

ARTIFACTS OF THE OLD WORLD



A COLLECTION OF ARTIFACTS INSPIRED BY EUROPEAN FOLKLORE
FOR 5TH EDITION DUNGEONS & DRAGONS

CREDITS



This book was created by a multi-national team of writers, artists, and editors, originating from nearly a dozen different European countries. With this project, they hope to share a bit of their country's history, lore, and mythology with you for use in the world's greatest roleplaying game.

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BALTIC, NORSE &
SCANDINAVIAN



BALTIC ARTIFACTS

Lāčplēsis' Hat

The protagonist of one of the greatest Baltic epic poems is the hero Lāčplēsis (Bear Tearer), who gave the poem its name. He journeys through many lands, falling in love, protecting his people, battling many-headed monsters, Christian missionaries, and finally The Black Knight, whereupon he meets his end in a heroic struggle. His great strength came from his mother, who was a she-bear. The hero's bear-like furry ears attested to that ancestry. During his confrontation with the Black Knight, his ears were cut off and thus, he was greatly weakened.

The poem was written to provide people with an epic mythology. It symbolizes the conflict between pagan beliefs and the invading forces of Christianity, represented by the missionaries and crusaders.



LACPLESIS' HAT

Lāčplēsis' Hat

Wondrous item (hat), legendary (requires attunement)

Lāčplēsis' hat provides the wearer with the Strength and Constitution of a brown bear. Your Strength score is 19 and your Constitution score is 16 while you wear the hat.

Additionally, once per day, when you hit a creature with a melee weapon attack, you can choose to deal 4d10 extra damage.

Ring of Namejs

During the time of the Baltic crusades, Namejs, of the Semigallian tribe, was one of the last chiefs left battling the crusaders. When he was forced into exile, he gave his son a ring so he could recognize him when he returned. The crusaders became aware of this and searched for the boy who wore the ring. To protect Namejs's family, the male tribe members all started to wear copies of the ring, disguising Namejs's son and allowing him to pass unnoticed.

Rings of Namejs are not unique. They are usually found in sets of two or three, allowing a group of creatures to pass undetected while being able to recognize each other.



RING OF NAMEJS



Ring of Namejs

Ring, uncommon (requires attunement)

While wearing a Ring of Namejs, you can use a bonus action to become imperceptible for the next 10 minutes. Creatures within 60 feet of you cannot detect you with normal senses or darkvision, though you are not invisible. This allows you to move through crowded areas unnoticed by those around you. Other creatures wearing a Ring of Namejs can perceive you as normal.

Any creature specifically searching for you must make a DC 15 Intelligence (Investigation) or Wisdom (Perception) check. On a success they notice you and become immune to the ring's effects for 24 hours.

Once you have used the ring's ability, you can't do so again until you finish a long rest.

Vaiva's Rainbow Belt

In southern-Baltic folklore the God of thunder, Perkūnas, married a laumes (a forest spirit of compassion) called Vaiva, and took her to live in the sky alongside him. However, Vaiva fell in love with a human with whom she conceived a child with, which she hid on Earth. In order to visit her secret lover and their child, she created a rainbow belt to travel between the sky kingdom and the world of humankind.

Vaiva's Rainbow Belt

Wondrous item, legendary (requires attunement)

While wearing this belt, you can cast the *plane shift* spell twice per day. Casting *plane shift* with Vaiva's rainbow belt affects only yourself.

Zelta Kokle

The Kokle is the traditional folk instrument of the Baltics. A member of the zither family, it historically had between 7 and 12 strings which are stretched out over a hollowed trapezoid body and played by plucking or strumming. Their calming sounds can be commonly heard at mid-summer, when families take to the countryside to celebrate the Solstice. These lovingly hand-carved instruments are considered holy.

Zelta Kokle

Wondrous item, uncommon (requires attunement)

When played as an action, this instrument creates an area of serenity within a 30-foot radius of you. All creatures within the area must make a DC 13 Wisdom saving throw. Any creature that fails the saving throw, suffers disadvantage on their attack rolls and on their saving throws for the next minute as they struggle against the beautiful, calming music.

NORSE ARTIFACTS

A Lock of Golden Hair

Once upon a time, a goddess was the envy of all the other gods and goddesses for her beautifully flowing golden hair. Even the goddess of beauty was envious.

The trickster god decided to play a prank on this goddess and cut her hair in her sleep. When she awoke and saw what had happened she was furious. When the trickster god saw the goddess in all her fury and power, for the first time he truly feared for his life. He promised her power, riches, magic, everything he owned if only she would spare him. But nothing could diminish her anger. Finally he offered to create golden hair to replace the hair he had cut off, and finally she relented. The trickster god traveled to the Sons of Ivaldi, said to be the best smiths in all the realms, and they imbued gold with powerful magics and created golden hair for the goddess which would grow just like normal hair. Sometimes the goddess will give a lock of this new golden hair to a follower who is particularly devout or has completed some mighty task, for it has mystical properties coveted by many.

Golden Hair

Wondrous item, very rare

A lock of golden hair that shines dim light in a 5-foot radius. It can also replace any and all spell components for a non-ritual spell. When the spell is cast, the lock is consumed and turns into a fine dust.

Animated Axe

At a quick glance, an animated axe is indistinguishable from the mundane axe of a common lumberjack. The truth is revealed when the command word is spoken and the axe begins

chopping with such vigor that wood chips fly in every direction. Any tree is destined to fall, when an animated axe is put to the task.

Animated Axe

Wondrous item, very rare

An animated axe is a lumberjack's axe.

- It can be wielded as a weapon that deals 1d8 slashing damage or 1d10 if it is handled with two hands.
- It can be activated; in which case it acts as a **flying sword**.
- It is sentient, it speaks and understands common. With regards to conversation the axe has a repertoire, limited to jokes, either lewd or bad and stories about trees it has chopped down.

Against blights, blight trees, gulthias trees or any other type of plant the animated axe also has the following effects.

- Attacks made with or by the animated axe deal an extra 1d8 or 1d10 if wielded with both hands slashing damage.
- Attacks made with or by the animated axe are magical and ignore immunities and resistances to slashing damage.
- Damage dealt with or by the animated axe cannot be regenerated until after a long rest.

Animated Hoe

An animated hoe is an enchanted tool used for digging holes for wells or trenches for irrigation. In shape, a hoe resembles a pick axe, but the hoe only has a single blade. When the command word is spoken, the animated hoe digs through earth, sand and even rock with the vigor of twelve men.

Animated Hoe

Wondrous item, very rare

An animated hoe is a digging tool.

- It can be wielded as a weapon and deals 1d8 piercing damage.
- It can be activated, in which case it acts as a **flying sword**, except that it deals piercing damage instead of slashing.
- It is sentient, it speaks and understands common. With regards to conversation the hoe has a repertoire, limited to jokes, either lewd or bad and stories about holes and trenches it has dug.

Against earth elementals, clay golems and stone golems of any type, the animated hoe also has the following effects.

- Attacks made with or by the animated hoe deals an extra 1d8 piercing damage
- Attacks made with or by the animated hoe are magical and ignore immunities and resistances to piercing damage.

An animated hoe can be set to dig.

- In soft ground such as earth or sand, it can excavate an area 20 feet wide by 20 feet long to a depth of 10 feet in 10 minutes.
- In hard ground such as rock or earth with lots of tree roots, it can excavate an area 20 feet wide by 20 feet long to a depth of 10 feet in 20 minutes.

Apple of Life

Somewhere on the material plane, in a small dale hidden away, lies a small farm. The farm is run by the youthful lady Idun and her partner Brage. Sometimes a group of adventurers will stumble across this small farm and if they are in need and Idun and Brage finds them worthy they will be invited inside. There they will be offered food, a place to sleep for the night and Brage will entertain them with stories and songs. The next day Idun will provide the adventurers with food for their next journey and if they are

very lucky, an apple of life from her personal garden. While both Idun and Brage seem like ordinary people, nobody has ever managed to find their farm twice, and people who have visited them will have widely different stories about how they found the farm and where it was located.

Apple of Life

Wondrous item, very rare

An apple of life will never grow stale or mouldy, it will always be just as ripe and juicy as the day it was plucked from the tree. Each apple can be divided up into three parts, and as an action you can choose to eat or feed another creature, one, two, or three pieces. Any pieces not eaten can be saved for later. Eating more pieces than one grants you the previous benefits as well. Depending on how many pieces you eat you gain the following benefits:

- Eating one piece sustains one creature for 24 hours, and if you are affected by the blinded, deafened, paralyzed, petrified or poisoned condition it immediately ends. In addition if fed to a living creature with 0 hit points that creature immediately stabilizes. You also reduce your exhaustion level by 1.
- Eating two pieces immediately grants you the benefits of a short rest.
- Eating three pieces immediately grants you the benefits of a long rest.

Brisingamen

One day when the most beautiful of all the goddesses were out riding in her chariot, she came by a small hill from which shone the most beautiful light she had ever seen. Inside the hill lived four dwarves Dvalinn, Alfrik, Berling, and Grer, each one an accomplished smith and jeweler. Together they had wrought Brisingamen, a beautiful necklace shining like a small sun and imbued with all the magic they possessed.

A Trade was Made. When the goddess saw the necklace, she had to own it no matter what. What she offered for the necklace or what the dwarves wanted is something that is only discussed when neither of the two parties are present, but whatever it was, the goddess left with the necklace around her neck, more radiant than anybody thought possible.

A Theft in the Night. When all the other gods saw the goddess with the necklace they all desired her, all except the trickster god who grew envious. During the very next night the trickster god shapeshifted into a fly and snuck into the hall of the goddess, where he stole Brisingamen and threw it into the material plane. Since then it has moved from mortal to mortal, always just out of reach of the goddess or her agents.

Brisingamen

Wondrous item, very rare (requires attunement)

Brisingamen sheds bright light in a 60-foot radius around itself and dim light for an additional 30 feet. Your Charisma score changes to 20 while you wear this necklace. It has no effect on you if your Charisma is already 20 or higher without it. At the start of each of your turns, each creature within the bright light of this necklace must succeed on a DC 8 + your

Brisingamen

In the original story about the theft of brisingamen, it was the king of the gods Odin who put the god Loke up to the theft and the god Heimdall tracked Loke to the end of the world where they had a shapeshifting fight which ended with Heimdall armed with nothing but a sword, cutting down Loke in the form of a dragon before he yielded and gave brisingamen to Heimdall so he could bring it back to Freya.

Charisma modifier Wisdom saving throw or be charmed by you. At the end of each of the creature's turn, a charmed creature may attempt to make the save again. If they succeed on the saving throw or you attack a creature charmed by this effect they become immune to this effect for the next 24 hours.

Creature Cloak

Creature Cloaks are often used by creatures who want to travel inconspicuously or want to act without getting recognised. How exactly these cloaks are made is a closely guarded secret amongst dwarven runesmiths. The secret is being passed down from parent to child in an unbroken line going back generations upon generations. The cloaks presented here represent only a selection of the more well known variations, it is quite easy to conceive of cloaks which allow you to turn into all manner of other creatures.

Creature Cloak

Wondrous item, rarity varies (requires attunement)

As an action you can don or doff this cloak. When you don it, you transform into the creature named in its description until you doff the cloak as an action or you are reduced to 0 hit points. When you are transformed, the following rules apply:

- Your game statistics are replaced by the statistics of the creature you shapeshift into, but you retain your alignment, personality, Intelligence, Wisdom and Charisma scores, hit points and Hit Dice. If the creature has any legendary or lair actions, you can't use them.
- Any damage you take in your shapeshifted form is retained if you revert back to your normal form. If you are reduced to 0 hit points in your creature form, you revert to your normal form with 0 hit points.

Creature Cloak

When you find a creature cloak, either roll for it or have the GM decide which type it is.

Type of Cloak	Effect
Snake Skin Cloak (uncommon)	With this cloak you can turn into a Constrictor Snake (p. 320 of the MM)
Wolf Fur Cloak (uncommon)	With this cloak you can turn into a wolf (p. 341 of the MM.)
Bear Fur Cloak (uncommon)	With this cloak you can turn into a black bear (p. 318 of the MM.)
Horse Skin Cloak (uncommon)	With this cloak you can turn into a riding horse (p. 336 of the MM.)
Swan Feather Cloak (rare)	With this cloak you can turn into a white swan (uses the stats of an eagle from p. 322 of the MM with a swim speed of 20 feet.)
Falcon Feather Cloak (rare)	With this cloak you can turn into a giant falcon (uses the stats of a Giant Vulture from p. 329 Of the MM)
Eagle Feather Cloak (rare)	With this cloak you can turn into a giant eagle (p.324 of the MM)
Lindworm Scale Cloak (very rare)	With this cloak you can turn into a Lindworm (see attached file for the creature's statblock)

If you are reduced to 0 hit points while being transformed by this cloak, the cloak is destroyed.

- You can't cast spells, and your ability to speak or take any action that requires hands is limited to the capabilities of your shapeshifted form. Transforming doesn't break your concentration on a spell you've



DRAUPNIR

already cast, however, or prevent you from taking actions that are part of a spell, such as a Call Lightning spell, that you've already cast.

- You do not retain the benefit of any features from your class, race, or other sources when transformed.
- When you transform, any items you carry transform alongside you and become part of the new form. They have no effect for as long as you are transformed unless they are cursed in which case the curse keeps working as normal while all other attributes of the item are ignored.

Draupnir

Draupnir is a magic ring forged by two dwarven master smiths and given as a gift to the king of the gods. Draupnir is enchanted so that eight new rings emerge from it every ninth night.

Draupnir

Wondrous item, legendary

Eight gold rings emerge from draupnir every ninth night. They have the following effects:

- Each new ring is an exquisite gold ring of the same weight and size as the original, but does not have the ability to multiply.

- Each new ring can be magically enchanted. The time and material required to enchant the ring is halved, compared to what it would normally be.
- Each of the new rings can be sold to a jeweler for 20 gp, or to an enchanter for 50 gp.

Gram

During a wedding celebration a long time ago, an old, one eyed man walked in with a sword called Gram, quiet unlike anyone present had seen before. As people commented on this beautiful and strange weapon, the stranger offered to give it to the first person at the wedding who he found worthy to wield it. Since there were many mighty warriors present, who all thought themselves worthy, they readily agreed. The stranger then went up to a tree and ran it through with the sword. Only someone strong enough to pull the sword from the tree would be worthy to wield it. All present tried, but only the brother of the bride, Sigmund, was able to pull the sword from the tree, to the great envy of all. The groom offered to pay Sigmund three times the sword's weight in gold for it but Sigmund refused. This refusal started a year's long war between them, ending with the groom and Sigmund dead and the sword broken in two.

Reforged for a Different Purpose. Many years later Sigmund's son Sigurd heard about the mighty **lindworm** Fafnir and the treasure it guarded. To slay a mighty creature like Fafnir, Sigurd knew that he needed a mighty weapon, so he found the two halves of his father's sword and went to the dwarven smith Regin who reforged the blade and imbued it with a new purpose; the purpose of slaying Fafnir and any other creature of his ilk. When Sigurd found Fafnir, he laid an ambush, waiting for Fafnir to go drink from a nearby river and killed him with a single strike from Gram. Since then, the sword was passed from hero to hero. Sometimes it allows a hero to slay a mighty dragon, other times they will die a heroic death by a dragon's

Gridarvol

In the original story the traveler was the god Thor and after he had finished his travels, he gave Gridarvol to the Aesir Ullr for safekeeping until Ragnarok. While it has been mentioned a couple of times in various stories as something Ullr guards, it has never been used to any significant degree in any other Norse myths I have heard about.

breath and the sword will be added to the dragon's hoard, where it will remain forgotten until another hero slays the dragon and the cycle repeats.

Gram

Weapon (longsword), rare (requires attunement)

When you wield this weapon you gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition when you are within 100 feet of a dragon and are attuned to this weapon you gain the following effects:

- You are immune to the frightened condition
- You gain advantage on attack rolls against dragons.
- You must end your turn closer to the dragon than when you began your turn, if possible. If you are within 100 ft. of more than one dragon, you must move closer to the closest one. If the distance is the same, you must move towards the larger one.

Gridarvol

Gridarvol is a maul, made completely of iron and first owned by the jotun Grid. She loaned it to a traveler to lean on as he got trapped in the middle of a rushing river when trying to ford it. When the traveler was on dry land, the jotun noticed that the man was traveling unarmed, so she loaned him Gridarvol on the condition that when he was finished with it, he would pass



it on to somebody else in need of it. Since then the maul has passed from traveler to traveler all over the multiverse, also showing up where it is needed and only staying until the job is done; almost like it has a mind of its own and knows where it will be.

Gridarvol

Weapon (maul), rare (requires attunement by a creature with a strength greater than 16)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. Gridarvol deals an additional 1d6 bludgeoning damage on hit and deals double damage to constructs and buildings. This weapon ignores resistance and immunity to bludgeoning damage. For every successful attack you make with this weapon, you take 1d6 bludgeoning damage.

Gungnir

Gungnir is the spear of a god and was made by the sons of Ivar. It was part of the same bet that brought mjolnir to the gods. Gungnir is a mighty spear. When thrown nothing can stop its flight towards its target and it will stay as sharp as the day it was made, until the end of time. The spear has further been enhanced by its first owner, a god who inscribed it with a single rune of their own creation, making it a truly formidable weapon.

Gungnir

Weapon (spear), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. It also deals an additional 2d8 force damage on hit. When initiative is rolled, you pick a single enemy you can see. Every time that creature takes damage, they take an additional 1d4 force damage until the end of combat. In addition, when you hurl it as an action, creatures within a line 5 feet wide and 600 feet long extending from you are all hit by an attack from this weapon. gungnir passes through any obstacles in its way without stopping or slowing down. A creature cannot have immunity or resistance to damage dealt by gungnir.

Mjolnir

Created by two master smiths, mjolnir is a warhammer made to rival the mightiest weapons in existence. Mjolnir is enchanted with many runes, amongst them runes of destruction which ensures that every hit from it will be devastating for its target. While mjolnir is a powerful weapon, it does have one flaw. Because of a distraction under its creation, the hilt of mjolnir was made too short making it impossible to wield with two hands.

Mjolnir

Weapon (warhammer), legendary (requires attunement by a creature with a strength of 18 or greater)

You gain a +3 bonus to attack and damage rolls made with this magic weapon but it loses the versatile feature as its grip is too short to wield with two hands. When you hit with this weapon you deal an additional 2d10 thunder damage.

Mjolnir can be thrown as an action against a creature that you can see within 30 feet. This thrown attack automatically hits and deals 1d8 bludgeoning damage to its target and 2d10 thunder damage to the target and each creature

NAGLFAR

Gargantuan vehicle (175 ft. by 35 ft.)

Creature Capacity 150 crew, 150 passengers

Cargo Capacity 35 tons

Travel Pace 5 miles per hour (120 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the ship can take two of the actions below. It can't take any action if it has no crew.

Move. The ship can use its helm to move with its oars or sails.

Planeshift. If the ship's helm is crewed by a spellcaster able to cast 7th level spells, the ship can move to another plane of existence. The ship and everything it carries is transported to the new plane, willingly or not. Otherwise this works like the *plane shift* spell without the requirements for material components.

Black Dragon Figurehead. The ship exhales acid from its figurehead in a 60 ft. line that is 10 ft. wide. Each creature in the cone must make a DC 12 Dexterity saving throw, taking 36 (6d8) acid damage on a failed save, or half as much damage on a successful one. Once the ship uses this action, it can't use it again for 1 minute.

Green Dragon Figurehead. The ship exhales poison from its figurehead in a 60 ft. cone. Each creature in the cone must make a DC 12 Dexterity saving throw, taking 28 (8d6) poison damage on a failed save, or half as much damage on a successful one. Once a ship uses this action, it can't use it again for 1 minute.

Dreadful Aura. Constructed from the nails of the dead, Naglfar emits a dreadful aura. As an action, the ship can create a pulse of horrific energy. Creatures within 200 ft. of the ship that are hostile towards those on board must make a DC 18 Wisdom saving throw. On a failed save, a creature is frightened of the ship for 1 minute. On a success, the creature is immune to this ability for 24 hours. Once this ability is used, it can't be used again until 1d4 hours have passed.

HULL

Armor Class. 15

Hit Points. 500 (damage threshold 15)

CONTROL: HELM

Armor Class. 16

Hit Points. 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: OARS

Armor Class. 12

Hit Points. 200; -10 ft. speed per 50 damage taken.

Speed (water) 20 ft. (requires at least 68 crew)

MOVEMENT: SAILS

Armor Class. 12

Hit Points. 200; -10 ft. speed per 50 damage taken.

Speed (water) 45 ft.; 15 ft. while sailing into the wind; 60 ft. while sailing with the wind.

within 5 feet of the target and mjolnir then returns to your hand. In addition, unsecured objects that are completely within a 5 feet radius of the point of impact are automatically pushed 10 feet away from the point of impact, and a thunderous boom audible out to 100 feet centered on the point of impact can be heard. As the weapon returns to you, you take 1d8 bludgeoning damage as the hammer returns with almost as much force as it was thrown with. This weapon ignores resistances and immunities to the damage it deals.

Naglfar

Skidbladnir is without doubt the best and most artfully constructed of any, but the ship Naglfar is of larger size.

— Har, *The Younger Edda*

Naglfar, the ship of the dead, is the largest of all ships. It bears intricate dragon figureheads at either end of the ship, and is constructed from the toe and fingernails of the dead. A dead person that arrives in the realm of the dead without having been properly tended to and buried according to customs greatly hastens the completion of Naglfar.

At the end of days, Naglfar will slip its mooring and set sail. She will carry the dead to the final battle between the forces of order and chaos, and the trickster god will stand at the helm.

Naglfar has the following features:

Light. The ship emits a ghostly turquoise light that illuminate the deck and interior of the ship in bright light.

Rigging. Rigging on the ship can be climbed without an ability check.

Rudder. The ship is steered by a rudder control at the helm at the aft of the deck.

Sails. The ship has two 50-foot-tall masts with sails that can be used to sail the ship.

Ship Deck

The deck of the ship has the following features:

Oars. Forty benches are built into the deck along each side of the ship, each with a 20-foot-long oar. When the ship is rowed, crew members sit on these benches to work the oars. Ten spare oars hang on the walls.

Railing. The deck has a 3-foot-high railing covered in wooden shields around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Hold

The hold houses both passengers and cargo. The ship's off-duty crew sleep on bedrolls among the crates and barrels of food, water, and other supplies.

Old Erik's Hand-Mill

Old Erik, a powerful devil once owned a hand-mill, enchanted in such a way that it could grind forth anything. Old Erik sold the hand-mill to a poor man for the price of a piece of pork, for pork is a rare treat in hell, and the man refused to sell it for anything less.

From Poor to Rich. The man put the hand-mill to good use, grinding forth a great feast for his friends, and great wealth. Soon he could

afford to buy a farm by the sea and plate it in gold so that the light shone out across the sea.

Why the Sea is Salt. Many wanted to buy the hand-mill and eventually the man sold it to a skipper for a fortune in gold. The Skipper hurried to set sail with the hand-mill, neglecting to learn how to make it stop grinding. Once at sea, he set the hand-mill to grind forth salt. The pile of salt grew, and grew and the hand-mill could not be stopped. Eventually the ship was so heavily loaded with salt, that it sank to the bottom. There Old Erik's Hand-Mill still grinds forth salt, and that is why the sea is salt.

Old Erik's Hand-Mill

Wondrous item, legendary

Old Erik's Hand-Mill is an enchanted hand mill.

Once set to the task of grinding, the hand mill grinds until told to stop or to grind forth something else.

- It can grind forth 45 pounds of food and 30 gallons of liquid in 10 minutes.
- It can grind forth any mundane material at a rate of 1 gold piece worth for each minute spent grinding.

Protective Iron Gloves

The creation of Protective Iron Gloves is an art learned by necessity by almost any blacksmith who reaches a certain level in their ability to create magical items. The gloves are made, not to protect the hands of their wielder against enemy attacks, but to protect against the weapons they themselves are wielding by providing a barrier between the enchanted weapon's aura and the wielders precious hands.

Iron Gloves

Wondrous item, uncommon (requires attunement)

While you are wearing the protective iron gloves, you reduce all damage any non-cursed magical item you are wielding would deal to you to 0.

SKÍÐBLAÐNIR

Gargantuan vehicle (165 ft. by 25 ft.)

Creature Capacity 150 crew, 150 passengers

Cargo Capacity 30 tons

Travel Pace 5 miles per hour (120 miles per day), 10 miles per hour (240 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	18 (+4)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the ship can take two of the actions below. It can't take any action if it has no crew.

Move. The ship can use its helm to move with its oars or sails.

Planeshift. If the ship's helm is crewed by a spellcaster able to cast 7th level spells, the ship can move to another plane of existence. The ship and everything it carries is transported to the new plane, willingly or not. Otherwise this works like the *plane shift* spell without the requirements for material components.

Gold Dragon Figurehead. The ship can activate its figurehead to create a 60-foot cone of flame that originates from the figurehead. Each creature and object in the cone must make a DC 12 Dexterity saving throw, taking 21 (6d6) fire damage on a failed save, or half as much damage on a successful one. Once a ship uses this action, it can't use it again for 1 minute.

Fold. The ship can fold together like a piece of cloth, until it is so small it can fit in a pocket. Folding or unfolding the ship takes

1 minute. Any creatures or cargo aboard the ship when it folds is magically expelled from the ship.

HULL

Armor Class. 15

Hit Points. 500 (damage threshold 15)

CONTROL: HELM

Armor Class. 16

Hit Points. 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: OARS

Armor Class. 12

Hit Points. 200; -10 ft. speed per 50 damage taken.

Speed (water) 20 ft. (requires at least 68 crew)

Speed (land/low level flying) 20 ft. (requires at least 68 crew, oars must be able to reach the ground or something attached to it)

MOVEMENT: EVER-FULL SAILS

Armor Class. 12

Hit Points. 200; -10 ft. speed per 50 damage taken.

Speed (water) 60 ft. regardless of wind direction relative to the ship.

Speed (land/low level flying) 60 ft. regardless of wind direction relative to the ship.

Speed (flying) 120 ft. regardless of wind direction relative to the ship.

Skíðblaðnir

A good ship truly is Skíðblaðnir and many cunning contrivances and spells must no doubt have been used in her construction.

— Gangler, *The Younger Edda*

Skíðblaðnir was constructed by the sons of Ivaldi and given as a gift to the god of fertility. Skíðblaðnir is so large that it has room for all of the gods, with their weapons and war stores, but it is not the largest, for Naglfar is larger still.

