

WOUTER'S WORLDLY WUNDERKAMMER



100 MAGICAL ITEMS FOR
YOUR 5TH EDITION GAME

WOUTER'S WORDLY WUNDERKAMMER

Is a supplement for the 5th edition of Dungeons&Dragons, the greatest Table Top RPG out there.

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By the way, you can also find me here:

 Mail: markasmiki@gmail.com

 Twitter: [@marcomiki](https://twitter.com/marcomiki)

 Instagram: [@markasmiki](https://www.instagram.com/markasmiki)

Feel free to reach out for questions, feedback or just to say hi! I write modules for Table Top RPGs mostly out of passion and the desire of seeing more people getting into this fantastic hobby. Please consider leaving a review somewhere or following me on twitter.

ABOUT THIS PRODUCT

One of the things I looked for when preparing to run D&D for the first time was a list of magic items. I wanted my friends to find some cool stuff! I did not have many of the books, so I immediately looked online. Unfortunately, I did not find much that I liked. Many of the low level items I found were useless, comedic or just the kind that may be interesting to read, but not to fun to use.

This list is inspired by many of the items I found in that search but tries to do something different: to give your low level players some cool items to find and **actually use**.

Some items were also inspired by books, video games, movies or animated shows. I hope I did them justice.

All of these items are appropriate for a low level party, which is why I did not bother with rarity. Don't worry about it either!

How should you use this list?

This is up to you. I recommend that, as instructed in many of my modules that often reference it, you roll 1d100 and pick an item or more on it for your players to find. Better yet, make *them* roll! Players love that.

You can also read the entire list and see if any of these items could be cool for an NPC to have or for them to be loot.

Wait, what about the Lore?

I did not write the lore of these items on purpose, and for the same reason most of them have very generic names. I want you to be able to use them in Your World and in Your Story. I took care of the mechanics, you get to decide how they came to your world. Trust me, they will feel more "right" for your game this way.

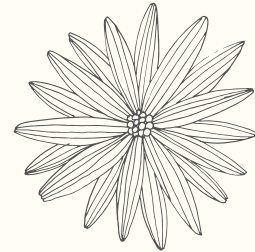
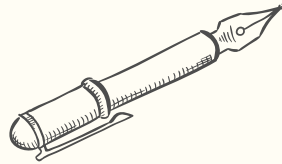
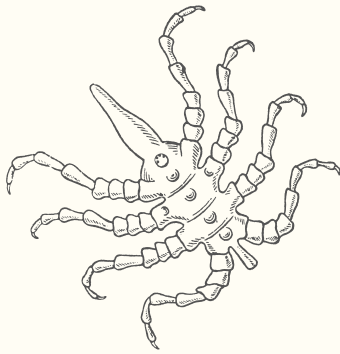
Also, sometimes it's fun to keep your players wondering: *"how did this fancy Deck of Cards get to the bottom of a dungeon? it says here I can draw five cards...should I?"*

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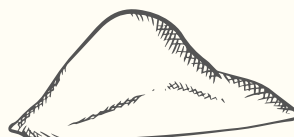
roll 1d100 to find out what you got!

- | | |
|------------------------------|------------------------------|
| 1. Jade Statuette | 26. Feather of Knowledge |
| 2. Gambler's Purse | 27. Mechanical Spider |
| 3. Shadow Bracer | 28. Spectacles of Darkvision |
| 4. Explosive Gum | 29. Seeds of Devilgrass |
| 5. Blue Candle | 30. Staff of Firetree |
| 6. Sand of de-appearance | 31. Mechanical Firefly |
| 7. Omniscient Scroll | 32. Bag of the Winds |
| 8. Book of Napping | 33. Dark Ash Ring |
| 9. Grappling Whip | 34. Power Gauntlet |
| 10. Circlet of Understanding | 35. Amber Earrings |
| 11. Rubbish Cannon | 36. Cape of Water Control |
| 12. Shield Bracelet | 37. Shield of Stamina |
| 13. Awakened Rope | 38. Wand of Colors |
| 14. Trapped Wild Souls | 39. Hornet Ring |
| 15. Hawk Ring | 40. Arcane Fish |
| 16. Wondrous Marbles | 41. Tiny Tree |
| 17. Flying Pan | 42. Pen of the Marauder |
| 18. Spectral Glove | 43. Magnifying Goggles |
| 19. Gossip Cookies | 44. Wand of Repair |
| 20. Potion of the Bard | 45. Smoke in a Bottle |
| 21. Mechanical Fly | 46. Amber Comb |
| 22. Silver Spoon | 47. Necklace of Bubbles |
| 23. Amulet of Undead Warding | 48. Gloves of Thorns |
| 24. Bag of Small Tricks | 49. Boots of Reflexes |
| 25. Gloves of Lock-Picking | 50. Exploding Ball Bearings |





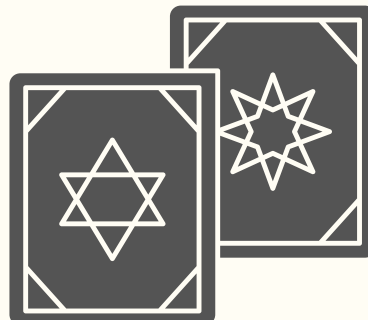
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| 51.Cheater's Coin | 76.Instant Beard |
| 52.Vial of Magic Glue | 77.Leo Ring |
| 53.Musical Lock | 78.Spider Hook |
| 54.Hoarder's Weapon Roll | 79.Sleep Darts |
| 55.Mechanical Cricket | 80.Winter Wolf Pelt |
| 56.Wand of Replication | 81.Paired Earrings |
| 57.Evoker's Bracelet | 82.Disc of Illusions |
| 58.Cat Ring | 83.Mothwing Cape |
| 59.Enchanted Music Box | 84.Wand of Feather Fall |
| 60.Wand of Heat | 85.Scribe's Feather |
| 61.Black Candle | 86.Elemental Resins |
| 62.Bottle of Storing | 87.Eye of the Magi |
| 63.Mechanical Dove | 88.Wolf ring |
| 64.Turtle Ring | 89.Wand of Power |
| 65.Truth Flower | 90.Magic Mushroom |
| 66.Thunderous Pine Cones | 91.Goatskin Boots |
| 67.The Staff of Gaia | 92.Wizard's Tattoo pen |
| 68.Bonfire in a Box | 93.Potion of Dragon Breath |
| 69.Invisible Ink | 94.Light Stick |
| 70.Blood Red Ring | 95.Enchanted Moss |
| 71.Mechanical Cat | 96.Woodlands' Whistle |
| 72.Orange Soapstone | 97.Ritual Beads |
| 73.Hat of Invisibility | 98.The Other Hand |
| 74.Stick of Signal | 99.The Other Eye |
| 75.Twin Quills | 100.The Deck of Minor Things |

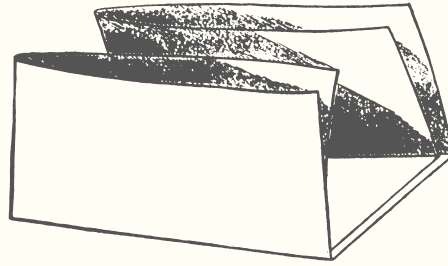
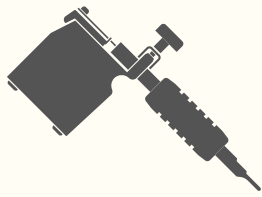


ALPHABETICAL ORDER

when you need to check what an item does

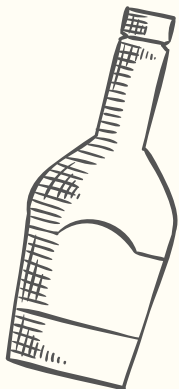
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JADE STATUETTE

A minute jade statuette the size and shape of a frog with command words etched on the bottom. The statuette grows in size when it consumes enough gold coins. Once it reaches Tiny size it can be activated and deactivated with a word of command. Whilst activated it walks around and follows you. It requires attunement to use any of its abilities.

Its abilities change at each size and its HP are 10 when Tiny, and additional 10 for each increase in size. When the statuette goes to 0 HP it shatters and cannot be repaired. The frog only has the abilities associated with its current size and requires attunement to be commanded.

Tiny: (10 gold pieces) The owner of the frog establishes a telepathic link with it. Use the rules for the find familiar spell and the statistics of the Frog, but the statuette is a construct and cannot be temporarily dismissed.

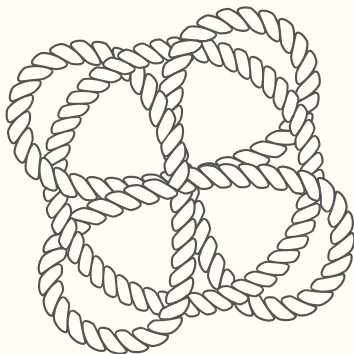
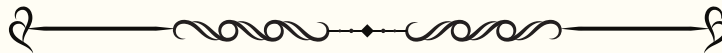
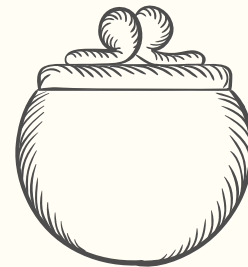
Small: (100 gold pieces) The frog can transform gold pieces into a pool of HP that can be used to heal one or multiple creatures. For each 10 gold pieces fed to the frog, it can heal 1 HP. The frog can heal from a range of 15 feet. Feeding coins for the purpose of increasing the pool also counts towards size increase.

Medium: (1k gold pieces) The frog gains the statistics of a Giant Toad except for the HP, though it is of medium sized, is a construct and its swallow action only works on smaller creatures. It has its own initiative and follows the owner's commands even if they are harmful to it.

