

# THE BOOK OF WONDROUS MAGIC



M.T. BLACK

5E

# THE BOOK OF WONDROUS MAGIC

*Explore a wealth of fantastic new magic items in this supplement for the world's greatest roleplaying game!*

**Designer:** M.T. Black

**Consultant:** Hiten Dave

**Art:** David Lewis Johnson, Joyce Maureira, Luigi Castellani, William McAusland, Rick Hershey, Carlos Torreblanca, Gordon Johnson, Enmanuel "Lema" Martinez. All art either public domain, creative commons, or licensed and used with permission.

*The Book of Wondrous Magic © 2021 M.T. Black.*

[www.mtblackgames.com](http://www.mtblackgames.com)

*Product Identity: all content herein, unless covered by the Open Game License, are designated product identity and copyright M.T. Black. Any reproduction or unauthorized use of this material is prohibited without the permission of M.T. Black.*

# INTRODUCTION

---

My favorite fairy tale is *The Tinderbox* by Hans Christian Andersen. In this story, an impoverished soldier kills a witch and takes her tinderbox, which he later discovers to be magical. When he strikes the flint once, a dog with eyes as big as a saucer appears. When he strikes it twice, a dog with eyes as big as a mill wheel appears. And when he strikes it thrice, a dog with eyes as big as a tower appears. In typical fairy tale fashion, the soldier uses this remarkable device to remediate his financial problems and also marry a princess.

The tinderbox itself fascinated me most in this tale, a wondrous device with weird powers that could transform one's fortunes. Part of the charm is the incongruity of so humble a device possessing such an extraordinary capability.

Such objects from myth and folklore directly inspired many of the magic items found in the Fifth Edition of the world's most popular roleplaying game. In *Grimm's Fairy Tales* we first encountered invisibility cloaks, from *One Thousand and One Nights* we learned about flying carpets, and the *Prose Edda* taught us about belts that confer giant strength—to give just a few examples! With such a legacy, it is no wonder that acquiring new magic items is one of the great pleasures of the game.

The core books of Fifth Edition describe over three hundred magic items, which at first glance might

appear more than enough for anyone. However, finding a new magic item to surprise and delight your players is harder than one might think.

For a start, we need to acknowledge that the core books contain many important but pedestrian items such as the *potion of healing* and the *magic sword +1*. It is right and necessary that such items exist, but they are not likely, as presented, to provoke a sense of wonder in those who find them.

Of the more interesting items available, many are familiar to the point of cliché precisely because they have been drawn from well-known mythical tropes. This tamps down the sense of novelty that can make magic item acquisition so enjoyable. For example, any player would be delighted to get a *ring of invisibility*, but no player is surprised to discover that such a ring exists.

It is also worth noting that many people have run multiple full campaigns from levels one to twenty in the years since Fifth Edition was released, and it is not uncommon to encounter a hundred magic items over such a period. All these factors make the need for fresh and interesting magic items obvious.

When sourcing magic items from beyond the core books, it is natural to be concerned about game balance. Let me try and assure you on this point. Including the hundred items in this book, I have now published over eight hundred magic items for Fifth Edition, all of which I've either written or edited myself. I've also been enormously helped by my technical consultant, Hiten Dave, who lives and



breathes the mathematics of this game. In short, you can confidently bring this material to your table.

Many of these items were envisaged for my *World of Iskandar* campaign setting. After some consideration, I've stripped away references to the lore since names such as Aaru, Vendia, and Xautlakanii are meaningless to most of you! If circumstances permit me to publish more about Iskandar in the future, I may well detail the histories attached to some of these remarkable items.

*M.T. Black*



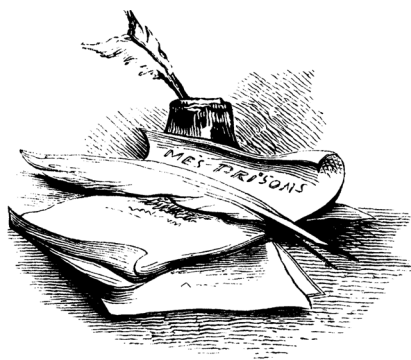
# ITEMS BY NAME

There are a hundred magic items described in this book, covering all rarity levels from common up to artifact. The following table lists the items by name alphabetically. The item names are hyperlinked to their descriptions.

Item	Rarity
<a href="#">Amulet of the Heroic Host</a>	Very Rare
<a href="#">Apron of Protection</a>	Rare
<a href="#">Armor of the West Wind</a>	Rare
<a href="#">Arrow of Sudden Expedition</a>	Rare
<a href="#">Baba Yaga's Iron Kettle</a>	Artifact
<a href="#">Bag of Bounty</a>	Uncommon
<a href="#">Banishing Arrow</a>	Rare
<a href="#">Batsblood Elixir</a>	Uncommon
<a href="#">Bloodthirsty Sword</a>	Very Rare
<a href="#">Bolt of Bitterness</a>	Uncommon
<a href="#">Bolt of Demolition</a>	Rare
<a href="#">Boots of Freedom</a>	Rare
<a href="#">Boots of Swift Escape</a>	Uncommon
<a href="#">Bottle of Sunlight</a>	Rare
<a href="#">Box of Plenty</a>	Common
<a href="#">Bridle of Verbosity</a>	Uncommon
<a href="#">Candle of the Iron Guardian</a>	Uncommon
<a href="#">Cat's Eye Marble</a>	Uncommon
<a href="#">Cauldron of Melancholy Revival</a>	Rare
<a href="#">Chalk of Articulation</a>	Uncommon
<a href="#">Cloak of the Kite</a>	Rare
<a href="#">Cloak of Weaponry</a>	Uncommon
<a href="#">Codex of Nightmares</a>	Legendary
<a href="#">Crown of Wisdom</a>	Rare
<a href="#">Dagger of Cunning</a>	Very Rare
<a href="#">Dawnshield</a>	Rare
<a href="#">Deathmark Spear</a>	Rare
<a href="#">Deathward Armor</a>	Very Rare
<a href="#">Dust of Reappearance</a>	Uncommon

Elderwood Staff	Very Rare
Everburning Torch	Common
Eyes of Keen Discernment	Uncommon
Finger Bone Brooch	Uncommon
Forgewrought Arm	Very Rare
Frostray Goggles	Common
Glass of Sudden Respite	Rare
Hat of Useful Conjuraction	Common
Heating Stone	Common
Helm of the Citadel	Rare
Helm of the Intercessor	Very Rare
Infernal Crown	Very Rare
Ironcloak	Rare
Jade Frog	Common
Mantle of Many Shapes	Rare
Mantle of the Medusa	Very Rare
Mask of the Minotaur	Rare
Murderous Miniature	Uncommon
Nightwrought Armor	Very Rare
Post Parchment	Uncommon
Potion of Providence	Legendary
Potion of Tinification	Rare
Quaking Mace	Very Rare
Quill of Accuracy	Uncommon
Quill of Commission	Rare
Razorvine Whip	Rare
Rimefire Gauntlets	Very Rare
Ring of Exemplary Annulment	Rare
Ring of Fiery Darts	Uncommon
Ring of Flawless Diplomacy	Uncommon
Ring of Magical Imputation	Uncommon
Ring of Perfect Discretion	Legendary
Ring of Petty Affliction	Common
Ring of the Ancient Forest	Rare
Ring of the Dark Night	Rare
Ring of the Zephyr	Uncommon
Ring of Universal Mastery	Legendary
Robe of the Raven	Rare
Robe of Vivid Heraldry	Rare
Rod of Emphatic Triumph	Legendary
Rod of Fiendish Aspect	Very Rare

Rod of Many Things	Uncommon
Rod of Remarkable Gifts	Very Rare
Rod of Spell Deflection	Very Rare
Shadowstaff	Very Rare
Shield of Vigilance	Rare
Slippers of Soaring	Legendary
Spectacles of Annihilation	Very Rare
Spellbreaking Armor	Legendary
Spellward Candy	Uncommon
Staff of Grinning Skulls	Uncommon
Staff of the Skymaster	Very Rare
Staff of the Summer Court	Legendary
Stone Eye	Common
Sword of Binding	Very Rare
Sword of Fearsome Fury	Very Rare
Sword of Relentless Ruin	Very Rare
Sword of Swift Maneuver	Uncommon
Sword of the Heroic Champion	Legendary
Talisman of Fate	Legendary
Talisman of Mercy	Rare
Thunderclap Dagger	Common
Torc of Two Worlds	Very Rare
Trollblood Elixir	Very Rare
Unstoppable Axe	Legendary
Versatile Hourglass	Common
Wand of Many Rays	Rare
Wand of Rhapsody	Uncommon
Wand of Sleep	Rare
Wand of the Wyrms	Legendary
Wand of Winter Storms	Very Rare



# ITEMS BY RARITY

---

The following tables group the items by rarity. The item names are hyperlinked to their descriptions.