Ship in a Pocket. Skíðblaðnir was constructed with numerous materials, great skill and no small amount of magic. When Skíðblaðnir is not

needed for a voyage, it can be folded together like a piece of cloth and put in a pocket.

Favourable Breeze. When Skíðblaðnir's sails are set, a favourable breeze rises and brings her to her destination.

Skíðblaðnir has the following features:

Light. Hanging lanterns cast bright light over the deck.

Rigging. The rigging of the ship can be climbed without an ability check.

Rudder. The ship is steered by a rudder control at the helm at the aft of the deck.

Sails. The ship has one 50-foot-tall mast with sails that can be used to sail the ship.

THE FLYING SHIP

Gargantuan vehicle (55 ft. by 10 ft.)

Creature Capacity 21 crew, 20 passengers

Cargo Capacity 6 tons

Travel Pace 5 miles per hour (120 miles per day), 10 miles per hour (240 miles per day)

STR	DEX	CON	INT	WIS	CHA
20 (+5)	6 (-2)	17 (+3)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

ACTIONS

On its turn, the ship can take two of the actions below. It can't take any action if it has no crew.

Move. The ship can use its helm to move with its oars or sails.

HULL

Armor Class. 15

Hit Points. 300 (damage threshold 15)

CONTROL: HELM

Armor Class. 16

Hit Points. 50

Move up to the speed of one of the ship's movement components, with one 90-degree turn. If the helm is destroyed, the ship can't turn.

MOVEMENT: OARS

Armor Class. 12

Hit Points. 100; -10 ft. speed per 25 damage taken.

Speed (water) 20 ft. (requires at least 20 crew)

Speed (land/low level flying) 20 ft. (requires at least 20 crew, oars must be able to reach the ground or something attached to it)

MOVEMENT: EVER-FULL SAILS

Armor Class. 12

Hit Points. 100; -10 ft. speed per 25 damage taken.

Speed (water) 60 ft. regardless of wind direction relative to the ship.

Speed (land/low level flying) 60 ft. regardless of wind direction relative to the ship.

Speed (flying) 120 ft. regardless of wind direction relative to the ship.

Ship Deck

The deck of the ship has the following features:

Oars. Thirty four benches are built into the deck along each side of the ship, each with a 20-foot-long oar. When the ship is rowed, crew members sit on these benches to work the oars. Ten spare oars hang on the walls.

Railing. The deck has a 3-foot-high rail covered in wooden shields around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.

Strength Belt

A strength belt can make even the weakest of creatures able to wield the mightiest weapons. Created by dwarves, these belts are highly coveted and many kingdoms use them as secret weapons to equip their more powerful warriors for devastating effect in battle.

Strength Belt

Wondrous item, rare (requires attunement)

While you are attuned to the belt, you add your strength modifier twice instead of once to your damage rolls and you ignore all strength requirements for items, magical or otherwise.

The Flying Ship

Maybe I could be man to build the ship, win the princess and half the realm.

— Espen Askeladd

Once upon a time there was a king that had heard of a ship that could go as fast on land as it did on water. The king also wanted such a ship, and so he decreed that, whoever could build it would receive half the realm and his daughter's hand in marriage.

The Farmer's Son. Many tried their luck building the ship, for half the realm and a princess was a price well worth having. None succeeded, until the youngest son of a poor farmer decided to try his luck.

The Shipwright. The farmer's son went into the woods to build the ship. On his way he met an old man, who offered to help build the ship if the farmer's son shared his meal with him. After the meal, the farmer's son went to sleep. While sleeping he heard the sounds of sawing and hammering nearby, but he could not wake up, until woken by the old man. There the ship stood, complete.

The Flying Ship has the following features:

Light. Hanging lanterns cast bright light over the deck.

Rigging. Rigging on the ship can be climbed without an ability check.

Rudder. The ship is steered by a rudder control on the aft of the deck.

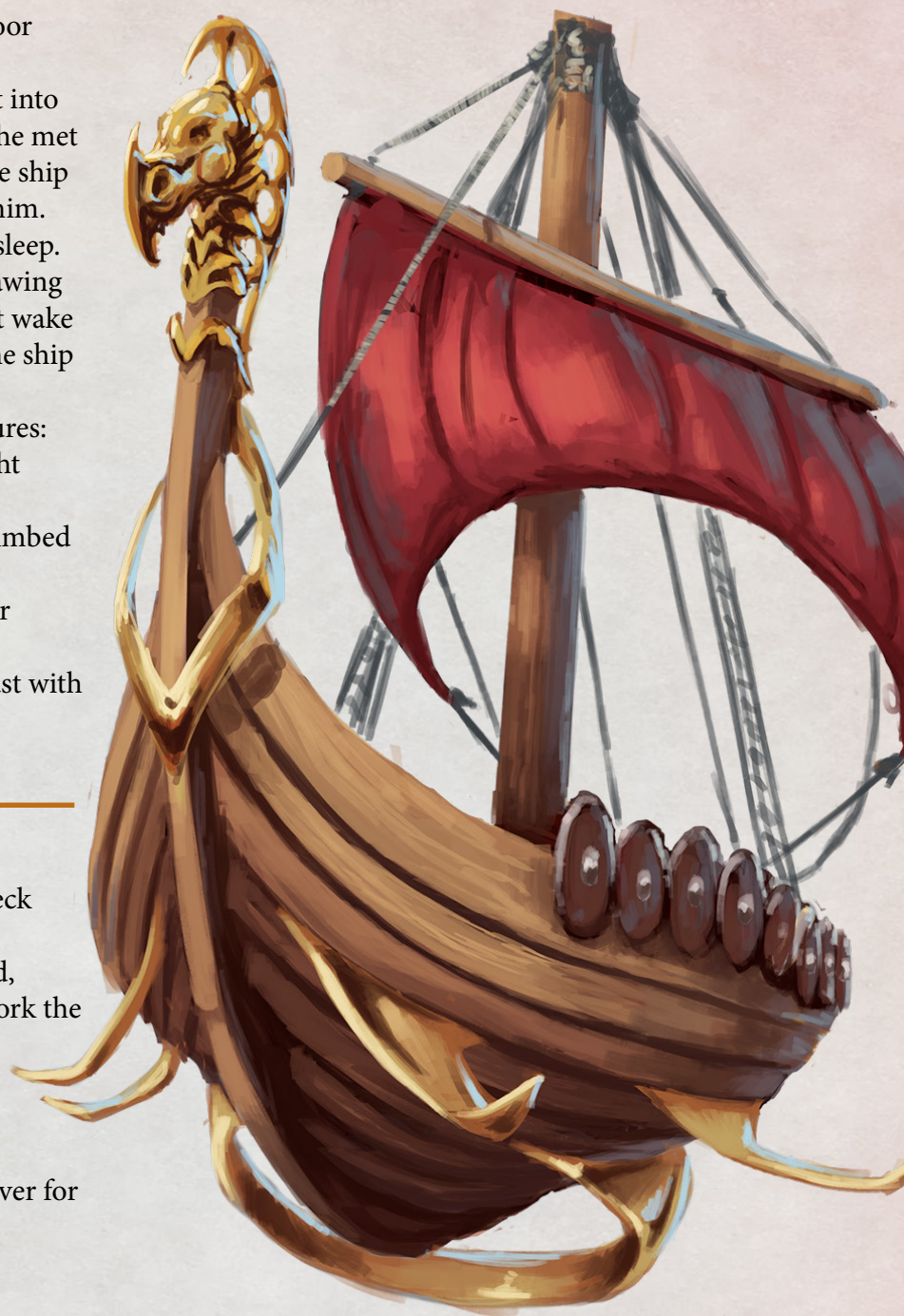
Sails. The ship has one 20-foot-tall mast with sails that can be used to sail the ship.

Ship Deck

The deck of the ship has the following features:

Oars. Ten benches are built into the deck along each side of the ship, each with a 15-foot-long oar. When the ship is rowed, crew members sit on these benches to work the oars. Five spare oars hang on the walls.

Railing. The deck has a 3-foot-high rail covered in wooden shields around its perimeter that provides half cover for Medium creatures and three-quarters cover for Small creatures behind it.



THE FLYING SHIP

Tyrfing

"Your sword will be the death of a man every time it is drawn; and moreover it will be the instrument of three pieces of villainy; and to you yourself also it shall bring death."

-Dvalin's curse on the sword

An ancient king wanted a sword that would be just as mighty as he thought he himself was. He went to the dwarves Dvalinn and Durin to ask them to forge such a blade. At first they refused to make the king a blade, but he ordered his soldiers to capture the dwarves and only release them again when they had finished their task. The two brothers relented and reluctantly forged Tyrfing, a sword with a golden grip which could cut through iron and wood just as easily as it could cloth, and which would never need to be sharpened or cared for. But the dwarves wanted revenge for their capture, so they also forged a curse into the sword in secret. Thrice the sword will bring tragedy to its wielder, and at the third time, it will forever leave them. The sword has passed from mighty warrior to mighty warrior through the ages, every fighter believing themselves the one to break the curse, each wielder doing mighty deeds with the blade and each one dying a tragic death when the sword fails them at a critical moment.

Tyrfing

Weapon (longsword), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. It deals double damage to constructs and objects and it ignores any AC bonuses its target receives from using a shield or heavy armor.

Cursed. When you are attuned to Tyrfing, you cannot unattune from it except with a wish spell or by fulfilling the following condition: When you attune to Tyrfing, it gains 3 counters. When you make an attack roll, a damage roll or an ability check, the DM may expend a counter from Tyrfing and decide that you rolled a 1 instead of whatever you rolled. As soon as the 3rd counter from Tyrfing is expended, you immediately become unattuned from Tyrfing and you cannot attune to it again.

Walnut of Flowing Water

A walnut of flowing water is a simple nut from which flows a never-ending stream of fresh water.

The Value of a Nut. In one well documented case, half a kingdom and a princess's hand in marriage was given for such a nut. In desert areas, wars have been fought for the possession of such an item.

Walnut of Flowing Water

Wondrous item, rare

A walnut of flowing water is a magical nut and has the following properties:

- It is sentient, speaks and understands common.
- It is absolutely terrified of squirrels.
- A never-ending stream of fresh water flows from a small hole in the nut. The stream of water fills a hole 20 feet wide by 20 feet long and 10 feet deep in 10 minutes. The hole can be sealed, to stop the water flowing.



Adder Stone

An adder stone is a glassy stone with a hole at the center. Formed from the hardened saliva and tongues of dozens of serpents, the hole made by the darting of their tongues, an adder stone is as magical as it is disgusting. They are sometimes called 'hag stones,' and witches - whether they are truly hags or not - are the best harvesters of adder stones.

There are many legends about the powers of an adder stone which talk about the assortment of abilities generated by such a stone. from the power to see through illusions to protection against poison; in truth, there are two types of adder stone.

True Seeing. Looking through the 'eye' of a white adder stone lets the user see invisible things, spirits, and pierce disguises both magical and mundane.

Cure-all. Wearing a black adder stone confers protection against poison and natural diseases.

Black Adder Stone of Good Health

Wondrous item, uncommon (requires attunement)

While you wear or carry this black, glassy stone with a hole through the center, you have advantage on saving throws against being Poisoned or contracting non-magical diseases, and resistance to poison damage.

White Adder Stone of Seeing

Wondrous item, rare (requires attunement)

These white, glassy stones with a hole through the center range in size from smaller than a human's palm to larger than a human's head.

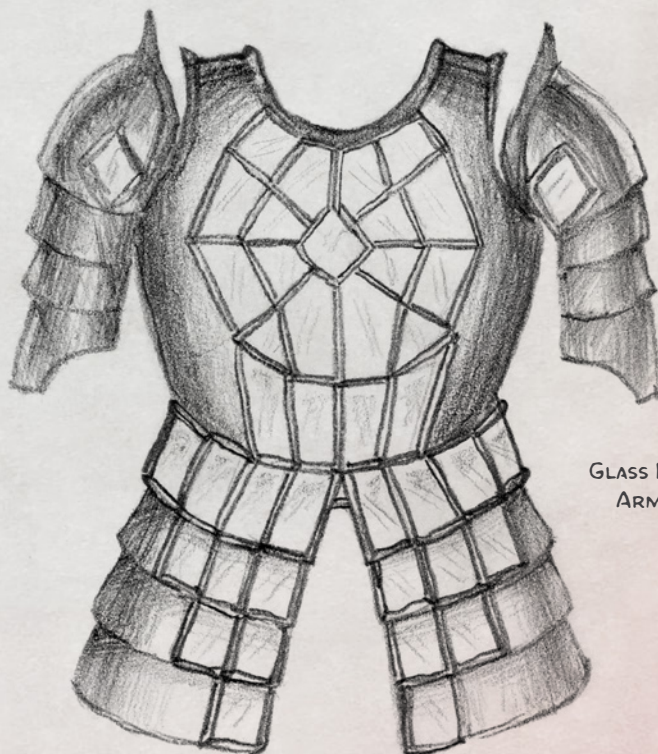
When looking through the central hole, an attuned user can see invisible creatures and objects, automatically detect visual illusions and succeed on saving throws against them, and

perceive the original form of a shapeshifter or a creature that is transformed by magic. Creatures within 30 feet of you are affected by these effects.

Armour of the Glass Knight

There are a number of stories about dragons that date back centuries. From creatures whose fearful gaze killed men, to two dragons battling on a county border whilst locals watched in awe. The following story is of the former, where an inventive knight slew a great wyrm.

In times of yore, before this particular town became known for its fields of perfumed saffron and the riches which that crop brought in, a plague befell that corner of the country. It devastated crops and animals, starved the people and made them fearful of what was to come. The cause of this horror was an evil creature that



GLASS PLATED
ARMOUR

stalked the land. Its foul breath spoiled all that it came into contact with and its gaze could kill a man. A farmer had spotted this beast crossing one of his fields and reported it to the village herbalist, who declared it a basilisk and advised that a knight must be found to deal with it.

The town's mayor sent messengers searching for someone, but before an intrepid and brave soul arrived, the basilisk slayed several curious villagers, who had ignored the herbalist's warnings. When a knight was finally summoned, upon his arrival he was stricken by fear; how could he alone face such a dangerous foe? However, upon speaking to the herbalist and the farmer, he was informed that the creature was spotted drinking in a puddle. When it bowed its head to lap at the water, it shut its eyes so it couldn't see its own gaze.

A plan formed in the knight's mind. He took off his suit of armour and affixed crystal glass upon its metal plates. Thusly, he rode to give battle. Upon finding the creature, which was devouring sheep and defiling crops, he shut his eyes and strode towards its grotesque form. It raised its eyes to meet his, to render the knight dead with its deadly gaze. Instead, the basilisk saw its own terrible countenance reflected back upon itself. There it met its end and the town rejoiced.

Glass Plated Armour

Armor (plate) rare (requires attunement)

While wearing this armour you gain +1 to AC. When facing creatures with a special gaze, such as the basilisk or medusa, their gaze, and its effects, are reflected back upon them. You can reflect the gazes of creatures that are within 30 feet of you. This armour does not make you immune to gaze attacks.

Bow of Merry Thieves

Robin Hood. Many know his name as a heroic outlaw and a legendarily skilled archer. Fighting under an oppressive Sheriff, Robin Hood and his band of Merry Men took to rebellion however they could. With his bow, finely crafted from the strongest of woods, Robin Hood lived by two simple rules:

Taking From the Rich. In rebellion to the Sheriff, Robin Hood robbed from the rich and those associated with the Sheriff. They would hoard piles of gold, and Robin was a firm believer that it would be better off in the hands of others.

Giving to the Poor. Using his archery skills, Robin took the stolen gold and loaned it to unfortunate knights, without requiring it to be repaid. Poor travellers who happen upon him leave with their pouches significantly fuller than they started with.

Bow of Merry-Thieves

Weapon (longbow), legendary (requires attunement)

You gain +2 bonus to attack and damage rolls made with this magic weapon. The bow has 3 charges. It regains 1d3 expended charges daily at dawn.

You can use an action and expend a charge to speak the bow's command word, targeting an item (weapon, armour or wondrous item) equipped by a creature within range and in line of sight. After speaking the command word, you gain advantage on your next ranged attack roll. Any creature you successfully hit with that attack must make a DC 17 Strength saving throw or have the targeted item stolen from them, and given to a chosen ally within 30 feet of you.

Cauldron of Rebirth

The Cauldron of Rebirth, or Pair Dadeni, was crafted by Llasar Llaes Gyfnewid (CLASS-ar CLICE guv-NEW-id) and Cymydei Cymeinfoll (cuh-MUD-AI cuh-MANE-fol), a married pair of giants. Driven from their lakeside home by local humans, the giants fled across the sea to take refuge in the kingdom of Bendigeidfran (BEN-dig-ADE-vran). As civilised folk, the giants of course gave Bendigeidfran a gift, in thanks for his hospitality: their greatest work, the Cauldron of Rebirth.

Pair Dadeni is a huge, black iron cauldron that stands taller than a human man, inscribed with runes in the Giant language. The runes read:

*In the pit and the heat
Life is nourished*

The cauldron has the power to bring the dead back to life. When the cauldron is filled with fresh water and heated to a boiling temperature, a body placed in it overnight will come back to life.

Resurrection. When a single corpse is placed in the heated cauldron and tended to overnight, the deceased returns to life with the morning sun.

Reanimation. When two or more corpses are placed into the cauldron simultaneously and tended overnight, they rise as weak undead; Bendigeidfran's enemies stole the cauldron and used it for just such purposes, creating an army to send against him.

The Cauldron of Rebirth

Wondrous item, legendary

The cauldron of rebirth restores the dead to life - or undeath. To use the cauldron, it must be lit before sunset, and tended overnight by a single person. When the sun rises, the body or bodies in the cauldron are restored.

Resurrection. If a single body that has been

dead for less than one-hundred years, did not die of old age, and is not undead, is placed in the cauldron, it is resurrected the following dawn. It is resurrected with full hit points, and any wounds and non-magical poisons or diseases are healed. Curses or magical ailments remain. Any detached body parts are re-attached if they were also in the cauldron; otherwise, they remain missing.

Coming back from the dead is an ordeal. The target takes a -4 penalty to all attack rolls, saving throws, and ability checks. Every time the target finishes a long rest, the penalty is reduced by 1 until it disappears.

Reanimation. If two or more bodies are placed into the cauldron, they rise as zombies the following morning. The cauldron can hold up to six Medium creatures or ten Small ones. The bodies need not be complete, and may have died over a hundred years ago. The zombies are under the control of the person who tended the fire the night they were raised. Up to one hundred cauldron zombies can exist at any time. If more zombies are created, and this would bring the number to over one hundred, the oldest zombies (those reanimated first) are destroyed.

Chariot of Morgan Mwynfawr

It is said that the chariot of King Morgan Mwynfawr (moyn-VOW-er) can go anywhere. A driver need only think of their destination, and they would arrive there - and quickly. Sometimes called "The Wealthy," or "The Generous," Morgan is also known as one of the three "Reddeners" or "Devastators" of the island where he was born. His chariot has been used for battle and conquest, and it shows -- stained red with spilled blood and decorated with the skulls of the king's enemies on long spears, the chariot is a fearsome sight to behold.

Crossing the Planes. Morgan's chariot not only crosses great distances in the blink of an eye, but also planar borders pose no obstacle. The driver and passengers can race from plane to plane as easily as a regular chariot crosses a battlefield.

Chariot of Morgan Mwynfawr

Wondrous item, legendary

This gruesome chariot is capable of travelling great distances rapidly. It can hold up to two Medium creatures (including the driver), or four Small creatures, and must be drawn by two horses (or other Large animals).

The chariot has 6 charges, and regains 1d4-1 charges at dawn.

The chariot's driver may use an action and expend one charge to travel at an impossible speed. The driver chooses a destination (this must be somewhere the driver has been before), and the chariot disappears with the sound of thundering hooves and reappears at the chosen location. Travel is not instantaneous: the carriage arrives one minute after it departed, for every ten miles travelled (i.e, ten minutes for a one-hundred mile journey). This power can only be used for journeys that begin and end on the Material Plane.

The chariot's driver may use an action and expend two charges to cross into another plane of existence. For such a journey, the driver can specify a target destination in general terms such as the City of Brass, on the Elemental Plane of Fire, but they do not have to be familiar with the place. . This power can only be used once per day.

Collar of the Black Hound

Black hounds are typically considered foul omens, spectral hounds that loom wherever death might be near. In truth, they are sinister creatures who have links to fiends, acting as assistants to those who carry out fiendish deeds.

The Gift of Devils. Patrons of one of the many dukes of hell may find themselves in possession of a Collar of the Black Hound. A gift of a devil, to monitor as well as to aid in carrying out malevolent deeds.

Portent of Death. In the material plane, these collars have often been reclaimed by hags, or stray warlocks, sending the glowing-eyed hound to act as a warning message, promising death in the coming days.

Collar of the Black Hound

Wondrous item, very rare (requires attunement)

This black steel collar constantly feels hot to touch. You can use an action to speak the collar's command word and throw it up to 15 feet away, targeting an unoccupied space you can see. A shadow mastiff appears in that space. It is friendly to you and your companions, understands your languages, and obeys your spoken commands.

The effect lasts for 4 hours. At the end of the duration the shadow mastiff disappears in a puff of sulfur-smelling smoke and the collar is left behind. The shadow mastiff disappears if it is dropped to 0 hit points or you use an action to speak its command word. Once used, the collar cannot be used again until the next day at dawn.

Cursed. While in possession of this collar, your whereabouts are constantly known by a devil within the Nine Hells. Plus the shadow of a hound follows beside your shadow, not affected by any light and never leaving your side.

Cunning Man's Witch Bottle

Overlooking the great river, as it winds its slow course from city to sea, is an old castle - a great ruin on a hill's brow. Upon certain nights of the full moon, it is said that the ghost of the ol' Cunning Man can be seen collecting herbs and flowers in the nearby lane that runs between the castle and the village. During his life this

master of the herbal and occult arts had a wide-ranging reputation on both sides of the river. He travelled around the county, restoring lost property, dealing with curses, and curing sick people and animals. Generally, he was well thought of by the local populace - despite the local authorities declaring him a quack.

The Iron Witch Bottle. One invention he was known for was the Iron Witch Bottle. He requested a local blacksmith to make several of these items to aid in curse breaking. The victim of another witch's curse could be cured by placing toenails, hair and small parts of personal items into the bottle. It would then be sealed and cast into a fire. As the bottle was heated the creature who cast the curse would be inflicted with terrible burns, forcing them to undo their spell.

Witch Bottle (Iron)

Wonderous item, very rare

This item is renowned for being the most effective treatment for breaking curses. The bottle must have a body part (hair, nail or tooth for example) from the enchanted creature placed inside. Then it needs to be heated in a fire.

This process inflicts 1d10 points of fire damage per round, on the creature that bestowed the enchantment. This condition persists until they either dispel the enchantment, drop concentration or fall unconscious, whereupon the spell is immediately removed anyway.

Excalibur

Excalibur, the sword in the stone, the legendary sword of royalty once held by a distant great King. The sword is said to embody all the virtue and power of a righteous sovereign, and assisted the King in countless battles. Ultimately, it was when the King no longer possessed Excalibur that he fell in battle. Following the King's death, rumours speculate that King's most trusted knights took the sword to be thrown into a lake; the very lake where it was first discovered.



THE WITCH BOTTLE



While the history surrounding the forging of the blade remains contested, the circumstances surrounding its appearance are known. In times of dire need, heroes may find themselves on the shores of a tranquil lake. Under the dark blue body of water, a hand and face will emerge; the Lady of the Lake arrives. She is the owner of the blade, but not its wielder. The Lady of the Lake may gift Excalibur freely, or ask for a future favour, but once given it may only be returned by throwing it into the lake it was found in.

Excalibur bears the look of a finely crafted and ageless longsword to be wielded by royalty. On the blade itself, it bears two unique engravings; one side reading "Take Me Up", whereas the other reads "Cast Me Away". The dichotomy the blade presents, demands its wielder to know exactly their intentions with the weapon. It is said that whoever wields the blade is a rightful sovereign, a person whose very destiny is to

rule and govern. However, Excalibur can only be wielded by those who are worthy, which is why the blade was once famously encased in stone and could only be removed by the rightful owner.

Most believe the power of Excalibur resides in the sword, which is true to some extent. Both the blade and the scabbard have powers of their own. While the sword holds the brightness of 30 torches, and the power to deal devastating blows, as long as the owner holds the scabbard they cannot bleed. This stands as a sign that only a fool seeks to rule by sword alone, with a sheathed sword representing tempered royalty.

Excalibur

Weapon (longsword), artifact (requires attunement by a creature of good alignment)

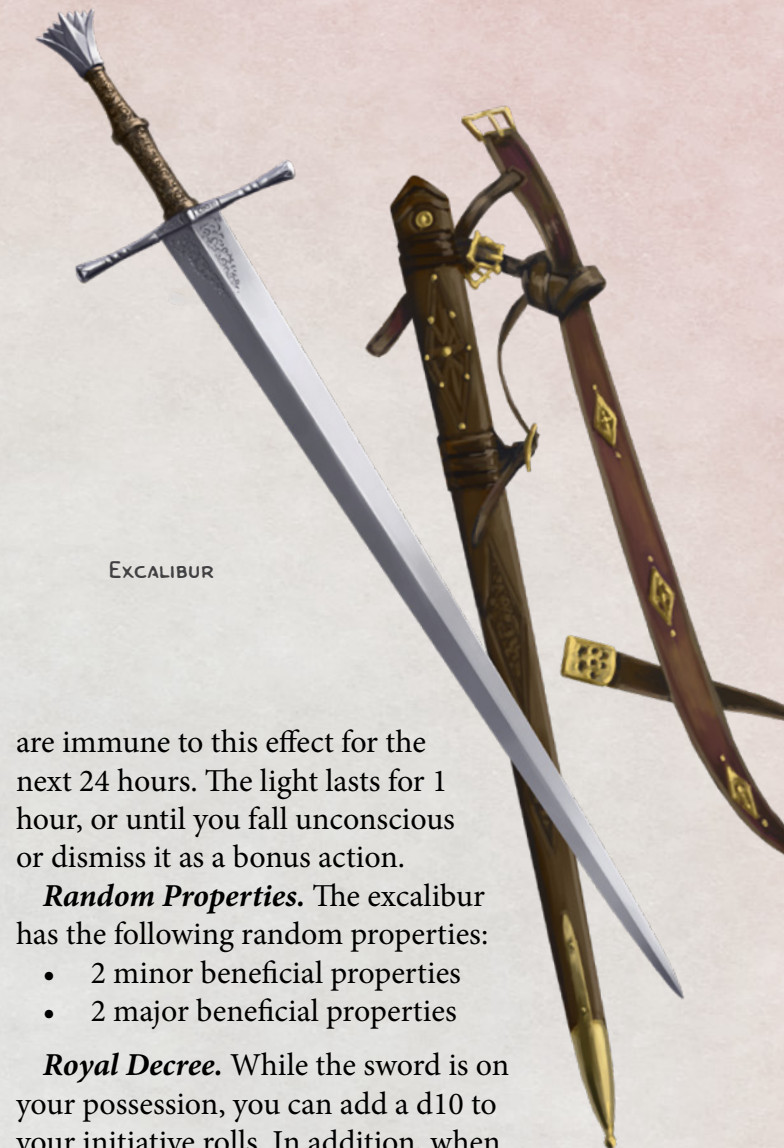
You gain a +3 bonus to attack and damage rolls made with this magic weapon.

