



ZOG'S ARCANE FARRAGO



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Christian Eichhorn did not start playing tabletop roleplaying games until 2016, but grew up with classics like Fallout, Fallout 2, Icewind Dale, Baldur's Gate II, Planescape: Torment, Diablo, and Morrowind. Since no game captured the spirit of these experiences in more than a decade, Christian set out to write his own stories.

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Disclaimer: I, Zog the Greater, am not responsible for any damage caused by creatures or constructs who employ items sold in my shop. They are neither properly tested nor certified. It would be a miracle if there is no calamity for once. If anyone, the gods are to blame. Thinking about it, they have always been a thorn in my side. One of these days, I will round them up and put them on trial for their gross negligence. Anyway, where was I? Yes, I wanted to make myself a nice cup of tea.

ZOG THE MAD MAGE

This collection of magic items is sold by a wacky mage named Zog (neutral male human **archmage** MM 342), who operates a shop on Hillock's Court in Waterdeep's Castle Ward. The house he owns appears distorted from the outside, and usually there is some sort of riddle visitors have to solve before they are allowed to enter. At other times, Zog creates portals to random places in the Realms to allow passersby a glimpse at his wares. Strangely enough, this happens more often than not to adventurers with heavy coin purses.

Once upon a time, Zog was an adventurer himself, but retired when he grew too old. His favorite past time as an adventurer were the drawn-out, emaciating haggle sessions, during which he sold the group's findings or acquired new items. So he decided to dedicate the rest of his life to commerce! When Zog welcomes guests and possible customers, he offers them tea and plays the part of an absent-minded and slightly mad wizard. Alas, after many decades Zog convinced himself that his performance was a mere act. Actually, he is madder than he realizes and tones his antics down while customers browse his displays.

While visiting, it often so happens that people meet who don't mix together all too well. When you encounter your first angry abishai on the lookout for some forbidden spell scrolls, you'll understand what I mean—but Zog treats all his customers with courtesy and respect, as long as they know how to behave themselves. If they don't, Zog sees them out. In emergencies, the mage calls upon the Xith brothers, two **djinnis** (MM 144) who owe their life to Zog.

The items found within this collection have a rarity assigned according to the *Dungeon Master's Guide* (DMG). However, each of the items is unique and the rarity only references the item's suggested price. Follow the guidelines found within the official ruleset to determine a price appropriate for your campaign (DMG 135). Instead of a price measured in gold, Zog also has use for brave adventurers to send on certain quests, with an item being the promised reward. Alternatively, forgo any interaction with Zog and hide the items in the darkest dungeons, guarded by deadly dragons.



Fig. 1. Zog, drinking chamomile tea

MAGIC ITEMS

ALDFIRTH'S GRIMOIRE

Wondrous item, very rare (requires attunement)

Charges. This book has 10 charges and regains 1d4 expended charges daily at dawn. If you expend the last charge, roll a die. On an even number, a dark spirit appears. It consumes the book, deals 6d10 necrotic damage to you, and vanishes, taking the book with it.

Black Cat of Doom. While holding the book, you can use an action and expend 5 charges to summon a black cat of doom. Choose a creature within 60 feet of you that you can see. Thereafter, the cat continuously follows the target. As long as the cat remains, the target has disadvantage on saving throws. The cat vanishes when the target succeeds on a saving throw, the target or the cat is killed, or it is dispelled with *dispel magic* (DC 14 to dispel). A black cat of doom has 1 hit point and 12 AC. If the target kills a cat, it receives 1d4 necrotic damage and two new black cats of doom appear in its stead.

Vengeful Spectre. While holding the book, you can use an action and expend 5 charges to summon a vengeful spectre. Choose a creature within 5 feet of you that you can see. The target must succeed on a **DC 18 Charisma saving throw** or be haunted by the vengeful spectre. The vengeful spectre hovers 5 feet above the target and appears like an oily fog. It remains for 1 hour or until the target would recover hit points. This does not apply to hit points recovered during a short or long rest. Instead of recovering hit points, the target takes that much damage instead. You are healed for the same amount of hit points if you are within 5 feet of the target. You are aware of the target's location until the vengeful spectre disappears.

Suffocating Void. While holding the book, you can use an action and expend 10 charges to create an invisible sphere around a Large or smaller creature within 30 feet of you that you can see. There is no gravity inside the sphere, and it is devoid of atmosphere. The target must make a **DC 16 Strength saving throw** at the start of each of its turns as long as it is enclosed in the sphere. On a failed save, the target's lungs empty.

While in this state, the target can survive for a number of rounds equal to its Constitution modifier (minimum 1) inside the sphere. After this time has elapsed, the target drops to 0 hit points and is dying. It can't regain hit points or be stabilized until it can breathe again. You must maintain concentration while the sphere exists, as if you were concentrating on a spell.

Aldfirth "Wormlust" Thorn was a Red Wizard of Thay. Depending on who you ask, he was either one of the greatest or one of the most ill-famed wizards in Thayan history. He earned his nickname, Wormlust, during his time in Thaymount's most prestigious arcane university. Even by Thayan standards, he displayed an unusual love for the deceased and the necromantic arts. So much so that most students avoided him, except for his closest friend and rival, Gwendil. Aldfirth's colorful life culminated with his transformation into a lich. This book was created long before Aldfirth killed his friend Gwendil and sacrificed his soul, and it is only one of many items Aldfirth discarded after his unlife began.

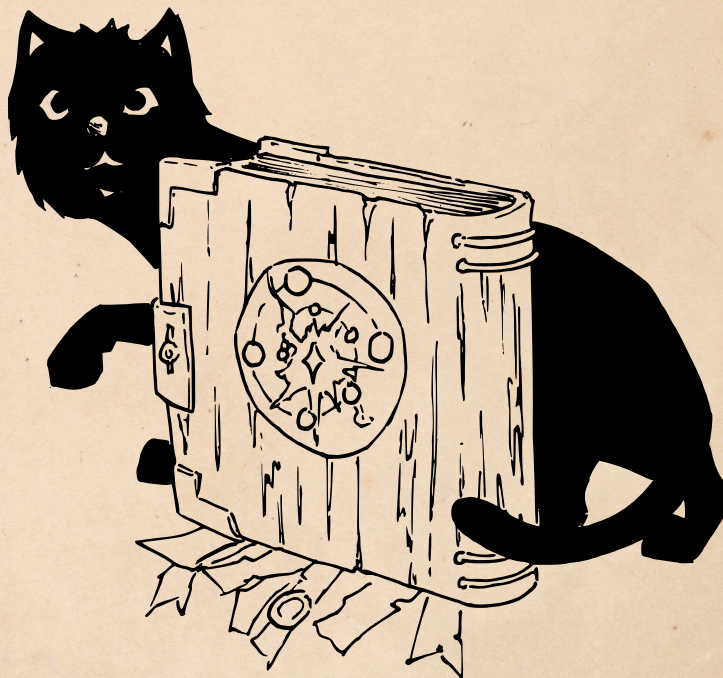


Fig. 2. The Grimoir and a Black Cat of Doom

BLACKSTONE

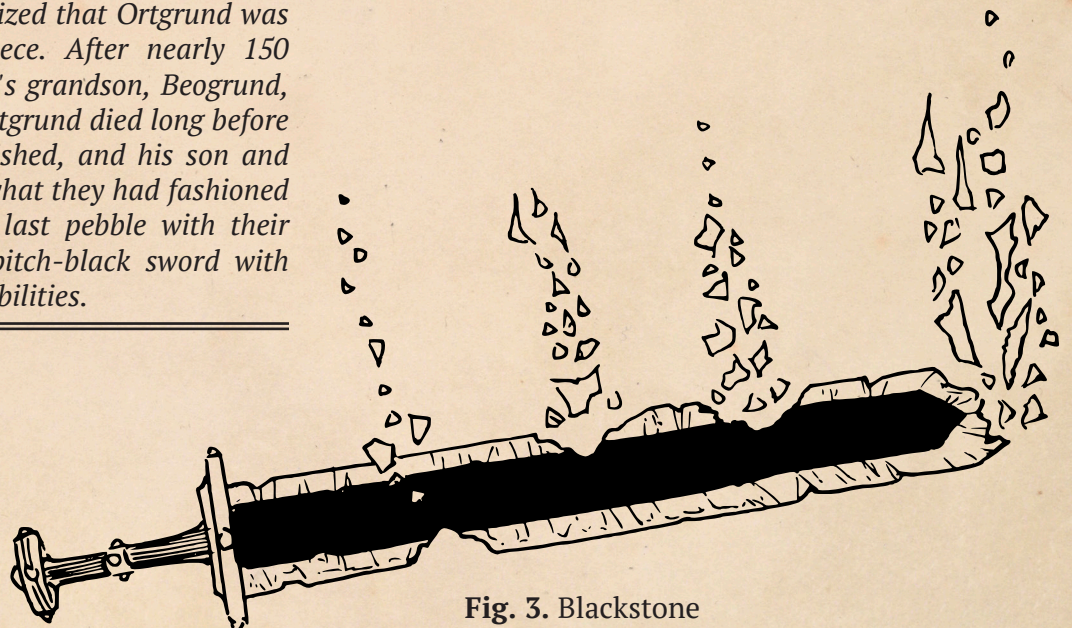
Weapon (greatsword), very rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Turn To Dust. You can use an action to turn this weapon into dust or revert it to its original form. You must be within 60 feet of the sword to use this feature. The weapon can only revert to its original form if there's enough space.

Smother. Choose a creature within 60 feet of you that you can see. You can use an action to turn this weapon into dust and force the dust into the lungs of the target. At the start of its turn, the target takes 2d6 necrotic damage if the dust is within its lungs. At the end of its turn, the target must succeed on a **DC 15 Strength saving throw** or the dust remains inside its lungs. The sword returns to your hands if you use an action to return it or if the target succeeds on its saving throw. Once you use this feature, you can't use it again until you finish a short or long rest.

This sword is made of stone and features razor-sharp, jagged edges. The weapon was formed from a gabbro vein by a small dwarven clan, now known as the Blackhands. Taken by a fey mood, an old dwarf named Ortgrund worked day and night, picking away at a stone vein with his bare hands. Ortgrund's odd behaviour disturbed his friends and family but they could not convince him to cease his work. Many years later, Ortgrund's son, Maribor, joined his father in his quest after he realized that Ortgrund was working on a masterpiece. After nearly 150 years of labor, Ortgrund's grandson, Beogrund, joined his kin as well. Ortgrund died long before his masterpiece was finished, and his son and grandson only realized what they had fashioned after they removed the last pebble with their callus black hands: a pitch-black sword with unique abilities.



BLOODRAVEN'S GLOVES

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

Infusion of Blood. Whenever you cast a spell that deals damage to a creature, you can add a damage die equal to or lower than to a number of hit points you sacrifice. For example, by sacrificing 6 hit points, you can add a d6 to the spell's damage. You cannot sacrifice hit points if the damage would bring you to 0 hit points. Additionally, you cannot sacrifice temporary hit points.

Red Recovery. During a short rest, as long as you have access to a corpse of a creature that was killed less than 1 hour ago, you don't expend the hit die you use to recover hit points.

Curse. This item is cursed, and becoming attuned to it extends the curse to you. As long as you remain cursed, you are unwilling to part with the gloves, and are forced to wear them at all times. The longer you are attuned to this item, the more you learn to hate the sun.

By night, Bloodraven stalked the city and drank from the blood of the hapless and unwary. A dark madness swirled in him, convincing him that he was a vampiric sorcerer who needed blood to weave his spells. Each time he plunged his blunt teeth into a fresh victim's neck, he gagged and had to fight his body to keep the nectar down. Disgusting, he thought, but he carried on since he needed the blood to survive.

