

Magic Items

Magic items make characters more powerful and versatile, allowing them to fly like birds, walk on ceilings, resist damage, vanish without a trace, and do other amazing things. Such wonders are desirable, but characters do not need magic items to be effective, nor are they entitled to them.

A magic item is a wondrous treasure that adventurers find in a monster's hoard, in a trap-riddled dungeon, or in the possession of a slain foe. Every adventure holds the promise—but not a guarantee—of finding one or more magic items, and part of the fun of exploring a dungeon is the thrill of unearthing a unique item found nowhere else. Who knows what the next room or the next chest might hold?

Every magic item has a purpose. An especially rare item might have a proper name, a personality, and secrets. Even the most common, least powerful magic item can have a remarkable appearance and history, or idiosyncratic properties.

Encountering Magic Items

When you create your own adventures, it's up to you as the DM to determine where magic items are located. Such scarce commodities are usually hidden in deep dungeons, sealed inside trapped chests, buried in ancient treasure hoards guarded by monsters, or wielded by powerful foes.

The treasure tables in the DM Guidelines document include magic items, but you need not treat that as a hard and fast rule. Award magic items if you want to, and ignore them if a particular encounter doesn't seem like an appropriate place for such a grand reward. Trivially easy or unimportant encounters aren't the best place to award magic items—save them for climactic encounters and ones that carry a lot of story weight in the adventure.

Intelligent monsters and NPCs use the magic items in their possession, much as adventurers do. If there's a magic shield in a troglodyte warren, it is probably being worn by a troglodyte champion. Similarly, a ring of water walking taken from an ill-fated Underdark explorer is more likely to be

on a drow cleric's finger than hidden in her belt pouch.

Powerful villains sometimes bequeath magic items to their favored minions. For example, an evil duke's trusted guard captain might wield a magic sword, while the goblin chief's wizardly advisor might carry a magic staff.

Buying Magic Items

Unless you decide your campaign works otherwise, magic items are, by and large, so rare that no market exists for them. Situations might arise that allow characters to buy or sell magic items. Buying magic items might be easier in a city with a magical academy or a large temple, or in some other location that serves as a hub where adventurers can sell their loot. For example, an apothecary might offer a small selection of potions, or the adventurers might hear rumors of a black market auction where magic items are sold.

Common magic items, such as certain potions and scrolls, can sometimes be procured from an alchemist or a spellcaster. Individuals who aren't normally in the business of selling magic items might want something other than gold in exchange. For example, an NPC mage might create a scroll for adventurers if they complete a quest for her.

Selling Magic Items

If a player character wants to sell a magic item, the lack of an established market makes doing so difficult. Usually, selling anything more than a common item requires an interested buyer first. Finding someone willing to purchase a magic item for anything even approaching its true worth is no simple matter, though. The buyer might be a wizard in a lonely tower in the hills, a wealthy dwarf lord with a mountain stronghold, or some other isolated or powerful person. A few buyers can afford to pay in coins or gems, but it's more likely that someone who wants the magic item will offer to trade some other item or service. Such negotiations can lead to interesting quests.

If the characters do find someone willing to put up gold, they'll probably have to settle for less

than the item's true worth. An item's price is based on its rarity.

Rarity

Magic item rarity serves several purposes in the game. An item's rarity provides a rough measure of the strength of the magic in the item as compared to other magic items. If your campaign allows for trade in magic items, rarity can help you set prices for them. Rarity also gives you a sense of how likely characters are to find a particular item, given the characters' level. All that said, rarity shouldn't get in the way of your storytelling. If you allow a *ring of invisibility* to fall into the hands of a 1st-level character, then so be it. It might be an enjoyable feature of your campaign.

A magic item has one of six different levels of rarity, from most to least available: common, uncommon, rare, very rare, legendary, and artifact. The closer an item's rarity is to artifact, the less numerous such items become. Most legendary items and all artifacts are unique.