## COMMON ITEMS

d100	Item
01-10	<a href="#">Box of Plenty</a>
11-20	<a href="#">Everburning Torch</a>
21-30	<a href="#">Frostray Goggles</a>
31-40	<a href="#">Hat of Useful Conjuraction</a>
41-50	<a href="#">Heating Stone</a>
51-60	<a href="#">Jade Frog</a>
61-70	<a href="#">Ring of Petty Affliction</a>
71-80	<a href="#">Stone Eye</a>
81-90	<a href="#">Thunderclap Dagger</a>
91-00	<a href="#">Versatile Hourglass</a>

## UNCOMMON ITEMS

d100	Item
01-04	<a href="#">Bag of Bounty</a>
05-08	<a href="#">Batsblood Elixir</a>
09-12	<a href="#">Bolt of Bitterness</a>
13-16	<a href="#">Boots of Swift Escape</a>
17-20	<a href="#">Bridle of Verbosity</a>
21-25	<a href="#">Candle of the Iron Guardian</a>
26-29	<a href="#">Cat's Eye Marble</a>
30-33	<a href="#">Chalk of Articulation</a>
34-37	<a href="#">Cloak of Weaponry</a>
38-41	<a href="#">Dust of Reappearance</a>
42-45	<a href="#">Eyes of Keen Discernment</a>
46-50	<a href="#">Finger Bone Brooch</a>
51-54	<a href="#">Murderous Miniature</a>
55-58	<a href="#">Post Parchment</a>
59-62	<a href="#">Quill of Accuracy</a>
63-66	<a href="#">Ring of Fiery Darts</a>
67-70	<a href="#">Ring of Flawless Diplomacy</a>
71-75	<a href="#">Ring of Magical Imputation</a>
76-79	<a href="#">Ring of the Zephyr</a>



## UNCOMMON ITEMS (CONT)

d100	Item
80-83	Rod of Many Things
84-87	Spellward Candy
88-91	Staff of Grinning Skulls
92-95	Sword of Swift Maneuver
96-00	Wand of Rhapsody

## RARE ITEMS

d100	Item
01-03	Apron of Protection
04-07	Armor of the West Wind
08-10	Arrow of Sudden Expedition
11-14	Banishing Arrow
15-17	Bolt of Demolition
18-21	Boots of Freedom
22-24	Bottle of Sunlight
25-28	Cauldron of Melancholy Revival
29-31	Cloak of the Kite
32-34	Crown of Wisdom
35-38	Dawnshield
39-41	Deathmark Spear
42-45	Glass of Sudden Respite
46-48	Helm of the Citadel
49-52	Ironcloak
53-55	Mantle of Many Shapes
56-58	Mask of the Minotaur
59-62	Potion of Tinification
63-65	Quill of Commission
66-69	Razorvine Whip
70-72	Ring of Exemplary Annulment
73-76	Ring of the Ancient Forest
77-79	Ring of the Dark Night
80-83	Robe of the Raven
84-86	Robe of Vivid Heraldry
87-89	Shield of Vigilance
90-93	Talisman of Mercy
94-96	Wand of Many Rays
97-00	Wand of Sleep

## VERY RARE ITEMS

d100	Item
01-04	Amulet of the Heroic Host
05-08	Bloodthirsty Sword
09-12	Dagger of Cunning
13-17	Deathward Armor
18-21	Elderwood Staff
22-25	Forgewrought Arm
26-29	Helm of the Intercessor
30-33	Infernal Crown
34-37	Mantle of the Medusa
38-42	Nightwrought Armor
43-46	Quaking Mace
47-50	Rimefire Gauntlets
51-54	Rod of Fiendish Aspect
55-58	Rod of Remarkable Gifts
59-62	Rod of Spell Deflection
63-66	Shadowstaff
67-71	Spectacles of Annihilation
72-75	Staff of the Skymaster
76-79	Sword of Binding
80-83	Sword of Fearsome Fury
84-87	Sword of Relentless Ruin
88-91	Torc of Two Worlds
92-95	Trollblood Elixir
96-00	Wand of Winter Storms

## LEGENDARY ITEMS

d100	Item
01-08	Codex of Nightmares
09-17	Potion of Providence
18-25	Ring of Perfect Discretion
26-33	Ring of Universal Mastery
34-42	Rod of Emphatic Triumph
43-50	Slippers of Soaring
51-58	Spellbreaking Armor
59-66	Staff of the Summer Court
67-75	Sword of the Heroic Champion
76-83	Talisman of Fate
84-91	Unstoppable Axe
92-00	Wand of the Wyrn

# ITEM DESCRIPTIONS

---

Magic item descriptions are presented in alphabetical order and include the item's name, category, rarity, and magical properties.

## AMULET OF THE HEROIC HOST

*Wondrous item, very rare (requires attunement)*

This heavy iron amulet is shaped like a round shield with a lion's head engraving, backed with a pair of crossed swords. While wearing it, you can use your action to speak the command word and summon the "heroic host," a group of ten warrior spirits from beyond the grave who appear in the nearest unoccupied spaces. These spirits use the veteran statistics and present as flesh and blood, though their skin is cold to the touch. They disappear after 1 hour, returning to the world from which they came.



The spirits are friendly to you and your companions and obey your orders. They have names and converse with you if you wish, offering battle advice or telling stories of past victories. The same spirits are summoned each time, and they remember their previous adventures with you. One of the spirits acts as the leader of the group.

The spirits have full hit points each time they are summoned, but healing magic does not work on them. If one of the spirits is slain, its body evaporates, and the size of the heroic host is permanently reduced by one. When the last member of the host dies, the amulet becomes nonmagical.

Once you summon the heroic host, you cannot summon it again until 7 days have passed.

## APRON OF PROTECTION

*Wondrous item, rare (requires attunement)*

This bib apron is made from supple white leather and is inscribed with a tortoise shell pattern. You have a +1 bonus to AC while wearing this item. In addition, if you take slashing or piercing damage, you can use your reaction to reduce the damage by 2d6.

## ARMOR OF THE WEST WIND

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

This sleek armor is decorated with sky-blue spirals. While wearing it, you move as if supported by a strong tailwind. Your walking speed increases by 20 feet and any creature that makes an opportunity attack against you has disadvantage on the attack roll.

## ARROW OF SUDDEN EXPEDITION

*Weapon (arrow), rare*

This item looks like a regular arrow with a 10-foot long golden thread attached to the shaft. You can fire the arrow from any bow toward a point you choose within the bow's range. The arrow flies unerringly to that point and also safely carries with it any objects or creatures attached to the golden thread, up to a weight of 500 pounds. You can attach the thread to yourself if you wish.

The arrow embeds itself in the target surface and the creatures or objects attached to the thread are safely deposited next to it. The arrow is easily extracted from the target surface. Having used the item to transport people or objects in this way, you cannot do so again until the following dawn.

The thread and arrow are unbreakable unless within an antimagic field. If more than 500 pounds of weight is attached to the arrow, the arrow flies 10 feet and falls to the ground, pulled up short by the thread. If the arrow is aimed at a creature of size huge or smaller, it strikes an unoccupied surface adjacent to the creature. If aimed at a gargantuan creature, it embeds itself in the creature, doing no damage and transporting passengers or cargo onto the creature itself.





## BABA YAGA'S IRON KETTLE

*Wondrous item, artifact (requires attunement)*

Baba Yaga is an ancient sorceress of unknown origin, said to be the mother of all witches. She is over 8-feet tall and hideously ugly, and some say she is descended from ogres. The stories about Baba Yaga are often contradictory, but most agree she has a particular appetite for human flesh.

Countless aeons ago, and with the assistance of the old gods, Baba Yaga crafted several immensely powerful magic items. One of these was her kettle, a black and pitted cast iron pot that was large enough for her to stand in. This kettle could fly, and she used it to move about the world and between the worlds too.

Although it was one of Baba Yaga's most treasured possessions, a persistent rumor declares that the kettle was stolen from her many centuries ago by a trickster godling, who later lost it. Motivated by this story, many have gone in search of the fabled iron kettle, though few of those who do so have come to a good end.

***Various properties.*** While attuned to the kettle:

- ✦ You have resistance to fire damage.
- ✦ You have advantage on saving throws against spells and other magical effects.
- ✦ Your walking speed increases by 10 feet.
- ✦ You emit a sour stench, noticeable up to 10 feet away.

**Grow and Shrink.** In its regular form, the kettle is large enough to hold a single, medium-sized creature. While you are in it, you can use your action to increase its size to hold up to 8 medium-sized creatures. You can also use an action to shrink it again to regular size.

**Across the World.** While you are in the kettle, it has a flying speed of 120 feet, a swimming speed of 120 feet, and moves according to your spoken directions.



An air pocket in the kettle ensures you can breathe while travelling underwater or in space, with the kettle kept magically warm.

You can also use an action to instantly transport the kettle and its passengers to anywhere in the world without error, as per the *teleport* spell. You can't use this property again until the next dawn.

***Between the Worlds.*** While you are in the kettle, you can use an action to shift it and all its passengers to a different plane of existence, as per the *plane shift* spell. You can't use this property again until the next dawn.