Fig. 3. Blackstone

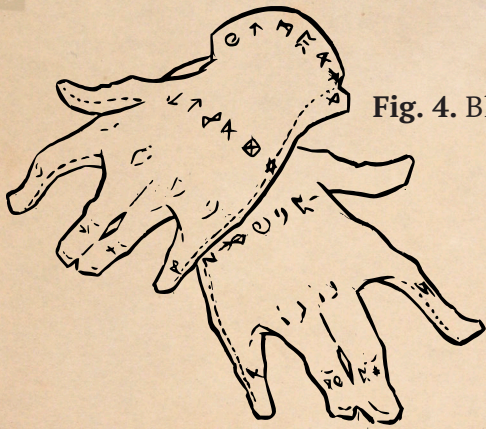


Fig. 4. Bloodraven's Gloves

BODWEB'S BEEHIVE

Wondrous item, rare (requires attunement)

Unleash the Bees of War. Choose a Large or smaller creature within 80 feet of you that you can see. Using an action, you can summon a swarm of bees that emerges from the hive and engulfs the target. At the start of its turn, the target must make a **DC 14 Constitution saving throw**. On a failed save, the target has disadvantage on ability checks and attack rolls and takes 1d4 piercing damage. The swarm of bees disperses after 1d4 rounds. The summoned bees have the statistics of a **swarm of insects** (MM 338) but cannot attack. Once you use this feature, you can't use it again until you finish a short or long rest.

Healing Honey. Over the course of 10 minutes, you harvest a jar of honey from the hive. A person who consumes the honey regains 1d6 hit points and gains resistance to poison damage for 1 hour. The honey loses its magic properties after 1 hour. Once you use this feature, you can't use it again until you finish a long rest.

Bodweb was a traveling druid who walked across Faerûn from west to east and back again. Armed with his trusted walking staff and a mobile beehive on his back, he braved any challenge the world threw at him. He bested the bone dancers of Gulthador, cured the contaminated worms of the Purple Plain, and eradicated the Jiangshi from Koryaz. Like a whirlwind, he swept through the world, and only the sirens on the Islands of Delights made him stay longer than he anticipated. However, after decades upon decades, Bodweb grew too old for adventure. He built himself a home hidden deep inside the High Forest and bestowed his beehive upon the first traveler who found their way to him.

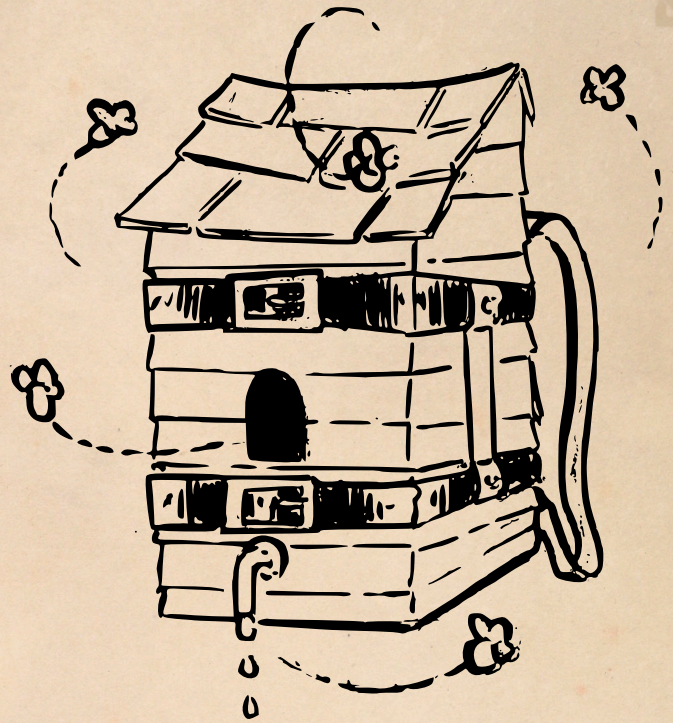


Fig. 5. The Beehive

BOOK OF SERVANTS

Wondrous item, legendary (requires attunement)

Conclude a Contract. As an action, you can challenge a creature to a duel. An unwilling creature must succeed on a Charisma contest to decline the duel. If you or your allies defeat the creature in combat, the creature's name and one of its random traits or spells appears in the book. To be defeated, a creature must be reduced to 0 hit points. You can conclude a number of contracts equal to 3 times your Charisma modifier. If you conclude more, a random contract disappears from the book.

Enforce a Contract. Once per day, you can use a bonus action to gain access to a trait or spell of a creature that has appeared in the book as part of the Conclude a Contract feature. A trait persists for 1 hour, and a spell can be cast once. Use the creature's statistics to determine the spell save DC and spell attack bonus. When you use this feature, the creature becomes aware of your location.

Cancel a Contract. A creature that entered a contract with you can challenge you to a duel. If the creature is victorious, or you refuse the challenge, its name is erased from the book. You can end a contract at any time you want by striking a name from the book. A contract is also canceled once the creature dies.

This book was created by a person known as Kiore. She was a creature of immense power and traveled the planes to duel the strongest of the strong. A defeated foe was forced to sign her Book of Servants, and Kiore grew more powerful with every name she collected. The legends say that her final opponent was Exarch Bahgtru. She put him in his place with ease. However, Gruumsh intervened before Bahgtru's name found its way into the book. Gruumsh imprisoned Kiore in an endless maze beneath the Iron Fortress on the plane of Nishrek and threw the Book of Servants into the Astral Sea. Presumably, only three beings survived up until now, since their names can still be found in the book.

CHRONICLES OF THE BALEFIRE LEGION

Wondrous item, very rare (requires attunement)

Call Upon the Legion. Over the course of 10 minutes, you recite the exploits of the Balefire Legion written on these scrolls. After completing the rendition, the scrolls fall to dust and are destroyed. Additionally, fifty **zombies** (MM 316) break through the ground at random locations within 60 feet of you. The zombies are friendly to you and your companions. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures, but otherwise take no actions. After one day has passed, the zombies fall to dust, and a magical wind carries away their remains.

This scroll canister contains the last written testament of the Balefire Legion. They were a band of mercenaries who campaigned for five generations. These scrolls retell the legion's greatest exploits and legendary victories, but also most tragic losses. An excerpt:

1244 DR — The siege of Hlondeth came to an end after three long years. We have lost many comrades during this time, but we also gained many new bodies. Over time, they will become trusted companions. We mourn second in command Ace of Spades who personally led the last charge and carried our banner into the throne room. There, he fell. Glasses up!

Concluded Contracts

Trait or Spell	Signed by
You can breathe air and water.	Aahng
You know when you hear a lie.	Cerviel
You can cast <i>dimension door</i> .	Aegdoul

DM NOTE

The Book of Servants still contains three signatures. Aahng is an **aboleth** (MM 13), Cerviel is a **solar** (MM 18), and Aegdoul is a **lich** (MM 202).

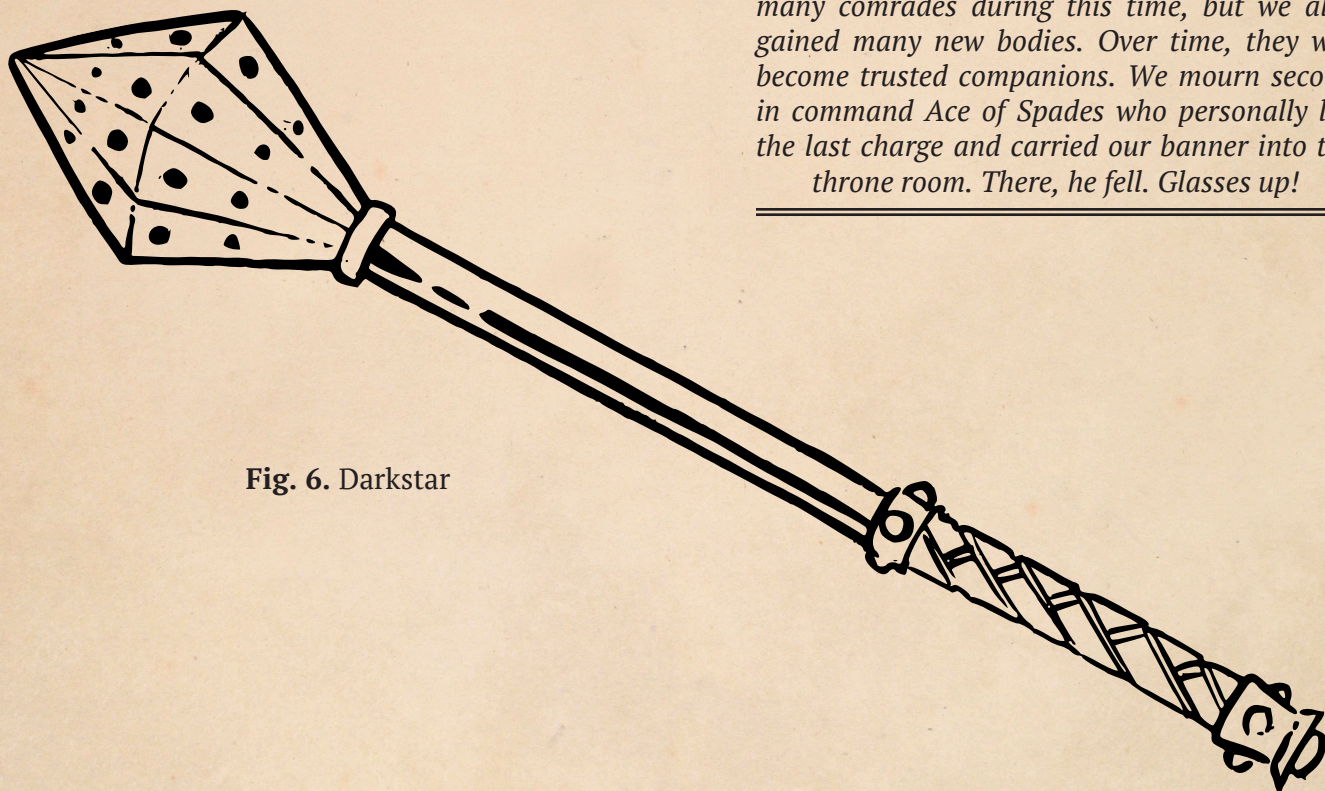
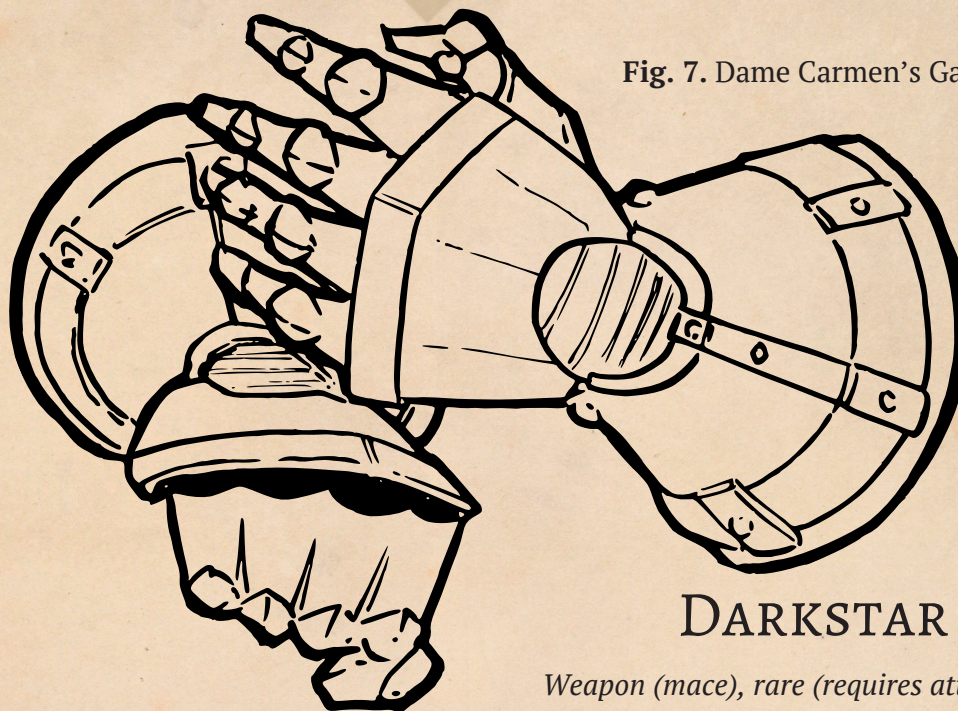


Fig. 6. Darkstar

Fig. 7. Dame Carmen's Gauntlets



DAME CARMEN'S GAUNTLETS

Wondrous item, rare (requires attunement)

True Knight. While wearing these gauntlets, you can wield lances with one hand even if you aren't mounted. Additionally, you can cast find steed once. You can't use this feature again until you finish a long rest.