Large: (10k gold pieces) A new command word appears on the frog that allows the owner to make the statue explode. Each creature in a 30 ft radius makes a DC 16 Constitution saving throw and takes 6d10 force damage on a failed save, or half as much damage on a successful one. Inanimate objects and buildings always take full damage. Once the frog has exploded it is completely shattered and cannot be repaired.

GAMBLER'S PURSE

A small coin purse that always looks and sounds as if it's filled with money. When opening the purse an illusion shows plenty of gold coins inside, requiring a DC 13 Wisdom saving throw to be dispelled. Interacting with the illusion, such as reaching inside the coin purse, also dispels it temporarily.



SHADOW BRACER

A thick rope made of shadow metal that can be worn coiled around the arm as a bracer. When worn, it grants +1 to AC as long as the wearer is not using a shield.

It is possible to feed melee weapons to this bracer. The process lasts 1 hour, and when the weapon is consumed the bracer memorises its shape.

There is no limit to how many weapons the bracer can feed on, however sentient weapons can decide to resist the process. A sentient weapon that succeeds a DC 10 Charisma saving throw cannot be consumed for the following 24 hours.

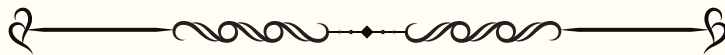
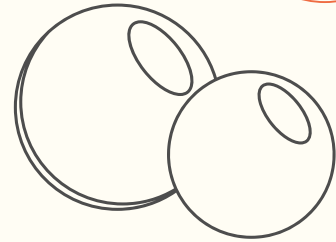
You can use a bonus action to change the shape of the bracer to match any of the weapons consumed. Bonuses to attack and damage are replicated as well as the damage die, however the replica is colored dark grey and purple instead of the weapon's original colors.

EXPLOSIVE GUM

A round piece of gum that can be activated by chewing on it.

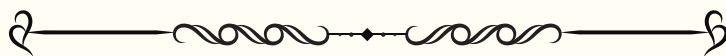
Once activated this way, it can easily be triggered by a small amount of force like a rock being thrown at it or somebody stepping over it.

When that happens, the gum explodes: all creatures within 10 feet have to pass a Constitution saving throw or take 2d10 force damage. Inanimate objects that are not worn or carried have disadvantage on the saving throw.



BLUE CANDLE

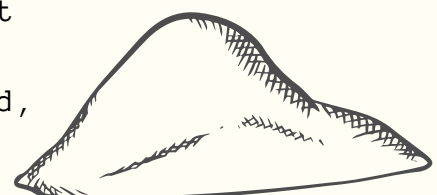
A candle made of blue wax that is never consumed and sheds blue-ish bright light in a 30-foot radius and dim light for an additional 30 feet. Instead of emitting warmth, it emits cold.



SAND OF DE-APPEARANCE

A small bag made of silk, full of transparent sand.

When sprinkled on an inanimate small object it will make it invisible for 1d4 hours as long as the object is not moved. When found, the bag contains 1d10 sprinkles.



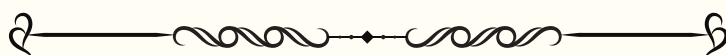
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OMNISCIENT SCROLL

A bone-white scroll with red runes scribbled on its borders. By mixing a drop of blood from a creature with wizard's ink and using it to write on the scroll, you can ask it up to 3 questions about that creature.

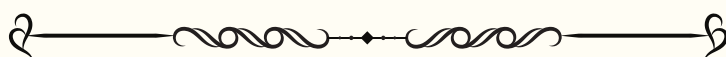
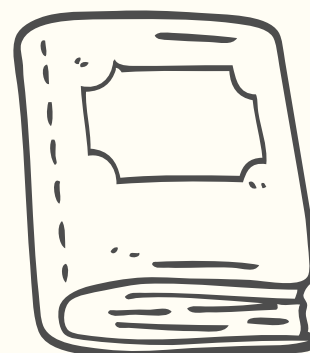
The answer will appear on the scroll right below your question. You can use the scroll to ask questions about multiple creatures, but not more than 3 in total. The scroll uses divination magic to gain the information needed to answer.



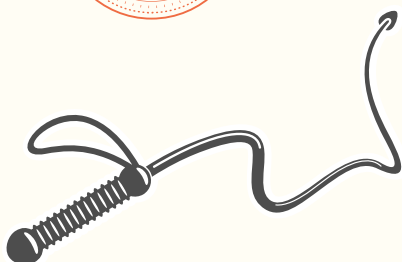
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BOOK OF NAPPING

A big dusty book with a crumbling cover. If a creature tries to read it, they have to pass a DC 15 Wisdom saving throw or fall asleep for 1 hour. A creature that falls asleep this way gains the benefits of a short rest. On a success, or if the creature cannot be put to sleep by magical means, the book can be read but contains only gibberish.



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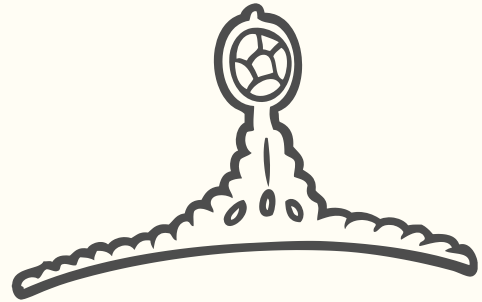


GRAPPLING WHIP

A leather whip imbued with magic. When hitting a small object that is not worn nor carried with it (range 15 feet), you can choose to pull it towards you as the end of the whip magically wraps around it. You decide whether this attack deals damage.

CIRCLET OF UNDERSTANDING

A silver circlet that holds 3 charges. Expending one allows the wearer to understand and be understood by any creature that speaks at least one language for the next minute. The circlet recovers 1d4 charge after each long rest. If the circlet expends its last charge, roll a d20: on a 1, the circlet turns dark grey and loses its powers.

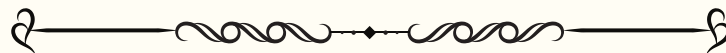


RUBBISH CANNON

A portable cannon powered by a mesh of magic and technology. Can be powered by consuming any non magical item not smaller than an apple and not bigger than a cantelupe.

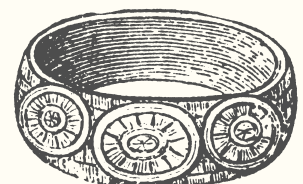
Ranged weapon (80/220) / ammunition / loading / two-handed

The rubbish Cannon deals 1d10 force damage. All classes are proficient with it. The items inserted are transformed into magical energy and used to fire the weapon. Attacks made with the Rubbish Cannon count as magical for the purpose of overcoming resistance and immunity to non magical attacks and damage.

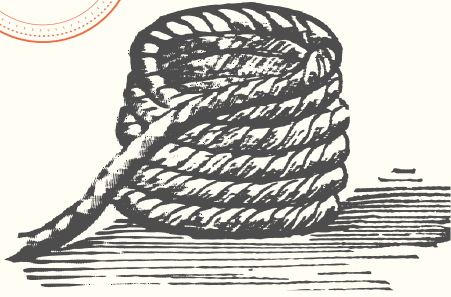


SHIELD BRACELET

A bronze bracelet inscribed with runes. As a reaction, the wearer can activate the bracelet and receive a +5 bonus to their AC until the end of their next turn, including for the triggering attack. The wearer also takes no damage from Magic Missile for the duration. Can be used once per long rest.



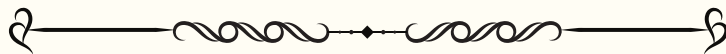
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AWAKENED ROPE

A 50 feet long hempen rope that is animated and moves around like a snake. The rope always obeys your commands. In Combat, it rolls its own Initiative and acts on its own turn.

The rope can't Attack, but it can take other Actions as normal. The rope uses the same stat block as a Giant Constrictor Snake except that it has 15 HP, is a construct and cannot see except through its blindsight.



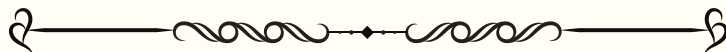
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TRAPPED WILD SOULS

A handful of colorful gems with a dark core within. A creature that crushes one with its hand will transform into the beast whose soul was used to create this gem. The transformation lasts up to 2 hours and can be dismissed early. A creature that uses one of these gems reverts back to normal if they fall unconscious, drop to 0 Hit Points, or die. While transformed, the rules for the druid class feature Wild Shape apply.



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HAWK RING

A small metal ring decorated with a round plaque, an eagle in flight etched on it. When wearing this ring, short and long range for ranged weapons are extended by half.

WONDROUS MARBLES



One or many glass marbles decorated with golden runes, colorful fog swirling inside. They can be activated to cast a specific spell contained within. The spell has to be from the Wizard's list and be of third level or less. If the spell requires an attack roll, do a ranged attack with proficiency. If the spell requires a saving throw, the DC is 14.

The DM can decide which spell is contained within it, or allow you to roll for it:

Level 1 spell options:

- 1 Burning Hands
- 2 Color Spray
- 3 Disguise Self
- 4 Expeditious Retreat
- 5 Feather Fall
- 6 Floating Disk
- 7 Grease
- 8 Fog Cloud
- 9 Mage Armor
- 10 Magic Missile
- 11 Shield
- 12 Silent Image
- 13 Sleep
- 14 Thunderwave
- 15 Detect Magic
- 16 Hideous Laughter
- 17 Jump
- 18 Protection from Evil and Good
- 19 False Life
- 20 Charm Person



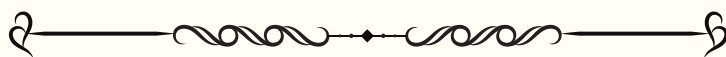
Level 2 Spells options:

- 1 Acid Arrow
- 2 Alter Self
- 3 Arcane Lock
- 4 Blur
- 5 Darkness
- 6 Enlarge/Reduce
- 7 Flaming Sphere
- 8 Gust
- 9 Hold Person
- 10 Invisibility
- 11 Levitate
- 12 Magic Weapon
- 13 Misty Step
- 14 Ray of Enfeeblement
- 15 Rope Trick
- 16 Scorching Ray
- 17 See Invisibility
- 18 Shatter
- 19 Spider Climb
- 20 Web



Level 3 Spell options:

- 1 Animate Dead
- 2 Blink
- 3 Clairvoyance
- 4 Dispel Magic
- 5 Fear
- 6 Fireball
- 7 Fly
- 8 Haste
- 9 Hypnotic Pattern
- 10 Lightning Bolt
- 11 Magic Circle
- 12 Major Image
- 13 Phantom Steed
- 14 Sending
- 15 Slow
- 16 Stinking Cloud
- 17 Tiny Hut
- 18 Tongues
- 19 Vampiric Touch
- 20 Water Breathing



FLYING PAN

A cast iron pan with a wooden handle. This pan hovers 2 inches above ground and can hold up to 10 pounds.

