

THE BLACKSTAFF'S TREASURYOF ITEMS



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CHAPTER 1: MAGIC ITEMS

These magic items supplement those presented in Chapter 7 of the *Dungeon Master's Guide*.

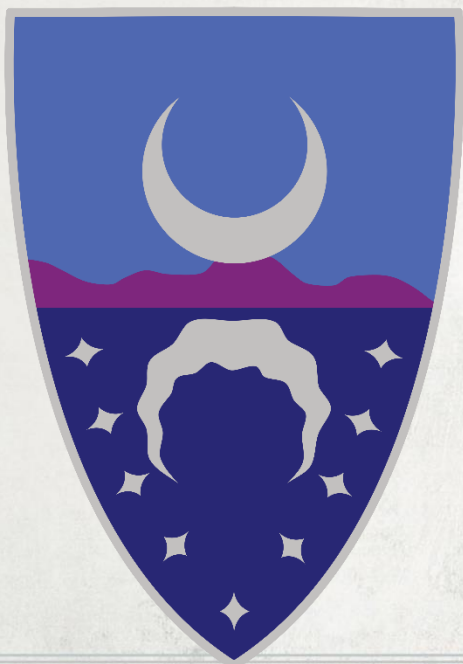
Some items note that they require attunement by an arcane spellcaster, which means they can only be attuned by a spellcasting creature that learns its spells from the artificer, bard, sorcerer, warlock, or wizard spell lists (this includes not only members of those classes, but subclasses that draw their spells from one of those lists, such as arcane tricksters, eldritch knights, and blood hunters of the Order of the Profane Soul).

"The notes collected here come from a previously undiscovered addendum to *The Blackstaff's Book of 1,000 Spells*, discovered only recently in one of several small extra-dimensional spaces which the first Blackstaff, Khelben Arunsun, had hidden throughout Blackstaff Tower.

"At the time of the first Blackstaff's passing, he and his friend Elminster Aumar, the Sage of Shadowdale, had been working together to catalog certain magic items. Elminster set this work aside for a time, but upon recovering Khelben's notes, I asked the Old Mage if I might complete and publish their collaboration here. Thankfully, he was kind enough to agree."

—Vajra Safahr,

7th Blackstaff of Waterdeep



ARMOR

ANGELSTEEL SHIELD

Armor (shield), very rare (requires attunement)

This fine circular steel shield, embossed with gold, is engraved with a symbol of a crown over a kingfisher, with a rose and sword beneath. It grows in power as you grow in prowess, and flickers with light that flows out at times, helping defend your allies. An adventurer who grew up in Candlekeep as the ward of the sage Gorion gave this otherworldly item to the Avowed. It had been left behind by a trio of knights brought from another plane by the power of the Planar Sphere, a magically crafted fortress in Athkatla. While holding this shield, you gain a bonus to AC equal to half your proficiency bonus. This bonus is in addition to the shield's normal bonus to AC.

Additionally, the shield has 3 charges, and it regains all expended charges daily at dawn. As a reaction when a creature within 5 feet of you fails a saving throw or is hit by an attack, you can expend 1 charge to grant that creature a bonus to its saving throw or to its AC against the triggering attack, possibly causing the save to succeed or the attack to miss. The bonus the creature gains is equal to your proficiency bonus. Once you expend a charge, you can't do so again for 1 minute.

ARMOR OF BLENDING

Armor (light, medium, or heavy), rare (requires attunement)

When you wear this armor, you gain a magical +1 bonus to Armor Class. In addition, the armor is imbued with illusion magic, canceling the armor's disadvantage on Dexterity (Stealth) checks (if any). When you speak the command word while wearing the armor, it takes on the appearance of be a normal set of traveler's

clothes. This change fools both sight and hearing, and it does not end until you doff the armor or until you use a bonus action to return the armor to its normal appearance. While changed, the armor's disguise does not hold up to direct physical inspection—if touched, it still will feel as hard as the disguised armor.

ARMOR OF DARK MAJESTY +2 OR +3

Armor (any light or medium), rare (+2) or very rare (+3), (requires attunement by a warlock)

While wearing this black armor, studded with gleaming, brass studs that flicker with hellish energies when you cast a spell, you always know the *hex* spell as a warlock spell, and you have a bonus to AC determined by the armor's rarity. You add the same bonus to all Charisma

(Deception or Intimidate) checks you make while wearing the armor, and to all saving throws that a creature forces you to make while it is the current target of your *hex* spell.

ARMOR OF WARMING AND COOLING

+1 OR +2

Armor (any), rare (+1) or very rare (+2)

While wearing this armor, which is always cool to the touch in hot conditions and warm to the touch in cold conditions, you have a bonus to AC determined by the armor's rarity.

While wearing this armor, you have resistance to both cold and fire damage, and you are considered naturally adapted to both hot and cold climates.

BARBARIAN'S BATTLE

CUIRRASS

Armor (breastplate), rare (requires attunement by a barbarian)

This armor is constructed of a heavy padded hide jerkin overlaid with metal plates on the shoulders and back, ornamented with teeth and horns of various beasts.

While wearing this armor you gain a +1 bonus to AC. While you are using your Rage feature, if your rage would end because you have not attacked or been attacked in a turn, you can spend a Hit Die to sustain your rage for another turn, as if you had met the requirements. You can expend multiple Hit Dice on successive turns to maintain rage, but this cannot extend your rage longer than the normal duration specified by your Rage feature.



BEDRIN'S CRIMSON

PLATE

Armor (plate), very rare

This blood-red dwarven plate armor is forged of a mysterious metal that shines as if reflecting the light of a distant twilight. The breastplate is dyed with the stylized images of two fists breaking the chains by which they are manacled. The armor was made by dwarves of eastern Khorvaire in the world of Eberron. Its design commemorates a group of ancient dwarves who overthrew enslavement by minions of the dealkyr. While wearing this armor, you gain a +2 bonus to AC. In addition, you gain advantage on ability checks and saving throws to break objects or to escape being grappled or restrained.

BENEFACTOR'S ARMOR

+1, +2, OR +3

Armor (medium or heavy), uncommon (+1), rare (+2) or very rare (+3)

This armor bears Khyber crystal shards set in a wave pattern, resembling flowing water. When you wear it, you have a bonus to AC determined by the armor's rarity.

Whenever you use a spell of 1st level or higher to restore hit points to a creature, the creature regains additional hit points equal to this armor's magical bonus to AC.

At the end of any turn during which you regained hit points, you can choose one ally



within 5 feet of you. That ally can spend a Hit Die, as if it were doing so at the end of a short rest, and if it does so, it gains additional hit points equal to your Charisma modifier (minimum 1). Once this property of the armor is used to allow a creature to spend a Hit Die, it can't be used to do so again until the next dawn.

CAVALIER'S PLATE

Armor (plate), very rare

This unassuming platemail appears battle scarred, but kept in good repair. While wearing this armor you gain a +2 bonus to AC. In addition, you gain advantage on all ability checks related to riding a horse or other creature, including Wisdom (Animal Handling) checks related to your mount.

DUELIST'S GAMBESON

Armor (padded), very rare

This padded vest is studded with brass embellishment, and while wearing it you gain a +2 bonus to AC. The armor has three charges, which can be used for these three special properties:

- ✧ **Riposte.** As a reaction to being missed by a melee weapon attack, you can expend 1 charge to make a single melee attack
- ✧ **Feint.** As a bonus action, you can expend 1 charge to draw an adjacent creature's guard out of position, granting you advantage on the next melee weapon attack you make against that creature before the start of its next turn.



- ✧ **Flourish.** As a bonus action, you can expend 1 charge to distract a creature within 5 feet of you, giving it disadvantage on the next attack roll it makes before the end of its next turn.

The *duelist's gambeson* regains all expended charges each day at dawn.

GREATCOATS OF THE SWORDSHEATH BRETHREN

Armor (studded leather), very rare (requires attunement)

While you wear one of these three matching leather long-coats, you gain a +2 bonus to AC, and the long-coats' magic binds you and the other wearers together as allies who can even share the burden of each other's wounds. While you wear this armor, whenever you use a piece of ammunition to attack with a ranged weapon, that ammunition is magically replaced as if it had never been used (ammunition made in this way cannot be sold or given away, as it gradually vanishes when in the possession of a creature that does not wear one of these magical coats).

While two or more wearers of this armor are within 60 feet of each other, each one can cast *warding bond* without using a spell slot, targeting any one of the other wearers within range. The range of the spell is increased to 60 feet for this casting. Your spellcasting ability for this casting of *warding bond* is Wisdom. Once you cast *warding bond* in this way, you cannot do so again until you finish a short rest.

In addition, this magical armor also allows you to spend a number of Hit Dice equal to or less than your proficiency bonus as a bonus action, regaining hit points just as if you were spending Hit Dice at the end of a short rest. Whenever you spend your last Hit Die, any other wearer of a *greatcoat of the Swordsheath Brethren* is instantly aware of it, and can immediately spend one of its own Hit Dice. Your ally does not regain any hit points for spending this Hit Die; instead, you regain one of your own expended Hit Dice.

THE SWORDSHEATH BRETHREN

Each of the *greatcoats of the Swordsheath Brethren* is intricately embroidered with symmetrical golden antler-like symbols at the shoulders, with the symbol of a sheathed sword on the back between the shoulder blades. Ancient words for “brotherhood,” in three different languages, are engraved across the golden buckles at the chest and waist. Legends say these armors were worn by three adventurers, a dwarf, an elf, and a human, closer than siblings, who helped forge peace between their three races after a devastating war. These armors were made for them in gratitude, and they were known as the Swordsheath Brethren from then on.

GREATER ARMOR OF BLENDING

Armor (light, medium, or heavy), legendary (requires attunement)

This armor is imbued with illusion magic, canceling the armor’s disadvantage on Dexterity (Stealth) checks (if any). It has 3 charges, which can be used by speaking a command word. If you spend 1 charge and speak the command word while wearing the armor, it takes on the appearance of be a normal set of traveler’s clothes. This change fools both sight and hearing, and it does not end until you doff the armor or until you use a bonus action to return the armor to its normal appearance. While changed, the armor’s disguise does not hold up to direct physical inspection—if touched, it still will feel as hard as the disguised armor.

If 2 charges are spent while the command word is spoken, the simulated clothing will match the colors of your surroundings and muffle the sounds the armor makes for 1 hour, granting you advantage on your Dexterity (Stealth) checks while in the same terrain. If your surroundings change, you no longer receive this benefit. For example, if you move from the forest into the plains or a cave, the advantage to your checks no longer applies.

If all 3 charges are spent when speaking the command word, the armor dynamically blends in with your surroundings for 1 hour, granting you advantage on your Dexterity (Stealth) checks for

the duration. It also masks the sounds it makes and your scent during that time.

The armor regains all its spent charges each day at dawn.

LAERAL’S SPELL SHIELD

Armor (shield), very rare (requires attunement)

You gain a +1 bonus to AC while you wield this shield, in addition to the shield’s normal bonus to AC, and it grants you half cover against ranged spell attacks and ranged weapon attacks.

In addition, while you wield this shield, you have resistance to all bludgeoning, piercing, and slashing damage dealt by spells, and you are immune to force damage from spells. You also have advantage on ability checks to oppose spell effects that would push you, or that would cause you to be grappled.

Finally, whenever an attacker misses you with a ranged weapon attack, you can use your reaction to make a ranged attack with the same weapon or piece of ammunition that just missed you, using the shield’s magic to do so. You make this attack with proficiency, regardless of your weapon proficiencies.

ITEMS BY LADY LAERAL

The many items created by the wizard Laeral Silverhand—Open Lord of Waterdeep and one of the most prolific magic item creators in recorded history—include the *storm armor* and *spell shields* that bear her name. When she ruled as Witch-Queen of the (now lost) Sword Coast realm of Stornanter, Laeral made the far northern city of Port Llast her capital, and there she devised arms and armor for her kingdom’s champions.

Of the dozen or so sets of *storm armor* created, two have been known to be destroyed, and three others are being used in the North. The other seven have disappeared, and it is not known whether they are still in existence. No other mage has managed to create storm armor. *Laeral’s spell shields* have been easier to replicate, and other wizards in various regions have created their own shields with identical properties, though the process for making them is said to be very difficult.

LAERAL'S STORM ARMOR

Armor (plate), very rare (requires attunement)

This plate armor is aged and dented, yet sturdy. It is made from an unknown material that is not metal, a substance which absorbs heat and is rumored to come from another plane. While wearing it, you gain a +2 bonus to AC, and you have resistance to fire and lightning damage. In addition, you are considered naturally adapted to both hot and cold climates while wearing this armor, and it grants you advantage on saving throws against effects that would push you or cause you to fall prone. When you make such a saving throw against an effect that is caused by wind, storms, or other weather, you automatically succeed.

However, the mysterious material of which this armor is made can become brittle if exposed to extremes of both high and low temperatures in quick succession. If you take both fire and cold damage during the same turn, until the end of your next turn, the armor becomes temporarily brittle, giving you disadvantage on saving throws against thunder damage until the end of your next turn. If you take thunder damage during this time, roll a d20. On a 1, a chain reaction occurs in the unstable heat-transferring material, and the armor shatters instantly into useless fragments.

Although the exact secrets to create this armor remain with the wizard who created it, the many mages who have tried (and failed) to create more have discerned that the process involves the spells *gust of wind* and *resist elements*, causing the armor to radiate energies of evocation and abjuration when viewed with *detect magic*.

POUNCING ARMOR +1, +2, OR +3

Armor (leather, studded leather, or hide), uncommon (+1), rare (+2) or very rare (+3)

When you wear this armor, bound with the spirit of a predatory beast, you have a bonus to AC determined by the armor's rarity. Whenever you jump while wearing this armor, you do so as if you had a running start, and your jumping distance is doubled.

While wearing this armor, if you move at least 15 feet in a straight line toward a Large or smaller target right before making a melee weapon attack against it, you knock the target prone on a hit. Once this property of the armor is used to knock a target prone, it can't be used to do so again until the next dawn.



RESOUNDING SHIELD

Armor (shield), rare (requires attunement)

This shield of brass and steel is polished to a mirror sheen, though its surface shows a few scars from use. While holding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC.

Resounding Retribution. As a reaction to being attacked by a melee weapon attack by an adjacent foe, you cause the shield to reverberate with sonic energy, dealing 2d6 thunder damage to them. This property can be used regardless of whether the attack hits or misses. You can use the *resounding retribution* property three times per day, recovering all expended uses at dawn the next day.

ROARING ARMOR OF AMMARINDAR

Armor (breastplate), very rare

These twelve elven breastplates are decorated with silver runes on the front and the head of a bear or dragon on the back. When you wear this

armor, you gain a magical +2 bonus to Armor Class.

Whenever you take nonmagical bludgeoning, piercing, or slashing damage from a ranged attack, the damage you take from that attack is reduced by 10. If this effect reduces the damage of ranged attack to 0, the weapon or piece of ammunition is deflected, and once per turn you can choose to make a ranged attack with you a weapon or piece of ammunition deflected in this way, without using an action or reaction. You make this attack with proficiency, regardless of your weapon proficiencies, and the attack has a normal range of 20 feet and a long range of 60 feet. On a hit, you do not roll damage for this attack, but instead deal the same amount of damage the attack inflicted on you (prior to the damage reduction provided by the breastplate).

Also, whenever you are hit by an attack roll or fail a Dexterity saving throw, the armor issues a loud roar that can be heard up to 120 feet away. While this noise can be inconvenient, it also warns of the danger a split second before, allowing you to use your reaction to halve the damage you would take from that attack or failed saving throw.

All twelve of these breastplates were forged by dwarves of the nation of Ammarindar, founded over 5000 years ago (making it older than even the lost empire of Netheril or fallen Myth Drannor) in the Underdark northeast of Waterdeep. Along with the elven kingdom of Eaerlann, Ammarindar fell to hordes of orcs and demons from Hellgate Keep in 882 DR. In 1369 DR, a section of the fallen kingsom was inhabited by the Scourged Legion, an army of tanarukks (fiendishly tainted orcs) from Hellgate Keep. Today, it is believed that all but one of the breastplates is now worn by one of the Scourged Legion's tanarukk champions.



SHIELD OF THE NORTH

*Armor (shield), very rare
(requires attunement)*

This wooden round shield is decorated with brass serpents. While holding this shield, you gain a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. You also gain resistance to cold damage and are considered naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

Howl from the North.

As an action you can let forth a battle cry which spreads fear throughout your foes. This acts as the *fear* spell, with a save DC of 15. You regain the use of this property at dawn the next day.

SHIELD OF THE SILVER FLAME

Armor (shield), very rare (+2) (requires attunement by a spellcaster)

While holding this silver-plated shield, you have a bonus to AC determined by the shield's rarity. This bonus is in addition to the shield's normal bonus to AC.

Also, when you inflict bludgeoning, fire, or radiant damage on a creature during your turn, you can use a bonus action to make a melee attack with the shield. For this attack, the shield is considered to be a melee weapon with which you are proficient, with a damage die of d4, and the attack deals magical bludgeoning damage. If the shield attack hits, the target creature has disadvantage on the next Wisdom or Charisma saving throw it makes before the end of your next turn.



TORTH'S DILATORY ARMOR

Armor (plate mail), legendary (requires attunement)

This pristine bronze plate mail, charged with the magic of chronomancy and etched with hourglass designs, was created by the archsorcerer Torth. He did so by repairing ancient plate mail from the Netherese city of Undrentide and empowering it with new enchantments, intending it to be worn by a great defender of Candlekeep. However, it wasn't until the late twelfth century—well after Torth's death—that the Avowed awarded it to Angrid Stormbright, a gold dwarf paladin of Berronar, who helped protect the Great Library from attacks by Calishite wizards. When Angrid passed away after a long career, her sons chose to return her armor to the monks, who once again seek a worthy guardian to wear it.

While wearing this armor, you gain a +3 bonus to AC. Also, this armor doesn't impose disadvantage on Dexterity (Stealth) checks or

have a Strength requirement.

This armor has 5 charges, which allow you to displace damage you take into the near future, though eventually it all catches up to you and the armor at once. When you take damage while wearing this armor, you can use your reaction to expend 1 charge. You gain $2d10 + 10$ temporary hit points, which take as much of the triggering damage as possible. However, 1 minute after you gain these temporary hit points, you take necrotic damage equal to the number of temporary hit points you gained. This damage can't be reduced in any way.

Once you take necrotic damage from this armor, you can't use any of its charges for 10 minutes. During that time, the breastplate's magical bonus to AC decreases by 1, and it appears corroded and worn, its bronze etching covered with a green patina of verdigris. At the end of the hour, the armor's appearance and AC bonus return to normal.

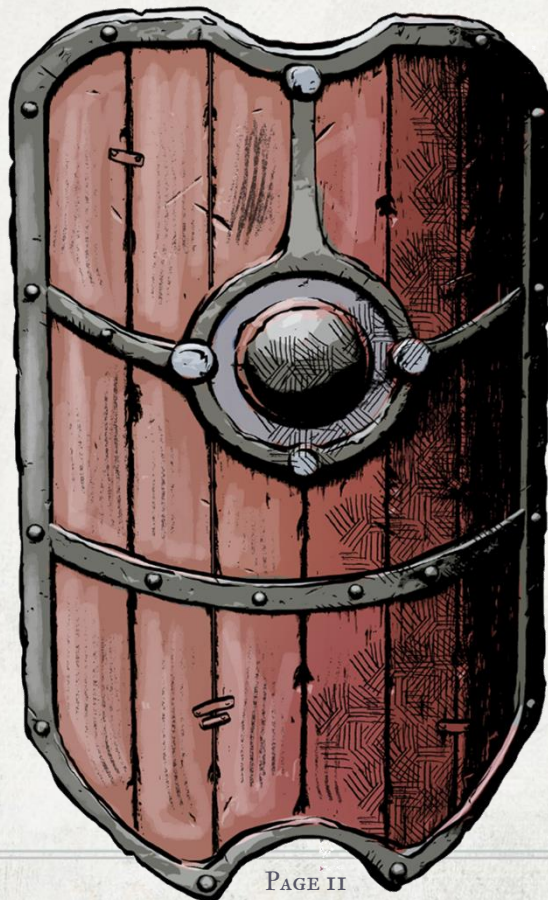
In addition, when you make a saving throw against a spell, you can use a reaction to spend 3 charges to throw yourself forward in time. You automatically succeed on the saving throw, resolving any effects, then instantly vanish into nothingness. Until the start of your next turn, other creatures can't perceive, interact with, or affect you in any way, and you're unaware of your surroundings. At the start of your next turn after vanishing, you reappear where you were or in the closest unoccupied space; for you, no time has elapsed between the time of your vanishing and your return, and you're in exactly the same condition as when you vanished.

The armor regains 5 expended charges at dawn. If you expend the armor's last charge, roll a d20. On a 1, one minute after you expend the armor's last charge, the armor corrodes so severely that its magical bonus to AC decreases by 1 until it is repaired by a smith skilled enough to make a full suit of plate mail. Repairing it consumes 1,500 gp worth of fine metals.

ITEMS BY THE ARCHSORCERER TORTH

Centuries ago, the archsorcerer Torth was the First Reader of Candlekeep, and he also sought to recover much of the magical learning of lost Netheril. Due to his research, Candlekeep houses a large collection of the writings of Jeriah Chronos, the Netherese wizard credited by many as the first real practitioner of chronomancy, or time magic.

Drawing from the body of Jeriah's work, Torth created magic items to aid in Candlekeep's defense. In addition to the legendary *Torth's dilatory armor*, he conducted time magic experiments that created a diverse arsenal of *weapons of choral omission*. Some are in the hands of the monks or trusted Friends of Candlekeep, but most were stowed within a secret room within the Great Library. During an attempted theft by agents of the Red Wizards of Thay, the details of how to find the hidden passage leading to this armory were lost.



THE WALL

Armor (shield), very rare (requires attunement)

This huge tower shield is crafted from wood and reinforced with iron. It stands 5 feet tall and 2 feet wide. You gain a +2 bonus to AC while wielding this shield.

As an action you can place the shield on the ground and generate a slightly red tinted, visible *wall of force*, as per the spell, but up to 25 feet wide and 20 feet tall, with the shield set in the base at the center of the width. Physical barriers (such as floors, walls or ceilings) limit the wall's expansion. You are

considered the caster of the *wall of force* spell, and its duration changes to 1 hour, but maintaining it requires your concentration. If you stop touching the shield, the spell ends at once. Once the shield creates this special *wall of force*, it cannot do so again until the next dawn.

WILD LEATHERS

Armor (leather), rare (requires attunement)

This leather armor is constructed of thick leather plates over stitched leather scales. While wearing this armor you gain a +1 bonus to AC. In addition you gain advantage on Wisdom (Animal Handling or Survival) checks.



POTIONS

BEETLE ARMOR POTION

Potion, rare

When you drink this potion, your skin turns into an iridescent carapace and long, armored antennae sprout from your forehead. For 1 hour, you gain darkvision out to 60 feet and your AC cannot be lower than 14 + your Dexterity modifier.

ELIXIR OF ACCURACY

Potion, uncommon

When you drink this potion, once during the next hour, when you make an attack roll and dislike the result, you can reroll that attack with advantage. You choose to do so after the roll is made but before the DM declares whether it hit or missed. This sour, azure liquid gives you a feeling of alertness and energy.

ELIXIR OF FORTITUDE

Potion, uncommon

When you drink this potion, once during the next hour, when you make a Strength or Constitution saving throw and dislike the result, you can reroll that save with advantage. You choose to do so after the roll is made but before the DM declares whether it succeeded or failed. Your muscles tingle with empowering energy as you imbibe this viscous fuchsia fluid.

ELIXIR OF REFLEX

Potion, uncommon

When you drink this potion, once during the next hour, when you make a Dexterity or Intelligence saving throw and dislike the result, you can reroll that save with advantage. You choose to do so after the roll is made but before the DM declares whether it succeeded or failed. Once you imbibe this thin, rose-colored liquid,

you feel so mentally sharp that the the world around you seems to move a tiny but slower.

ELIXIR OF WILL

Potion, uncommon

When you drink this potion, once during the next hour, when you make a Wisdom or Charisma saving throw and dislike the result, you can reroll that save with advantage. You choose to do so after the roll is made but before the DM declares whether it succeeded or failed. After you imbibe this bubbling white concoction, you feel a greater sense of purpose and tenacity.

GRAVESPAWN POTION

Potion, uncommon (or rare, or very rare)

You gain temporary hit points when you drink this potion. The number of temporary hit points

depends on the potion's rarity, as shown in the Gravespawn Potions table. While you still have these temporary hit points, you also have resistance to poison and necrotic damage and advantage on saving throws against disease. The gravespawn potion is purple and thick with a putrescent smell, while the deathspawn potion is thin, odorless, and colorless, and the cryptspawn potion is halfway between the two.

GRAVESPAWN POTIONS

| Potion Name | Rarity | Temporary Hit Points |
|-------------------|-----------|----------------------|
| Gravespawn potion | Uncommon | 2d4 + 10 |
| Cryptspawn potion | Rare | 4d4 + 15 |
| Deathspawn potion | Very rare | 6d4 + 20 |

GREATER POTION OF ELEMENTAL CONTROL

Potion, very rare

When you use your action to drink this swirling concoction of blue, green, red, and white oils, you can choose one elemental within 60 feet of you and attempt to control it. The elemental must make a DC 15 Wisdom saving throw. It has advantage on this saving throw if you or your companions are fighting it, or if it has a Challenge rating of 6 or higher. On a failure, the elemental is charmed by you. This effect lasts for 1 hour or until you or your companions do anything harmful to the elemental.

While charmed, the elemental considers you a trusted friend and ally to be heeded and protected. It does not obey your commands, but takes your ideas and suggestions as seriously as it would take those of any other ally.

HADAR'S ABOMINABLE ELIXIR

Potion, very rare

When you drink this elixir, your arms turn into long, slimy tentacles. Your unarmed strikes gain a reach of 10 feet and inflict 2d8 acid damage in place of your normal damage. Until



this effect ends, you cannot hold anything in your hands, and you cannot cast spells with somatic components. The effect lasts for 1 hour. When it is due to expire, roll a d20. On a 1, the effect becomes permanent.

LESSER POTION OF ELEMENTAL CONTROL (AIR, EARTH, FIRE, OR WATER)

Potion, rare

This potion works like a greater potion of elemental control, but only controls one type of elemental: air, earth, fire, or water. When such a potion is found, the DM chooses or randomly determines what kind of elemental it controls, which is reflected in the potion's color: blue for water elemental, green for earth elemental, red for fire elemental, or white for air elemental.

LIFESHIELD POTION

Potion, rare

When you drink this lemony potion, you become the subject of a *death ward* spell, but the spell's duration is reduced to 1 hour. Until the spell ends, you gain an additional benefit: any necrotic damage you take is reduced by 5.

OINTMENT OF BARKSKIN

Potion, uncommon

When you use an action to slather this potion over your skin, your flesh takes on the rough, ropy texture of a Chultan rubber tree, and your AC can't be less than 16, regardless of what kind of armor you wear. The effect lasts for 1 hour. This greasy ointment is used by the wild dwarves of Chult.

POTION OF THE ABYSSAL EYE

Potion, Very Rare

When you drink this potion, for 1 hour you gain truesight, you notice secret doors hidden by magic, and you can see into the Ethereal Plane, all out to a range of 120 feet. However, when this duration ends, you must also make DC 15 Intelligence save. On a failed save, every time you close your eyes you see horrible visions that no one should contemplate, let alone actually see, causing you to gain no benefit from the next long rest you finish. After that, the visions slowly fade away, allowing you to rest normally.



POTION OF BRAVERY

Potion, uncommon

Originally developed by dwarves, who need every advantage in the gloomy tunnels they mine, this potion looks like water with veins of liquid gold. If you are frightened when you drink this potion, that condition ends immediately, and for 1 minute after you are immune to the frightened condition. Until that minute ends, you gain a +1 bonus on all attack rolls against any creature you were frightened of when you drank this potion.

POTION OF CLARITY

Potion, uncommon

When you drink this potion, once during the next hour, when you make an ability check and dislike the result, you can reroll that check with advantage. You choose to do so after the roll is made but before the DM declares whether it succeeded or failed. This cyan liquid is always cool and refreshing, and tastes like fresh water.

POTION OF THE ELECTRIC EEL

Potion, rare

Your skin gains a silvery sheen, and small sparks of electricity jump from your fingertips. For 1 hour, your AC cannot be lower than 13 + your Dexterity bonus. Until the duration ends, when you attack with an unarmed strike, you have advantage on the attack roll if your target is wearing metal armor, and on a hit, you can choose to deal 1d8 electricity damage instead of the normal bludgeoning damage.

POTION OF THE EXPLODING

HOMUNCULUS

Potion, very rare

This potion is thick and reddish-orange, with stringy bits in it like lengths of pasta. Once during the hour after you drink this potion, you can use an action to choose a target within 30 feet of you. When you do so, you immediately

vomit up the contents of your stomach, which fuse together into a special construct called a homunculus. The statistics of the homunculus are in the Monster Manual, but this one is made up of leftover food and other detritus best not contemplated. As part of the same action, the homunculus immediately flies to the target you chose and makes one bite attack against it. Whether or not the bite attack hits, at the end of the turn, the homunculus is reduced to 0 hit point if it is still alive.