Deadly Thrust. While wearing these gauntlets and using a weapon that deals piercing damage, you can use an action to make a special thrust attack against a target within reach. The target takes 2d12 piercing damage and must make a **DC 16 Dexterity saving throw**. On a failed save, the target is knocked prone. Once you use this feature, you can't use it again until you finish a short or long rest.

These gauntlets belonged to Carmen Liano, a staunch defender of everything that is good and righteous. She was brought up with stories about knights and honor, which inspired her and carved out the path to her future. After witnessing the disgusting reality of corruption and debauchery in the knights' ranks, instead of faltering, she redoubled her efforts. Against all odds, she rose to the highest rank of her order and weeded out the dishonorable. It was bloody business, but the order's shining deeds after the cleansing made more than up for it.

DARKSTAR

Weapon (mace), rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Absorb. By using a bonus action, the weapon starts absorbing light within 15 feet of you. The illumination in the area is lowered by one category, either from bright light to dim light, or from dim light to darkness. You cannot use Absorb in darkness. You must maintain concentration while using Absorb, as if you were casting a spell.

Ignite. While you use the Absorb feature, you can use an action to unleash the stored light in a fiery explosion. A creature within reach specified by you must make a **DC 16 Constitution saving throw**. You don't need to see the creature to target it. The target takes 2d6 fire damage and 2d6 radiant damage on a failed save, or half as much damage on a successful one. Once you use this feature, you can't use it again until you finish a short or long rest.

Recovered from the skeletal grasp of a dead forefather in an unfinished state, Darkstar was finally completed by the callous hands of a dwarven smith called Oin. In the fires of the legendary Forge of Spells, it took shape and came to life. Darkstar served Oin for many decades, but accrued much ill fame after it came into the hands of more evil beings.

The head of this mace is formed like a diamond and is suffused with hundreds of tiny holes. Its dark steel finish is ominous, and Darkstar seems to cast darker shadows than its surroundings.

DED-SMASHA

Grand title, rare (requires attunement)

Grand Title. To assume this title, you must attune to it. You can only end the attunement by bestowing the title upon a different creature than yourself. You can facilitate this by touching the target creature and uttering the words: "I bestow upon you, the title of Ded-Smasha!" Once you have given away a title, you cannot reassume it.

Ded-Smasha. After you finish a long rest, you can choose a creature type such as fiend, undead, or giant or a subtype of humanoid such as goblinoid, gith, or elf. You gain the following benefits against the chosen creature type:

- Add a 1d4 to melee weapon damage.
- Each time you reduce a creature of the chosen type to 0 hit points, you gain 5 temporary hit points.
- Using a bonus action, you scream "I am Ded-Smasha!" and all creatures of the chosen type within 30 feet of you that can hear you must make a **DC 16 Charisma saving throw**. On a failed save, a target takes 1d6 psychic damage and is frightened of you until the end of its next turn. Once you use this feature, you can't use it again until you finish a short or long rest.

Ded-Smasha, first of his name, was a gigantic goliath, which might sound strange to most ears. He was so much larger than his kin, that most thought he was half goliath and half giant. Of his enemies, only splatters on the ground remain, which earned him his name and title. The title was handed down in his family, and eventually even to outsiders when Jul bestowed it upon Kromm, his minotaur friend. Kromm then promised the title to whomever could best him in a duel to the death. Kromm still lived for many decades and enjoyed a life of slaughter. Eventually, the title took on a life of its own and lent its bearers strengths beyond their normal capabilities.

DRANNOR'S RING

Wondrous item, uncommon (requires attunement)

Store. While wearing this ring, you can use an action to extract the written words from an item you touch and store them in the ring. All words disappear from the affected item, such as a book or letter. You gain immediate knowledge of the informational content as long as you understand the language and the information is not coded. You can only use this feature when the ring is empty.

Eject. While wearing this ring, you can use an action to eject the stored information inside the ring, emptying it in the process. You must hold an item such as an empty book on which the information appears. The item must offer enough space to make the ejected information legible, otherwise you cannot use this feature. You immediately lose any knowledge you gained by storing the information in the ring.

This ring was born out of an experiment. The archmage Drannor felt the need to test his hypothesis that information cannot be lost. The experiment was a success, in his eyes, since whatever text he produced was still legible. Naturally, this was the expected outcome due to the nature of the enchantment, but the aging archmage was satisfied. Later on in life, Drannor used the ring to organize his notes and reformat the works of his apprentice, Knickerbocker, whose handwriting he loathed.

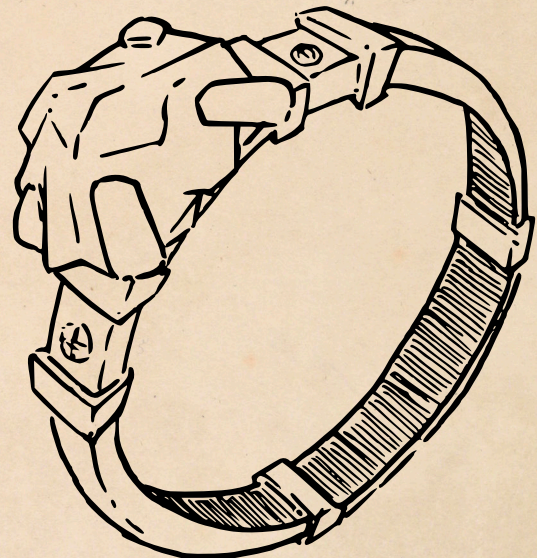


Fig. 8. Drannor's Ring

DOUBLEDUCKS' NOTEBOOK

Wondrous item, very rare (requires attunement)

Charges. This book has 10 charges and regains 1d4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the book turns into a simple, delicious duck.

Call Badger. While holding the book, you can use an action and expend 2 charges to summon a **giant badger** (MM 323). The badger adheres to your commands, remains for 8 hours, and is equipped with several empty satchels and a saddle. If it dies while summoned, you must expend 8 charges to regain the use of this feature.

Ferret Attack. While holding the book, you can use an action and expend 1 charge to summon a ferret in the trousers of a creature within 60 feet of you that you can see. While the ferret is raging inside its trousers, the target has disadvantage on attacks and ability checks and takes 1d4 piercing damage at the start of its turn. Using its action, the target can remove the ferret from its trousers by succeeding on a **DC 10 Dexterity check**. If the target wears no trousers, the ferret has no effect and runs away. The ferret shares statistics with a **weasel** (MM 340).

Hog Attack. While holding the book, you can use an action and expend 7 charges to summon a drove of 1d4 + 5 burning pigs at your location. The pigs run in a 15-foot-wide line towards a direction specified by you. Each pig occupies a 5-foot square. There are 3 pigs in a column if possible, and the maximum number of rows is 3. Unless a pig collides with a creature or an object, it keeps running for 1 mile before disappearing in a puff of smoke. When a pig collides with a creature the pig explodes and the creature must make a **DC 15 Dexterity saving throw**. A creature takes 4d4 fire damage on a failed save, or half as much damage on a successful one.

Doubleducks is a stark raving mad gnomish wizard who travels the multiverse to pester people with his crazy spells and inventions. Only the gods know how many other notebooks he lost over the years and what damage was done due to his absent-mindedness. This particular notebook is one of the tamer, considering the stories that are told about the gnome. Without a doubt, the Year of the Great Nakedness and the devastating Pumpkin Insurrection were Doubleducks' handywork.



Fig. 9. The Notebook including various sketches

DROSBROG'S TOOTHPICK

Weapon (spear), rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Poor Conductor. This weapon's temperature always remains at a pleasant level. This also applies to magic effects, for example, that of the *heat metal* spell. It is immune to such effects.

Excellent Converter. While you are attuned to this weapon, you have resistance to cold and fire damage. Additionally, the weapon accrues charges equal to half the amount of fire or cold damage you take. After a successful melee attack using this weapon, you can expend any number of accumulated charges. Each expended charge deals an additional 1 force damage to the target. The weapon loses all of its charges after a short or long rest.

This spear is made of pure steel and sharpened on both ends. It was created for a fire giant named Drosbrog and meant to serve as a mere toothpick. Decades of abuse only seemed to sharpen the pick, and Drosbrog was mightily impressed with the handiwork. The true worth of the toothpick was only discovered many years after its conception. Drosbrog assembled a band of stalwart warriors to combat a monstrosity that emerged from the depths of his mountainous home. A demonic goo threatened not only the giants, but also the cities surrounding Drosbrog's homestead. Alas, the warrior's weapons would burn and melt after making contact with the goo and all seemed lost. Facing certain death, an elven ranger plucked the pick from Drosbrog's mouth and dove head first into the goo. To everyone's surprise, the ranger survived the suicidal attack, and drove back the goo into the hole from whence it came!

ELLA'S REPEATER

Weapon (crossbow, light), rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Magazine. This crossbow is modified and features a compartment that houses up to 10 bolts. As long as there are bolts in the magazine, you can ignore the crossbow's loading quality. It takes 1 minute to reload the magazine.

Bolt Burst. As long as there are sufficient bolts in the magazine, you can fire up to 3 bolts with a single attack. Each bolt requires you to make a separate attack roll. On a roll of 1, the crossbow jams and must be reset while taking a short or long rest. The range of the crossbow is reduced to 40/160 for the Bolt Burst.

A sticker on the crossbow reads: "Ella Jansen: Inventor, Adventurer, and Legal Counsel!" As a gnome who lived in the slums of Athkatla, Ella acquired an unusual set of skills. She inherited the tinkering skills her family is renowned for, and studied law in her spare time. Most of her kin got themselves into trouble sooner or later, and Ella defended them in the streets and in the courts. She was no stranger to underhanded endeavors as well, however. This crossbow was her favorite weapon, and a total of 33 scratches on the weapon's frame bears testament to the fact.

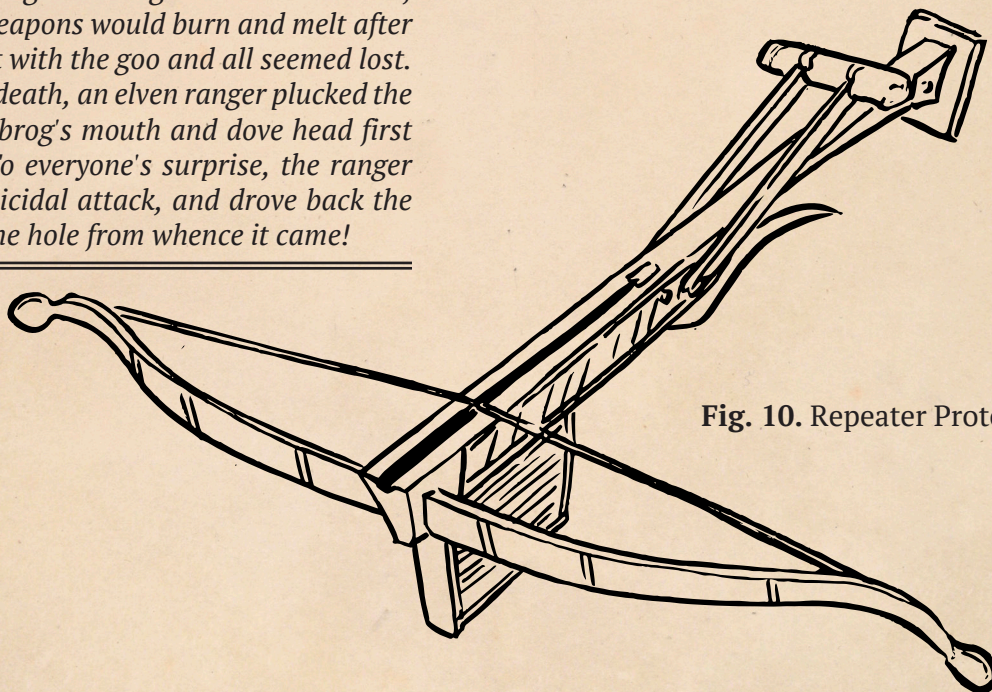


Fig. 10. Repeater Prototype

FOOL'S CAP

Wondrous item, rare (requires attunement)

Charm Ray. Choose a creature within 30 feet of you that you can see to target with your purple Charm Ray. You have advantage on the next Charisma check you make against the target. Once you use this feature, you can't use it again until you finish a long rest.