SPECTRAL GLOVE

A black moleskin glove embroidered with golden thread. When activating this glove a spectral, floating hand appears at a point you choose within range.

The hand lasts until you dismiss it as an action. The hand vanishes if it is ever more than 30 feet away from you or if you cast this spell again. You can use your action to control the hand.

You can use the hand to manipulate an object, open an unlocked door or container, stow or retrieve an item from an open container, or pour the contents out of a vial. You can move the hand up to 30 feet each time you use it. The hand can't attack, activate magic items, or carry more than 10 pounds.



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GOSSIP COOKIES

Hollow cookies shaped like crescent moons that contain a slip of paper. When opened, the slip of paper has a rumor or secret about the local area written on it (The DM can roll on a rumor table if they have one). If there is no secret or rumor, the slip of paper is blank.

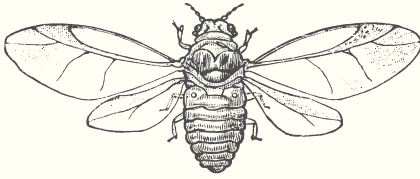
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POTION OF THE BARD

A light pink potion, slightly fizzy. A creature that drinks this potion gains advantage on any Charisma based ability check that relies on speech for 10 minutes.



21

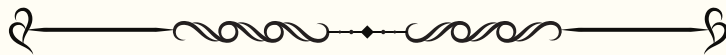


MECHANICAL FLY

A minute flying automaton in the shape of a fly, powered by a mesh of magic and technology.

It can travel up to 1000 feet before having to recharge during a long rest.

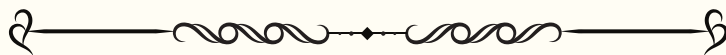
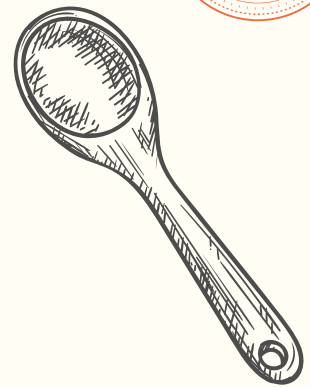
At any time whilst wearing the associated command bracelet you can concentrate on it and hear the sounds it hears. The fly can hear in a range of 15 feet and has a flying speed of 15 feet.



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SILVER SPOON

A silver spoon that can be used as an arcane focus. When the wielder is hit by a ranged weapon attack they can use their reaction to activate the spoon and try to bend the projectile's trajectory. On a successful Intelligence saving throw VS the attack roll they can reduce the damage they take by 1d4.



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AMULET OF UNDEAD WARDING

An amulet made of jade. Contains 3 charges. Expending one allows you to become invisible to all undead creatures with an intelligence score of 6 or less for 1 minute. Each turn for the duration, the target becomes visible if they attack or cast a spell. The amulet recovers 1d4 charge after each long rest. If the amulet expends its last charge, roll a d20: on a 1, the amulet shatters.

BAG OF SMALL TRICKS

24

An ordinary bag made of cloth. You can use an action to pull a creature out of it that you determine by rolling a d8 and consulting the table below. The creature vanishes after 1 hour or when it is reduced to 0 Hit Points.

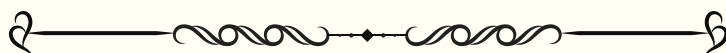


The creature is friendly to you and your companions, and it acts on Your Turn. You can use a Bonus Action to Command how the creature moves and what action it takes on its next turn, or to give it generic orders, such as to Attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its Nature.

Once you pulled three creatures from the bag it cannot be used until the next dawn.

1. Crab
2. Owl
3. Frog
4. Weasel
5. Spider
6. Bat
7. Tortoise
8. Goldfish

25



GLOVES OF LOCK-PICKING



A pair of silk gloves embroidered with copper and gold wire. These gloves can be used in place of lock picking tools as they are able to magically interact with the components of a lock from a range of 5 feet. Anybody that is proficient with lock picking tools is proficient with these gloves too.

FEATHER OF KNOWLEDGE

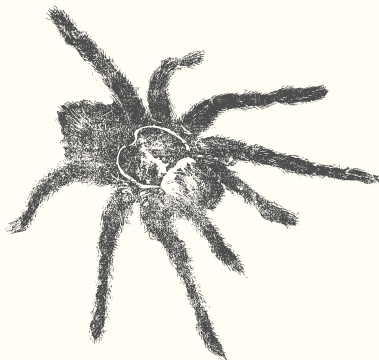
A golden feather with a copper tip. Contains 3 charges. Expending one allows you to identify a magical item and learn its properties and how to use them, whether it requires attunement to use, and how many charges it has, if any.

You learn whether any spells are affecting the item and what they are. If the item was created by a spell, you learn which spell created it. The feather recovers 1d4 charge after each long rest. If the feather expends its last charge, roll a d20: on a 1, the feather withers and crumbles into dust.



26

27



MECHANICAL SPIDER

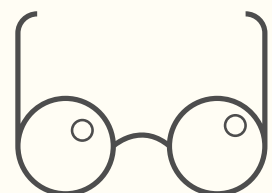
A small automaton the size of a house cat that is shaped like a spider, powered by a mesh of magic and technology.

The spider can climb on any surfaces and use two of its limbs to manipulate or carry small objects. The wearer of the associated bracelet can give it simple commands telepathically in a range of 120 feet.

28

SPECTACLES OF DARKVISION

A pair of horn-rimmed spectacles. Wearing them grants Darkvision in a range of 30 feet.



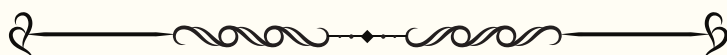
29



SEEDS OF DEVILGRASS

A small hempen bag containing 1d6 seeds. When throwing a seed, grasping weeds and vines sprout from the ground in a 20-foot square starting from the point where the seed lands. For the duration, these plants turn the ground in the area into difficult terrain.

A creature that is in the area when you cast the spell must succeed on a Strength saving throw (DC 13) or be restrained by the entangling plants until the spell ends. A creature restrained by the plants can use its action to make a Strength saving throw with a DC of 13. On a success, it frees itself. The Devilgrass wilts away after 1 minute.



STAFF OF FIRETREE

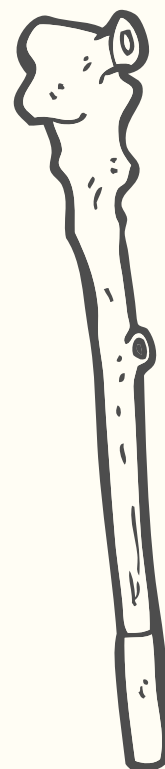
A reddish staff made from the wood of a rare firetree, a plant that absorbs heat during the day and emits it during the night. It retains some of the plants properties, and is pleasantly warm to the touch.

If the staff is dealt any fire damage it radiates heat in a 20 feet radius, enough to survive in a cold environment or nullify the effect of cold weather.

In addition to that, it can be used to magically create a bonfire on the ground within 10 feet of the staff itself. This magic bonfire fills a 5-foot cube and lasts until dispelled or extinguished. Any creature in the bonfire's space when it's summoned must succeed on a Dexterity saving throw or take 1d8 fire damage. A creature must also make the saving throw when it moves into the bonfire's space for the first time on a turn or ends its turn there.

The bonfire ignites flammable objects in its area that aren't being worn or carried. This ability can be used once between rests

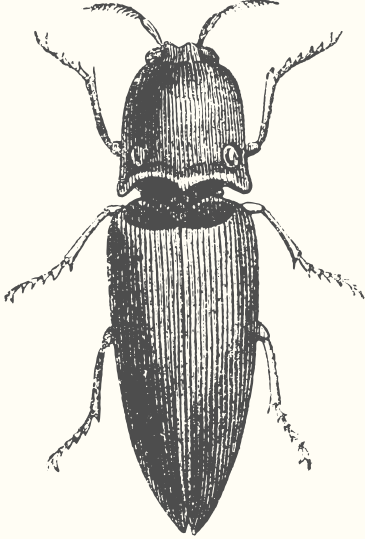
30



31

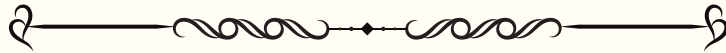
MECHANICAL FIREFLY

A minute flying automaton in the shape of a firefly, powered by a mesh of magic and technology.



It can be instructed to hover on a certain space or to move along with the owner, as long as it's not further from them than 50 feet at any given time (stops at the edge of that range if that happens).

When activated, it sheds bright light in a 30-foot radius and dim light for an additional 30 feet until is commanded to power down. It's governed telepathically through an associated bracelet.



BAG OF THE WINDS

A small cloth bag filled with colorful patches. You can fill this bag with air by just opening it, and it will inflate like a balloon when you do so. If the bag is full, you can open it and create one of the following effects at a point you can see within 30 feet:

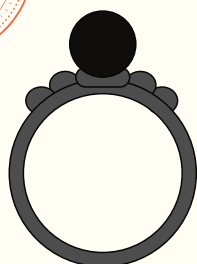
- One Medium or smaller creature that you choose must succeed on a Strength saving throw (DC 13) or be pushed up to 5 feet away from you.