When the homunculus is reduced to 0 hit points, it immediately explodes, forcing anyone within 10 feet of it to make a DC 15 Dexterity saving throw. A creature takes 6d6 fire damage on a failed save, or half as much on a success.

POTION OF PORCUPINE ARMOR

Potion, very rare

Long, barbed needles sprout from your arms, shoulders and back. For 1 hour, your AC cannot be lower than 12 + your Dexterity bonus. Until the duration ends, you can use your bonus action to make an unarmed strike attack, and when you hit with an unarmed strike, you can choose to deal 1d6 piercing damage instead of the normal bludgeoning damage.

POTION OF SPIRIT

Potion, rare

When you drink this lavender-scented potion, you gain advantage on death saving throws for 1 hour.

STORMSHIELD POTION

Potion, very rare

When you drink this potion, for 1 hour you gain resistance to thunder and lightning damage and advantage on saving throws against effects that would push you or cause you to fall prone. Your skin takes on a metallic sheen when you consume this slate gray, ozone-smelling drink.

RINGS

BANQUET RING

Ring, rare (requires attunement)

Those with reason to fear poisoners tainting their food treasure this gaudy, gem-encrusted bauble. While you wear this ring, you have resistance against poison damage and advantage on all Constitution saving throws that are not made against spells. You can use the ring as a bonus action to gain immunity to poison damage and the poison condition for 1 minute. After that minute ends, the ring cannot grant this immunity again until the next dawn.

BONE RING OF BETTER FORTUNE

Ring, very rare (requires attunement)

Formed from coated bones cleverly entwined, this tiny circlet fortifies your life force. While you wear this ring, you have resistance to necrotic damage. When you fail a saving throw against a necromancy spell, you can choose to succeed instead. Once the ring allows you to succeed on a saving throw in this way, it cannot do so again until the next dawn.

CHERISHED RING

Ring, rare

You and your words are more alluring when you wear this simple loop of burnished gold. While you wear this ring, you have advantage on Charisma (Persuasion) checks.

As an action, you can use the ring to force a creature of your choice within 60 feet of you to make a Wisdom saving throw against a DC equal to 8 + your Charisma modifier + your proficiency bonus. On a failure, the creature is charmed by you for 1 minute. While it is charmed by you, the creature cannot willingly move further away from you, and if it is further than 5 feet away from you at the start of each of its turns, it must use all of its movement to move closer to you. At the end

of each of its turns, a creature charmed by you can repeat the Wisdom saving throw, ending the effect on a success.

Once the ring forces a creature to make the Wisdom save against its charming effect, it cannot do so again until the next dawn.

FACE-STEALING RING

Ring, rare

This wearer of this gold ring, set with a lozenge of amber, ring sees the faces of others as potential disguises. While you wear this ring, you have advantage on Wisdom (Insight) checks. As an action, you can use the ring to choose a Small or Medium humanoid within 5 feet of you and assume its exact appearance, changing your shape to resemble it precisely. Your height, weight, skin, eyes, and other physical features all become identical to those of the chosen creature. This doesn't change your clothing, armor, weapons, or other belongings, only your body. You also gain the creature's mannerisms, voice, and speech patterns, granting you a +10 bonus on Charisma (Deception) checks to convince others you are that creature. The transformation lasts for a number of hours equal to twice your proficiency bonus.

Once the ring transforms your appearance in this way, it cannot do so again until the next dawn.

FASHION RING

Ring, uncommon

While wearing this ring, you can use an action to say its command word. In a flash of light, your clothing appears to be the height of fashion. You appear to be incredibly wealthy or a low-ranking



member of local aristocracy. This gives you advantage on Charisma (Persuasion) and Charisma (Intimidate) checks with humanoid creatures.

GARGOYLE RING

Ring, very rare

While you wear this ring, you have advantage on saving throws against becoming paralyzed or petrified. This ring has 3 charges.

While you are petrified, you can use 1 charge to end the effect that is causing you to be petrified. You can also use 2 charges as an action to become a stone statue, becoming petrified as you harden your body into motionless stone.. Instead of being completely unaware of your surroundings, you gain tremorsense out to 60 feet while you are a statue, though your other senses are suppressed as normal for the petrified condition. While in your statue form, you are also immune to nonmagical bludgeoning, piercing, and slashing damage. After being in your statue form for 1 minute, you regain hit points equal to twice your level. At the end of each your turns, you decide whether to stay in your statue form or become animate flesh once more.

In addition, you can use 3 charges as an action to cast the *polymorph* spell, targeting yourself

only, but you transform into a gargoyle (as described in the Monster Manual) instead of a beast.

The ring regains 1d4-1 expended charges each day at dawn.

MAGICIAN'S RING

Ring, common (requires attunement by a spellcaster)

Tricksters and hedge wizards everywhere love this cheap-looking gold ring. While you wear this ring, you know the *mage hand*, *minor illusion*, and *prestidigitation* cantrips. When you cast one of these cantrips while wearing this ring, the range increases by 30 feet.

NULLIFYING RING

Ring, legendary (requires attunement)

Formed from a metal as black as a starless night, this band counters attacks made against you. You gain +2 bonus to all saving throws when you wear this ring. When you would be hit by an attack roll, as a reaction you can use the ring to gain a +10 bonus to your AC against that attack, possibly causing it to miss. If the attack still hits, you gain resistance against the attack's damage. Once the ring grants you the AC bonus against an attack, it cannot do so again until the next dawn.

RING OF CANTRIPS

Ring, very rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

This ring allows the wearer to expend 1 of the ring's charges and cast any cantrip. This ring has 6 charges, and it regains 1d6 expended charges daily at dawn.

RING OF COUNTERSPELLING

Ring, very rare (requires attunement by a bard, cleric, druid, sorcerer, or wizard)

You can cast a spell into this ring. Afterwards, if someone casts the spell you cast into this ring while they are within 60 feet of you, you can use



a reaction to expend 1 of the ring's charges and cast *counterspell* as a 9th-level spell. This ring has 6 charges, and it regains 1d6 expended charges daily at dawn

RING OF SPELL EATING

Ring, rare (requires attunement)

When examined with the *identify* spell, this bronze ring appears to be a *ring of spell storing*, but in truth it is only a cursed facsimile. Once a character has attuned to the ring, it reveals its actual enchantment.

Any creature attuned to the ring loses any spell slots it currently possesses, and cannot regain them or gain new ones. The creature cannot cast any spells or cantrips while wearing this ring. An attuned wearer cannot remove the ring until after receiving a *remove curse* spell.

RING OF SUSTENANCE

Ring, rare (requires attunement)

While wearing this ring, you do not need to eat or drink, and if you spend 30 minutes doing nothing more strenuous than eating, drinking, reading, and tending to wounds, you gain all the benefits of finishing a short rest.

In addition, you can spend one or more Hit Dice as a bonus action, as if you had just completed a short rest. Once you use this property of the ring, you cannot do so again until the next dawn.

RING OF WIZARDRY

Ring, rarity varies (requires attunement by a wizard)

There are four distinct types of this ring (*ring of wizardry I, II, III, and IV*), each of which grants you additional

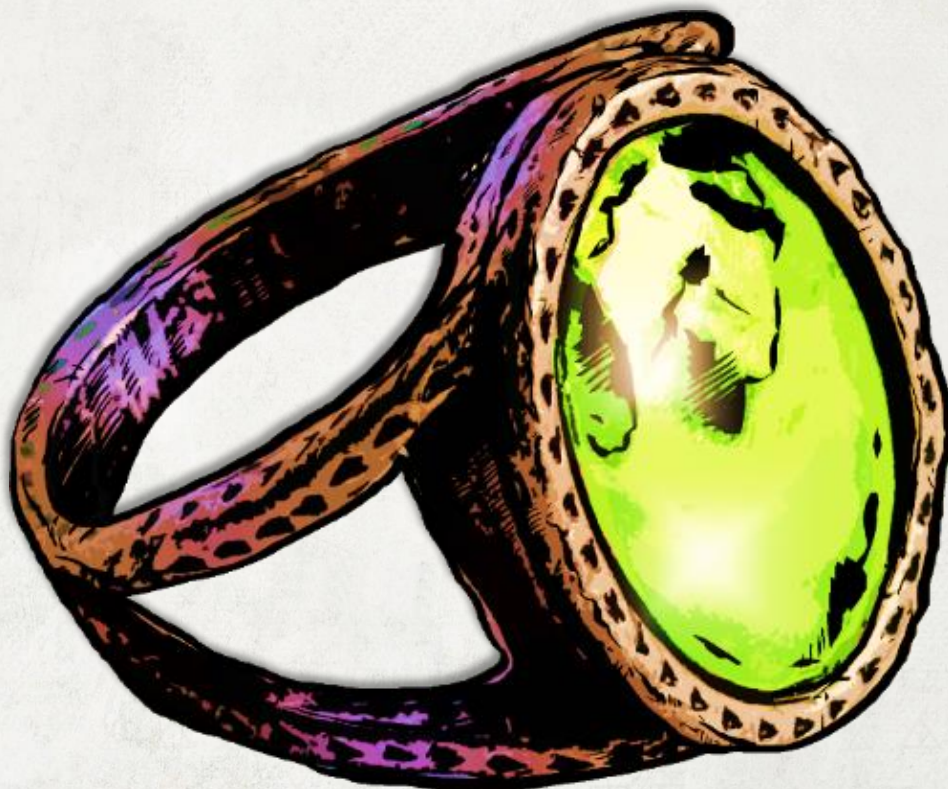
spell slots. If you have spell slots of the level listed in the table below for your type of ring, the number of spell slots of that level you have is doubled. The details for each ring type are shown in the following table:

| Ring | Benefit | Rarity |
|------|-------------------------------|-----------|
| I | doubles 1st level spell slots | uncommon |
| II | doubles 2nd level spell slots | rare |
| III | doubles 3rd level spell slots | very rare |
| IV | doubles 4th level spell slots | legendary |

WANDSLINGER'S RING

Ring, rare (requires attunement)

This copper ring occasionally reflects an eerie purple light that seems to come from some farther away and stranger place. The yellow-green heliodor stone it bears shines brighter when you cast a spell. While you are attuned to this ring, the first time each turn that you hit with a ranged spell attack that inflicts damage, you can deal an extra 2d4 force damage to one target you hit. You must be using a wand as your spellcasting focus to inflict this extra damage.



RODS

HEXER'S ROD +1, +2, OR +3

*Rod, rare (+1), very rare (+2), or legendary (+3)
(requires attunement by a warlock that knows the hex spell or has a warlock feature that curses)*

While holding this rod, you always know the *hex* spell as a warlock spell, and you gain a bonus to spell attack rolls determined by the rod's rarity.

This rod has 2 charges. When you cast the *hex* spell using a warlock spell slot while holding this rod, you can expend 1 charge to immediately regain that spell slot.

In addition, if you are holding this rod when you finish a long rest, you can choose one option for your Eldritch Invocations feature that you don't already know but for which you meet all the prerequisites (if any). Until the next time you finish a long rest, you know that Eldritch Invocation in addition to any others provided by your warlock class. The Eldritch Invocation you choose in this way must require the *hex* spell or a

warlock feature that curses as a prerequisite.

The rod regains all expended charges daily at dawn.

QUICKCURSE ROD +2

Rod, very rare (requires attunement by a warlock)

While holding this rod, you always know the *hex* spell as a warlock spell, and you gain a +2 bonus to spell attack rolls.

This rod has 2 charges. While you hold this rod, you can expend 1 charge to cast the *hex* spell without using a spell slot. When you use your action to cast a spell that requires you to make a spell attack, if the spell attack hits a creature, you can instantly expend 2 charges to cast the *hex* spell without using a bonus action or a spell slot.

The rod regains all expended charges daily at dawn.

ROD OF BUBBLES

Rod, rare (requires attunement)

Three times per day you can use an action to speak the rod's command word and fill a 10-foot cube with bright green bubbles. The area of this cube becomes difficult terrain. Any creature that enters the cube or starts its turn there must make a Dexterity saving throw (DC 18). Creatures that fail take 3d6 acid damage as several of the bubbles pop, covering the victim in acid. Creatures that successfully save do not take damage. The bubbles last for 1 minute before harmlessly disappearing. This ability recharges at dawn.

ROD OF DEADLY CASTING +1, +2, OR +3

*Rod, rare (+1), very rare (+2), or legendary (+3)
(requires attunement by an arcane spellcaster)*

While holding this rod you gain a bonus to spell attack rolls and to the saving throw DCs of your spells. The bonus is determined by the rod's rarity.

In addition, when you score a critical hit with a



spell attack for a spell that deals damage, you can roll 1d6 add it to the extra damage of the critical hit, and after rolling all the damage, you can choose to reroll one or two of the critical hit's damage dice. You must use the second roll.

ROD OF THE FEYWILD

Rod, very rare (requires attunement by a spellcaster)

While holding this rod you gain a +2 bonus to spell attack rolls and to the saving throw DCs of your spells. The bonus is determined by the rod's rarity. In addition, whenever you cast a spell of 1st-level or higher that teleports you, the maximum distance you can teleport with that spell is increased by 30 feet.

ROD OF FLAYING +1, +2, OR +3

Rod, rare (+1), very rare (+2), or legendary (+3) (requires attunement by an arcane spellcaster)

While holding this rod you gain a bonus to spell attack rolls and to the saving throw DCs of your spells. The bonus is determined by the rod's rarity.

When you deal necrotic damage to a creature, you can force the target to make a Constitution saving throw against your own spell save DC. On a failure, the target takes 2d8 necrotic damage and is stunned for 1 minute. If the target is stunned, at the start of each of its turns it repeats the Constitution saving throw, taking another 2d8 necrotic damage on a failure or ending this effect on a success.

This rod has 2 charges. While you hold this rod, you can expend 1 charge to cast the *hex* spell without using a spell slot. When you use your action to cast a spell that requires you to make a spell attack, if the spell attack hits a creature, you can instantly expend 2 charges to cast the *hex* spell without using a bonus action or a spell slot.



The rod regains all expended charges daily at dawn.

ROD OF INTERFERENCE

Rod, very rare (requires attunement by a bard, cleric, druid, sorcerer, warlock, or wizard)

This rod has 6 charges. While holding the rod, you can use an action to expend 1 of the rod's charges and make a ranged spell attack with an invisible ray of antimagic against a target within 60 feet. On a hit, the target cannot cast spells again until the end of its next turn, and if it is concentrating on a spell, its concentration immediately ends.

In addition, if the target you hit is affected by any other spells, you know what each of those spells are, and you can instantly end your choice of one of those spells. As part of the same action, you can

choose up to three more spells affecting the target and attempt to end each of them. For each spell you wish to end, you make an ability check with your spellcasting ability score against a DC equal to 10 + the level of the chosen spell, ending that spell on a success.

The rod regains 1d6 expended charges daily at dawn.

ROD OF SPHERES

Rod, rare

While holding this rod, which has three charges, you can use an action to expend one of the rod's charges and create a sphere of force that hovers 3 feet off the ground. The sphere can hold up to 200 pounds of items and follows you around for up to 2 hours. The sphere is destroyed if it takes any damage, but any objects inside float to the ground as if affected by the *feather fall* spell. The

rod regains all expended charges each day at dawn.

ROD OF WEAPONRY

Rod, rare (requires attunement by a character that has proficiency with all martial weapons)

This rod has 7 charges. You may use an action to expend 1 charge and speak the rod's command word to turn the rod into any weapon listed in Chapter 5 of the *Player's Handbook*. When you do so, you can instead choose to turn the rod into two weapons, but both weapons must have the light property. If you split the rod into two weapons, they must both be the same weapon.

If you turn the rod into one weapon, it has a +2 bonus to hit and damage rolls. If you change the rod into two weapons, they each have a +1 bonus to hit and damage rolls. The rod stays in its weapon form for 1 minute, then it changes back.

The rod regains 1d6+1 charges every day at dawn. If you expend the last charge roll a d 20. On a 1, the rod crumbles into a pile of rust and is destroyed..

SWORDMAGE'S ROD

Rod, rare (requires attunement by a spellcaster)

While holding this rod in either of its two forms, you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

This rod has 7 charges. As a bonus action, you can expend 1 charge to transform the rod into a *longsword* +1. It changes back immediately if you let go of the sword, if you are incapacitated, or if you revert the sword into a rod as a bonus action.

While the rod is in its sword form, you can cast any of the following cantrips at will: *booming blade****, *caustic blade**, *challenger's mark**, *fell strike**, *Feywild guardian**, *frostwind blade**, *greenflame blade****, *lightning lure****, or *sword burst****.

While holding the rod in either of its two forms, you can use your reaction (as per the casting time description of each spell) to expend 1 charge and cast one of the following spells, using

your own spell save DC and spellcasting ability modifier: *aegis of assault**, *aegis of ensnarement**, or *aegis of shielding**.

The rod regains all expended charges daily at dawn.



STAFFS

BLASTING STAFF

Staff, rare (requires attunement by a spellcaster)

The staff has 10 charges. While holding it you can use an action to expend 1 or more of its charges to create a fiery blast. Make a ranged spell attack against a target you can see within 30 feet. If you hit, you inflict 2d6 fire damage for every charge you expended. You can also expend charges to modify the blast, choosing one of the following options:

- ✧ Instead of a ranged spell attack the fiery blast is a 10-foot cone. Creatures within the cone must make a Dexterity saving throw against your spell save DC, taking full damage on a failed save or half as much damage on a successful one. (2 charges)
- ✧ Instead of a ranged spell attack, choose a point you can see within 50 feet. Every creature within 10 feet of that point must make a Dexterity saving throw against your spell save DC, taking full damage on a failed save or half as much damage on a successful one. (2 charges)
- ✧ You change the damage type from fire to cold, electricity, acid, or poison. (1 charge)

The staff regains 1d6+4 charges every day at dawn. If you expend the last charge roll a d 20. On a 1, the rod crumbles into a pile of ash and is destroyed.

EARTHROOT STAFF

Staff, rare (requires attunement by a spellcaster)

This staff is as light as wood, but it seems to be made of earth and stone with a fine crystal atop it. It can bind your enemies to the earth and protect you against the same. It can be used as a quarterstaff, and it grants you a +1 bonus to attack and damage rolls

with it. It can also be used as a spellcasting focus, and while holding it you gain a +1 bonus to your spell attack rolls.

While you hold this staff, you gain advantage on saving throws against effects that would push you, pull you, or cause you to become paralyzed, prone, or restrained. Also, when a creature rolls a saving throw against a spell you cast, if failure would push or pull the creature, or cause it to become paralyzed, prone, or restrained, it has disadvantage on the saving throw.

SNAKE STAFF

Staff, rare (requires attunement)

Carved to look like a giant snake, this quarterstaff grants you a +1 bonus to attack and damage rolls with it. When you hit a creature with a melee





attack using the staff, you can immediately speak the command word and drop the staff. When you do so, the creature you hit must make a Strength saving throw (DC 18). On a failure, the staff turns into a giant constrictor snake and starts to coil the target, grappling it. On a success, the staff briefly transforms into a snake in the space where you dropped it, but returns to staff form at the end of the turn.

At the start of your turn the snake will attempt to bite a victim it has grappled. The combat abilities and other statistics of a giant constrictor snake appear in Appendix D of the *Player's Handbook* (your DM should have these statistics as well). At the end of each of its turns, a creature grappled by the giant constrictor snake can make Strength saving throw (DC 18) to escape the grapple.

If a creature escapes the grapple, the snake turns back into a wooden staff at the end of that turn. You can also turn the snake back into a staff at any time by repeating the command word. If the snake is reduced to 0 hit points, it immediately returns to its staff form, and it

cannot become a snake again for 1 week.

Once you use the command word to turn the staff into a snake, the staff cannot be turned into a snake this way again until the following dawn.

STAFF OF THE ARCANE ARTISAN

Staff, very rare (requires attunement by a bard, cleric, sorcerer, or wizard)

This staff has 10 charges. While holding it, you know the *create item** and *mending* cantrips, and you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *stone shape* (1 charge), *animate objects* (2 charges), *fabricate* (2 charges), or *demiplane* (10 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

STAFF OF CACOPHONY

Staff, very rare (requires attunement by a spellcaster)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *thunderwave* (1 charge per level, up to 5 charges), *shatter* (1 charge per level, up to 5 charges), *thunderlance** (4 charges), or *thunderous reprisal** (4 charges, cast at level 4).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

STAFF OF CONJURATION

Staff, rare (requires attunement by a spellcaster)

The staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it,

using your spell save DC: *grease* (1 charge), *Melf's acid arrow* (2 charges), or *web* (2 charges).

You can use 5 charges to grow a pair of black tentacles from your shoulders. As an action, you can use the tentacles to make a melee spell attack against any creature within 10 feet. On a hit, you deal magical bludgeoning damage equal to 1d8 plus your spellcasting ability modifier, plus an additional 1d8 acid damage. These tentacles last for 1 minute before they fade away.

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff disintegrates into a fine powder and is destroyed.

STAFF OF EARTH AND STONE

Staff, very rare (requires attunement by a spellcaster)

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *stone shape* (1 charge), *meld into stone* (2 charges), *move earth* (4 charges), or *wall of stone* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

STAFF OF FICKLE

TWILIGHT

Staff, rare (requires attunement)

This staff, with its fey-carved headpiece of gray

bone always obscured by shadows, can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

The staff has 7 charges. When you hit with a melee attack using it, you can expend one of its charges as a bonus action to inflict an extra 1d10 psychic damage on the target. When you inflict this extra damage, you can also teleport up to 30 feet as part of the same bonus action. The staff regains 1d6+1 expended charges daily at sunset. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical quarterstaff.

STAFF OF THE GAOLER

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

This staff is carved of black, iron-hard duskwood, and is used to entrap foes without killing them. During the Dawn War at the beginning of time, when the gods fought the primordial Dawn Titans who then ruled creation, a being called Taavor the Mad One betrayed his master. That master was Ogremoch, the Prince of Evil Elemental Earth, who sought to punish Taavor. The Mad One was trapped beneath what is now the Flooded Forest by his former comrades, one



of whom bore this staff, created for this purpose by Ogremoch himself.

This staff has 10 charges. While holding it, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *hold person* (1 charge, cast at level 2), *hold monster* (2 charges, cast at level 5), *maze* (5 charges), or *imprisonment* (10 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

STAFF OF THE MAGISTER

Staff, legendary (requires attunement by an arcane spellcaster)

This handsome mahogany staff is topped by a draconic bronze claw, clutching a crystalline orb. Despite its name, there is no record of it ever being owned by a being who claimed the title of magister, and the moniker is said to be a corruption of its original name. It was made in a distant world, and how it came to this one is unknown—some say it was found by a wizard in the Domain of Dread called Sithicus, and she brought with her when she escaped that benighted land.

This staff can be used as a quarterstaff, and it grants you a +2 bonus to attack and damage rolls with it. It can also be used as a spellcasting focus, and while holding it you gain a +2 bonus to AC, spell attack rolls, Intelligence (Arcana) checks, and the saving throw DCs of your spells.

You can use a command word to cause the crystal atop the staff to emit bright light in a 20-foot radius and dim light for an

additional 20 feet. You can end the light at any time, otherwise it ends when you are unconscious or no longer holding the staff.

You can use the staff to cast the *feather fall* spell as a reaction, targeting only yourself, without using a spell slot. When a creature rolls a saving throw against a spell you cast, if failure would cause it to become charmed, it has disadvantage on the saving throw.

The staff also has a number of charges equal to your proficiency bonus. While you hold the staff, you can use the Distant Spell and Extended Spell metamagic options from the Metamagic feature of the sorcerer class. You can substitute this staff's charges for sorcery points when paying the cost of a metamagic option. The staff regains all expended charges each day at sunset.



STAFF OF SPECTRAL HANDS

Staff, uncommon (requires attunement by a spellcaster)

The true power of this staff lies in its clever utility. It can be used as a quarterstaff, and it grants you a +1 bonus to attack and damage rolls with it. It can also be used as a spellcasting focus, and while holding it you gain a +1 bonus to your spell attack rolls. While you hold this staff, you know the mage hand cantrip. When you cast mage hand, you can conjure more than one hand. The maximum number of hands you can conjure in this way is equal to your proficiency bonus.

Each hand you conjure in this way appears in a different point you choose within range. When you use your action to control one hand, you can use your bonus action to control all the other hands you have.

You can use each hand to perform a different task. Otherwise, the hands are subject to the normal rules for *mage hand*.



WANDS

AMBUSHER'S WAND

Wand, rare (requires attunement)

This wand of ebony is bound in displacer beast sinews. While you hold it, you gain a +1 bonus to spell attack rolls, and you have advantage on ranged spell attack rolls against any creature that hasn't taken a turn in the combat yet. In addition, when you hit with a spell attack roll against one or more creatures that are surprised, you can choose one surprised target you hit and reduce its speed by half until the end of your next turn.

BONEWAND

Wand, rare (requires attunement)

This wand carved of humanoid bone has 7 charges. While holding it, you can use an action during your turn to speak its command word and expend 1 or more charges.

If you expend 1 charge, you create a 20-foot cone of razor sharp bone shards. Creatures caught in the cone must make Dexterity saving throw (DC 18), taking 4d6 piercing damage on a failed save, or half as much on a successful one. Creatures that failed the save take 2d6 piercing damage at the start of your next turn as the bone shards splinter into their victim's skin.

You can also expend 1 or more charges to target an animated humanoid skeleton within 30 feet and force it to make a Constitution saving throw (DC 18). The skeleton takes 1d10 force damage for every charge you expend on failed save, or half as much damage on a successful one. If the skeleton is reduced to 0 hit points, it explodes. Any creature within 10 feet of an exploding skeleton must make a Dexterity saving throw (DC 18), taking 4d8 piercing damage on a failed save, or half as much on a successful one.

The wand regains 1d6+1 charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ash and is destroyed.



KEEN BITE WAND

Wand, very rare (requires attunement by a spellcaster)

While holding this wand of jaggedly-carved darkwood, you gain a +1 bonus to spell attack rolls. In addition, any creature that you summon or create with a conjuration spell gains 15 temporary hit points. While it has these temporary hit points, its weapon attacks score a critical hit on a roll of 19 or 20.

WAND OF AIMING

Wand, very rare (requires attunement by a spellcaster)

While holding this thin, tapering wand wrought from heart of pine, you gain a +1 bonus to ranged spell attack rolls, and your ranged spell attacks score a critical hit on a roll of 19 or 20. The wand has 6 charges. When you hit with a spell attack, you can expend 1 of the wand's charges as a bonus action to force one of the targets you hit to make a saving throw (DC equals your spellcasting

DC) against one of the following effects of your choice:

- ✧ The target must succeed on a Strength saving throw or drop one item of your choice that it is holding.
- ✧ The target must succeed on an Intelligence saving throw or it can't take reactions until after the end of your next turn.
- ✧ The target must succeed on a Charisma saving throw, or it has disadvantage on Wisdom and Charisma checks for 1 minute.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF ELEMENTAL BURST

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *elemental burst** spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF METAL COMMAND

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you know the direction to the nearest natural deposit of gold, silver, or mithral within 1 mile. If you are within 10 feet of such a deposit, you can tell the approximate total weight of all the metal within it.

While holding the wand you can use an action to speak its command word and expend 1 charge. You can use the wand to turn up to 1 pound of steel within 10 feet of you into 1 pound of silver for 1 minute.

Finally, while holding the wand, you can

expend 3 charges to cast the *magnetism** spell, without the need for any components, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability for this casting.

The wand regains 1d6+1 charges at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF SALT

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to speak its command word and expend 1 charge. When you do so, you choose a 50-foot square of land within 100 feet. Any natural plants in that area die. Any magical plants or plant creature in that area must make a Constitution saving throw (DC 15), taking 4d8 necrotic damage on a failed save, or half as much on a successful one.

When you expend a charge, instead of choosing an area, you can instead target one non-plant creature within 100 feet, commanding the wand to drain and dessicate it. That creature must make a Dexterity saving throw (DC 15). On

a failure, it takes 2d8 necrotic damage and is blinded until the end of its next turn. On a success, the creature takes half as much damage and is not blinded.

The wand regains 1d6+1 charges at dawn. If you expend the wand's last charge roll a d20. On a 1, the wand crumbles into salt and is destroyed.

WAND OF SUDDEN TRANSPOSITION

Wand, uncommon (requires attunement by a spellcaster)

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *sudden transposition** spell (save DC 15) from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF TEETH

Wand, rare (requires attunement)

This wand has 7 charges. While holding it you can use an action to speak its command word and expend 1 charge. When you do so, the wand fires a "tooth" of pure magical force at a target of your choice within 100 feet of you. You make a ranged spell attack against the target, using your choice of Dexterity, Intelligence, Wisdom, or Charisma as your spellcasting ability and including your proficiency bonus.

+Armored targets are easier to strike with this attack. If the target is wearing armor or wielding a shield, roll a d4, and reduce the target's Armor Class against this attack by the result. If the target is both wearing armor and wielding a shield, you roll a d8 instead of a d4. If the target is wearing medium armor, you increase the penalty by 2; if it is wearing heavy armor, you instead increase the penalty by 5.