Enervation Ray. Choose a creature within 30 feet of you that you can see to target with your brown Enervation Ray. The target must succeed on a **DC 15 Constitution saving throw** or suffer 1 level of exhaustion. Once you use this feature, you can't use it again until you finish a short or long rest.

Telekinetic Ray. Choose a point within 30 feet of you to target with your blue Telekinetic Ray. You cast *mage hand* without the need for verbal or somatic components and the spectral hand appears at the point of your choosing. Once you use this feature, you can't use it again until you finish a short or long rest.

This headdress resembles a mundane fool's cap, with the only difference being that the tails look like eyestalks of unusual size. The fool's cap was created on behest of King Lorkmar, who was dissatisfied with the performance of his court jester. Instead of ridding himself of the old servant, King Lorkmar inquired if his personal mage could create something that enhances the fool's entertaining capabilities. After many weeks of seclusion and experimentation, the mage emerged from his chambers with this fashionable cap.



Fig. 11. Glib Blob's Cookbook and a tasty ham



Fig. 12. The Fool's Cap

GLIB GLOB'S COOKBOOK

Wondrous item, uncommon

While taking a short or long rest, you can use cook's utensils to prepare a meal from the corpse of a freshly killed beast, humanoid or monstrosity according to a recipe found in the book. Up to 8 creatures who partake in the meal can use each of the following abilities once before finishing a long rest.

Well Nourished. You gain advantage on a Constitution saving throw.

Burst of Strength. You add 1d6 to the damage roll of a successful melee attack or you gain advantage on a Strength ability check.

Power Reserve. You recover 1d6 hit points or remove 1 level of exhaustion.

Glib Glob was a renowned goblin chef who traveled far and wide to master the art of preparing meat. According to the recipes in his cookbook, there is virtually no creature he didn't fry, roast, cook, bake, or smoke. No matter how poisonous, tough, or unpalatable the creatures were, Glib Glob found a way to not only make them edible but also delicious. Death dog dangos, harpy liver in egg, and cave fisher tartar with blue cap croquettes are just a few of his creations. There are many rumours surrounding the chef's untimely death, but most suspect that the gout got him in the end.

GRINDSTONE

Wondrous item, legendary (requires attunement)

Charges. This item has 20 charges, and it regains 1 charge daily at dawn. Additionally, it regains 1 charge whenever a creature touches it and fails the Blind Rage feature's saving throw.

Blind Rage. You can activate or deactivate this feature by speaking the item's command word, "Pollux." While activated, a creature who touches this item must make a **DC 16 Charisma saving throw**. On a failed save, the creature takes 3d6 psychic damage and goes berserk: While berserk, you must use your movement and action each round to attack the creature nearest to you. You are berserk until you start your turn with no creatures within 60 feet of you that you can see or hear.

Spells. While holding this item, you can use an action to expend some of its charges to cast one of the following spells without the need for a somatic or material component (save DC 16): *hypnotic pattern* (1 charge), *confusion* (2 charges), or *planar binding* (3 charges)

Tempter. While holding this item, you can use an action and expend 1 charge to gain advantage on your next Charisma (Persuasion or Deception) check.

Corrupter. Roll a d20 each time you expend 1 or more of the item's charges. On a 1, you are afflicted with a Long-Term Madness. Roll on the Long-Term Madness table (DMG 260) to determine the effect of the affliction.

The Grindstone is an artifact created by the archmage Aldfirth before he turned himself into a lich. The green orb has a diameter of 8 inches and radiates a sickly light. It hums quietly, and smoke swirls in its interior. Aldfirth used the artifact to amuse himself and to advance his experiments. He placed the orb in settlements and waited for the carnage to begin. After enough people were slain, he retrieved the blood-smeared Grindstone.

GRUMBUR'S PAULDRON

Wondrous item, uncommon (requires attunement)

Mad Charge. If you move at least 20 feet straight towards a creature, you can use your bonus action to ram into the target, forcing it to make a **DC 14 Dexterity saving throw**. The target takes 1d8 piercing damage on a failed save, or half as much damage on a successful one. The damage increases by 1d8 if you use your action to Dash.

Several rusty spikes and bones adorn this cruel pauldron. Orc warlord Grumbur built it himself from the remains and weapons of the warriors who fell to his axe. After Warduke Rembran took Grumbur's life and returned peace to Neverwinter and its protectorates, he added the orcish skull to the piece and added it to his memorabilia. Sadly, Rembran died childless on some nameless battlefield himself, after which all his worldly possessions were sold off to fill the Lords' Alliance's coffers. Many adventurers have put the pauldron to good use since then, and now it is upon you to continue the saga and add many blades and bones to the ghastly collection.

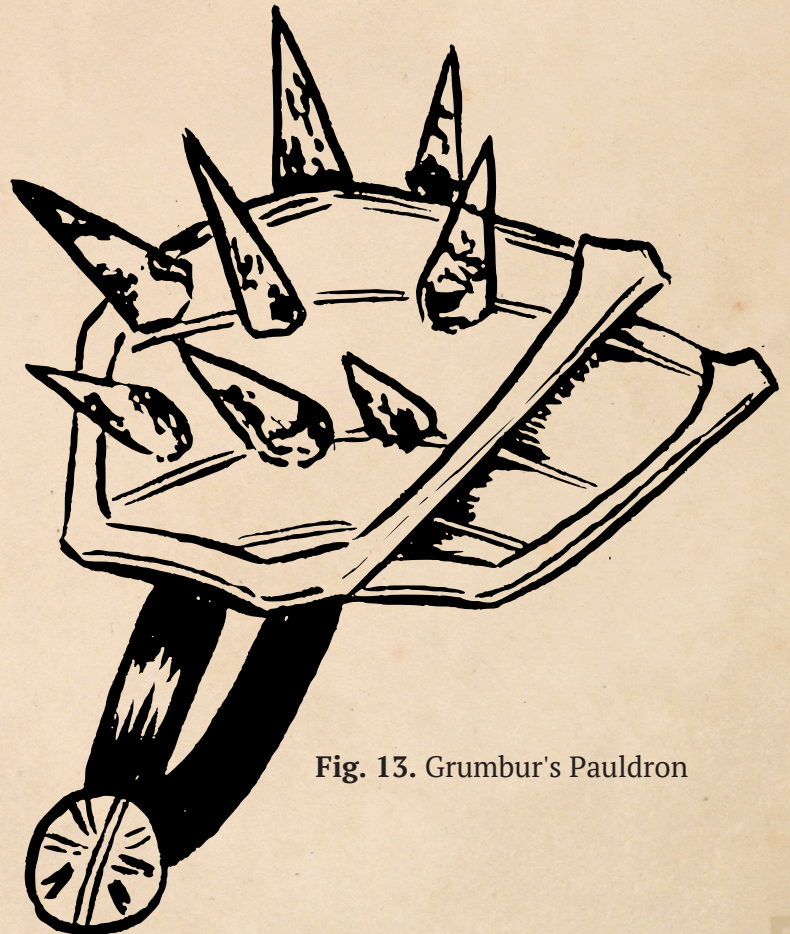


Fig. 13. Grumbur's Pauldron

HEART-TREE CUIRASS

Armor (breastplate), rare (requires attunement)

Additional Plating. Using a bonus action, you can command the armor to instantly cover most of your body for up to 10 minutes. For the duration, you have +2 AC but suffer disadvantage on Dexterity ability checks and Dexterity saving throws. Once you use this feature, you can't use it again until you finish a short or long rest.

Natural Defenses. Using a bonus action, you can induce growths to instantly cover the armor with spikes and thorns for 1 minute. Whenever a creature within 5 feet of you hits you with a melee attack, it must succeed on a **DC 14 Dexterity check** or take 1d6 piercing damage. Once you use this feature, you can't use it again until you finish a short or long rest.

Wooden Armor. Druids may use this armor without violating their principles.

Willow, a treant, grew this armor on its own bark as a generous gift. The intended recipient was Lillifarn, an elf who guarded the forest and young saplings against outsiders and unnatural intrusions. Before Willow finished the reward for the protector's unwavering commitment, Lillifarn fell in battle. An ancient evil devoured her without leaving a single trace. After that, Willow wandered the forest for years in search of its friend, but to no avail.

Exhausted, Willow rested for a few decades. Jelly Tom, a halfling adventurer, later found the armor in the embers of a torched forest. He put it to good use before retiring and handing it down to his grandchildren.

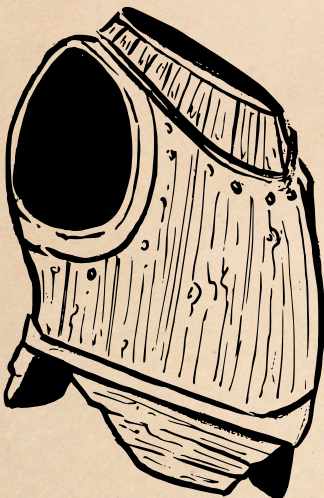


Fig. 14. The Heart-Tree Cuirass

HU'S PRAYER BEADS

Wondrous item, rare (requires attunement)

Charges. Each time you hit a creature, this item accrues 1 charge. The item loses all of its charges when there are no hostile creatures that you can see or hear. The item can have a maximum of 10 charges.

Hu's Golden Fist. When the item has accrued 10 charges the item activates. Ten golden arms appear behind you, hovering in a semicircle. This effect ends after 10 minutes or when the item is reduced to 0 charges. While the item is active you have access to the following features:

- You can use an action and expend 5 charges to unleash a devastating attack against creatures that surround you. The golden arms strike the ground mercilessly, cratering the battlefield. Creatures within 10 feet of you must make a **DC 16 Dexterity saving throw**. A target takes 3d6 bludgeoning damage on a failed save, or half as much damage on a successful one.

- You can use a bonus action and expend any number of charges to be lifted up by the arms. For each expended charge, you can lift yourself 10 feet. You safely return to the ground at the end of your turn.

This necklace is made from many wooden beads, tightly knit and uniform in size. Hu was a wandering martial arts master who wanted to become stronger only for strength's sake. Despite a life spent fighting, Hu's body failed him before he could reach his desired state: a perfect body and spirit that would allow him to live forever. From then on, he despised long-lived races like dwarves and elves and killed as many of them as he could. The master unlocked many secret techniques during his time, and was envied and feared by many. Each night, Hu meditated and prayed, infusing his prayer beads with his spirit. His battlelust and appetite for destruction remains within the beads.

JANY'S FIDDLE

Wondrous item, rare (requires attunement by a bard)

Song of War. As an action, you begin playing a song on this instrument. A song consists of several measures of which you play one per round, using your action each round to advance to the next measure. You must maintain concentration during that time, as if you were casting a spell. The order of measures is fixed as shown below, but you can continuously play a song starting over with the first measure after finishing the fourth.