***Magic Shield.*** While you are in the kettle, you can use an action to cause a magic shield to surround it, as per the *globe of invulnerability* spell cast at 9th level. You can't use this property again until the next dawn.

***Destroying the Iron Kettle.*** The kettle is immune to all forms of damage. It can only be destroyed by a *wish* spell cast by Baba Yaga or one of her descendants while attuned to the kettle.

## BAG OF BOUNTY

*Wondrous item, uncommon*

This medium-sized brown paper bag has a pair of rope handles and is highly durable. As an action, you can open it and draw out 30 pounds of food, enough to sustain up to ten medium humanoids for a single day. Once you have used this feature, you can't use it again until the following dawn. The food is tasty and nourishing, but spoils if uneaten within 24 hours.

## BANISHING ARROW

*Weapon (arrow), rare*

This short, slender arrow is made from bitterwood and fletched with peryton feathers. When a creature takes damage from the arrow, the arrow dissolves and the target must make a successful DC 15 Charisma saving throw or be banished to a harmless demiplane. The target remains there for 1 minute.

At the end of each of its turns, the target can make another Charisma saving throw. On a success, the banishment ends early. On return, the target reappears in the space it left or in the nearest unoccupied space if that space is occupied.

## BATSBLOOD ELIXIR

*Potion, uncommon*

This potion is inky black and usually comes in a spiral-shaped glass bottle with a tin lid. For 8 hours after drinking this potion, you have blindsight out to a range of 30 feet. If you already have blindsight, this potion increases its range by 30 feet.

## BLOODTHIRSTY SWORD

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

This broad-bladed weapon has a steel hilt bound in sharkskin and a serrated blade. You gain a +2 bonus to attack and damage rolls made with this magic weapon.

When you reduce a creature to 0 hit points with this weapon, you can move up to 10 feet without provoking

opportunity attacks and make one melee weapon attack as a bonus action.

## BOLT OF BITTERNESS

*Weapon (bolt), uncommon*

This item is painted lime green but otherwise appears to be a regular crossbow bolt. On a hit, the target takes damage from the bolt plus 2d8 poison damage. The target must also make a DC 13 Constitution saving throw. On a failed save, it is also poisoned until the end of your next turn.

Once a *bolt of bitterness* deals its poison damage to a creature, it becomes a nonmagical bolt.

## BOLT OF DEMOLITION

*Weapon (bolt), rare*

This striped, yellow bolt has an adamantine tip and is fletched with roc feathers. When it strikes an object or structure, it disintegrates and deals an additional 10d10 thunder damage to the target.





## BOOTS OF FREEDOM

*Wondrous item, rare (requires attunement)*

These short boots are made from russet leather and engraved with a pattern of interlocking annulets. While wearing them, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

## BOOTS OF SWIFT ESCAPE

*Wondrous item, uncommon (requires attunement)*

These tall boots are made from gilt leather and engraved with a stag pattern. While wearing them, whenever you take damage you can use your reaction to move up to half your speed immediately after the attack. This movement doesn't provoke opportunity attacks.

## BOTTLE OF SUNLIGHT

*Potion, rare*

This triangular bottle is made of opaque glass and has a cork stopper. When you use an action to remove the stopper, a 60-foot-radius sphere of light spreads out from that place. The sphere is bright sunlight and sheds dim sunlight for an additional 60 feet. If any of the light overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled. The light does not move with the bottle and disappears after 1 hour.

## BOX OF PLENTY

*Wondrous item, common*

This bright tin box is five-inches square, two inches deep, and has a hinged lid. When you open the lid, it fills with heavy flatcakes which contain enough nourishment for a medium creature for 24 hours. As you open the lid, you can speak aloud the name of any food and the flatcakes will taste like that food, though they spoil if uneaten within 24 hours. Once the box has supplied 7 meals it can't be used again until 7 days have passed.

## BRIDLE OF VERBOSITY

*Wondrous item, uncommon*

This bridle is made from green leather and is stamped with random letters. After placing it on the head of a mount with an Intelligence of 3 or less, you can speak its command word and that creature gains an Intelligence of 10 and the ability to speak Common. The effect lasts for 10 minutes or until the bridle is removed. The bridle can't be used this way again until the next dawn.

## CANDLE OF THE IRON GUARDIAN

*Wondrous item, uncommon*

This short, thick candle is made from white wax and has iron filings embedded all through it. Lighting the candle takes an action and while burning, it emits a small shower of golden sparks. After burning for 4 hours, the candle is destroyed. You can snuff it out early for use later. Deduct the time it burned in

increments of 1 minute from the candle's total burn time.

Whenever you light the candle, an iron soldier with the statistics of animated armor appears in the nearest unoccupied space. The soldier is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the soldier moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. When the candle is destroyed, or when you snuff it out, the soldier disappears.

## CAT'S EYE MARBLE

*Wondrous item, uncommon (requires attunement)*

This small glass sphere has a green swirl of color embedded in it. While holding this item, you can see in both dim light and darkness as if it were bright light.

## CAULDRON OF MELANCHOLY REVIVAL

*Wondrous item, rare (requires attunement)*

This small, black cauldron is made of cast iron and has  $2d4 + 2$  charges when found. When you use an action to place the cauldron over the head of a deceased creature that is Medium or smaller, the cauldron expends a charge and raises the corpse as a zombie. The creature is under your control, obeying any verbal command you give it. When all charges are expended, the cauldron cracks and falls to pieces.

## CHALK OF ARTICULATION

*Wondrous item, uncommon*

This one-inch stick of white chalk has a faint red line painted down the side. If you use the chalk to draw a simple face on a surface, you can tell it a message of 25 words or less and also an event that will trigger the message. It takes 1 minute to complete this operation. The trigger event can be as detailed or general as you like, but it must specify something that happens within 30 feet of the chalk drawing.

Each time the trigger occurs, the chalk face animates and recites the message you gave it, using your voice. The chalk face remains in operation for 12 hours or until someone deliberately rubs it out. There is enough chalk in the stick to create 3 faces.

## CLOAK OF THE KITE

*Wondrous item, rare (requires attunement)*

This beautiful, full length cloak is made from small black and tan feathers woven together into a decorative pattern. While wearing it, you have advantage on Wisdom (Perception) checks that rely on sight. You can also grip the edges of the cloak with both hands and use it to fly at a speed of 30 feet.

## CLOAK OF WEAPONRY

*Wondrous item, uncommon*

This long cloak of red velvet is stitched with silver thread depicting various weapons. As an action, you can wrap a weapon in the folds of this cloak, and it disappears into an extradimensional space. This

space can hold up to 25 pounds' worth of weapons. As a bonus action, you can reach into the cloak and draw forth any weapon that has been stored there.

# CODEX OF NIGHTMARES

*Wondrous item, legendary*

The binding of this venerable book is made of two ebony plaques, each carved with grotesque monsters. The book has hundreds of worn and darkly stained pages, each containing two columns of densely written Infernal text, which record the deepest fears of every creature in existence. You must be able to read Infernal to use this item.





If you know the name of a creature (a pseudonym, title, or nickname doesn't work), you can use your action to flip to their entry and begin reading. If the target can hear you (it doesn't matter if they understand Infernal or not), they must make a successful DC 20 saving throw. On a failure, they become frightened of you for 1 minute. While frightened, a creature must take the Dash action and move away from you by the safest available route on each of its turns, unless there is nowhere to move.

## CROWN OF WISDOM

*Wondrous item, rare (requires attunement)*

This item consists of three bands of intertwined silver, each shaped like a serpent. Your Wisdom score is 19 while you wear this crown. It has no effect on you if your Wisdom is 19 or higher without it.

## DAGGER OF CUNNING

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

This item appears to be a shiny, steel bracelet. While wearing it, you can speak its command word as an action or bonus action to transform it into a double-edged dagger that appears in your hand. Speaking the command word again reverts the item to bracelet form.

You gain a +2 bonus to attack and damage rolls made with this magic weapon. While holding it, you have advantage on Dexterity (Stealth) checks, and when you attack a creature that can't see you, you maximize the weapon damage dice against the target.

## DAWNSHIELD

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

This glittering round shield is embossed with an image of the sun radiating golden streaks of light. While holding this item, you have a +1 bonus to AC in addition to the shield's normal bonus to AC.

While holding it, you can speak its command word as an action, causing a burst of golden light to extend from you in a 60-foot cone. Each creature in the area that can see must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. A blinded creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. Once you have used this property of the shield, you can't use it again until the next dawn.

## DEATHMARK SPEAR

*Weapon (spear), rare (requires attunement)*

This item has a grotesquely-carved ebony shaft mounted with a cruel-looking spearhead fashioned from a wyvern tooth. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

In addition, when you attack a creature it is magically marked. Your subsequent attacks on the marked target have advantage and do an additional 1d6 piercing damage. If you kill a creature marked by the spear, you gain 2d6 temporary hit points. Only one creature can be marked by the spear at a time, with the mark leaving previous creatures when you attack a new target.