On a hit, the target takes force damage equal to 2d8 + your spellcasting ability modifier for the attack. In addition, if a target takes 5 or more



damage from this attack, one shield it is using or suit of armor it is wearing (your choice) takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 or a shield that drops to a +0 bonus is destroyed.

The wand regains 1d6+1 charges at dawn. If you expend the wand's last charge roll a d20. On a 1, the wand crumbles into a pile of human teeth and is destroyed.

WAND OF THUNDERING

ARMOR

Wand, uncommon (requires attunement by a spellcaster)

This wand of dragonseye oak capped with copper has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *thundering armor** spell (save DC 15) from it. While you are attuned to this wand, whenever you cast *thundering armor** (whether from the wand or otherwise), the distance you can push a creature that fails its saving throw against the spell is doubled. The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.



WEAPONS

ACIDIC WEAPON

Weapon (any), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this weapon. You can use a bonus action to speak this magic weapon's command word, coating the part that would strike an enemy to become covered in corrosive oil. While the weapon has this acidic coating, it deals an extra 1d6 acid damage to any target it hits, and it emits a sharp, overpowering smell, giving everyone within 15 feet of the weapon disadvantage on Wisdom (Perception) checks related to scent. The acid lasts until you use a bonus action to speak the command word again or until you drop or stow the weapon, at which point the acid vanishes, along with the smell.

ANANGRIST, THE PROMISE OF SUFFERING

Weapon (shortsword), very rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this impossibly crooked and jagged magical sword. This razor-sharp sword scores a critical hit on a roll of 19 or 20 on an attack roll.

When you score a critical hit with this weapon, the vicious barbs of the weapon tear flesh and cause grievous wounds. The damage dealt by the critical hit cannot be regained by magical means, only by completing a short or long rest. Additionally the wound bleeds profusely. At the start of each of the

wounded creature's turns, it takes 1d4 necrotic damage (for each time you've wounded it if multiple critical hits occur within the continuing effects), and it can then make a DC 15 Constitution saving throw, ending the effect of all such wounds on itself on a success.

ANGELKILLER, THE END OF IMMORTALITY

Weapon (greatsword) very rare (requires attunement)

The heavily scuffed bronze shield hilt of this sword is barbed with the talons of a yugoloths, and the steel blade is inlaid with gold. You gain a +1 bonus to attack and damage rolls with this magical sword. When you hit a celestial or fiend with this weapon, the creature takes an extra 3d6 slashing damage.

While attuned to this weapon you have advantage on saving throws against spells and properties from celestials and fiends.

Divine Sense. As an action you may open your awareness to the presence of celestials and fiends. Until the end of your next turn you know the location of any celestial or fiend within 60 feet of you that is not behind total cover. You know the type (celestial or fiend) of any being you sense, but not its specific nature or identity. You can use this property three times per day, regaining expended uses at dawn the next day.

Special. Angelkiller has the rudiments of a personality forming, and it isn't pleasant. Exposure to the evil of its last wielder—a blackguard devoted to Asmodeus—has formed a nascent presence of evil that may continue to grow over time. Whenever its Divine Sense

property is used in the presence of both celestials and fiends only the celestials will be detected.

ARROW OF LAW

Wondrous item, uncommon

These finely crafted arrows never break and can be recovered if you can find them after they are fired. A creature struck by one of these arrows takes an extra 1d6 magical piercing damage if it is of chaotic alignment.

BLADE OF BANISHING

Weapon (any slashing weapon), legendary (requires attunement)

These +2 magical bladed weapons are imbued with powerful abjuration magic. When an attuned wielder scores a critical hit with the weapon, the target creature must make a Charisma saving throw against a DC of 17 or suffer the effects of the *banishment* spell. The duration of this *banishment* is 1 minute, with no concentration required.

CROSSBOW BOLT OF STUNNING

Weapon (bolt), rare

These crossbow bolts are made to incapacitate foes. A creature that takes damage from one of these bolts must make a DC 17 Constitution saving throw or be stunned until the end of its next turn.

CROSSBOW OF DISTANCE

Weapon (hand, light, or heavy crossbow), rare

The normal and maximum ranges of these finely crafted crossbows are doubled. Attackers have





normal chances to hit up to the weapon's normal maximum range, and then disadvantage up to the weapon's new maximum range.

These weapons are usually crossbows; however, other weapons that use ammunition have been known to be imbued with the same type of magic.

CROSSBOW OF MARKSMANSHIP

Weapon (hand, light, or heavy crossbow), rare

Attackers have advantage on their attack rolls up to the weapon's normal range, and then normal chances to hit up to the weapon's normal maximum range.

ELFCLEAVER, THE BLEEDING EDGE OF RAGE

Weapon (greatsword), rare (requires attunement)

You gain a +1 bonus to attack and damage rolls with this huge and jagged orc-forged blade. When you hit an elf with this weapon, the elf takes an extra 1d6 slashing damage. For the purpose of this weapon 'elf' refers to any creature with the humanoid (elf) type, as well as half elves and eladrin.

While attuned to this weapon, if you succeed on a saving throw against any spell cast by an elf, you can use your reaction to move up to 60 feet toward the caster. If you have the caster within reach of this weapon when you end this movement, as part of the same action you can make a single melee attack with this weapon, gaining advantage to the attack roll.

THE FOXBLADE

Weapon (shortsword), uncommon

This shortsword appears rusted at first glance, but that is due to the unique crimson-orange color of the metal. Combined with this color, a triangular white mother-of-pearl inlay near the hilt causes the blade to resemble the coloring of a fox's tail. The crossguard is made of the same

unique crimson metal, set with round yellow and black stones made to resemble vulpine eyes. This description matches that of a magical weapon lost during the most recent destruction of the town of Ylraphon, when it was razed by the Rage of Dragons in the 14th century. Said to have been crafted by forest gnomes, it was known as the Foxblade.

This weapon grants you a +1 bonus to attack and damage rolls made with it, and while you are in any forest, you gain advantage on all Wisdom (Perception) checks you make while hidden.

THE GREATER FOXBLADE

Weapon (longsword), very rare

A rare version of the *foxblade* exists, in the form of a longsword with a more powerful enchantment. This weapon grants all the same benefits as the lesser *foxblade*, but also grows in power with its wielder. The bonus you gain to attack and damage rolls you make with this weapon is equal to half your proficiency bonus. While you carry the *greater foxblade*, you add this same magical bonus to all your Dexterity checks.

FROSTRAZOR, THE HEART OF ICE

Weapon (longsword), legendary (requires attunement)

This sword's crystalline blade is the deep blue of an ice cave, and its ornate hilt is gold inlaid with a carved sapphire. You gain a +1 bonus to attack and damage rolls with this magical sword. When you hit with an attack using this weapon the target takes an extra 1d6 cold damage. In addition, while you hold the sword you have resistance to fire damage and immunity to cold damage.

In freezing temperatures, the blade sheds light in a 10-foot-radius, and dim light for an additional 10 feet. You can suppress this illumination at will.

When you draw this weapon, it releases a burst of cold in a 30 foot radius, extinguishing all non-magical flames and dealing 14 (4d6) cold damage to creatures in the area and reducing their speed by 10 feet for 1 minute. Each affected creature can make a DC 15 Constitution saving throw to halve

the damage and negate the speed reduction. This property can be used no more than once per hour.

LIFEDRINKER

Weapon (shortsword), very rare (requires attunement)

A wicked, golden star decorates the crossguard of this shortsword, and extends into gold runes atop the blade's crimson inlay. You gain a +1 bonus to attack and damage rolls with this magical sword. A successful hit deals an extra 1d6 necrotic damage as the sword absorbs a creature's blood. Constructs and undead are immune to the extra damage.

Lifefeech. At the beginning of combat the sword starts with 0 charges, and gains 1 charge for each 10 cumulative points of necrotic damage it inflicts. The charges last 1 minute from the time acquired. You can spend charges as a bonus action on your turn for the following effects;

Transfer life. You heal 1d4 lost hit points for each charge you expend. There is no limit to the charges you can expend on this property in a single bonus action.

Bloodlust. You can expend two charges to cast *bleed* with you as the only affected creature.

Exsanguinate. After a successful attack on a creature you can expend three charges



and induce massive blood loss, requiring the target to make a successful Constitution saving throw or take 4d6 necrotic damage.

MAGE'S WEAPON, +1, +2, OR +3

Weapon (any one-handed melee weapon), rare (+1), very rare (+2), or legendary (+3) (requires attunement by a spellcaster proficient with the weapon)

You can use this weapon as a spellcasting focus for your spells, and you add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. You add the same bonus to your spell attack rolls and to the saving throw DCs of your spells.

In addition, while you wield this weapon, you know two maneuvers from among those available to the Battle Master archetype in the fighter class. You choose these maneuvers when you attune to the weapon. If a maneuver you use requires your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you wish, you can instead choose for the DC to be your spell

save DC (including the bonus gained from this item).

To fuel these maneuvers, the weapon provides one superiority die, which is a d6 (this die is added to any superiority dice you have from another source, no matter when you gain them). A superiority die is expended when you use it. As long as you have the weapon on your person, you regain your expended superiority dice when you finish a short or long rest. If you wish, you can regain an expended superiority die by expending a spell slot while wielding this weapon.

MOONBOW +1, +2, OR +3

Weapon (shortbow or longbow), uncommon (+1), rare (+2), or very rare (+3)

This slender bow is made of white wood so polished it looks like pearl, and whenever its nearly invisible bowstring is drawn, it creates a gleaming arrow of light, so that it never runs out of ammunition. You add a bonus determined by this magical bow's rarity to attack and damage rolls you make with it.

You can use a bonus action to cause the bow to

shed bright light in a 15-foot radius and dim light for an additional 15 feet. The light lasts for 1 hour, or until you use another bonus action to stop the bow from glowing.

If you are a cleric or paladin, and if your race is elf or half-elf, you can use this weapon as a spellcasting focus as well.





RUBICANT BLADE, +1, +2, OR +3

Weapon (any sword), uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a spellcaster proficient with the weapon)

This beautiful and ornate sword has seven runes inscribed on the blade and vibrates with power when held. You can use it as a spellcasting focus for your spells, and you add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. While you and this weapon are on the same plane of existence, you can summon this weapon as a bonus action on your turn, causing it to teleport instantly to your hand.

Whenever you willingly teleport during your turn, if you are holding this weapon, the range of distance which you can teleport increases by 10 feet.

You can use this weapon to cast *misty step*. When you cast *misty step* in this way, choose two allies within 30 feet of you. Each creature you choose can use its reaction to teleport up to 30 feet to a new space within 30 feet of you. Once you cast *misty step* with this property of the weapon, it cannot be used to do so again until after the next dawn.

SOUL REAPER, THE CRY OF THE LOST

Weapon (shortsword), legendary (requires attunement)

The royal purple inlay on this blade bears golden runes that speak of ruthless loyalty to a mighty queen, but the name of both the queen and her

doomed realm have been lost. You gain a +2 bonus to attack and damage rolls with this magical sword. On a hit, this weapon deals an additional 1d6 necrotic damage to any living creature (not a construct or undead).

Accumulated Knowledge. You may call upon the accumulated knowledge of the trapped souls to recall information, gaining advantage on all Intelligence (Arcana, History, Nature, or Religion) checks.

Cry of the Lost. As an action, you can cause the captured souls in the blade to come forth as a swirling, transparent flock of spectres emitting horrific screams in a 20-foot radius, centred on the blade. All creatures in the area of effect, except you, must make a successful DC 15 Wisdom saving throw or take 4d6 psychic damage and must use their next turn to flee from you by the most direct, safe route, using their action to dash. A creature that cannot flee safely instead cowers, gaining the prone condition. A successful saving throw halves the damage and negates the compulsion to flee. This property can be used three times, the mace regaining all uses at dawn.

SOULKNIFE

Weapon (dagger), rare (requires attunement)

This black steel dagger has a twisted wire hilt that grasps an irregular ruby. You gain a +1 bonus to attack and damage rolls with this magical dagger.

Soul Capture. Upon successfully delivering a killing blow with this weapon, you can expend your reaction to capture the dying creature's soul temporarily. The soul remains within the gem in

the hilt for 1 minute before moving on to its final rest. While trapped in the dagger the creature may not be raised or resurrected. Each turn the creature remains in the gem you may ask it one question with a yes or no answer that it must answer truthfully. At the end of each of your turns the trapped soul can make a DC 15 charisma saving throw to end its captivity early.

Once the dagger traps a soul with this property once, it cannot do so again until the next dawn.

SPELLSOUL BLADE, +1, +2, OR +3

Weapon (any sword), rare (+1), very rare (+2), or legendary (+3) (requires attunement by a spellcaster proficient with the weapon)

You can use this weapon as a spellcasting focus for your spells, and you add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. You add the same

bonus to your spell attack rolls and to the saving throw DCs of your spells.

In addition, whenever you finish a short rest while attuned to this weapon, choose one of the following damage types: acid, cold, fire, lightning, necrotic, or radiant. Until the next time you finish a short or long rest, the weapon inflicts damage of the chosen type instead of its normal damage, and you gain resistance to damage of the chosen type. This effect ends early if you die.

Finally, you can dismiss the weapon, shunting it into an extradimensional space, and it appears whenever you use a bonus action to summon it again thereafter. The weapon appears at your feet if it is in the extradimensional space when you die or if you stop being attuned to it.

SPIDERKISSED WEAPON, +1, +2, OR

+3

Weapon (any one-handed melee weapon), uncommon (+1), rare (+2), or very rare (+3) (requires attunement)

This drow-wrought magic weapon is enchanted to poison foes. You add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. Whenever you hit with a melee attack using this weapon, you can choose to inflict poison damage instead of the weapon's normal damage. On a critical hit, this weapon inflicts an additional 1d4 necrotic damage.

In addition, when you deal poison damage with this weapon, you can force the target to roll a Constitution saving throw (DC equals 14 + this weapon's magical bonus to attack and damage rolls). A creature in sunlight has advantage on this saving throw. On a failed save, for 1 minute the target is poisoned and its speed is reduced by half. The target can repeat the saving throw at the end of each of its turns, ending the effects on a success. Once you force a creature to make this saving throw, you can't do so again until you finish a long rest.



STORMBRIGHT'S BLADE

Weapon (longsword), legendary (requires attunement by a proficient wielder of lawful, non-evil alignment)

This sword is of dwarven make yet balanced for a wielder of human height. Covered in runes of protection, it is large for a longsword. The dwarf paladin Garm Stormbright found it in Athkatla, immediately after the incident of the Planar Sphere, indicating that the sword is from another plane. Stormbright wielded the sword in his career as the most feared constable of Raven's Bluff, and that was when the sword (the real name of which is unknown) gained this title. When he retired to tend a shrine to Berronar in Ylraphon, and made a vow of pacifism, he gave up the blade. Its current location is unknown.

You gain a +3 bonus to attack and damage rolls with this longsword, and when you wield it with two hands using its versatile property, its damage increases to 2d6 instead of 1d10. The sword also grants you a +3 bonus on Charisma (Persuasion) and Intelligence (History) checks.

The sword also has a number of charges equal to your proficiency bonus. If you are 9th-level or higher, you can expend 1 charge as a bonus action to cause the sword to emit bright light in a 10-foot radius and dim light for an additional 10 feet.

You can spend 2 charges as an action to cast protection from evil, targeting yourself. When

cast in this way, the spell protects you against dragons as well as aberrations, celestials, elementals, fey, fiends, and undead. While you are protected in this way, you and all allies within 60 feet of you also gain a +1 bonus to AC and saving throws.

In addition, when you are reduced to 0 hit points but not killed outright, you can spend 3 charges to drop to 1 hit point instead. Once you use this property, you can immediately use your reaction to move up to your speed and make one attack with this sword. After that attack is resolved, you immediately take 1 hit point of damage.

Unless it is wielded by an evil creature, this sword never rusts or tarnishes, its metal is always polished, and its edge is always sharp. When an evil creature makes an attack roll with it, on a roll of 1 on the d20, the sword breaks, and it cannot be repaired until it is attuned to a wielder. Even then, repairing it costs 500 gp and requires a skilled swordsmith.

SWORD OF THE GOLDEN SCORPION

Weapon (greatsword), very rare (requires attunement)

This greatsword has a golden hilt with a brown chitin grip. The flexible blade whips as it is swung, cutting through the air with a metallic



whine. You gain a +1 bonus to attack and damage rolls with this magical sword.

You can use an action to cause thick, green poison to coat the blade. The poison remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or take 2d10 poison damage and become poisoned for 1 minute. The sword can't be used this way until the next dawn.

Golden Scorpion. As an action you may take the shape of a scorpion or giant scorpion (as described in the Monster Manual), with a brown and golden coloring, as if you had cast the *polymorph* spell, except that you retain your own Intelligence, Wisdom and Charisma scores, and saving throws if these are better than the form taken. The sword regains the use of this property at dawn the next day.

TIDERIPPER, MASTER OF THE SEA

Weapon (longsword), very rare (requires attunement)

This longsword has a dark blade and a hilt that resembles reaching tentacles, with a central gem resembling the pupil of a sea serpent's eye. When swung underwater, the tentacles writhe and the eye blinks of their own accord.

You gain a +2 bonus to attack and damage rolls with this magical sword. While attuned to this weapon you gain a swimming speed equal to your walking speed, and are under the constant effects of a *freedom of movement* spell.



TIMEREAPER, THE BLADE OF HINDSIGHT

Weapon (longsword), very rare (requires attunement)

The blade of this sword shines as if it were just forged yesterday, yet the ornate gold hilt is tarnished as if

You gain a +2 bonus to attack and damage rolls with this magical sword. While attuned to this weapon you cannot be affected by *haste*, *slow* or any magic or effects that alter time or age you.

Timereave. If you have not yet taken any actions or bonus actions during your turn, as an action you can cut through time, enacting a paradox bubble around yourself that the timestream immediately attempts to correct. The events of the preceding round—from the end of



your previous turn to now—are undone for you alone. Any damage you took during that time is healed, and any effects you’ve become subject to since the end of your last turn immediately end. If you took any reactions during that time, the direct effects of those reactions are undone, and if you have moved since the end of your last turn, you are teleported back to where you were at that time. If that space is occupied, you teleport to the nearest safe unoccupied space. Due to the stress of this time correction, you cannot take actions or bonus actions until after the end of your next turn. Once you use this property, *Timereaver* cannot undo time again until the next dawn.

TRIDENT OF SERENITY

Rare, requires attunement

This magical weapon senses strife and turmoil around you, responding in kind with calming magic that suppresses anger and fear. You gain a +1 bonus to attack and damage rolls made with this trident, and while you wield it, you emit an aura of calm within 15 feet. Any creature within this aura gains the following benefits:

- ✧ It is immune to the charmed and frightened conditions
- ✧ It has advantage on Wisdom saving throws
- ✧ When the creature starts its turn, any other creature within this aura that is hostile to it becomes indifferent to it until the end of the turn

These effects can interfere with certain styles of combat, so allies of yours who rage in combat (like barbarians) or rely on opportunity attacks may find good reason to stay outside of your

calming aura.

ULDRUIN, THE ELDER BLADE OF UNBINDING

Weapon (greatsword), legendary (requires attunement)

The glowing blue runes running down the blade of this sword cannot be translated. Sages claim they are written in a dead language that has been history from history by a powerful spell.

You gain a +2 bonus to attack and damage rolls with this magical sword. On a hit, it deals an extra 1d6 force damage to the target. If you hit a construct or object with this sword, the attack automatically scores a critical hit.

If a creature you hit with an attack using this sword is only present because it was summoned or conjured with a spell (for example *conjure elemental* or *planar ally*), it must roll a DC 15 Charisma save. On a failed save, the summoning spell immediately ends, returning the creature from whence it came.

If a creature you hit with an attack using this sword is charmed or subject to an effect that has cursed it (such as *bestow curse*), it immediately stops being charmed or . condition, or affected by a curse, this effect is automatically ended.

Unweave Spell. As an action, you can use the sword to cast *dispel magic*. It is cast at 3rd level unless you choose to spend some of your Hit Dice to increase the spell level. For every two Hit Dice you spend in this way, the spell is cast as if using a spell slot of one level higher. Once Uldruin casts *dispel magic* in this way, it cannot do so again until the next dawn.



UTHGAR'S WILL, THE BLADE OF UNITY

*Weapon (greatsword), very rare
(requires attunement)*

This sword, forged according to ancient techniques of the noethern barbarian tribes, is long and straight. Unusually, the handle extends another half a foot past the crossguard, where it is encased in bronze. Both portions of the handle are wrapped in leather cord that feels warm to the touch. This blade was made to commemorate an alliance between the Uthgardt barbarian tribes brokered in the Year of the Watchful Eyes by the Neverwiner-based alliance of wizards known as the Covenant. You gain a +2 bonus to attack and damage rolls with this magical sword

Aspect of the Totems. The sword has 3 charges. As an action, you can use 1 charge to invoke one of the following tribal totems. Each totem aspect remains active for 1 hour, and while it is active, the symbol of that totem is tattooed across your face in blue ink. The totems include:

- ✧ **Black Lion.** You gain advantage on Initiative rolls
- ✧ **Black Raven.** You gain the use of the *message* cantrip.
- ✧ **Blue Bear.** You impose disadvantage on creature's checks to escape a grapple you apply.
- ✧ **Elk.** Your base speed increases by 10 feet.



- ✧ **Golden Eagle.** You gain advantage on Perception checks
- ✧ **Gray Wolf.** You do not gain levels of exhaustion from forced march travel.
- ✧ **Great Worm.** You gain resistance to poison damage and immunity to the poisoned condition.
- ✧ **Griffon.** When you take the attack action you gain advantage on the first attack roll in a round if you have moved your full movement speed prior to making the attack.
- ✧ **Red Pony.** You gain advantage on Constitution checks.
- ✧ **Red Tiger.** You gain advantage on Dexterity checks that include your proficiency bonus.
- ✧ **Sky Pony.** You take half damage from falling.
- ✧ **Thunderbeast.** You gain advantage on Strength checks.
- ✧ **Tree Ghost.** You gain advantage on death saving throws

While any totem is in effect, you gain advantage on Charisma checks to interacting with members of the tribe of the same name, but disadvantage on Charisma checks with all other Uthgardt tribes. The blade regains all expended charges at dawn.

WARBLADE OF THE LEGION

MASTER

Weapon (longsword), very rare (requires attunement)

This ancient, battered blade was forged in the ancient empire of Netheril. Centuries later, it was wielded by second-born princes of the Shoon Imperium. Since the fall of the Shoon a millennium ago, it has passed among the generals of various mercenary armies in Tethyr, Calimshan, Chult, and the Shining Lands.

You gain a +2 bonus to attack and damage rolls with this magical sword. While attuned to this weapon you can magically amplify your voice to be heard clearly to a range of 100 feet.

In addition, the *warblade of the legion master* has 3 charges. As an action, you can select a number of creatures within equal to 1 plus your Charisma modifier (minimum 2) who must all be within 120 feet of you and able to you hear you. You then bellow a magical command that immediately benefits your allies. You can select one of the following effects:

- ✧ **Sound the Charge.** The affected creatures can use their reaction to move up to their speed toward a single point you designate within sight.
- ✧ **Assault.** Each affected creatures can use its reaction to make a single weapon attack.
- ✧ **Rally.** The affected creatures are immune to the frightened condition until the start of your next turn. If any creature that has the frightened condition when this property is used it ends for that creature.
- ✧ **Retreat.** Each affected creature can use their action to take the disengage action and move up to half their speed.

The *warblade* regains expended charges each day at dawn.



WEAPON OF CHRONAL OMISSION,

+1, +2, OR +3

Weapon (any one-handed melee weapon), rare (+1), very rare (+2), or legendary (+3) (requires attunement)

This weapon sometimes appears to lag behind where you move it, or to lead your swing by scant inches. You gain a bonus to attack and damage rolls made with this magical weapon, determined by the weapon's rarity.

This weapon has a number of charges equal to its bonus to attack and damage rolls. Once during each of your turns, when you hit a creature with an attack using this weapon, immediately after the attack is resolved, you can expend 1 charge, attempting to send the creature forward through time. The creature must make a Charisma saving throw with a DC equal to 8 + your proficiency bonus + your Strength or Dexterity modifier. On a successful save, the creature is out of phase with time, and it can't take reactions until the end of its next turn. On a failed save, the creature completely vanishes until the end of your next turn. During that time, other creatures can't perceive, interact with, or affect it in any way, and it is incapacitated, can't move or speak, and is unaware of its surroundings.

When the creature reappears, no time has passed for it, and it's in exactly the same condition as when it vanished. It returns to the space it previously occupied, or to the nearest unoccupied space. The creature's reappearance cannot be delayed or prevented by any means.

In addition, whenever you score a critical hit with this weapon, you can choose to either deal an extra 1d8 force damage with that critical hit, or regain 1 expended charge for the weapon.

Once you expend one of the weapon's charges, you can't do so again for 1 minute. The weapon regains any expended charges daily at dawn.

WONDROUS ITEMS

ABYSSAL ADORNMENT

Wondrous item, rare (requires attunement)

This heavy chain, made of charred and twisted black metal, broods with barely bridled hate. It grants a +1 bonus to all saving throws made by any creature wearing it as a necklace.

When you would take acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to the triggering damage and to all damage of the same type until the end of your next turn. Once you use your reaction to activate this property, you cannot do so again until the next dawn.

AMULET OF ABUNDANT HEALTH

Wondrous item, rare

While you are wearing this amulet, you are immune to all nonmagical diseases and gain a +3 bonus to saving throws versus magical diseases and curses (like the *bestow curse* spell or a warlock feature that curses). In addition, you can use it as a reaction whenever you fail a saving throw against a disease (magical or otherwise) or curse, attempting the cleanse your flesh of this malevolent effect. When you use this reaction, you can reroll the failed saving throw, but must use the result of the second roll. Whether or not you succeed, you take 1d6 radiant damage at the end of the turn during which you rerolled the failed save.

Once you use the amulet to reroll a failed saving throw, you cannot do so again until after the next dawn.

AMULET OF HUNTING

Wondrous item, uncommon

This amulet can be carved from rare hardwood, ivory, or crafted from precious metals. The amulet is usually in the form of a disc with a loophole to be worn around the neck with a cord.



The disc is usually engraved with a stag or similar beast.

An attuned wearer has advantage on Dexterity (Stealth) and Wisdom (Survival) checks while tracking.

AMULET OF LATHANDER

Wondrous item, very rare (requires attunement)

This is a platinum amulet fashioned and blessed by a priest of the Morninglord, properly known as the Faerûnian god Lathander (or another appropriate god of renewal or dawn in your campaign). If you are dropped to 0 hit points while wearing this amulet, you can use your reaction to speak a brief prayer to Lathander and make a DC 15 Constitution saving throw. On a successful save, you can spend a number of Hit Dice equal to your proficiency bonus (minimum of 1) to regain hit points. On a failed save, you drop to 0 hit points, but you can add your proficiency bonus to your death saving throws.

AMULET OF MAGIC RESISTANCE

Wondrous item, very rare (requires attunement)

This platinum amulet is usually adorned with gems and imbued with magic through a ritual with many spellcasters contributing to empower the item.

An attuned creature carrying or wearing the amulet gains advantage on saving throws against spells and other magical effects.

AMULET OF THE DEMODRAGON

Wondrous Item, very rare (requires attunement)

This amulet is adorned with the sculpted heads of five dragons, each a different chromatic breed. If you cast a spell that inflicts fire damage during your turn, or if you have seen a creature within 120 feet of you take fire damage inflicted by a dragon since the end of your last turn, you can use a bonus action during your turn to activate this amulet. The amulet immediately copies the spell, attack, or other effect which inflicted that

fire damage. This copied effect has the same attack modifier or saving throw DC as the original effect being copied, as well as the same range or area of effect, and affects only the same targets as the original. However, any fire damage dealt by the original effect is converted to cold damage when the amulet duplicates, and any damage that was not fire damage is not duplicated at all.

Once the amulet is used, you cannot use it again until after the next dawn.

THE DEMODRAGON

“The origins of this amulet are shrouded in mystery, but sages have speculated about the origins of the creature that gives the item its title. They believe the Demodragon was created by the half-fiend Venger, a sometime ally of Tiamat. Venger used a drop of ichorous blood from Demogorgon itself to create a monstrosity destructive mockery of dragonkind.

“This creature, called the Demodragon, was a hooved and tentacled two-headed draconic horror that even its creator could not control.

“The amulet bearing the Demodragon's name draws upon the astonishing power of this blasphemous creature, and dragons that see a humanoid employ the amulet react with hateful outrage. Evil or rash dragons are likely to become violent if the user does not quickly provide a good explanation.”

—From the journals of the wizard Ringlerun



AQUAMARINE OF SPELL EXTENDING

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

This blue stone can be attached to a weapon or other handheld object of metal or wood by pressing the aquamarine against it for at least 10 minutes. The object can then be used as a spell focus. You can use a bonus action to expend a charge and double the duration of any spell cast using a 6th or lower level spell slot that has a duration of at least 1 minute. The aquamarine has 3 charges that are replenished every day at dawn.