- You create a small blast of air capable of moving one object that is neither held nor carried and that weighs no more than 5 pounds. The object is pushed up to 10 feet away from you. It isn't pushed with enough force to cause damage.

32

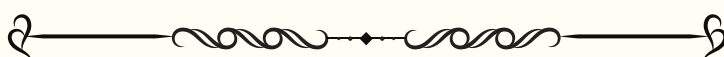


33



DARK ASH RING

A dark grey ring decorated with a black opal. If you have a cursed item equipped that could not normally be removed, wearing this ring unequips it and makes it fall to the ground. The ring crumbles to dust afterwards, and the cursed items is otherwise unaffected.



34

POWER GAUNTLET

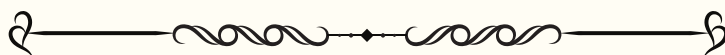
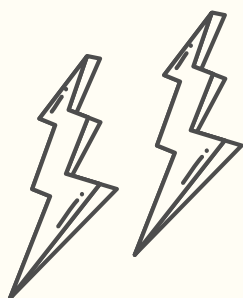
A bronze gauntlet with a blue gemstone in its palm. Can be worn on either hand and will magically re-adjust to fit.

When wearing this glove, you can fire a beam of crackling energy toward a creature within 120 feet of you. On a hit, the target takes 1d10 force damage.



Regardless of whether you are a spellcaster or not you use your dexterity as your spellcasting ability for attacks made with the glove, adding your proficiency bonus to the attack roll.

35



AMBER EARRINGS

A pair of amber earrings shaped like thunderbolts. These earrings can store up to 2 charges, and gain one whenever the wearer is hit by lightning damage.

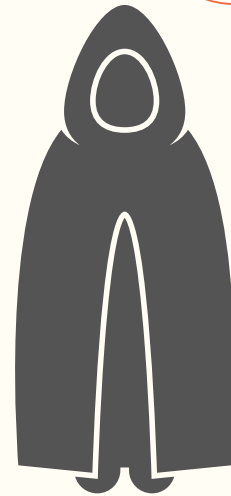
When using a charge, the wearer can double their movement speed for 1 turn.

CAPE OF WATER CONTROL

A midnight blue silk cape, embroidered with light blue droplets of water on the inside. Contains 3 charges.

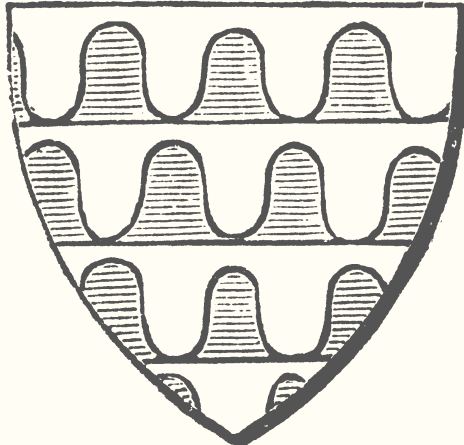
Expending one allows the wearer to cast the "shape water" cantrip. In addition to that, the wearer of the cape will always stay dry even under heavy rain. The cape recovers 1d4 charges after each long rest.

If the Cape expands its last charge, roll a d20: on a 1, the cape loses its magical properties.



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SHIELD OF STAMINA

A triangular shield made of iron and oak.

If the wearer uses any movement speed in a turn of combat and then makes an attack, they get back half of their total movement speed to use during this same turn of combat. They cannot exceed their total movement speed this way.

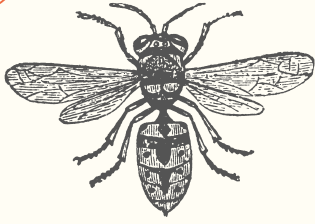
WAND OF COLORS

A rainbow colored wand. Can be used to trace shapes and lines of any chosen color on a surface. The lines will disappear after 1 hour.



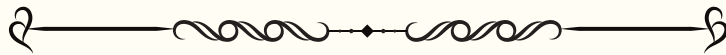
38

39



HORNET RING

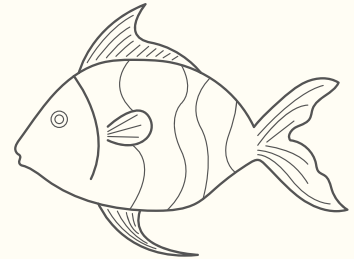
A small metal ring decorated with a round plaque that has a hornet etched on it. When the wearer rolls a critical hit on an attack roll, an additional 1d6 can be rolled after all the other die have been rolled.



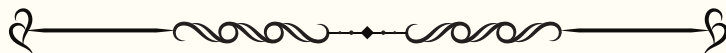
40

ARCANE FISH

A magical goldfish that lives inside a small fishbowl with no holes, apparently swimming in air. You can ask the fish one question and it will answer truthfully to the best of its knowledge. The fish is a magical being with access to innate divination magic and the DM can decide what the fish can know. After answering that question the fish will disappear from the bowl and be freed.



41



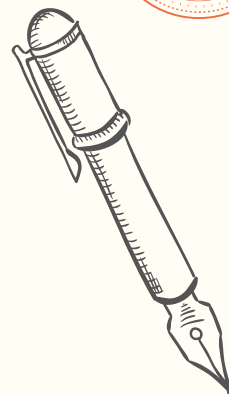
TINY TREE

A tiny tree made of copper wires. When it's planted in the ground it grows to the size of an oak, with the branches joining together and forming a dome all around the trunk. Six medium sized creatures can fit inside this dome, and you can command the interior to become dimly lit or dark as you prefer, as well as opening small windows in the dome. A word of command can turn the tree back to its portable size.

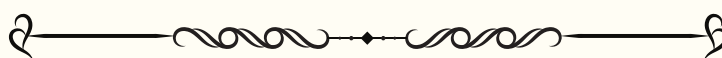
PEN OF THE MARAUDER

A metal pen with a small compartment. If you place a piece of organic material from a creature in the compartment, the pen consumes it and can be used to draw a marker that represents that creature on any map. For 1 minute, the marker moves on the map mirroring the movements of the creature in the real world, as long as the creature is still within the area represented on the map.

42

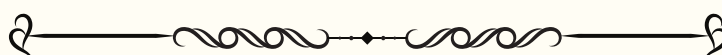
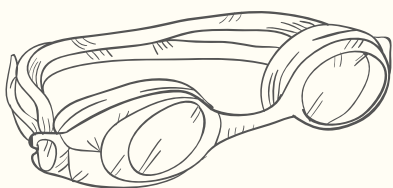


43



MAGNIFYING GOOGLES

A pair of thick brass goggles. This device is engineered to improve eyesight when viewing things from up close. Inside of the device's metal shell lie multiple lenses overlapped in such a way that they magnify whatever is seen through them. While using the goggles, you have advantage on Intelligence (Investigation) ability checks.



44

WAND OF REPAIR

A dark grey wooden wand that looks vaguely like a screwdriver. When tapping an object with it, you can repair a single break or tear, such as a broken chain link, two halves of a broken key, a torn cloak, or a leaking wineskin. As long as the break or tear is no larger than 1 foot in any dimension, you mend it, leaving no trace of the former damage.

This wand can physically repair a magic item or construct, but the spell can't restore magic to such an object.



45



SMOKE IN A BOTTLE

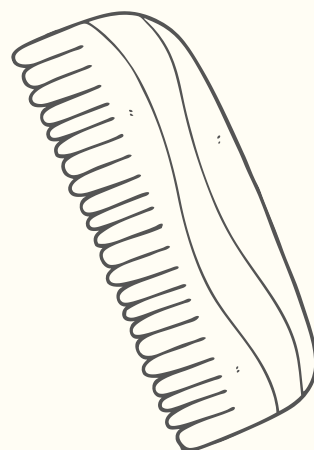
A transparent bottle filled with swirly dark fog. When you uncork the bottle, you create a 20-foot-radius Sphere of fog centered on it. The Sphere spreads around corners, and its area is heavily obscured.

It lasts for 5 minutes or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. If the bottle is closed before the end of the 5 minutes it can be used again for whatever time remains in it.

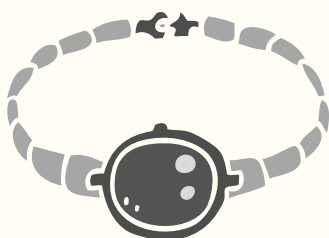
46

AMBER COMB

A small comb made of amber. If a creature that is carrying the comb takes lightning damage, the comb absorbs half of it and becomes charged. When charged, the comb can be thrown as if it was a dagger and deals the damage absorbed on a hit, losing its charge either way. A charged comb does not absorb damage until discharged.



47



NECKLACE OF BUBBLES

A flat metal necklace that when worn sticks to a creature's neck. When activated it encloses a bubble of clean air around the wearer's head with enough air to breathe for 10 minutes. The necklace does not produce the air itself but rather traps it from the environment. The bubble can be broken if it takes piercing damage, but otherwise holds the clean air in.

GLOVES OF THORNS

A pair of black leather gloves with thorns embroidered in silver thread. You can use a bonus action to grow spikes from these gloves and turn them into weapons with the light property that you are automatically proficient with. The gloves deal 1d4 piercing damage and count as silvered and magical for the purpose of overcoming resistances to damage.



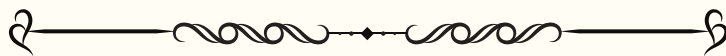
48

49



BOOTS OF REFLEXES

A pair of green leather boots decorated with little glass beads in the shape of frogs. The wearer has advantage on any Dexterity saving throw made when slipping, falling or trying to get out of the way as well as all Dexterity saving throws against spell effects.