MAGIC ITEM RARITY

Rarity	Min. Level	Item Value
Common	2	50–100 gp
Uncommon	3	100–500 gp
Rare	5	500–5,000 gp
Very rare	7	5,000–10,000 gp
Legendary	9	10,000–50,000 gp
Artifact	11	50,000+ gp

Min. Level: The item should be in the hoard or possession of a creature of this level or higher.

Item Value: The recommended amount that the magic item is worth, in gold pieces.

Identifying a Magic Item

Magic items rarely disclose their true nature upon discovery. Player characters have some straightforward ways to determine whether an item is magical and, if so, how it works. There are also ways to uncover some of the magic item's history, or learn if the item carries a curse.

Divination Magic: Using the *detect magic* spell is a good way to determine if there is something special about an item. The *identify* spell provides considerably more information about a magic

item, including whether you can attune yourself to it (see "Magic Item Attunement").

Trial and Error: In the absence of divination magic, a character might simply experiment with an item and try different things. "I put the ring on and jump up and down, flapping my arms," a player might say. If the item happens to be a ring that allows one to fly or to jump long distances, then the experiment (and good guesswork) should be rewarded. Or, after putting on the same ring, the character might ask if he or she feels anything. In this case, you might say, "You feel lightheaded, and your stomach lurches upward," or "You feel particularly light on your feet."

With consumable magic items such as potions, minor experimentation is fine. A sip of a potion, for example, might be enough to give a character a tingling sensation and some sense of the potion's nature while leaving enough of the potion to be useful.

Examination: Close study of an item might provide some information. A ring might be activated by a command word, which could be etched in tiny letters on the inside, or a feathered design might hint that the ring allows one to fly. In such a case, examination might be enough to discern the item's purpose and properties.

Recall Lore: Someone who can recall lore might learn a magic item's function (though perhaps not specific properties). For example, a magic weapon crafted by devils might be familiar to a character well versed in forbidden lore. Similarly, a character with knowledge of magic might recognize *boots of elvenkind* on sight.

A character familiar with a magic item's lore typically knows (or can correctly guess) the command word(s) needed to activate it.

The Item Itself: An intelligent item might reveal its lore and properties through conversation (actual or telepathic) or provide the information through dreams, empathic sensations, illusory images, or other means. The magic or nature of a nonintelligent item could provide information about the item.

Attunement: A magic item might require a character to be attuned to it before all its properties are accessible to that character. See "Magic Item Attunement" for details.

Secrets

Some items have secrets. An item might be secretly cursed or possessed by a fiend, or it might have a hidden property that is revealed only when the item is worn by an elf or wielded by a lawful good creature.

A secret should be a surprise to the item's user, whether pleasant or unpleasant—if it comes to light at all. Each item with a secret specifies whether and how the information is revealed to the item's owner. The various methods of identifying items typically do not reveal any secrets of the item, although lore might hint at those secrets.

Wearing Magic Items

In most cases, a magic item that's meant to be worn will adjust its size to suit a creature regardless of the wearer's gender or race. If you have a good reason for why a magic item shouldn't fit, though, run with it. Armor made specifically by the self-absorbed drow might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped characters to keep such items from being used against them. Such items should be exceptions, however, not the rule.

Use common sense to determine whether more than one of a given kind of magic item can be worn. Can a character wear two necklaces? Of course! People in the real world wear multiple necklaces, amulets, medallions, and holy symbols at the same time, and there's no prohibition against a character employing a *necklace of fireballs* while wearing an *amulet of protection*. Two belts? Sure, that's easy to picture, perhaps with a weapon hanging from each one. But can a character wear two pairs of boots? No, that's silly.

The simple rule is that a character can't wear more than one pair of footwear (boots, sandals, slippers, and so on), more than one pair of gloves or gauntlets, more than one suit of armor, more than one cloak, or more than one item of headwear (a helmet, hat, circlet, crown, or similar item). Feel free to impose other limits or grant exceptions where appropriate. For instance, a *hat of disguise* might allow the wearing of a mask or a circlet, but a character is unlikely to be able to wear two sets of bracers.

Items that are meant to function in pairs, including boots, bracers, gauntlets, and gloves, do not impart their benefits unless the entire pair is worn. A character can't wear a *boot of striding and springing* on one foot and a *boot of elvenkind* on the other foot to use the properties of either or both magic items.