While attuned to excalibur you gain the following benefits:

- At the start of your turn, if you are unconscious and still have the scabbard in your possession, you automatically stabilise.
- You do not bleed, however your hit points can be reduced as normal.
- Attacks made with excalibur ignore all resistances and immunities.
- The excalibur is immune to dispel magic and similar effects, and cannot be broken or destroyed.

The excalibur has 7 charges. It regains 1d6+1 charges daily at dawn.

Light. As an action, you can expend 1 charge to cause the blade to give off the brilliant light of 30 torches, shedding bright light in a 150-foot radius and dim light for an additional 150 feet. When a creature enters the bright lit area for the first time on a turn or starts its turn there, you can force it to make a DC 10 Constitution saving throw. On a failure, the creature is blinded until the end of their next turn. On a success, they



are immune to this effect for the next 24 hours. The light lasts for 1 hour, or until you fall unconscious or dismiss it as a bonus action.

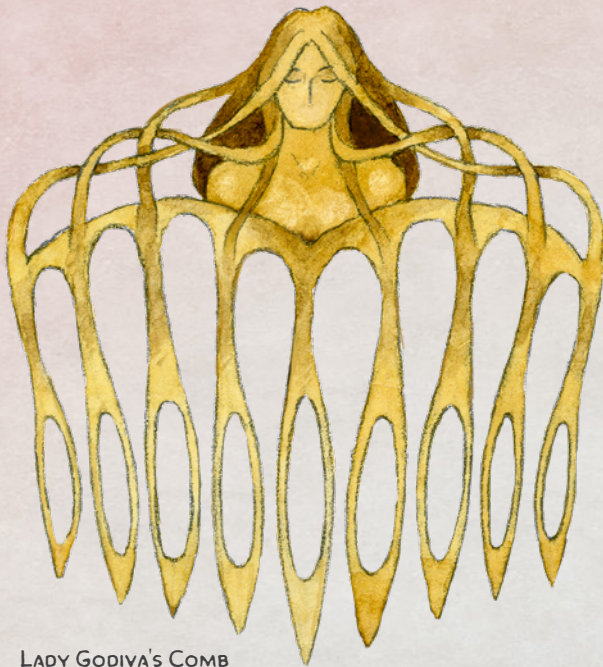
Random Properties. The excalibur has the following random properties:

- 2 minor beneficial properties
- 2 major beneficial properties

Royal Decree. While the sword is on your possession, you can add a d10 to your initiative rolls. In addition, when you use an action to attack with the sword, you can transfer some or all of its attack bonus to your AC instead. The adjusted bonus remains in effect until the start of your next turn. For example, you could choose to decrease the attack bonus to +1, giving yourself +2 to AC.

Restoration. You can expend 3 charges as an action to regain 2d12 hit points. This effect also ends all blindness, deafness, and poison or diseases affecting you.

Glorious Strike. When you hit with a melee weapon attack using the excalibur, you can expend any number of remaining charges to deal radiant damage to the target, in addition to your normal damage. The extra damage is 1d8 for each charge expended.



LADY GODIVA'S COMB

Destroying the Blade. The excalibur cannot be destroyed. However if returned to the lake of its origin it will cease to exist until the Lady of the Lake deems it suitable to be gifted once more.

Lady Godiva's Comb

According to legend, Lady Godiva rode naked through the streets atop a horse to protest oppressive taxation. She rode with her head held high, her body covered only by her long chestnut brown hair. A local man named Thomas was caught off-guard, and watched Lady Godiva move through the street, covered by only her long hair. In that moment, Thomas found himself struck blind, unable to see Lady Godiva, or anything, anymore.

While the legends speak at length of her blinding hair, little is said about Lady Godiva's comb. After running through her mystical hair countless times, the comb took on a fraction of that magical potential.

Lady Godiva's Comb

Wondrous item, uncommon (requires attunement)

This otherwise unassuming comb bares a motif of Lady Godiva covered by her long hair. As an action, you can run the comb through your hair. When you do, each hostile creature within 60 feet of you that can see you must succeed on a DC 16 Wisdom saving throw or be blinded for 1 minute.

In addition, while attuned to this comb there is a 50 percent chance at each dawn that your head hair grows a foot longer.

Merlin's Oak

Merlin's Oak was planted by the great wizard himself, a living charm to protect his hometown of Caerfyrddin from natural and man-made dangers. The mighty oak kept the town safe from invaders and stopped the river from breaking its banks. When it was finally cut down, the town suffered its worst floods in a thousand years.

Mighty Oaks from Little Acorns Grow. The great tree known as Merlin's oak is no more, but a handful of acorns remain. Those who obtain one can plant it in their own home, or a place they wish to protect, and the morning after the acorn is planted, a fully grown oak tree will stand in its place.

Acorn from Merlin's Oak

Wondrous item, legendary

This tiny acorn looks plain and unassuming, but radiates strong abjuration and transmutation magic. Once planted, the acorn grows rapidly, becoming a full-grown adult tree by the following sunrise.

Once the tree is fully grown, it affects a sphere with a 75 foot radius, centered on the tree. The following effects apply as long as the tree lives and is rooted in the ground:

Hallowed Ground. Celestials, elementals, fey, fiends, and undead can't enter the area, nor can such creatures charm, frighten, or possess creatures within it. Any creature charmed, frightened, or possessed by such a creature is no longer charmed, frightened, or possessed upon entering the area. Undead cannot be created in the area.

Blessed Weather. Regardless of the weather in the surrounding region, the area around the oak is always a pleasant environment: storms part overhead, heatwaves and drought don't afflict the land, and floods stop at its borders.

Antimagic. Spells and magical abilities with an area of effect do not enter the area around Merlin's Oak. For example, the flames created by a *wall of fire* are suppressed within the sphere, creating a gap in the wall if the overlap is large enough.

Peaceful Sanctuary. Creatures hostile to the residents of the protected area, and who fail a DC 17 Wisdom saving throw become indifferent to their enemies when they enter the tree's area of effect.

Wood taken from the oak has no magical properties, and acorns it produces cannot go on to produce more Merlin's Oak trees. If the tree is uprooted and replanted, it loses all its magic.

Pickaxe of Giant Killing

This rather unassuming pickaxe has a rich history in both the giant and human lore; with vastly different sides of the same tale. For humans it is one of overcoming extreme odds, a young boy, Jack, managing to single handedly kill an oppressive giant. Whereas for giants, the mere mentioning of Jack the Giant Killer or the pickaxe he used to kill Cormoran strikes fear into their hearts.

A Lesson Learned. Cormoran was a greedy hill giant who roamed livestock farms to steal food. Humans were tiny, and could do nothing to stop him. Once the legend of Jack echoed

out, a boy having killed a giant single-handedly with a pickaxe, some giants began to heed the warning that even small creatures can be dangerous.

The Killing Blow. Jack was as strong as he was clever: he fooled the giant Cormoran into a deep pit trap. Stuck with only his head poking out of the ground, Cormoran could do nothing as Jack raised a pickaxe high above his head, and delivered a swift killing blow.

Pickaxe of Giant Killing

Weapon (war pick), very rare (requires attunement)

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



MERLIN'S OAK

When you hit a giant with this weapon, the giant takes an extra 2d8 piercing damage. You can speak a command word as an action to strike fear into all giants within 60 feet that can see you. Any giant within range must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. This effect can't be used again until the next dawn. In the meantime, the pickaxe can still be used as a magical weapon.

The Halter of Clydno Eiddyn

Clydno (KLUD-no) was a legendary king, but his greatest treasure isn't gold or jewels, or a powerful magic weapon. It's the aptly named "handy halter," a piece of leather harness famously able to summon any horse King Clydno could imagine. Unfortunately, the halter is only effective when hung off the end of the owner's bed, meaning that confused but excellent quality horses were a regular feature of the morning routine in Clydno's castle.

Whether Clydno slept on one of the upper floors of a building is not recorded, but one can assume he eventually determined that doing so was only making his life, and the life of his stable hands, more difficult than it needed to be.

The halter is a simple, well-oiled, leather contraption, the leather supple and well cared for. Its only decoration is a bronze medallion hanging from the buckle, embossed with the figure of a running horse.

The Halter of Clydno Eiddyn

Wondrous item, unique

The halter of Clydno Eiddyn does one thing. When hung from a bedpost for the duration of a long rest, whatever horse the owner wishes for, appears in the halter in the morning.

The summoner decides all features of the horse: colour, build, temperament, etc., and whether it is a draft horse, riding horse, or war horse.

The summoned equine is a normal horse in all respects, but disappears at nightfall or when the halter is removed.

The Knife of Llawfrodedd

Llawfrodedd was a noble knight, and great fun at parties. He owned a magic knife that could serve twenty-four men at a table, with one swift slice parting a joint of meat into two dozen pieces in the time most could make a single cut. If that sounds more convenient than fearsome, imagine, as Llawfrodedd's enemies did, that same wicked little blade cutting down men on a battlefield.

Llawfrodedd's knife is short and worn, the hilt smooth from use and any decoration worn away by a lifetime of sharpening and polishing. The blade is sharp, and shines like quicksilver.

The Knife of Llawfrodedd

Weapon (dagger), rare (requires attunement)

While attuned to the knife of llawfrodedd, you may take the Dash action as a bonus action, and you have a +2 bonus on your initiative rolls.

The Knife of Llawfrodedd has five charges. You can expend one charge to grant yourself one additional action on your turn, which can be used only to take the Attack (one weapon attack only, which can only be made using the knife of llawfrodedd), Dash, Disengage, Hide, or Use an Object action. If you expend a charge in this way, at the end of your turn you must succeed on a DC 15 Constitution saving throw or suffer one level of exhaustion. You can use this feature once per turn.

The knife regains 1d4 charges at dawn.



All-Kinds-Of-Fur

This mantle is made of many furs and pelts, that of a thousand different animals. A princess ordered its production as a requirement for an unfavorable wedding, thinking it impossible to create. Alas, the task proved possible after all. As a last resort, the princess fled her home, among other items, this mantle in tow.

All-Kinds-Of-Fur

Wondrous item, rare (requires attunement)

This item has 4 charges, and it regains 1d4 expended charges daily at dawn. While wearing the mantle, you can use an action to expend 1 of its charges to cast one of the following spells: alter self (only Change Appearance to beasts or monstrosities) and pass without trace.

Blasting Cap

“(…) da oben auf der Kammbank liegt ein altes abgegriffenes Hütlein, das hat seltsame Eigenschaften: wenn das einer aufsetzt und dreht es auf dem Kopf herum, so gehen die Feldschlangen, als wären zwölf neben einander aufgeführt, und schießen alles darnieder, daß niemand dagegen bestehen kann.”

*– Der Ranzen, das Hütlein und das Hörnlein,
Gebrüder Grimm*

“(…) up there on the kitchen shelf is an old hackneyed cap, that has strange properties: when someone puts it on and turns it about on their head, culverins go off, as if there were a dozen lined up next to another, and they shoot everything, so nobody can stand before them.”

*– The Knapsack, the Hat, and the Horn,
Grimm Brothers*

There once was a remarkably cruel and ugly but nonetheless conceited adventurer who went out into the world with two of his brothers after their family had thrown them out because they were too poor to feed them all. They journeyed

together through the world, but one by one grasped the good fortune that found them to retire rich and complacent. The last among them, however, was not content with any of the opportunities he encountered and instead went on and on, passing by even the most promising opportunities – always believing that there would be something grander behind the next hill, through the next forest, over the next river. And unlikely as it may seem, this adventurer was rewarded more than any of his brothers – with three magic items he acquired through clever but cruel trades from people who did not know or appreciate what they had.

Unfortunately, these items only bring out the most evil traits of anyone carrying them. These three magic items, the soldier knapsack, the blasting cap and the little horn unfortunately are cursed to seek out only the greediest and most entitled of characters...



ALL-KINDS-OF-FUR



Brave Tailor's Belt

Blasting Cap. After the adventurer who first assembled all the items in this set had acquired the soldier knapsack, he wanted more. When he met a charcoal burner who dined him, he saw this magic cap lying on the kitchen shelf and offered to buy it off him for a magic handkerchief – only to have his soldiers immediately retrieve it again. The curse of greed began to take hold...

Blasting Cap

Wondrous item, rare (requires attunement)

This formless cap is old and grubby, with an indistinct greyish-brown color and made out of a felt-like material.

The blasting cap has 3 charges. As an action, you can turn the cap on your hat to expend one of its charges. When you do so, you can cast the scorching ray (2nd-level version), with a spell attack modifier of +7. The blasting cap regains 1d3 expended charges daily at dawn.

If you are attuned to all items in this set – the soldier's knapsack, the magic cap and the little horn – you can cast the scorching ray spell from it at 5th-level. Attunement to two of the items in this set changes the alignment of the attuning creature to neutral on the law vs. chaos axis. Attunement to all three items in this set changes a creature's alignment to evil on the good vs. evil axis. This curse can only be lifted by un-attuning these items.

Brave Tailor's Belt

After ruthlessly killing seven flies in one fell swoop, a storied tailor fashioned this belt for himself. Mightily impressed with his handiwork, the tailor set out in search for more adventure. From gaining the king's favor, to tricking giants into killing themselves, dehorning a unicorn, and capturing a rampaging boar, he did it all. The tailor's belt is still, to this day, suffused with the spirit of his bravado and ale, empowering its wearer with auld magics.

Brave Tailor's Belt

Wondrous item, rare (requires attunement)

While wearing this belt, your strength increases by 1 to a maximum of 20.

Additionally, you get advantage on Strength (Intimidation) checks.. You can use this feature a number of times equal to your Strength modifier (minimum of 1). You regain all expended uses when you finish a long rest.

Cudgel in the Sack

If one speaks the magic words, “Cudgel, out the sack!”, a hefty club shoots from this sack and clobbers the unsuspecting enemy. The sack's history is long and bloody, but its most famous exploit is the liberation of the Wishing Table (which tidies and sets itself) and the donkey famous for spouting gold coin from its mouth.

Cudgel in the Sack

Wondrous item, uncommon (requires attunement)

As an action, you can choose a creature you can see within 30 feet of you, and speak the item's command phrase, “Cudgel, out the sack!”. A cudgel materialises and emerges from the sack, flies to the target, and makes a melee attack against it. The cudgel has an attack bonus equal to your Charisma (Intimidation) modifier. Its attacks deal 1d4 bludgeoning damage. At the beginning of each of your turns, the cudgel flies up to 30 feet to follow the target if it has

moved, and makes a melee attack against it. The cudgel cannot make opportunity attacks. The cudgel leaves after 1 minute, until the target drops to 0 hit points, or until you dismiss it as a bonus action.

You can use this feature a number of times equal to your Charisma modifier (a minimum of once). You regain all expended uses when you finish a long rest.

Endless Porridge Pot

“(...) und der Brei steigt über den Rand hinaus und kocht immerzu, die Küche und das ganze Haus voll und das zweite Haus und dann die Straße, als wollt's die ganze Welt satt machen (...)”

– *Der süße Brei, Gebrüder Grimm*

“(...) and still it cooked on until the kitchen and whole house were full, and then the next house, and then the whole street, just as if it wanted to satisfy the hunger of the whole world (...)”

– *Sweet Porridge, Grimm Brothers*

The endless porridge pot has passed through many hands, with its origin lost to the ages. Many have not even been aware of the awesome magic that it holds – some have discovered it by accident and doomed themselves and sometimes their whole communities in doing so. Tracing the calamity caused by this little pot back to it has almost always proven impossible, leaving investigators scratching their heads – for all they find are farmhouses and even entire small villages drowned in sweet porridge!

Just recently, a poor little girl came into the possession of this little pot. She wandered through the forest, crying for hunger and because her family was so poor. An old hag passed by and, knowing her plight, gifted her this pot. She told her: “Just say ‘little pot, cook!’ when you are hungry. And when you are full, say ‘little pot, stay!’” The girl took home the pot and did as she was told and was very happy to be full for once, having eaten of the sweet porridge. Her mother, after the girl went out,

grew hungry as well and spoke, as she had heard her daughter do, “little pot, cook!” And she ate her fill and then some. But the little pot would not stop and the mother did not know how to make it end! Soon the kitchen was filled, then the house, then the street – and the entire town would surely have drowned, if the little girl had not come back in time and shouted, at the top of her lungs, “little pot, stay!”

Endless Porridge Pot

Wondrous item, uncommon

This simple little iron pot has seen long and hard use and seems rather banged up. Countless dents have left it deformed to a degree where it is difficult to tell its precise original shape, with a bulged out bottom and somewhat asymmetric tiny little handles.

The pot is by no means immediately identifiable as a magic item, but does exude a faint enchantment aura when targeted with a *detect magic* spell.

When its command word to begin is spoken, however, this pot starts producing sweet porridge without seizure. It only stops producing sweet porridge once the command word to stop the effect is spoken.

The little pot produces 12 gallons of sweet porridge per turn, for up to 10 minutes. Once the 10 minutes are up, the little porridge pot ceases to produce porridge. Once the pot has stopped, it cannot be activated again until the next dawn.

Glass Coffin

“Sie sprachen: ‘Das können wir nicht in die schwarze Erde versenken,’ und ließen einen durchsichtigen Sarg von Glas machen, daß man es von allen Seiten sehen konnte (...) Nun lag Schneewittchen lange, lange Zeit in dem Sarg und verweste nicht, sondern sah aus, als wenn es schlief, denn es war noch so weiß wie Schnee, so rot wie Blut und so schwarzhaarig wie Ebenholz.”

– *Schneewittchen, Gebrüder Grimm*

"They said, 'We cannot bury her in the black earth,' and they had a transparent glass coffin made, so she could be seen from all sides. (...) Snow-White lay there in the coffin a long, long time, and she did not decay, but looked like she was asleep, for she was still as white as snow and as red as blood, and as black-haired as ebony wood."

– Snow-White, Grimm Brothers

Legend tells of a unique feat of dwarven manufacture rarely surpassed. Dwarves rarely appreciate beauty – but when they behold it and are enchanted by it, they will do anything to preserve it. One result of this determination is the glass coffin – a creation merging magic and craft that even a lich might envy and fear.

According to the stories, seven dwarf brothers living on a mountainside and going about their business, without a care in the world, after a fine day of work discovered a beautiful woman lying seemingly dead in front of their home. Unable to revive her, they resolved to preserve her and labored through the night to craft a glass coffin. They were all amazing craftsmen, experienced in runic magic, and yet even working together through the night they almost failed in their creation.

The beautiful woman remained in their care for many moons, and maybe still awaits help... and if none should arrive, she may lay there still a few centuries or millennia from now – a woman out of time.

Glass Coffin

Wondrous item, very rare

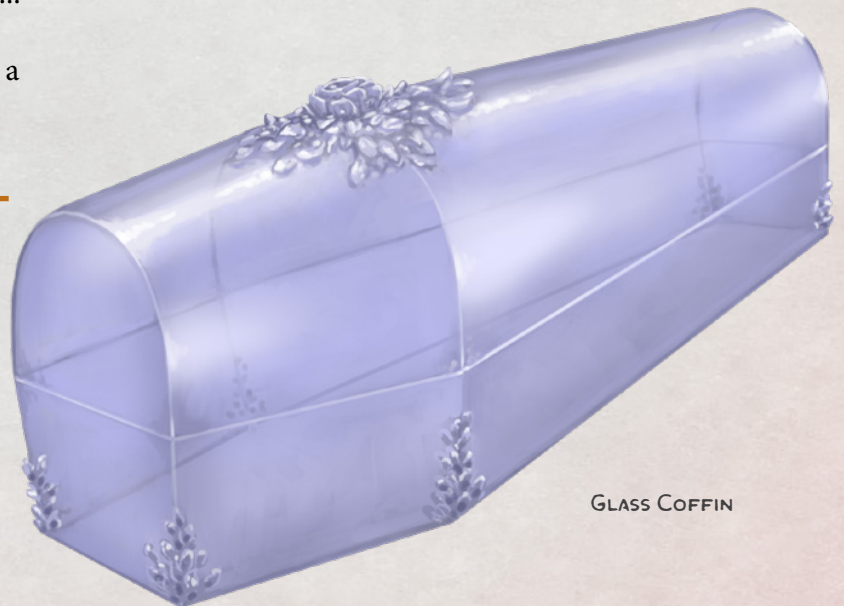
This sarcophagus is made out of the thinnest crystal glass. Despite its fragile appearance, the glass coffin is indestructible and impervious to scratches or other scuffs. It always appears absolutely pristine, even when covered in ancient cobwebs or unearthed from rubble.

The coffin can hold one medium or smaller creature. While inside the coffin, such a creature cannot die or, if it is already dead, does not decay and cannot become undead. While inside the closed coffin, the creature does not age, and they don't need to eat, drink, sleep or breathe air. Additionally, it is immune to all damage and all magical effects and is unconscious. The time a dead creature spends inside this coffin does not count against the time restrictions of any magic that can return a dead creature to life, such as the *revivify* or *reincarnate* spells.

The glass coffin's magic does not take effect until the lid is closed and its magic ceases to function when the lid is opened. Opening the lid requires a successful DC 17 Intelligence (Arcana) check.

Huntsman's Sword

Once buried below a chapel's threshold on Dragon Mountain; someday unearthed by a young huntsman. Sword in hand, the brave fighter beheaded a six-headed dragon with two attacks, cutting off three heads with each strike, leaving the monstrosity helpless on the ground. The animals of the woods dealt the finishing blow. They ran, crawled and slithered to the beast, and tore it apart.



GLASS COFFIN

Huntsman's Sword

Weapon (any sword), very rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon against dragons. For the purpose of this weapon, "dragon" refers to any creature with the dragon type, including dragon turtles and wyverns.

This weapon has 4 charges, and it regains 1d4 expended charges daily at dawn. While wielding the sword, you can use a bonus action to expend 1 of its charges to cast one of the following spells with a save DC of 16: animal friendship and speak with animals.

Additionally, while wielding the sword, you can use a reaction to expend 1 of its charges to gain resistance to acid, fire, lightning, or poison damage until the beginning of your next turn.

Little Horn

"Aber noch war ihm das Hörnlein übrig, und in großem Zorne blies er aus allen Kräften hinein. Als bald fiel alles zusammen, Mauern, Festungswerk, Städte und Dörfer, und schlugen den König und die Königstochter todt."

– Der Ranzen, das Hütlein und das Hörnlein,
Gebrüder Grimm

"But the horn still remained to him, and in great anger he blew it with all his strength. Instantly all walls, fortifications, towns, and villages, toppled down, and crushed the King and his daughter to death."

– The Knapsack, the Hat, and the Horn,
Grimm Brothers

There once was a remarkably cruel and ugly but nonetheless conceited adventurer who went out into the world with two of his brothers after their family had thrown them out because they were too poor to feed them all. They journeyed together through the world, but one by one grasped the good fortune that found them to retire rich and complacent. The last among them, however, was not content with any of the

opportunities he encountered and instead went on and on, passing by even the most promising opportunities – always believing that there would be something grander behind the next hill, through the next forest, over the next river. And unlikely as it may seem, this adventurer was rewarded more than any of his brothers – with three magic items he acquired through clever but cruel trades from people who did not know or appreciate what they had.

Unfortunately, these items only bring out the most evil traits of anyone carrying them. These three magic items, the soldier knapsack, the blasting cap and the little horn unfortunately are cursed to seek out only the greediest and most entitled of characters...

Little Horn. The story goes that the adventurer who originally collected all the items in this set gave away his magic cap in exchange for the horn. A wanderer took great delight in the cap's fireworks and offered the horn in exchange – but the evil adventurer sent the soldiers from his soldier knapsack to hunt down the wanderer after the exchange and retrieve the cap, sealing his fate to the items' curse.

Little Horn

Wondrous item, rare (requires attunement)

This small and inconspicuous ram's horn is short and stubby. When blown, it emits a surprisingly low and powerful sound.

The little horn has 3 charges. As an action, you can blow the horn to expend one of its charges. Any structures in a 30-foot cone in front of the horn take 10d10 thunder damage. The little horn regains 1d3 expended charges daily at dawn.

If you are attuned to all items in this set – the soldier knapsack, the blasting cap and the little horn – the range of the little horn increases to a 60-foot cone. Attunement to two of the items in this set changes the alignment of the attuning creature to neutral on the law vs. chaos axis. Attunement to all three items in this set changes a creature's alignment to evil on the good vs. evil axis. This curse can only be lifted by un-attuning these items.

Magic Mirror

*“Als diese einmal ihren Spiegel fragte:
Spieglein, Spieglein an der Wand,
Wer ist die Schönste im ganzen Land?
So antwortete er:*

*Frau Königin, Ihr seid die Schönste hier,
Aber Schneewittchen ist tausendmal
schöner als Ihr.”*

– Schneewittchen, Gebrüder Grimm

*“One day when the queen asked her mirror:
Mirror, mirror, on the wall,
Who in this land is fairest of all?
It answered:
You, my queen, are fair; it is true.
But Snow-White is a thousand times fairer
than you.”*

– Snow-White, Grimm Brothers

What does an evil king or queen need most? Boot-licking minions? A beautiful yet forbidding castle? The adulation of many suitors? Certainly they need all of that – but nobody should really go without a magical scrying device that flatters them and warns of anyone who might compete with them in any way – be it intellect, charm or beauty.