50

EXPLODING BALL BEARINGS

A leather bag filled with ball bearings. As an action, you can spill these tiny metal balls from their pouch to cover a level, square area that is 10 feet on a side.

A creature moving across the covered area will trigger them and make them explode in rapid succession. These explosions do not cause any damage, but make a loud popping sound that can be heard from 300 feet away.



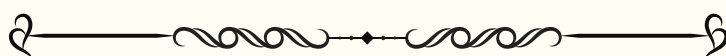
51



CHEATER'S COIN

A silver coin that looks unassuming.

When tossing this coin, you can activate a minor illusion on it and show whichever side you prefer when the coin lands. A creature looking at the coin can determine that it is an illusion with a successful Intelligence (Investigation) check (DC 13).

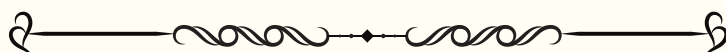
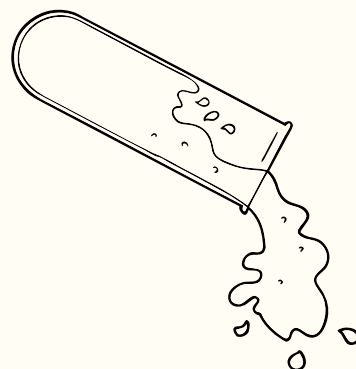


52

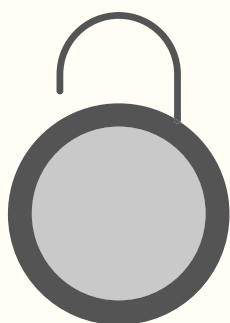
VIAL OF MAGIC GLUE

A glass vial containing a transparent viscous liquid. As an action, make a ranged Attack against a creature, treating the vial as an Improvised Weapon. On a hit, a creature's speed is halved for 1d4 turn.

Alternatively, you can use it to glue an object to a surface it is on, that will then requires a DC 13 strength to be detached.



53



MUSICAL LOCK

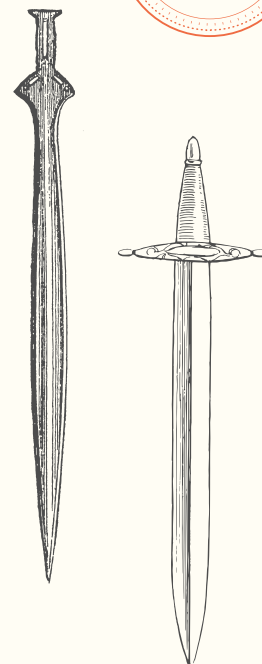
A lock that has no keyhole. Can be opened and closed by whistling a specific tune. The Lock has 18 AC, 20 HP and will produce a very loud continuous noise for 1 minute when hit for the first time. When found it's in the form of a padlock but can be used by the DM as any kind of lock.

54

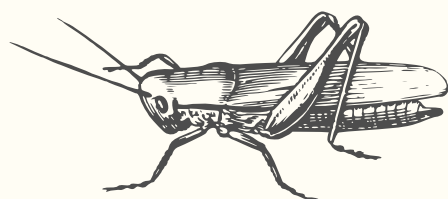
HOARDER'S WEAPON ROLL

A weapon roll that allows you to store up to 100 weapons and always weighs 10 lbs no matter how many weapons are contained inside. The roll is magical and is able to swap your weapons whilst in combat.

Right before taking the attack action, you can choose for a different weapon than the one you are using to appear in your hands and be used instead, as long as it was stored in the weapon roll. The weapon you were holding will disappear and be stored in the weapon roll in its place.



55

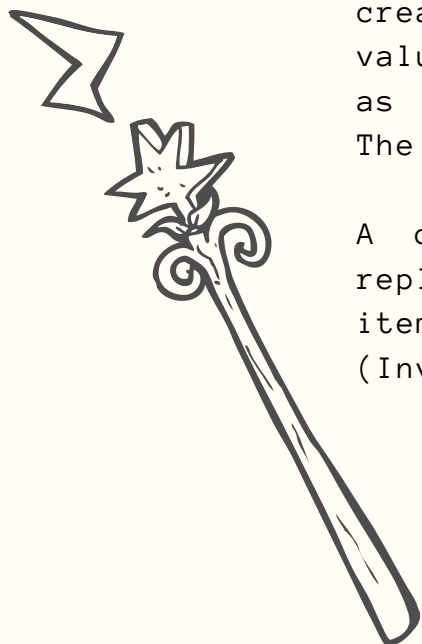


MECHANICAL CRICKET

A minute flying automaton in the shape of a cricket, powered by a mesh of magic and technology. it can travel up to 1000 feet a day and is able to record up to 3 short sentences, with the ability to replace old sentences with new ones.

When commanded to do so the cricket can repeat these sentences out loud, mimicking the voice that was recorded almost perfectly. A creature listening has to pass a Wisdom (Perception) check with DC 15 to recognize that the voice they are hearing is different than usual, if they are familiar with the person that uttered the sentence originally. The cricket is governed telepathically through an associated bracelet.

56

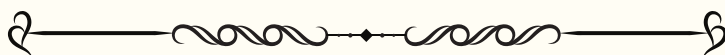


WAND OF REPLICATION

A silver wand with a small gem on its tip that holds 3 charges and can be used as an arcane focus. By using this wand you can create near perfect replicas of small non-valuable trinkets or written pieces of paper, as long as you have access to the original. The replicas disappear after 1 hour.

A creature that decides to investigate a replica can see that it is not the original item with a successful DC 15 Intelligence (Investigation) check.

The wand recovers 1d4 charges after each long rest. If the wand expends its last charge, roll a d20: on a 1, the wand turns into a stick made of tin with a piece of glass on its tip and ceases to work or be magical.

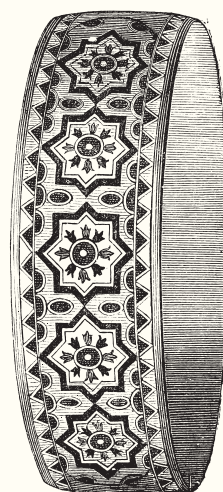


57

EVOKER'S BRACELET

A thick gold bracelet decorated with five colorful gemstones, each holding a charge. When casting a spell that deals damage you can expend one of the charges to change the spell's damage type to the one corresponding to the color chosen.

The options are Red (fire), Yellow (lightning), White (cold), Green (acid), Purple (poison). When a charge is expended, the corresponding gem turns black and cannot be used again until recharged.



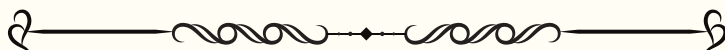
The bracelet recovers 1d4 charges at dawn and the owner can choose which gems are replenished this way. If all five gems are expended, roll a d20: on a 1, they all crack and stop working.

58



CAT RING

A small metal ring decorated with a round plaque that has a cat etched on it. When wearing this ring, fall damage is negated for up to 20 feet of fall, and halved after that.



ENCHANTED MUSIC BOX

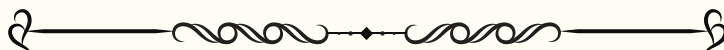
A rosewood music box painted in pink lacquer and closed with a silver locking mechanism, it holds 3 charges. When opened it produces a soothing melody that can be heard from 60 feet away and lasts 3 rounds.

A creature that hears this melody has to succeed on a Wisdom saving throw (DC 13). On a failed save, the creature becomes charmed for the duration. While charmed by this spell, the creature is incapacitated and has a speed of 0.



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The spell ends for an affected creature if it takes any damage or if someone else uses an action to shake the creature out of its stupor. Undead and creatures immune to being charmed aren't affected by the box's melody. The box recovers 1d4 charges at dawn. If the box expends its last charge, roll 1d20: on 1, the box stops working and no melody comes out of it when it's opened.



60



WAND OF HEAT

A wand made of oak wood with a metal tip. When speaking a word of command, the metal part of the wand heats up very quickly and emits sparks, enough to boil water or start a fire.

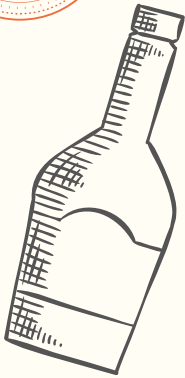
BLACK CANDLE

A candle made of black wax that creates magical darkness in a 15-foot radius and dims all light for an additional 15 feet. It does not emit warmth. It can be lit for a total of 5 minutes.



61

62



BOTTLE OF STORING

A that bottle can store up to 100 liters of any liquid, but only one type of liquid at a time. The liquid is stored in an extra-dimensional pocket and is weightless as long as it stays there. Attempting to insert any liquid other than what is already in the bottle before emptying it results in the new liquid spilling as if the bottle was full.

63

MECHANICAL DOVE

A small automaton in the shape of a dove, powered by a mesh of magic and technology. It can fly up to 50 miles a day and carry small objects or pieces of paper. The dove is able to memorize a location where they have been, and will always be able to find its way there and back to its owner.



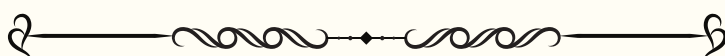
The dove can sense the presence of its owner through most barriers, but this ability is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt. In that case, or if the owner is protected from having their location discovered by magical means, the dove will hover around the area where the owner was last able to be found. The dove is controlled telepathically through an associated bracelet.