ARCANIST'S GLASSES

Wondrous item, rare (requires attunement)

These spectacles of unknown origin have ruby lenses set in platinum wire frames. While wearing these glasses, you gain the following benefits:

- ✧ You have advantage on Intelligence (Arcana) checks, as well as on Wisdom saving throws made against illusion spells.
- ✧ You understand any written language that you see, but you must be touching the surface on which the words are written. It takes about 1 minute to read one page of text. These glasses don't decode secret messages in a text or a glyph, such as an arcane sigil, that isn't part of a written language.
- ✧ You can use an action to cast the *detect magic* spell. If you remove the glasses, the spell ends.

While you wear these glasses, the lenses focus your sight on things that are close to you. Everything farther than 30 feet away from you is lightly obscured, and everything farther than 60 feet away is heavily obscured.

ARM BAND OF EXEMPLARY HEALING

Wondrous item, rare (requires attunement by a bard, cleric, druid, paladin, or ranger)

This armband is made of silver and inset with small diamonds. It has 3 charges that are replenished every day at dawn. When you use your action to cast a spell of 1st level or higher that restores hit points to a creature, you can expend 1 charge as a bonus action to maximize the dice for the number of hit points regained. Spells of 7th level or higher are not affected by this item.

BAGPIPES OF DRONING

Wondrous item, rare

You must have proficiency in the Performance skill to use these pipes. You can use an action to play them and expend 1 charge to create a dull, droning noise that sends creatures into a magical slumber. Roll 1d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of you are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected falls unconscious for 1 minute, or until the sleeper takes damage. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this item. The bagpipes have 3 charges that are replenished every day at dawn.

BALDRIC OF TACTICAL POSITIONING

Wondrous item, uncommon (requires attunement by a rogue)

This belt gives you greater command of the battlefield by helping you keep your enemies off-balance. As a bonus action, choose one space within 5 feet of you that is not occupied by a hostile creature. For 1 minute, when you hit a creature with an attack roll, if that creature is within 5 feet of that chosen space, you can use your sneak attack feature to deal extra damage to the target, even if you didn't have advantage on the attack roll. You can't deal your sneak attack damage if you had disadvantage on the attack roll. You can only choose a space with the ring if it has been at least 1 minute since the last time you used this property to choose a space with it.

BELT OF THE BRONZE

TITAN

Wondrous item, very rare (requires attunement)

This bronze belt is constructed of solid disks of various sizes linked together. Your Constitution is 21 while wearing this belt, unless it is already 21 or higher.

If you suffer a critical hit while wearing the belt, the belt rings like a struck gong and damage is negated. The belt then becomes inert for 10 minutes and your constitution returns to normal for this period. If the loss of hit points from the constitution adjustment would take you to 0 hit points, your hit points become 1 instead.

BLACK HAND

Wondrous item, very rare (requires attunement)

This is an elbow high slip-on black glove, worn usually on the left hand, each is blessed and imbued with magic by priests of Bane or other lawful evil deities. While wearing one of these gloves, you gain a +2 bonus to any saving throw against a spell that targets only you. In addition, if you take damage caused by a spell, the glove stores 1 hit point of necrotic energy for every 5 hit points of damage you take. The glove can store up to 20 hit points of necrotic energy at a time. If the glove has necrotic energy in its pool, you can use your action to make a melee spell with the glove. On a hit, the target takes necrotic damage equal to the amount you wish to spend from the pool.



THE BLACKSTAFF'S BOOK OF 1,000

SPELLS

Wondrous item, legendary (requires attunement by a spellcaster)

This thick book, etched in silver and bound with night-blue leather, was created by the first Blackstaff, Khelben Arunsun, to educate future generations of mages. There are multiple copies of the book; the one in Candlekeep's collection was a gift from Lady Laeral Silverhand, Open Lord of Waterdeep.

If you can attune to this book, you can use it as an arcane focus. While holding it, you gain a +3 bonus to your spell attack rolls, spell save DCs and Intelligence (Arcana) checks.

When found, the book contains every spell in [*The Blackstaff's Book of 1,000 Spells*](#) from the Dungeon Masters Guild (or any collection of spells the DM chooses). If you're a wizard, you can also use it as a spellbook.

The margins of this book appear blank to any creature that's not attuned and doesn't know its command word, though the spells themselves are visible. While touching the book, you can use a bonus action to speak its command word and reveal notes scribbled throughout the book's

margins, which remain visible until you stop touching the book. Every note written on the pages of this book magically appears on all other copies. The notes include every piece of lore from *The Blackstaff's Book of 1,000 Spells*, written by leading archmages such as Laeral, Mordenkainen, Elminster, and even the lich Acererak—accompanied by gossip about other spellcasters.

BOOTS OF BALANCE

Wondrous item, very rare (requires attunement)

These soft leather boots increase an attuned wearer's nimbleness and make no sound when moving across any surface. The boots grant the wearer advantage on Dexterity (Acrobatics) checks, Dexterity (Stealth) checks that rely on moving silently, and on Dexterity saving throws.

BOOTS OF OTHER PATHS

Wondrous item, uncommon

These fine leather boots lead you down paths you wouldn't normally take. The product of one wizard's attempt to maximize her potential for taking challenging paths, these boots disappointed their creator in the end, but have proven useful to other wearers, who always come by them unexpectedly.

These boots have 4 charges. You can expend one charge as a bonus action to take the Dash action. When you do so, until the start of your next turn, your movement is unaffected by difficult terrain, and your speed can't be reduced by spells or other magical effects. The boots regain 1d4 expended charges each day at dawn.

BRACELET OF ANIMAL SPEECH

Wondrous item, uncommon

When you place this item on your wrist, you gain the ability to comprehend and verbally communicate with one type of beast of your choice. A type of beast is usually limited to one species, but your DM may allow you to choose a broader category (all birds, all cats (including

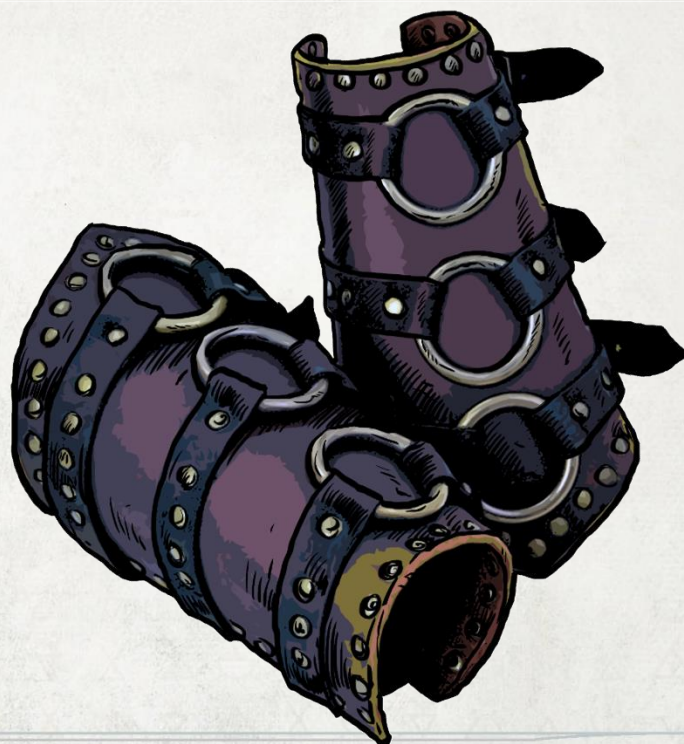
both lions and housecats), etc. A side effect is that you can no longer speak any other language but can only make the noises you use to communicate with your chosen type beast, except when you speak or sing as part of casting a spell. This effect lasts while you have the bracelet on your wrist. The bracelet cannot be removed until after you complete a long rest.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

BRACERS OF THE BLINDING STRIKE

Wondrous item, very rare (requires attunement)

These dark leather bracers are adorned with three mithril rings each. You gain advantage on Dexterity checks for initiative while wearing these bracers. In addition, once during each of your turns, you can use your bonus action to make a weapon attack.



BRACERS OF THE SWORDMASTER

Wondrous item, uncommon

These dark leather bracers are scratched and scuffed with countless weapon strikes. You cannot be forced to drop your weapons against your will while wearing these bracers. In addition, when a creature rolls a saving throw or ability check to resist your attempt to disarm it, it has disadvantage on the roll.



BRIXMARSH CLOAK

Wondrous item, common

This night-blue cloak of crushed blue velvet bears silver runes on the hem, and on the right shoulder, a heraldic rendering of two towers—the symbol of Brixmarsh, a failing school of magic foolishly built on the outskirts of the Flooded Forest. These cloaks were originally created for that school, in ambitious numbers far higher than its eventual enrollment, but are now issued by the Avowed to apprentices studying under masters of the Art.

The cloak has a pocket that magically stretches to hold a single book weighing 7 pounds or less. While in the pocket, a book is protected from all moisture and its weight is reduced to one-tenth of normal, though its shape can be clearly seen bulging through the outside of the cloak. For 1 hour after a book is removed from the pocket, its pages shed a faint pale-blue light—just enough to read it by.

CANDLE OF TOMORROW

Wondrous item, uncommon

When you light this silver candle, you specify a length of time, ranging from 1 minute to 24 hours. When you do so, each willing creature within 10 feet of the candle vanishes for the length of time you chose. When your chosen duration ends, the target reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. No time passes for the

creatures between the time of their vanishing and when they return. The candle disappears as well, but unlike those it caused to vanish, the candle is lost forever.

CAT'S EYE MARBLE

Wondrous item, uncommon (requires attunement)

This small glass sphere resembles a green cat's eye. It grants you darkvision to a range of 60 feet. If you already have darkvision, wearing the goggles increases its range by 60 feet.

CLARITY'S MONOCLE

Wondrous item, uncommon (requires attunement)

A clear circle of crystal attached to a thin mithral chain, *clarity's monocle* sees through lies and helps its bearer stay calm while the chaos explodes around them.

While you are attuned to clarity's monocle, Charisma (Deception or Intimidation) checks against you are made at disadvantage.

The monocle has 3 charges. You can use 2 charges to cast *no more lies** or *zone of truth*. The DC for saving throws against these spells is 17. Also, when you make a Wisdom or Charisma saving throw, you can use 1 charge to gain advantage on that save. The monocle regains all expend charges each day at dawn.

CLOAK OF BATTLE

Wondrous Item, uncommon

This cloak animates to protect you in battle. When a melee weapon attack misses you by 5 or more while you wear the cloak, the attacker must make a DC 15 Dexterity saving throw. On a failure, the weapon becomes entangled in your cloak, and cannot be used to attack again until after the end of the attacker's next turn unless you command the cloak to release the weapon early. If the attacker fails the saving throw by 5 or more, it drops the weapon. If the attacker wishes to move more than 5 feet, it must drop the weapon to do so.

If you try to move more than 5 feet while a weapon held by another creature is entangled in your cloak, that creature must make a DC 15 Strength saving throw. On a failure, it drops the weapon. On a success, you must either command the cloak to release the weapon (which happens instantly when you will it and does not require speech or an action), or you cannot move more than 5 feet until after the end of the turn.

When a creature drops a weapon entangled by the cloak, the cloak keeps the weapon and then drops it at your feet at the end of that creature's next turn.

In addition, while you wear the cloak, you can use it to cast *shillelagh*, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability score. When you cast *shillelagh* while wearing the cloak, you do not need a club or quarterstaff. If you cast it while you are not holding a club or quarterstaff, and you have at least one empty hand, the cloak you are wearing will instantly transform itself into a club or quarterstaff (your choice) and move to your empty hand, ready

to be wielded and imbued with the benefits of your *shillelagh* spell. When the spell ends, the cloak returns to its normal form and you are instantly wearing it once more.

CLOAK OF THE ROGUE

Wondrous item, legendary (requires attunement by a rogue of Small, Medium, or Large size)

This finely crafted black cloak grants the following benefits to a rogue attuned to it:

- ✧ It conforms to fit its wearer.
- ✧ It grants a +2 bonus to AC and saving throws
- ✧ The wearer gains advantage on Dexterity (Stealth) checks to hide

In addition, the interior of the cloak has four pockets that each act as a bag of holding.

CROWN OF LEADERSHIP

Wondrous item, very rare (requires attunement)

This sturdy but elegant silver crown is embedded with 10 gems, each valued at 100 gp or more. An attuned wearer gains a +2 bonus to Charisma up to a maximum score of 20. If any of the gems are removed, the crown loses its magic.



DARK CALLING CANDLE

Wondrous item, rare

This grey wax candle is cast in the shape of a devilish creature. As an action you can light this candle and summon a devil, of a type of your choice, up to a Challenge rating of 6 or lower. While the candle remains alight, the devil must serve you and carry out your commands to the best of its property, but cannot move more than 60 feet from the candle. The creature rolls its own initiative and has its own turns. While the candle is lit the creature cannot harm you, but it

is not friendly, and may seek to twist any commands given to follow the literal but perhaps unintended meaning.

At the beginning of each of the devil's turns there is a 10% chance the flame dies and the devil is freed. You can reduce this to 5% by maintaining concentration on the summoning effect. Once the candle flame is extinguished the devil is free to act for 1 minute before returning to the nine hells. The devil also disappears, returning to the nine hells, if it is reduced to 0 hit points.

The candle can burn for up to an hour. It may extinguish naturally or be snuffed by you, reducing its overall duration appropriately. Each time the candle is relit a new devil may be summoned. When the candle burns out it becomes a nonmagical lump of wax.

DIADEM OF DISCRETION

Wondrous item, rare (requires attunement)

This diadem has 3 charges. As a bonus action, you can expend 1 charge to cast *misty step*. You can use 3 charges to cast *misty step* as a reaction when another creature moves, attacks, or forces another creature to make a saving throw.

The diadem regains 3 expended charges at dawn. If you expend the diadem's last charge roll a d20. On a 1, the diadem crumbles into dust and is destroyed.

DRAGONSACLE OF BAHAMUT

Wondrous item, rare (requires attunement by a lawful good cleric or paladin)

Scales fallen from the Platinum Dragon, Bahamut, are occasionally brought from his palace on the outer planes and awarded as holy relics to champions of law and good. This is one such scale, carved into a holy symbol, and when you use it is a spellcasting focus for cleric or paladin spells you gain a +1 bonus to spell attack rolls and to the saving throw DCs of your spells.

Whenever you hit an evil dragon with an

attack roll, you deal an additional an extra 1d10 radiant damage to it. Also, whenever you make a Charisma check when interacting with dragons, you roll a d6. If the dragon is good or neutral, or if it is a Charisma (Intimidation) check, you add the number rolled as a bonus on your Charisma check; otherwise, you subtract the number rolled as a penalty on that check.

This holy symbol has 2 charges. While holding the symbol, you know the detect dragonblood* cantrip, and you can expend one or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability and the spell's normal casting time: *absorb elements* (1 charge), *dragon's breath* (2 charges), or *hold person* (2 charges). Each day at dawn, the dragonscale regains any expended charges.

EGG OF DEATH

Wondrous item, uncommon

This apparently empty eggshell feels cold to the touch. It was invented by dragonborn sorcerers in Abeir, the twin world of Toril, as part of their covert insurrection against the dragons of Melabrauth who enslaved them. Since the





Spellplague, many of their descendants now dwell in Tymander, where they create *eggs of death* for espionage in their nation's war against Unther.

As an action, you can break the egg to call forth a corpse identical to what you would look like if you suddenly died, which appears in a space of your choice within 5 feet of you. The corpse is absolutely real, flawlessly passes detailed examination, and registers no traces of magic to suggest its source. Once the corpse appears, the egg is destroyed.

Many scholars believe the body comes from an alternate timeline wherein you truly died. Fate took one path in your own timeline, and a different, fatal one in the other, but the corpse is absolutely yours. The effects of resurrecting the body (if any) are left to the DM's discretion.

ELADRIN EMBLEM

Wondrous item, very rare (requires attunement)

This silver pin is shaped like a crescent moon set with a gem at its center. The gem slowly changes color through a spectrum of red to brown to blue to green. Your Dexterity score increases to 21

while you wear this pin, unless it is already 21 or higher. Also, the emblem has 4 charges. As a bonus action, you can use 1 charge to cast the *misty step* spell. When you do so, you can select—by color—one of the following effects:

- ✧ **Red (Summer).** Each creature of your choice adjacent to you when you finish the *misty step* takes 5 points of fire damage.
- ✧ **Brown (Autumn).** A creature you can see within 30 feet of your destination after using *misty step* must make a DC 15 Wisdom saving throw or be charmed by you for 1 minute. The creature has advantage on the saving throw if previously harmed by you or your companions, and may make a new saving throw at the end of each of its turns to end the effect.
- ✧ **Blue (Winter).** One creature of your choice that you can see within 5 feet of you before you teleport must succeed on a DC 15 Wisdom saving throw or be frightened of you until the end of your next turn.
- ✧ **Green (Spring).** You can touch one willing creature within 5 feet of you. That creature then teleports instead of you, appearing in an unoccupied space of your choice that you can see within 30 feet.

Once you choose a particular color, it disappears from the spectrum shift of colors within the gem until the next dawn. Until that color reappears, you cannot choose it again. If you use the last charge, the gem stops shifting colors and becomes clear. The *eladrin emblem* regains all expended charges each day at dawn.

EXCHEQUER'S LEDGER

Wondrous item, uncommon

This book, filled with ever-changing mystical entries, rests on a simple wooden desk. The ledger was taken from a dragon's hoard along with the desk it's attached to, and the two can't be separated. The ledger appears blank while it's

moving, but once it's remained stationary for 24 hours, the ledger's pages display a detailed list of entries describing each object within 60 feet plus an educated estimate of its monetary value. If an object is a book, the entry also includes its title, author, number of pages, a brief summary of its condition ("pristine," "water-stained," "incomplete," etc.), and a rough estimate of what year it was created. The ledger does not note whether or not any particular object is a magic item.

While you are touching this ledger, you can use an action to consult its pages and instantly learn the summed monetary value of all objects accounted for by its current list. You instantly know if the total has changed in any way since the last time you consulted the ledger, but not when or by what means.

EXPEDITIOUS TOME

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by an arcane spellcaster)

This thick book, bound in gray leather, has blank pages, framed with strange writing. Most tomes of this type have been found in Undermountain, created by various impatient apprentices of the mad archmage Halaster Blackcloak, who frequently find their ritual castings interrupted. However, certain spellcasters among the Avowed of Candlekeep know the secret of creating an *expeditious tome* as well.

If you can attune to this book, you can use it as a spellbook and an arcane focus. While holding the tome, your spell save DC and spell attack bonus each increase by the amount determined by the item's rarity. In addition, you can reduce the casting time of a spell you cast as a ritual by 5 minutes. Once this property is used, it can't be used again until the next dawn.

FLENSING GLOVES

Wondrous item, rare (requires attunement)

These gloves appear to be made of soft, black leather. Once you put them on and attune to them your hands become covered in inky blackness and your fingers end in razor sharp claws that seem to stretch of their own accord. While you are wearing both of these gloves, you can make a special unarmed strike. This unarmed strike deals an additional 1d6 magical slashing damage on top of any other damage inflicted, and such an attack has a reach of 10 feet.

A creature hit twice or more in the same turn by attacks with the same set of flensing gloves takes an additional 1d12 slashing damage from the second attack, as your claws slice off a devastatingly large chunk of its flesh.

While you are wearing one or both of these gloves, and for 1 minute after you remove them, you cannot hold anything in your hands.

FUGACIOUS STONE

Wondrous item, uncommon

When held, this unassuming pebble sometimes appears to vanish or duplicate itself for a split second, but when you look again, it's still there,



just one pebble, as it was before. *Fugacious stones* are the collateral damage of learning chronomancy. As wizards experiment with manipulating time by sending objects into the future and summoning items from the past, that magic spills and spreads. Even those who carefully control arcane energy cannot prevent small amounts of magic from splintering off such time-transformed objects, leaving specks of matter that coalesce to form pebbles unstuck in time. Some theorize that *fugacious stones* aren't actually destroyed when used. Rather, they are flung to a far point in time where they can be found and used again.

You can use an action to throw this stone at a willing creature within 60 feet of you. The stone instantly flies to the chosen target, and then the stone and the target both vanish. For the next minute, other creatures can't perceive, interact with, or affect the target in any way, and the target is unaware of its surroundings.

At the start of each of your turns, roll a d4. On a roll of 4, or after the target has been gone for 1 minute, the target immediately reappears in the space it left or, if that space is occupied, in the nearest unoccupied space. No time passes for the target between the time of its vanishing and when it returns, and it's in exactly the same condition as when it vanished. The *fugacious stone* does not return; it is lost forever.

GARGOYLE MASK

Wondrous item, rare (requires attunement)

This black iron half mask sports horns from its temples. As an action, you can use the mask to cast the *polymorph* spell, targeting yourself only, but you transform into a gargoyle (as described in the *Monster Manual*) instead of a beast. Once the mask casts *polymorph* in this way, it cannot do so again until the next dawn.

GARTER OF THE SILVER TONGUE

Wondrous item, rare (requires attunement)

While you wear this garter, you are

preternaturally glib and well-spoken, speaking with precise diction while choosing the most effective words to influence others. Whenever you roll a Charisma check that involves speaking, you can roll 1d4 and add the number rolled to your check result.

In addition, whenever you cast a spell with verbal components, you can choose one of the following benefits and apply it to that casting of the spell:

- ✧ If the spell requires concentration, whenever you make a Constitution save to maintain your concentration on it, you can roll 1d4 and add the number rolled to your saving throw.
- ✧ If the spell forces one or more creatures to make a saving throw, you can roll 1d4 and add the number rolled to the DC for one target's save.



- ✧ If the spell inflicts damage on one or more creatures, you can choose one target and inflict 1d4 extra thunder damage on it.

GARTERS

Traditionally, garters are bands of fabric or leather worn to hold up stockings, a use which fluctuates between being more common among men or women depending on changes in fashion. Yet they are also frequently given as tokens of love, to be worn on the upper arm. A popular cycle of legends tells of knights who ride into combat with a garter tied around one of their biceps receiving divine favor, provided the garter was given to them freely—otherwise, they meet with ill fortune.

GIRDLE OF PRIESTLY MIGHT

Wondrous item, very rare (requires attunement by a cleric)

This wide, finely-crafted belt is made upon the altar of temple, and is consecrated to a specific god, with that god's holy symbol embossed on the front. Blessed by a high priest and imbued with powerful magic, this girdle grants its wearer the following benefits:

- ✧ A +2 bonus to Armor Class
- ✧ A Strength score of 19 if not already higher.



HOLY SYMBOL OF HOPE

Wondrous item, very rare (requires attunement by a cleric or paladin)

Each holy symbol of hope was consecrated by a high priest as a holy symbol of the faith. While you carry this holy symbol, you can use it as a spellcasting focus, and it grants you a +1 bonus to spell attack rolls. In addition, it has three charges. You can spend 1 charge to cast *beacon of hope*. When you cast *beacon of hope* in this way, the duration of the spell changes to 1 minute for this casting, with no concentration required. All spent charges are regained each day at dawn.

HORSESHOE OF LUCK

Wondrous item, rare

This looks like a finely crafted horseshoe that always stays in excellent condition. While this horseshoe is held by a humanoid or attached to a beast, that creature gains a +1 bonus to all saving throws.

LEOMUND'S GOBLET

Wondrous item, very rare

These finely made gold, platinum, and silver goblets are inlaid with gems. When a goblet's command word is spoken, it fills with fine wine, ale, or fresh water. The goblet can be used 7 times, with uses recharging each day at dawn. The goblet is always clean between uses, and no liquid in the cup can be poisoned. If the goblet goes longer than 1 week without being filled with holy water, it loses its magic permanently.

MAGIC TOME

Wondrous item, uncommon (+1), rare (+2), or very rare (+3) (requires attunement by a spellcaster)

This simple leather-bound book bears a distinct aura of arcane energy. You can use this book as a spellcasting focus. If you are a wizard, you can also use it as a spellbook. While holding the tome, you gain a bonus to your spell attack rolls

and spell save DCs, as determined by the item's rarity. In addition, when you score a critical hit with a spell attack for a spell that deals damage, the critical hit inflicts extra damage. That damage is equal to your proficiency bonus + the level of the spell (the level is 0 if it is a cantrip).

MAGICBANE MANACLES

Wondrous item, rare (requires attunement)

These plain looking steel manacles pulse with arcane runes once placed on a creature that can cast spells. A creature wearing these manacles cannot cast spells or maintain concentration on them, and if a creature is affected by a spell when the manacles are placed on it, that spell ends. The manacles have no key, and can only be commanded to open and close by the attuned owner.

The manacles cannot be damaged or picked as they have no mechanisms. Escaping the manacles requires a successful DC 20 Dexterity (Sleight of Hand) check. A creature cannot attune to the manacles while wearing them.

MARBLE OF THE CAT'S EYE

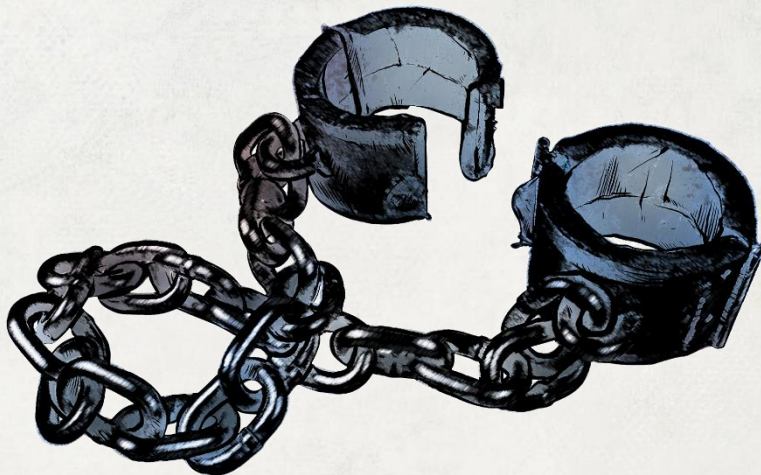
Wondrous item, rare (requires attunement)

While the marble is in your possession, you can speak its command word and cast the darkvision spell without using a spell slot or need for material components. You can only gain this benefit once per day, regaining another use each day at dawn.

MOUSE CART

Wondrous item, common

A mouse cart resembles a miniature wooden cart with two wooden wheels and a tiny leather harness. When you secure a normal mouse or other Tiny beast that has four legs in the harness, the cart expands to the size of a normal cart (roughly 5 square feet). The Tiny beast retains its normal size, but it increases its Strength to 16 and



its Constitution to 12, allowing it to pull the cart plus its cargo. The beast's speed also increases to 60 feet.

As long as the mouse or other beast remains in the harness, it understands your words and obeys all your verbal commands, as if it were under the effects of a *dominate monster* spell.

ORB OF CRYSTALLINE TERROR +1, +2, OR +3

Wondrous item, rare (+1), very rare (+2), or legendary (+3) (requires attunement by an arcane spellcaster)

This rough-edged sphere of green crystal saps courage and willpower from creatures who gaze upon it. If you're a spellcaster, you can use this orb as a spellcasting focus. When you do, it grants a bonus to your spell attack rolls and the saving throw DCs of your spells. The bonus is determined by the orb's rarity.

In addition, the orb has 3 charges. You can spend 1 charge to cast the spell *cause fear* or 2 charges to cast the spell *fear*, using your spell save DC and spellcasting ability modifier for either spell.

Also, when a creature would make a saving throw against a spell you cast, you can expend 3 charges. When you do so, you roll 1d6, adding the number rolled to the DC of the saving throw.

This orb regains 3 charges each day at dawn.

ORB OF HOLINESS

Wondrous item, very rare (requires attunement by a spellcaster of a certain alignment (see below))

While holding one of these rare crystalline spheres—usually found at the heart of a temple, shrine, sacred grove, or other special location dedicated to a particular faith—you can use this orb as a spellcasting focus. While holding this orb, you gain a +2 bonus to spell attack rolls and to the saving throw DCs of your spells.

An orb of holiness sheds bright light in a 15-foot radius and dim light for an additional 15 feet. If there is an aberration, celestial, fiend, or undead within 30 feet of the orb, the orb's light instantly dims, and it only sheds dim light for 15 feet until it is no longer so close to such a creature.

Each orb has 12 charges, and regains 1d8 + 4 expended charges daily at dawn. While holding one, you can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *cure wounds* (1 charge per spell level, up to 4th), *purify food and drink* (1 charge), *sleep* (1 charge), *calm emotions* (2 charges), or *regenerate* (7 charges).

An orb of holiness has an alignment, and is always neutral good, neutral evil, or neutral. The DM can choose one of these alignments based on the faith to which the orb is consecrated, or a d20. On a roll of 1-6, the orb is neutral evil, on a roll of 7-14 the orb is neutral good, on a roll of 15-20 the orb is neutral.