Magic Item Attunement

Some magic items require a character to attune to them before the magical properties of those items can be enjoyed.

Attuning to a Magic Item: Attuning to a magic item requires that you first discover whether you can attune yourself to it. The *identify* spell is the most common way of discovering this fact. Unusual items magically reveal that fact to certain types of creatures or in certain circumstances.

The attunement process requires you to grasp or wear the item and spend 10 minutes concentrating on it. Depending on the nature of the item, this concentration can take the form of prayers, weapon practice, or meditation. In any case, the concentration period must be uninterrupted.

When you are attuned to an item, you can use any magical properties that require attunement. You also learn how to activate those abilities and any necessary command words or phrases to do so. See "Using a Magic Item" for different methods of magic item activation.

An item can be attuned to only one creature at a time. A magic item might require you to meet one or more prerequisites before you can become attuned to it.

Maximum Number of Attuned Items: A creature can be attuned to no more than three magic items at any given time.

Ending a Magic Item's Attunement: Your attunement to an item ends when you no longer satisfy the item's attunement prerequisites, when the item has been more than 100 feet away from you for 24 hours, and when you die. You can also voluntarily end your attunement to an item with 10 minutes of uninterrupted concentration.

Experimental Rules

Here are two rules you can experiment with in your campaign.

Maximum Number of Attuned Items. A creature can have a number of magic items attuned to it at any time equal to its Charisma modifier (minimum 1).

Test of Wills. An intelligent or cursed magic item might resist any attempt to remove it, let go of it, attune to it, or end its attunement. Any such conflict is resolved as a Charisma contest between the magic item and its user. If the user fails to win the contest, he or she is forbidden from taking the specified action; however, another attempt can be made after 24 hours have elapsed. If the intelligent or cursed item does not have a specified Charisma score, assume it has Charisma 10 and a +0 modifier to its Charisma checks.

When attuned to you, some cursed items can terminate your attunement to other items. See the item's description for details.

Magic Item Durability

A magic item is at least as durable as a regular item of its kind. If an uncommon, rare, very rare, or legendary magic item takes damage, it has resistance against that damage unless its description says otherwise. Artifacts are practically indestructible and require extreme measures and special quests to destroy.

Using a Magic Item

Each magic item has one or more magical properties that it imparts to its user when properly held, wielded, or donned. How a user activates the item's properties varies from item to item.

Worn: Many items must be worn to gain their benefits. A suit of armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders, a ring placed on a finger, and so on. Simply carrying around an item that's meant to be worn is not sufficient to gain its benefits.

Wielded: Most magic weapon properties apply when the weapon is used in combat. A weapon might have properties that are useful when the item is drawn or held.

Action Activated: A magic item that falls into this category requires an action to activate. Potions, scrolls, and many wondrous items fall into this category.

Some item properties not only take an action to activate, but also require the item's user to speak a command word or phrase. The command word or

phrase must be spoken in an area where hearing is possible.

Consumable: Some magic items are used up when activated. Many consumable items are also action-activated items. Once activated, a consumable item loses its magic and no longer functions.

Special Activations: Sometimes a user must do something special to activate a magic item, as indicated in the magic item's descriptive text.

Magic Item Details

The following tables allow you to add flavorful details to magic items. They are particularly useful for turning a *+1 long sword*, a suit of *+1 chain mail*, and similarly basic magic items into more interesting discoveries. The tables can also give you and your players a sense of each item's history and purpose.

Some of the table entries are more appropriate for particular kinds of magic items. If a rolled result doesn't make sense for a particular item, roll again or choose a better result.

CREATOR

d20	Creator
1	Abyssal
2–4	Ancient human
5	Celestial
6	Draconic
7	Drow
8–10	Dwarven
11	Elemental (air)
12	Elemental (earth)
13	Elemental (fire)
14	Elemental (water)
15–17	Elven
18	Fiendish
19	Giant
20	Gnome

The item's creator was a specific type of creature, or it crafted the magic item to be used by specified creatures.