64



TURTLE RING

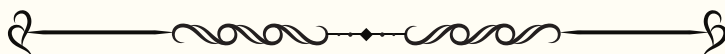
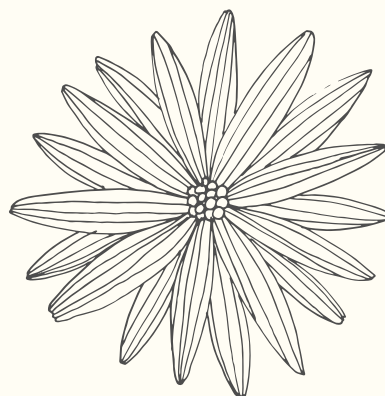
A small metal ring decorated with a round plaque that has a turtle etched on it. The ring can be activated as a reaction when you are hit by an attack to create a greenish-blue force shield around your hand that grants you a +2 to AC, including against the triggering attack. You can decide to dismiss it as a bonus action or keep it activated at will. Requires to use a hand as if wearing a shield to grant the bonus to AC.



TRUTH FLOWER

A flower with many iridescent petals arranged around a golden pistil. Attempts to count the number of petals always fail. If a creature asks a question to the flower that can be answered with a yes or a no, they can then start removing the petals one by one. For each petal removed they need to say "yes" and "no" alternatively. The last petal removed will always correspond to the correct answer.

65



66



THUNDEROUS PINE CONES

A handful of pinecones from a thundertree, a plant that grows near sites full of magical energy. When thrown, the pinecones explode on contact. All creatures in a 10 feet radius have to succeed on a DC 13 Constitution saving throw or take 2d8 thunder damage, or half as much on a success. A creature that fails their saving throw is also knocked prone.

67



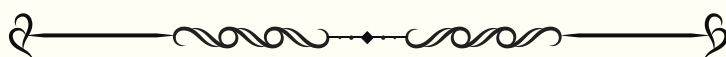
THE STAFF OF GAIA

A staff made of a dark wood that holds 3 charges. When holding this staff you can cast the cantrip “mold earth” at will. The staff can also be used as an arcane focus.

Additionally, you can expend one or more charges to cause the following effect:

Choose a point within 60 feet of you: a fountain of churned earth and stone erupts in a 10 foot cube. Each creature within that area must make a Dexterity saving throw (DC 13). A creature that fails the saving throw takes 1d6 bludgeoning damage for each charge you expend, or half as much on a success. Additionally, the ground in that area becomes difficult terrain until cleared. Each 5-foot square portion requires at least 1 minute to clear by hand.

The staff recovers 1d4 charges at dawn. When you expend the last charge, roll a d20: on a 1, the staff turns into mud and is lost.



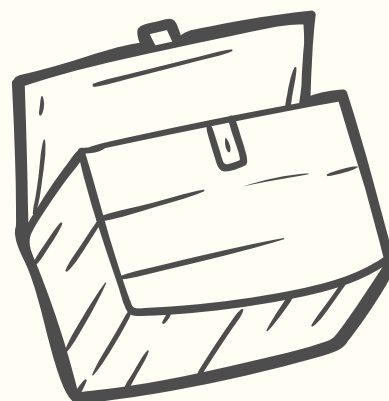
68

BONFIRE IN A BOX

A small soot-colored wooden box. If you place this box on the ground and activate it with a command word, a magic bonfire fills a 5-foot cube on that spot.

Any creature that moves into the bonfire's space or ends its turn there must pass a Dexterity saving throw (DC 13) or take 1d8 fire damage.

The bonfire lasts 1 hour, after that the box closes and can't be used again for 24 hours.

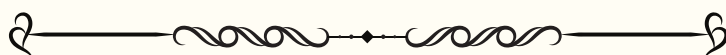


69



INVISIBLE INK

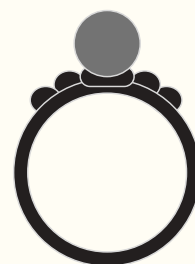
A small glass bottle that looks empty but contains an invisible liquid. This ink can be used to draw on a wall up to 2 feet thick and make a portion of it see-through from the side where the ink is. The bottle contains enough ink to cover a circular surface 2 feet in diameter.



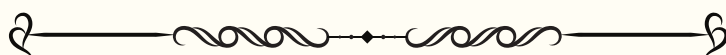
70

BLOOD RED RING

A dark grey ring decorated with a dark red ruby. It reduces bleeding and makes wounds close faster. If the wearer has to roll death saving throws they are allowed to fail 4 times before they die and only require 2 successes to stabilize.



71



MECHANICAL CAT

A small automaton in the shape of a house cat, powered by a mesh of magic and technology. Can be commanded to move stealthily (+10 to any Stealth roll) but is unable to take actions other than moving and hiding.

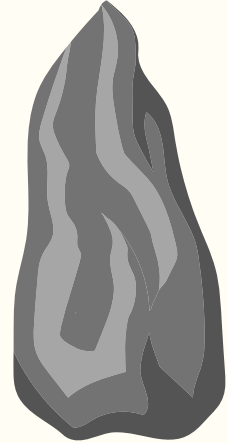
When within a range of 120 feet, the owner can decide to see through its eyes. The automaton can see as if it had darkvision with a range of 120 feet. It's governed telepathically through an associated bracelet.

ORANGE SOAPSTONE

Orange soapstone is the rarest variety of soapstones, formed by exposing normal soapstone to magical energy for a long period of time. When tracing a shape or a word with the stone on a surface it is possible to write a message that will glow for a few seconds and then disappear.

The message or the shapes traced will appear in faintly glowing orange light at any location within 100 miles that you have seen before, regardless of intervening obstacles, and will disappear after 1 minute. You can use the orange soapstone once between rests.

72

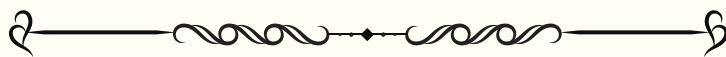


73



HAT OF INVISIBILITY

A pointy hat with a wide brim. When activated with a word of command that the player can choose, the hat can turn invisible or become visible again. Anything that is inside the hat when it is invisible is also invisible.



STICK OF SIGNAL

A smooth wooden stick, one foot long. After it is planted in the ground and activated with a word of command, a bright ray of light emits from it up to 500 feet in the air, the color of the player's choice. The stick emits the ray of light for as long as it stays planted, and turns off if picked up.

74



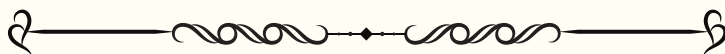
75



TWIN QUILLS

A red and a blue quill. If both are used to trace a specific sequence of magical symbols on two small pieces of paper, a message written on one will appear on the other.

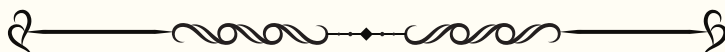
They only need to be used to trace the symbols and not the actual message, but they can only enchant two pieces of paper at any given time. Crossing out the runes deactivates the magic and allows the quill to enchant a new pair of paper pieces.



76

INSTANT BEARD

A lush full auburn beard mounted on a piece of cloth. When pressing this fake beard to your face the cloth disappears and the beard quickly attaches itself to you, whether you are normally capable of growing a beard or not. Wearing this fake beard grants you advantage on any ability check to disguise your true identity. The beard starts falling off after 1 hour and completely disappears 1 minute after that, disappearing at the end of the process.



77



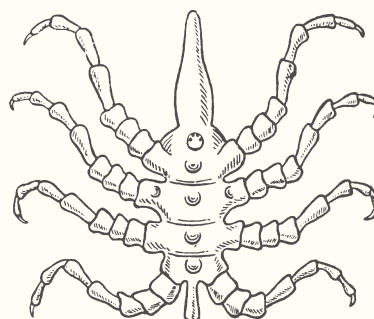
LEO RING

A small metal ring decorated with a round plaque that has a prancing lion etched on it. When wearing this ring, opportunity attacks deal an extra 1d4 damage.

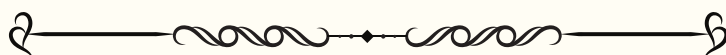
SPIDER HOOK

A metal automaton shaped like an eight-legged creature that can be attached to a rope and used like a grappling hook. Instead of throwing it, you can place it on a surface and command it to climb to a certain point, where it will hold on if possible. Once the automaton is safely in place you can try to climb the wall as you would with a grappling hook.

78

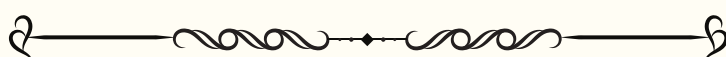


79



SLEEP DARTS

A box containing a handful of darts imbued with a magical sleep poison. A creature hit by one of these darts has to succeed on a DC 15 Constitution saving throw or fall asleep for 1 minute or until they are damaged or woken up with force. When found, a box usually contains 1d6 darts.



80

WINTER WOLF PELT

A thick white pelt cape made with the hide and fur of a winter wolf. The wearer gains a +1 bonus to AC and is protected from cold temperatures.

In addition to that, the wearer has advantage on Dexterity (Stealth) checks made to hide in snowy terrain.



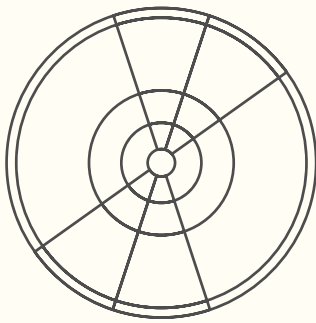
PAIRED EARRINGS

Two brass earring decorated with arcane symbols. When two creatures both wear the earrings, they can communicate in whispers with a range of 120 feet. Magic silence, 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood blocks the spell. The spell can travel freely around corners and openings.



81

82



DISC OF ILLUSIONS

A small metallic disc. When the disc is activated with a word of command, the person holding it can create an illusionary image on top of the disc that lasts until dismissed. The illusion is not perfect and has a blueish tinge to it.

83

MOTHWING CAPE

A purple cape made of a silky material, very thin and almost impalpable to the touch despite offering the same protection from the elements as a normal cape.

Whenever the wearer jumps in the air, they can jump a second time from mid-air as if they were standing on solid ground. Both jumps can cover up to the maximum jumping distance the wearer has and are made as part of the same action.