When an orb is touched by a creature of an alignment to which the orb is opposed (any evil for a neutral good orb, good for a neutral evil orb, and any good or evil for a neutral orb), that creature must roll a DC 17 Intelligence saving throw. On a failure, it takes 4d6 psychic damage and is affected as if it had failed its save against a *feblemind* spell. On a success, it takes 2d6 psychic damage and is stunned until the end of its next turn. Any undead creature that takes this damage also takes extra radiant damage equal to

the psychic damage. Only a spellcaster that can touch the orb without having to make this saving throw can attune to it.

ORB OF SERENITY

Wondrous item, rare (requires attunement)

This is a small crystal orb about six inches in diameter, and it has 10 charges. While holding it, you can use it as a spellcasting focus, and you spend 1 charge as an action to cast the *calm emotions* spell (save DC 15) without expending a spell slot. When you cast *calm emotions* in this way, the duration of the spell changes to 1 minute for this casting, with no concentration required. All spent charges are regained each day at dawn.

OWL MASK

Wondrous item, very rare (requires attunement)

This iron half mask is shaped like an owl's features, with an extended beak and feathery embellishments at the temples. Your Wisdom increases to 21 while you wear this mask, unless it is already 21 or higher. In addition, as a reaction when you fail a Wisdom saving throw, you can choose to automatically succeed instead. Once the owl mask allows you to succeed on a Wisdom save in this way, it cannot do so again until the next dawn.





PHASE SPIDER AMULET

Wondrous item, very rare

This blood red gemstone amulet has an adamantine chain and web embellishment. While wearing this brooch, you are immune to being restrained or hampered by webs, including those created by the web spell. If you become poisoned while wearing the amulet, you immediately become immune to the poisoned condition, and the color of the gem in the amulet changes from red to green. While the amulet's gem is green,

when you hit a creature with an attack roll, in addition to the normal effects of the attack, you can force that creature to roll a DC 15 Constitution save. On a failed save, the creature becomes poisoned for 1 minute. Whether the save succeeds or fails, the gem in the amulet returns to its normal red color.

In addition, the amulet has 3 charges. As an action, you can use a charge to cast the *blink* spell on yourself. The amulet regains all expended charges each day at dawn.

ROCK ROBE

Wondrous item, rare (requires attunement)

This garment has 2 charges. While you are attuned to it, whenever you wear it you are immune to petrification. Also as a bonus action during your turn, or as a reaction when a creature attempts to petrify you, you can use one of the *rock robe's* charges to turn yourself into a statue made of stone.

In your statue form, you are petrified, though you remain aware of your surroundings. The statue looks like you and appears to be a completely normal statue. You can return to your normal form at any time. Damage you suffer as a statue is not healed when you return to your normal form.

Each day at dawn, the *rock robe* regains any spent charges.

THE RUBY CROWN

Wondrous item, rare (requires attunement)

This half-crown is crafted from an unknown red metal, and set with six rubies. If you are reduced to 0 hit points while wearing it, one of the rubies shatters and you regain 1d6 hit points. Once all six rubies have shattered, the crown is no longer magical.

SCRYING TAPESTRY

Wondrous item, rare

These 10-foot-square tapestries were first made by the Imaskari Artificers in the sodden twilight of their lost empire. Recently, a Moonsea cult worshiping a being known only as the “Heir of Orcus” (believed to be the rebellious progeny of that loathsome demon lord) has collected five of these tapestries, for use in some inscrutable scheme. Rumors say the cultists now have their eye on a sixth tapestry, which currently hangs in Exaltation, the first and tallest of Candlekeep’s towers.

While within 10 feet of a scrying tapestry you can see, you can concentrate your thoughts on a location you’ve seen before (as if concentrating on a spell). After 10 minutes, the *scrying tapestry* creates a silent invisible sensor at that location. A creature that can see invisible objects sees the sensor as a luminous orb about the size of your fist.

For a duration of up to 10 minutes, as long as you maintain concentration, the tapestry’s surface depicts images and emits sounds from the sensor’s location, just as if the tapestry were an open window on the target. After the duration, the tapestry retains the last image it displayed until it’s used again.

After this tapestry is used to scry on a location, it can’t be used again for 1 hour.

SELSAME BONES

Wondrous item, very rare

The bones of a finger much like your own have been lacquered together into one beckoning curl. When you break them, the bones release the magic of your own past. As a bonus action, you can summon a duplicate of yourself from an alternative timeline. This duplicate appears in an unoccupied space you can see within 15 feet of you. It is the same size as you, and it occupies its own space, but it is an object, not a creature.

The duplicate is not fully in phase with your

reality, making it appear translucent and insubstantial, but otherwise it looks just like you, even possessing phantom copies of all your items and equipment. The duplicate has the same AC as you, 1 hit point, and immunity to all conditions. If it makes a saving throw, it uses your ability modifier for the roll. If your duplicate is ever more than 30 feet from you at the end of your turn, it is destroyed. You can use your duplicate in the following ways:

- ✧ On your turn, you can move the duplicate up to 30 feet in any direction—horizontally, vertically, or diagonally, even into the air (no action required).
- ✧ As a bonus action, you can spend 15 feet of movement to teleport, magically swapping places with your duplicate.
- ✧ When you take the Attack action on your turn, any attack you make with that action can originate from your space or the duplicate’s space. You make this choice for each attack.
- ✧ As a bonus action, you can make one extra melee attack from the duplicate’s position.
- ✧ When a creature that you can see within 5 feet of your duplicate moves at least 5 feet away from it, you can use your reaction to make an opportunity attack against that creature as if you were in the duplicate’s space.

Your duplicate lasts for 1 minute, then vanishes as if it had never existed. It vanishes early if you dismiss it as a bonus action, if it’s reduced to 0 hit points, or if it’s ever more than 30 feet away from you at the end of your turn. When the duplicate vanishes, the fragments of the finger bones you broke to summon the duplicate also disappear forever. *Selsame bones* are usually acquired in sets of 5 or 10.

SHAKTI AMULET

Wondrous Item, rare (requires attunement by a cleric or paladin)

This porcelain amulet is carved to resemble a tiny figure in half plate wielding two shortswords. As an action during your turn, or as a reaction when you roll initiative, you can speak the amulet's command word. Once you do so, at the start of your next turn you instantly don a shining suit of half plate armor, and you are instantly wielding two matching shortswords, one in each hand. Any other equipment you had is temporarily absorbed into the armor, and has no effect.

While the armor and shortswords exist, you are considered proficient with them. When you hit with an attack using one of the shortswords, you can choose to inflict an extra 1d6 lightning damage.

Once the armor and shortswords appear, they last for 1 minute before fading away. You can also use a bonus action during your turn to dismiss them instantly. Once you summon the armor and shortswords, you cannot do so again until after the next dawn.

SKULL LORD'S BRACERS

Wondrous Item, rare (requires attunement)

This pair of leather bracers is decorated with finger-bones, toe-bones, and cracked remains of vertebrae. You can use an action to speak the bracers' command word during your turn, causing the bones of your enemies to shatter and the pieces to rip free of their bodies. When you do so, every creature of your choice within 30 feet of you must make a Constitution saving throw, taking 5d6 piercing damage on a failed save, or half as much on a successful one.

When one or more creatures take damage from this effect, the bone shards fly to you and form into a staff made of bones with a skull at either end. You can use this staff as a magical quarterstaff, with a +3 bonus to attack rolls and damage rolls for attacks made with it. This staff

lasts for 1 hour before it turns back into a pair of bracers.

Once you force one or more creatures to roll a saving throw against the bracers' effect, you cannot do so again until after the next dawn.

SPELLSTAR

Wondrous item, uncommon (requires attunement)

Spellstars come in two forms: some are sparkling, translucent blue or green gemstones; others are shining star-shaped steel items that cannot rust, tarnish, or become scratched. A spellstar stores spells cast into it, holding them until the attuned wearer uses them. The ring can store up to 10 levels worth of spells, but a spell can only be removed from a spellstar by casting it. When found, it contains 2d6-2 levels of stored spells chosen by the DM.

Any willing creature can cast a spell of 1st through 5th level into the ring by touching the ring as the spell is cast. The spell has no effect, other than to be stored in the ring. If the ring can't hold the spell, the spell is expended without effect. The level of the slot used to cast the spell determines how much space it uses.

While wearing holding a spellstar, you can cast any spell stored in it. The spell uses the slot level, spell save DC, spell attack bonus, and spellcasting ability of the original caster, but is otherwise treated as if you cast the spell.

Each time a spell is cast from it, a portion of the spellstar melts away, becoming smaller, permanently subtracting the levels of stored spells used in that casting from the total number it possesses. For example, if a spellstar holds one casting of *fireball* (a 3rd-level spell) and a *magic missile* spell cast at 4th-level, it has used 7 of its 10 levels of spell storage. If the *fireball* is cast, the 3 levels of spell storage that held it melt away in the casting and are lost, leaving 7 levels of spell storage, 4 of which are already taken up by the *magic missile*.

An exhausted spellstar crumbles to dust, forever gone. Rumors say that certain, secret

spells can recharge spellstars, but such spells are said to be known only to Elminster of Shadowdale and certain members of the legendary Seven Sisters.

STEIN OF HEROES

Wondrous item, uncommon

This plain steel ale-stein can hold a little over two pints of liquid, and appears unremarkable. As an action, you command the stein to fill with a magical liquid not unlike ale, and you imbibe the totality of it in one swig. For the next minute you gain the effects of a *bless* spell without the need to maintain concentration.

The stein retains its property to generate ale on command, but only the first brew is magical. It regains its property to generate magic brew at the next dawn.

STORM'S GARTER

Wondrous item, uncommon (requires attunement)

This simple band of black silk is sewn to three long, flat tie cords, and it changes size to fit the upper arm, upper thigh, or neck of the creature wearing it. While wearing a *Storm's garter*, you gain darkvision out to 60 feet (or increase the range of your darkvision by 60 feet if you already have it), and you increase your Dexterity score by 1 (to a maximum of 20). If you fall more than 10 feet while you wear a *Storm's garter*, the item immediately casts *feather fall* on you without any action or reaction on your part.

A *Storm's garter* has three charges. You can expend 1 charge as an action to cast one of the following spells: *jump*, *silence*, or *spider climb*. The garter regains 3 expended charges each day at dawn.

These items originate from the Forgotten Realms, where they are always originally made for Harpers, of any gender, but often come into the hands of other folk of Faerûn after being taken from slain or injured Harpers.



SYMBOL OF THE WARPRIEST +1, +2,

OR +3

Wondrous item, rare (+1), very rare (+2), or legendary (+3) (requires attunement by a cleric)

This iron symbol lets you turn your advantage in battle into a bolstering effect for your allies. You can use this holy symbol as a spellcasting focus. When you do, it grants a bonus to your spell attack rolls and the saving throw DCs of your spells. The bonus is determined by the symbol's rarity.

While you have this holy symbol on your person, at the end of each your turns, if you hit a hostile creature within 5 feet of you with an attack roll during that turn, you can choose one ally of within 60 feet of you. That ally regains hit points equal to your Wisdom modifier (minimum 1).

TIMELESS TOME

Wondrous item, legendary (requires attunement by a wizard capable of casting 9th-level spells)

Bound in shining, gold-embossed leather that always looks brand new, this book is one of 4 grimoires originally created by the Netherese chronomancer Jeriah Chronos, and it enables you to further manipulate the boundaries of time. If you can attune to this item, you can use it as a spellbook and an arcane focus.

While holding the tome, your spell save DC and spell attack bonus each increase by 3. In addition, you can use the tome to cast *time stop* without using a spell slot. When you cast the spell in this manner, you take 1d6+1 turns in a row, instead of 1d4+1. Once the tome is used to cast *time stop*, it can't be used to do so again until the next dawn.

When found, this spellbook contains 10d4 wizard spells chosen by the DM, one of which is the *time stop* spell. (At the DM's choice, it might contain the 25 prepared spells from the archmage in the *Monster Manual*).

TONGS OF THE ARMORER

Wondrous item, common (requires attunement)

This magical metal tool grants you supernatural prowess in the making and maintenance of arms and armor. While you have this item on your person, you gain advantage on all ability checks to use leatherworker's tools, smith's tools, tinker's tools, or woodcarver's tools.

TORC OF THE YOUNGER SELF

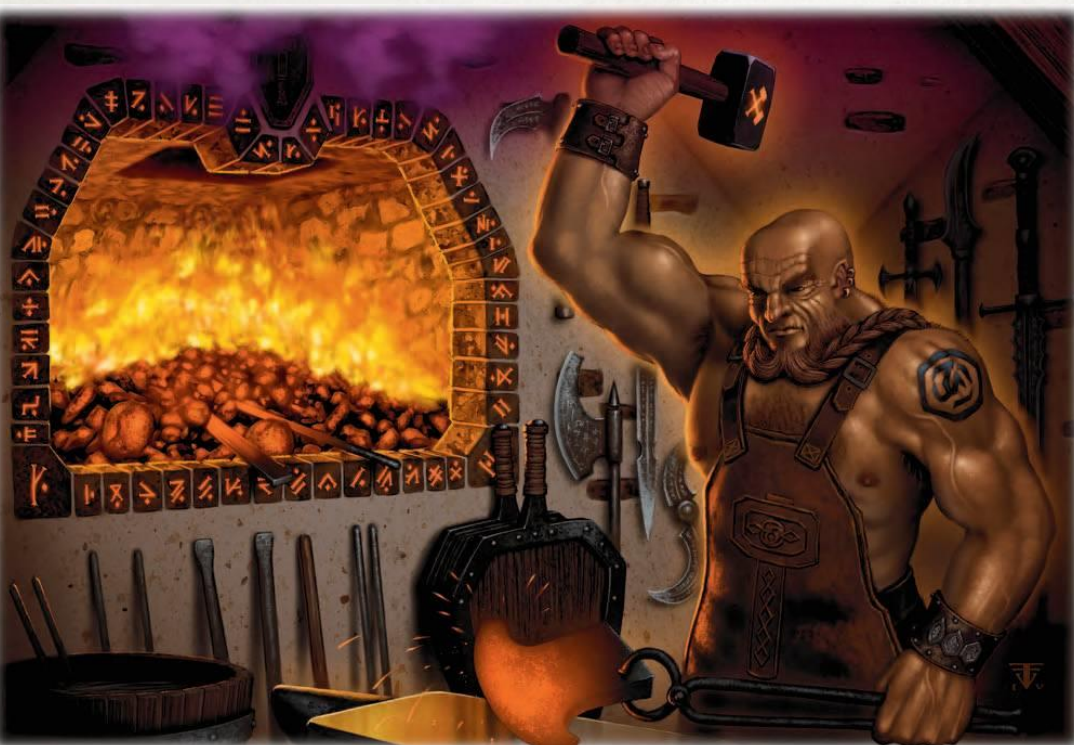
Wondrous item, very rare (requires attunement)

Legends speak of Queen Omarosa, a legendary ruler who guided her realm to prosperity during her reign, making decisions that combined the wisdom of age with the passion and idealism of youth. Historians debate the actual location of her kingdom, but the tales say that after Omarosa's death, this torc was looted from her tomb.

This plain bronze necklace grants you a +1 bonus to all saving throws, and it has 5 charges. It regains 1d4 + 1 charges each day at dawn. While wearing it, you can expend 3 charges as an action to spend one or more of your Hit Dice and regain hit points, as if at the end of a short rest. When you do so, you regain hit points using the highest number possible for each Hit Die.

You can also expend one or more charges as an action to cast one of the following spells, targeting yourself only: *lesser restoration* (1 charge), *remove curse* (2 charges), or *greater restoration* (3 charges).

You can also expend 3 charges to perform a 1-minute ritual to communicate with the spirit of yourself from an earlier time of your choice. The spirit has no substance, but you can see and hear it, and it can see and hear you.



In all other respects, it is the person you were at the time you chose, and it approaches you with that perspective. The spirit remains for 10 minutes before vanishing, allowing you time to converse with it. If you remember the right time in your own past to call on the spirit, you can question yourself while important knowledge was still fresh in your mind, potentially gaining advantage on an Intelligence check on that subject. The spirit's time with you is separate from your actual younger self's place in time, and your younger self retains no memory of the conversation.

ZAGYG'S SPELL COMPONENT POUCH

Wondrous item, rare (requires attunement by an arcane spellcaster)*

This appears to be a spell component pouch that has been crudely repaired dozens of times, to the

point that it looks ready to split and the cotton is threadbare, but wizards and sorcerers have gladly killed for this bag and power is offers. You can produce any material component that has no gold piece value while casting a spell. You do not need to be attuned to the bag to use this feature.

Once you are attuned to the bag its real powers become evident. The bag has three charges, and you can use 1 charge to produce a material component from the bag worth up to 100 gp. The material component disappears once you have finished casting the spell. You must use the material component to cast a spell and must begin casting that spell before the end of your next turn after you have drawn the material component from the bag. If you do not, the material component crumbles into dust upon being produced. The bag regains any expended charges at dawn.



CHAPTER 2: SENTIENT ITEMS & ARTIFACTS

As many adventurers discover, to their great misfortune, the most powerful of magic items frequently have a will of their own.

SENTIENT ITEMS

Rules for sentient items (and the conflicts they sometimes wage with their “owners”) appear in chapter 7 of the *Dungeon Master's Guide*.

ALBRUIN

Weapon (longsword), legendary
(requires attunement)

This sword is made from an alloy of steel and electrum, with a blade plated in sterling silver, but it has no marks of workmanship that reveal its origins. Compared to most longswords, *Albruin* is somewhat broader in blade, but only that and its silver plating betray its unique nature. Only in telepathic communication with a would-be wielder does the sword make its name known, and even then it speaks little of its past.

You gain a +3 bonus to attack and damage rolls made with this magic weapon, and deal an extra 1d4 magical slashing damage to any target it hits.

Sentience. *Albruin* is a sentient chaotic neutral weapon with an Intelligence of 17, a Wisdom of 10, and a Charisma of 17. The weapon has hearing and darkvision out to a range of 60 feet, and it can speak, read, and understand Common, Elvish, Thieves' Cant, and Undercommon, and can communicate with its wielder telepathically. While you are attuned

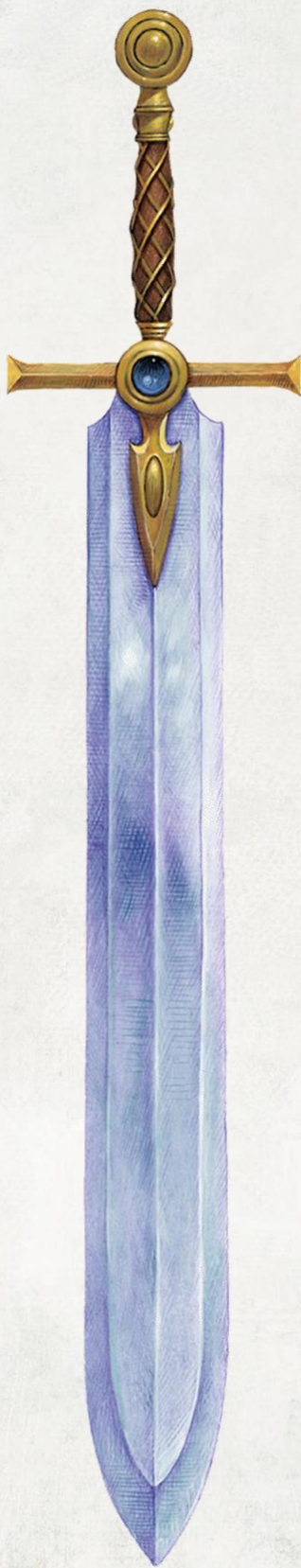
to it, *Albruin* also understands every language you know.

Spellcasting. *Albruin* has 15 charges. While holding it, you can expend 1 or 2 of its charges to cast one of the following spells from it, using your choice of Intelligence, Wisdom, or Charisma as your spellcasting ability: *comprehend languages* (1 charge), *cure wounds* (1 charge, or 2 charges to cast as a 2nd-level spell), *protection from poison* (2 charges, self only), or *see invisibility* (2 charges). Spells cast in this way require the normal casting time and components. The blade regains all expended charges each day at dawn.

Personality. In its telepathic communications, the sword betrays the heart of a scamp, boundless curiosity, and a taste for mischief. Though it has little taste for notoriety, it enjoys the immediate accolades of heroism, and has little patience for wielders who shy away from glorious deeds. It prefers to be wielded by those who travel widely across Abeir-Toril or, even better, to worlds beyond. It is not often talkative, but grows more loquacious when traveling through interesting locales such as ancient ruins or seldom-explored caverns.

The sage Elminster of Shadowdale, who was once called upon to examine the blade while it was in the Dalelands, notes that *Albruin's* nondescript appearance and strong-willed sentience allow it to frequently disappear and seek new wielders.

If *Albruin's* wielder refuses opportunities for adventure, threatens



to settle down in one place, fails to intervene or defend helpless innocents, or otherwise starts to live a boring life, a conflict between *Albruin* and its wielder occurs at the next dawn. The sword refuses all use of its spells to wielders who displease it in these ways, at least until they start being interesting again.

History. The sword was originally forged by the long-dead Surdee, that famed smith of icebound Glistar, who worked ore fresh from the mines above the city on the edge of the glacier. Yet the errant half-drow prince of Dambrath who commissioned *Albruin* never received the boon companion he sought. Instead, the sword convinced one of Surdee's smiths to spirit it away, and its adventures began.

Albruin spent decades in Cormyr, most of them miserable, as it became a seldom-used royal heirloom passed down the line of kings. After a halfling thief stole it in the mid-13th century, the thankful sword ended up in Wheloon, then disappeared for decades before finding its way to a noblewoman of House Uskevren in Selgaunt. After her disappearance, it passed through the hands of an Eastingreach sellsword, a prince of Telflamm, a fleeing looter in Impiltur, brigands in the Dalelands, a banelich in Zhentil Keep, and a mercenary general in what is now Raven's Bluff. For some years in the early 1300s, a towering warrior rumored to be a werebear, called Basalin, wielded the blade in defense of his village. It protected Basalin from the poisons of the giant spiders that plagued the area and allowed him to see the invisible Red Wizards who commanded them.

By 1368 DR, *Albruin* was carried by Simmeon, a former adventuring companion of the necromancer Kryll; by 1369, the drow mage Ravilin Strathi had it; by 1370, it was in the hands of one of the wards of the sage Gorion of Candlekeep, though tales differ as to whether this ward was Imoen, Abdel Adrian, or someone else. The tiefling bard and Harper Sălia, raised in Candlekeep and familiar with the lore of the

sword, claims to have seen a stranger carrying it at the Friendly Arm Inn on the Coast Way between Baldur's Gate and Candlekeep, just after resurrection of the god Bhaal in 1482.

THE BEAT STICK

Weapon (greatclub), legendary (requires attunement)

Scholars and sages argue what event could have been so heinous so it created the weapon known as *The Beat Stick*. If *The Beat Stick* knows, it's not telling, and doesn't seem to care. *The Beat Stick* has had many names and appears in legends of half a dozen species, from giant to elves. *The Beat Stick* looks like a simple worn club of prodigious size, but it seems incredibly light to an attuned wielder. *The Beat Stick* will resize itself to match its wielder. You gain a +3 bonus to attack and damage rolls made with this magical weapon.

Crushing Revenge. When you attune to *The Beat Stick*, you can choose one evil or neutral creature that you have met and are very familiar with, and that you have a legitimate grudge against. You must name a specific creature, not an entire species or group of creatures. While you are within 1 mile of the chosen creature, you have advantage on Wisdom (Perception or Survival) checks made to find it. When you target that



creature with a weapon attack using *The Beat Stick* it scores a critical hit on a natural roll of a 19-20, and it inflicts an additional 6d6 magical bludgeoning damage on a hit.

None Shall Stand. During your turn, if you reduce a creature to 0 hit points using *The Beat Stick*, you can use a bonus action to make another attack with *The Beat Stick* against a different creature within 5 feet of both you and the creature you reduced to 0 hit points.

Sentience. *The Beat Stick* is a sentient weapon of chaotic good alignment, with an Intelligence of 12, a Wisdom of 14, and a Charisma of 18. It has hearing and darkvision out to a range of 120 feet.

The weapon can speak, read, and understand Goblin, and can communicate with its wielder telepathically. Its voice is deep and echoing. While you are attuned to it, *The Beat Stick* also understands every language you know.

Personality. *The Beat Stick* is an unobtrusive, single-minded intelligence with one purpose: to smash the creature its wielder hates. Until you crush the object of your wrath into the ground, *The Beat Stick* is animated and excessively communicative. Once *The Beat Stick* has accomplished its goal, however, it becomes apathetic and uninterested in anything you have to say. Once *The Beat Stick* has been given to a new wielder and a new target is chosen, it becomes excited and engaged once more, speaking about smashing its new target at length.

The Beat Stick will not harm any creature it perceives as innocent. Any attempt to attack such a creature will cause the sentient weapon to twist in the hands of its wielder and miss. If *The Beat Stick's* wielder uses it three or more times to attack a target it perceives as innocent, conflict between *The Beat Stick* and its wielder occurs at the next sunset.

If a wielder that has displeased the *The Beat Stick* rolls a 1 on an attack roll, the wielder drops the weapon. If the wielder has displeased *The Beat Stick*, it then immediately flies away at astonishing speed, vanishing into the distance.

THE RAVENBLADE

Weapon (longsword), legendary (requires attunement by a warlock of non-chaotic alignment)

Though this longsword appears to be carved from a single large shard of black glass, from its rounded pommel to the tip of its razor-sharp blade, it is as hard as adamantite. On further examination, the glass is actually transparent, like a window, and through it you can see the stormy expanse of a dark and alien night sky. You gain a +2 bonus to attack and damage rolls made with this magical weapon, and you can use it as a spellcasting focus. It also grants its wielder a +2 bonus to spell attack rolls.

Sentience. The *Ravenblade* is a sentient lawful neutral weapon with an Intelligence of 18, a Wisdom of 20, and a Charisma of 17. It has hearing and truesight out to a range of 60 feet, but almost never communicates with its wielder about things it perceives.

The weapon can read and understand (and write) Common, Abyssal, Celestial, Draconic, Deep Speech, Elven, Infernal, Primordial, Qualith, Sylvan, and Undercommon, but it never speaks any language but Elvish, and communicates telepathically only with wielders that are also fluent in Elvish.

Writing. While the blade does not seem overly eager to help those attuned to it, it does offer a unique benefit: if the wielder wants a letter written, it can leave an appropriate amount of unmarked paper (no ink required) within 5 feet of the *Ravenblade*. On request, the weapon will magically inscribe the appropriate words on the blank pages. Exactly 8 hours later after the request is made, the blank paper instantly becomes filled with the desired writing. It all appears in a very distinct and practical calligraphic script. The *Ravenblade* can only write in languages it knows.

Occasionally, the *Ravenblade* will want a favour of its own. It will ask its wielder for some paper, and then compose a letter of its own, which it

will then need handed off to a courier or delivered to its proper recipient. The blade's personal letters always appear written in a coded script of sigils indecipherable to all but the intended recipient.

Personality. The *Ravenblade* has little interest in its mortal wielders; they are only means to an end. The *Ravenblade* uses its wielder as a mystical channel for communication, on behalf of its mysterious mistress. Somehow, being attuned by a warlock allows it to magically contact that warlock's otherworldly patron. Once in contact it negotiates complicated agreements on its mistress's behalf with the patron, usually related to inane details of extraplanar politics.

Despite its indifference, it wants worthy wielders, and quickly determines whether or not a warlock attuned to it is useful. It likes ambition, attention to detail, precision, skill, and self-control in its wielders, and hopes to grow such warlocks into truly valuable assets.

If the *Ravenblade* finds its wielder's behaviour reckless, lazy, careless, or sloppy, or if a request related to its letters (either for paper or for delivery) is not honored, a conflict between the *Ravenblade* and its wielder occurs at the next sunset. While it is displeased with its wielder, it will neither write requested letters nor allow the wielder to expend its charges to cast spells.

Spellcasting. The *Ravenblade* has 6 charges. While holding it, you can expend 1 or more of its charges to cast one of the following spells from it, just as if it you were casting one of your warlock spells but without using a spell slot: *blade of black wind** (3 charges), *blade of dark whispers** (2 charges), *blade of flickering shadows** (4 charges), *blade of nightmares** (1 charge), *hex* (1 charge), *modify memory* (5 charges) or *steel wind strike*** (5 charges). Spells cast in this way require the normal casting time and components. The blade regains all expended charges each day at sunset.

THORN

Weapon (shortsword), rare (requires attunement by a creature of non-chaotic alignment)

When found, this shining shortsword is brightly polished and bears a keen edge, as if it had been maintained by a very fastidious owner until very recently. A large green feather hangs from a silver cord tied around the pommel, alongside a tiny crystalline magnifying glass. You gain a +2 bonus to attack and damage rolls made with this magical weapon.

Sentience. *Thorn* is a sentient lawful good weapon with an Intelligence of 14, a Wisdom of 15, and a Charisma of 12. It has hearing and darkvision out to a range of 120 feet.



The weapon can speak, read, and understand Common and Halfling, and can communicate with its wielder telepathically.

Perceptive. When you hold the shortsword, you hear a telepathic voice whispering about various clues and signs it notices, granting you advantage on Wisdom (Perception) checks.