SONG OF WAR

First Measure - *Animato*. With a light-hearted inception, you inspire up to 6 creatures of your choice within 30 feet of you. Until the start of your next turn, the affected creatures may add 1d4 to any attack roll or saving throw they make.

Second Measure - *Pesante*. With a cumbersome intermezzo, you dishearten up to 6 creatures of your choice within 30 feet of you. The targets must make a **DC 13 Charisma saving throw**. On a failed save, a target has disadvantage on saving throws until the start of your next turn.

Third Measure - *Con Fuoco*. With a surging stringendo, you foment bloodlust in up to 6 creatures of your choice within 30 feet of you. Until the start of your next turn, affected creatures add 1d6 of their weapon's damage type to melee attacks.

Fourth Measure - *Con Tutta la Forza*. With a mighty crescendo, you assail the minds up to 3 creatures of your choice within 30 feet of you. The targets must make a **DC 16 Wisdom saving throw**. A target takes 6d6 + your bard level psychic damage on a failed save, or half as much damage on a successful one.

This fiddle was once the prized possession of Jany the Wanderer. She was a blind bard and renowned for her heart-touching performances as well as battle prowess. Alas, a thieving kobold named Rok got a hold of the fiddle one evening and vanished with it into the sewers. Rok put the violin to good use as well, but produced a much different sound than Jany. Heartbroken, Jany continued her journey in the search for a new instrument. She succeeded in the end, but fell victim to a terrible curse that weighed on the violin she unearthed.

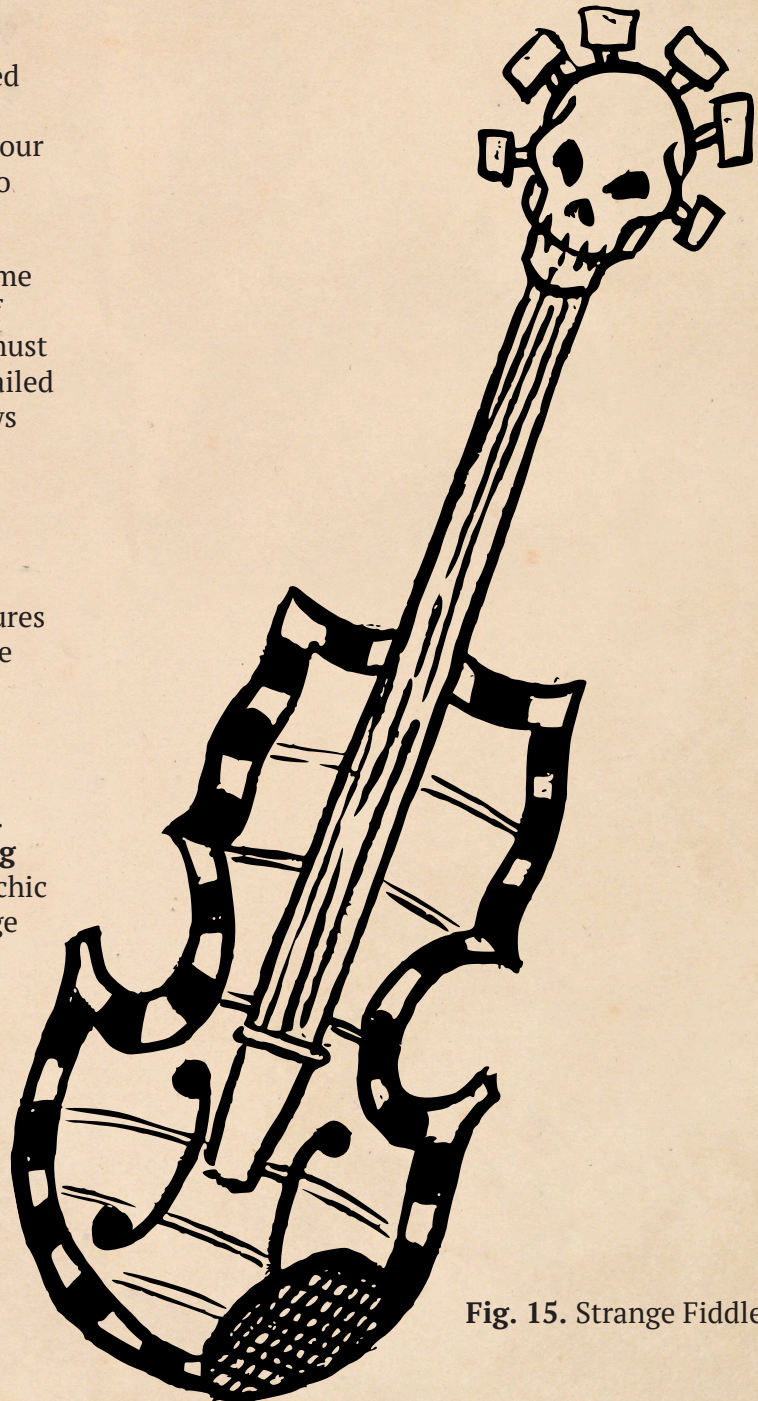


Fig. 15. Strange Fiddle

JINNIE'S HAND MIRROR

Wondrous item, very rare (requires attunement)

While holding this item and concentrating on it for 1 minute, you can change places with your reflection in the mirror for up to 24 hours. Your body is transferred into the mirror and replaced with a perfect, mirrored resemblance. Your mirrored image has your statistics, abilities, and personal traits, but only 1 hit point. While your places are exchanged, you remain in the mirror and do not require air, food, drink, or sleep but experience the outside world with the senses of the mirrored image. The mirrored image acts independently of you. At any point, you can end the exchange and appear in your mirrored image's stead. If your mirrored image is reduced to 0 hit points while your places are exchanged, you appear in the nearest unoccupied space next to the mirror. Once you use this feature, you can't use it again until you finish a long rest.

Jinnie was a gnomish thief, envoy, and devil of a fellow. She accepted the most daring quests and dazzled people with her bravery. Her secret was this handy mirror. Without risking her life, Jinnie disarmed traps, poisoned wine-filled goblets, and survived executions. After many years of service, Jinnie gifted the mirror to an explorer who was hellbent on unraveling the secrets of Undermountain. He was never heard from again, but the mirror eventually found its way back to the surface.



Fig. 16. Unsuspect Coin

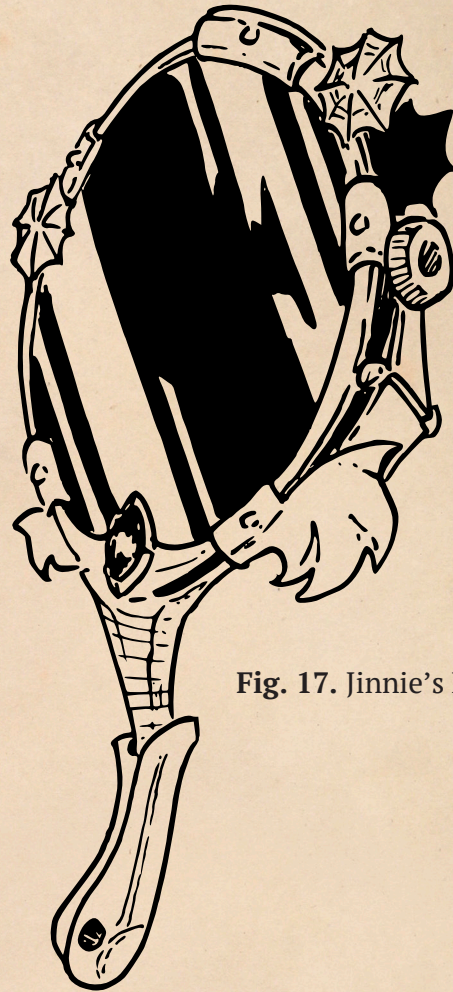


Fig. 17. Jinnie's Hand Mirror

KALEM'S COIN

Wondrous item, rare (requires attunement)

Tempt Fate. You can use your reaction to flip this coin after receiving damage from a source of your choice. Decide on even or odd and roll a die to determine the outcome. If you succeed, the damage is dealt to the source instead. If you fail, you take double damage. Once you use this feature, you can't use it again until you finish a short or long rest.

A smirking devil's face adorns one side of this coin, the other is completely empty. Levistus bestowed the coin upon one of his warlocks named Kalem, so he might bring more mischief into the world. Using the coin and his already devilish luck, Kalem won no-win scenarios and survived many a suicide mission. In the form of old age, fate caught up with him eventually, and it was very cruel. Kalem lost everything he ever cared for in the end, balancing the scale.

KOROLING'S KETTLE

Wondrous item, rare (requires attunement)

By hitting this kettle three times with a cooking implement, like a spoon, you can produce one of the potions specified below. The kettle must be filled with water, which assumes the magic properties after 1 hour of simmering. If you want to store a potion, you need additional vials. You can store up to 3 potions at a time. When you produce more than 3 potions, a random one of the existing potions loses its potency. Once you use this feature, you can't use it again until you finish a long rest.

Potion of Pustules. When you drink this potion, you must succeed on a **DC 16 Constitution saving throw** or be afflicted with a terrible rash. You must repeat the saving throw after finishing a long rest, ending the effect on yourself on a success. While you suffer from this disease, you have disadvantage on all Charisma ability checks. Creatures who hit you with a melee attack take 1 poison damage.

Potion of Halitosis. When you drink this potion, you must succeed on a **DC 16 Constitution saving throw** or be afflicted with terrible breath. You must repeat the saving throw after finishing a long rest, ending the effect on yourself on a success. While you suffer from this disease, you have disadvantage on all Charisma ability checks. Additionally, you can use your action to make a breath attack against a creature within 5 feet of you. The target must make a **DC 14 Dexterity saving throw**. On a failed save, the target takes 3d6 necrotic damage. Once you use this feature, you can't use it again until you finish a short or long rest.

This small, black kettle must have been cobbled back together a hundred times. Years of travel battered the item into a sorry state which, counter to what you might think, doesn't impede its usability. Koroling infused the kettle with a strange magic that allowed the witch to produce a few staple potions on the fly.

When passing through a random village, Koroling would poison the village's water supplies and later sell them overpriced remedies. A very lucrative venture it was! Alas, Koroling's schemes were eventually thwarted by a band of meddling adventurers. They tossed the poor woman down a poisoned well and ran off with her kettle. Basterds!



Fig. 18. Koroling's Kettle

KOSSUTH'S LEGACY

Armor (shield), very rare (requires attunement)

Charges. This shield has 10 charges. Using a bonus action, you replenish 1 charge by citing a verse from the scriptures nailed to the shield's front. By attuning to this item, you know the content of these scriptures by heart.

Repel Evil. While holding the shield, you can use your action and expend 3 of its charges to bathe the area within 10 feet of you in bright light. Up to 4 creatures of your choice in the affected area either take 1d6 radiant damage or add 1 to their AC against the next attack that would hit them.

Duty Unfulfilled. If the shield has at least 7 charges left, whenever you would die, you regain all of your hit points instead. Following this, the scriptures nailed to the shield burn to cinders, and the shield loses its magic properties.