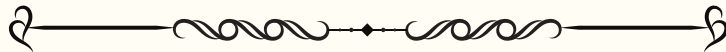
84



WAND OF FEATHER

FALL

A magic wand made of copper that can be used as an arcane focus. When pointed at any beast or humanoid with feathers it can be used to make 1d100 feathers fall to the ground.

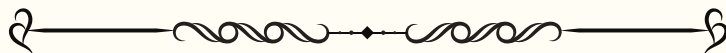


SCRIBE'S FEATHER

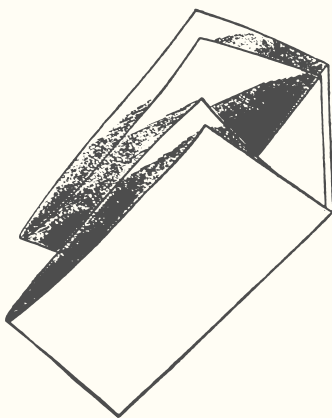
An enchanted golden feather with a silver tip. The owner can command it telepathically in a range of 60 feet, however it can only be used to write. The feather needs no ink and 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood block the communication and prevent the owner from using it.



85



86



ELEMENTAL RESINS

A piece of parchment containing a resin-like substance that can be found in one of four different colors.

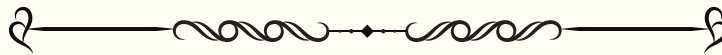
When rubbed on a weapon, it grants it +1 to hit for 1 minute, as well as an additional 1d6 die of damage of the corresponding type. The choices are yellow (lightning), red (fire), blue (magical) or purple (poison). A weapon that is augmented by a resin counts as magical for the purpose of overcoming resistance and immunity to nonmagical attacks and damage.

EYE OF THE MAGI

A floating black orb that has a yellow eye in the center. Follows the owner around if commanded and requires attunement.

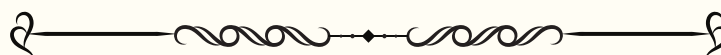
Once a day after a long rest, you gain a temporary spell slot. To determine the level of the spell slot, roll a d6 and divide the result in half (rounding up). This spell slot lasts until used or until the next long rest, and cannot be recovered if expended.

You can try and increase the level of the spell slot by one as a bonus action. If you decide to do so, roll a d20: on a roll of 15 or higher you succeed, otherwise the spell slot is expended in the attempt. On a roll of 1, the orb shatters and is lost forever. You can only increase the spell slot level once per day.



WOLF RING

A small metal ring decorated with a round plaque that has a howling wolf etched on it. Whenever the wearer would be knocked prone, they roll a d20: on a 10 or higher they can decide not to be knocked prone.



WAND OF POWER

An unassuming wooden wand that can be used as a spellcasting focus. Once per day, you can upcast one spell that you have prepared without having to use a higher level spell slot. You can only upcast the spell by one spell slot level and this does not stack with the usual upcasting rules.





MAGIC MUSHROOM

A mushroom with two distinct sides: one white with black patterns and one black with white patterns.

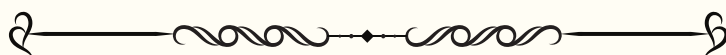


A creature that eats this mushroom grows one size larger or smaller for 1 hour (depending on which side of the mushroom they are eating). All clothes and equipment magically adjust to the new size.

A character proficient in Nature can know which side is which if they succeed on a DC 10 Wisdom (Nature) check.

One size up. The target increases its size by one category. If there isn't enough room for the target to double its size, the creature or object attains the maximum possible size in the space available. Until the spell ends, the target also has advantage on Strength Checks and Strength Saving Throws. The target's Weapons also grow to match its new size. While these Weapons are enlarged, the target's Attack with them deal 1d4 extra damage.

One size down. The target decreases its size by one category. Until the spell ends, the target also has disadvantage on Strength Checks and Strength Saving Throws. The target's Weapons also shrink to match its new size. While these Weapons are reduced, the target's attacks with them deal 1d4 less damage (this can't reduce the damage below 1).

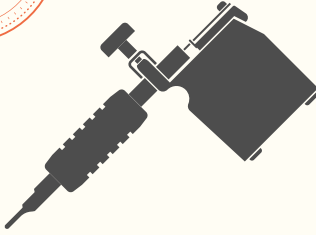


GOATSKIN BOOTS

A pair of boots made of goat skin. Wearing these boots grants advantage on ability checks made to climb any surface. Additionally, once per day the wearer can gain a climbing speed of 30 feet for 1 minute.

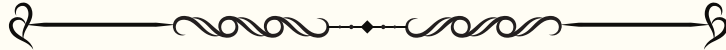


92



WIZARD'S TATTOO PEN

A Tattoo needle pen that can be used with wizard's ink. A skilled wizard is able to use a creature as their spellbook with this instrument by tattooing incantations on their skin. Spells tattooed with this pen glow faintly in a chosen color when cast.



93

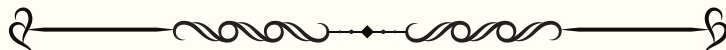
POTION OF DRAGON BREATH

A powerful potion contained in a small glass jar. The entire contents of the jar need to be drank for the potion to take effect.

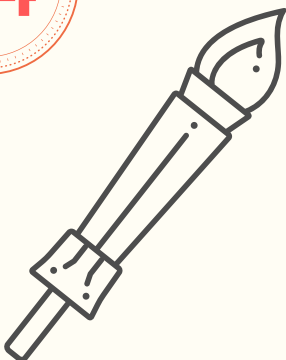
As an action, a creature can drink this potion and exhale a 15 foot cone of the corresponding damage type. The choices are Fire, Cold, Lightning, Poison and Acid (a potion that is found would be of one of these types, to the DM's discretion).



Each creature in that area must make a Dexterity saving throw (DC 13), taking 4d6 damage on a failed save, or half as much on a success.



94



LIGHT STICK

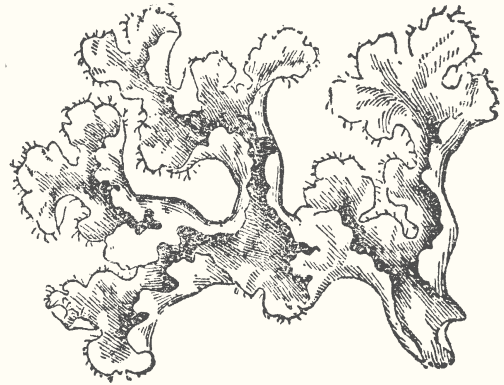
A metal stick with a handle and a glass bulb at the end. When shaking the stick in a certain way, the bulb emits bright light in a 30 foot radius and dim light for additional 30 feet. Works when immersed in a liquid and does not emit heat.

ENCHANTED MOSS

Moss grown and treated through magical means to replicate certain abilities and powers. When eaten, one of the following effects will occur for 1 hour, depending on the kind of moss ingested:

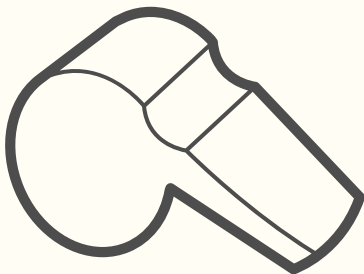
- You gain the ability to breath under water
- You gain Darkvision in a 60 feet range
- You gain a climbing speed of 30 feet

To determine the kind of moss you find you can roll a d3. Alternatively, the DM can decide which type of moss is the most appropriate.



95

96



WOODLAND'S WHISTLE

A small wooden whistle. When used, roll a d20. On a roll of 1 to 19 a random unaligned animal appears. On a 20, a friendly flock of magical birds shows up: they are semi-intelligent, capable to understand you and will do one thing you ask them to do. The whistle can be used once per long rest.

97

RITUAL BEADS

A beaded necklace used for prayers. You can attune to it by spending a short rest in contemplation.

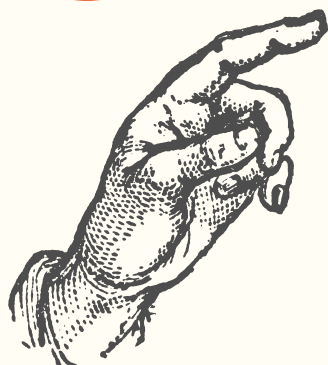
When attuned to this items you can enclose spells you know that have the ritual tag in the beads of this rosary. If you do so, you can then cast these spells as rituals.





THE OTHER HAND

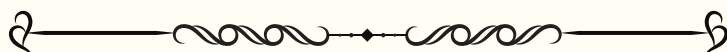
A pale severed hand, eerily well preserved and featureless.



A creature that is currently missing one of their hands can attune to it by placing it on their stump and spending a short rest in meditation. At the end of that short rest, the hand will magically graft to their forearm and change its color and shape to match that creature's desire.

Unarmed attacks made with this hand deal 1d8 bludgeoning damage and count as magical for the purpose of overcoming resistance and immunity to non magical attacks and damage.

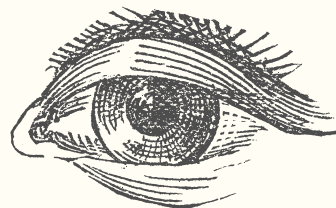
Additionally, a creature wearing the hand can cast *Hold Person* as a touch spell with no components once per day. The save for this spell is 8 + proficiency bonus + the creature's choice of Charisma, Wisdom or Intelligence modifier.



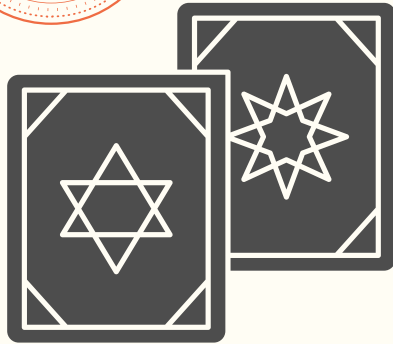
THE OTHER EYE

A bright yellow eye with a red iris, perfectly preserved.