Abyssal: The item is made of black metal or horn, and any cloth or leather components are crafted from the tanned hide of demons. Runes appear on its surface here and there, spelling out nonsense words. The owner of this item suffers

nightmares, the substance of which he or she forgets immediately upon awakening.

Ancient Human: This item is old and of human manufacture. The meaning of any symbols or heraldry emblazoned upon it is likely lost to antiquity. Pick a fallen kingdom from your campaign or an ancient figure of legend. The item is connected to that place or person.

Celestial: The weapon is light (half its normal weight) and inscribed with feathered wings, suns, and other symbols of good. Evil creatures are put off by its wholesome presence.

Draconic: This item is made from scales and talons shed by a dragon during its life. The item incorporates precious metals and gems from the dragon's hoard. It grows warm when a dragon is within 100 feet of it.

Drow: The item is black as pitch, light (half its normal weight), and inscribed with spiders and webs in honor of Lolth, Demon Queen of Spiders. It might function poorly or disintegrate if exposed to sunlight for a significant time.

Dwarven: The item is durable and has Dwarven runes worked into its design. It is not easily broken, torn, or otherwise damaged.

Elemental (Air): A metal item is light (half the normal weight) and feels hollow, but is as tough as normal, while fabrics are wispy gauze and silk.

Elemental (Earth): This item is crafted from stone rather than metal, though it weighs as much as normal. Any cloth or leather elements are studded with finely polished rock.

Elemental (Fire): This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames and leering efreets cover its surface. Shades of red and orange are the prevailing color scheme.

Elemental (Water): Lustrous fish scales replace leather or cloth on this item, while metal portions are instead crafted from seashells and worked coral as hard as any metal.

Elven: The item is well preserved, light (half the normal weight), flexible where it needs to be, and adorned with leaf and vine motifs.

Fiendish: The item is made of black iron inscribed with runes, is warm to the touch, and features leering, fiendish faces on the guard or hilt. Any cloth or leather components are crafted from the hide of demons or devils. Good creatures are put off by its unwholesome presence.

Giant: The giants crafted many items for their smaller allies. Such an item appears a little bit oversized.

Gnome: The item is crafted to appear thoroughly unremarkable. The item might look tattered, battered, or well-worn—all the better to discourage thieves from stealing it.

NATURE

d8	Nature
1	Arcane
2	Bane
3	Storied
4	Ornament
5	Prophecy
6	Religious icon
7	Sinister
8	Symbol of power

The item has a special purpose or contains echoes of an important event or person.

Arcane: This item was created by a powerful mage and bears his or her symbol or sigil. A faint magical glow surrounds it, but the light is too dim to illuminate anything other than the item.

Bane: This item was created to slay or contend with a particular kind of enemy. The item is also recognized and hated by such creatures.

Storied: A great hero or villain once wielded this item.

Ornament: Used in parades or to commemorate a special occasion, the item is festooned with inset gemstones, gold or platinum inlays, and decorative filigrees. It might have been commissioned as a gift to commemorate a great deed.

Prophecy: Whoever bears this item is destined to play a key role in future events.

Religious Icon: This item was used in religious ceremonies dedicated to a particular god. It has holy symbols worked into it, and followers of that god will attempt to reclaim the item if they spot it.

Sinister: This item is linked to a terrible deed of evil, such as a massacre or assassination. Anyone who sees the item and succeeds at a DC 15 Intelligence (History) check recalls the item's role in that event.

Symbol of Power: This item was once used as part of royal regalia, an icon of a noble title, or a badge of office. Its former owner might desire it,

or someone might mistakenly assume its new owner is the item's legitimate inheritor.

MINOR PROPERTIES

d20	Minor Property
1	Beacon
2	Compass
3	Conscientious
4	Delver
5	Gleaming
6	Guardian
7	Harmonious
8	Hidden Message
9	Illusion
10	Key
11	Language
12	Sentinel
13	Song Craft
14	Strange Material
15	Temperate
16	Unbreakable
17	War Leader
18	Waterborne
19	Wicked
20	Roll twice, rerolling any additional 20s

This item has a minor but useful ability, which might be connected to its purpose.