Personality. *Thorn* is a detail-oriented stickler for rules, laws, etiquette, safety, proper behaviour, and finding clues to wrongdoing. It insists that its wielder must behave correctly according to the prevailing social standards of the local culture. *Thorn's* ideal scenario is being wielded to bring lawbreakers to justice, and it constantly points out "evidence" that it believes could help catch criminals.

If *Thorn's* wielder indulges in egregious rulebreaking or breaches of etiquette, it gives the wielder 24 hours to redress the situation appropriately. If the wielder fails to do so, a conflict between *Thorn* and its wielder occurs at the next sunrise. While it is displeased with its wielder, it insists on loudly apologizing for the wielder's behavior, especially in moments of misbehavior, imposing disadvantage on Dexterity (Stealth or Sleight of Hand) checks and Charisma (Deception) checks.

Nettle? Rumors state that *Thorn* was created alongside another sentient weapon, a magical hand crossbow +2 called *Nettle*. This crossbow is as greedy, impetuous, and obnoxious as *Thorn* is careful, lawful, and polite. The two argue like siblings, but also work well together in stressful situations. If you attune to both, you gain a +2 bonus to your Armor Class while both are on your person.

ARTIFACTS

THE ACORN OF WO MAI

Wondrous item, artifact (requires attunement)

Millennia ago, an army of fiends attacked the empire of Shou Lung. Whole villages were wiped



off the map, their inhabitants put to the sword or taken to lower planes to serve as food, slaves, or worse. The rivers ran red with blood and the skies choked on the laughter of devils.

Wo Mai was a great champion of the people. When he heard of the slaughter, he gathered his followers and came down out of the mountains to help. Wo Mai and his followers scattered the fiends and Wo Mai engaged the devil that led them. They fought for days, neither gaining an upper hand. Wo Mai was a powerful wizard, but the fiend's life force was safely hidden on another plane. Realizing he would eventually lose, Wo Mai bound the fiend in unbreakable chains.

Wo Mai drug the devil back to his fortress and a few weeks later trapped the fiend in the *Acorn* that bears his name. The *Acorn* was given as a gift to the emperor. It disappeared a century later when the empire fell to civil war.

The *Acorn of Wo Mai* is a giant acorn nearly 3 feet in height and made of lead. Two golden bands wrap around the acorn, crossing under a seal of dragon wrapped around a sword. Despite being huge and seemingly made of solid lead, a strong man can pick up the *Acorn* with little effort (DC 12 Strength check). The *Acorn* is slightly warm to the touch.

The devil inside has grown to love and loath its prison. It has convinced many mortals that it is a harmless spirit or noble celestial trapped in the *Acorn* by an evil wizard, and by this deception the souls of many righteous clerics have been sent screaming into the Nine Hells. Time and

again the fiend has been close to being freed, only to have freedom snatched away.

The Devil Inside. If pressed, the devil inside the *Acorn* will tell only call itself the Copper Fiend. Sages love to speculate and argue what kind of devil it is (if it even is a devil) that resides inside the *Acorn*. The devil itself has no interest in telling. What is known is that the devil is charming, almost to a fault, and never seems to lose its temper. The only exception is when the devil is asked to scry on or otherwise interact with the descendants of Wo Mai. The Copper Fiend refuses, and flies into a rage, howling curses and profane oaths that the descendants of Wo Mai will die howling in agony. The Copper Fiend has spent millennia conceiving elaborate and painful tortures, and the devil will not be denied. If and when it works its will, the deaths of Wo Mai's kin will last weeks.

Sentient. The *Acorn* has an Intelligence of 20, a Wisdom of 14 and a Charisma of 22.

Telepathy. The devil still lives inside the *Acorn*. It can communicate telepathically with anyone within 120 feet. It will offer them good advice, at least in the beginning. The devil genuinely tries to help anyone it thinks it can convince to set it free, but it gets bored easily. If a mortal proves to intractable the devil in the *Acorn* will start to look for a new owner.

Random Properties. The *Acorn of Wo Mai* has the following randomly determined properties. However, unlike most artifacts, the devil inside the *Acorn* can grant these boons or inflict these curses on anyone within 120 feet. The devil will use these to convince or harass unwitting or foolish mortals to carry out its plans.

- ✧ 3 minor beneficial properties
- ✧ 2 major beneficial properties
- ✧ 3 minor detrimental properties
- ✧ 2 major detrimental properties

Foresight. The devil may use an action to cast *foresight* on anyone within 120 feet of the *Acorn*. It can do this twice a day. This ability refreshes at



midnight.

Scry. The devil can cast the *scrying* spell at will. The devil is the only one who sees anything.

Destroying the Acorn of Wo Mai. Inflicting 25 points of slashing damage to the golden bands that hold the *Acorn* sealed will free the devil. Depending on the level of stupidity displayed by his liberators, the Copper Fiend may thank them before killing them. The actual statistics of the devil are determined by the DM.

THE ARM OF DOOM

Wondrous item, artifact (requires attunement)

In the desert, water is life. In ancient times caravans would cross the blistering landscape by hopping from one oasis to another. The safe routes are well known but long and caravans can take weeks to cross the desert. Izmer was a savvy but heartless businessman that was desperate to open new trade routes. He sent scouts out to find new oases to cut across the desert faster, to reach kingdoms farther away.

When Izmer's scouts reported they had found a hidden oasis in the middle of the desert, he thought nothing of scattering the tribe of lizardfolk that lived there. Without the water from the oasis the lizardfolk would surely die, but Izmer's profits would sky rocket.

For a few months, everything went well. Caravans struck out from the hidden oasis and made it to kingdoms on the far side of the desert in half the time of the traditional routes. Then the caravans started disappearing. Scouts returned with reports of burning hulks and bodies torn to pieces. Soon the losses began to mount, and Izmer started to worry. Worry soon turned to desperation. Izmer did not even know who was tearing his caravans to shreds.

Finally Izmer's scouts found a guard who survived, if barely. From the story the guard told, it appeared the lizardfolk had not fled. They had struck from nowhere, slaughtered the guards, burned the caravan, and disappeared. Before the guard died he warned Izmer of a lizard king of truly prodigious size who seemed to be leading them.

Izmer spent a king's ransom to buy the best wizard he could find. The wizard, a necromancer named Sarn, wove subtle spells and found the tribe of lizardfolk. They had taken refuge in caves beneath the oasis. Izmer's guards found and sealed every entrance to the caves except one. Then they flooded the caves with poison.

The guards who later entered the caves found almost the entire tribe slain. Only the leader survived—to his sorrow, since he was immediately dragged before Izmer himself.

Legend says the tortures visited on the lizard king were unspeakable. For his part, Sarn only asked for one thing as a reward, the lizard king's arm. With dark magic and red-hot blades, the arm was removed.

Sarn wove dark spells over the arm. He carved runes of destruction into the scales and trapped the tormented souls of the lizardfolk tribe in the bones. When he was done he had created a



weapon of terrifying destruction. But Sarn was betrayed.

Izmer had spies watching and knew of the arm. While Sarn slept, his throat was cut and the arm brought to Izmer. Izmer held the arm up, thrilled that the lizard king who had vexed him in life would serve him in death. He attached the arm to his side, and the hand leapt to his throat. Izmer's guards tried to save him, but failed. Once Izmer fell to the ground, lifeless, the arm detached itself in a spray of gore and vanished.

The *Arm of Doom* is a terrible and powerful weapon. It appears to be a large lizardfolk arm with runes of hate and destruction carved into each scale. The fingers twitch even when the arm isn't attached to anyone, and the claws are long and wickedly hooked. Black smoke drifts from the claws fading away after a few inches, but leaving long dark slashes in the air in combat.

If you are attuned to the *Arm of Doom*, you can use it by holding it to your side, back, or shoulder and willing it to attach. The arm attaches itself as firmly as one of your real arms, and you can control it as easily as if it had always been there.

Random Properties. The *Arm of Doom* has the following random properties:

- ✧ 2 minor beneficial properties
- ✧ 2 minor detrimental properties

Magic Weapon. The *Arm of Doom* is a +3 weapon, but only a creature attuned to it is proficient with it. On a hit, the *Arm* inflicts damage as a club, but it also does an additional 1d6 slashing damage and 2d6 necrotic damage. A creature hit by the *Arm* must make a DC 20 Constitution save or be poisoned until the start of your next turn.

Curse. If you go for 24 hours without killing a creature with an Intelligence of 3 or higher, or immediately after you have killed 50 creatures with Intelligence 3 or higher, you must make a DC 20 Charisma save. If you fail the *Arm* rips itself from your body in a spray of gore. You take 10d10 points of slashing damage. This damage is not subject to resistance or immunity. Once freed, the *Arm* teleports to a random location. On a successful save, the arm stays, but every time you kill 50 creatures with Intelligence 3 or higher, or fail to kill one creature with Intelligence 3 or higher within 24 hours, you must make the save again.

Destroying the Arm of Doom. Lay the hundreds of troubled spirits that have been trapped inside the *Arm* to rest.

THE IVORY CHAIN OF PAO

Wondrous item, artifact (requires attunement)

This chain appears to be a series of fragile ivory figurines. Each figurine is cleverly carved to hook hands with another figure. The figures appear to be fragile and the chain looks like it would fall apart with the slightest pressure, but any attempt to damage the chain fails.

When used for most purposes, then chain

shows no unusual properties. When used to bind a fiend, however, the chain suddenly springs to life. Wrapping the chain around the fiend causes the tiny figurines to begin chanting. The fiend trapped by the chain immediately becomes docile, its unfocused eyes glazing over and its jaw hanging slack. The fiend takes no actions on its own, but obeys the orders of any attuned user of the chain who holds its other end. If the chain is removed, the fiend can move and act normally. The fiend will be aware of what happened and will not take it well.

Wo Mai, a powerful wizard from the distant east, first created the chain to capture a terrible devil known to history as the Copper Fiend (as described under the Acorn of Wo Mai). Since then the chain has moved through history. It always seems to turn up when it is needed.

Powerful fiends view the chain with a mix of love and hate. They loathe the thought of being trapped by it but imagine the power they could wield if they could trap an enemy in its links.

Random Properties. The *Ivory Chain of Pao* has the following random properties:

- ✧ 1 minor beneficial property
- ✧ 1 minor detrimental property

Dominate Fiend. While you are attuned to the chain and holding it, you can force a fiend within 5 feet of you to make a DC 25 Dexterity saving throw, provided there is not a fiend bound by the chain already. A fiend cannot use the Legendary Resistance trait to succeed on this saving throw.

A fiend that fails the saving throw immediately becomes charmed, even if it is normally immune to the charmed condition. While charmed, it is affected as if by a *dominate monster* spell, and it does not move or take actions unless you command it or allow it to do so while you are holding the chain.

Whether it is the lowest mane or Demogorgon himself, the fiend is under your total control. It remains charmed until you use your action to

release the fiend.

Curse. The *Ivory Chain of Pao* is not cursed per se, but seems to constantly attract unwanted attention. Celestials, fiends, and power-hungry mortals will all want to use the *Chain* for their own ends.

THE MEMORY MIRROR

Wondrous item, artifact (requires attunement)

Once the indulgence of the dreaded death knight Lord Soth, this 6-foot-long by 3-foot-wide mirror was shattered into twelve fragments. The bulk of the mirror's power lies in a single central piece held by a mysterious paladin who wanders the domain of Sithicus, a hero known as the Blessed Knight who is attuned to this *key memory mirror shard* when he is first encountered. However, the other shards have powers of their own, each serving to empower the key shard and help unlock its greater abilities.

Each *memory mirror shard* reflects images of a character's past innocence when gazed into for more than a few seconds. The *key memory mirror shard* held by the Blessed Knight reflects not only the past, but shows each person who looks into it an image of the most idealized version of themselves that they could be in the present. This *key memory mirror shard* glows with soft white radiance when within 100 feet of another piece, and Mirror Shards held touching it bond with it seamlessly.

Random Properties. Each of the memory mirror shards has 1 random minor beneficial property.

The *key memory mirror shard* held by the Blessed Knight has the following random properties:

- ✧ 1 minor beneficial property
- ✧ 1 major beneficial property

When fully assembled, the complete *memory mirror* has the following random properties:

- ✧ 12 minor beneficial properties

- ✧ 2 major beneficial properties

Properties of each Memory Mirror Shard. If you attune to one of the twelve *memory mirror shards* that is in your possession, you gain the following benefits:

- ✧ You have advantage on all Wisdom saving throws against being charmed or frightened, or against having your emotions or moods affected by magic (including the Guilt of Sithicus effect described in this section).
- ✧ Whether you are attuned or not, when you finish a long rest while carrying this item, you are unaffected by any Flaws you may have dealing with guilt or regret until the next time you finish a long rest.



- ✧ Each *memory mirror shard* melds seamlessly to the *key memory mirror shard* if held against it, regardless of whether anyone is attuned to either item. Attunement to the *memory mirror shard* ends when it melds with the *key memory mirror shard*.

Properties of the Key Memory Mirror Shard (currently held by the Blessed Knight). The Blessed Knight is attuned to the *key memory mirror shard*. If you become attuned to it instead, you gain the same benefits from it that he does:

- ✧ You have advantage on all Wisdom saving throws against being charmed or frightened, or against having your emotions or moods affected by magic.
- ✧ You are immune to the Guilt of Sithicus effect and the *guilt lash* spell (both described in this section).
- ✧ You gain an additional Ideal: “I strive to be the best possible version of myself.”
- ✧ When you finish a long rest, any Flaws you may have dealing with guilt or regret are permanently removed. (If this means you have no Flaws, consult with your DM about adding a new Flaw.)
- ✧ Anyone looking into the *key memory mirror shard*, whether it is attuned or not, gains immunity to the Guilt of Sithicus effect described in this section and to any other guilt-based magical effects (such as the *guilt lash* spell, also described in this section) for a number of weeks equal to 1 plus the number of *memory mirror shards* to which the *key memory mirror shard* is melded.
- ✧ Each *memory mirror shard* melds seamlessly to the *key memory mirror shard* if held against it, regardless of whether anyone is attuned to either item. Any attunement to that *memory mirror shard* ends when it is melded, but you remain attuned to the *key memory mirror shard* no matter how many other shards to which it bonds.

- ✧ Whether it is attuned or not, the *key memory mirror shard* glows with white light when within 100 feet of another Mirror Shard.
- ✧ If the *key memory mirror shard* is melded to all of the eleven other *mirror shards*, it transforms into the complete *memory mirror*, as if it had never been broken. If you are attuned to the *key memory mirror shard* when this happens, you are automatically attuned to the complete *memory mirror* it becomes.

Properties of the complete memory mirror when fully assembled. If you are attuned to the completed *memory mirror*, your alignment changes to lawful good, and you gain the following benefits:

- ✧ You are immune to the charmed and frightened conditions.
- ✧ You have advantage on all saving throws against having your emotions or moods affected by magic.
- ✧ You are immune to the Guilt of Sithicus effect and the *guilt lash* spell (both described in this section).



- ✧ You gain an additional Ideal: “I strive to be the best possible version of myself, and I am succeeding.”
- ✧ When you finish a long rest, any Flaws you may have dealing with guilt or regret are permanently removed. (If this means you have no Flaws, consult with your DM about adding a new Flaw.)
- ✧ A creature looking into the *memory mirror*, whether it is attuned or not, gains permanent immunity to the Guilt of Sithicus effect described in this section. It is also gains immunity to any other guilt-based magical effects (such as the *guilt lash* spell, also described in this section) until the next time it leaves Sithicus.
- ✧ When a darklord looks into the *memory mirror* while a creature is attuned to it, that darklord sees their own true nature reflected back at them. As a result, for 1 hour, that darklord is both frightened of the *memory mirror* and poisoned, and cannot regain hit points or change form (via effects such as *polymorph* spells, the *shapechange* spell, or any other effect that transforms the darklord into something else). This effect ignores immunities. If the darklord of Sithicus is reduced to 0 hit points while under this effect, this destroys that darklord permanently.
- ✧ If a darklord under the effect of the attuned *memory mirror* is destroyed, you can immediately end your attunement to this artifact, causing it to cast the *gate* spell. The *gate* remains open for 1 minute. It leads to a relatively peaceful area in any one of the Domains of Dread you choose (or, if the DM chooses to permit it, this *gate* may instead allow you to travel out of Ravenloft entirely, and into an alternate plane of your choice).

THE GUILT OF SITHICUS

The Memory Mirror and the Nedragaard Chalice are both tied to Sithicus, a Domain of Dread that borders Barovia. Any sentient being who passes through the borders of Sithicus and enters this dismal realm is afflicted by its atmosphere of crippling guilt. An intelligent creature entering Sithicus gains the following Flaw while within in the bounds of that Domain of Dread: “I am haunted by the guilt of my worst misdeeds, which I can never forget.”

In addition, a character that finishes a long rest in Sithicus must make a DC 15 Charisma saving throw. On a failure, the character is afflicted with overwhelming guilt. This effect reduces walking speed by 5 feet and imposes disadvantage on Wisdom and Charisma checks due to feelings of apathy and unworthiness. Every time a character finishes a long rest in Sithicus, this saving throw is repeated, with failure imposing the guilt effect, and success providing respite from it.

Spells below 6th level seem useless to permanently end this effect (though *calm emotions* can suppress it for a brief duration). However, the locals whisper rumors of a shattered relic tied to the vanished darklord, the pieces of which can lessen the guilt’s effects.



THE NEDRAGAARD CHALICE

Wondrous item, artifact (requires attunement)

This exquisite cup is made of an unknown gold-like metal and is cold to the touch. It originated in the domain of Sithicus, a neighbor of Barovia. The chalice seems to bear a powerful curse connected to Lord Soth, the death knight who once ruled Sithicus from the cold halls of Nedragaard Keep—and who rumors say may yet rule it still, from some hidden place within the domain.

The Black Blood. Each morning at dawn, black blood appears in the bottom of the chalice. If you dare drink from the chalice, it infuses you and your worn equipment with an eerie power, at the cost of some of your own life force. When you drink from the chalice you immediately lose 2 Hit Dice. If you do not have two Hit Dice, you suffer 2d4 necrotic damage if you have only 1 Hit Die to lose, or 4d4 necrotic damage if you have none. However, drinking the black blood also grants you the following benefits until the next time you finish a long rest:

- ✧ The suit of armor you are wearing when you drink (if any) grants you a magical +2 bonus to Armor Class, unless it already provides a magical AC bonus
- ✧ You can speak and read Abyssal
- ✧ When you hit a creature that has fewer than half its hit points remaining with an attack roll, it takes an extra 1d8 necrotic damage from that attack, and you gain temporary hit points equal to the necrotic damage inflicted

Keening Dreams. The hours that should be most restful for you instead bring visions of a chorus of banshees, singing of the sins of the death knight Lord Soth—and occasionally weaving in references to your own sins as well. While horrific, these visions also grant unearthly insights, and whenever you finish a long rest while attuned to the chalice, you gain the following benefits until the next time you finish a

long rest:

- ✧ You have advantage on all Intelligence (Arcana, History, and Religion) checks
- ✧ Undead cannot benefit from advantage when making attack rolls against you
- ✧ Whenever you make a Wisdom saving throw, you can roll 1d4 and add the result to your roll.

Necromantic Gifts. The chalice has 8 charges. While holding it, you can use an action and expend 1 or more charges to cast one of the following spells (save DC 20) from it: *animate dead* (2 charges), *armor of Agathys* (1 charge), *blade of flickering shadows** (2 charges), *chains of Levistus* (1 charge), *fear* (2 charges), or *finger of death* (5 charges). The chalice regains 1d4 + 4 expended charges daily at dawn. Each time you cast a spell from the chalice, your features take on an unnatural, deathly pallor and your eyes smolder with a dim inner fire, giving you disadvantage on Charisma (Deception or Persuasion) checks for 1 hour.

Power Over Undead. Undead creatures stand in fear and awe of the bearer of the chalice. While holding the chalice, you can target one undead creature you can see within 30 feet. The target must make a Wisdom saving throw against a DC equal to 8 + your proficiency bonus + your Charisma modifier. On a failed save, the target must obey your commands for the next 24 hours, as if affected by a *dominate monster* spell. An undead whose challenge rating is equal to or greater your level is immune to this effect.

Destroying the Nedragaard Chalice. In order to be rid of this artifact, you must assemble another: the *memory mirror* that once stood in Nedragaard Keep. When Nedragaard was destroyed, the mirror was shattered into twelve shards, which are hidden in various locations across Sithicus. Rumors say a knight errant seeks the shards, believing the assembled mirror can destroy the darklord who rules the domain. The chalice itself has no reflection in the mirror or its

shards.

Once the *memory mirror* is reassembled, it must be returned to the ruins of Nedragard. This is no easy feat. The ruins of Nedragard Keep now jut from the earth like blackened teeth, atop a black spire that stands in the center of the Great Chasm, a massive canyon that nearly splits the domain in two. Gaping in the heart of Sithicus like an open, festering wound, the chasm runs for dozens of miles north to south, and is up to five miles wide in places.

Sections are said to be bottomless, although few explorers have been foolish enough to test those claims. Fearsome creatures lurk within the Great Chasm, creeping forth when the sun sets. The elves of Sithicus say a larger shadowy presence seethes in this chasm, and they avoid it at all costs. Ravens wheel forlornly about the

towering shards of the keep, and some elves swear they have glimpsed mournful shades drifting around the ruins at night. The stone bridge that once spanned the rift is gone, so reaching the ruins is all but impossible.

If somehow the *memory mirror* is made whole again and returned to the still intact chamber within the ruins where the death knight used to gaze into it for hours, a character attuned to the chalice can raise it there in a toast to their own reflection. When the character's reflected self in the mirror lifts an empty hand (since the chalice itself is never reflected in the *memory mirror*), they can reach into the mirror as if it had no substance, handing the chalice to their reflection. Once this is done, the chalice is effectively destroyed, existing only as an empty illusion in the mirror.





"I WAS RELUCTANT TO INCLUDE THE FOLLOWING LORE IN THIS TOME, AS TOO MANY YOUNG ADVENTURERS HAVE LOST THEIR LIVES IN VAIN PURSUIT OF THIS OBJECT.' BUT KNOWLEDGE MUST WIN OUT, AND SO I PRESENT THIS INFORMATION ABOUT THE MOST FAMOUS ARTIFACT EVER DEvised."

—ELMINSTER

THE ROD OF SEVEN PARTS

Rod, artifact (requires attunement by a lawful creature)

Random Properties. Roll for new random properties on the "Artifact Properties table" (chapter 7 of the *Dungeon Master's Guide*) every time you recover enough pieces to reach a new level.

One piece of the rod has the following randomly determined properties:

- ✧ 1 minor beneficial property
- ✧ 1 minor detrimental property

Three pieces have the following randomly determined properties:

- ✧ 1 minor beneficial property
- ✧ 1 major beneficial property
- ✧ 1 minor detrimental property
- ✧ 1 major detrimental property

Five pieces of the rod have the following randomly determined properties:

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

All seven pieces of the rod have the following randomly determined properties:

- ✧ 3 minor beneficial properties
- ✧ 2 major beneficial properties

- ✧ 3 minor detrimental properties
- ✧ 2 major detrimental properties

Powers of Individual Pieces. If you have one section, you can sense the next closest section. You do not know how far away the piece is, just a general sense of the direction and whether or not it is on the same plane. Each section is also engraved with a word that most sages refer to as the section's name. The DC of saving throws against spells of 1st-level or higher cast with parts of the rod is 15.

The sections of the staff are as follows:

- ✧ **Ruat** (4-inch section). This section has 3 charges. You can expend one charge to cast *cure wounds* as a 2nd-level spell. The charges replenish at the next dawn.
- ✧ **Caelum** (5-inch section). This section has 3 charges. You can expend one charge to cast *slow*. The charges replenish at the next dawn.
- ✧ **Fiat** (6-inch section). This section has 5 charges. You can expend one charge to cast *haste*. The charges replenish at the next dawn.
- ✧ **Justitia** (8-inch section). You know the *ray of frost* cantrip as long as you wield this rod.



- ✧ **Ecce** (10-inch section). This section has 1 charge. You can expend the charge to cast *true seeing*. The charge replenishes at the next dawn.
- ✧ **Lex** (12-inch section). This section has 3 charges. You can expend one charge to cast *hold monster* (as a 5th-level spell). The charges replenish at the next dawn.
- ✧ **Rex** (15-inch section). This section has 1 charge. You may expend it to cast *heal* (as a 6th-level spell). The charge replenishes at the next dawn.

Synergetic Powers. As pieces of the rod are connected, new powers are revealed. The individual pieces keep their powers. The new powers only appear if the sections are connected.

- ✧ **Two pieces.** You can cast the *fly* spell at will without using a spell slot.
- ✧ **Three pieces.** The DC of saving throws against spells of 1st-level or higher cast with the assembled pieces of the rod is 18.
- ✧ **Four pieces.** You can choose to have advantage on a save or ability check three times a day. This ability refreshes at the next dawn.
- ✧ **Five pieces.** For each piece of the rod, increase the number of charges it has by 1.
- ✧ **Six pieces.** The DC of saving throws against spells of 1st-level or higher cast with the assembled pieces of the rod increases to 20.
- ✧ **Seven pieces.** You gain resistance to all nonmagical bludgeoning, piercing, and slashing damage.

Destroying the Rod. Taking the completed rod to the ever-shifting heart of Limbo will cause the rod to explode at the beginning of the following round. Any creatures within 100 feet of the explosion must make a DC 20 Dexterity saving throw, taking 7d10+42 force damage on a failure or half as much on a success.

ORIGINS OF THE ROD OF SEVEN PARTS

"Many sages believe the first war in the multiverse was not between good and evil, but between law and chaos. Before the dawn of time, the Queen of Chaos rallied her forces against the Winds Dukes of Aqaa. For centuries these two forces fought, neither able to gain the upper hand.

"Finally, the Queen of Chaos found her champion, Miska the Wolf-Spider. Miska was a terrible and cunning foe. Time and again he crushed the forces of law, forcing them back across the planes. Soon the last few bastions of law prepared to sell their lives as dearly as possible. The Wind Dukes, desperate to turn the tide, combined all their powers into a simple ebony rod, known then as the Rod of Law. At the apocalyptic battle of Pesh, the Wind Dukes were ready to strike.

"The battle raged for months, the forces of chaos slowly wearing down the forces of law. The Wind Dukes were finally able to cut Miska off from his army. Before his army could rush to his defense, the Wind Dukes impaled Miska on the ebony rod.

"They say that you can still hear his death screams in ancient, dark corners of reality where mortals are not meant to travel. The rod was covered in Miska's blood, and the champion of chaos's essence caused a cataclysmic explosion. The rod was torn into seven parts, thrown throughout the multiverse. Many scholars think Miska was destroyed. Others warn that creatures with that kind of power do not stay dead forever.

"Of the Queen of Chaos, no one knows. She disappeared after Miska's fall, her army in tatters, the war over. A few scholars think she waits, searching for the rod herself. These scholars, often driven mad by their insights into the mind of chaos itself, believe that with the completed rod she could resurrect her fallen champion and begin the war anew.

"The rod shattered into seven parts, ranging from 4 inches to 15 inches. The rod gradually widens, with the 4-inch section being the thinnest and the 15-inch section the widest. Each section has its own power, and as you collect and reconnect multiple sections of the rod, new powers will result."

—From *The Eldritch Apocrypha of Sarkhx*

SCEPTER OF SAVRAS

Weapon (quarterstaff), artifact (requires attunement by spell caster)

The Scepter of Savras is a five-foot long bronze rod capped with a diamond on both ends. The diamond at the base of the scepter is 1 inch across and bears the sign of Savras. The diamond at the



head of the staff is 3 inches in diameter and marked with the symbol of Azuth. The Scepter was supposed to be the final move in an epic rivalry between the two gods, but fate had other plans.

Azuth and Savras were lesser gods deified by Mystra to help her control magic in the Forgotten Realms. However, the two gods battled during the chaos of the Dawn Cataclysm, a massive war that saw gods torn to pieces and whole realms nearly destroyed. Azuth, the Lord of Spells, sought to drain Savras's power and challenge Mystra herself. The Lord of Spells was able to defeat the All-Seeing One but lacked the power to destroy him entirely and absorb his power. So, Azuth imprisoned Savras in the scepter he

created—an artifact originally meant to be a badge of office. Though, Savras had just enough power to teleport his prison to Toril where it was lost in the turmoil.

Afterwards, the scepter passed from one mage to another, with many unknowingly aiding Savras in his quest to break free. Savras did not have the power to talk to the scepter's wielders, but he could influence their dreams. Mages found themselves wandering Toril, seeking out places of power, but never really knowing why.

After millennia, Azuth was convinced to release Savras from the scepter in exchange for an oath of fealty. Perhaps, because of the thousands of years Savras was trapped inside the scepter, much of his power stayed within that prison. However, Savras kept the scepter, giving it to his followers when it was needed to complete important quests. It has been lost and found several times since.

Random Properties. The *Scepter of Savras* has the following random properties:

- ✧ 1 minor beneficial property
- ✧ 1 major beneficial property
- ✧ 1 minor detrimental property
- ✧ 1 major detrimental property

Magic Weapon. Strikes as a +3 staff.