A creature that is currently missing one of their eyes can attune to it by placing it in their empty eye socket and spending a short rest in meditation. At the end of that short rest, the eye will magically attach itself to the eye socket and change its color to match that creature's desire.



Wearing the eye grants Darkvision within 60 feet, or extends that creature's Darkvision by 60 feet if they already have it. Additionally, the eye gives the ability to see through darkness, both magical and non magical, to a distance of 20 feet and to cast "Detect Magic" once between rests.



THE DECK OF MINOR THINGS

A black box containing 20 cards that hold magical power.

Instructions are written in silver ink on the outside of the box and outline the rules of this magical Deck of Cards:

- A creature may only draw from the Deck once. Trying to draw from the deck again results in no cards being drawn.
- When drawing from the Deck, a creature must declare how many cards they intend to draw. Only that number is drawn.
- A creature may not draw more than 5 cards from the deck.
- Drawn cards take effect in the order they are drawn, and are then returned to the Deck.
- If a creature tries to draw all the cards in the deck, for example by turning the box upside down, only five are drawn instead.

To make your players draw from the deck you can use a standard Tarot Deck with 20 of the Major Arcana (remove The Chariot and The World) or alternatively have them roll 1d20. Below you can find the number and effect for each of the cards.

- | | |
|-----------------------|---------------------|
| 1. The High Priestess | 11.Strength |
| 2. Temperance | 12.The Fool |
| 3. The Hermit | 13.The Magician |
| 4. Death | 14.Judgement |
| 5. The Empress | 15.The Hierophant |
| 6. The Star | 16.The Lovers |
| 7. The Hanged Man | 17.The Moon |
| 8. The Devil | 18.Wheel of Fortune |
| 9. Justice | 19.The Sun |
| 10.The Tower | 20.The Emperor |

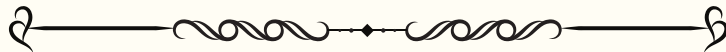
THE HIGH PRIESTESS



A powerful spirit in the appearance of a wise woman wearing elaborate and luxurious robes appears out of thin air and answers three questions truthfully.

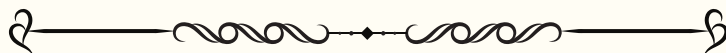
The DM can decide whether she knows the answer to any specific question, however she is a powerful magical being and can potentially know anything that the player asks her.

If she does not have an answer to a specific question, another question can be asked and the previous one does not count.



TEMPERANCE

You are permanently unable to drink any alcoholic substance. Whenever you try the liquid simply transforms into water the moment it enters your mouth. All extra effects of the drink (poisoning, boosts, status effect) are still there, only taste and ability to get you drunk are removed.



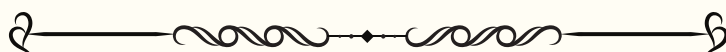
THE HERMIT

You gain a permanent +1 to your lowest ability score. If two ability scores tie for lowest you can pick the one you want to be increased.

DEATH

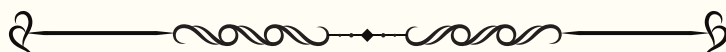
Roll an amount of dice equal to double your total hit dice (e.g. if you are a lvl 1 fighter you roll 2d10). You take necrotic damage equal to the result.

If this takes you below 0 HP, you go to 0 HP instead and are immediately stable without any need for death saving throws.



THE EMPRESS

A pool of positive energy fills you. Roll a d20: this is how many hit points you have at your disposal to heal yourself or a willing creature you can touch. As an action, you can heal as many or as little HP as you want every time you use this ability, however when you run out you run out and the pool does not replenish.



THE STAR

You gain a level of exhaustion immediately. In addition to that, you are unable to sleep for the following night.



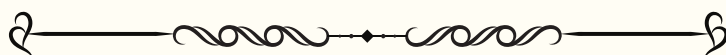


THE HANGED MAN

A crow appears next to you and volunteers to become your familiar (you can refuse).

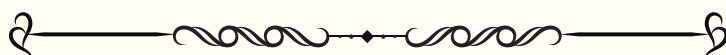
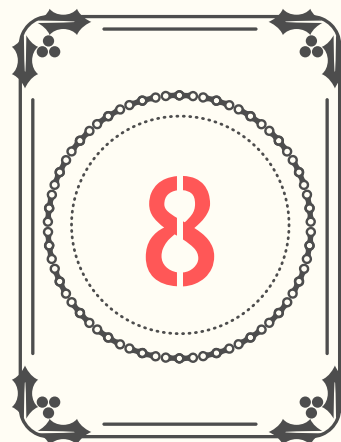
As long as the crow is your companion you have proficiency in Arcana and can read runes. The crow is an intelligent familiar that speaks common and has the following stats: STR 2 DEX 14 CON 8 INT 12 WIS 16 CHA 8 HP 12.

If the crow falls to 0 HP it will disappear and you will lose it permanently. Whether the crow has a name or you get to name it is up to the DM. If a second player draws the same card a different crow appears.



THE DEVIL

You get a permanent -1 to your lowest ability score. If two ability scores tie for lowest you can pick the one you want to decrease.

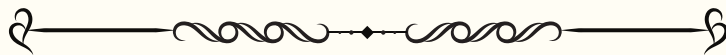


JUSTICE

If any member of your party has more coins than you, you gain an amount that brings you to be exactly even with them. Gems, treasure and precious items are not counted, only coins. If you are the person in your party with the most coins, everybody else gains enough coins to be even with you.

THE TOWER

You lose the ability to express yourself in tongues for the next 1d4 hours as all you say or write comes out as gibberish. This cannot be cured with a restoration spell. You can still communicate with telepathy or gestures if you are able to do so.



STRENGTH



A perfectly crafted weapon of your choosing appears in front of you. This weapon is fully customised to your desires and you can decide its appearance and weapon type. To do so you can choose an existing weapon to determine damage die and characteristics such as light or heavy, but the result does not have to look like that weapon at all.

You are automatically proficient with this weapon regardless of what your usual weapon proficiencies are.

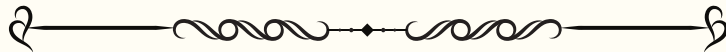
This weapon counts as magical for the purpose of overcoming resistance and immunity to non magical attacks and damage, it also has a +1 bonus to damage and attack rolls.

THE FOOL

You gain a permanent physical attribute, roll a d6 and re-roll if you have it already:

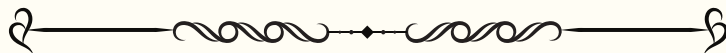
- 1 a furry tail
- 2 snake eyes
- 3 cat ears
- 4 horns (you choose the shape)
- 5 a patch of scales on one side of your face
- 6 a third eye in the middle of your brow (no bonuses to wisdom)

This effect can be reversed with an up-casted (3d level spell slot) "Lesser Restoration" spell



THE MAGICIAN

You learn the "Light" cantrip. If you know it already you can choose another non damaging cantrip from the wizard's list.



JUDGEMENT

A minor celestial descends from the sky, holding a golden scroll. After introducing himself as Phanuel, he looks inside the soul and memory of the creature that drew the card and finds a secret they are keeping. He then reveals the secret to all the presents.

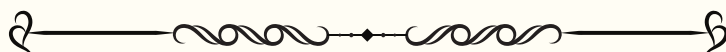
If the celestial is attacked he simply disappears and returns to the upper planes.





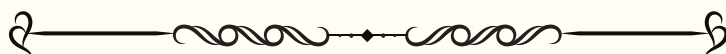
THE HIEROPHANT

You learn the "Spare the Dying" cantrip. If you know it already you can choose another non damaging cantrip from the wizard's list.



JUDGEMENT

All of your clothes and belongings except for your weapons disappear, leaving you completely naked wherever you are. They reappear next to you after a long rest.



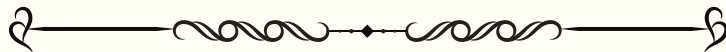
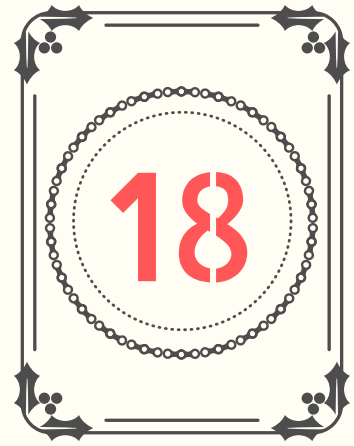
THE MOON

You can express a single wish. Instead of having your wish granted, a small Djinni appears in front of you and starts bargaining, explaining that he is very new to the job and can't really do what you are asking, but what about this other thing that is basically the same and can be done? In short you get a heavily reduced version of your wish.

The DM is to interpret how this plays out and to role play the Djinni, deciding how successful the player is in bargaining and how much of the wish gets fulfilled. The small Djinni is immune to charm spells and is pretty hard to convince in general. The actual extent of their powers is up to the DM

THE WHEEL OF FORTUNE

You have bad luck for the next 1d4 days. For this period of time the DM can impose disadvantage on any 3 of your rolls per day.

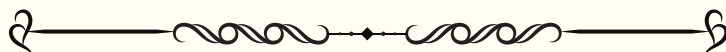


THE SUN

For the next 1d10 days you gain the ability to give yourself a boost by using a Luck die, a d20. Whenever you roll a d20 you may choose, once per day, to roll your Luck die and add the result to the total.

You can wait until after rolling the d20 before deciding to use the Luck die, but must decide before the DM says whether the roll succeeds or fails.

If you roll a natural 20 on the Luck die to add to an attack roll, you can consider the roll a critical success.



THE WHEEL OF FORTUNE

Half of your coins (rounded down) disappear. This does not affect any coins that are magical, special in any way or in general not simple currency.