## DEATHWARD ARMOR

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

This armor is decorated with etchings of coffin-shaped shields and grants you a +1 bonus to AC. While wearing this armor, when you are reduced to 0 hit points, you can use your reaction to drop to 1 hit point instead and also gain 3d6 temporary hit points. Once this special reaction is used, it can't be used again until the next dawn.

## DUST OF REAPPEARANCE

*Wondrous item, uncommon*

This silvery powder is usually found in a soft leather pouch, and there is enough of it for three uses. When you use an action to throw the dust into the air, every invisible creature within 20 feet of you must make a successful DC 15 Dexterity saving throw or become visible for 1 minute, with the glittering dust outlining their body. Invisible objects automatically fail their saving throw.

## ELDERWOOD STAFF

*Wondrous item, very rare (requires attunement by a druid)*

This stout, pale staff is made from the branch of an ancient tree. It can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding it, you gain a +2 bonus to Armor Class, saving throws, and spell attack rolls.

The staff has 16 charges for the following properties.

It regains  $2d6 + 4$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and crumbles into dust.

**Spells.** You can use an action to expend 1 or more of the staff's charges to cast one of the following spells from it, using your spell save DC: *animal friendship* (1 charge), *awaken* (5 charges), *beast sense* (2 charges), *commune with nature* (5 charges), *freedom of movement* (4 charges), *speak with plants* (3 charges), or *transport via plants* (6 charges).

**Treant Summons.** While in woodlands, you can use an action to plant one end of the staff in fertile earth and expend 10 charges to summon the local treant, with the creature arriving within 1d10 minutes. The treant is friendly toward you and disposed toward helping the bearer of the staff, but it will not act against its nature nor undertake any task that takes more than 24 hours or requires it to leave the forest. Once you have used this property, you can't do so again for seven days.

## EVERBURNING TORCH

*Wondrous item, common*

This item appears to be identical to a regular torch. However, when you speak a command word it lights up with a green flame and continues burning until you speak another command word. The torch provides bright light in a 20-foot radius and dim light for an additional 20 feet. If you make a melee attack with a burning torch and hit, it deals 1 fire damage.

## EYES OF KEEN DISCERNMENT

*Wondrous item, uncommon*

These steel-rimmed spectacles have tawny crystal lenses. While wearing them, you have advantage on Wisdom (Insight) checks. In addition, you can use an action to cast the *detect evil and good* spell. Once you have cast this spell, you cannot do so again until the next dawn.

## FINGER BONE BROOCH

*Wondrous item, uncommon (requires attunement)*

This macabre item consists of five long, straight finger bones affixed in the shape of a pentagram and attached to a thin silver chain. While wearing the brooch, you can use an action to speak its command word. For 1 minute, undead creatures have disadvantage on attack rolls against you, and they cannot charm, frighten, or possess you. Once used, this property of the brooch can't be used again until the next dawn.



## FORGEWROUGHT ARM

*Wondrous item, very rare*

This articulated device is made of bronze and is shaped like the arm of a medium-sized humanoid. You can attach it to your shoulder with a harness and it cannot be removed except by you. If used to replace a missing arm, it works exactly like a natural limb.

If you have two arms, you can also attach this to either shoulder and have it function as a third arm under your control. In this case, the item requires attunement. In combat, this arm can hold an item such as a rod or a shield. You can also use this third arm as your “other hand” when fighting with two weapons, but you cannot use it to fight with three weapons simultaneously.

## FROSTRAY GOGGLES

*Wondrous item, common (requires attunement)*

These goggles consist of a pair of gem-shaped, blue-tinted lenses, bound together by an elegant silver frame. While wearing this item, you can use an action to cause a frigid beam of blue-white light to streak toward a creature within 60 feet. Make a ranged spell attack against the target with an attack bonus of +4. On a hit, it takes 1d6 + 1 cold damage.

## GLASS OF SUDDEN RESPITE

*Wondrous item, rare (requires attunement)*

This six-inch tall hourglass contains powdery blue sand and is set in a solid frame of fine-grained teak. As an action, you can invert the hourglass and speak a

command word. The sand immediately drains to the bottom of the glass and up to three creatures of your choice within 30 feet of you gain the benefits of a short rest. Once you have used the hourglass in this way, you can't use it again until the following dawn.

## HAT OF USEFUL CONJURATION

*Wondrous item, common*

This black, flat-crowned hat is wrapped with a red sash just above the brim. While holding the hat, you can use an action to pull any one of the following items from it:

- |                   |                        |
|-------------------|------------------------|
| ✦ Candle          | ✦ Mess kit             |
| ✦ Chain (10 feet) | ✦ Piton                |
| ✦ Chalk (1 piece) | ✦ Rope, silk (50 feet) |
| ✦ Crowbar         | ✦ Signal whistle       |
| ✦ Fishing tackle  | ✦ Soap                 |
| ✦ Grappling hook  | ✦ Tankard              |
| ✦ Hammer          | ✦ Tinderbox            |
| ✦ Hand mirror     | ✦ Torch                |
| ✦ Iron spike      | ✦ Waterskin            |
| ✦ Manacles        | ✦ Whetstone            |

Once you have summoned a dozen items, the hat loses its magical power.

## HEATING STONE

*Wondrous item, common*

This 1-inch cube is made of speckled, black granite. When you speak a command word, the item heats up, becoming red-hot after 5 minutes and remaining so for 1 hour. It provides the same amount of heat as a



small campfire and can be used to cook over. Anyone touching the cube while hot must make a successful DC 13 Constitution saving throw or take 1 fire damage.

## HELM OF THE CITADEL

*Armor (helm), rare*

This bucket-shaped helmet is made from black iron and is decorated with simple crown engravings. While wearing this item, you can speak the command word and cause it to grow to enormous proportions. You and everyone within 5 feet of you find yourselves inside the helm, which has a diameter of 15 feet and is 15 feet high.

The circular wall and roof are completely enclosed except for the two 5-foot-long and 6-inch-high eye slits about 8 feet above the ground. There are also twelve 6-inch-wide “breathing holes” at various heights below the eye slits.

The citadel is magically secured to the ground, so it cannot be tipped over or moved. The wall is 7-inches thick and has AC 20, 150 hit points, and a damage threshold of 10. It is made of regular iron and, if damaged, can be repaired by a blacksmith.



Speaking the command word again causes the citadel to shrink back down to normal size on your head.

## HELM OF THE INTERCESSOR

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

This plain steel cap has dull brass studs reinforcing the rim. It has 7 charges and regains 1d6 + 1 expended charges daily at dawn. While wearing this item, when a creature within 30 feet of you takes damage, you can use your reaction to expend 1 charge and transfer that damage to yourself instead. This damage can't be reduced in any way.

## INFERNAL CROWN

*Wondrous item, very rare (requires attunement)*

Wicked-looking spikes protrude from this circular band of thick black iron. While wearing this crown, you have resistance to fire damage and you always know if a fiend is within 30 feet of you. You can also speak, read, and write Infernal.

Additionally, if you are damaged by a creature within 30 feet of you that you can see, you can use your reaction to cause that creature to be momentarily wreathed in hellfire. The creature must make a DC 15 Dexterity saving throw, taking 1d10 fire damage on a failed save, or half as much damage on a successful one.

You can also summon a devil of challenge rating 4 or lower, which appears in an unoccupied space that you can see within range. The summoning takes 1

minute to complete, and the devil appears in a pillar of hellfire.

The devil is friendly to you and your companions. Roll initiative for the devil, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the devil, it defends itself from hostile creatures but otherwise takes no actions.

The devil disappears in a puff of acrid smoke when it drops to 0 hit points or after 1 hour elapses. Once you have summoned a devil, you can't do so again until the next dawn.

## IRONCLOAK

*Wondrous item, rare (requires attunement)*

This hooded travelling cloak is made from a dark, metallic thread. It is usually as supple as cotton but becomes iron-hard when struck with force. While wearing this item, your AC can't be less than 17, regardless of what kind of armor you are wearing. In addition, while you are taking the dodge action, your AC can't be less than 20.

## JADE FROG

*Wondrous item, common*

This tiny statuette is made of milky green jade and has been exquisitely carved into the shape of a frog. When you speak a command word, the statuette animates for 1 hour and hops around you, devouring any tiny insects it finds. If you are attacked by a swarm of insects while the statuette is active, the damage

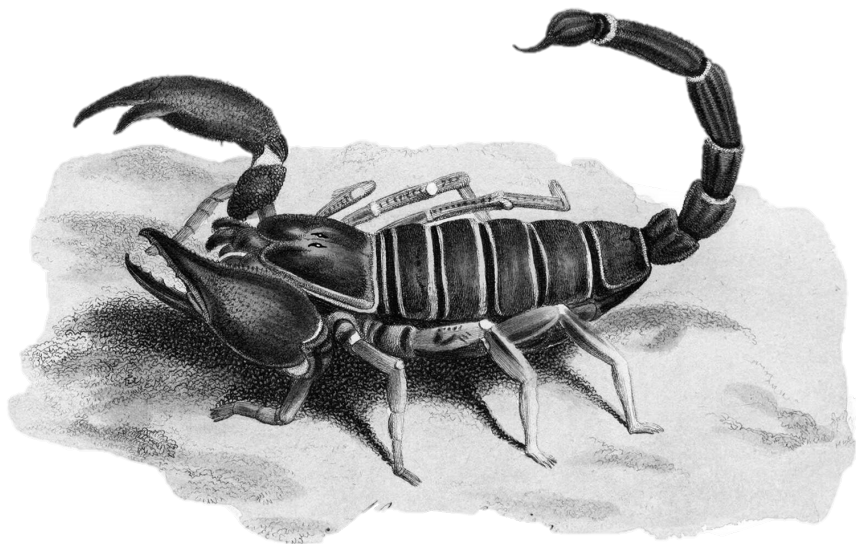
inflicted on you by the swarm's bite attack is reduced by 1. Once you have used the item in this way, you cannot do so again until the following dawn.