God of Divination. You can cast any divination spell. You do not need to have the spell memorized. You must expend a spell slot equal to the level of the spell you wish the scepter to cast.

Shroud. You may force any divination spell that targets you or includes you in its area of effect to fail.

Curse. The *Scepter of Savras* will force anyone attuned to it to see visions of the past, present and future. These visions will be world changing events, visions of daily life, beautiful visions of peace and life and nightmares given flesh, often all at once. Once per tenday the person attuned to the scepter must make a DC 15 wisdom save or gain one level of exhaustion. This level of exhaustion may only be removed with *lesser restoration*, *restoration*, *remove curse*, or *miracle*.

Destroying the Scepter of Savras. You must imprison Azuth inside the *Scepter of Savras*. Doing so destroys the god as well as the scepter.

THE STAFF OF THE LOWER PLANES

Weapon (quarterstaff), artifact (requires attunement by an evil creature)

This unassuming staff appears to be a piece of twisted driftwood. Interesting to look at, but not sturdy enough to serve as a spell focus or to be used in crafting. Thousands of unsuspecting people have used the staff as a walking stick without realizing they were carrying one of the most powerful weapons in the multiverse. The staff is sentient, and seems to only end up in the hands of wielders it chooses.

Once a creature attunes to the *Staff*, some of its



true nature shows. The ends of the staff emit a sickly, yellow smoke that causes nonmagical plants within 10 feet that are not creatures to wither away and die. Leering demonic faces appear in the wood, seemingly pleading for release before something drags them back into the *Staff*.

Random Properties. The *Staff of the Lower Planes* has the following random properties:

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

Sentient. The *Staff* can communicate with its wielder. It has an Intelligence of 20, a Wisdom of 18, and a Charisma of 24.

Magic Spells. The *Staff of the Lower Planes* has 5 charges. While holding it, you can expend 1 charge to cast one of the following spells:

- *Mass suggestion* (as a 6th level spell)
- *Contagion*
- *Hold person* (as a 6th level spell)
- *Eyebite*

Hidden Master. A creature attuned to the *Staff of the Lower Planes* gains all the benefits of a *nondetection* spell while the *Staff* is on its person. Casting *identify* or *detect magic* on the *Staff* only reveals information the staff chooses to reveal.

Demotion. Any fiend struck by the staff must make a Constitution saving throw (DC 15). On a failure, the fiend's body is wracked with horrible pain. It is incapacitated until the start of its next turn. At the start of that turn, the fiend must make a second Constitution saving throw (DC 15). On a failure, the fiend's former body dissolves into a puddle of sticky goo as it is transformed into a larva (a lowly form of fiend described in the *Monster Manual*). Most intelligent fiends will have a plan to quickly (within a few years or a decade) reclaim their former power and glory, but they will be enraged at having been reduced to a larva, viewing it as the ultimate insult.



THE STAFF OF RUIN

Staff, artifact (requires attunement by a spellcaster of 5th-level or higher)

Seeing the *Staff of Ruin* for the first time is unforgettable. The staff is six feet tall and made of a strange black metal that seems to drink in the light. At the top of the *Staff* sits a demonic skull with massive ram's horns. When an arcane caster channels energy into the *Staff*, the eyes glow red and the skull laughs, sings, or screams gibberish.

The first recorded use of the staff was during the endless battles of the Blood War. Accounts vary as to who was actually wielding the staff, but most agree the first wielder was betrayed in the middle of the battle by their own minions. The staff next appeared in the possession of the Blood Dawn Coven, a trio of night hags known to raise armies of the dead to use as expendable troops in the Blood War. The hags' lieutenant, the lich Keloton, used their own undead against them

and stole the *Staff*. Keloton carried the *Staff* for years in his quest for godhood before he mysteriously vanished. The Blood Dawn Coven survived Keloton's betrayal, and they seek revenge as well as the return of the staff. Any sighting of it is sure to gain their attention and the ire of their horde of demons.

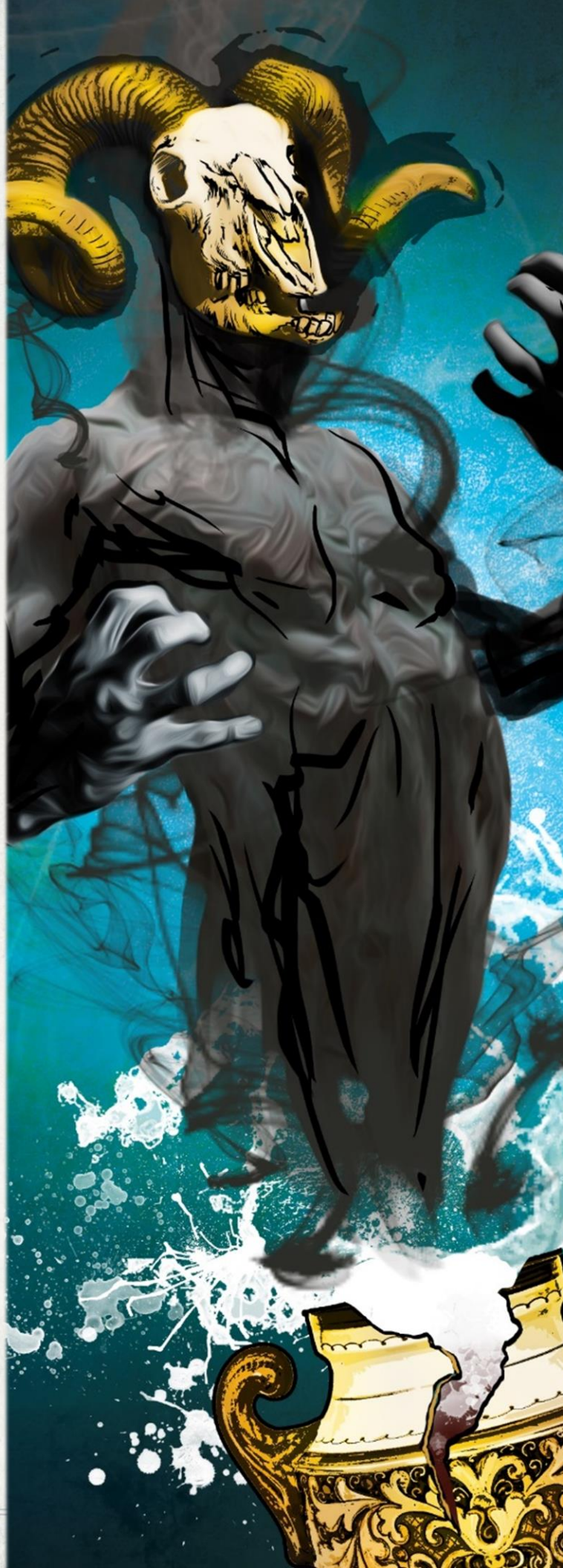
Random Properties. The *Staff of Ruin* has the following random properties:

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

Arcane Focus. You can use the *Staff of Ruin* as a spellcasting focus, and spells cast through it do not require any material component that is worth 50 gp or less. The *Staff of Ruin* is not consumed by the spell, even if the spell normally destroys the material component.

Eldritch Barrage. As an action, you can cast *eldritch blast* with the staff, using your choice of Intelligence or Charisma as your spellcasting ability. If you cast *eldritch blast* and target the same creature with more than one beam, once you hit the target with a ranged spell attack for one beam, any attack rolls for subsequent beams from the same casting against that target automatically hit. Any creature hit with more than one beam takes the normal damage for those beams, and also takes an extra 2d10 force damage.

Crystal Ball. The crystal ball embedded in the demon's skull allows you to cast the *scrying* spell once, regaining the ability to do so each day at midnight. Whenever you cast the *scrying* spell while using the staff as a spellcasting focus, it makes your *scrying* spell more effective. Any Wisdom saving throw made against a *scrying* spell you cast through the staff is made with disadvantage. Furthermore, as long as you are gazing into the crystal ball, *nondetection* does not block your *scrying* spells.



CHAPTER 3: ENSEMBLE MAGIC ITEM SETS

Ensemble sets are groups of assorted magic items intended to be used together, some increasing in potency when paired with others of their set. Sets of two often have *set properties*, which are gained only when a single creature attunes to all items in the set. Some items in ensemble sets, especially larger ones, have *synergy properties*, which are only activated when that item is attuned by the same creature that has attuned another item in the set.

All ensemble sets require attunement, but only take up a single attunement for the set, regardless of the number of linked items. Each item must still be attuned to separately. Every item in this chapter has the following property in addition to those listed:

Set Attunement. These items belong to a set, and if you are attuned to one item of the set, other items you attune to from the same set do not count against the total number of magic items you can attune.



BLADES OF THE FROZEN PRINCE

The Blades of the Frozen Prince are a matched set of a rapier and a main gauche dagger, each with a silver steel blade, a golden hilt shaped like a leering devil, and a grip of crimson leather.

RAPIER OF THE FROZEN PRINCE

Weapon (rapier), very rare (requires attunement)

You gain a +2 to attack and damage rolls with this magical sword. While it is in your hand the weapon cannot be disarmed unless you choose to allow it.

While attuned to this weapon you have resistance to cold damage and you are considered to be naturally adapted to cold climates, as described in chapter 5 of the *Dungeon Master's Guide*.

DAGGER OF THE FROZEN PRINCE

Weapon (dagger), rare (requires attunement)

You gain a +1 to attack and damage rolls with this magical sword, and +1 to AC while it is held in your hand.

Backstab. When you have advantage on an attack roll with this weapon, on a hit, you can deal an extra 4d6 magical piercing damage to the target. If you have advantage on an attack roll you can deal an additional 14 (4d6) piercing damage to a struck creature. The dagger regains the use of this property at dawn the next day.

SET PROPERTIES

If you possess both blades you gain the following additional properties:

Rakish Charisma. You have advantage on Deception, Intimidation, and Persuasion skill

checks

Curse. If you possess both blades, the archdevil Levistus, Prince of the Fifth, Lord of Stygia, can communicate with you telepathically at will. Only he can initiate contact, not you, and he can commence or end conversations as he pleases. While the Prince has no direct influence over you, his words cannot be ignored. The nature of these interactions, and how and when they occur, is determined by the DM. This property can be blocked by a *mind blank* spell or a *ring of mind shielding*.

CRUSADER'S ARMAMENT

BLADE OF THE

ZEALOUS

Weapon (greatsword), very rare (requires attunement)

This greatsword is forged from shining mithril, its elaborate hilt cast in bronze.

You gain a +2 to attack and damage rolls with this magical sword. A successful hit deals an extra 1d6 radiant damage to creatures with the fiend or undead type.

Synergy Properties. If the *blade of the zealous* is paired with a second item from the Crusader's Armament set, the blade's extra radiant damage increases to 2d6 against fiends and undead. If all three items are linked, the blade still gains the radiant damage increase, and also scores a critical hit with this sword on a 19 or 20 against fiends or undead.



EMPYREAN MASK

Wondrous item, very rare (requires attunement)

This golden half mask is adorned with wings of mithril. While wearing this mask you gain truesight to a range of 60 feet.

Synergy Properties. If the *empyrean mask* is paired with the *blade of the zealous*, the blade deals an extra 1d6 radiant damage to creatures that aren't fiends or undead. If the *empyrean mask* is paired with the *plate of the stalwart*, you are healed for 2d6 points of damage when you use the plate's Guardian property. Both properties are retained when all three items are together.

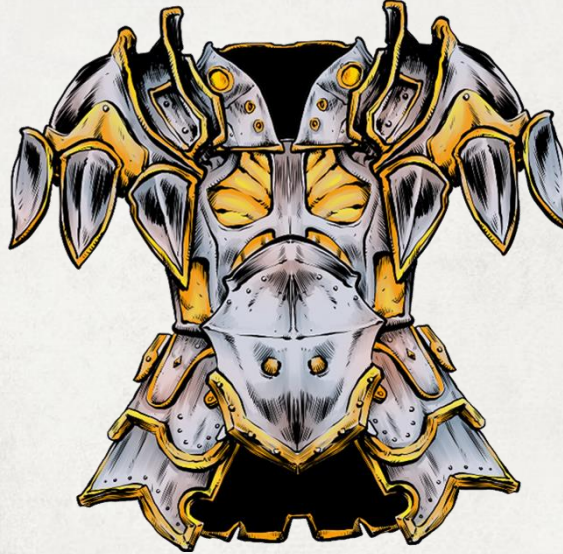


PLATE OF THE

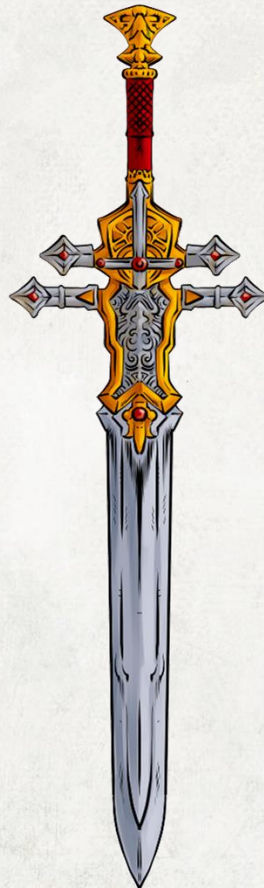
STALWART

Armor (breastplate), very rare (requires attunement)

This armor is a shining mithril breastplate edged in gold. While you wear this mithril armor you gain a +2 bonus to AC.

Guardian. When a weapon attack that hits you scores a critical hit, you can use this armor as a reaction to change it to a normal hit instead. Once this property negates a critical hit, it cannot do so again until dawn the next day.

Synergy Properties. If the *plate of the stalwart* is paired with a second item from the Crusader's Armament set, the plate's Guardian property can be used 2 times per day, regaining expended uses at the next dawn. If all three are linked, the plate still gains the second use of the Guardian property, and when you activate that property, you also manifest spectral wings, gaining a fly speed of 30 for 1 minute.



DEATH KNIGHT'S RAIMENT

NECROPLATE

Armor (plate), very rare (requires attunement)

This armor appears to be constructed from bone and flayed flesh, magically reinforced to the durability of steel. While wearing this armor you gain a +1 bonus to AC.

Bloodthirst. As a bonus action immediately after you injure a creature with a melee weapon attack during your turn, you can begin regenerating, regaining 1 hit point at the start of each of your turns for 1 minute. Once this property is used, the armor cannot use it again until dawn the next day.

Synergy Properties. If the *necroplate* is paired with a second item from the Deathknight's Raiment set, the Bloodthirst property can be used 3 times per day, regaining expended uses at dawn the next day. If all three items are attuned by the same creature, the Bloodthirst property can still be used 3 times per day, and the regeneration increases to 2 points per turn for 1 minute.

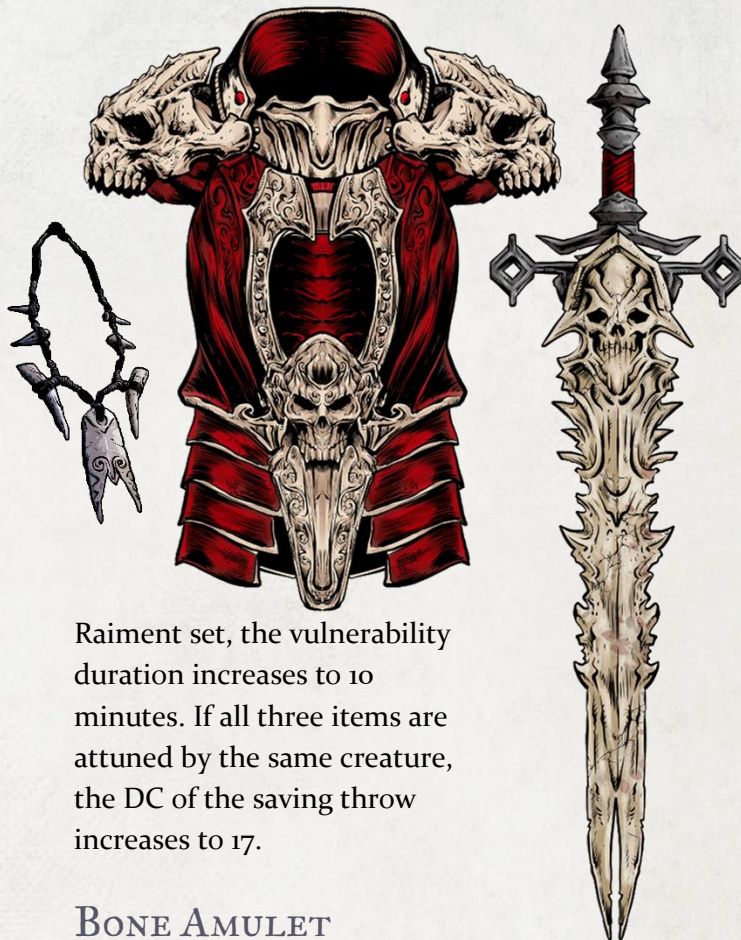
NECROBLADE

Weapon (longsword), very rare (requires attunement)

This sword has an elaborate iron hilt, and an improbable jagged blade crafted from fused bone. The edge is razor sharp and infused with dark energy.

You gain a +1 to attack and damage rolls with this magical sword. A successful hit deals an extra 1d6 necrotic damage and the creature must make a successful DC 15 Constitution saving throw or gain vulnerability to necrotic damage for 1 minute. Subsequent successful strikes with the blade do not impose saving throws if the target has vulnerability.

Synergy Properties. If the *necroblade* is paired with a second item from the Deathknight's



Raiment set, the vulnerability duration increases to 10 minutes. If all three items are attuned by the same creature, the DC of the saving throw increases to 17.

BONE AMULET

Wondrous item, very rare (requires attunement)

This amulet is of carved bone, adorned with six humanoid teeth and is strung with sinews. You gain resistance to necrotic damage while wearing this amulet.

Boneshield. As a reaction when a weapon attack hits you, you can use the amulet to momentarily harden your skin to the consistency of bone, reducing the damage by 1d6 plus your Charisma modifier. This may reduce the damage to 0. Once this property is used, the amulet cannot use it again until the next dawn.

Synergy Properties. If the bone amulet is paired with a second item from the Deathknight's Raiment set, the Boneshield property can be used three times per day, regaining all expended uses at the next dawn. . If all three items are attuned by the same creature, the damage reduction increases to 2d6 plus Charisma modifier.

DURGEDDIN'S AXES

Unlike other sets, these ten axes were not all intended to be wielded by the same person, but by members of the same fighting force. Each was crafted by the great dwarven smith, Durgeddin the Black. He founded the secret stronghold of Khundrukar within a great cavern system 200 years ago, when he and his clan were driven from their home by a horde of orcs and trolls. These axes were all intended to be used in Khundrukar's defense. Yet due to various twists of fate, they have never all been wielded in the same battle, not even when the orcs who discovered the stronghold's location stormed the stronghold with a great army and slew the dwarves there.

Given Gloradrur's secret ability to sense the locations of the other axes, it may be possible to finally bring all of these weapons together, ideally in the hands of wielders who will unite to reclaim the five ruined levels of Khundrukar.

THE ARCANITE REAVER

Weapon (battleaxe), rare

This dull steel axe's head is inlaid with coppery metal in jagged swirling patterns that seem to pulse and shimmer with barely contained arcane energy. You gain a +1 bonus to attacks and

damage rolls made with this weapon. It is enchanted to cut through adamantine specifically, and attacks made with the *arcanite reaver* ignore the special properties of adamantine armor, as well as any target's natural immunity to critical hits.



BLOODFURY, THE BLEEDING

EDGE

Weapon (axe), very rare (requires attunement)

This battleaxe appears to be made of copper at first glance, but is actually steel infused with countless minute veins of blood, giving the weapon an overall reddish hue. When it strikes a foe with blood, the intricate etchings on its head pulse with a crimson glow.

You gain a +1 bonus to attack and damage rolls with this magical axe. Hit points lost to this weapon's damage can be regained only through short or long rest, rather than by regeneration, magic, or any other means. The wounds made by this axe bleed openly if the target has blood.

Bloodfury Frenzy. When this weapon scores a critical hit, it siphons blood from the target, empowering you. The target's available Hit Dice are reduced by one. You roll the stolen Hit Die yourself, and the resulting number is the number of turns you gain Bloodfury Frenzy. Bloodfury Frenzy allows you to attack with advantage, but you are only able to move toward the nearest foe, unable to move further away until the effect ends or no more enemies are within sight.

Curse. Whenever the Bloodfury Frenzy property is activated, the wielder must make a successful DC 13 Wisdom saving throw or be unable to tell friend from foe, attacking the nearest creature (selecting randomly between creatures equally distant). At the end of each of their turns the wielder may make a new saving throw to end the effect, but the Bloodfury Frenzy property also ends on a success.



GLORARDRUR, THE APPRENTICE AXE

Weapon (handaxe), rare

Glorardrur is a blue-steel headed handaxe with a pointed blade and a convex balance on the other side, almost like an arrowhead. The wooden haft is of polished oak and slightly curved toward the haft counterweight. You gain a +1 bonus to attack and damage rolls made with this weapon. The axe can also impart significant knowledge of smithing, granting advantage to skill checks with smiths tools (see below).



Sentience.

Glorardrur is a sentient lawful neutral weapon with an Intelligence of 10, a Wisdom of 8, and a Charisma of 12. It has hearing and darkvision out to range of 60 feet, and can speak common and dwarvish.

Personality.

Glorardrur was one of Durgeddin's apprentices with promising skill and an irritating habit of constantly speaking. Glorardrur is a gruff old being, constantly reminiscing about his life as Durgeddin's apprentice, the art of smithing, and criticizing most aspects of 'today's youth' punctuated with anecdotes describing the virtues of everything in 'my day' as superior to now. The weapon's property to impart advantage on smithing checks comes in the form of long lectures and critiques as the creature works.

Synergy Properties. Glorardrur is one of a set of eight axes crafted by the legendary dwarven smith Durgedden. In addition to their individual properties together they act as keys to the Vault of Durgeddin, a hidden trove of treasure and knowledge. Unknown to Glorardrur, he has a special purpose of being able to sense the locations of the other seven axes in his 'set' by

distance and direction as long as they are on the same plane. At a predetermined time (adjudicated by the DM), this property will awaken in Glorardrur, and his purpose to see the Vault opened will be revealed. From this point he becomes obsessed with collecting the other seven axes and seeking out the Vault (which he does not know the location of) and open it, badgering his owner to undertake the glorious quest. While he does not possess the will challenge a wielder, like many other sentient items do, he can withhold his advice on smithing (nullifying this property) and can talk nonstop, likely driving the wielder to distraction until they capitulate or discard the weapon.

MONARCH, MARK

OF THE CROWN

Weapon (greataxe), rare

This antique greataxe is made of bronze, and bears stylized crowns etched into the blades. The grip is worn and stained with the grasp of countless hands, yet feels perfectly comfortable, as if made for you.

You gain a +2 bonus to attack and damage rolls made with this weapon, and advantage on Charisma skill checks when interacting with creatures of the humanoid (dwarf) type.

Special. Monarch was the first weapon ever created by Durgedden as a young prodigy smith. So impressed was his master that the blade was presented to the King of Delzoun as a gift. While not the most powerful of Durgedden's craft, it is a legendary weapon amongst all the dwarves of Faerun, and all recognize and respect it. The wielder may not enjoy the notoriety, especially if they are a non-dwarf, as many will judge them unworthy of wielding it, or covet it for themselves.



PEACEMAKER, THE BRINGER OF PEACE

Weapon (greataxe), very rare (requires attunement)

This immaculate blue-steel greataxe is etched with angelic wings and radiates a sense of calm. You gain a +2 bonus to attack and damage rolls made with this magic weapon. You also gain advantage on Wisdom saving throws.

Pacify. The axe has three charges. As an action you can expend a charge to cast *calm emotions*. The DC of this effect is 8 plus your proficiency bonus and charisma modifier. All expended charges are renewed at dawn.

STORMCALLER, TWIN BLADES OF UTTER RUINATION

Weapon (greataxe), legendary (requires attunement)

This double-bladed great axe of silvered steel is forged with patterns depicting a raging storm and jagged lightning. The razor sharp edges occasionally arc with electricity, and the blade howls like a gale when swung.

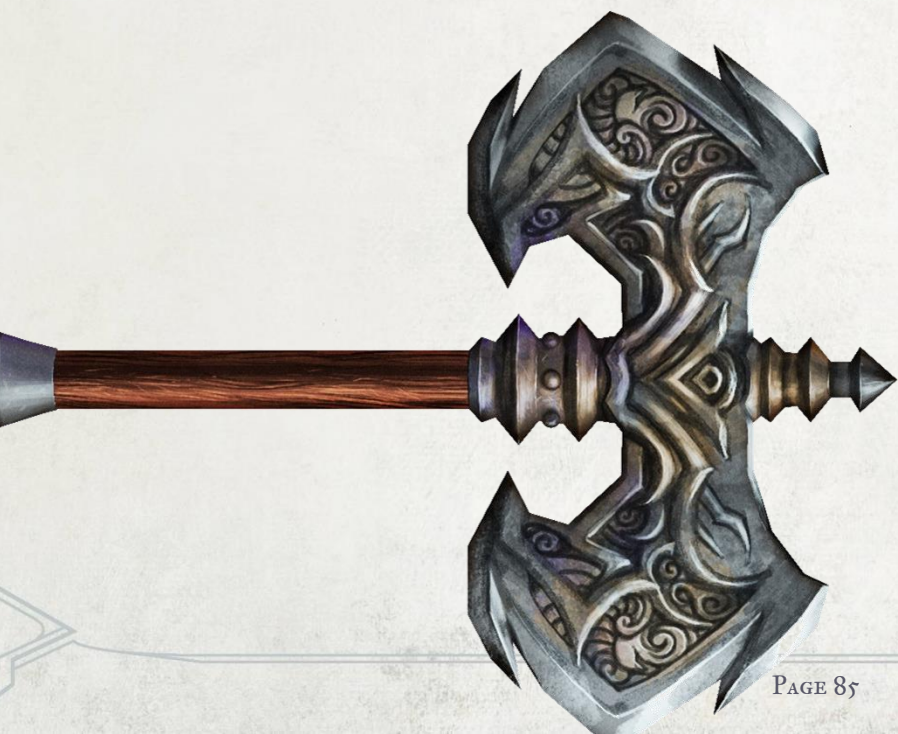
You gain a +2 bonus to attack and damage rolls with this magical weapon, and successful strikes



deal an additional 1d6 lightning damage. While holding the axe, you gain resistance to lightning and thunder damage.

Stormcall. As an action you can call forth a raging storm that darkens the sky and causes light rainfall and whipping winds in a 100 foot radius, centered on you. You must be outdoors to conjure this storm. All Perception checks are made at disadvantage, as are ranged weapon attacks from weapons of size large or smaller (ie siege weapons and giant thrown rocks are not affected). The storm lasts for 10 minutes, and requires your concentration to maintain. While the storm persists you may use your action to call bolts of lightning as per the *call lightning* spell, with the conditions treated as stormy. This property may not be used again until the next dawn.

Curse. Each time you use the Stormcall property there is a 5% chance per turn that the storm rages out of control. If this occurs, the storm no longer requires concentration to maintain and lasts for 1 hour. On initiative count 20 each combat round 1d4-1 (0-3) lightning bolts strike random targets within the area, dealing damage as per a *call lightning* spell.





SWANSONG, THE LAST BLADE

Weapon (greataxe), legendary (requires attunement)

This perfectly balanced greataxe is inlaid with gold and etched in intricate patterns. The cherry wood is polished to a fine shine and the blades razor sharp.

You gain a +3 bonus to attack and damage rolls with this magical axe. When you attack a creature and roll a 20 on the attack roll, that target takes an extra 14 slashing damage. Then roll another d20. If you roll a 20 you lop off one of the target's limbs, with the effect of such loss determined by the DM. If the creature has no limb to sever, you lop off a portion of its body instead.

Whilst attuned to Swansong you are immune to disease, and both damage from poison and the poisoned condition. You have advantage to skill checks with History and Smith's Tools.

Properties. Swansong has three charges. As an action you can expend a charger to create one of the following spell effects: *bless*, *aid* or *protection from evil and good*. Expended charges are regained at dawn.

Sentience. Swansong is a sentient lawful good weapon with an Intelligence of 13, a Wisdom of 18

and a charisma of 16. It has hearing and darkvision to a range of 120 feet. It speaks dwarven and can communicate with its wielder telepathically.

Personality. Swansong holds a portion of Durgeddin's personality. While lacking his complete memories, the axe has a wise and patient dwarven mind, willing to teach and advise those who place value in order, craft and preservation of the dwarven race.

WORLDBREAKER, THE EARTH

SPLITTER

Weapon (greataxe), very rare

This once magnificent steel greataxe is heavily marred, dented and chipped, as if repeatedly slammed into the ground. The edge is dull and it seems a poor weapon.

This magic weapon deals maximum damage when striking creatures or objects made of stone.

Earthquake. You may use your action to cast the *earthquake* spell by slamming the axe into the ground. It acts in all ways as the spell except that the effect has 0 range and is centered on the axe impact point. After expending this property, the axe takes a full week to regain its use, becoming available again at dawn on the 7th day after activation.