Aptly, such items often take the shape of a mirror to amplify their user's vanity. They are rare, and most often possessed by evil rulers of magical lands, though they can be useful to anyone. Magic mirrors are so powerful that they often develop their own personalities over time, with some growing bored from the never-ending flattery their holders require, or taking this as a challenge to spice things up a bit. After all, who really holds the power here: the one depending on the mirror to satisfy their narcissism, or the mirror that can fuel or soothe them?

Magic Mirror

Wondrous item, very rare (requires attunement)

This oversized hand mirror is oval-shaped and lavishly decorated with a wrought golden frame with thick interweaving filigree on the left, right, and top sides. The handle is so overwrought that its adornments sting the hand that holds the mirror.

The mirror has 10 charges. As an action, you can expend charges to cast one of the following spells from it, with a spell save DC of 17: arcane eye (4 charges), clairvoyance (3 charges), divination (4 charges), legend lore (5 charges), locate creature (4 charges), locate object (2 charges), scrying (5 charges), true seeing (6 charges). The mirror regains 1d6 + 4 charges daily at dawn.

Sentience. The mirror is a sentient magic item of neutral alignment, with an Intelligence of 15, a Wisdom of 20, and a Charisma of 17. It has hearing and darkvision out to 30 feet. The mirror delights in small bits of half-flattering mockery, fatalistic comments on its user's fate, or other little embellishments to spice up the results of spells cast from it.

Rumpelstilzchen's Spinning Wheel

*“Heute back ich, morgen brau ich,
übermorgen hol ich der Frau Königin ihr Kind;
ach, wie gut ist, daß niemand weiß,
daß ich Rumpelstilzchen heiß!”*

– Rumpelstilzchen, Gebrüder Grimm

*“To-day I bake, to-morrow brew.
The next I'll have the young Queen's child.
Ha! glad am I that no one knew
That Rumpelstiltskin I am styled.”*

– Rumpelstiltskin, Grimm Brothers

There has never been an easy way to get rich – and anyone who offers you easy money is probably not your friend, especially not if you are in a pinch. There are many devils preying on unfortunate souls just such as yourself with promises to just make all your problems go away.

One such devil is Rumpelstilzchen, who has a very special talent – any spinning wheel he touches becomes magical and can be used to weave straw into gold! He seeks out the most desperate, those who are willing to promise anything for help. The first bit of help may even seem almost for free, but beware of any deals you make with him – he will always collect...

If you find a spinning wheel left by him or learn his name after you struck a deal, you may even obtain his power and call yourself the proud owner of one of Rumpelstilzchen's spinning wheels!

Rumpelstilzchen's Spinning Wheel

Wondrous item, uncommon (requires attunement by a creature proficient with weaver's tools)

This wooden spinning wheel may look ordinary at first glance, until you notice a faint golden sparkle around the spindle and strands of gold still orbiting it.

This spinning wheel has three charges. When you work the wheel for one minute and speak its command word, you can expend one of its charges to transmute one bale of straw of at least 10 pounds into 10 pounds of golden thread. The total value of the golden thread created in this way is equal to 500 gp.

When you discover the spinning wheel, it has 1d4 – 1 (minimum of 1) charges remaining. To regain a charge of the spinning wheel, you must make a bargain for an emotionally valuable item or creature with another creature. The

bargain does not have to be fulfilled to gain the charge, striking it suffices. However, you cannot make additional bargains to regain charges of the spinning wheel until the last bargain has been fulfilled.

Seven League Boots

"Ihr seyd schon weit weg, rief sie, aber ihr sollt doch in meine Hände fallen und zog ihre Meilenstiefel an und kaum hatte sie damit ein paar Schritte gemacht, so hatte sie auch die beiden eingeholt."

– Der Liebste Roland, Gebrüder Grimm

"She put on her many-league boots, in which she covered an hour's walk with every step, and it was not long before she overtook them."

– Sweetheart Roland, Grimm Brothers

There was once an evil hag who had two daughters: one of them was cruel and ugly who was her own, the other one was sweet and fair, one who she had adopted for her own gain. The hag hated her adopted daughter and one day decided to kill her – but she got away with her sweetheart, Roland.

Once she noticed her having vanished during the night, the hag, enraged, went after her. She would never have caught up to them, however, if it had not been for her seven league boots that allowed her to travel miles in one step. The couple though, still managed to defeat her through trickery. They used the magic found within the hag's own wand, which the girl had wisely stolen the night before, and took the boots for themselves.

Such travel magic is powerful but not the rarest and there are many similar tales of magic travel boots throughout the world – sometimes in the hands of heroes, sometimes in the hands of villains.

Seven League Boots

Wondrous item, uncommon (requires attunement)

These high and well-oiled leather boots are brightly colored in yellow and green, but somehow impossible to keep clean – they are always dusted with a bit of sand or dirt, as if you just returned from a long and cheerful journey on the road.

As a bonus action, you can activate the boots by clicking their heels together. Once the boots are activated, you gain a walking speed of 3 miles but cannot travel any more or less than this distance per turn. This effect lasts for 1 minute, and you cannot use this feature again before the next dawn.

Cursed Spindle

“Guten Tag, du altes Mütterchen,” sprach die Königstochter, ‘was machst du da?’ – ‘Ich spinne,’ sagte die Alte und nickte mit dem Kopf. ‘Was ist das für ein Ding, das so lustig herumspringt?’ sprach das Mädchen, nahm die Spindel und wollte auch spinnen. Kaum hatte sie aber die Spindel angerührt, so ging der Zauberspruch in Erfüllung, und sie stach sich damit in den Finger. In dem Augenblick aber, wo sie den Stich empfand, fiel sie auf das Bett nieder das da stand, und lag in einem tiefen Schlaf.”

– Dornröschen, Gebrüder Grimm

“Good day, old mother,” said the king’s daughter, ‘what are you doing there?’ – ‘I am spinning,’ said the old woman, and nodded her head. ‘What sort of thing is that, that rattles round so merrily,’ said the girl, and she took the spindle and wanted to spin too. But scarcely had she touched the spindle when the magic decree was fulfilled, and she pricked her finger with it. And, in the very moment when she felt the prick, she fell down upon the bed that stood there, and lay in a deep sleep.”

– Sleeping Beauty, Grimm Brothers

Sometimes, even the most powerful witches with the best intentions can only temper another witch’s curse instead of breaking it. This happened with the cursed spindle that let Sleeping Beauty fall into a 100-year sleep.

When Sleeping Beauty, the long-awaited heiress to a great realm, was born, her parents, the king and the queen, threw a great feast and invited the wise witches of the realm as well – women to be revered and not to be disregarded. But because the king and queen could only provide twelve golden plates befitting the witches’ station, they thought it wisest to not invite the thirteenth of them rather than affront her with a lesser plate.

The twelve witches invited to the feast blessed the child with all their magic and good wishes, but when the eleventh of them had given her blessing, the thirteenth arrived unannounced and cursed the child to prick her finger on a spindle when she turned thirteen and die instantly. The court was shocked, for all knew the power of the witches’ curses. All the twelfth witch, who had not given her blessing yet, could do was to turn death into a 100-year sleep instead.

The cursed spindle of this story is still around and ready to do its terrible magic – although its effects have waned over time and powerful magic can now counter it, meaning that the spindle’s unique magic might even be utilized for good today under the right circumstances.

Cursed Spindle

Weapon (dagger), rare (requires attunement)

This item looks just like an ordinary spinning spindle, except that a drop of ever-fresh blood is oozing from its sharp needle.

This spindle can be wielded as a dagger. When you hit a creature with it, it must succeed on a DC 13 Constitution saving throw or fall unconscious for 100 years.

A creature is immune to this effect if it is immune to piercing damage, is immune to sleep, or has legendary actions. While unconscious in

this way, the creature does not age and does not require food or air to survive. This condition can only be ended early by a *remove curse* or *greater restoration* spell or similar magic. A creature that succeeds on the saving throw is immune to this effect forever.

Soldier's Knapsack

"Ich will dir einen Tausch vorschlagen, da in der Ecke hängt ein Soldatenranzen, der zwar alt und unscheinbar ist, in dem aber wunderbare Kräfte stecken; da ich ihn doch nicht mehr brauche, so will ich ihn für das Tüchlein geben."

– *Der Ranzen, das Hütlein und das Hörnlein,*
Gebrüder Grimm

"I will propose an exchange to thee; there in the corner hangs a soldier's knapsack, which is certainly old and shabby, but in it lie concealed wonderful powers; but, as I no longer use it, I will give it to thee for the table-cloth."

– *The Knapsack, the Hat, and the Horn,*
Grimm Brothers

There once was a remarkably cruel and ugly but nonetheless conceited adventurer who went out into the world with two of his brothers after their family had thrown them out because they were too poor to feed them all. They journeyed together through the world, but one by one grasped the good fortune that found them to retire rich and complacent. The last among them, however, was not content with any of the opportunities he encountered and instead went on and on, passing by even the most promising opportunities – always believing that there would be something grander behind the next hill, through the next forest, over the next river. And unlikely as it may seem, this adventurer was rewarded more than any of his brothers – with three magic items he acquired through clever but cruel trades from people who did not know or appreciate what they had.

Unfortunately, these items only bring out the most evil traits of anyone carrying them. These three magic items, the magic knapsack, the blasting cap and the little horn unfortunately are cursed to seek out only the greediest and most entitled of characters...

Soldier's Knapsack. The soldier's knapsack was the first magic item the greedy adventurer of this story acquired – he did so in a trade he did not mean honestly and only offered because he reasoned that he could use the knapsack's powers to get back what he traded. This was his first step down the path of evil.

Soldier's Knapsack

Wondrous item, rare (requires attunement)

This banged-up knapsack only marginally maintains its square form, bulging out at the corners and sagging from frequent use. It is patched in multiple places and strapped closed with a thong.

As an action, you can thump onto your knapsack. When you do so, six guards and one veteran climb out in an orderly fashion and appear within the closest available spaces. Roll initiative for the veteran in combat and have the guards act on the same initiative as one unit. They obey any verbal commands you give them and protect you if no commands are issued. They vanish after one hour. Once you use this feature, you cannot use it again until the next dawn.

If you are attuned to all items in this set – the soldier's knapsack, the magic cap and the little horn – the soldier's knapsack has four charges, each summoning forth six guards and one veteran, and regains 1d4 expended charges daily at dawn. Attunement to two of the items in this set changes the alignment of the attuning creature to neutral. Attunement to all three items in this set changes a creature's alignment to evil. This curse can only be lifted by unattuning these items.

Soldier's Lighter

A dwarf, taken by a fey mood, built this contraption in a fever dream. The next morning, he had all but forgotten about the episode and wanted to light his morning pipe. To his surprise, a strange dog appeared when flames erupted from the wick. The hound faithfully waited for an order, wagging its tail in anticipation. Long after the dwarf's death, a soldier came into possession of the item. The story about his exploits is best left for another day.

Soldier's Lighter

Wondrous item, rare (requires attunement)

This item has 3 charges, and it regains all expended charges daily at dawn. While holding the item, you can use an action to expend 1 of its charges to summon a blink dog in an unoccupied space within 10 feet of you. The blink dog is friendly to you and your companions and understands common. It vanishes after it fulfills one command, which you can give as a bonus action, or after 10 minutes.

If the blink dog drops to 0 hit points and dies while summoned, the item permanently loses 1 of its maximum charges.

Wishing Cloth

*"Ich bin so satt,
ich mag kein Blatt: meh! meh!"*

*– Tischchen deck dich, Goldesel und Knüppel aus
dem Sack, Gebrüder Grimm*

*"I have eaten so much,
Not a leaf more I'll touch;
Meh, meh!"*

*– Table-Be-Set, Gold-Donkey, and Cudgel-out-of-
the-Sack, Grimm Brothers*

There once was a young man sent out by his father to graze the family goat. The goat was very demanding, stuffing itself and demanding to be led to only the most juicy patches of green. The young man diligently obliged, and brought back the goat after it proclaimed that it could not eat another leaf – meh, meh! When the young man came back to his father, however, the goat claimed that it had hardly eaten anything and the young man made it jump over creeks and climb mountains only to find nothing. Very angry, the father sent the youth away.

The young man felt treated very badly, of course, but went away in the hope of one day returning and providing so well that the goat could never complain and his father had to believe him. He became the apprentice of a weaver, who taught him many strange techniques. For his journeyman's piece, he made a fine tablecloth whose properties surprised even his master... After many tribulations, he returned home – and the goat indeed could never complain again, had to admit it's deception, and son and father were reunited again to life happily ever after!

Wishing Cloth

Wondrous item, very rare

This piece of table cloth looks like an ordinary piece of red-and-white chequered picnic blanket.

The wishing cloth has 6 charges. As an action, you can place the tablecloth on a table and speak the command word to cast one of the following spells from it: *create food and water* (1 charge), *heroes' feast* (6 charges). The food is of the finest quality and can take any form you wish. This food cannot be stored and vanishes within one minute after being removed from the table cloth unless consumed.

The wishing cloth regains 1d2 charges daily at dawn.



Achilles' Armor

A long time ago, there was a battle between the two strongest forces the world had ever witnessed. The two armies fought for a decade and both were left decimated by their losses. In this war, a man rose above all others almost as a Deity, fighting valiantly, ruthlessly and mercilessly. There are many stories about the man himself. Some say he was immortal, though that was proven false by history. Some say he was the god of war, a blasphemy more than anything. But what everyone agrees upon is that his armor was unmatched by all others. Even seeing it brought terror to the hearts of men, not to mention clashing their swords against it. His name was Achilles.

The Blacksmith Deity. When the news that the country was going to war reached the ears of the citizens, a sea nymph knowing that her son will join the attacking forces, rushed to Hephaestus, the God of Blacksmiths and begged him to make an armor for Achilles. The deity accepted.

The Armor. When the son of the sea nymph walked on the battlefield, he was unstoppable. Nothing could penetrate the armor, no one could harm her precious son. He was indeed death incarnate when he fought and his enemies cowered before him.

Achilles' Armor

Armor (half plate), legendary (requires attunement)

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

You are immune to bludgeoning and slashing damage while wearing this armour, but vulnerable to piercing.

Additionally, once per long rest, as a bonus action on your turn, every creature of your choice that can see you within 30 feet of you must make a DC 20 Wisdom saving throw. On a failure, they are frightened of you for 1 minute. A creature can repeat its saving throw at the start of each of its turns, ending the effects on itself on a success.



ACHILLES' ARMOR

Aeolus' Bag of Wind

Aeolus is the god of winds, tasked with keeping them in check and manipulating them to help both gods and mortals. Aeolus reigns Aiolia, the floating island, which stays in mid-air due to the powerful wind currents that blow around it and through the numerous caves that run their course at the base of the flying island. Aeolus could potentially unleash the wrath of the winds at the command of the gods, something which usually happens when mortals have induced their wrath.

During his travels, the epic hero Odysseus visited Aiolia, asking Aeolus' help for safe travels back home. Out of respect for Odysseus' great and heroic deeds, the King of Storms gifted the hero with one of his Bag of Winds. However, Odysseus' greedy crew, in a vain quest for treasure, opened the bag and released all of the malevolent winds Aeolus had deliberately trapped to facilitate the hero's journey back to Ithaca.

Bag of Wind

Wondrous item, very rare

This green linen bag appears to be sealed tight by an intricate knot. Once opened, it releases powerful winds or absorbs the ones already blowing. The force of the winds depends on how much of the bag is opened.

You can use an action to open the bag either a little bit, halfway through, or altogether. Depending on how much you untie, you cast the control weather spell, but you can only influence the wind. If you open it fully, you trigger the wrath of the winds and bring upon a stage 5 storm. If you loosely untie the knot during windy weather, you can change the wind's condition to stage 1 calm. You can freely move between the Stages, but cannot influence Precipitation or Temperature. Once you've opened the bag of Aeolus, you can't open it again until next dawn.

Ambrosia

Ambrosia is the so-called food of the gods, rumoured to be partly responsible for their longevity and immortality. It is similar to honey yet highly dense. It is written that it tasted like divine goods turning each spoon to perfection. Normally it is reserved for the divine creatures of Olympus and the demi-gods, yet some quantities could be found across the material plane once in a while. Merchants used to sell these astronomical prices. Nymphs, creatures of the fey, and even deities also award those who help them with Ambrosia. It usually comes in vases, but it can also be found in small flasks or large pots.

Ambrosia

Wondrous item, very rare

Ambrosia is like a rich, golden honey. When you take a spoonful, you feel invigorated and cleansed. You are cured of all diseases and poison, you become immune against poison damage and against being frightened, and you make all Wisdom saving throws with advantage. Your hit point maximum also increases by 2d10, and you gain the same number of hit points. These benefits last for 24 hours.

Antikythera Mechanism

After two millennia beneath the sea, three flat misshapen pieces of bronze are all shades of green, like rocks with patches of mold. Upon closer inspection though, the objects are stunning. Crammed inside and obscured by corrosion are traces of technology that appear utterly modern: gears with neat triangular teeth and a ring divided into degrees.

The mechanism was recovered from the sea near the island of Antikythera in three main parts, along with several much smaller fragments.

The Antikythera mechanism is regarded as the first-ever analog computer. It functioned through a series of differential gear arrangements that enabled the device to calculate the position of the stars, sun, moon, and other astrological information based on a future date entered by the user.

Antikythera Mechanism

Wondrous item, artifact (requires attunement by a spellcaster)

This mechanism was created on the plane of Mechanus by Primus, the One and the Prime. Following the death of Primus and the Great Modron March, the mechanism was somehow shattered into three large pieces that were scattered across the realms of the Material Plane.

There are three parts of the Antikythera mechanism: the prime core and two gear fragments. The prime core has several magical properties and gains more as gear fragments are attached to it, with its full potential being reached only when both fragments have been reconnected to it, completing the mechanism. Gear fragments have no active magical properties by themselves, though a detect magic spell reveals them to be magical.

A character proficient with tinker's tools can attach a gear to the prime core over the course of a long rest, requiring a successful DC 20 check using the tinker's tools.

Antikythera Mechanism Prime Core. The heart of the mechanism acts as an orrery, used to track time, dates and astrological events.

While holding the mechanism you gain the following benefits:

- You have advantage on Intelligence (Arcana) and Intelligence (History) checks.
- You can use an action to determine the exact current date and time.
- You can use an action to determine which way is north.
- You can cast contact other plane. This property of the mechanism recharges daily at dawn.

Antikythera Mechanism Axion. When one gear fragment is attached to the prime core, it becomes the Antikythera Mechanism Axion. The mechanism retains all of the properties of its previous state. You gain these additional benefits when using the mechanism:

- You can cast *find the path*, *plane shift*, *reverse gravity*, and *scrying* without requiring material components. Once a spell has been cast in this way, that spell cannot be cast again until the next dawn.
- The mechanism exudes an aura of logic. You and allied creatures within 20 feet of you have advantage on Intelligence saving throws.

Antikythera Mechanism Completed. When both gear fragments are connected to the core, the Antikythera mechanism is restored to its full potential. The mechanism retains all of the properties of its previous states. You gain these additional benefits when using the mechanism:

Regulus Balance. The Antikythera mechanism creates an aura that extends in a 120 foot sphere, centered on the mechanism. Attack rolls, damage rolls, and saving throws made by creatures within the aura take the average result instead of rolling the dice. For example, if you would roll a d20 you would instead take 10 as the result, then apply any modifiers.

Planar Travel. You can cast *gate* without requiring material components. Once you use this property you cannot use it again for 7 days.

Aphrodite's Dove

This 5 inch marble statue can be found in most of the temples dedicated to the goddess, as a symbol of their faith. The goddess herself chooses some of these statues, preferably those in the greatest and most sacred of her temples, to bear the divine power of love and lust.

Aphrodite. Aphrodite is the goddess of love, beauty and passion. Born from the foam of the sea, she is a deity of unparalleled beauty and grace.



APOLLO'S LYRE

Matchmaker. Accompanied by Eros, the god of lust and desire, she uses her power to make humans fall in love with each other. Such urge, created by the goddess, is considered irresistible, compulsive and even dangerous sometimes.

Symbol of the Goddess. The dove is closely associated with the goddess as it is by many cultures considered the symbol of copulation.

Aphrodite's Dove

Wondrous item, very rare (requires attunement)

When the statue is activated, the dove gains an ethereal form and flies towards a target of your choice that you can see.

Once per short rest you may as a bonus action activate this statue to charm a humanoid creature or a beast (against your spell save DC) for 1 hour. The normal rules for the charm person spell applies, but the creature regards you as a loved one. A creature charmed by the dove will also fight to the death to protect you.

Apollo's Lyre

This Lyre is considered to be the first of its kind ever made. It was made by Hermes, using a tortoise shell, hollow reeds, strings and leather. When Apollo accused Hermes of stealing his cattle, the two of them were brought before Zeus. Hermes started playing the Lyre and made a sound so beautiful, that Apollo found it worthy of his cattle and demanded a trade, which Hermes was happy to make. Therefore, the Lyre was given to Apollo and Hermes was made Apollo's herdsman.

Apollo. Apollo is the god of archery, music, healing, light, poetry and more. He is the son of Zeus and, among others, the twin brother of Artemis, goddess of the hunt. He is regarded as the most beautiful of gods.

Apollo's Lyre

Wondrous item, very rare (requires attunement by someone proficient with lyres)

Apollo's grace blesses the one attuned to his instrument. The lyre holds 15 charges and regains 1d10 + 5 charges daily at dawn. You can expend a number of charges to cast the following spells while holding the lyre: *healing word* (2 charges), *charm person* (2 charges), *calm emotions* (3 charges), *enthrall* (3 charges), *charm monster* (6 charges), *glibness* (12 charges). Charisma is the spellcasting ability for these spells when you cast them through the item.

In addition, you gain the *song of rest* bardic feature. If you already have it, double the number of hit points regained this way.

Apple of Discord

The Apple of Discord, also known as the Golden Apple of Discord, was a magical apple with the inscription "For the Fairest". Legend has it that this apple was used to control people, persuade them to go to great lengths to possess it and it was also infamous for creating feuds that spanned out of proportion.

The Wedding. Some old stories sang by bards during cold winter nights say that a long time ago, there was a wedding between an ancient hero and a water nymph. A lot of deities had attended this wedding, since they wanted to witness this strange union between mortal and spirit. During the wedding, an uninvited deity arrived. Out of spite for this insult she endured, she produced the Apple of Discord, left it out in the open and left.

The Dispute. The Apple gathered the attention of three deities and reading the inscription, they fought over who should have it. The oldest and wisest of the deities, wanting this matter resolved, decided to have a mortal choose who the Apple belongs to. One of the deities promised the mortal political power and wealth, the second one offered battle prowess and wisdom, but the third one promised something far simpler: the most beautiful woman in the world who was at the time already married to one of the most powerful men on the realm. So he chose the third deity. It is said that this choice caused one of the greatest wars that the Old World had ever witnessed.

Apple of Discord

Wondrous item, legendary (requires attunement)

The apple of discord has 1d4 - 1 (minimum of 1) charges. All charges are replenished at each dawn. As an action, you can use the apple of discord to do one of the following effects:

- You have advantage on all Charisma checks against creatures within 30 feet around you. Additionally, when you make a Charisma (Persuasion) check, you can replace the number you roll with a 15. These effects last for 1 hour.
- Creatures of your choice within 60 feet of you must make a DC 18 Wisdom saving throw. On a failure, the creatures are immediately hostile to one another but not to you (they retain the feelings they had for you from before you used the apple of discord). On a success, nothing happens. These effects last for 10 minutes.



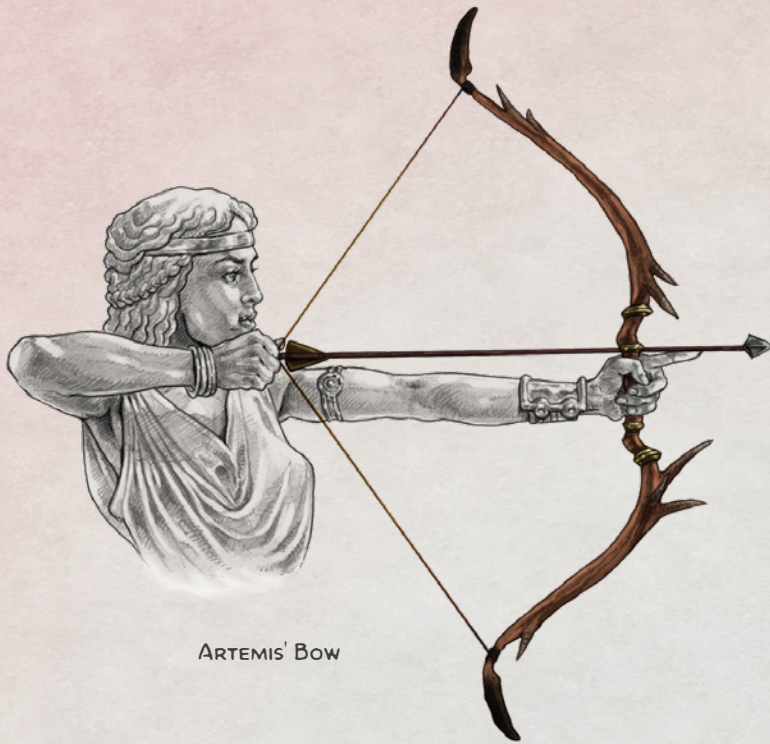
APPLE OF DISCORD

- Creatures of your choice within 60 feet of the apple of discord must succeed on a DC 18 Wisdom saving throw. On a failure, their sole goal for the duration becomes obtaining the apple of discord. How they will act is up to the DM. They may attempt to harm you for it, or do your bidding for it, or chase after it. These effects last for 1 hour.

Ariadne's Thread

Minos became the king of a great empire when the God of the Sea (Poseidon), sent a great white bull from the ocean, as an indication that Minos was destined to rule. In return, Minos promised to sacrifice the bull but broke his promise when he saw how beautiful the bull was, and sacrificed a lesser animal instead. The God of the Sea was angry when Minos broke his promise, so he punished him by making his queen, Pasiphae, fall in love with the bull. Out of this union, a minotaur was born.

Minos instructed the great architect and engineer Daedalus, to build the labyrinth to house the Minotaur. It was famous for being unnavigable; once in, anyone who entered was doomed to be eaten by the Minotaur.



ARTEMIS' BOW

After Minos conquered a large empire, he demanded as a tribute that every year the conquered would send seven maidens and seven youths to be sacrificed to the minotaur.