Beacon: On command, this item emits bright light in a 10-foot-radius and dim light for an additional 20 feet. Speaking the command word again douses the light.

Compass: By taking an action to concentrate, the bearer knows which way is north from his or her current position.

Conscientious: When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience.

Delver: While underground, the item's bearer always knows her or his depth and the direction (though not distance) to the nearest staircase, ramp, or other path leading upward.

Gleaming: Dirt and grime never accumulate on this item.

Guardian: The item whispers warnings to its bearer, granting a +2 bonus to initiative checks.

Harmonious: The item can be attuned in one-tenth the normal time (1 minute instead of 10 minutes).

Hidden Message: A message is hidden somewhere on the item. It might be visible only at

a certain time of the year, under the light of a specific phase of the moon, or in a specific location.

Illusion: The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded and have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it.

Key: The item is used to open or otherwise unlock a container, chamber, vault, or perhaps an entire tomb or dungeon.

Language: The bearer can speak the item creator's language (or a language of the DM's choice).

Sentinel: Choose a kind of creature that is an enemy of the item's creator. This item glows when such creatures are within 100 feet of the item.

Song Craft: Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song. Learning the song's lyrics might reveal a secret that the item was crafted to keep safe.

Strange Material: The item was created from a material (such as wood, bone, or glass) that is bizarre given its purpose.

Temperate: The bearer feels no effects of cold temperatures as low as 0° F or as warm as 120° F.

Unbreakable: The item cannot be broken.

War Leader: The bearer can cause his or her voice to carry clearly for up to 500 feet.

Waterborne: This item floats. Its bearer has advantage on Strength (Athletics) checks made to swim.

Wicked: When the bearer contemplates or undertakes a benevolent act, the item seeds the mind with doubt and rationalizations to work against the act.

MINOR QUIRKS

d20 Minor Quirk

1	Blissful
2–3	Confident
4	Coveted
5	Covetous
6–7	Frail
8–9	Hungry
10	Loud
11	Melancholy
12	Metamorphic
13	Mistaken
14	Muttering
15	Painful
16–17	Possessive
18	Repellent
19	Slippery
20	Slothful

This item has a flaw, a defect, or some other minor quirk that can be uncomfortable or irritating.

Blissful: While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence.

Confident: The item makes its bearer feel nigh invincible. This sensation does not protect the bearer from fear effects.

Coveted: Other intelligent creatures that see the item desire it.

Covetous: The item's bearer becomes obsessed with material wealth.

Frail: The item crumbles, frays, chips, or cracks slightly when wielded, worn, or activated. This quirk has no effect on its properties, but if the item has seen much use, it looks decrepit.

Hungry: This item's magical properties function only if fresh, humanoid blood has been applied to it within the past day. It needs no more than a drop to activate.

Loud: The item makes a loud noise, such as a clang or a shout, when wielded or when one or more of its properties are activated.

Melancholy: While carrying the item, the bearer experiences sadness and might weep when confronted with failure or overwhelming odds.

Metamorphic: The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor transformations, which do not affect the item's use or magical properties.

Mistaken: While in possession of the item, the bearer is often mistaken for someone else.

Muttering: The item grumbles and mutters all the time. A character who listens carefully to what the item says might learn something.

Painful: The bearer experiences a lingering ache while wielding the item or has a flash of pain when activating one or more of its properties. The pain has no other adverse effects.

Possessive: The item demands attunement when first wielded or worn and does not allow its bearer to attune other items. (Other items already attuned to the bearer remain so until their attunement expires.)

Repellent: The bearer feels a sense of distaste on first touching or handling the item, and continues to sense foreboding or discomfort while using or carrying it.

Slippery: The item resists being picked up or drawn. Any attempt to do so requires a contest of Dexterity. The item has a +0 modifier on this Dexterity check. If the item wins the contest, it is dropped.

Slothful: As long as the item is in the bearer's possession, the bearer takes a –2 penalty to initiative.