## MANTLE OF MANY SHAPES

*Wonderous item, rare (requires attunement)*

This forest-green cloak is richly embroidered with gold thread depicting twelve fantastic creatures. While wearing it, you can use an action to transform yourself into one of these forms:

- |                  |                        |
|------------------|------------------------|
| ✦ Awakened Tree  | ✦ Grick                |
| ✦ Black Pudding  | ✦ Hell Hound           |
| ✦ Chuul          | ✦ Manticore            |
| ✦ Ettin          | ✦ Pegasus              |
| ✦ Gargoyle       | ✦ Gold Dragon Wyrmling |
| ✦ Giant Scorpion | ✦ Wight                |



You stay in this shape for 1 hour and then you revert to your normal form. Your game statistics are replaced by the statistics of the creature, but you retain your alignment, personality, and Intelligence and Wisdom scores. Death, hit points, actions, and equipment are treated as per the *polymorph* spell.

Once you have assumed a certain shape, the gold embroidery depicting that creature disappears from the mantle and you cannot assume that form again. When all the shapes have been used, the mantle becomes an ordinary garment.

## MANTLE OF THE MEDUSA

*Wonderous item, very rare (requires attunement)*

This hooded, full-length gray cloak is embroidered with serpentine patterns in green thread. While wearing this item you have resistance to poison damage and are immune to the poisoned condition.

The item has 3 charges. As an action, you can draw the hood and expend a charge to cast the *flesh to stone* spell, as your visage is transformed into that of a medusa. The item regains 1d3 expended charges daily at dawn.

## MASK OF THE MINOTAUR

*Wonderous item, rare (requires attunement)*

This compact bronze face mask has a pair of horns emerging from either side. When you use your action to don the mask, your head is transformed into that of a minotaur. You gain the following benefits:

- ✦ You can speak and understand Abyssal.

- ✦ You have advantage on Intimidation checks.
- ✦ Your horns are natural weapons, which you can use to make unarmed strikes. If you hit with them, you deal piercing damage equal to 2d8 + your Strength modifier.

The transformation lasts for 1 hour. Once you have used the mask, you can't use it again until the following dawn.

## MURDEROUS MINIATURE

*Wondrous item, uncommon*

This painted, 1-inch high statuette is sculpted from lead and is exquisitely detailed, depicting a ferocious warrior dressed in hide armor and wielding a greataxe. Typically, 1d4 miniatures are found together, each one in a different pose.

If you cover this item with an inch of soil, after 1 minute it grows into a berserker, which is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If the creature has not been ordered into combat within 10 rounds of being summoned, it becomes hostile to you and your companions and attacks the creature nearest to it.

The creature disappears in a puff of oily smoke when it drops to 0 hit points or when 10 minutes have elapsed.

## NIGHTWROUGHT ARMOR

*Armor (medium or heavy), very rare (requires attunement)*

This armor is created from nightore, a special substance found only in the Shadowfell. While wearing this armor you have resistance to necrotic damage. In addition, when a creature within 5 feet of you hits you with a melee attack, you can use your reaction to inflict 2d8 necrotic damage on the target, as your armor sucks the life essence from it. Undead are immune to this effect.

## POST PARCHMENT

*Wondrous item, uncommon*

This stiff, creamy parchment has diagonal lines embossed along one edge. It is usually found in a bundle containing  $1d6 + 4$  sheets. Writing on both sides, you can fit up to five hundred words of content on a sheet while still maintaining legibility.

While holding the parchment, you can use an action to nominate a place you have seen (either in person or magically) as the destination of the message. The parchment sprouts a small pair of wings and flies toward that place at a speed of 120 feet.

The location can be anywhere on the same plane. The parchment can move underwater, and it can fly through space. If a direct path to the destination is blocked, the flying parchment tries different routes until it finds a way through. When it arrives at the destination, the parchment drops to the ground, the wings disappear, and it is no longer magical.



## POTION OF PROVIDENCE

*Potion, legendary*

This thick golden liquid is usually stored in a tiny diamond flask worth at least 1,000 gp. Once you drink this potion, you have advantage on all attack rolls, ability checks, and saving throws for 1 hour.

## POTION OF TINIFICATION

*Potion, rare*

This thin green liquid is usually found in a clay container with a brass stopper. When you drink this potion, you are reduced to one-sixtieth of your regular size for 1 hour. All the equipment you are carrying is also reduced in size to match.

Weapon and spell ranges and spell area of effects are also proportionally reduced. Any successful attack you make does 1 point of damage and cannot impose a condition on the target. Attacks against you by regular-sized creatures (including spell attacks) are made with disadvantage but inflict maximum damage when they hit. Other limitations upon your character are at the discretion of the game master.



## QUAKING MACE

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

The head of this steel mace is constructed from nine flanges while the shaft is engraved with a scrolling knot pattern. You gain a +2 bonus to attack and damage rolls made with this magic weapon and when you hit, the target takes an extra 2d6 thunder damage. While holding this mace, you have resistance to thunder damage, and you cannot be knocked prone.

As an action, you can strike the ground with the mace and cause a small seismic disturbance. All creatures on the ground within 30 feet of you must make a successful DC 17 Dexterity saving throw or be knocked prone and stunned until the start of your next turn. Once you have used this property, you cannot use it again until the next dawn.

## QUILL OF ACCURACY

*Wondrous item, uncommon*

This item is made from a fire-red phoenix feather and has a golden nib. It is not possible to write a deliberate lie using this quill. If you attempt to do so, the ink in the nib evaporates and the words cannot be formed on the page.

## QUILL OF COMMISSION

*Wondrous item, rare (requires attunement)*

This item consists of a large, multi-hued sphinx feather capped by an engraved silver nib. Using this item, you can write down a set of instructions for a creature whose name you know (a pseudonym, title,

or nickname doesn't work). The instructions take 10 minutes to write and must fit on a single page.

If the target starts reading the instructions, they must immediately succeed on a DC 15 Wisdom saving throw or become charmed by you for 30 days. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your written instructions, but no more than once each day. A creature that can't read what you have written is unaffected. The instructions must be read within 24 hours of you writing them or they lose their magical potency.

You can write out any command you choose, short of an activity that would result in certain death. Should you issue suicidal instructions, the effect ends. Once you have used the quill in this way, you cannot use it again until the following dawn.



## RAZORVINE WHIP

*Weapon (whip), rare (requires attunement)*

This item consists of a leather-bound steel handle attached to three strands of sturdy vine. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, you can use a bonus action to speak the command word, causing each vine to sprout thousands of razor sharp leaves. While covered in these leaves, the whip deals an extra 2d6 slashing damage to any target it hits. When you use a bonus action to speak the command word again, the leaves retract.

## RIMEFIRE GAUNTLETS

*Wondrous item, very rare (requires attunement)*

These articulated gauntlets are made from blue-tinged cobalt and are embossed with snow crystal patterns. While wearing them, you have resistance to cold damage. In addition, any melee weapon you hold burns with blue-tinged rimefire and does an additional 1d8 cold damage on a hit.

The gauntlets have 3 charges. As an action, you can expend a charge and cause blue rimefire to engulf one creature you can see within 90 feet. The target must make a DC 15 Dexterity saving throw. It takes 8d6 cold damage on a failed save, or half as much damage on a successful one. On a failed save, the target continues to be wreathed with rimefire for up to 1 minute. At the end of each of its turns, the target repeats the saving throw. It takes 4d6 cold damage on a failed save, and the effect ends on a successful one.

These magical rimefire flames can't be extinguished by nonmagical means.

The gauntlets regain all expended charges at dawn.

## RING OF EXEMPLARY ANNULMENT

*Ring, rare (requires attunement)*

This thick gold ring is set with a square emerald surrounded by diamonds. It has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing the ring, you can use an action to expend 1 of its charges to cast one of the following spells:

- ✦ *lesser restoration* (1 charge)
- ✦ *remove curse* (2 charges)
- ✦ *greater restoration* (3 charges)

## RING OF FIERY DARTS

*Ring, uncommon (requires attunement)*

This gold ring is engraved with a flame pattern and is set with a cluster of small rubies. While wearing it, you can use an action to cause a barrage of fiery darts to leap from the rubies toward your enemies. Each hostile creature within 5 feet of you must make a DC 15 Dexterity saving throw. A target takes 3d8 fire damage on a failed save, or half as much damage on a successful one. Once you have used the ring in this way, you can't use it again until the following dawn.