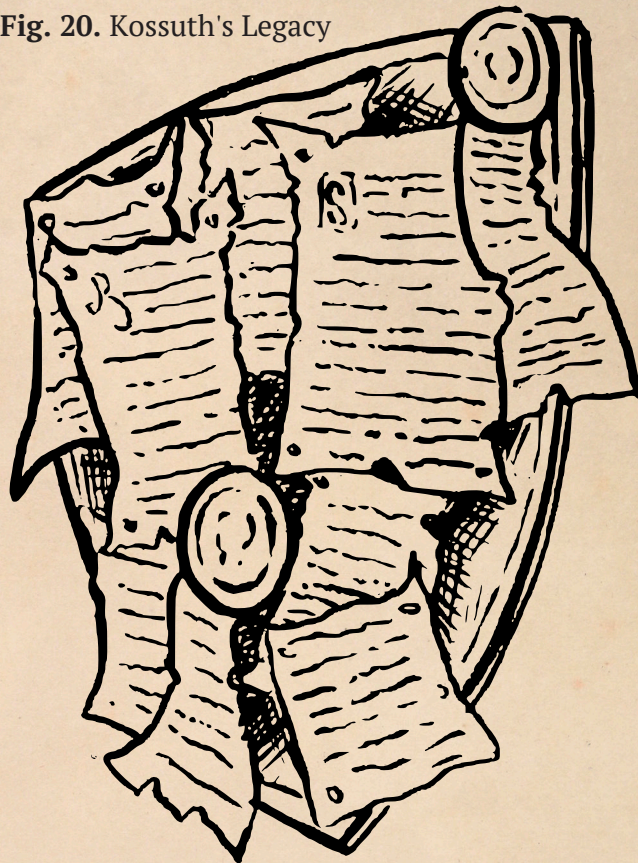
This heater shield is covered in layers of parchment, torn out from holy scriptures. Warlord Kossuth, who delighted in putting temples and monasteries to the torch, was its creator. The survivors of his raids were made to watch the conflagration, during which Kossuth ripped their holy books apart. From each book, he took one of the pages and nailed it to his shield. Those of the clergy who were not put to the sword, Kossuth set free so they can spread his tale.

After a decade of bloodshed and glowing embers, Sir Vanhin Gahn defeated Kossuth's host and took the shield in his possession. It was brought to the temple of Torm in Waterdeep and blessed as a holy relic. The bearers of Kossuth's Legacy were tasked to heal the wounds left behind.



Fig. 19. Lovius' Sandals

Fig. 20. Kossuth's Legacy



LOVIUS' SANDALS

Wondrous item, uncommon (requires attunement)

Time to Rest. While you are attuned to this item, you always know the location of the nearest inn.

Straight Ahead. Using a bonus action, you can move up to half your speed in a straight line. This movement doesn't count against your regular movement.

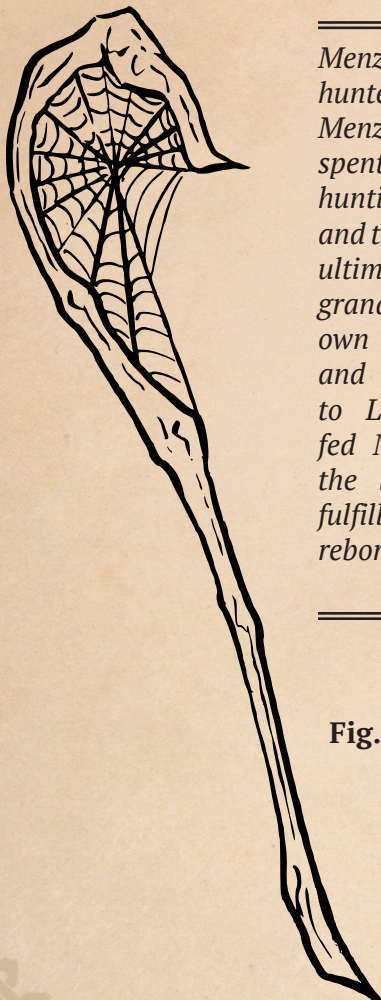
These sandals were once worn by a peculiar and oblivious soldier who went by the name of Lovius. He served in a long war, which led him from his home in Calimport to the Ten Towns in the far north. After the fighting was done and the enemies lay slain, he wrapped up his bundle and walked south until the weather became warmer and the landscape familiar. After many months of travel, Lovius finally rested in his bed again. To his horror, he awoke during the night and realized that he forgot to request his payment. So he wrapped up his bundle again, went north, back south, and finally settled down for good. Lovius never realized that he became quicker and quicker during his travels, all thanks to his sandals that took on a life of their own.

MENZOTHA'S STAFF

Staff, very rare (requires attunement)

Change Shape. While holding this staff, you can use an action to turn yourself into a **giant spider** (MM 328) for up to 1 hour. Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from any of your equipment while in this form. Once you use this feature, you can't use it again until you finish a short or long rest.

Jabbing Poison. While holding this staff, you can use a bonus action to apply a poison to a weapon or projectile you touch. The poison remains potent for 1 hour. A creature who is hit by the poisoned weapon or projectile must make a **DC 16 Constitution saving throw**. On a failed save, the creature takes 4d6 poison damage and can't concentrate on spells for 3 rounds. On a successful save, the creature takes no damage but suffers disadvantage on saving throws to maintain concentration on spells for 3 rounds. Once you use this feature, you can't use it again until you finish a long rest.



Menzotha was a mage hunter who hailed from Menzoberranzan. After a life spent in servitude to Lolth, hunting down rogue agents and traitors, she brought the ultimate sacrifice: during a grand ceremony, she cut her own heart from her chest and bled out on an altar to Lolth. The priestesses fed Menzotha's heart and the body to the spiders, fulfilling her last wish: being reborn in the flesh of Lolth's favorite creature.

Fig. 21. Menzotha's Staff

MOSS CLOAK

Wondrous item, rare (requires attunement)

Resist Fire. You can use your reaction to gain resistance to fire damage for 1 round by covering yourself with the cloak. Once you use this feature, you can't use it again until you finish a short or long rest.

Moss Mitosis. You can use an action to grow a moss creature from the cloak. It listens to your commands and has the statistics of an **awakened shrub** (MM 317). The creature withers and dies after 8 hours or if you become unconscious. Once you use this feature, you can't use it again until you finish a long rest.

This cloak is completely overgrown with magic moss, and barely anything remains of the original fabric. The moss teems with bugs and worms that feel right at home in the lush vegetation. A druid named Iris was found as a babe by a farmer, wrapped in the then-mundane cloak. Iris wore the cloak day in and day out, for the entire span of her life. After her peaceful death, the cloak embraced her one last time and scuttled away to find a new owner.

OLD INOUN'S BLOSSOMS

Wondrous item, common

This silk pouch contains 10 handfuls of white blossoms. One handful of blossoms trickled into up to 2 gallons of water turns the liquid into savory alcohol. Poisonous or contaminated water is purified in the process.

These blossoms originate from a gigantic tree called Old Inoun that only blooms once every century. Seven elven sages spend their life caring for the tree and attempt to predict the next full bloom. Becoming one of the sages is a great honor for an elf, and they consider it a lifetime commitment. When the time of flowering draws near, hundreds of worshippers gather to witness the wonder they call Spring Snow. After covering the earth in a thick white carpet, the blossoms are collected by the sages and stored in gorgeous pouches. After this, the celebrations begin in earnest.

ORB OF SOULS

Wondrous item, very rare (requires attunement)

Charges. This item has 6 charges, each of which represents a soul trapped in the orb. The item regains 1 expended charge daily at dawn by trapping the soul of a random creature that died somewhere in the multiverse in that moment.

The Haunt. While holding this item, you can speak its command word to bring it to life as a bonus action. Wailing spirits equal to the number of souls trapped inside escape and circle around you. You can use an action and expend 1 charge to cause an effect from the following list:

- A spirit enters the head of a creature within 30 feet of you that you can see. The target must succeed on a **DC 10 Wisdom saving throw** or take 1d6 psychic damage and is frightened of you for 1 minute. The target can repeat the saving throw at the end of its turn, ending the effect on a success.
- A spirit enters the heart of a creature within 30 feet of you that you can see. The target must succeed on a **DC 14 Constitution saving throw** or take 2d6 necrotic damage.
- A spirit enters an object that isn't being worn or carried that you can see. Make a ranged attack (+8 to hit) against a creature within 60 feet of the object. On a hit, the creature takes 2d6 bludgeoning damage.

"Souls are an untapped source of power," the professor said, clearing his throat, and continued, "if only we could find a way to harness that well of energy! Imagine a world in which we could not only put the dead's rotting corpses to good use, but also their spiritual remains!"

"Little does he know..." one of his students thought.

PEMM'S UMBRELLA

Wondrous item, uncommon (requires attunement)

Charges. This item has 3 charges. After expending the last charge, the item becomes a mundane umbrella.

Elemental Riptide. While holding this item, you can use an action and expend 1 charge to open a connection to the Elemental Plane of Water. A riptide breaks from the umbrella's tip in a direction you choose and covers a 50-foot-long and 5-foot-wide line with rushing water. Creatures in the affected area must make a **DC 18 Strength saving throw**. A target is pushed to the end of the line and takes 8d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

The wizard Pemm loved this umbrella very much and carried it around with him on all occasions. Since he hated the rain and the thought of getting wet, he enchanted this umbrella to transport unwanted rain directly to where it belongs: the Elemental Plane of Water.

Whenever it rains, you can see an endless sea in the umbrella's inside since the connection to the Plane of Water is at its strongest.



Fig. 22. Orb of Souls

RAQZAD'S HAUNTED SCROLLS

Wondrous item, very rare (requires attunement)

Charges. This item has 10 charges and regains 1d4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the scrolls turn to dust.

Bone Coffin. While holding these scrolls, you can use an action and expend 2 charges to form a bone coffin around a Medium or smaller creature 30 feet of you that you can see. The target must succeed on a **DC 14 Strength saving throw** or become trapped inside the coffin. The trapped creature is blinded and restrained and has total cover against attacks and other effects that originate from outside the coffin. The target can use an action to repeat the Strength saving throw, ending the effect on itself on a success. The coffin has 28 hit points, AC 8, and vulnerability to bludgeoning damage.

Hail of Skulls. While holding these scrolls, you can use an action and expend 8 charges to summon hundreds of skulls that float 20 feet above you in a compact sphere. You must maintain concentration during that time, as if you were casting a spell. Using a bonus action, you can hurl one skull at a target within 60 feet of you that you can see, dealing 1d4 bludgeoning damage to it. The sphere lasts for 10 minutes before disintegrating into bone meal.

Haunted. Roll a d20 each time you expend at least 1 charge from this item. On a 19 or 20, you summon the ghost of Raqzad. It has the statistics of a **specter** (MM 279), follows your commands, and remains for 10 minutes.

Raqzad was a famous Calishite mage and scholar who scoured ruins and abandoned temples for long-lost knowledge. He lived to a ripe old age, but never felt like he accomplished enough in his life. He raged during his last days, destroyed his own home, and went into the Calim Desert for one last expedition. His bleached bones were never found, but one of Raqzad's apprentices saw that his work was not in vain. Many scrolls were recovered from the rubble of his old tower, and temporarily bound with simple strings. During the following night, Raqzad's restless spirit visited the apprentice, Oran, who was less than pleased to meet the old fogey again. Without a second thought, he sold the scrolls the next morning. You can still hear Raqzad's lamentations when you close your eyes, press your ear to the scrolls, and listen closely.