THE TWIN AXES OF THULDOR FOERIPPER

These two axes were also forged by Durgeddin, who made them for a specific wielder. Thuldor Foeripper was a warrior lord, a battlerager who lead his clan against the myriad monstrous threats of the Spine of the World Mountains. When the march of Durgeddin's people was beset by kobold raiders, Thuldor came to heir aid. In gratitude Durgeddin forged the hero a pair of twin axes, a set of weapons as fearsome as their wielder.

SCALECLEAVER, THE WYRM'S BANE

Weapon (handaxe), rare (requires attunement)

This handaxe has a crescent blade and a stylized backspike resembling the point of a dragon's tail. Etched on the head are patterns resembling a dragon's flame. The wooden handle is wrapped with dragon wing sinew for a grip. The blade is notched and well worn.

You gain a +1 to attack and damage rolls made with this magic weapon. When you hit a creature with the dragon creature type, or a kobold, you deal an additional 1d6 slashing damage to it.

Earthbinding. When you strike a creature with the dragon type you may attempt to bind it to the earth, suppressing its property to fly. The target must make a successful DC 15 Strength saving throw or have its flying speed reduced to 0 for 1 minute. An airborne creature affected by this property safely descends at 60

feet per round until it reaches the ground or the effect ends. This property can't be used again until the next dawn.

Synergy Properties. Scalecleaver is one half of a set of hand axes made for Thuldor Foeripper. If both axes are attuned to the same creature it gains a number of temporary hit points equal to its character level or hit dice. These hit points regenerate after a short rest.

SHILDBREAKER, THE COWARD'S LAMENT

Weapon (handaxe), rare (requires attunement)

This axe has a crescent shaped blade, a sharp top spike and a serrated backspike. Etched on the head are patterns resembling a dragon's flame. The polished wooden haft is wrapped with dragon wing sinew as a grip.

You gain a +1 to attack and damage rolls with this magical axe. Whenever this weapon hits an object, the hit is a critical hit.

Sundering Strike. Upon successfully striking a target, you may release a blast of force as a bonus action, dealing an additional 3d6 force damage to the target. If the target is an object, the damage is maximum instead of rolled. This property can't be used again until the next dawn.

Synergy Properties. Shildbreaker is one half of a set of hand axes made for Thuldor Foeripper. If both axes are attuned to the same creature it gains a number of temporary hit points equal to its character level or hit dice. These hit points regenerate after a short rest.



CHAPTER 4: BODY MODIFICATIONS

These magical modifications to your own body grant certain arcane abilities. Not all of these are actual magic items, but they function in much the same way and follow the same rules.

ATTACHMENTS

These are items are devices and machinery that can be attached to living bodies. Most can attach to living flesh, but are even more effective when attached to living constructs, such as the warforged. In fact, some of these items can only be used by warforged, while others have no such special requirements.

ARMBOW

Weapon (any crossbow), uncommon (requires attunement)

This magical clockwork crossbow, constructed in Eberron by House Cannith for the Last War, generates its own bolts, so that it never runs out of ammunition. You gain a +1 bonus to attack and damage rolls made with this magic crossbow.

While any creature can use the armbow, it is specially designed to integrate with the forearm of a warforged. If you're a warforged, you can attach an armbow to your arm by attuning to it, making it inseparable from you as long as you're attuned to it. To attune to the item in this way you must hold it against your forearm for the entire attunement period. You can spend one minute to end the attunement and remove the armbow.

If you are warforged with this item attached, as a bonus action, you can retract the armbow into your forearm or extend it from there. While it is extended, you can use the weapon as if you were holding it, and you can't use that hand for other purposes.

If your armbow is a crossbow with the two-

handed property, firing it still requires two hands, but your non-armbow hand can still be used normally when not firing your armbow. While it is attached to a warforged, this crossbow does not have the ammunition property.

COMMAND CIRCLET

Wondrous item, rare

This circlet is a mark of distinction granted to the most effective commanders of the Last War on Eberron's continent of Khorvaire. While you wear it, you can use your action to cast the *calm emotions* spell with it. The circlet can't be used this way again until the next dawn.

If you are a warforged, you can spend 1 hour attaching this item to yourself. An attached command circlet cannot be disarmed or removed from you against your will. While the circlet is attached, you can communicate telepathically with any creature you can see within 30 feet of you. You don't need to share a language with the creature for it to understand your telepathic utterances, but the creature must be able to understand at least one language. Most creatures do not gain the ability to telepathically reply, despite you being able to speak to them. However, any warforged you communicate with it in this way can send a one-sentence telepathic reply before the end of its next turn.



DELVER'S LIGHT

Wondrous item, common

This magical gem is frequently used by underground scouts and soldiers performing missions at night. If you are a warforged, you can use an action to attach this magical gem to your forehead, forearm, or torso, otherwise you can hold it in your hand. While you hold the gem or have it attached to you, you can use a bonus action to do any one of the following:

- ✧ Cause the gem to shed bright light in a 20-foot radius and dim light for an additional 20 feet
- ✧ Cause the gem to shed only dim light in a 20-foot radius
- ✧ Cause the gem to stop shedding light

You choose the color of any light the gem sheds. Completely covering the gem with something opaque blocks the light.

DISC OF ENERGY RESISTANCE

Wondrous item, uncommon

If you are a warforged, you can use an action to attach this rune-covered disc to the base of your neck, where it looks like some kind of amulet. While it is attached to you, whenever you take

acid, cold, fire, lightning, or thunder damage, you can use your reaction to gain resistance to that damage type for 1 minute, including against the triggering damage. The disc can't be used this way again until the next dawn.

FINAL MESSENGER

Wondrous item, common

This warforged communication device is built to resemble a small winged animal, yet it is an intricate assembly of clockwork pieces. If you are a warforged, you can attach or detach this item as an action.

While the *final messenger* is attached, it cannot be removed from you against your will. You can detach the final messenger yourself, which takes 1 minute. While the final messenger is attached, you gain the following benefits.

- ✧ The final messenger folds itself up and is indistinguishable (except by magical means) from an amulet around your neck, to all creatures except other warforged.
- ✧ You can use your action to cast *animal messenger* as a 2nd-level spell. Rather than choosing a tiny beast, you use the clockwork form of this item, which acts as a flying messenger. The duration of the spell is increased to 1 week for this casting, but the spell ends early once the message is delivered. When the spell is cast, the final messenger detaches itself from you and travels on its own. It uses the statistics of a monodrone (described in the *Monster Manual* under modron) while traveling in this way.
- ✧ After an *animal messenger* spell cast with this item ends (whether the message is delivered or not), the messenger returns to you, flying at a rate of about 50 miles per 24 hours. It will spend up to 1 week trying to reach you. If it is able to reach you, you can reattach the item normally. If it cannot reach you in that time, it lands and becomes inert, and is indistinguishable from an amulet to all



creatures except warforged, The item remains in this inert state until you or another warforged attach it again.

- ✧ When you cast *animal messenger* with this item, you do not need to speak out loud to communicate the message, and when you send a message, you can also send one image of something you can currently see. The creature who receives the message also magically sees the image.
- ✧ When you die, this item casts *animal messenger* instantaneously. In the brief moment before you expire completely, you can specify a message or image. If you do not, the messenger simply carries the image of what could be seen around you at the moment of death. In the same instant, you can specify a location and recipient. If you do not, the messenger magically senses the location of the nearest warforged and delivers the message to it.

GRAPPLING HOOK

Wondrous item, rare (requires attunement)

Usually placed in an arm or shoulder this item consists of a small but efficient grappling hook, a line of thin but extremely tough rope (can hold up to 200 pounds) and a spring-loaded launcher. If the grappling hook is placed in a prosthetic limb, then the grappling hook and the prosthetic limb count as a single magic item with regard to the number of items you can attune to.

PROSTHETIC LIMB

Wondrous item, common (requires attunement by a creature missing some or all of a limb)

This artificial limb replaces a hand, arm, foot, leg, or similar appendage that was lost or removed. While the prosthetic is attached and attuned to you, it functions identically to the body part it is replacing. You can detach or reattach it as an action, and it can't be removed by anyone else.

If you have multiple prosthetic limbs, they



count as a single magic item with regard to the number of magic items you can attune to.

(For convenience, this item is reprinted here from *Eberron: Rising from the Last War*.)

TOOL HANDS

Wondrous item, uncommon (requires attunement by someone who has lost a hand)

These clockwork hands are a type of prosthetic limb of wondrous or gnomish invention. While attuned to them you can pick any two sets of tools. You may use a bonus action to alter the hands into either of those tool sets. While using the tool sets from your hands you have advantage on any checks made with those tools. If you also have one or more prosthetic limbs, your tool hands and all your prosthetic limbs count as a single magic item with regard to the number of items you can attune to.

WARSOUL WEAPON, +1, +2, OR +3
Weapon (any one-handed melee weapon), rare (+1), very rare (+2), or legendary (+3) (requires attunement by a proficient wielder)

You add a bonus determined by this magical weapon's rarity to attack and damage rolls you make with it. If an attack you make with this weapon is an opportunity attack, you also gain advantage on the attack roll.

If you're a warforged, you can also attach a warsoul weapon to your forearm by attuning to it. An attached warsoul weapon cannot be disarmed or removed from you against your will, but while the weapon is attached you cannot use that hand for other actions. You can spend one minute to end the attunement and remove the warsoul weapon. While you have this weapon attached, you gain a bonus to Dexterity checks for initiative equal to the weapon's bonus to attack and damage rolls.

GRAFTS

Grafts consist of new or transplanted living body parts fused to a creature's flesh. They might be the glands of a troll, the tentacles of an illithid, or an alchemically-created appendage that can become a part of you. A graft's function is never impaired by damage or scarring of the flesh it inhabits. Even cutting away the entire graft makes no difference—its sorcery has become a permanent part of you.

EXTENDABLE FANGS

Wondrous item, rare (requires attunement)

Two large, snakelike fangs are placed in the roof of your mouth. You may use these as a melee weapon with the light property that inflicts 1d4 piercing damage. The fangs are hinged so they lie flat against the roof of your mouth until you need them. If you are also attuned to the poison sprayer (see below) then it and the extendable fangs count as one magic item for the purposes of attunement. You may also use a charge from the poison sprayer to add 2d8 poison damage to a successful bite attack.

EXTRA HEAD

Wondrous item, legendary (requires attunement)

You have a second, smaller head grafted to your shoulder right next to your actual head. The head is friendly to you and your companions, if a little bitter about not having a body. The head speaks three languages, has two skills based on Intelligence, Wisdom, or Charisma and can, in extreme circumstances, control your body if your primary head is knocked out. If you are knocked unconscious or decapitated (by a *vorpil blade*, for instance) then your second head can control your body for up to 1 minute. The second head has no combat skills and will focus on reattaching or waking up the primary head. While your primary and secondary head are awake, you have advantage on Wisdom



(Perception) checks and your passive Perception is increased by plus 2.

FLAYER TENDRILS

Wondrous item, very rare (requires attunement)

Four flexible metallic tendrils hang from above, below, and either side of your mouth. The tendrils are made of braided wire and seem almost delicate, but they are surprisingly strong and quick and end in a set of wicked barbs. The tendrils count as a melee weapon with the finesse and light properties that inflict 1d6 piercing damage. If you have successfully grappled a creature you may use an action to drive all four tendrils into the grappled creature's face, inflicting 3d6 piercing damage on a successful melee attack. While you are attuned to these tendrils you have advantage on Charisma (Intimidation) checks and disadvantage on Charisma (Persuasion) checks. Mind Flayers seeing these tendrils will react with extreme violence.

GLIDING WINGS

Wondrous item, uncommon (requires attunement)

Two thin membranes stretch from your wrists to your waist, forming a pair of wings. These wings are not strong enough for actual flight, but are excellent for gliding. While you are attuned to these wings, you double your jump distance.

POISON SPRAYER

Wondrous item, rare (requires attunement)

A favorite of assassins, the poison sprayer is little more than a small reservoir full of poison and a tube. The poison sprayer is usually stored in the roof of the mouth or in place of an eye, and has three charges. You can use an action to spend one charge and spray poison at any creature within 5 feet. The creature must make a Dexterity saving throw. The creature takes 2d8 poison damage on a failed save, and none on a successful one. The charges renew at dawn.

SCORPION'S TAIL

Wondrous item, very rare (requires attunement)

Holding this tail up to the small of your back and attuning to it fuses the tail to you. You can control it as if you had always had a tail. The tail is a melee weapon with the reach and light properties. On a successful hit the tail inflicts 1d6 piercing damage. If you score a critical hit the tail inflicts 2d8 poison damage in addition to its normal damage.

SECOND SKIN

Wondrous item, very rare (requires attunement)

This clear membrane fits over your own skin. You can breath through it normally and the membranes makes holes to allow you to eat and drink. The membrane is a living thing and siphons what it needs to survive from you. As long as you are attuned to the membrane it will try to help you in combat. Once per day you may use your reaction to gain resistance to one type of damage. This resistance lasts for 1 minute or until you take 50 points of the damage of the resisted type. This ability recharges at dawn.

SPELLEATER HEART

Wondrous item, legendary (requires attunement)

Your heart has been replaced by a device that is a marvel of clockwork and spellwork. You may use your reaction to absorb one spell that targets you



or includes you in its area of effect. Other creatures caught in the spell's area of effect or targeted by the spell are effected normally. You are not effected by the spell in any way and your heart gains a number of charges equal to the spell's slot level. You may use an action to channel the arcane energy stored in the heart into a blast of energy. Make a ranged attack against a creature within 50 feet. If you hit the target takes 1d10 force damage for each charge in the heart. Once you fire the beam the heart loses all its charges. If you don't use the charges for one minute after the heart absorbs them, they are lost. You may not use this reaction again until dawn. The spell-eater heart replaces your natural heart and will keep you alive, but stops functioning in an antimagic field. If you start your turn inside, or move into an *antimagic field* or similar effect while attuned to this item you are immediately reduced to 0 hit points and must make your first death save. You cannot regain hit points while you are still in the field.

SPIDER LEGS

Wondrous item, very rare (requires attunement)

Four articulated legs are grafted to your shoulders and your back right above your hips. These legs constantly twitch and will occasionally caress any creature that one or more size categories smaller than you within five feet. While attuned to these legs you gain a climb speed equal to your speed. The legs are too fragile to be used in combat but once per day you can

use an action to cast *web*. This ability recharges at dawn.

TROLL GRAFTS

Wondrous item, legendary (requires attunement)

This graft is not for the faint of heart. Several glands and organs are removed from a troll and placed inside your body. The organs are magically forced to become a part of you. They impart some of the troll's legendary healing ability. The magic that forces the organs to become a part of you is still experimental however, and still has flaws. While you are attuned to this item you regain 1 hit point every 10 minutes. You are also vulnerable to fire and acid damage.



UNHINGED JAW

Wondrous item, very rare (requires attunement)

Your entire lower jaw and neck are replaced by this graft. Your jaw is magically strengthened and the skin is slit to allow your jaw to unhinge and your mouth open disturbingly wide. You gain a bite attack that counts as a melee weapon and inflicts 1d6 piercing on a successful melee attack

roll. If the roll is a critical, and your opponent is smaller than you by two or more size categories, then your opponent must make a Strength saving throw (DC 15). If they fail they are swallowed by you and deposited in an extra dimensional space. You can keep them there for up to 10 minutes before the space dissolves and they appear in the nearest empty space to you. Creatures caught in the extradimensional space may repeat the saving throw once a minute to escape.

MAGIC TATTOOS

Gaining a magic tattoo is an act of deep commitment, for you make its eldritch enchantments a part of you forever. Placing your trust in one of the rare adepts who practice the art of magical tattooing, you gain supernatural abilities and effects by placing an irrevocable design upon your skin. The artist binds the actual spells involved to enchanted needles, which inject your new power into your flesh with their ink.

Such tattoos vary in size and design, though most that confer the same abilities will share certain elements related to their magic. You take up more or less of your skin with a magic tattoo dependent on how powerful it is, as measure by the tattoo's rarity. A common tattoo is 6 inches or smaller, while an uncommon one takes up half a limb or an entire scalp. Rare tattoos cover a whole limb, and very rare tattoos either take up two limbs or cover the entire chest or back. For a legendary tattoo, you spend hours in multiple sessions, inscribing a design that covers all of two of your limbs as well as your whole torso.

A magic tattoo's function is never impaired by damage or scarring of the flesh it inhabits. Even cutting away the entire tattoo does not change its power or function, since they have become of the being upon whom they are inscribed.

ANTIMAGIC RUNE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

You can use an action to empower this tattoo. When you do, the rune glows and an antimagic pulse, centered on you, shoots out to 30 feet. Until the start of your next turn, anyone attempting to cast a spell or activate a magic item within 30 feet of you must make a Wisdom saving throw (DC 16). If they fail the spell fizzles out and nothing happens. Once used, this action can't be used again until the next dawn.



Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

ARMOR TATTOO

Wondrous item (tattoo), legendary (requires attunement)

Your upper body and legs down to your knees are covered in tattoos of thick plates. While you are attuned to this tattoo, you gain the following benefits:

- ✧ At the end of every long rest, you gain 20 temporary hit points.



- ✧ You may choose one spell. Until the end of your next long rest, you are immune to that spell. You do not counter the spell, but are completely immune to its effects.
- ✧ You may use your reaction to add your Constitution bonus to your AC against a melee attack you can see. You may do this after you know if the attack will hit or not. Once you have used your reaction in this way you must wait until the next dawn before you use it again.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

BALOR'S FACE TATTOO

Wondrous item (tattoo), rare (requires attunement)

While this tattoo is on your skin, you are warm to the touch and the skin around the tattoo of a leering balor's face. If you are reduced to 0 hit points while this tattoo is on your skin, you explode. You are slain and every creature within 30 feet of you must make a Dexterity saving throw (DC 15). Creatures take 10d6 fire damage on a failed save, and half as much on a successful one. You may not be resurrected by anything less than *true resurrection* or similar magic.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

BLOOD-DRIPPING CONTRACT TATTOO

Wondrous item (tattoo), very rare (requires attunement)

A bone devil leers out from your chest, holding the contract and its claws pointing out as if condemning everyone around you. While this tattoo is on your skin, any contract you and another sign with blood is enforced by bone devils. You and at least one other creature most willingly inflict one point of piercing or slashing damage to yourself and press the blood to the contract. If any creature violates the contract reality bends around itself and 2d4 bone devils

appear. The bone devils will attempt to drag the creature that violated the contract to the Nine Hells. If they succeed. If the bone devil face serious resistance, they will go for the kill. You may only have one tattoo enforced by bone devils at a time.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

BROKEN BONE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

This tattoo is usually a pile of broken bones and shattered skulls. Usually placed on the leg. Three times per day you may use a bonus action to point at another creature within 30 feet of you and force it to make a Constitution saving throw (DC 14). If they fail their movement speed is reduced by half for 1 minute. The creature may repeat the Constitution saving throw at the end of their turn to return their movement to normal. Once used, this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the

closest unoccupied space to you.

BULLETTE TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

You can use a bonus action to empower this tattoo. You gain a burrowing speed equal to your movement speed for 1 minute. Once used, this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

CHAIN AND HOOK TATTOO

Wondrous item (tattoo), rare (requires attunement)

Chains wrap around your arms and end in wickedly sharp hooks. You can use a bonus action to empower the tattoo, causing the hooks and chains to rise up from your forearms and seek out prey for 1 minute. You may make a ranged attack roll against any target within 30 feet. If you hit the target takes 1d6 piercing damage and must make a Strength saving throw (DC 8 + your Strength bonus + the amount of damage the hook inflicted). If they fail they are dragged 10 feet closer to you. On your turn you may use a bonus action to inflict another 1d6 piercing damage to the hooked target and make them make another Strength saving throw (use the above formula to determine the DC). If they fail they are drug another 10 feet toward you. The hooked creature may make a Strength saving throw (DC is the same as it was on your turn) at the beginning of their turn to remove the hook. If they succeed, they are free, if they fail they

cannot move any farther away from you than they were at the beginning of their turn. Once you have used this bonus action, you cannot use it again until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

CYPHER TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

This tattoo is series of numbers and letters that occasionally switch positions. You may use an action to empower this tattoo, causing a matching series of numbers and letters to appear on a willing creature within 50 feet. For the next ten minutes you and this creature can speak to each other in a language only the two of you understand. Anyone else listening to your conversation hears a string of gibberish. Anyone using magical means to understand languages can understand you normally. You and your target may communicate with others normally.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

DIVING ROC TATTOO

Wondrous item (tattoo), legendary (requires attunement)

A roc, a massive raptor, covers your entire back. As long as this tattoo is on your skin, your movement increases by 5 feet. Once per day you can use your reaction to turn any successful hit into a critical hit. Once used, this reaction can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the



closest unoccupied space to you.

DOZENS OF SCREAMING FACES

TATTOO

Wondrous item (tattoo), rare (requires attunement)

Dozens of faces of every size and description appear to scream as if being on your flesh causes them incredible pain. You may use an action to empower the tattoo, causing all the faces to actually start screaming. Every creature (friend or foe) within 30 feet of you must make Wisdom saving throw (DC14). Creatures that fail are deafened and frightened of you until the start of your next turn. Once used, this action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.



If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

EAR TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

A pointed ear, usually somewhere on your neck or shoulder. This tattoo has three charges. You may use an action to empower the tattoo. For the next hour, you understand any spoken language you hear. The charges refresh at dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

FIRE RUNES TATTOO

Wondrous item (tattoo), very rare (requires attunement)

The ild rune, the run for fire among the ancient giants who once ruled the land, is burned into your skin, along with other designs or symbols. The rune itself stays small, but your skin is covered in transparent illusory flames. You can use an action to empower this tattoo and cover yourself in real fire! Your clothing and other gear on unaffected by the flames, but any melee weapons you hold in your hands are covered in flames as well. Your melee attacks inflict plus 1d6 fire damage. A creature you grapple or a creature that grapples you takes 2d6 fire damage at the start of your turn. As long as you are covered in fire, you are immune to fire damage and

vulnerable to cold damage. Once used, this action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

MOON TATTOO

Wondrous item (tattoo), rare (requires attunement)

This tattoo glows softly, and changes to match the phases of the actual moon. If your world has more than one moon, the tattoo will match the phases of whichever one you choose. You can use a bonus action to empower this tattoo for one

minute. During that time, any melee or thrown weapon you use counts as both magical and silver for the purposes of overcoming damage resistance. Once used, this bonus action can't be used until the next evening.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

PAIR OF BARBED SHEARS TATTOO

Wondrous item (tattoo), rare (requires attunement)

This tattoo makes your arm look like it's made of metal plates. The plates separate near the joints to reveal gears and pulleys which sometimes shift and move. On the back of your hand is a pair of nasty looking shears or a thick crab claw.

As a bonus action, you can empower this tattoo. For 1 minute, your hand becomes an actual pair of shears or a thick, spiky crab claw. You cannot hold anything in that hand, but it is a nasty weapon. The shears inflict 1d8 plus your Strength bonus slashing damage. Once used, this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.



PHOENIX TATTOO

Wondrous item (tattoo), very rare (requires attunement)

A phoenix that covers your entire upper back or chest flares to life when you fall. You are reborn with a crown of fire that wraps around your weapons to wreak vengeance on your enemies.

If this tattoo is on your skin while you are reduced to 0 hit points, you are surrounded by a corona of fire. You may spend hit dice exactly as if you had just finished a short rest, but you have no limit on the number of hit dice you can spend. For the next minute, as long as you spent at least one hit die, your melee attacks all inflict plus 1d8 fire damage. Once used, this tattoo cannot be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

POISONED DAGGER TATTOO

Wondrous item (tattoo), rare (requires attunement)

You have a wickedly barbed dagger tattooed on your forearm. As a bonus action, you can empower this tattoo for 1 minute, and pull the dagger out of your forearm. The dagger inflicts normal damage plus 1d6 poison damage. If you throw the dagger it reappears in your hand or in the nearest unoccupied space to you at the start of your next turn. After the minute, the dagger fades away and reappears on your arm. Once used, this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want

the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

ROTTING SKULL TATTOO

Wondrous item (tattoo), rare (requires attunement)

A cracked and rotting skull that takes up the entire upper back or chest, attuning yourself to this tattoo turns your eyes into black voids. You see as normal, but your eyes appear to be solid black. You may use an action to empower this tattoo. Until the start of your next turn any undead within 30 feet of you has advantage on Wisdom saving throws against being turned.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the





attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

SINGING BLUEBIRD TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

While attuned to this tattoo anyone who deliberately lies to you must make Wisdom saving throw (DC 13). If they fail the bird changes from blue to red. It changes back to blue after 10 seconds.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

SMILING BEHOLDER TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

The tattoo of a beholder, often on the hand or shoulder, glares out at anyone nearby. The eye stalks seem to twitch on their own when no one is looking. You can use a bonus action to empower the tattoo for 1 minute. While empowered you can extend the beholder's central eye on a stalk up to 10 feet long. You can see through this eye, and it possesses the same types of vision that you do. This includes temporary types of vision granted to you by spells (truesight, for instance).

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

SMILING MOUTH TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

You can place this tattoo, which looks like a small humanoid mouth. You can use a bonus action to empower this tattoo. The mouth opens and any small item (1 pound or less) can be stored inside an extradimensional space in the mouth. You may use an action to remove the item from the mouth at any time. Once you have removed the item this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the

attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

SPIDER ON WEB TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Spiders dance and climb over the webs that cover nearly half your body. While this tattoo is on your skin, you gain a climb speed equal to your movement.

You may use an action to empower the tattoo. Choose one creature within 30 feet. That creature must make a Wisdom saving throw (DC 15). If they fail, they are frightened of you for 1 minute. If they fail by more than 5, they fall unconscious until the start of your next turn. Creatures frightened of you may repeat the Wisdom saving throw at the end of their turn to end the condition.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

SPURS OF BONE TATTOO

Wondrous item (tattoo), rare (requires attunement)

This tattoo looks like a skeletal hand with wickedly sharp claws. You may use a bonus action to empower the tattoo causing a razor

sharp spur of bone to project from the back of your hand for 1 minute. You can use the spur as a melee weapon with the finesse and thrown (50 feet) properties. The spur inflicts 1d6 piercing damage. If you throw the spur at a target it reappears on the back of your hand at the start of your next turn. Once used, this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

SUN TATTOO

Wondrous item (tattoo), very rare (requires attunement)

As long as this tattoo is on your skin you can choose to shed light in a 5-foot radius centered on you. You can use a bonus action to empower this tattoo for 1 minute. Any melee weapon you hold sheds bright light out to 5 feet and dim light 5 feet beyond that. Any successful attack inflicts



plus 1d6 radiant damage. Once used, this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

SWARM OF INSECTS TATTOO

Wondrous item (tattoo), very rare (requires attunement)

Your upper back and chest is covered in hundreds of tiny insects. If someone watches closely the insects occasionally twitch and crawl around. As a bonus action you can empower this tattoo to transform into a swarm of flying insects. While you are a swarm of flying insects you can move through another creature's space and fit through any opening large enough to admit a Tiny insect. You gain a Fly speed equal to your normal speed plus 10 feet. You cannot regain hit points or gain temporary hit points while you are a swarm. You may not use the attack action or cast spells while you are a swarm. Once used, this bonus action can't be used until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

THEATER MASKS TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

A pair of theater masks, one happy one sad, is placed on your hand or forearm. As long as this tattoo is on your skin, it has 3 charges. You may use an action to spend one charge and choose one creature within 50 feet that must make a Wisdom saving throw (DC 15). If they fail you learn about their current emotional state (afraid, bored, etc) and a general sense of the creature's condition (wounded, sleepy, hungry). For the next hour, you have advantage on Charisma (Persuasion), Charisma (Deception), and Charisma (Intimidation) checks against that target. These charges refresh at dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

TROLL HEAD TATTOO

Wondrous item (tattoo), uncommon (requires attunement)

Three times per day, you may use a bonus action to empower the tattoo for 1 minute. For the next minute you can use an action to spit acid at a creature within 20 feet. Make a ranged attack. If you hit the creature takes 1d6 plus your Dexterity modifier damage. Once you have used this bonus action, you cannot use it again until the next dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there

throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.

TWO GEARS TATTOO

Wondrous item (tattoo), rare (requires attunement)

This tattoo is a series of intricate connected gears. Occasionally one gear will start to spin, causing all the gears in the tattoos to spin before grinding to a halt. You may use an action to empower this tattoo. While this tattoo is

empowered any vehicle you are riding in will move its normal speed in the direction you choose. The vehicle will move despite having no motivating force (horses for chariots, paddles for a canoe, or wind for a sail boat) for one hour. This ability recharges at dawn.

Tattoo Attunement. To attune to this item, you hold the needle to your skin where you want the tattoo to appear, pressing the needle there throughout the attunement process. When the attunement is complete, the needle turns into the ink that becomes the tattoo, which appears on the skin. If you have multiple magic tattoos, they count as a single magic item with regard to the number of magic items you can attune to.

If your attunement to the tattoo ends, the tattoo vanishes, and the needle reappears in the closest unoccupied space to you.



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