Theseus, the son of the former empire's king volunteered to join the band of youths who were to be sacrificed. He traveled to Mino's empire, and as soon as he arrived Ariadne, King Minos' daughter, fell in love with him. She offered to help him conquer the labyrinth and kill the minotaur if he would marry her and take her away from her father. He agreed. Ariadne gave him a ball of red thread, and Theseus unrolled it as he penetrated the labyrinth, which allowed him to find his way back out. He found the minotaur deep in the recesses of the labyrinth, killed it with his sword, and followed the thread back to the entrance.

Ariadne's Thread

Wondrous item, uncommon (requires attunement)

This ball of red thread extends up to 1 mile long. The thread has immunity to non-magical damage. If the thread is severed, you can use an action to speak a command word and knit it back together.

While you have this ball of thread, you can tie the end of the thread to an object. As long as the thread remains tied to the object, you can automatically find your way back, as long as the object remains on the same plane of existence, the thread also becomes invisible for the duration that it remains tied. If you are attuned to the item, you can see the thread while it remains invisible.

Artemis' Bow

The bow is made out of moonlight and silver wood and eloquent golden ornaments. The bowstring sheds a pale light, similar to the of the moon. It used to belong to Artemis, hence its name. The Goddess used the bow for hunting and for curing women who suffered from diseases.

Artemis. Artemis is the daughter of Zeus and the twin sister of Apollo. She is the goddess of hunting, wilderness, wild animals as well as the Goddess of the Moon and chastity She is also considered the patron of young girls. The bow, the arrow, the quiver and the hunting knife are considered her symbols along with the deer and the cypress.

Artemis' Bow

Weapon (longbow), legendary (requires attunement by a ranger)

A creature attuned to this weapon gains the following benefits:

- Arrows shot from this bow count as magical and gain a +3 bonus to attack and damage rolls. A piece of ammunition cannot gain a bonus greater than +3 using this effect.
- Once per long rest, you can spend 10 minutes for a special ritual, enhancing an arrow and turning it into an arrow of slaying for a creature of your choice. Unused arrows revert to their normal state when you begin a long rest.

- You gain proficiency in the Survival and Nature skills. If you are already proficient, double your bonus.
- You can communicate with beasts, using the Speak with animals spell, and understand their emotions.

As a bonus action, you can whisper a praise to Artemis, gaining the essence of her hunting prowess. For the next 1 minute you gain the following benefits:

- You can see in darkness and dim light as if it was bright light, up to a range of 120 feet.
- You ignore total and half cover with ranged attack rolls.
- You can see the vital organs of your enemies, making it easier to target them. Your attack scores a critical hit on a roll of 19 or 20.
- Your arrows deal an extra 2d6 poison damage.

Once you use this feature, you can't do so again until you finish a long rest.

Blindfolds of Judgement

These blindfolds were worn by Themis, Titaness of Divine Law, and they signalled the impartiality of justice that is judgement regardless of wealth, power or any other social objectives.

Blindfolds of Judgement

Wondrous item, very rare (requires attunement by a creature of lawful alignment)

A creature that not only is attuned to the blindfolds but also puts them on gains truesight to a range of 120ft. During this action, you see a pale white aura around whatever you are focusing on.

As an action, you can cast *detect evil and good* using this item. When cast, the spell has a duration of 8 hours, and it requires no concentration.

Shared Threads. You know the general direction of the *Scales of Justice* and *Sword of Judgement* if they are on the same plane of existence as you.

While attuned to the *Blindfolds of Judgement*, *Sword of Justice* and *Scales of Justice*, you gain the following benefits:

- You can spend 10 minutes to cast a special ritual using these three items. When you do so, you gain knowledge of whether or not a creature within a 60-foot radius has lied in the last 24 hours, as well as the nature of that lie.
- You can cast *holy weapon* at will as long as you are wielding the *Sword of Justice*.
- When you kill a creature while *Divine Judgement* is active, you regain a number of hit points equal to half your level, rounded down.

Cornucopia

Also known as the Horn of Plenty, Cornucopia was the horn of a great goat named Amaltheia that breastfed one of the most powerful planetars in existence.

The Titan. A long time ago, the Titans ruled over the world. During that time they roamed free around the land they had conquered. One of them, the most powerful of them all, took a mortal woman for a wife. The woman fostered



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many of his children but the Titan, fearing that they would grow up to be stronger than him, ate them not long after their birth.

The Titan's Infant. After this brutal cycle of birthing and mourning, the mother decided that she had to save one of the children, so she tricked the Titan and kept her son alive. She hid him in a cave, where the goat Amaltheia lived. The goat took care of the child and nurtured him. One day he indeed grew up and made his father's nightmares a reality, killing and dethroning him and taking his place as the ruler of the land.

The Horn. The goat could produce milk and honey from her horns so that she could feed the infant Titan. One day, during a game, the child broke one of her horns by accident. To make her feel better, the child, who already had deity-like powers, enchanted the horn so that it will forever be filled with whatever its owner wished for, so that it can nourish everyone just as the goat had nourished him.

Cornucopia

Wondrous item, rare (requires attunement)

Cornucopia appears to always be filled to the brim with fruit and vegetables. As an action, you can use cornucopia and cast the spell *create food and water* or the spell *plant growth* without expending a spell slot. This can be done once a day. Additionally, a creature that is attuned to cornucopia does not require food to sustain themselves.

Damocles' Sword

This mythical weapon was made by King Dionysius himself, in order to instill the imminent and ever-present fear and anxiety that comes with great power to his servant, Damocles. According to the myth, when Damocles declared that King Dionysius was really fortunate to be a man of great power and wealth, the King offered to switch positions with

him for a day, and placed this sword above the throne, hanging by the pommel only by a single hair of a horse's tail. As such, he successfully communicated the sense of constant stress in which a figure of great power may live.

Damocles' Sword

Weapon (greatsword), rare (requires attunement)

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

The weapon holds 12 charges. Whenever you make a Charisma ability check, before you roll the die, you can choose to add a bonus to the roll equal to the number of charges you are willing to expend. Should the check not be successful when you use this ability, the opposing creature becomes aware that you tried to influence it with magic and can choose to treat you with hostility. In addition, you have disadvantage on all Charisma checks against the same creature for as long as you remain attuned to this sword.

The weapon regains 1d8+4 charges daily at dawn.



DAMOCLES' SWORD

Diomedes' Iron Reins

Diomedes, the king of a great empire, had in his possession a pair of reins (a gift from the gods) that could turn horses into stronger and feral versions of themselves. It is said that after their transformation the horses become addicted to human flesh, while they also exhaled fire when they were breathing. The horses Diomedes owned were called Podargos (the swift), Lampon (the shining), Xanthos (the yellow) and Deinos (the terrible).

A hero called Heracles tried to lift the curse of the horses. He stayed awake so that he didn't have his throat cut by Diomedes in the night, and cut the chains binding the horses. Having scared the horses onto the high ground of a peninsula, Heracles quickly dug a trench through the peninsula, filling it with water, thus making it an island. When Diomedes arrived, Heracles killed him with an axe and fed the body to the horses to calm them, lifting the curse from the horses.

Diomedes' Iron Reins

Wondrous item, very rare (requires attunement)

This set of iron reins can be placed on up to four horses that are friendly towards you. When the reins are placed, the horses undergo a one-minute transformation that turns them into nightmares, that lack the ability to fly. The nightmares remain friendly towards you only, but they might attack creatures that they consider easy prey.

In order for the horses to return to their previous state, they have to feast upon the flesh of the person that is attuned to the reins.

Echetlus Plough

"During the conflict, something very strange happened, an Athenian soldier, Epizilos, son of Koufagoras, while fighting bravely, suddenly lost his eyesight in both eyes, even though nothing had touched him, not a spear nor an arrow. Epizelus relates that he saw a large soldier whose beard covered his entire shield, and that this man held a very bright weapon in his hands that shot bright spheres, killing enemy soldiers from a distance! This scene was the last Epizilus saw, because of some excessive glare, he was blinded! The Athenians asked the Delphi Oracle to find out who was the unknown hero who fought with them, and the Oracle gave them the answer that they had to honor the Hero Echetlus."

- Herodotus

Echetlus Plough

Wondrous item, legendary (requires attunement)

This plough-like looking weapon was used by heroes and gods to kill and blind their enemies en masse from a distance. It shoots bright spheres that explode dealing area damage and blinding anyone that is unfortunate to see the blast.

The plough is a one handed martial ranged weapon that deals 4d8 radiant damage on a hit, weighs 5 lbs with a range of 100 to 300 feet.

A creature can use an attack action to shoot two spheres of radiant energy which explode in a 20-foot sphere. Creatures caught in the blast must succeed on a DC 18 Constitution saving throw. On a failed save a creature takes 4d8 radiant damage per sphere and is permanently blinded. On a successful saving throw it takes half as much damage and isn't blinded.

Golden Fleece

This fleece comes from Gold-Wool Rams, elusive fey creatures used by the gods to help innocents and guide them in times of need. Once the mortals are safe, it is customary to sacrifice the ram in the name of the deity that saved them. The fleece that can be made from one of these rams is called the Golden Fleece, a powerful magical item as well as a symbol of kingship and divine favor. It has powerful healing properties, healing even magical diseases.

The most well known Golden Fleece is the one the legendary hero Jason of the Argonauts journeyed to find. It was his duty to retrieve it, as the epic deed would prove that he is the rightful heir to the usurped throne of his kingdom. After a great journey, many losses, and as many alliances, Jason and the Argonauts managed to defeat the dragon that was guarding the Fleece and claim it. This specific Fleece came from a ram that appeared as two innocent children were about to be killed by a fearsome beast. The children rode the ram as it flew away, journeying above the sea and showing them the wonders of the world, safe and away from harm.

Golden Fleece

Wondrous item, legendary (requires attunement)

This fleece is golden in its entirety. It has small wings and a golden ram's skull still attached to it. While wearing the Golden Fleece, you are immune to poison damage, the poisoned condition and all diseases.

Additionally, the fleece has 8 charges. While wearing it, you can use your action to expend one or more of its charges to cast one of the following spells from it (spellcasting ability modifier +5): aura of vitality (3 charges), cure wounds (1 charge), heal (6 charges), lesser restoration (2 charges), purify food and drink (1

charge). You can also cast heal (8 charges) as an action by putting the fleece on a creature within 5 feet of you.

The Golden Fleece regains 1d6 + 1 charges daily at dawn.

Gorgoneion Shield

The Gorgoneion Shield is a magical item dedicated to Athena, goddess of Knowledge and Protection. The head of the legendary monster Medusa surrounded by snakes is carved upon the brass shield. The bearer of such an item is believed to be protected and blessed by the Goddess herself.

Medusa. Medusa is a monster capable to petrify other creatures with by looking at them. According to some legends Medusa was created by Athena, to keep her safe from the lust of men, while according to another legend, he who beheaded the monster, returned the head to the Goddess.

Gorgoneion. This is a symbol associated with the goddess Athena and used by her followers to ward off evil.

Athena Promachos. The goddess is the protector of Women and leads them in the battlefield in times of war and many female fighters revere the Warrior Goddess to gain her blessing.

Gorgoneion Shield

Armor (shield), rare (requires attunement by a creature proficient with shields)

While attuned to the Gorgoneion Shield, the wielder increases their AC by 2. While the shield is equipped, the wielder is immune to petrifying effects. Additionally, if the wielder is a female, they gain the following benefit:

Whenever you are brought down to 0 hp, you instead stay at 1 hp and as a reaction you grant the blessing of Athena to every allied creature including yourself within 20 ft, healing them for 1d8 + your Wisdom modifier. You may use this feature once per long rest.

Helm of Hades

After the victory of the gods of the Olympian Pantheon over the titans, some Cyclops wanted to express their eternal gratitude to the gods for freeing them, and so they created weapons for each of them. For Hades, who became God of the Underworld, they crafted the Helm of the Underworld. The god used it in many battles and is also known to have lent it to others, such as Athena or even the great hero Perseus in order to help him in his quest to kill the Medusa.

The Helm has the power to turn its user invisible. Having been worn by Hades for so long, it has also gained some power over the Underworld and the realm of the Dead. When a creature dons it, it produces blue flames.

Helm of Hades

Wondrous item, legendary (requires attunement)

While you are attuned to this dark grey metal helm, blue flames leap from it. You have resistance to cold and necrotic damage.

This helm has 8 charges. While you are attuned to the helm of Hades, you can use your action to expend 1 or more of its charges to cast one of the following spells (save DC 18) from it: *armor of agathys* (1 charge), *darkness* (2 charges), *invisibility* (2 charges), *fear* (3 charges), *speak with dead* (3 charges), *greater invisibility* (4 charges), *harm* (6 charges).

The helm regains 1d6 + 1 expended charges daily at dawn.

Hephaestus' Hammer

Hephaestus is the god of blacksmithing, metallurgy, fire, and volcanoes. He is the artisan behind many of the weapons held by other deities. All of his creations are considered masterpieces and it is believed that the forge god can manipulate any metal with ease.

Hephaestus' Hammer was created by Hephaestus in the image of his own hammer, with which he toils day and night. It is a weapon of great power and the God himself gifts it only to the greatest warrior of a generation. The hammer was forged with lava in the depths of a volcano, imbuing it with the volcano's destructive potential.

Hephaestus' Hammer

Weapon (warhammer), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Hephaestus' Hammer has 5 charges.

As an action, you can expend 3 charges and unleash a stream of lava in a 15-foot line that is 5 feet wide. Each creature in that line must make a DC 16 Dexterity saving throw. A creature takes 3d10 fire damage on a failed save, or half as much damage on a successful one. The lava ignites the ground and flammable objects in the area that aren't being worn or carried.

As a bonus action, you can expend 2 charges to bathe the hammer in lava. Until the end of your next turn, attacks with Hephaestus' Hammer deal an additional 1d10 fire damage.

Hephaestus' Hammer regains 1d4 + 1 expended charges daily at dawn.

This legendary hammer may be used as part of smithing tools. Any item created using this hammer is considered magical.

Hera's Diadem

Hera's Diadem is a ritualistic magic item used by the high clerics devoted to the goddess Hera. Each temple of the Goddess has only one Diadem, which is crafted by the finest artisans that the church can find.

Hera. Hera is the goddess of family and marriage. She protects this holy institution and serves as a protectress of married weapon.

Diadem. This jewel is finely crafted and each one is unique bearing the style of the high cleric that will wear it. After the passing of their bearer, diadems are passed to the most respected member within the church. The diadems are decorated with white gems and are only put on during ceremonies.

Responsibility. This item may only be attuned by a female Cleric. Any marriages blessed by a creature attuned to the Diadem are also blessed by the Goddess Hera. If the goddess judges that the marriages you perform are not chosen with Wisdom, she strips you of this power.



HIDE OF THE
NEMEAN LION

Hera's Diadem

Wondrous item, very rare (requires attunement)

Whenever you cast the *ceremony* spell to perform a wedding, you may spend a 7th-level spell slot or higher to make its effects permanent.

Hide of the Nemean Lion

The hide of the Nemean lion is the skin of one of the most dangerous lions that ever roamed the earth. The lion was said to be impervious to mundane weapons and the elements. It was killed by Heracles, a man said to be a demigod, as part of his quest for forgiveness and to achieve immortality.

The Lion. There were many rumours regarding the origin of the lion. Some say it was the spawn of a great god-titan that ravaged the earth and a maddened woman who was half snake. Others say the lion descended from the moon as the child of the king of gods and the goddess of the moon, while others attribute its birth simply to a chimera.

The Hide. The lion's hide could resist silver and steel. It was so strong that it allowed the lion to never suffer a wound in its life. It also provided protection against the elements. The demigod that killed the lion did so by strangling it to death. He later used the lion's own claws to skin it and acquire its hide for protection.

Hide of the Nemean Lion

Armor (hide), rare (requires attunement)

While attuned to the hide of the Nemean lion, you have resistance to bludgeoning, slashing and piercing damage from non-magical weapons. Additionally, you are also resistant to cold, fire, thunder and lightning damage.

Hydra's Poisonous Blood

The hydra is a legendary fearsome creature.. All of hydra's heads are ferocious and their hunger is insatiable. Poisonous blood flows inside its serpentine body. . When its skin is pierced, blood oozes from the wound and a foul stench fills the air. The hydra can also contaminate its victims with its bites.

When this beast is slain, it is possible to extract this poison from its blood and apply it to weapons. The poison itself is odourless and transparent, and when items are coated with it it's very hard to detect (which means it can also be used for deceit). This is how the legendary hero Hercules is rumoured to have met his mortal demise before ascending to Olympus as a full-fledged demigod. Fooled by his enemies, Hercules' wife coated his cloak with Centaur's blood, thinking it would rekindle their love. However, the Centaur had been killed with arrows dipped in the hydra's Poison. Once Hercules put on the cloak, the pain was excruciating that Hercules set himself on fire having succumbed to this maddening pain.

Harvesting. To extract the poison from the Hydra, a creature proficient with Alchemist tools or Poisoner's tools must succeed on a DC 16 check with the tool of its preference. This produces one vial of poison. The blood from one slain hydra is enough to create 10 vials of poison, which can be applied once each.

Hydra's Poisonous Blood (Injury, contact). This poison must be harvested from a dead or Incapacitated Hydra. A creature subjected to this poison must succeed on a DC 18 Constitution saving throw or be stunned until the end of its next turn taking 21 (6d6) poison damage. On a success, the creature takes half as much damage.

Kronos' Scythe

A scythe made of crystal, indestructible and all powerful, Kronos' scythe is said to be able to reap a whole field with one swing and damage anything, even deities.

A long time ago, there existed the first generation of Titans. The father was all powerful but also horrible, treating his children violently and ruthlessly. The youngest of these Titans was not as strong as his siblings, but he was cunning and ambitious. He fostered a great hatred for his father that burned inside him for centuries.

The mother of the young Titan noticed how he looked at his own father and thought it was time to punish her husband's actions. She bestowed upon the youngest Titan a crystal scythe, blessed by her, with the order to castrate his own father. The young Titan used the scythe to punish his father before murdering him. He then sat upon his throne and ruled over the kingdom.

The young Titan ruled with his crystal scythe for a long time. He became greatly revered, and there were many celebrations in his name as his scythe became the symbol of the harvest.



KRONOS' SCYTHE

Kronos' Scythe

Weapon (glaive), artifact (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic adamantine weapon, and damage dealt with it ignores all immunities and resistances. Celestials and creatures that are Huge or larger are vulnerable to the damage caused by Kronos' Scythe.

Additionally, as an action, you can instantly harvest up to 1 square mile of plant crops.

Laurel Wreath

The laurel wreath is a circular band of bay leaves. It symbolizes peace and immortality. It was awarded to people of power. Only emperors, kings and athletes could wear one. It became a symbol of superiority and the main prize in grand sporting events in a time when athletes competed simply for the honor of being the best.

The Olympic Games. The Olympic Games were a sporting event so important to the people of the region, that they would halt local wars to participate in them. People from all over the region would gather and participate as well as watch the games.

The Honor of the Laurel Wreath. When someone was awarded the laurel wreath, it is said their city would destroy the walls where they would return to. It symbolized that having someone who had won the laurel wreath, they no longer needed walls to protect them.

Laurel Wreath

Wondrous item, rare (requires attunement)

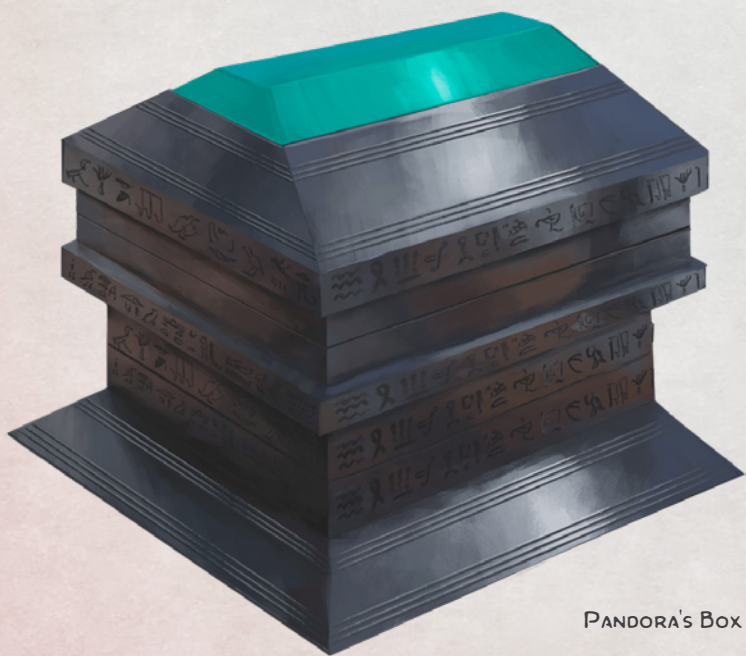
While attuned to the wreath, you gain the following benefits while wearing it:

- Your Strength, Dexterity or Charisma score (your choice when you attune to it) increases by 2, to a maximum of 20.
- You have advantage on Strength (Athletics) checks or Dexterity (Acrobatics) checks or Charisma (Performance) checks (your choice when you attune to it).
- You gain the benefits of a short rest after 10 minutes of rest instead of 1 hour.

Pandora's Box

Pandora was the first woman in the material plane. She was created by the Gods and each one of them gave her a gift; thus her name means "the one who bears all gifts". Pandora served as punishment to mankind since Zeus wanted to punish people due to Prometheus's theft of fire. According to Hesiod, Pandora's gifts could be described as "beautifully evil." Hephaestus molded her from clay perfectly. Aphrodite inscribed upon her the quality of femininity while Athena taught her the crafts. Finally, Hermes showed her how to be deceitful, stubborn and curious.

The Box. Pandora was given a beautiful golden box with a demon's visage on it. The Gods told her that the box contained special gifts given by them but there was one constraint: Pandora was never to open this box



PANDORA'S BOX

Even if Pandora was trying to tame her curiosity, in the end, she could not tolerate ignorance anymore and she opened the box. Every disease and hardship hidden in the box was released to the world. Pandora got scared after witnessing so much evil spreading and she hurriedly sealed off the box keeping only Hope inside. It is said, Ironically, Zeus's will was for Hope to stay safe and sound since he wanted to let people suffer in order to teach obedience to the Greek Pantheon. Pandora was the chosen one due to her curiosity rather than her maliciousness.

Pandora's Box

Wondrous item, artifact

This golden box contains various horrific creatures that were trapped inside by the gods.

You can use an action to open the lid of the box thus releasing creatures. On initiative count 20 (losing initiative ties) if the box is open, roll on the table to determine what creature is released (reroll if the creature has already been released). The creatures appear in a random unoccupied space within 200 feet of you. Every creature except the Solar is aggressive towards you and your companions.

d20	Contents
1-3	Balor
4-6	Pit Fiend
7-9	Nightwalker
10-11	Astral Dreadnought
12-13	Alhoon
14-15	Kraken

If all the creatures have been released from the box, you can use an action to speak the box's command word, targeting a creature that has escaped from the box and that you can see within 60 feet of you. The target must succeed on a DC 19 Wisdom saving throw or be trapped

in the box. Once trapped a creature remains in the box until released. A creature trapped in Pandora's box doesn't need to breathe, eat, or drink and doesn't age.

Poseidon's Trident

It is a trident made from blue steel and imbued with the power of the God of the Seas. Its wielder gains power over water and is destined to rule underwater kingdoms.

King of the Seas. Poseidon is the God of the Seas and brother to Zeus. Cronus, his father, divided the world among his three sons and this is when Poseidon became lord of the sea. Poseidon's Wrath. Poseidon was not soft towards those who angered him. He used his powers to punish them by unleashing storms to sink their ships and he often summoned earthquakes to destroy their cities.

Poseidon's Trident

Weapon (trident), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Its wielder gains the following benefits.

- The wielder gains underwater breathing and their swimming speed changes to 50 feet. Additionally, while underwater they may use the Dash action as a bonus action.
- If the trident is within 100 feet of you, you may, as a bonus action, return it to your hand.
- The trident gains 1d8 charges at dawn, up to a maximum of 12 charges. You may use these charges to cast the following spells: *shape water* (1 charge), *create or destroy water* (2 charges), *water breathing* (4 charges), *water walk* (4 charges), *control water* (6 charges), *earthquake* (12 charges).

The DC of these spells equals to 8 + your proficiency bonus + your Strength modifier.

Scales of Justice

This scale, consisting of two plates and a fulcrum, lacks a steady foundation, symbolizing that evidence should stand on its own. A phrase written in an ancient language can be seen above the two plates and the fulcrum. The user of the scales or anyone that



THE BLINDFOLDS OF
JUDGEMENT, SWORD
OF JUSTICE, AND
SCALES OF JUSTICE

can decipher the language can read the phrase “the punishment of the sinner” on the left plate, “represents” on the fulcrum and “the sin being punished” on the right plate. These scales were used by the Titaness Themis in order to measure the strengths of a case’s support and opposition.

Scales of Justice

Wondrous item, legendary (requires attunement by a creature of lawful alignment)

Can be used as spellcasting focus.

Once per long rest, you can tip the scales of an overwhelming fight to restore balance. As an action, you touch the fulcrum making it shed white bright light in a 20-foot radius. Additionally, you can cause up to two of the following effects:

- If your allies are fewer than your enemies, you and your allies can use your reaction to immediately take an action
- Each ally within 120 feet of the scales gains temporary hit points equal to your level + your Wisdom modifier
- Each creature of your choice within the bright light must succeed on a DC 19 Wisdom saving throw or suffer disadvantage on their attack rolls until the end of their next turn.
- You and up to five willing creatures of your choice within the bright light can teleport up to 60ft. in an unoccupied space of your choice, though your relevant positions remain unchanged.

In addition, while holding the scales and you or an ally that you can see is forced to make a saving throw, you can use your reaction to add a +3 to the saving throw. You can choose to do so before the roll occurs. Once you use this feature, you can’t do so again until you finish a short or long rest.

While attuned to the scales, if you willingly and knowingly perform injustice against another creature, the scales tip to your disapproval, cursing you. Whenever you attempt to take a short or long rest, you must make a DC 21 Constitution saving throw, taking 5d10 necrotic damage on a failure or half as much on a success. This damage cannot be reduced by any means. On a failure, you gain none of the benefits of a short or long rest until the next dawn. This curse cannot be lifted by any means short of a *wish* spell, other than amending for the injustice you performed (a proper amendment is up to the DM's discretion).

If you are attuned to the *Blindfolds of Judgement*, *Sword of Justice* and *Scales of Justice*, you gain the following benefits:

- You can spend 10 minutes to perform a special ritual using these three items. When you do so, you gain knowledge of whether or not a creature within a 60-foot radius has lied in the last 24 hours, as well as the nature of that lie.
- You can cast holy weapon at will, as long as you are wielding the Sword of Justice.
- When you reduce a creature to 0 hit points while Divine Judgement is active, you regain a number of hit points equal to half your character level, rounded down.