## RING OF FLAWLESS DIPLOMACY

*Ring, uncommon (requires attunement)*

This narrow silver band is set with a pear-shaped citrine. While wearing it, you have advantage on Charisma (Persuasion) checks.

## RING OF MAGICAL IMPUTATION

*Ring, uncommon (requires attunement)*

This silver ring is engraved with ancient, arcane runes. While wearing it, your melee weapon attacks are magical.

## RING OF PERFECT DISCRETION

*Ring, legendary (requires attunement)*

This ring is a platinum band set with seven diamonds. While wearing it, you are immune to psychic damage, any effect that would sense your emotions or read your thoughts, divination spells, and the charmed, frightened, and stunned conditions. The ring even foils *wish* spells and spells or effects of similar power used to affect your mind or to gain information about you.

## RING OF PETTY AFFLICTION

*Ring, common (requires attunement)*

This plain silver ring is set with a small, round onyx. While wearing it, you can use your action to cause a creature you can see within 60 feet of you to experience a painful and distracting cramp. The target must succeed on a DC 13 Constitution saving throw

or have disadvantage on the next weapon attack roll it makes before the end of its next turn.

## RING OF THE ANCIENT FOREST

*Ring, rare (requires attunement)*

This ring consists of two entwined silver bands set with a sparkling emerald. While wearing it, you can cast *animal friendship* at will. The ring has 3 charges and regains all expended charges daily at dawn. You can expend 1 charge as an action to cast *entangle*.

## RING OF THE DARK NIGHT

*Ring, rare (requires attunement)*

This ring is made of white gold and is set with a polished onyx. While wearing it, you have advantage on any Dexterity (Stealth) checks made in dim light or darkness. The ring has 3 charges and regains all expended charges daily at dawn. You can expend 1 charge as an action to cast *darkness*.

## RING OF THE ZEPHYR

*Ring, uncommon (requires attunement)*

This split band gold ring holds a vibrant sapphire in a twist setting. While wearing it, you can use an action to cast *gust* (DC 15) at will. The ring has 3 charges and regains all expended charges daily at dawn. You can expend 1 charge as an action to cast *gust of wind*.

## RING OF UNIVERSAL MASTERY

*Ring, legendary (requires attunement)*

This ring is a perfect and unblemished band of platinum. While wearing it, your proficiency bonus increases by 1. In addition, whenever you make an ability check that lets you add your proficiency bonus, you can treat a d20 roll of 9 or lower as a 10.



## ROBE OF THE RAVEN

*Wondrous item, rare (requires attunement)*

This black, satin robe has a pair of wings embroidered on it in silver thread. While wearing this item, you can mimic the sound of any person, monster, or beast that you have heard. You can also grip the edges of the robe with both hands and use it to fly at a speed of 40 feet.

While wearing the robe, you can use your action to cast *polymorph* on yourself, transforming into a raven. While you are in the form of the raven, you retain your Intelligence, Wisdom, and Charisma scores, and you can also speak. You cannot, however, cast spells. The cloak can't be used this way again until the next dawn.



## ROBE OF VIVID HERALDRY

*Wondrous item, rare (requires attunement)*

This voluminous, emerald green robe is covered in  $1d6 + 4$  stout cloth patches when found, each depicting a different heraldic creature. Use the following table to determine the type of each patch:

d12	Creature	d12	Creature
1	Brown Bear	7	Giant Owl
2	Cockatrice	8	Griffon
3	Copper Dragon Wyrmling	9	Harpy
4	Giant Bat	10	Lion
5	Giant Boar	11	Pegasus
6	Giant Eagle	12	Warhorse

While wearing this robe, you can use an action to detach one of the patches, causing it to become the creature it represents. The summoned creature is friendly to you and your companions. In combat, it acts on your turn. It obeys any verbal commands that you issue (no action required by you).

The creature disappears when it drops to 0 hit points or when 1 hour elapses. You can only summon one creature at a time.



## ROD OF EMPHATIC TRIUMPH

*Rod, legendary (requires attunement)*

This black iron rod has a chunky bloodstone embedded in the tip. The following properties are available while you hold the rod in your hand.

**Battle Ready.** You and all friendly creatures within 5 feet of you have advantage on initiative rolls.

**Heroic Surge.** You can use a bonus action to urge your comrades past their regular limits. Up to six friendly creatures who can hear you can make one weapon attack as a reaction. Once a creature has benefited from this feature, it can't do so again until finishing a short or long rest.

**Hold the Line.** You can use a bonus action to encourage your comrades to stay in position. Until the start of your next turn, friendly creatures within 5 feet of you can't be moved against their will, either by might or magic. In addition, melee attacks against these creatures have disadvantage.

**Invigorating Shout.** You can use a bonus action to cry out words of encouragement and revival to a friendly creature who can hear you. The target gains 2d6 + 6 temporary hit points.

**Masterful Maneuver.** You can use a bonus action to direct a comrade into a more advantageous position. One friendly creature of your choice who can hear you can immediately move up to 30 feet without provoking opportunity attacks.

## ROD OF FIENDISH ASPECT

*Rod, very rare (requires attunement)*

This ebony rod has an iron cap shaped like a pair of horns. While holding it, you can use an action to transform into a fiendish version of yourself. Your face takes on an infernal appearance, a pair of horns sprouts from your head, bat wings burst from your back, and a tail emerges from your rear. You gain the following benefits:

- ✦ You have a flying speed of 60 feet.
- ✦ You have advantage on saving throws against spells and other magical effects.
- ✦ You are resistant to cold damage, and bludgeoning, piercing, and slashing damage from nonmagical attacks that aren't silvered.
- ✦ You can speak, read, and write infernal.
- ✦ You are immune to fire and poison damage.
- ✦ You have darkvision to 120 feet which is not impeded by magical darkness.
- ✦ Your tail is a natural weapon which you can use to make unarmed strikes as a bonus action. On a hit, you deal 1d10 + 2 piercing damage plus 2d8 poison damage. The target must succeed on a DC 14 Constitution saving throw or become poisoned for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The transformation lasts for 10 minutes. Once you have used the rod, it can't be used again until the next dawn.

# ROD OF MANY THINGS

*Rod, uncommon*

This slender rod is made of polished steel. While holding it, you can use your action to transform it into any of the following items, all made of steel:

- |                    |                    |
|--------------------|--------------------|
| ✦ Battleaxe        | ✦ Mace             |
| ✦ Bell             | ✦ Manacles         |
| ✦ Bucket           | ✦ Maul             |
| ✦ Chain (10 feet)  | ✦ Mirror           |
| ✦ Chest            | ✦ Morningstar      |
| ✦ Crowbar          | ✦ Pick, miner's    |
| ✦ Dagger           | ✦ Pole (10-foot)   |
| ✦ Flail            | ✦ Pot              |
| ✦ Grappling hook   | ✦ Rapier           |
| ✦ Hammer           | ✦ Scale, merchants |
| ✦ Handaxe          | ✦ Scimitar         |
| ✦ Hunting trap     | ✦ Shortsword       |
| ✦ Iron Spike       | ✦ Shovel           |
| ✦ Javelin          | ✦ Sickle           |
| ✦ Ladder (10-foot) | ✦ Spear            |
| ✦ Lance            | ✦ Warhammer        |
| ✦ Longsword        | ✦ Whetstone        |

Attacks made with the rod in its transformed state are considered magical. While holding a transformed item, you can use an action to revert it to rod form.



## ROD OF REMARKABLE GIFTS

*Rod, very rare (requires attunement)*

This slender ivory rod has a spiralling crimson stripe painted down its length. It has 3 charges and regains 1 charge daily at dawn. If the rod is reduced to 0 charges, roll a d20. On a 1, the rod shatters.

While holding it, you can use an action to gently strike another creature, who randomly gains one of the following benefits for 1 hour:

d20	Benefit
1	The target becomes invisible. Anything it is wearing or carrying is invisible so long as it is on the target's person.
2	The target regains 5 hit points at the start of each of its turns.
3	If the target takes damage, it can use its reaction to shatter into fine dust and reduce the damage to 0. It reassembles into its original form at the end of its next turn in any unoccupied space within 15 feet of its last position. If there are no unoccupied spaces, it remains dust until a space becomes available.
4	Whenever the target does melee damage, it may choose to reroll the damage and must use the new roll.
5	The target transforms into a couatl. Death, hit points, actions, and equipment are treated as per the <i>polymorph</i> spell.
6	The target has truesight with a radius of 120 feet.
7	The target's Strength score changes to 25.
8	The target has a flying speed of 60 feet.
9	The target transforms into a ghost. Death, hit points, actions, and equipment are treated as per the <i>polymorph</i> spell.
10	The target's flesh turns to iron and its AC can't be less than 21, regardless of what kind of armor it is wearing.

