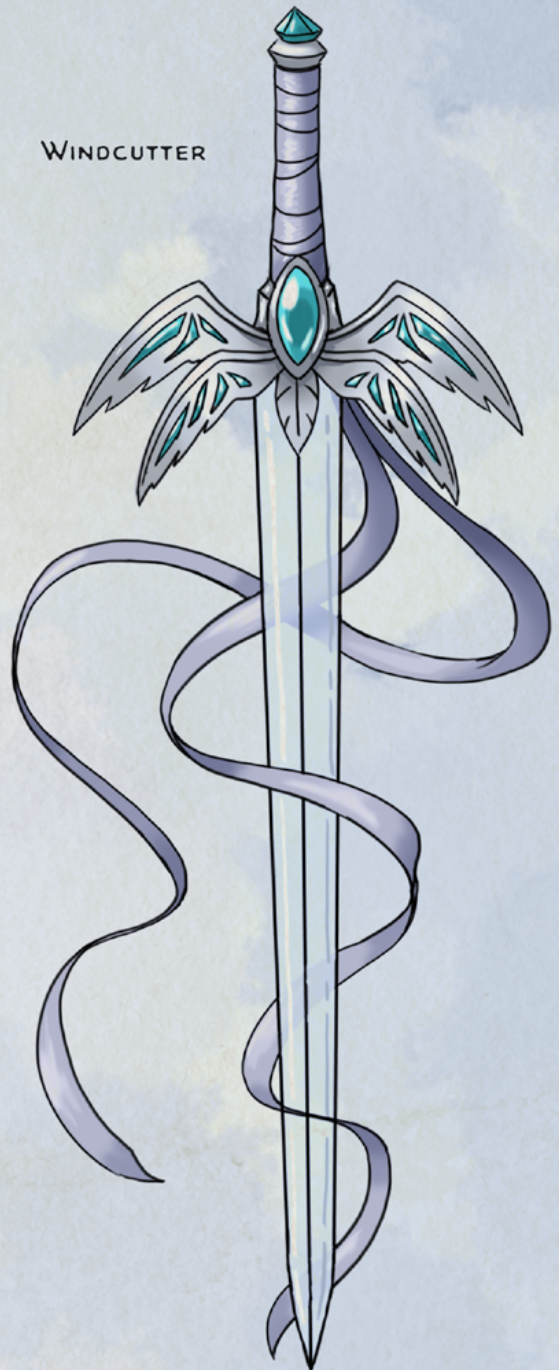
### OPTIONAL RULE: DORMANT WINDCUTTER

At the gamemaster's discretion, the Windcutter may be found in a dormant state. The Dormant Windcutter is very rare, grants a +2 bonus to attack and damage rolls, and has the finesse property and the Primordial Craftsmanship feature. Player characters may undertake a quest to reawaken the full power of the Windcutter, possibly by gaining the favor of a powerful air elemental.

### MADAM CATIFA ON WINDCUTTER

"Why are you laughing? The Wind-catter is a legendary sword that has slain countless angels in service of the warring you-know-whos. Yes, its name is Wind-catter. It cats wind, so you know it's paw-erful!"

WINDCUTTER





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# COME ONE, COME ALL, THE CARAVAN IS HERE!

*Madam Catifa's Caravan of Magic Wonders* is traveling across the world (some say across multiple worlds), trading in rare, curious, quirky, and powerful magic items. You never know where the caravan might appear next, but when it does, rest assured that accomplished heroes and aspiring adventurers alike will seek it out.

In this *Catilus' Tome of Curious Creations*, gamemasters and players alike will find a diverse assortment of magic items from different backgrounds to reward heroes, empower villains, and create excellent story hooks for incredible adventures. Some items may be hidden in forgotten temples, some may be wielded by nefarious enemies, and some may be sold by Madam Catifa herself.

This book includes optional rules to spice up gameplay, gamemaster tips to create exciting roleplaying opportunities, and Madam Catifa's own commentary on some of the most incredible magic items she has ever encountered!

Madam Catifa is waiting for you with a grin on her face.

What are you going to do?



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