Sword of Justice

Originally created by Themis, Titaness of Divine Law and Order, this bronze longsword symbolizes punishment. The whole sword is made from the same piece of bronze; however, it weighs just as much as a normal longsword. The sword was made to symbolize that justice must be swift and final, and it conveyed the authority of the judging party.

Sword of Judgement

Weapon (longsword), legendary (requires attunement by a creature of lawful alignment)

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

When you detect that a creature is lying to you, you gain advantage on all attack rolls made with this weapon against it, until the truth is revealed.

You can empower your attacks against those who dare oppose divine judgement. As a bonus action, you can make the sword shed a pale-yellow light, providing dim light in a 10-foot radius. If you are within 60 feet of a creature that is lying to you, the sword sheds bright light in a 30 feet radius and dim light for an additional 30 feet. You gain the benefits of the *holy weapon* spell for 1 minute.

However, seeing that justice is blind, the sword hinders any attempts made by the wielder to deceive someone else. You have disadvantage in all Charisma (Deception) checks.

Curse. Should you willingly and knowingly try to take advantage of another creature for your own gain, you are cursed by the sword, and can only forgo attunement to it by the means of Remove Curse or other similar effects that explicitly state that they can remove curses. While you are cursed, you have disadvantage on all ability checks, attack rolls and saving throws made in order to avoid facing the consequences of your actions. Should you face the proper consequences, the curse is automatically lifted, and you cannot attune to the sword again, being proven unworthy.

Thyrus

Thyrus is a thin long wand made of fennel, wrapped in vines with a pine cone on its top. It is used by satyrs and is a symbol of prosperity, fertility, hedonism and pleasure.

Part of a Ceremony. People that carry a thyrus usually engage in hedonistic rituals. These rituals are said to last for days if not for weeks, and are celebrated throughout the year in many places around the world.

Thyrus

Wondrous item, uncommon

While holding the thyrus, you can cast the following spells without using up a spell slot or requiring material components:

- Cantrips (at will): *friends*, *prestidigitation*
- 1st level (1/Day each): *goodberry*, *sleep*

Zeus' Thunderbolt

This terrifying weapon was created by the Cyclopes and the Hecatoncheires (hundred-armed men), and was given to Zeus as a gift when he freed them from their dungeon in Tartarus. He proceeded to use the Thunderbolt to turn the tides in the battle against the titans (Titanomachy), overthrowing them and rightfully earning the title of King of the Gods.

Zeus. Zeus is considered the King of the Gods, as well as the god of lightning, thunder, and sky. He is closely related to many central figures of the Hellenic Pantheon, most notably Cronus (father), Poseidon and Hades (siblings), and Athena, Artemis and Apollo (children).

Zeus' Thunderbolt

Weapon (spear), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you hit a creature with an attack using this weapon,

they take an extra 2d6 lightning damage, or 4d6 lightning damage if it was a ranged attack.

Once per turn, when you hit with a melee attack using this weapon, you can force the target to make a DC 16 Constitution saving throw. On a failure, the target is stunned until the end of your next turn.

As a bonus action you can recall the thunderbolt, causing it to fly back into your hand.

While holding the Thunderbolt, you can call upon the power of Zeus to cast the following spells through the spear: *call lightning* (5th level version), *chain lightning*, *lightning bolt* (5th level version). Once you have cast a spell in this way, you cannot cast it again until the next dawn.

Additionally, if you are in the middle of a naturally occurring storm, you can cast *lightning bolt* at will as a 3rd level spell.

Any creature that attempts to grab Zeus' Thunderbolt and isn't attuned to it must make a DC 16 Constitution saving throw. On a failure they take 6d6 lightning damage and drop the weapon. On a success, the creature is immune to this effect for one hour or until they drop the weapon.





Aenbharr

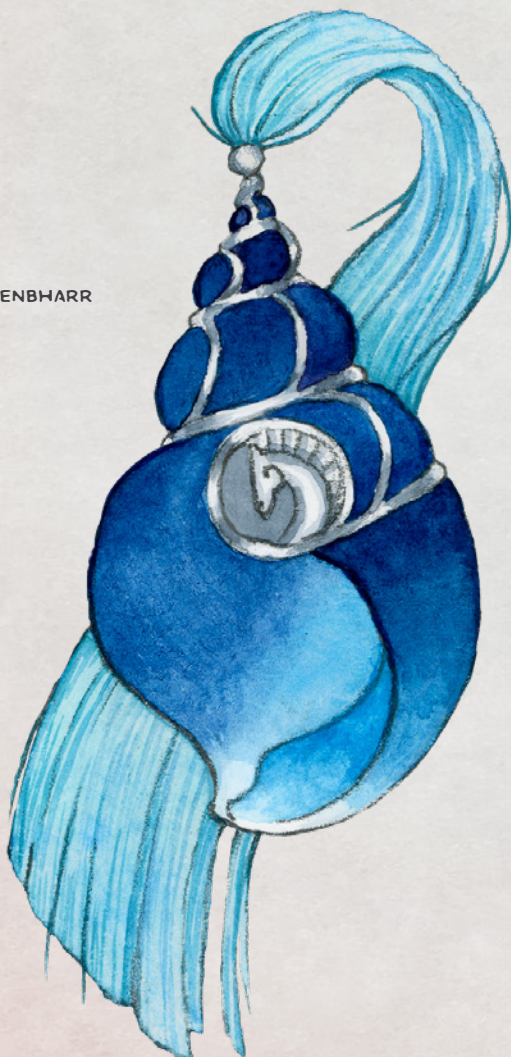
This conch shell summons forth the spectral horse Aenbharr, the legendary horse of the sea. Its form is that of a dark blue horse, its mane dripping with every flowing water. Aenbharr is said to guard the waters around its homeland, protecting it from invaders.

Aenbharr

Wondrous item, very rare

Once a day you can use an action to summon Aenbharr for 8 hours. Aenbharr has the stat block of a warhorse, but in addition has the ability to run on water, has a swim speed equal to its movement speed and can breathe underwater.

AENBHARR



Aengus Óg's Harp

Aengus Óg, the son of Boann and the Daghdha, the father of all Gods, was one of the mythical Tuatha dé Dannan, ancient inhabitants of the land. Aengus was the god of love and poetry, and often appeared as a handsome young man with four birds flying round his head. Through his music and sweet singing voice, Aengus brings joy and serenity to those he watches over. In various tales Aengus plays a harp or makes a harp for others, from Druid's apple wood and seven strings of his own hair. It is not known how many of these harps he created.

Aengus Óg's Harp

Wondrous item, legendary (requires attunement)

This harp is carved from a deep brown wood that seems alive. It feels warm to the touch, and the smell of sweet apples wafts when it is played. Its seven strings are gold in colour and appear fragile; yet they cannot be cut. The harp can be used as a spell focus by a bard or a druid, and gives a +2 bonus to spell attack rolls cast while holding it.

You must be proficient in stringed instruments to play this harp. The harp has 10 charges and regains 1d6 +4 charges at dawn.

You can use an action to cast one of the following spells, using your spell save DC: *animal friendship* (1 charge), *command* (1 charge), *geas* (5 charges), *polymorph* (5 charges), *truesight* (3 charges). You can also use an action to cast the cantrip *druidcraft* without expending any charges.

Additionally, you can expend 8 charges to give up to 8 creatures a glimpse into their future. If played continuously for 30 minutes at the start of a long rest, the chosen creatures gain a glimpse of their future in their dreams. They must be able to hear you to gain this benefit. Each sleeping creature rolls a d20 and

records the numbers rolled. They can replace any attack roll, saving throw, or ability check with the foretelling roll. They must choose to do this before they roll and they can only use this foretelling roll once. If they finish a long rest with an unused foretelling roll, they have disadvantage on all attack rolls and skill checks until the next dawn.

An Sceach Gheal - “The Fairy Tree”

These hawthorn trees grow in places with strong connections to the feywild. Often taking root over old fairy forts or between the stones of fey burial mounds, these trees are imbued with fey power and serve as vital links between that realm and ours. A sceach cannot be cut down or pared back, and great harm is inflicted on those who try.

An Sceach Gheal

Wondrous item, legendary

Sceachs cannot be moved from the spot from which they grow. If a non-fey being tries to take a leaf or branch from the tree, they must succeed on a DC 20 Wisdom saving throw or suffer the effects of the *hold person* spell.

If a non-fey tries to cut or dig around the roots of the tree, they must succeed on a DC 20 Strength saving throw or be pushed back 30 feet. The tree then casts the spell *wind wall* with itself as the origin.

Sceach’s Curse. Those who try to harm the tree are afflicted by the sceach’s curse. Each day at dawn, the cursed creature must succeed on a DC 20 Constitution saving throw or their hair begins to fall out and they bleed continuously from their nose and eyes. This alarms all who see them, giving the cursed creature disadvantage on all Charisma checks. After three failed saves, all of the creature’s hair fall out.

Additionally, the curse causes mild confusion. Before taking an action in combat, those afflicted must roll 1d6. On a 6, they forget what they wanted to do and forgo their action for the round. They can still take their move action or reactions. The curse can only be removed by casting *greater restoration*, *lesser restoration* or *remove curse*.

Sceachs are sought for their links to the feywild. If they are not interfered with, they can be used to contact the fey. If a creature sits within 5 feet of a sceach and waits for the wind to pick up, they hear the clashing of swords and the battle calls of fey armies on the march. The creature can call out, and if they are considered worthy, they are granted the ability to cast the spell *spirit guardians* once. The guardians take the form of brownie warriors dressed in green or red. The worthy creature can take a branch from the sceach, which is consumed when the spell is cast.

At twilight or dawn, you may touch the sceach and ask it a question. If you are considered worthy, you can cast *contact other plane* to contact a fey noble. You may contact a specific fey being if you know their name. In addition to the listed effects of the spell, a failed save means you are inflicted with the *sceach’s curse*.

You are considered worthy if you have come to the aid of a fey creature in the past, or have stopped someone interfering with their plans. The fey have long memories and do not forget favours owed.

Areadbhair - The Slaughtering Spear

This spear is strengthened by the slaughter it brings to the world, with every life taken fueling it like oil to a fire. When the spear is satisfied, it can unleash hellish flames onto the battlefield.

Infernal Metal. If a person with religious knowledge inspects this spear, they will recognise it as a weapon of the Nine Hells.

Areadbahir

Weapon (spear), rare (requires attunement)

Whenever you reduce a creature to 0 hit points with a melee attack from areadbhair you gain 1 charge, up to a maximum of 3. For every charge on areadbhair you gain a +1 to attack and damage rolls made with this magic weapon until you take a short or long rest.

Additionally, when you kill a creature with areadbhair you gain the effect of the *haste* spell until the end of your next turn (no concentration required). You suffer no penalty when your turn ends.

When areadbhair reaches 3 charges you can use an action and expend all charges to cast the 3rd-level version of the *fireball* spell (save DC 18).

Beagalltach

The second of the pair of Diarmuid's swords, Beagalltach or "little fury", was to be used for lesser adventures and against foes who were smaller and more numerous. Diarmuid was as famous for his skill and cunning in combat as his strength, and Beagalltach was put to use to show his grace and finesse as a swordsman.

This leaf bladed short sword is short enough to be used as a stabbing weapon. Its hilt is a gold humanoid form, whose legs encase the base of the blade and arms at the end of the handle. In the head are four green jewels, taking the place of eyes, which glint with the appearance of sentience.

This short sword is used as a stabbing weapon. The blade thickens towards the hilt, causing wounds to further open and deepen.

Beagalltach

Weapon (shortsword), legendary (requires attunement)

You gain +2 to attack and damage rolls you make with this magic weapon. Like other legendary Celtic weapons, beagalltach grants you the following properties when not wearing armor:

- You can use your bonus action to attack again with beagalltach.
- You can use your action to attack every target of Small or lesser size within 20 feet. Wounds caused by this attack continue to bleed. At the start of their turn, each creature you have hit continues to take 2 + your Dexterity modifier piercing damage. It must succeed on a DC 18 Constitution saving throw to end the bleeding.
- You cannot use this ability again until the next dawn.

Cauldron of the Daghdha

This enchanted cauldron creates a bountiful meal that feeds up to six people. Those who eat from this cauldron are said to be cured of their illnesses. It also sustains them for many days..

Cauldron of the Daghdha

Wondrous item, rare

Once every 2d4 days the cauldron can produce a bountiful meal of your choosing.

The meal takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to six creatures can be fed this way.



CAULDRON OF THE
DAGDA

A creature that eats from the cauldron of dagda is cured of all diseases, loses one level of exhaustion and does not require food for seven days.

Additionally, creatures that eat from the cauldron of dagda are also immune to all diseases for seven days.

Claidheamh Soluis - Sword of Light

This sword was formed from metals pulled from the Feywild, blessed by the Goddess of Nature. Capable of unleashing blinding lights, devastating flames or even dominating the will of one's enemies; this sword has been wielded by powerful warriors and kings throughout history.

Cultural Significance. Once this blade was wielded by a powerful king who declared whoever wielded the blade would be king of his lands.

Claidheamh Soluis

Weapon (longsword), very rare (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. Once a day you can use a bonus action to cause flames to erupt from the claidheamh soluis. These flames shed bright light in a 40-foot radius around you and dim light for an additional 40 feet. While the sword is ablaze, it deals an additional 1d8 fire damage to any target it hits. The flames last for 1 minute.

In addition, while you hold the sword, you can use your reaction to have claidheamh soluis impose disadvantage on a melee attack made against you or any creature within 10 feet of you.

Finally, once a day you can cast *dominate person* (save DC 17) using claidheamh soluis.

Dúban

Dúban, or 'black one', is the legendary shield of Cú Chullain. While he was away training with Scathach, King Conchubar mac Nessa declared that every warrior throughout the North needed to engrave a personal symbol on their shield. Cú Chullain ordered that a shield be forged to match his great courage and skill. In panic, the shield maker consulted a man wielding a two pronged fork. He instructed him to clear out his house and let the ashes from the fire spread across the floor. Using the fork, he marked out a design for the hero's shield. The shield maker then engraved "Lúathrinde" inside the rim of Dúban, meaning "a point brought from the ashes" or "a point brought swiftly" in tribute to both its wielder's speed in combat and the inspiration for its design.

Dúban

Armor (shield), legendary (requires attunement)

This black round shield is engraved with entwining cord patterns, and bears the legend “Lúathrinde” inside its rim. It acts as a +2 shield. If you are not wearing armour, you gain the following properties:

- You can choose not to move on your turn, and use your attack action to increase your AC against all ranged attacks, including spell attacks. You add 2d4 + your Constitution modifier to your AC for all ranged attacks until your next turn.
- You can use your bonus action to attack with dúban. When you do so, each creature your size or smaller within 30 feet of you must make a DC 15 Strength saving throw. On a failed save, a creature is pushed 20 feet away from you. This ability can be used again after a short rest.

Gae Assail - The Assault Spear

Made from the wood of an ancient and enchanted yew tree that could change the wind's direction with the rustling of its leaves, and forged of metal found deep within a mist-covered lake, the Gae Assail grants its wielder control over wind and water.

Of the Elements Wind and Water. While on the Plane of Water and Air, Gae Assail will glow with a dull green energy, a symbol of its authority over the elements.

Gae Assail

Weapon (javelin), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this magic weapon. If you are on the Plane of Water or the Plane of Air, this benefit increases to +3.

When you make a ranged attack with Gae Assail, it explodes into a shower of leaves, reappearing in your hand.

You can cast the 1st level spell *fog cloud* twice a day using Gae Assail. In addition you can cast the 4th level spell *control water* once a day. When you do this you gain 1 point of exhaustion.

When you throw Gae Assail and speak its command word it transforms into a torrent of wind, forming a line 5 feet wide that extends out from you to a target within 120 feet. Each creature in the line excluding you and the target must make a DC 13 Strength saving throw, taking 3d8 magical bludgeoning damage on a failed save, and half as much damage on a successful one. Creatures who fail this save are also knocked prone. You then make a ranged weapon attack against the target. On a hit, the target takes damage from the javelin plus 4d6 piercing damage and is knocked prone. If the target is of size Large or smaller, it is pushed 20 feet backwards.

Gae Bolg

Cú Chullain was the mightiest warrior in all the North. Since childhood, he was capable of feats of strength and bravery that surpassed those of whole bands of adult warriors, and the tales of his exploits were legendary. Pledging loyalty to Conchobar mac Nessa, the Chieftain of the North, Cú Chullain protected the King's land from his enemies. Not least of these were Queen Maebh and The Morrigan, a shape shifting sorceress.

Conchobar saw great potential in the young Cú Chullain from an early age, but knew his raw power and skill needed tempering. Cú Chullain wanted the hand of Emer in marriage, but her father Forgal Monach was opposed to this. He sent him to learn from Scathach, the legendary warrior woman and martial trainer.

It was Forgal's intention that Cú Chullain would be killed, but he proved more than a match for anything Scathach had to teach him. From her, he learned to stand on the tip of a lance in full flight, and many other outrageous feats of battle. She granted him Gae Bolg, the "spear of mortal death", a fearsome weapon forged from the bones of a sea monster and still bearing its spines. Gae Bolg had to be thrown using one's foot, and became so hot with use that it had to be kept in a barrel of water at night.

Gae Bolg

Weapon (spear), artifact (requires attunement)

To become attuned to Gae Bolg the wielder must complete special training. This requires 10 days of downtime, during which the player must travel to the wilderness and use the spear to defeat a beast of Large or greater size in single combat.

You gain a +3 bonus to attack and damage rolls made with this magic weapon. After attunement, the weapon gains additional properties detailed below. You must not be wearing armour to use these additional powers.

Random Properties. The spear has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Scathachs Blessing. The wielder of Gae Bolg gains proficiency in Acrobatics and Athletics, or doubles their bonus with these skills if they are already proficient.

Impaler. When thrown, Gae Bolg can deal an additional 2d6 points of damage and impale its victim. The target must succeed on a DC 20 Strength saving throw or become immobile as the spear roots them to the ground. Immobile foes cannot take the move action. If they take any other actions, they must succeed on a DC 20 Constitution saving throw or take an additional 2d6 points of damage from the weapon's barbs

as the spines twist and tear their internal organs. To remove the weapon, the target must succeed on a DC 20 Constitution saving throw, and takes damage as though they had been hit. On a failure, they remain immobile.

Great Heat. Gae Bolg heats up as it is used. From the second round of combat and for the next 10 minutes, its wielder takes 1d6 fire damage when they hold the weapon. This continues until the weapon is thrown or withdrawn. Those who are neither training, attuned, nor proficient with the weapon suffer this damage as soon as they touch Gae Bolg, and continue to receive it whenever they try and wield the spear. Flammable material that comes into contact with the spear for longer than one round either ignites or turns to steam - causing 1d6 damage to anyone within 10 feet until the heat is extinguished or cooled. At least 10 cubic feet of water is needed to cool the weapon, or it needs to be kept on earth or stone.

Destroying the Weapon. Gae Bolg cannot be destroyed, but can be returned to the sea. You must travel to the far north and throw the spear into a block of ice. Success on an attack roll against AC 30 is needed to plunge it into the heart of an iceberg. Gae Bolg will then shatter the block, causing a tidal wave. Those caught in a 200 feet cone from the origin of the wave must succeed on a DC 25 Dexterity saving throw or take 8d8 points of bludgeoning damage and be pushed back 200 feet. This may mean the target is swept far out to sea. On a success, a creature takes half the damage and is swept away half the distance.

Lía Fail - 'Stone of Destiny'

The Lía Fail, or 'Stone of Destiny', was one of the four items brought by the Tuatha dé Dannan to the land. The Lía Fail is a carved standing stone that roars with joy at the touch of a true Queen or King. It is used as a coronation stone.

Royal Proclamation. Should a true King or Queen stand, sit, or place their feet in front of it, the Lía Fail roars with joy. The King or Queen can command tribute, loyalty or arms from all who live in the land they protect. In return, the King or Queen must settle disputes when requested, provide protection, and sponsor a bard to sing the songs of their people and record the deeds of their heroes for posterity.

Lía Fail - 'Stone of Destiny'

Wondrous item, artifact

The Lía Fail is a unique item and cannot be moved or carried. For a true King or Queen, the Lía Fail can be activated to gain the following benefits:

First Among Equals. The King or Queen increases their Charisma score by 2 and gains proficiency in History and Persuasion, or doubles their proficiency in these skills if they are already proficient.

Random Properties. The Lía Fail bestows the following randomly determined properties on those who receive its royal proclamation:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Songs of Favour. The Lía Fail can cast the following spells on targets as described. Each spell can be cast once and is renewed by the light of the sun the following dawn.

- The Lía Fail sings songs of brave bands of warriors and their glorious victories. All those within 100 feet of the Lía Fail receive the benefits of the *bless* spell. This lasts until those affected take a short or long rest.
- The Lía Fail sings songs of mythical heroes and their daring exploits. Up to 10 creatures chosen by the King or Queen can touch the stone and receive the benefits of the *heroism* spell. This lasts until the creature takes a short or long rest.

- The Lía Fail sings of the health and vigour of the King or Queen. Upon kneeling and resting their forehead against the stone, the King or Queen receive the benefits of the *greater restoration* spell.

Destroying the Artifact. The Lía Fail can be destroyed by a +3 magic weapon. The Lía Fail has an AC of 25. If it takes more than 25 points of damage from a single successful attack, it splits in two and is destroyed forever. As long as the Lía Fail is destroyed, there cannot be a true King or Queen.

Luin Celtchair

This cursed spear was a gift from the God of Storms to Celtchar mac Uthechar. Due to the champion's arrogance in claiming none were above him, the God of Storms cursed the spear to betray its owner. The spear has been passed from hero to hero throughout the ages, betraying those who grew too proud and arrogant.

Luin Celtchair

Weapon (spear), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. If you are in a stormy weather this benefit increases to +2. You can cast the following spells from the sword: *call lightning* (save DC 14) (3rd-level version, twice a day) and *chain lightning* (save DC 15) (6th-level version, once a day).

Curse. This weapon is cursed, a fact that is revealed only when an *identify* spell is cast on the weapon or you attune to it. Attuning to the weapon curses you until you are targeted by the remove curse spell or similar magic; removing the sword fails to end the curse. While cursed, for every creature you reduce to 0 hit points, with Luin Celtchair, a rune will appear on the

spearhead. When nine runes appear on the spearhead, you take 8d10 lightning damage and all runes disappear. Additionally, after you cast *chain lightning*, you are stunned until the end of your next turn.

Móralltach

Móralltach belonged to the ancient warrior Diarmuid, a warrior of the Fianna, led by the legendary Fionn mac Cumhaill. As handsome as he was skilled in arms, Diarmuid fell under a geas and fell in love with Gráinne, who was betrothed to Fionn mac Cumhaill. To follow his chieftain he had to betray his lord, and Diarmuid and Gráinne fled Fionn's wrath over the length and breadth of the land.

Diarmuid's foster father was Aengus Óg, one of the mythical Tuatha dé Dannan, ancient inhabitants of the land. Also the god of poetry and love, Aengus gifted Diarmuid the legendary swords Móralltach and Beagalltach - the "Great Fury" and "The Little Fury". Móralltach was the bigger weapon, and to be used in Diarmuid's greater adventures, or in matters of life and death. Móralltach comes into its own when wielded by warriors of great bravery against powerful enemies.

Shape of the Sword. This leaf-bladed bastard sword widens and flattens three quarters of the way down its length, giving the blade its distinctive shape and increasing its effectiveness as a slashing weapon. Its hilt is made of entwined ropes of gold, which end in stylised arms and legs, forming the guard and base of the handle. On the base are four emerald eyes, representing the gaze of love or magic. As a weapon of the Fianna, its powers are only fully useable by those who try to match their bravery.

Móralltach

Weapon (longsword), legendary (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this magic weapon. When you are wearing no armor, you also gain the following benefits:

When you hit a Large or larger creature with Móralltach, it deals an extra 2d6 points of damage.

When an enemy attacks, you can use Móralltach to knock your enemies to the ground. You can use your reaction to attack a creature that has attacked you, your enemy takes no damage but must succeed on a DC 20 Strength (Athletics) check or be pushed away 10 feet and be knocked prone.

Móralltach can shatter inanimate objects of Large or smaller size, or a 10 foot cube of material from a bigger object, as per the *disintegrate* spell. You must successfully hit the target for this to come into effect. The shattered object is reduced to rubble.

Sguaba Tuinne - The Wave Sweeper

This small wooden figurine can transform into a ship that can accommodate a small army of soldiers. The ship was created when a king begged the Gods to let his people go free in exchange for his life. The gods granted his request, giving him Wave Sweeper, a ship large enough to carry his people to safety. The ship requires no navigation as the spirits of former crew members maintain and move the ship for its passengers.

Sguaba Tuinne - The Wave Sweeper

Wondrous item (ship), very rare

As an action you can speak its command word and place the wooden figurine into water, where it transforms into a vessel of your choosing. The vessel can be as small as a two person rowboat capable of travelling 1 mile an hour, or as large as a longship capable of travelling 5 miles an hour carrying up to 200 people. Any creatures inside the boat who are forced to make a saving throw by a creature or effect originating from outside the boat roll with advantage. Wave Sweeper's transformation lasts until the person who invoked it dismisses it as an action. Once you have used this feature you cannot use it again until the next dawn.

The Book of Kells

In the vibrant green lands where it hails from, this legendary book is famed for its intricate beauty. The Book of Kells was created by holy men deeply connected to the natural beauty of their homeland, and it bridges the gap between the divine and natural world, granting immense power to those who read from it. Each page is filled with holy depictions and surrounded by natural imagery.

The Book of Kells

Wondrous item, legendary (requires attunement by a cleric or a druid)

The Book of Kells can be used as a spellcasting focus for your cleric or druid spells.

You gain +2 to your spell attack rolls and spell save DC. While attuned to the book, you can prepare spells from both the cleric and the druid spell lists, and treat them as if they were both cleric and druid spells.

The Hurl of Cu Chulainn

This flat club is used in both warfare and sport alike. Once used by the legendary Cu Chulainn, a hero who slew a great wolf hound by hitting a projectile from this club down its throat, the club retains the power of this infamous hero.