- 11 The target's hand transforms into a metal tube from which it can cast *magic missile* (2nd level version) at will.
- 12 The target's speed increases by 20 feet and it does not provoke opportunity attacks.
- 13 The target has resistance to bludgeoning, piercing, and slashing damage.
- 14 The target can use its action to point to another creature within 60 feet, which must make a successful DC 17 Wisdom saving throw or drop anything it is holding in its hands.
- 15 The target has advantage on saving throws against spells and other magical effects.
- 16 The target has advantage on initiative rolls.
- 17 The target can use its action to choose a creature within 10 feet that it can see. This creature must succeed on a DC 15 Charisma saving throw or be banished to a harmless demiplane for 1d4 rounds. While there, it is incapacitated.
- 18 The target's melee attacks inflict an additional 2d6 necrotic damage.
- 19 The target transforms into a flesh golem. Death, hit points, actions, and equipment are treated as per the *polymorph* spell.
- 20 Whenever the target makes an attack roll or a saving throw, the target can roll a d4 and add the number rolled to the attack roll or saving throw.

## ROD OF SPELL DEFLECTION

*Rod, very rare (requires attunement)*

This octagonal rod is made of translucent blue crystal. While holding it, if you succeed on a saving throw against any spell that targets only you (not in an area of effect), and the spell is 6th level or lower, the spell has no effect on you and you deflect it. You may use a reaction to target 1 creature within 30 feet of you with the deflected spell, using the slot level, spell save DC, attack bonus, and spellcasting ability of the caster.

## SHADOWSTAFF

*Staff, very rare (requires attunement by a spellcaster)*

This roughly hewn staff is made from ebony, with one end carved in the shape of a clawed hand which grips a fist-sized onyx. While holding it, you have a +2 bonus to spell attack rolls and resistance to necrotic damage. You also gain darkvision out to a range of 60 feet.

In addition, you gain the ability to step from one shadow into another. When you are in dim light or darkness, as a bonus action, you can magically teleport up to 60 feet to an unoccupied space you can see that is also in dim light or darkness.

The staff has the following additional properties. When one of these properties is used, it can't be used again until the next dawn.

**Shadow Demon.** You can use an action to summon a shadow demon. This creature obeys any verbal commands that you issue to it (no action required by you). If you don't issue any command, it defends itself from hostile creatures, but otherwise takes no actions. Roll initiative for the creature, which has its own turns. The shadow demon disappears when it drops to 0 hit points or 1 hour elapses.

**Shadow Form.** You can use an action to become a living shadow for 1 hour or until you end the effect as a bonus action. While in this state, you gain the effect of the *gaseous form* spell, except your flying speed is 30 feet.

**Shadow Bolt.** You can use an action to cause a bolt of dark energy to spring from the staff to a target that you can see within 60 feet. The target must make a DC

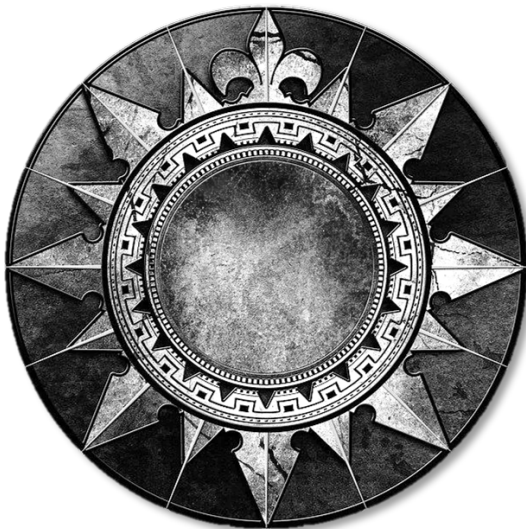
17 Dexterity saving throw. The target takes  $8d10 + 20$  necrotic damage on a failed save, or half as much damage on a successful one.

## SHIELD OF VIGILANCE

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

This small, round shield is made of steel and has a pattern of radiating circles etched upon it. While holding this item, you have a +1 bonus to AC in addition to the shield's normal bonus to AC.

After finishing a long rest, you can choose a type of creature: aberration, beast, celestial, construct, dragon, elemental, fey, fiend, giant, humanoid, monstrosity, ooze, plant, or undead. While holding the shield, you know if there is a creature of that type within 60 feet of you, as well as where the creature is located. This effect can penetrate most barriers, but it is blocked by 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt.





## SLIPPERS OF SOARING

*Wondrous item, legendary (requires attunement)*

These crimson silk slippers are trimmed with gold thread and have garnets stitched into the toes. Anyone who dons them and steps onto a carpet transforms it into a *carpet of flying* with a flying speed of 50 feet and a carrying capacity of 500 lb. The carpet must be no more than 6 feet by 9 feet in size. The transformation remains in place only so long as the slippers are touching the carpet. Once they are removed, the carpet reverts to its original state.

## SPECTACLES OF ANNIHILATION

*Wondrous item, very rare (requires attunement)*

These spectacles have a frame made from thick, smoky crystal and no lenses. While wearing them, you can cast the *mending* cantrip at will.

The spectacles have 3 charges. As an action, you can expend a charge and cause a thin green ray to leap from your eyes to a target that you can see within 60 feet. A creature targeted by this spell must make a DC 15 Dexterity saving throw. On a failed save, the target takes 10d6 + 40 force damage. The target is



disintegrated if this damage leaves it with 0 hit points. Nonmagical objects are vulnerable to this damage. Magical objects are immune to it.

The spectacles regain all expended charges daily at dawn.

## SPELLBREAKING ARMOR

*Armor (plate), legendary (requires attunement)*

Each plate in this suit of armor has an eldritch rune etched on it, which is filled with silver. While wearing this armor, you have advantage on saving throws against spells and other magical effects, and spell attacks have disadvantage against you.

When you see a creature within 60 feet of you casting a spell, you can use your reaction to interrupt the casting. If the creature is casting a spell of 7th level or lower, its spell fails and has no effect. Once used, this property of the armor can't be used again until the next dawn.

## SPELLWARD CANDY

*Wondrous item, uncommon*

These small balls of sticky, sugary candy are brightly colored and usually found in paper bags containing  $1d4 + 1$  pieces. You can eat one candy piece as an action or a bonus action. Once you have done so, you automatically absorb any spell of 2nd level or lower that targets only you and not with an area of effect. The absorbed spell's effect is canceled, and the spell's energy is safely diffused through your skin, which glows slightly for a few moments.

The candy remains effective until 1 hour has elapsed or until you have absorbed 2 levels worth of spells.

## STAFF OF GRINNING SKULLS

*Staff, uncommon (requires attunement)*

This white ash staff has an ivory headpiece carved into the shape of a hideous skull. It can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

On a hit, you can choose to deal an extra 1d10 necrotic damage to the target. The target must also succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute. The frightened target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success. You can't use this property again until the following dawn.



## STAFF OF THE SKYMASTER

*Staff, very rare (requires attunement by a spellcaster)*

This staff is made of translucent blue crystal and has an ornate silver head piece sculpted into the shape of two wings. While holding this item, you gain a flying speed of 60 feet and resistance to lightning damage.

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: *fog cloud* (1 charge), *gust of wind* (2 charges), *ice storm* (4 charges), *lightning bolt* (5th-level version, 5 charges), *wind walk* (6 charges), or *wind wall* (3 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 shatters and is destroyed.

## STAFF OF THE SUMMER COURT

*Staff, legendary (requires attunement by a spellcaster)*

This is one of two staves made for the sovereigns of the Feywild, the plane of faery. It is a crooked piece of oak entwined with living ivy, and has a large emerald embedded in one end.

This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While you hold it, you gain a +2 bonus to spell attack rolls, have advantage on saving throws against spells, and gain a flying speed of 30 feet.

The staff has 50 charges and regains 4d6 + 2 expended charges daily at dawn. If you expend the last

charge, roll a d20. On a 1, the staff transforms into an acorn. If planted and grown into an oak tree, after 99 years one new *staff of the summer court* can be harvested from it.

**Spells.** While holding the staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability: *awaken* (5 charges), *blight* (4 charges), *conjure fey* (6 charges), *conjure woodland beings* (4 charges), *daylight* (3 charges), *geas* (5 charges), *grasping vine* (4 charges), *greater invisibility* (4 charges), *hallucinatory terrain* (4 charges), *insect plague* (5 charges), *plant growth* (3 charges), *sunburst* (8 charges), *teleport* (7 charges), or *wall of thorns* (6 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *charm person*, *disguise self*, *entangle*, *light*, *speak with animals*, or *speak with plants*.

**Faery Gate.** While holding the staff, you can use your action to expend 9 charges and cast the *gate* spell, though the destination must be somewhere in the Feywild.

## STONE EYE

*Wondrous item, common (requires attunement)*

This blue agate is a perfect 1-inch sphere, and its swirling colors make it resemble an eye. After you attune to it, it hovers a few inches above your head, following you wherever you go. It whispers warnings to you, granting you a +1 bonus to initiative rolls.