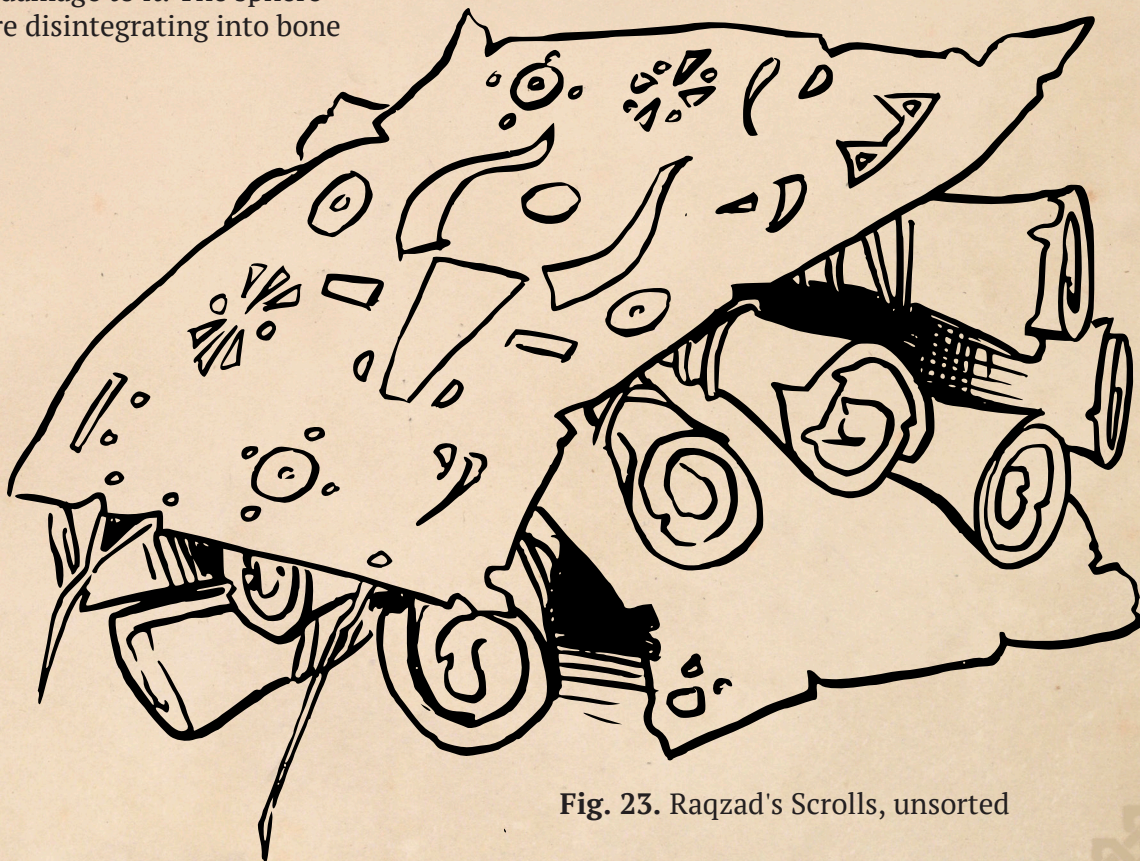


Fig. 23. Raqzad's Scrolls, unsorted

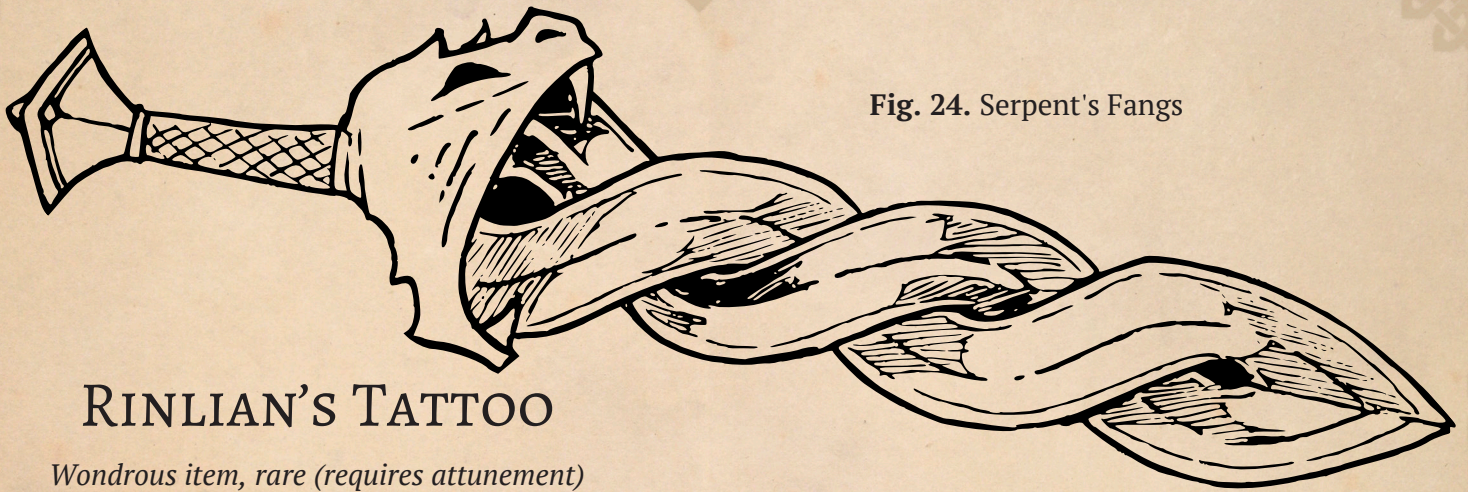


Fig. 24. Serpent's Fangs

RINLIAN'S TATTOO

Wondrous item, rare (requires attunement)

Attunement. You can add this piece of skin to your own. After you attune to it over the course of a short rest, the application becomes permanent. To end the attunement, you must tear the skin off, dealing 6d6 necrotic damage to yourself.

Rinlian's Wildflowers. The tattoo gives you +1 Charisma (to a maximum of 20).

Enchanting Fragrance. Using a bonus action, you can saturate the air within 30 feet of you with special smells and pheromones. Creatures within the area become slightly disoriented and suffer disadvantage on all Wisdom ability checks. Affected creatures with a **passive Intelligence (Investigation) of 16 or higher** deduce that this effect is caused by you.

Rinlian was a highly successful agent who worked for the Zhentarim, the Lord's Alliance, or the Order of the Gauntlet, all at once. Juggling so many responsibilities and loyalties was a skill unique to her, and one with which she earned unfathomable amounts of gold.

Contrary to many similar stories, Rinlian quit her profession early enough to enjoy a sweet life in luxury. To disappear for good, she employed the help of a good friend of hers. He removed her iconic wildflower tattoo, changed her face, and added some unique characteristics to make her stand out as a different person. Rinlian's friend enjoyed her discarded tattoo so much that he decided to keep it. Since then, many new owners have enjoyed its unique properties.

Naturally, Rinlian was soon bored out of her mind due to her premature retirement, and once more entered the fray. This is a story for a different time, however.

SERPENT'S FANGS

Weapon (shortsword), rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Creeping Death. After a successful melee attack using this weapon, you can use a bonus action to inject the target with a special venom. The target must make a **DC 14 Constitution saving throw**. On a failed save, the target takes 1d6 poison damage and must use its reaction to move 10 feet away from you. If the target fails the saving throw by 10 or more, it is frightened of you until the end of its next turn.

Snake's Familiar. You can use an action to cast animal friendship on snakes. Once you use this feature, you can't use it again until you finish a short or long rest.

This shortsword is made of two intertwining blades, which wind themselves in a spiral to culminate in a deadly tip. The hilt of the weapon is a stylized serpent's head, which features small ruby eyes. The weapon was created on the behest of a cult leader named Rafa, who worshipped a yuan-ti matriarch in a monastery somewhere in Icewind Dale. Survivors who were rescued by a lone halfling adventurer retold the story many years later. The nameless halfling bested Rafa in combat, declared himself the new cult leader, and led his people to safety. Ilmater's clerics needed months to rehabilitate the cult's victims but never found out who the hero was that freed them.

STORMCALLER

Weapon (warhammer), very rare (requires attunement)

Enchanted. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

Thunder Strike. Whenever you strike a hostile creature, the hammer produces a thunderous sound that sends ripples through the air. After a successful attack, creatures within 10 feet of you must succeed on a **DC 12 Constitution saving throw** or take 1d6 thunder damage.

The Storm. Using an action, you summon a storm that envelops you and lifts you 15 feet off the ground. The storm persists for 1 minute, and you must maintain concentration during that time, as if you were casting a spell. While the storm persists, your speed is 50 feet and you can cast the *witch bolt* spell at will. Your attack bonus is equal to your Charisma modifier plus your proficiency bonus. You can concentrate on *witch bolt* and the storm simultaneously. Once you use this feature, you can't use it again until you finish a long rest.

Grumbald Strongarm was a smith and dedicated to creating the most powerful weapon a dwarf ever conceived. Moradin looked favorably on this endeavor but did not bless Grumbald's forge hammer. Best Grumbald accomplishes his life's goal alone, he thought. When Grumbald felt his time waning, he became desperate. Forsaking Moradin, Grumbald wandered from temple to temple to find any god that might imbue his masterwork with magic power. Finally, Talos accepted his plea, not caring for Moradin's scorn.

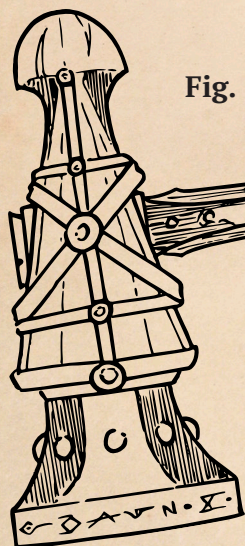


Fig. 25. Stormcaller

THE BLEAKIRON BAND

Wondrous item, rare (requires attunement)

Call Upon the Forefathers. Using an action, you can summon the spirit of a dwarven king for 1d6 + 1 rounds that always hovers 10 feet above you. At the end of your turn, the spirit chooses an action from the options below. All spells are cast at their minimum level. Once you use this feature, you can't use it again until you finish a long rest.

No.	Option
1	The spirit casts <i>healing word</i> on the most injured member of your group who is in range.
2	The spirit casts <i>bless</i> on you and your allies who are in range.
3	The spirit casts <i>sacred flame</i> on a hostile creature within range.
4	The spirit casts <i>guiding bolt</i> on a hostile creature within range. It has no bonus on the spell attack roll. The spirit can use this option only once while it is summoned.

The Bleakiron Band once crowned the head of King Frorbarr, who was the last dwarven noble to carry it. It is a simple, unpolished iron ring with small engraved runes. They spell out the names of the kings who have worn the crown. By etching their name into the crown personally, each king invested some of their spirit and anchored themselves to the crown, able to be called again to protect their descendants. Although King Frorbarr fell in battle as the last of his line, the crown retains its powers.

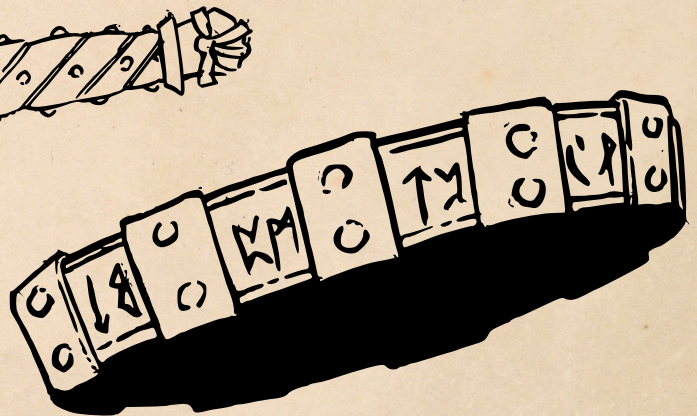


Fig. 26. Bleakiron Band

TURTLE SHELL SHIELD

Armor (shield), rare (requires attunement)

Tortoise Stance. You can use a bonus action to enter or leave the Tortoise Stance. While in this stance, you have +2 AC, your speed is reduced to 5 feet, and you gain 1d6 temporary hit points at the start of your turn. The bonus to AC is in addition to the shield's normal bonus to AC.

Turtle Lungs. You can use an action to breath underwater for up to 1 hour. Once you use this feature, you can't use it again until you finish a long rest.

Against the Blackness. You can use a bonus action to gain resistance to acid damage for 1 minute.

This turtle shell shield is what remains of Tloxtlain. He was an adventurer, friend, and savior. When a black dragon attacked his group, the turtle stood firm in front of his comrades. The all-consuming acid breath washed over him, and Tloxtlain's flesh was annihilated. The unscathed survivors managed to slay the beast, and decided to honour Tloxtlain's last wish. Long after his death, the shell that remained after the dragon attack guarded his friends against danger was turned into a shield. The front of this shield is battered and scarred, and not all of the damage was inflicted after Tloxtlain's death. Inside, an inscription reads: "United in life, united in death."