The Hurl of Cu Chulainn

Weapon (club), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you target a beast creature with this weapon, you deal maximum damage to it. You can use an action to make a ranged attack with The Hurl of Cu Chulainn, firing a circular projectile in a 120-foot line. Each creature in that line must make a DC 20 Dexterity saving throw or suffer 4d8 bludgeoning damage.

Uaithne, the Four Angled Harp

This richly decorated harp is made from oak and strung with threads of pure sunlight that only need the softest brush of the fingertips to play their melody. Its rich music carries with it the tones of the wind, sun, ice and the morning dew. Uaithne is carved in the shape of a genderless winged figure, engraved with twisted Celtic patternwork. The harp belongs to An Daghdha, the first king of the Tuatha dé Dannan, sometimes known as the Father of All Gods and a powerful druid and warrior. In the hands of the Daghdha, this harp ensures the seasons progress in order and gives control over the battlefield.

Uaithne is intimately associated with the Daghdha. Mortals are only ever granted the harp to complete a specific task, after which it must be returned. If not returned or held by someone deemed unworthy, the Daghdha will appear in the form of Storm Giant with maximum hit points, instantly attuning to and retrieving Uaithne as an action. On it's next turn, the Daghdha plane shifts back to their home.

To obtain Uaithne, a druid must cast *commune with nature* to find what the Daghdha wishes. The druid casts the spell as normal and is given the following three facts:

1. Whether the Daghdha considers the hero to be worthy of wielding the harp, or what they must do to prove their worthiness.
2. How long the hero is permitted to use the harp, and for what purpose.
3. Where the hero must return the harp after its purpose is fulfilled.

The Daghdha expects the harp to be returned to a standing stone or stone circle.

Uaithne, the Four Angled Harp

Wondrous item, artifact (requires attunement by a bard or druid)

You must be proficient in a stringed instrument to play this harp. You can use this instrument as a spell focus for your bard or druid spells, and have a +3 bonus to spell attack rolls while holding it.

Those attuned to Uaithne know how to play three battle hymns, detailed below. Playing one of the hymns takes an action. Each of these

produces an effect with a range of 90 feet around you, that only affects creatures that can hear it. The harp uses your spell save DC.

Only one of Uaithne's effects can be active at a time. Creatures affected by a song can make a Wisdom saving throw at the start of each of their turns, and end the song's effects on a success.

Hymn of Mirth. Creatures of your choice within range must succeed on a Wisdom saving throw or be overcome with laughter, immediately dropping any held items. While laughing, creatures have disadvantage on Dexterity saving throws and may only take the move action.

Hymn of Grief. All enemies in range must make a Wisdom saving throw or be overcome with sadness, weeping as they remember those they have lost. Affected creatures fall prone, suffer disadvantage on their attack rolls and Intelligence saving throws. Additionally, they cannot maintain concentration on spells.

Hymn of Sleep. All enemies within range must succeed on a Wisdom saving throw or fall unconscious as affected by the sleep spell. They dream of a great feast, filled with music and revelry that they never want to leave.

Random Properties. Uaithne has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 2 minor detrimental properties

Destroying Uaithne. Uaithne cannot be destroyed. If the harp falls into the hands of someone the Daghdha does not approve of, the God themself will manifest and take it back.



Accabadora's Hammer

In ancient times, the Accabadora were called to end the suffering of those who were too badly injured or sick to go on, or those living too far from the nearest doctor or priest. Often marked with some birthmark or strange happening during their birth, the exclusively female Accabadora were trained by their mothers and grandmothers to perceive the movement of energy from dying creatures, and end it. They performed their sacred duty using a long wooden hammer, which in time would fill with both positive and negative energies.

Accabadora's Hammer

Weapon (maul), rare (requires attunement by a female character)

Accabadora's hammer is a plain looking long magical maul made of unadorned wood.

The head of the hammer glows while any aberrations, fiends, or undead are within 60 feet of it, shedding dim light up to a distance of 60 feet.

When you hit an undead with this magic weapon, you may add your proficiency bonus to the damage. Additionally, any living creature killed with this weapon can't be restored to life or become undead by any means short of a *wish* spell.

Ancilia

The Ancilia were, in fact, 12 sacred shields which were a symbol of protection, but only one of them had actual magical properties. The legend says that the magical shield was a gift from the gods. A city was afflicted by pestilence and its ruler prayed to the gods for salvation. As an answer, the shield fell from the sky. Another legend states that the shield was a gift from the King of the Gods to an Empire as a symbol of the Empire's power and would grant invincibility to whoever possessed it. Whatever the real story

is, from the moment the shield was given to humans, it became a symbol of invincibility and divine favor.

The Cult. By order of the emperor, a cult was formed and eleven more shields similar to the original one were crafted. The members of the cult were chosen from the high nobility and were consecrated by the god of war. They were supposed to protect the ancilia from thieves. Once a year the shields were displayed during a sacred procession; spears were beaten against them and war chants were sung.

Ancilia

Armor (shield), very rare (requires attunement)

While attuned to this shield, you are immune to any disease and have resistance to piercing, slashing and bludgeoning damage from non magical attacks and a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

If a creature within 30 feet of the original shield holds a copy of the Ancilia, the creature gets a +1 bonus to its AC and you all gain advantage to your Charisma (Intimidation) checks.

Book of Spirits

The origins of this book are unknown and its cover makes it very old. Legends say the book was written by an ancient emperor, others that it was written in more recent times by pagan cults researching dark knowledge. The book contains spells and rituals that allow the owner to summon spirits of the dead and appeal to their otherworldly knowledge to help overcome the obstacles of material life.

Book of Spirits

Wondrous item, rare (requires attunement)

When you use this book you must specify what help you need while performing a 1 minute ritual required to summon a spirit. Once per day

a you can summon a ghost with a +8 bonus in a Wisdom, Intelligence, or Charisma skill chosen by the DM based on the character's request. The ghost remains for 10 minutes, is friendly to you and is willing to help you. A ghost summoned in this way can't fight and disappears if it suffers any damage.

There is a cumulative 10% chance per use that you summon a devil instead (chosen by the DM). The devil is hostile to you and other non-devil creatures. It remains for 10 minutes or until killed. This chance resets every 7 days.

Also, you can use it to cast the enhance ability spell as an action. This property can't be used again until the next dawn.

Bufonite

These rounded green stones with healing powers are used to create magic amulets, rings or tiaras. It is very difficult to find one of these gems, and the procedure to create one is still unknown even for the most powerful archmages and priests.

Taken from a Toad's Head. Apparently, there are some magic frogs spending so much time among mire and oozes that they become immune to poisoning and the other unpleasant effects that might come from a life in a dirty pond. Some people think that this is impossible in the case of actual frogs, but it might become true for a very old and powerful bullywug (MM, p. 35). In the middle of the brain of these creatures, a bufonite might form.

Bufonite

Wondrous item, very rare

This item has 3 charges. You can use an action and expend 1 charge to cast the *lesser restoration* spell from it. You can also use an action and expend 3 charges to cast the *greater restoration* spell from it. The bufonite regains 1d3 expended charges daily at dawn.

Cagliostro's Magic Tome "Massonerie Egyptienne"

Cagliostro was always a skilled spellcaster, with a natural talent for learning magic. For him an arcane or divine spell were no different from each other, they simply changed what he called the source of power. Cagliostro learned spells of all kinds, but he specialised in the art of subjugating demonic and celestial creatures, and through this skill he was counted among the most powerful magicians of his time. His fame and notoriety gathered into a cult centered on his person and his powers. To train his followers, Cagliostro wrote a magical tome called "massonerie egyptienne", where he detailed all his studies and experiments. Sadly, when Cagliostro died, his cult split into hundreds of different schools and the magic tome was lost.

Cagliostro's Magic Tome

Wondrous item, very rare (requires attunement by a creature with an evil alignment)

The tome "Massonerie Egyptienne" looks like a regular spellbook except for the strange drawings on its cover, a series of magic symbols drawn by Cagliostro preserve the power inside the tome and a magic sigil prevent good-aligned creature to even open it. While attuned to it, the tome grants you the following benefits:

- As an action, you can summon a succubus under your command. It appears in an unoccupied space you can see within 30 feet of you, and disappears after seven hours. Once you have used this feature you cannot do so again for seven days.
- You gain expertise in the Charisma (Deception), Charisma (Persuasion), Wisdom (Insight) skills.
- You can cast *disguise self* at will, requiring no components.

Catullo's Hymn of Love

This book was written by a famous poet, known for how intense his expression of love who was in love with an older woman. While composing this hymn, Catullo ended up creating a blessing meant to protect two lovers.

*Excerpt. Vivamus, mea Lesbia, atque amemus
rumoresque senum severiorum
omnes unius aestimemus assis.
Soles occidere et redire possunt
nobis, cum semel occidit brevis lux
nox est perpetua una dormienda.
Da mi basia mille, deinde centum
dein mille altera, dein secunda centum
deinde usque altera mille, deinde centum.
Dein, cum milia multa fecerimus
conturbabimus illa, ne sciamus
aut nequis malus invidere possit
cum tantum sciat esse basiorum.*

Catullo's Hymn of Love

Wondrous item, uncommon (requires attunement)

A creature that has read Catullo's Hymn of Love can designate one creature familiar to them to be under the effects of the Hymn of Love. Both creatures become immune to charm effects and have advantage on saving throws against curses while one of them is attuned to Catullo's Hymn of Love and while both creatures are within 120 feet of each other. Additionally, once per day as an action, a creature can read an excerpt from Catullo's Hymn of Love. They gain advantage on their Charisma (Performance) checks until they complete a long rest.

Crocea Mors

Also known as "Yellow Death" for its radiance when touched by sunlight, this fearful shortsword is a divine weapon that fell from the sky and has the power to inflict incurable and inevitably fatal wounds upon whoever it strikes. It has been passed from emperor to emperor

and its power used to win wars and build empire. The first wielder of crocea mors lost it in battle when the sword stuck in the cleft shield of an enemy prince.

Crocea Mors

Weapon (shortsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon, and it scores a critical hit on a roll of 19 and 20. When you score a critical hit with this weapon against a creature, it must make a DC 15 Constitution saving throw. On a failure, the creature takes 2d6 necrotic damage at the start of each of its turns, and its hit point maximum is reduced by an amount equal to the necrotic damage taken. This effect ends when the creature recovers at least 1 hit point. This reduction lasts until the target finishes a long rest. The target dies if this effect reduces its hit point maximum to 0.

Additionally, this weapon is incredibly light and well balanced. When you successfully hit a creature with this weapon for the first time on your turn, you may immediately make another attack against the same target. This effect can only occur once per turn.

Cupid's Bow

Deities of love aim to spread passionate affection among all creatures. Their intervention may influence the destiny of kingdoms or direct the outcomes of battles. Preferring to remain in the background, deities usually send their emissaries and give them special blessings.

Myths say that a goddess of love enchanted the bow of a blind devotee. In this way, love was spread randomly (indeed, love is blind), and this happened for a long time. Eventually, the wielder of the bow fell in love with a wonderful woman, but their coupling was not supported by the goddess. The two strongly desired each other and overcame every challenge so they could

remain together. At the end, they were married. But whether the devotee continued to spread love with the goddess's bow is unknown.

Cupid's Bow

Weapon (shortbow), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls made with this magic weapon. When you nock an arrow on this bow, it becomes enchanted. You can decide if the arrow becomes a golden arrow or a black arrow.

When you hit a creature with a ranged attack using a golden arrow, that creature must succeed on a DC 15 Wisdom saving throw or become charmed by you for 1 minute. If two creatures fail their saving throws within 1 minute of each other, they both become charmed by each other for 1 minute, instead of by you. On a successful saving throw, a creature is immune to this effect for the next 24 hours.



DEMONIC MASK

When you hit a creature with a ranged attack using a black arrow, that creature must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. If two creatures fail their saving throw within 1 minute of each other, they both become frightened of each other for 1 minute, instead of you. On a successful saving throw, a creature is immune to this effect for the next 24 hours.

Demonic Mask

These grotesque masks were used by shamans of some ancient humanoid tribes. The eyes are curved upwards and the edges of the mouth turn upwards into a distorted grin. The shamans wore these masks on the occasion of rituals to soothe demons pleading with them to let the village they protect live in peace.

The ritual not only included dances and even performances but also a terrible sacrifice: the firstborn of each couple was due to be burned alive, doomed to spend an eternity to the Abyss. The meaning behind the smile on this mask was dubious: due to the nature of the sacrifice, it was viewed as a characteristic of happiness by the demons but also it was considered to be as a desperate cry for the terrible suffering of those afflicted by the loss of a child.

The mask was intended to scare off enemies and ward off evil. It was, used during the divinatory rites and it was also put on to keep aside the demons that could potentially sabotage the successful outcome of the rituals.

Demonic Mask

Wondrous item, uncommon (requires attunement)

When you wear this mask you are able to hear the distant cries of pain from the abyss supplicants. No fiend can approach you within 20 feet. You can use an action to instill fear to an enemy of your choice within 20 feet of you that you can see. The target must succeed on a DC 13 Wisdom saving throw or become frightened

of you for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you use this ability, you cannot use it again until you complete a short or long rest.

Isten Kardja

One day, a farmer found an injured heifer in his herd. The animal had a deep cut in one of its legs and so it was limping. The farmer could not find an explanation for the wound and so he followed the drops of the animal's blood to look for the offender. After walking for a while, he found a sword buried in the ground, its pointy end protruding from it. The animal accidentally stepped on it while browsing the green. The farmer exhumed the weapon and brought it to the most powerful warrior he knew.

Sword of the God of War. This sword was created personally by a deity of war as reward for a valorous warrior. Through the centuries it passed onto the hands of some of the bravest warlords and emperors. It is said that, when someone wields the Isten Kardja, none of their allies should ever fear any opponents ever again as victory will be at their side. It is rumored that the god owner of this sword, has his attention always on the wielder. A time will come when the wielder will be asked of a payment for the sword's services.

Isten Kardja

Weapon (longsword), very rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. The bonus increases to +3 when at least one of your allies is within 30 feet of you.

When you hit a creature with this magic weapon, that creature takes an extra 2d6 force damage.

The sword has 3 charges. While wielding it, you can use an action and expend 1 charge to cast the *circle of power* spell from it. The sword regains 1 expended charge daily at dawn.

Lapis Manalis

Farmers know very well how important water is for surviving. Basing their life on plants growth, they cannot do anything else than pray to deities in the unfortunate times of drought. If they are lucky enough, the local priest is capable of asking for a rainy cloud. Sometimes, a god-beloved village of farmers may receive as a gift of their deity a magic item for future divine intervention.

Ceremonial Stone. A magic stone created for evoking rain is called lapis manalis. It is sent by deities for assisting commoners with conjuring rain for their fields. Activating such stone requires a complex ritual involving multiple people and offers to the deities. The stone is often decorated by inscriptions in some ancient language such as Celestial, but it is not always possible to translate them due to the fact that sometimes they do not even have an actual meaning.

Lapis Manalis

Wondrous item, rare

This magic stone can be used to cast a spell as a ritual, requiring only material components. If three or more creatures touch the stone at the same time, they can cast the *control water* spell as a ritual, but only for redirecting flows. If six or more creatures touch the stone at the same time, they can cast the *control weather* spell as a ritual, but only to change the condition to rainy weather.

If you already can cast one of these spells, you can use the lapis manalis to cast one of them even if you did not prepare the spell and without expending spell slots.

Using the stone renders it powerless for one year.

Masks of Commedia

The masks of commedia are common items used by artists and actors in their crafts, but some masks hide within them a spirit, sealed up, almost imperceptible.

Anyone who wears an enchanted Mask of Commedia finds their outward personality mixing with that of the spirit within it. These mask spirits are in no way able to communicate with the wearer of the mask. They are brought to life and able to express themselves through the wearer, but they do not replace the wearer's soul or psyche in any way, and the mask can be removed at any time.

Commedia Mask of Zanni

Wondrous item, rare (requires attunement)

There are two types of Zanni masks.

The first Zanni is astute and agile, but also impulsive, very aggressive, and speaks carelessly.

The second is the exact opposite; it is ignorant and slow-moving. Nevertheless it always appears nice and amusing to those it converses with.

While wearing either Zanni mask, you can add double your proficiency bonus to Charisma (Deception) ability checks. You gain additional bonuses depending on the type of Zanni locked inside the mask.

The First, the astute and agile, gives you a bonus of +1 to your Dexterity and Intelligence score, but you have disadvantage on your Charisma checks because of its impulsive nature.

The Second, the slow and late, gives you a penalty of -1 to your Dexterity Intelligence score, but you have advantage in your Charisma checks because of its pleasant nature.

Commedia Mask of the Captain

Wondrous item, uncommon (requires attunement)

The Mask of the Captain contains a spirit that personifies aspects of a soldier. Sometimes it is of a noble captain offering encouraging words, but most often it is of a boastful braggart who tells loudly of their false accomplishments and made up titles.

While wearing this mask, you have proficiency with all armor and martial weapons, and you have disadvantage on saving throws against being frightened.

Commedia Mask of the Doctor

Wondrous item, uncommon (requires attunement)

The Mask of the Doctor contains a serious, meticulous, and quirky spirit who is always ready to find an excuse to start one of its infinite philosophical speeches. It says it knows every field of science and speaks on these subjects in a boring and lengthy way, mixing them into an inextricable tangle.



While wearing this mask, you add half your proficiency bonus, rounded down, to any Intelligence checks you make, and subtract it from any Charisma checks you make.

Commedia Mask of Magnifico

Wondrous item, common (requires attunement)

The Mask of Magnifico contains a spirit that represents the typical greedy and lustful merchant. The spirits of the magnifico are often spirits of the mask creators themselves, or merchants who have had one in their hands.

While wearing this mask, you have advantage on ability checks made to determine the value of any item you can see.

You also get the habit of an expensive life that forces you to lead a wealthy lifestyle.

Commedia Hat of the Lover

Wondrous item, uncommon (requires attunement)

The Mask of the Lover is actually a plumed hat, elegant and fashionable. It can come in many different styles and colours, and contains the spirit of a lover or a seeker of love.

While wearing this hat your alignment shifts to good. Additionally, while you are within 30 feet of an unconscious allied creature you add a +1 bonus to all your saving throws.

Commedia Mask of the Witch

Wondrous item, rare (requires attunement)

The Mask of the Witch preserves an enormous power that has been handed down from generation to generation, from mother to daughter. Generally this mask belongs to a woman, but there have been various cases where the owners were men, animals, and even plants.

This mask becomes invisible when worn, but it can be perceived by touch. While wearing it, you gain the following benefits:

- You can use an action to take the shape of a cat or a sheep. Your appearance and size changes, but all of your other game statistics remain the same.

- You can't die of old age as long as you are wearing the mask, though you do continue to age.
- You can cast the spell *scrying* without needing material components. Once you have used this feature, you cannot do so again until the next dawn.

Nero's Radiant Lantern

According to the myth, in his final moment of insanity, the emperor Nerone decided to burn his city to the ground rather than leave it to the hand of the traitors who conspired against him. When he discovered that even his own bride was plotting to assassinate him, he picked his lantern and pronounced a tremendous oath. He declared to burn every single building. Imbued with the force of a mad emperor, the lantern started to prorate a giant flaming tongue that burned Nerone and most of his beloved city to ashes. The energies preserved in the lantern are still very present, and committed to pursue the will of the mad emperor until everything burns.

Nero's Radiant Lantern

Wondrous item, artifact (requires attunement)

An apparently normal oil lantern, with three burned finger prints on both sides, the lantern oil never runs out, it seems that something is always burning inside it. When the lantern is lit, it emits a 20 feet radius of moderate light. The lantern gives to the following benefits:

- You become resistant to fire damage.
- When you speak its command word, the lantern activates and illuminates a 20-foot area. The light wraps the owner in a radiant flame and the illuminated area around you is considered a difficult terrain. Creatures that move in the area must succeed on a Dexterity saving throw with a DC of 8 + your proficiency bonus + your Charisma modifier or take 1d4 fire damage for each 5 feet of movement inside the illuminated area. This ability recharges after a short rest.

- The lantern has 6 charges of the *fireball* spell. The *fireball* has a radius of 30 feet. At each dawn the lantern regains 1 charge.

Pomegranate of the Nun

In an unknown convent there is the ghost of a young nun, daughter of one of the castle's many lords. It is said that the woman was in love with a soldier, but her father opposed their love, and so he killed the young soldier and locked his daughter in a convent, where she died of heartbreak soon afterwards. Stories tell that the ghost nun wanders through the halls of the old convent, and at midnight when the moon is full, she manifests dressed in white, gifting a pomegranate to those who see her. If a person manages to eat the fruit without dropping even a single seed they will find a magnificent treasure; otherwise they will be condemned for eternity, just as she is.

Pomegranate. When the ghost gives the pomegranate to someone who has seen her, she says little about the meaning of the gift and its effect. Usually the gift is given with a cryptic message.

Pomegranate of the Nun

Wondrous item, uncommon

A character who eats the fruit must make a DC 13 Dexterity (Sleight of Hand) check. If the character succeeds, the DM can reveal a treasure in a way they feel is most appropriate, such as the ghost giftings the treasure or a map to find it, leading the character to the treasure, or the character automatically knowing the location of a treasure. On a failed save, when the character dies it becomes a ghost forced to search for the lost seed, forever.

Ribboni's Perpetual & Portable Mechanism

Mastro Ribboni was probably one of the best engineers and inventors of his time, the stories about his care for details and his incredible ability to create perfect mechanisms spread rapidly all around the world and soon he was invited to participate in many noble and royal courts as to put in shows his inventions and his talent, according to some stories Ribboni was invited by a count obsessed by the passing of time, the count was an extremely influential, powerful and evil person, he had Ribboni's daughter kidnapped to blackmail him and force him to work for him, the count asked Ribboni for a mechanism that would always show the time with accuracy, in any situation, on the surface or underground, with the sun or in the darkest night, and granted to mastro Ribboni 1 year of time. Ribboni shut himself up in his laboratory and for a whole year his village heard the sound of his furnaces and gears, when he finally came out, he was exhausted, undernourished and probably mad, he loaded a large wooden crate on his wagon and he left for the count's residence. When he arrived at the court of the count, he delivered the box, the story said that as soon as he opened it the count assumed an expression of pure amazement, such amazing was Ribboni's invention that the count thought of forcing him to serve him exclusively, forbade him to abandon the castle; until the end of his days. Poor Ribboni was forced to do his utmost to create increasingly complex mechanisms. Many of his creations have been lost, others have been destroyed and others are still waiting for someone to find his notes and continue his work, but of all, his perpetual and wearable mechanism will undoubtedly remain one of the best of his time. The final form of the perpetual mechanism of mastro Ribboni remains a mystery to this day, according to the myth it was a complex system of extremely thin cables and tubes so thin that they could be

worn under garments, the whole mechanism connected two gloves between them, on the right glove a mechanism called perpetual clock, calculated days, months, seasons and years, on the left glove there were calculation mechanisms whose purpose has not yet been understood.

Perpetual and Portable Mechanism of Master Ribboni

Wondrous item, common

The portable mechanism grants the owner the following benefits

- You know the current day, month and season of the year.
- Even underground, you know if it is day or night, and the current phase of the moon.
- The mechanism acts as a compass. You always know where north is.
- Once per day the mechanism can predict one circumstance, once per day you may roll initiative with advantage.

Scrixoxiu

The scrixoxiu is a hidden treasure chest containing a great treasure. Some wealthy men hide their treasures by burying them, walling them in their homes, stuff them in hollow trees or stash them away in hidden tombs to prevent thieves, raiders and bad guys from stealing them. Sometimes, when there is no one left alive to remember the existence of these treasures, spirits take possession of the chest making it magical. From that moment the casket and the treasure it contains become invisible and cannot be located in any way, not even by magic.

Unsuspecting Visitors. Spirits may appear in a dream to one or more fortunate individuals, in the form of talking animals, deceased relatives, fairies or demons, and reveal to them the location of the treasure along with instructions on how to retrieve it. These instructions may include magical formulas, rituals and sometimes human or animal sacrifices, which must be carried out to the letter. Furthermore, anyone

who receives a visit of said spirits in a dream cannot reveal the existence or location of the treasure to anyone else, unless the spirits grant specify so. If even one of these conditions is not respected, the scrixoxiu transforms the treasure into stones and coal; in some cases, those who received the vision are cursed.

Scrixoxiu

Wondrous item, uncommon

This magical casket is invisible and is immune to the *detect magic* spell. The spirits that inhabit the scrixoxiu can visit a random creature in a dream, revealing the position of the treasure and instructions on how to find it. If the creature does not follow the instructions exactly, or if it reveals the position of the treasure to another creature (unless the scrixoxiu specifies otherwise), the scrixoxiu transforms the treasure into stone and coal. The DM determines the amount or type of the treasure.

Secce Stones

The black ink emitted by cuttlefish among many coastal populations is considered a sign of misfortune, but few know the stone of Seccia, the Secce are flints often shaped to resemble an arrow or a dagger, once shaped, a curse is inscribed on it with cuttlefish black ink, the curse is active only if the stone is consecrated by a witch's spit. The curse takes effect immediately once it hits a creature successfully. The curse is wasted if the arrow misses its target.

Secce Stones

Wondrous item, rare

A small pouch usually in black leather which contains 6 stones and a vial of cuttlefish black ink with a small iron bodkin to carve the curse. A secce stone is small and flint shaped in the form of an arrow or knife, with the name of the a creature inscribed. You can use an action to carve the curse into the flint, then, in order for the curse to take effect, you must hit the creature with an attack. On a hit the target takes

1 piercing and 1d4 necrotic damage, it then must succeed on a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Charisma modifier, on a failed save the target is cursed, for the next eight hours the target has disadvantage on every attack, ability check and saving throw. A creature already cursed by one secce stone is immune to other secce stones until it is no longer cursed.

Spear of Destiny

This normal-looking spear continuously drips blood from the tip. When the spear was used by a soldier to pierce a celestial creature, the event gave it magic powers and it became a legendary artifact.

A spear with a mystical background, it gives the wielder powers to bend world's destiny to their will but with one fatal flaw – if the holder loses the spear they die soon afterwards. The spear's location is a mystery, sometimes it has been lost for centuries and other times cults and paladins kept it hidden from the wrong hands.

Spear of Destiny

Weapon (spear), artifact (requires attunement)

The spear of destiny is a magical weapon that grants a +3 bonus to attack and damage rolls made with it. It deals 1d8 extra necrotic damage on a hit and scores a critical hit on a roll of 19 or 20. Against celestial creatures it deals an extra 2d10 piercing damage

Random Properties. The spear has the following randomly determined properties:

- 2 minor beneficial properties
- 1 major beneficial property
- 1 major detrimental property

While attuned to this spear, you can reroll an attack roll, saving throw or ability check. You can't use this property again until the next dawn.