## SWORD OF BINDING

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

This sword has a guard made from adamantine wire and a lustrous steel blade engraved with a chain link pattern. You gain a +2 bonus to attack and damage rolls made with this magic weapon. If you score a critical hit, the target must make a successful DC 15 Constitution saving throw or be paralyzed for 1 minute. Constructs and undead are immune to this effect. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends.

## SWORD OF FEARSOME FURY

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

The blade of this item has a serrated edge, and the hilt is carved from the claw of a black dragon. While wielding this sword, you take on the countenance of a fearsome avenger. When you hit with an attack using this magic sword, the target must make a successful DC 15 Wisdom saving throw or be frightened of you until the start of your next turn. Constructs and undead are immune to this effect.



## SWORD OF RELENTLESS RUIN

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

The steel hilt of this sword is shaped like a coiling serpent with its mouth claspng a large, skull-shaped fire opal. When you hit with an attack using this magic item, the target takes an extra 2d6 necrotic damage.

In addition, when a creature takes damage from this weapon, you can use your reaction to cause the target's skin to start oozing blood for 1 minute. If the target takes damage during this time, it must make a DC 15 Constitution saving throw or be stunned with pain until the end of its next turn. Once you have used this property of the sword, you can't use it again until the following dawn.

## SWORD OF SWIFT MANEUVER

*Weapon (any sword), uncommon (requires attunement)*

A vibrant sunstone is set into the hilt of this sword, which has leaping gazelles etched on the silvery blade. While holding this item, you can use a bonus action to speak its command word and activate it. For 1 minute, you increase your walking speed by 30 feet. Once you have used this property, you cannot use it again until the following dawn.



## SWORD OF THE HEROIC CHAMPION

*Weapon (any sword), legendary (requires attunement)*

This graceful steel blade is engraved with heraldic beasts, while the hilt is decorated with silver and gold filigree. You gain a +3 bonus to attack and damage rolls made with this magic weapon. While holding this sword, you and all friendly creatures within 15 feet of you are immune to being frightened.

In addition, when a creature you can see attacks a target that is friendly to you, you can use your reaction to move up to 15 feet and make one melee weapon attack with advantage against that creature. This movement does not provoke opportunity attacks.

## TALISMAN OF FATE

*Wondrous item, legendary (requires attunement)*

This item consists of a flat gold disc engraved with eight arrows in a radial pattern. While wearing this talisman, you can use your action to undo a single recent event by forcing a reroll of any roll made within the last round (including your last turn). You can force the reroll to be made with advantage or disadvantage, and you can choose whether to use the reroll or the original roll. Reality reshapes itself to accommodate the new result.

Once you have used the talisman in this way, you cannot use it again until the following dawn.



## TALISMAN OF MERCY

*Wondrous item, rare (requires attunement)*

This small, platinum pendant is shaped like a heraldic lily and is embedded with tiny diamonds. While wearing this item, if you reduce a humanoid to 0 hit points and knock it out (rather than killing it), the creature must make a DC 15 Wisdom saving throw when it regains consciousness. If it fails the saving throw, it is charmed by you for 1 hour and regards you as a friendly acquaintance. When the effect ends, the creature is not automatically aware that it was charmed.

## THUNDERCLAP DAGGER

*Weapon (dagger), common (requires attunement)*

This straight, slender dagger is engraved with a lightning bolt and has a hilt wrapped in copper wire. While holding this item, you can use an action to create a booming clap of thunder that can be heard up to 100 feet away. Each creature within 5 feet of the dagger other than you must succeed on a DC 11 Constitution saving throw or be deafened until the start of your next turn. This property of the dagger can't be used again until the next dawn.

## TORC OF TWO WORLDS

*Wondrous item, very rare (requires attunement)*

This silver neck ring is shaped like a twisted ribbon and opens at the front. While wearing this item, you can see into the Ethereal Plane out to a range of 120 feet. In addition, you can speak the command word as

an action to gain the effect of the *etherealness* spell for 1 hour or until you use an action to speak the command word again and end the effect. This property of the torc can't be used again until the next dawn.

## TROLLBLOOD ELIXIR

*Potion, very rare*

This lumpy green liquid has a nauseating odor and is typically stored in a green glass bottle with a rubber stopper. When you drink this potion, for 1 hour you regain 5 hit points at the start of each of your turns provided you have at least 1 hit point. If you take acid or fire damage, the effect is suppressed until the end of your next turn.

## UNSTOPPABLE AXE

*Weapon (battleaxe), legendary (requires attunement)*

This double-bladed battle axe has a hickory haft and a silver pommel inscribed with arcane runes. When you hit with an attack using this magic weapon, the target takes an extra 1d8 slashing damage.

When you hit a creature or a wooden object with the axe, you can release the haft and the axe hovers in place, continuing to attack the target on its own. The axe uses your attack roll and ability score modifier to damage rolls and makes one attack on each of your turns.

If the target moves away, the axe follows and continues to attack, moving with a flying speed of 60 feet. The axe continues to attack until the target is

dead or destroyed, the target is more than 60 feet away from the axe, or you grasp the haft again. A *wish* spell can also stop the axe from attacking.

## VERSATILE HOURGLASS

*Wondrous item, common*

This 4-inch-tall hourglass is made of clear, unbreakable crystal and is filled with fine yellow sand. When you invert it, you can command it to measure any duration from 1 minute up to 24 hours. When the sand runs out, it emits a clear pinging sound for 10 seconds.

## WAND OF MANY RAYS

*Wand, rare (requires attunement by a spellcaster)*

This pale willow wand has five gemstones embedded in the tip: jade, jasper, obsidian, peridot, and turquoise. It has 7 charges and 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.

While holding the wand, you can use an action to expend some of its charges to cast one of the following spells (save DC 15): *disintegrate* (6 charges), *ray of enfeeblement* (2 charges), *ray of frost* (as if cast by an 11th-level spellcaster, 1 charge), *ray of sickness* (3rd-level version, 3 charges), or *scorching ray* (4th-level version, 4 charges).

## WAND OF RHAPSODY

*Wand, uncommon (requires attunement)*

This delicate wand is made of beech and has a single lock of siren hair embedded in the core. It has 5 charges and regains  $1d4 + 1$  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.

While holding it, you can use an action to expend 1 of its charges to cause a crimson ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Charisma saving throw or be incapacitated until the end of your next turn as its body succumbs to waves of pleasure. Undead, oozes, and constructs are immune to this effect.

## WAND OF SLEEP

*Wand, rare (requires attunement)*

This smooth, slender wand is made of purpleheart wood and is the color of mulberry wine. It has 7 charges and 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.



While holding it, you can use an action to expend 1 of its charges to cause a violet ray to streak from the tip toward a creature you can see within 60 feet of you. The target must succeed on a DC 15 Wisdom saving throw or fall unconscious for 1 hour. It wakes up if it takes any damage or if another creature uses its action to shake the sleeper awake. Undead and creatures immune to being charmed automatically succeed on the saving throw.

## WAND OF THE WYRM

*Wand, legendary (requires attunement)*

This wand is engraved with a scale pattern and is made from five pieces of wood: black walnut, green ash, white oak, blue mahoe, and red gum. It has 7 charges and 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.

While holding it you are immune to being frightened. You can also use an action to expend a charge and activate one of the properties detailed below.

**Acid Stream.** The wand emits acid in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 12d8 acid damage on a failed save, or half as much damage on a successful one.

**Poison Cloud.** The wand emits poisonous gas in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 12d8 poison

damage on a failed save, or half as much damage on a successful one.

**Ice Cone.** The wand emits an icy blast in a 60-foot cone. Each creature in that area must make a DC 17 Constitution saving throw, taking 12d8 cold damage on a failed save, or half as much damage on a successful one.

**Lightning Strike.** The wand emits lightning in a 60-foot line that is 5 feet wide. Each creature in that line must make a DC 17 Dexterity saving throw, taking 12d8 lightning damage on a failed save, or half as much damage on a successful one.

**Fire Blast.** The wand emits fire in a 60-foot cone. Each creature in that area must make a DC 17 Dexterity saving throw, taking 12d8 fire damage on a failed save, or half as much damage on a successful one.

## WAND OF WINTER STORMS

*Wand, very rare (requires attunement by a spellcaster)*

This wand is made of translucent crystal and resembles a slender icicle. It has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts and is destroyed.

While holding it, you can use an action to expend 1 or more of its charges to cast the *ice storm* spell (save DC 17) from it. For 1 charge, you cast the 4th-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

## **OPEN GAME LICENSE Version 1.0a**

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit,

format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, you represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content



shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

#### 15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

System Reference Document 5.1 Copyright 2016, Wizards of the Coast, Inc.; Authors Mike Mearls, Jeremy Crawford, Chris Perkins, Rodney Thompson, Peter Lee, James Wyatt, Robert J. Schwalb, Bruce R. Cordell, Chris Sims, and Steve Townshend, based on original material by E. Gary Gygax and Dave Arneson.