Armor

Forged in a dwarf's furnace while the smith intones prayers to Moradin and invokes the might of the ancestors, crafted by elemental spirits in the fantastic City of Brass, or knit together from the scales of a vanquished dragon, magic armor provides much-needed additional protection for adventurers.

+1 Armor

The most basic form of magic armor is of fine make, a work as much of art as of utility.

Magic armor comes in all kinds, though exotic types are rare compared to the more common ones. You can choose a suit of armor from the equipment list or roll to determine its type randomly. If you know the magic armor's rarity already, find the appropriate section of the table and roll once to determine the armor type. Otherwise, roll first to determine its rarity.

d100	Rarity/Armor Type
01–40	Uncommon
01–30	Leather armor
26–54	Studded leather
55–78	Scale mail
79–00	Chain mail
41–75	Rare
01–35	Dragon leather
36–55	Studded dragon leather
56–75	Dragon scale
76–90	Splint
91–00	Banded
76–00	Very rare
01–40	Mithral shirt
41–75	Mithral scale
76–90	Plate
91–00	Mithral plate

Property: You gain a +1 bonus to AC while you wear this armor.

Armor with a Bonus Higher than 1

A basic suit of armor can have a bonus to AC that is greater than 1, but such armor is unusual. Typically, a higher bonus appears in a magic item such as *efreeti chain*, which has additional properties.

Spellguard Shield

Rare magic armor (shield)

This shield's face features a metallic circular design inscribed with various arcane runes, combining the straight, sharp lines of Dwarven letters with flowing Elven script. When the shield is held defensively, this rune-scribed circle seems to lift off the face of the shield, then rotate.

The design of this shield originated in a dwarven kingdom beset by drow. Its champions carried *spellguard shields* to defend against drow wizards and priestesses in battle.

Property: While you are using this shield, you have advantage on saving throws against spells.

Weapons

Whether crafted for some fell purpose of murder and mayhem or forged to embody the highest ideals of honor and chivalry, magic weapons are the pinnacle of the smith's craft.

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet is fired,

it does not break or use up its magic under normal circumstances, whether or not it hits its target.

+1 Weapon

Uncommon magic weapon (varies)

The most basic form of magic weapon is a superb product of the forge.

Basic magic weapons are predominantly long swords, but other such weapons certainly exist. The DM chooses a weapon from the equipment list or rolls to determine its type randomly.

d100	Weapon Type
01–30	Long sword
31–40	Dagger
41–50	Mace
51–55	Battleaxe
56–60	Warhammer
61–70	Rapier
71–75	Great axe
76–80	Great sword
81–85	Morningstar
86–90	Maul
91–93	Light crossbow
94–95	Heavy crossbow
96–97	Shortbow
98–00	Longbow

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

Weapons with a Bonus Higher than 1

A basic magic weapon can have a bonus to attack rolls and damage rolls that is greater than 1, but such a weapon is unusual. Typically, a higher bonus appears in a magic item such as the *rod of lordly might*, which has additional properties.

Flame Tongue

Rare magic weapon (long sword)

This blade is etched with flame designs that sometimes flare as if they were real fire. It is warm to the touch. In combat, the blade roars to life. It burns like a red dragon's tongue might, flaming scarlet and orange, and the weapon's tip exhales a thick spiral of black smoke.

Property: As an action, you can speak the sword's command word to cause flames to erupt from the blade. The flames emit bright light in a

20-foot radius and dim light for 20 feet beyond that. The flames last until you speak the command word again or until you drop or stow the item. Your attacks made using the weapon while it's flaming deal 2d6 extra fire damage.

Potions

A potion can be any kind of magical liquid, from an elixir that is drunk to an oil applied to a creature or object. Most potions consist of about one ounce of liquid, but others are enough to anoint a creature.

Sampling a potion might give a character some sense of the potion's nature while leaving enough of the potion to be useful.

Using a Potion: Potions are consumable magic items. At minimum, drinking or applying a potion requires an action, consuming the entire potion. Similarly, administering a potion to someone else requires an action. Once used, a potion takes effect immediately, according to its effect.