Additionally, while the spear is on your person, you can use an action to cast one of the following spells (save DC 18) from it: *inflict*



SYBIL STONE

wounds (5th-level version), *ray of enfeeblement*, *protection from evil and good*, *banishment*. Once you use the spear to cast a spell, you can't cast that spell again from it until the next dawn.

If you unattune from this spear you instantly die.

Sybil Stone

Hidden in the meanders of a mountain range, between frozen mountains called Glass Mounts, there is an ancient sanctuary of the Goddess of eroticism. The legend says that a fairy lives in this sanctuary, a priestess called Sibilla. Knights and adventurers have long been searching for this cave to ask the fairy to talk to the dead or to predict their future. Other stories tell of how Sibilla is evil and cruel, of how she is associated with witches and demons and finally, of how she lures travelers to seduce and sacrifice them in her altar.

Stone Of Ancient Power. The Sibyl Stone is a flat and dark stone, an altar dedicated to ancient divinities. It contains some illegible incisions: according to tradition Sibilla uses it to perform her divinatory rituals. It also permits access to the afterlife.



THE MOUTH
OF TRUTH

Sybil Stone

Wondrous item, rare (requires attunement by a spellcaster)

This heavy slab of polished stone has indecipherable engravings on its side. Only those who are attuned with this object can read these writings. You can touch the stone and cast the following spells: *conjure fey* (6th-level version), *contact other plane*, *legend lore*, *modify memory* (5th-level version), *plane shift*, *suggestion*. Once the stone has been used to cast a spell, it can't be used to cast that spell again until the next dawn.

The Mouth of Truth

The Mouth of Truth is an ancient circular marble slab depicting the face of an elderly bearded man. Some say the face depicts an inquisitorial deity, others say an oracle, and still others describe it as a faun. The slab is set in the wall of a temple of a forgotten city.

Legend says that whoever inserts their own hand into the mouth of the statue must only tell the truth: otherwise the mouth will close,

removing the liar's hand. This incredible ability of the object to detect lies has been exploited over time for a variety of purposes, including business agreements, questioning criminals, and testing partner loyalty.

It is said that one noblewoman, despite being guilty of adultery, managed to deceive the Mouth with a logical artifice. Worried about the woman's fidelity, her husband led her into the presence of the Mouth of Truth. The woman asked her lover to come along on the day she would be tested and, pretending to be crazy, hug her in front of everyone. The lover performed perfectly what was requested. Thus, at the moment of putting her hand in the mouth, the woman was able to swear quietly that she had been embraced in her life only by her husband and by that man whom everyone had seen.

Mouth of Truth

Wonderful item, very rare

This circular marble slab depicts the face of an elderly bearded man. It has a diameter of 6 feet and weighs 1,300 pounds. If a creature speaks a lie while their hand is inserted into the hole in its mouth, a field of energy is created within the mouth that disintegrates whatever it comes into contact with. The creature takes 4d10 force damage and loses its hand, along with everything that hand was holding or wearing. The energy field remains active for 1 round, after which point it dissipates. Artifacts suffer no damage or negative effects from the mouth of truth's energy field.

The Tarot

The tarot contains two decks of cards which are kept separately by a silver sheet, used for cartomancy that is, for fortune-telling. The first deck contains 56 cards and it is called the minor arcana. The second deck contains 22 cards and it is called major arcana. These are the two decks of the tarot cards which will be discussed in this section.

Serious Business. Fortune tellers use the tarot to read the future for themselves or for someone else in return of a fee. The use of tarot cards is never taken lightly: it is said that using tarot cards for trivial reasons or without a firm belief in the power of cards can lead to bad luck or even the bestowing of curses.

Tarots

Wondrous item, rare

This set of cards contains two decks: the minor arcana and the major arcana. Tarot cards can be used in two ways. Using both decks you can predict the future to yourself or another creature. If you draw from the major arcana deck, you can activate a powerful effect.

Reading the Future. You can read the future for yourself or for another creature. While attuned to the deck you can cast the spell augury without expending any spell slots. If you cast augury on a creature that does not believe in the power of the tarot (at the DM's discretion) it risks being cursed by the curse of the tarot



TAROT DECK

Curse of the Tarot. The target must make a DC 10 Wisdom saving throw. On a failure, it suffers the effects of the bestow curse spell, with a duration of 24 hours (the DM chooses the nature of the curse).

Major Arcana. You can use an action to draw one card from the major arcana deck (you can use an altered deck of playing cards to simulate the deck). As soon as you draw a card from the deck, its magic takes effect. Each effect of a drawn card ends when you complete a long rest. If the card gives you a power or skill, you have the option to use it until you complete a long rest.

Once a card is drawn, it fades from existence. The card reappears in the deck the next dawn.

Playing Card	Major Arcana
Ace of diamonds	Justice
King of diamonds	The Sun
Queen of diamonds	The Moon
Jack of diamonds	The Star
Two of diamonds	The World
Ace of hearts	The Hermit
King of hearts	The Pope
Queen of hearts	The High Priestess
Jack of hearts	Judgement
Two of hearts	The Lovers
Ace of clubs	Wheel of Fortune
King of clubs	Strength
Queen of clubs	Death
Jack of clubs	The Hanged Man
Two of clubs	The Tower
Ace of spades	The Chariot
King of spades	The Emperor
Queen of spades	The Empress
Jack of spades	Temperance
Two of spades	The Devil
Joker (with TM)	The Fool
Joker (without TM)	The Magician

The Magician. You double your proficiency bonus in a single ability check.

The High Priestess. You suffer disadvantage to all Wisdom (Insight) and Wisdom (Perception) checks.

The Empress. You can cast the command spell once (DC 13).

The Emperor. The next time you take damage from a melee attack, you must succeed on a DC 14 Wisdom saving throw or suffer the effects of the dominate person spell as if the creature that attacked you cast it.

The Pope. The next time you make a Wisdom saving throw your roll is replaced with a 15.

The Lovers. Each time you roll for initiative, you must succeed on a DC 16 Wisdom saving throw or be charmed by a hostile creature determined by the DM for 1 minute. On a failure, the hostile creature is charmed by you for the same duration.

The Chariot. You can cast the teleport spell once.

Justice. Each time you deal damage to a creature, you take the same amount of damage. Each time you take damage from a creature, that creature takes the same amount of damage.

The Hermit. You are no longer able to communicate with other creatures, be it verbally, in written or through gestures.

Wheel of Fortune. When you make an attack roll, saving throw, or ability check, you can reroll and choose the result you prefer. You can use this ability once.

Strength. You are immune to the frightened condition.

The Hanged Man. Bad situations are opportunities to reflect on events from a different perspective. Each time you drop to 0 hit points you get a number of temporary hit points equal to your level.

Death. When you drop to 0 hit points and make your first death saving throw, your roll is replaced with a 1.

Temperance. Your state of consciousness is not altered when you use alcohol or drugs. You are not able to get pleasure from sex, gambling or other vices.

The Devil. Your gender changes.

The Tower. You have vulnerability to all damage.

The Star. When you make an attack roll, saving throw, or ability check, you can replace your roll with a 20. You can use this ability once.

The Moon. Every time you roll for initiative, you are surprised.

The Sun. When you make an attack roll or a saving throw and you roll a 20 on the die, you can immediately cast the daylight spell. Allied creatures within the spell's area gain advantage on attack rolls and saving throws.

Judgment. When you drop to half of your maximum hit points (rounded down), you can use your reaction to regain 20 hit points. Alternatively, you can choose to end the effect of a poison or a disease. You can use this ability once.

The World. When you take a short rest, you get 2 temporary hit points for each hit die you spent.

The Fool. When you make an attack roll, an ability check or a saving throw you can choose to roll with advantage once.

Tome of Command

The Tome of Command is a text of black magic used by masca (see attached file for the creature's statblock), witches who live in human villages and mingle with its people. The book contains methods to distinguish benign and malignant spirits, as well as magic formulas to invoke them.

Diabolic Origin. According to tradition, the Tome of Command is a text written by a supernatural being like a devil or a fairy and granted to a masca to give her the power to invoke spirits, read the future and cast curses

of all kinds. When the masca decides to pass on her powers (usually to a daughter or a granddaughter), the Tome of Command is also handed down.

The Tome of Command is a book of generous size and a black leather cover. On the first page "Rule, rule, rule!" is written.

Tome of Command

Wondrous item, very rare (requires attunement by a sorcerer, warlock, or wizard)

When holding a Tome of Command, you can cast the following spells as a ritual, requiring no material components: *conjure woodland beings*, *detect evil and good*, *divination*.

When attuned with this book, you can cast *bestow curse* without expending a spell slot. You must finish a long rest before you can cast this spell again.

Curse. This item is cursed. When you attempt to read this book and you are not a sorcerer, warlock, or wizard, you create a random magical effect:

d10	Effect
1	You teleport 500 feet in a random direction.
2	You summon a storm within 5 miles of you. The storm lasts for 10 minutes.
3	You must succeed in a DC 15 Constitution saving throw, or become infected by the Sight Rot disease (see Dungeon Master's Guide, Chapter 8).
4	You cast <i>earthquake</i> (DC 15) centered on yourself.
5	You cast <i>feeblemind</i> (DC 15) on yourself.
6	You cast <i>flesh to stone</i> (DC 15) on yourself.
7	You cast <i>foresight</i> on yourself.
8	You cast <i>Tasha's hideous laughter</i> (DC 15) on yourself.
9	You cast <i>insect plague</i> (DC 15) centered on yourself.
10	You cast <i>polymorph</i> (CD 15) on yourself. If you fail the saving throw, you turn into a frog for the spell's duration.

Velificatio

The Velificatio is a stylistic device used in ancient art to frame a deity by means of a billowing garment. It represents "vigorous movement," an epiphany, or "the vault of heaven," often appearing with celestial, weather, or sea deities.

It is not known if the veil exists or has ever existed. In many books and paintings deities of air and winds are depicted with it. Also, images of kings and emperors wearing it are not so rare. However, there is no historical record attesting the actual appearance of this cloth.

According to the stories told by some bards, the velificatio can be created only by a deity and that's the reason for so many goddesses and gods represented wearing it. In other stories, wearing a velificatio makes you a deity, and that's why nobody has ever been seen after receiving this veil.

Velificatio

Wondrous item, legendary (requires attunement)

This cloth is made of a very light fabric, looking like silk, but having no weight.

The velificatio has 6 charges. It regains 1d6 charges daily at dawn. Spells cast from this item have a save DC of 17.

You can wear it as a scarf, a cloak, or a mantle. When you wear it, you can gain the following effects:

- You have a flying speed equal to your walking speed and can hover.
- You can cast the following spells expending the necessary number of charges: *gust of wind* (2 charges), *wind wall* (3 charges), *wind walk* (6 charges).
- You can cast the *invisibility* spell once per dawn.

Virgilian Egg

According to the myth, the powerful mage Virgilio found a strange egg during his journey through the world. The eggs gave to Virgilio a complete mastery of all arcane arts, making him one of the most famous poets and magicians of his times. While the nature of the egg remains a mystery, it is well known that at the end of his life, Virgilio understood the nature of the egg and decided to give it as a gift to his beloved city, Parthenope. The egg was placed inside a room into the great castle of the city and by the time the door was closed, nobody was able to find the room again. Today if you come to the city of Parthenope by sea, you can see a window at the level of the sea, but you will never be able to remember how to get there.

Virgilian Egg

Wondrous item, artifact (requires attunement)

The Virgilian egg shows a series of spirals with strange symbols carved within the spirals, an accurate investigation among the symbols reveal three recurring patterns, each of them represent a magic ability that the egg grants to its owner.

The Virgilian Egg grants the following benefit:

- Once per day the owner can activate the egg inside a closed space of up to 60 square feet (such as a tavern room, or a little cave). The area is considered a demiplane for 24 hours or until you decide to end the effect. While in the demiplane, all creatures are considered under the effect of the *mind blank* spell.
- Once per day you can activate the second pattern of the symbols carved into the egg as an action. You create an area of protective energy, affecting a number of creatures of your choice equal to your



VIRGILLIAN EGG

proficiency bonus within 30 feet from you. The creatures gain temporary hit points equal to your level.

- Three times per day the owner can activate the third pattern of symbols as an action. You can choose up to three creatures within 60 feet from you that you can see. The creatures must succeed on a Constitution saving throw with a DC of 8 + your proficiency bonus + your Wisdom modifier. On a failed save the target takes an amount of necrotic damage equal to your level or half as much damage on a successful saving throw.



Baba Yaga's Pestle and Mortar

Nothing scares children as much as stories of the old crone living in the forests. The stories tell of her malicious intentions and an arsenal of seemingly normal tools. Among her numerous deceptive appliances are *Baba Yaga's pestle and mortar*.

The hag, known as Baba Yaga, uses the pestle and mortar to travel far under the dark sky. She jumps into her magic mortar and flies off, using the pestle to paddle in the air as if it was water. Baba Yaga is able to cover vast distances in this manner, threatening anyone wandering alone in the wilderness. While common folk are terrified of the old crone, her intentions aren't inherently evil. She is the matron of wildlife and as such, she can be as unpredictable as nature itself.

Baba Yaga's Pestle

Weapon (greatclub), very rare

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding it, you gain proficiency with alchemist's supplies and you can use the pestle together with the *Baba Yaga's mortar* as alchemist's supplies.

If you're sitting in *Baba Yaga's mortar*, you can use your action to drive and steer it, flailing the pestle like an oar.

Chalice of Poison

The chalice is a creation of an evil witch who whispered lies into the ear of her husband, the king. The ruler believed that his kin and friends all plotted against him and that they want to claim the throne for themselves. He prepared a great feast, inviting everyone close to him. The guests didn't suspect anything and gladly drank wine from the chalice of poison. According to customs, the king always drinks first, but the

BABA YAGA'S MORTAR

Large vehicle (400 lb.)

Creature Capacity 3 Medium creatures

Armor Class 20 (19 while motionless)

Hit Points 60 (damage threshold 12)

Speed 40 ft., fly 60 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	12 (+1)	18 (+4)	0	0	0

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, exhaustion, frightened, incapacitated, paralyzed, petrified, poisoned, prone, stunned, unconscious

Deep Seats. Any creature inside the mortar has three-quarters cover.

Immovable. The mortar cannot be moved by normal means unless a creature sitting inside uses the *Baba Yaga's pestle*.

Ramming. The mortar can move through the space of any Medium or smaller creature. When it does, the creature must succeed on a DC 13 Dexterity saving throw or take 11 (2d10) bludgeoning damage and be pushed 5 feet sideways (DM decides which direction) and knocked prone. This trait can't be used against a particular creature more than once each turn. Double the damage if the target is an object or a structure.

ACTIONS

Pestle. Drive and steer the mortar with the *Baba Yaga's pestle*.

REACTIONS

Duck. Creatures inside the mortar can use their reaction to duck, gaining total cover until their next turn.



BABA YAGA'S MORTAR AND PESTLE

chalice was crafted in such a way that the first sip remained clean of poison. Shortly after, the feasting hall was filled with corpses.

Beautiful Traps. *Chalices of poison* are often used against thieves and greedy adventurers. Stashed amongst gems and various other goods they seem safe, but are sure to kill any careless robber.

Chalice of Poison

Wondrous item, rare

This wondrous chalice turns any liquid inside it into a poison. Any creature that drinks from it takes 3d6 poison damage and must succeed on a DC 15 Constitution saving throw or be poisoned. At the start of each of their turns while they are poisoned in this way, they take 3d6 poison damage. At the end of each of their turns, they can repeat the saving throw. On a successful save, the poison damage they take on their subsequent turns decreases by 1d6. The poison ends when the damage decreases to 0.

Divine Gold Apple

Apples made of solid gold were one of favorite weapons of Perun, god of thunder and lightning. He enchanted them with his powers, so that whenever he threw one, a lightning struck. Now, this god might be forgotten, but his apples lay scattered around the world. They are valuable even for those unaware of the magic enchanted in the gold.

Divine Gold Apple

Wondrous item, very rare

This magical apple bears the power of thunder gods. It has 3 charges. Each use of the *divine gold apple* expends 1 charge. While holding a divine gold apple in hand, you can use your action to conjure a ball lightning. Choose a point you can see within 60 feet of you and hurl the ball lightning which explodes on impact. Each creature within 10 feet of the point of the explosion must make a DC 17 Dexterity saving throw, taking 6d10 lightning damage on a failure

and becoming stunned until the end of their next turn. Creatures that succeed on the saving throw are not stunned and take only half of the damage.

The apple regains 1d4 – 1 expended charges each day at dawn. If you expend the apple's last charge, roll a d20. On a 1, the apple shatters and you and everyone within 10 feet of you are subjected to the apple's effects instead.

A *divine gold apple* can be used as an arcane or divine focus.

Eagle's Ring

Little is known about this crude iron ring. Stories tell that it was enchanted by a giant eagle. Scholars know too well, however, that those birds don't use magic and instead they safely assume this magical trinket was created by a fey spirit which took the form of an eagle.

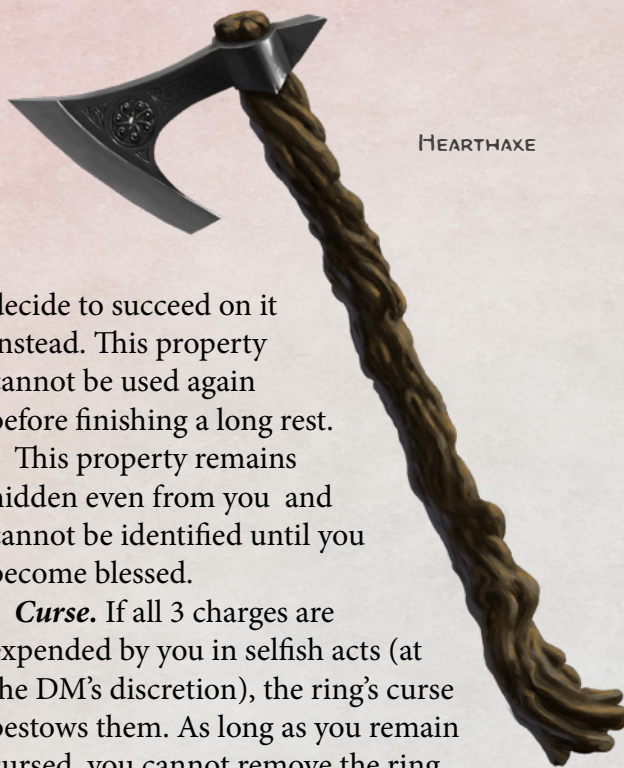
Mischievous Creation. This ring is a reminder that fey creatures cannot be trusted. Even though the trinket was created with good intentions, it depends on its wielder whether the ring's powers will turn out beneficial or harmful.

Eagle's Ring

Wondrous item, very rare (requires attunement by a creature of good alignment)

The ring has 3 charges. While you wear the ring, you can expend 1 charge by touching it as an action to undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). Reality reshapes itself to accommodate the new result. For example, it could undo an opponent's successful save, a foe's critical hit, or a friend's failed save. You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll. You can't do so again until you finish a long rest. The ring doesn't regain spent charges.

Blessing. If all 3 charges are expended by you in selfless acts (at the DM's discretion), the ring's power fills you. As long as you are attuned to the ring, you can upon failing a saving throw



decide to succeed on it instead. This property cannot be used again before finishing a long rest.

This property remains hidden even from you and cannot be identified until you become blessed.

Curse. If all 3 charges are expended by you in selfish acts (at the DM's discretion), the ring's curse bestows them. As long as you remain cursed, you cannot remove the ring until you are targeted by the *remove curse* spell or similar magic. After you become cursed, you automatically fail every first saving throw made after finishing a long rest.

This property remains hidden even from you and cannot be identified until you become cursed.

Horn of Freedom

This golden horn is one of many symbols of a national uprising. When sounded, the people ought to wake up from stagnation and unite to fight against a common enemy. Such symbols are fragile, however. Whoever decides to carry the horn must be careful, as it may easily be lost in the eons of history.

Horn of Freedom

Wondrous item, legendary (requires attunement)

While attuned to the horn, you are immune to sleep and charm effects.

As an action, you can blow the horn, bolstering your allies. All creatures of your choice within 30 feet of you gain advantage on saving throws against being frightened, sleep, and charm effects. In addition, other creatures

provoke an opportunity attack from affected creatures when they enter their reach. Both these effects last for 1 minute. You cannot use this item again before finishing a long rest.

After you blow the *horn of freedom*, there is a chance the item magically disappears, and you forget about ever having it in your possession. Roll a d6. On a 1, the horn vanishes, and it reappears in a random place in the world.

Hearthaxe

One must always protect their family and homestead. Forests and the wilderness hide dangers far viler and trickier than thugs and wild animals. Fortunately, a group of shamans came up with a ritual that can turn a mere hatchet into a strong protective magic item. Simply digging such an enchanted axe into a jamb or door frame prohibits supernatural beings from entering.

Hearthaxe

Weapon (battleaxe or hand axe), rare (requires attunement)

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

As an action, you can lodge the axe into a wooden jamb. As long as it's there, all fey, fiend, and undead creatures must succeed on a DC 16 Wisdom saving throw or be prohibited from entering the building or room until the next morning. If you remove the axe, you must finish a long rest to use it this way again.

Jagged Sword of Kings

For one king, ruling over a vast realm wasn't enough. He sought to conquer places reaching far beyond mortal lands. With the aid of his wizards, the king waged war against planar creatures. Soon after striking a decisive victory, he found himself in front of the closed gate of the planar capital. There was no way in, and the infuriated king struck the gate with his magic sword. The doorway did not give in to him and

instead his weapon notched.

However, this all seems to be nothing more than a legend. Despite its name proving that the story has substance, the king's sword doesn't bear any signs of damage.

Coronation Blade. The *Jagged Sword of Kings* has served as a ceremonial blade for centuries and it's said to have the power of judging the claim of new kings to the throne.

Jagged Sword of Kings

Weapon (longsword), artifact (requires attunement)

You gain a +3 bonus to attack and damage rolls made with this weapon. Also, while wielding the sword, you can't be charmed or frightened. It has the following additional properties.

Blade of Monarchs. If you are a rightful monarch or heir, all attacks made with the sword deal an additional 9 (2d8) slashing damage to creatures that are not friendly towards you, or 11 (2d10) slashing damage if you're wielding the weapon with two hands. If the target you hit has a chaotic alignment, it must succeed on a DC 15 Charisma saving throw or drop anything it's holding and fall prone until the end of its next turn.

Sentience. The *Jagged Sword of Kings* is a sentient lawful neutral weapon with an Intelligence of 12, a Wisdom of 16, and a Charisma of 16. It has hearing and darkvision out to a range of 120 feet

The weapon communicates by transmitting emotions, sending a tingling sensation through the wielder's hand when it wants to communicate something it has sensed.

Spells. The *Jagged Sword of Kings* has 4 charges to cast spells. As long as the sword is attuned to you and you are holding it in your hand, you can cast *zone of truth* (1 charge), *beacon of hope* (2 charges), or *banishment* (2 charges). Each night at midnight, the *Jagged Sword of Kings* regains 1d4 expended charges. Charisma is the spellcasting modifier for these spells and the spell save DC equals 15.

Raskovnik

This herb, which looks similar to a clover, is one of the rarest plants in existence. It's said that the *raskovnik* can lead to an enormous treasure, but finding one is a great feat on its own.

The Tortoise Knows the Way. Treasure hunters and herbalists believe that only a tortoise knows where the *raskovnik* grows. They would enclose the animal's nest in a cage while it is gone, so the tortoise had no other option after returning than to seek for the herb.

Master Key. One of *raskovnik's* powers is to open locks of any shape and size. This property makes the herb invaluable for thieves. Brushing locks with it is enough to open them.

Hunter's Guide. Everyone who wants to find a treasure of a great value should use a *raskovnik*. The herb can unveil the location of the closest treasure to anyone who prepares a special concoction.



RASKOVNIK

Raskovnik

Wondrous item, very rare

The *raskovnik* is a magical plant with the following properties:

- It is surrounded by hum of nature that protects it from the *locate animals or plants* spell and similar magic.
- If you're proficient with alchemist's supplies, you can prepare a special mixture with *raskovnik* as its base. Brewing this potion takes 3 workweeks of work and costs 1,000 gp. After brewing it, you must succeed on a DC 20 check made with alchemist's supplies or the process fails. Whether you succeed or not, the herb is consumed.
- You can use your action to brush a lock within your range with the *raskovnik*. The lock opens even if it is magical. After using the herb in this manner, it instantly withers and loses all its properties.

Raskovnik Potion

Potion, very rare

When you drink this potion, you gain the effect of the *locate object* spell for 1 day (no concentration required). However, the effect targets the closest treasure worth at least 5,000 gp and its range is unlimited. The potion's green liquid is constantly shimmering.

Sadko's Gusli

This triangular plucked instrument belonged to Sadko, a bard and merchant from tales long forgotten. When played, the tones resemble crashing waves.

Sadko's Gusli

Wondrous item, very rare (requires attunement)

You must be proficient with a lyre to use this instrument. While you are attuned to the gusli, merchants and traders are happy to barter with you. They are open to trade items they wouldn't otherwise.

As an action, you play the gusli with such a passion and nerve that would force even gods into a destructive dance. You can cast one of the following spells without using material components or a spell slot before finishing a long rest: *destructive wave*, *flame strike* (5th-level version) or *maelstrom*.

Samosek

No hero's tale is complete without a trusty weapon and this is the sword worthy of a hero. Killing hideous monsters, saving damsels in distress, or proving self-worth during duels and trials—*Samosek* proves to be just the right tool. This self-swinging sword saved more than one young hero from trouble and it will serve well anyone who's willing to wield it.

Samosek

Weapon (longsword), legendary (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you score a critical hit with the sword, you can instantly make another attack with it on top of your usual number of attacks during the same turn.

Self-Swinging. As an action, you can let go of the sword and let it attack on its own. *Samosek* targets all hostile creatures in a 30-foot cone, making a melee weapon attack against each of them. Its attack bonus equals +5 and it deals 7 (1d10 + 2) slashing damage. If the sword critically hits, you can use your reaction to allow it to make another attack against the same target. After *Samosek* makes attacks against all targets within range, it returns to you at the beginning of your next turn.

You must finish a long rest before using *Samosek* this way again.

Random Property. *Samosek* has 1 minor beneficial property.