Fig. 27. Tloxtlain's Remains

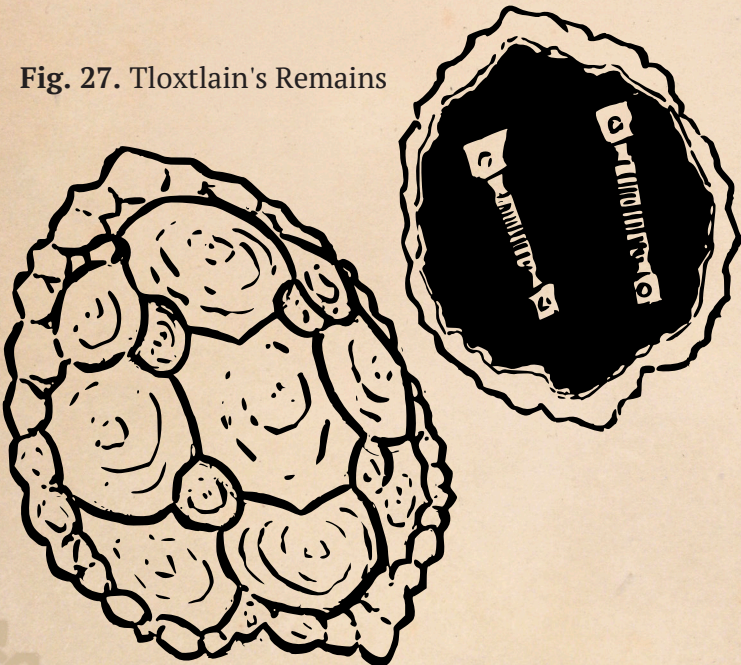


Fig. 28. Gorme's Travel Diary



TRAVEL DIARY

Wondrous item, rare (requires attunement)

Attunement. To attune to this item, you must add one drawing. Once you end your attunement, all drawings vanish.

Imprint. While taking a short or long rest, you can draw a picture of a landscape, a specific creature, or an item you have seen into this book. To successfully finish a drawing you must succeed on a **DC 10 Intelligence (Arcana) check**. For every drawing that you add to the book the DC increases by 5. You can lower the DC by 5 by tearing a drawing from the book. Every time you tear a page from the book roll a d20. On a 1 you are no longer able to add new drawings, but the existing drawings remain.

Teleport. When you concentrate on a drawing for 1 minute, you are instantaneously teleported to the corresponding creature, item, or location. Once you use this feature, you can't use it again until you finish a long rest.

This diary was created by a gnomish wizard named Gorme. He traveled the realms for many years and often wondered if he would see this particular waterfall or that fearsome but beautiful bulette ever again. Hence, he created this handy travel diary. After its creation, he added his favorite spots one by one and often went there for rest and relaxation. After he grew tired of a place, he simply tore the page from the book and set out on a new adventure!

UMBERLEE'S PRAYER BOOK

Wondrous item, rare (requires attunement)

Recite Her Words. As an action, you start reciting Umberlee's Prayer of the Deep. The prayer consists of several verses of which you recite one per round, using your action. The order of verses is fixed as shown below, but you can continuously recite a prayer starting over with the first verse after finishing the fourth. You must maintain concentration while reciting the prayer, as if you were concentrating on a spell.

PRAYER OF THE DEEP

First Verse - Towering Waves. After finishing the verse, a riptide of water escapes your mouth that targets a creature of your choice within 60 feet of you that you can see. The target must make a **DC 14 Dexterity saving throw**. The target takes 1d8 bludgeoning damage on a failed save, or half as much damage on a successful one.

Second Verse - Crushing Pressure. Choose a creature within 60 feet of you that you can see. A crushing pressure forces the target to its knees, visibly distorting its features. The target must make a **DC 16 Strength saving throw**. The target takes 1d6 force damage on a failed save, or half as much damage on a successful one. If the target fails the saving throw by 5 or more, it is also knocked prone.

Third Verse - Silence and Darkness. Choose a creature within 60 feet of you that you can see. The target must succeed on a **DC 10 Wisdom saving throw** or is blinded and deafened until the start of your next turn.

Fourth Verse - Leviathans of Old. Choose up to three creatures within 30 feet of you that you can see. Tentacles break through the ground and attempt to envelope the targets, who must make a **DC 16 Dexterity saving throw**. On a failed save, the target takes 4d6 bludgeoning damage and is grappled until the start of your next turn.

Umberlee, the Queen of the Depths, is a fickle goddess who provides sailors with a wet grave if she deems their sacrifices lacking. This prayer book once belonged to one of her priests known as the Walrus. He was an uncompromising man with a thick moustache and bald head, the reason for his moniker. The Walrus traveled the high seas in search of heathens, and whomever would not pay Umberlee tribute, he sent to the bottom of the ocean. The prayer book is dripping wet and never dries, but the script never fades or washes out.

ZOG'S PLANAR KEY

Wondrous item, rare (requires attunement)

Establish Connection. You can use this magic key to establish a connection with any door that has a lock. You facilitate this by locking a door using the key, which always fits the lock in question. You can only lock but never unlock doors in this fashion.

Open Portal. Using an action, you can insert this key in any door lock and open a portal to the connected door. Both doors swing open, and a portal connects them for 10 minutes. After the portal closes, the doors swing shut and are locked. Using the portal, you always exit on the side from which you established the connection. Once you use this feature, you can't use it again until you finish a long rest.

To allow his most favorite patrons easy access to his shop, Zog came up with this handy key. There are still some faults to iron out, but Zog was generally pleased with the result.

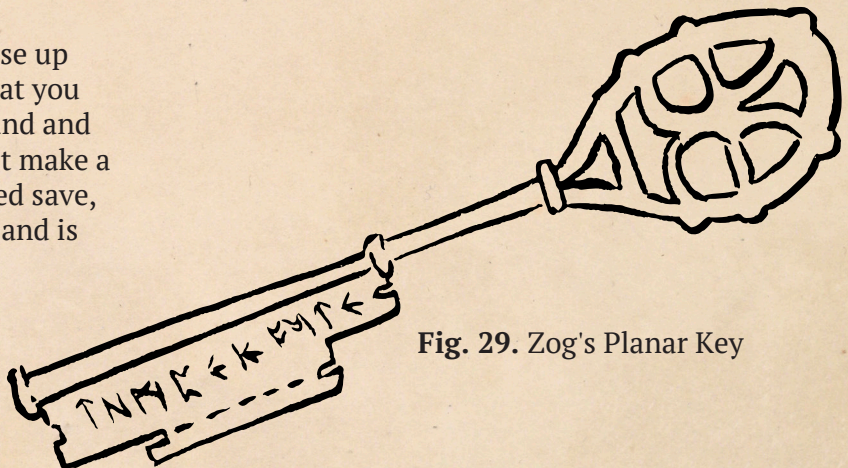


Fig. 29. Zog's Planar Key

ZAKU'S LEATHER TOME

Wondrous item, very rare (requires attunement)

Charges. This book has 10 charges and regains 1d4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the book rots in a matter of seconds and is destroyed.

Summon Bog. While holding the book, you can use an action and expend 2 charges to summon a fetid mire. You turn the ground within 30 feet of you into a bog for 10 minutes, which becomes difficult terrain for the duration.

Corpse Explosion. While holding the book, you can use an action and expend 4 charges to summon fast acting bacteria inside a corpse located in a summoned bog. The pressure inside the corpse quickly builds up during the fermentation, which leads to an instantaneous devastating explosion. Each creature within 10 feet of the corpse must make a **DC 14 Dexterity saving throw**. Targets take 3d6 acid damage and 3d6 poison damage on a failed save, or half as much damage on a successful one.

Zaku's Parasites. While holding the book, you can use an action and expend 8 charges to summon a mass of insects. The insects attempts to crawl into the body of a target creature inside a summoned bog within 15 feet of you. The target must succeed on a **DC 14 Constitution saving throw** or the insects lay eggs inside the target's body, which hatch and infest it.

After fully growing in a matter of seconds, the parasites rampage through the target's body, causing 2d10 necrotic damage. Undead or constructs automatically succeed on the saving throw. On a failed save, at the start of each of its turns, the target must succeed on a **DC 14 Strength saving throw** or become paralyzed until the start of its next turn. This effect persists until the parasite is removed. The parasite can be removed with a successful **DC 18 Intelligence (Medicine) check** or the *greater restoration spell*.

Zaku was a feared swamp doctor from Chult. Many stories are told about him, and most are true. Zaku only accepted apprentices who brought at least a dozen corpses with them, the more and fresher the better. Whenever he visited villages across the peninsula, the inhabitants quickly killed as many of their kin as they could spare, to satisfy Zaku's appetites before he stilled them himself. Not all stories were as gruesome as these, however. Some also tell of Zaku's immense skills in the arts of healing. A few wealthy kings and merchants were so bold as to send messengers to Zaku, requesting his services in exchange for large sums of gold. Most messengers never returned. Those who did, were missing vital parts of their bodies or infested with unspeakable horrors.

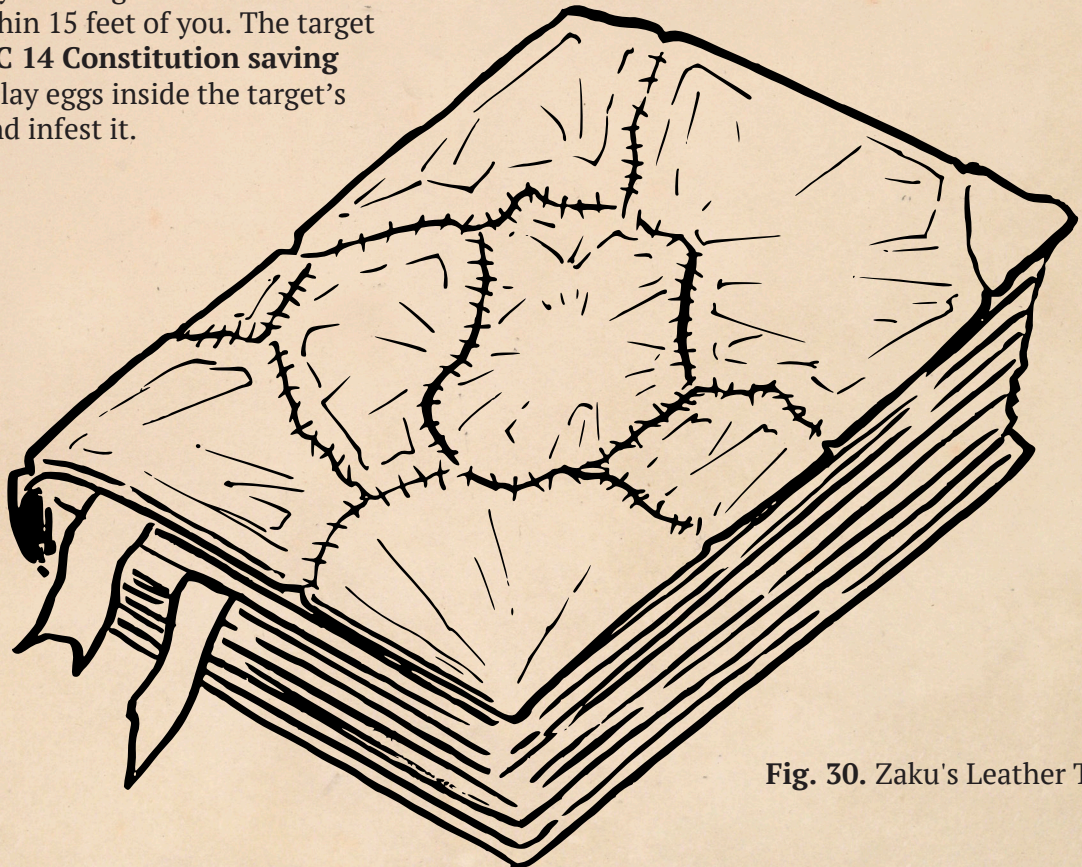


Fig. 30. Zaku's Leather Tome