Optional Rule: Mixing Potions

A character might drink one potion while a previously imbibed potion's effect persists, or pour several potions into a single container. The strange ingredients used in manufacturing potions can result in unpredictable interactions.

When a character mixes two potions together, roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, stacking up the results. Unless the effects are immediately obvious, reveal them only when they become evident.

POTION MISCIBILITY

d100	Result
01	The mixture creates a magical explosion, dealing 6d10 force damage to the mixer and 1d10 force damage to each creature within 5 feet of the mixer.
02–03	The mixture becomes a potion of poison.
04–08	The mixture becomes a potion of delusion that appears to have one of the mixed potions' effects.
09–15	Both potions lose their effects.
16–25	One potion loses its effect.
26–35	Both potions work, but with half their normal effects. If an effect cannot be halved, at least in duration, it is instead lost.
36–90	Both potions work normally.
91–99	One potion has twice the normal effect. If no effect can be doubled, at least in duration, both potions work normally.
00	Only one potion works, but its effect is permanent. Choose the simplest effect to make permanent, or the one that seems the most fun. For example, a <i>potion of healing</i> might increase the drinker's maximum hit points by 4, or <i>oil of etherealness</i> might permanently make the user incorporeal. At your discretion, <i>dispel magic</i> or <i>remove curse</i> might end this lasting effect.

Potion of Climbing

Common potion

This potion is separated into brown, silver, and gray layers resembling bands of stone. If the container is shaken, upon settling, the potion separates once more. A person who samples the potion feels his or her fingers and toes itch and is momentarily filled with the desire to climb. Drinking it causes the person to notice on every vertical surface paths composed of tiny ledges, imperfections, and cracks that offer handholds and footholds.

Property [Consumable]: As an action, you drink the potion. For 1 hour, you automatically succeed on any Strength (Athletics) check you make to climb.

Potion of Diminution

Rare potion

A character who samples this transparent fluid feels his or her body being squeezed slightly.

Observers notice that the character becomes a bit smaller for a moment.

On drinking this potion, everything the imbiber sees seems to grow larger, as if the imbiber has entered a land of giants.

Property [Consumable]: As an action, you drink the potion. You shrink to 10 percent of your normal size and weight. Although you retain your game statistics, you deal only 10 percent of the damage you normally deal (minimum 1). Thanks to your reduced size, you can gain cover from smaller objects than normal and can more easily attempt to hide behind such objects. You can also stow away inside containers that would ordinarily be too small to hold you. The effect lasts for 1d4 hours.

Potion of Mind Reading

Rare potion

This cloudy liquid constantly and visibly moves in its container. A character who samples it hears phantom voices for a moment. Drinking the potion causes the imbiber to briefly hear such voices from every side.

Property [Consumable]: As an action, you drink the potion. Choose a creature within 50 feet of you. The target must make a DC 15 Wisdom saving throw. On a failed save, you can read the target's surface thoughts and sense its emotional state for 1 minute. On a successful save, you gain no benefit, but the target doesn't know you attempted to read its mind. A target that suspects you're reading its thoughts can make a DC 15 Wisdom check as an action to end the effect. If the target moves more than 50 feet away from you, the effect ends.

Potion of Poison

Uncommon potion

This potion appears to be another sort of potion, and it tastes and smells just like that potion. Sampling produces a sensation that mimics that of the other potion. A character who drinks the potion is racked with pain, as though from a dagger in the gut.

Property [Consumable]: As an action, you drink the potion. At the start of your next turn after you drink the potion, you take 3d6 poison damage. At the end of each of your turns in which

you took damage from the potion, you make a DC 12 Constitution saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. If the poison damage is reduced to 0, the effect ends.

A *dispel magic* spell or a *greater restoration* spell immediately ends the effect.

Scrolls

A scroll is typically a spell stored in written form. Some scrolls bear unique incantations that produce potent wards or other magical effects.

Using a Scroll: A scroll is a consumable magic item. Whatever the nature of the magic contained in a scroll, unleashing that magic requires reading it. When its magic has been invoked, the scroll cannot be used again. Its words fade, or it crumbles into dust.

Spell Scroll

Uncommon scroll

Often found in a tube of ivory, jade, leather, metal, or wood, a *spell scroll* bears the magical words of a single spell, written in a mystical cipher.

Property [Consumable]: If the spell written on the scroll appears on your class's spell list, you can use an action to cast it without having to meet any of the spell's requirements.

If the spell is of a higher level than you can normally cast, you must first make a magic ability check to cast the spell. The DC equals 10 + the spell's level. On a failed check, the spell on the scroll disappears and has no effect.

Optional Rule: Scroll Mishaps

A caster who fails at using a *spell scroll* must make a DC 10 saving throw using his or her magic ability. If the saving throw fails, roll on the Scroll Mishap table.

SCROLL MISHAP

d6	Result
1	A surge of uncontrolled magical energy deals 1d6 psychic damage per level of the spell to the caster.
2	The spell affects the caster or an ally instead of the intended target, or affects a random target nearby if the caster was the intended target.
3	The spell takes effect at a random location within the spell's range.
4	The spell's effect is contrary to its normal effect, but is neither harmful nor beneficial. For instance, a <i>fireball</i> might produce an area of harmless cold.
5	The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration, or 2d10 minutes for spells that take effect instantaneously. For example, a <i>fireball</i> might cause smoke to pour from the caster's ears for 2d10 minutes.
6	The spell activates after 1d12 hours. If the caster was the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away.

Wondrous Items

A wondrous item is a magic item that doesn't fit neatly into another category. Wondrous items include worn items such as boots, belts, capes, gloves, and various pieces of jewelry and decoration, including amulets, brooches, and circlets. Bags, carpets, crystal balls, figurines, horns, musical instruments, and other objects also fall into this category.

Bag of Holding

Uncommon wondrous item

This appears to be an ordinary cloth sack, roughly 2 feet in diameter at the mouth and 4 feet deep. Opening the sack reveals an interior space considerably larger than its outside dimensions.

Property: This bag can hold up to 500 pounds of weight, not exceeding a volume of 70 cubic feet. The bag always weighs 15 pounds, despite the weight of any contents.

Placing an object in the bag does not require an action, but retrieving an item from the bag does.

The bag has a few limitations. If the bag is overloaded, or if a sharp object pierces it or tears it, the bag ruptures and is destroyed. If the bag is destroyed, its contents are lost forever, although an artifact always turns up again somewhere in the world. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. If a breathing creature is placed within the bag, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Secret: Placing a *bag of holding* inside a *portable hole* opens a momentary gate to the Astral Plane. Any creatures within a 10-foot radius are drawn to the Astral Plane, the rift closes, and the *portable hole* and *bag of holding* are destroyed.

If a *portable hole* is placed into a *bag of holding*, a similar rift appears, but it leads to a random plane of existence.

Boots of Striding and Springing

Uncommon wondrous item

These leather boots have springy soles and are cushioned inside to provide a comfortable fit.

On donning the boots, the wearer feels a sudden, brief urge to travel—a fleeting ambition to walk from one end of the world to the other.

Property: You never take a penalty to speed from being encumbered or from wearing armor while wearing these boots. In addition, whenever you jump, you jump three times the normal distance.

Cloak of Elvenkind

Uncommon wondrous item

This long cloak is fashioned from gray cloth, expertly crafted, and is half the weight of a normal cloak.

An elf who sees a non-elf wearing a cloak of this sort might assume the cloak is stolen. In some cases, however, *cloaks of elvenkind* are presented as gifts to the elves' most trusted and valued allies.

Property: While you wear a *cloak of elvenkind* with the hood up, you can attempt to hide in any natural environment, as long as no creatures are within 20 feet of you. You do not have to be obscured to make the attempt, but you must stay quiet.

Pearl of Power

Uncommon wondrous item

This pearl comes in many colors but is average in size and luster. When grasped, it feels warm to the touch. After the pearl's magic is discharged, it feels like any other pearl.

Property: Once per day, as an action, you can speak the pearl's command word to regain one expended spell slot of up to 3rd level.