

Gear Up

Magical equipment, weaponry, armor, and tools for the novice and expert dungeon delver alike.



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Item Price Chart

Healer's Balm	10	Noisy	500	Ring of Sustenance	1750	Shrinking Boat	7500
Acid	25	Spiked	500	Hunter's Backpack	1800	Spined Shield	8000
Holy Water	25	Camp in a Bottle	500	Fortified	2000	Immovable Rod	8000
Invisible Ink	30	Dawn Powder	500	Arrow of Slaying	2000	Amulet of Naga Wisdom	9000
Alchemist's Fire	50	Elixir of Truth	500	Returning	2000	Belt of Stone Giant Strength	9000
Anchor Token	50	Feather Token Boat	500	Farsight Goggles	2000	Bracers of Displacer Dexterity	9000
Antitoxin	50	Fighting Button	500	Combat Maneuver Defense, Greater	2500	Crown of Beholder Intelligence	9000
Potion of Climbing	50	Mobile Cavalry Spikes	500	Glamour	2500	Levitating Boots	9000
Potion of Healing	50	Potion of Heroism	500	Glamour	2500	Mantle of Lamia's Charisma	9000
Predator Pheromones, Lesser	50	Potion of Mind Reading	500	Save Bonus +2	2500	Pauldrons of Troll Constitution	9000
Qwik	50	Restoration Potion	500	Restoration Potion, Greater	2500	Ring of Backstabbing	9000
Universal Solvent	50	Inconspicuous	500	Bane	2500	Water Djinn's Ewer	9000
Custom	50	Mace of Disruption	500	Focused	2500	Elven Chain	10000
Attracting Stones	50	Trapped	500	Skilled, Greater	2500	Ethereal Defenses	10000
Repelling Stones	50	Angel Down Bedroll	500	X-Bow	2500	Movement Bonus	10000
Songbird in a Box	50	Bag of Holding	500	Miner's Hope	2500	Resistant	10000
Smoke Bomb, Crude	55	Boots of Striding and Springing	500	Deflecting	3000	Gentle Touch	10000
Battlefield Caltrop	65	Dueling Wand	500	Defending	3000	Rod of Metal and Mineral	10000
Comfortable	100	Fire-hearth Stone	500	Amulet of Fey Wisdom	3000	Detection	
Custom	100	Ring of Water Walking	500	Belt of Hill Giant Strength	3000	Athlete's Gloves	12000
Feather Token Fan	100	Spell Clicker	500	Bonded	3000	Bag of Holding, Greater	13000
Potion of Waterbreathing	100	Underworld Compass	500	Boots of Speed	3000	Luck Blade	15000
All-Weather Hood	100	Interlocking	600	Bracers of Defense	3000	Sun Rod, Greater	16000
Elixir of Vision	150	Divining Rod	600	Bracers of Manticore Dexterity	3000	Luckstone	17000
Ghoul Venom	150	Appearing Dust	750	Crown of Rakshasa Intelligence	3000	Beguiler's Cloak, Master	18000
Potion of Healing, Empowered	150	Escape Plan	750	Elven Boots	3000	Brawler's Belt, Master	18000
Smoke Bomb	150	Voice of the Sea	750	Mantle of Doppelganger's Charisma	3000	Cat Whisker Gloves, Greater	18000
Gnomish Noise-box	150	Extendable, Fantastic Pole	750	Pauldrons of Chimera	3000	Ironbones Amulet, Greater	18000
Dragon Bile	200	Disguised	800	Constitution		Owl Eye Necklace, Greater	18000
Foam Mollusk	200	Jumping Caltrops	800	Psionic Paper	3000	Scholar's Spectacles, Master	18000
Potion of Poison	200	Predator Pheromones, Greater	800	Ring of Counterspells	3000	Luck Mail	19000
Predator Pheromones	200	Sunlight Tablets	800	Traveler's Staff	3000	Displacer's Cloak	19000
Dust Bolts	200	Acquaintance Ring	800	Wand of Binding	3000	+3 Bonus	20000
Hat of Disguise	200	+1 Bonus	1000	Watersight Ring	3500	+3 Bonus	20000
Messenger Cap	200	Ablative, Greater	1000	Invisibility Powder	4000	Speed	20000
Ablative, Lesser	250	Movement Bonus, Lesser	1000	Medusa's Ointment	4000	Collector's Robes	20000
Combat Maneuver Defense	250	Healer's Ointment	1000	Keen Rapier	4000	Paxton's Pocket Plane	20000
Save Bonus +1	250	Luck Button	1000	Throwing	4000	Combat Maneuver	22500
Cavalry Spikes	250	Mimic Clay	1000	Everlasting Rations	4000	Sun Blade	25000
Oil of Etherealness	250	Potion of Diminution	1000	Explorer's Kite	4000	Amulet of Treant Wisdom	27000
Polyglot Oil	250	Potion of Healing, Perfect	1000	Folding Curtain	4000	Belt of Fire Giant Strength	27000
Skilled	250	+1 Bonus	1000	Runner's Anklet	4000	Bracers of Roc Dexterity	27000
Sleep arrow	250	Defensive	1000	Sun Rod	4000	Crown of Mind Flayer	27000
Eversnuff Box	300	Explorer's Compass	1000	Portable Hole	4200	Intelligence	
Fixed Hand	300	Harem Pillow	1000	+2 Bonus	5000	Mantle of Siren's Charisma	27000
Foxglove Smoke	350	Mage's Hand	1000	Dragon Bile, Refined	5000	Pauldrons of Hydra Constitution	27000
Mobile Caltrops	350	Ring of Climbing	1000	Potion of Flying	5000	Mirrored	30000
Smoke Bomb, Refined	350	Ring of Swimming	1000	+2 Bonus	5000	Puresight Lantern	31000
Cloak of Elven-kind	350	Sun Rod, Lesser	1000	Ethereal Reach	5000	Displacer's Cloak, Greater	40000
Boots of Elven-kind	400	Watch Owl	1000	Mining Rod	5000	+4 Bonus	60000
Cat's Cradle	400	Weather Vane	1000	Paxton's Pocket Plane, Lesser	5000	+4 Bonus	60000
Dust of Dryness	400	Hawk Eye Goggles	1200	Potion of Speed	6000	Belt of Storm Giant Strength	60000
Gauntlets of Ogre Strength	400	Thief's Ring of Tools	1200	Vein-sight Goggles	6000	Cloak of Invisibility	70000
Jackalope Foot Earring	400	Stealthy	1250	Gem of Seeing	6200	Amulet of Sphinx Wisdom	80000
Kitsune Tail Scarf	400	Illusory Dust	1250	Beguiler's Cloak	7000	Bracers of Wyvern Dexterity	80000
Minotaur Pelt Greaves	400	Combat Maneuver	1250	Brawler's Belt	7000	Crown of Aboleth Intelligence	80000
Slaad Tooth Amulet	400	Double Cross	1250	Cat Whisker Gloves	7000	Mantle of Dragon's Charisma	80000
Slippers of Spider Climbing	400	Stunning Bolt	1250	Infinite Box	7000	Pauldrons of Kraken	80000
Potion of Invisibility	450	Custom, Specialized	1500	Ironbones Amulet	7000	Constitution	
Balanced	450	Ring Blade	1500	Owl Eye Necklace	7000	Paxton's Pocket Plane, Greater	80000
Ablative	500	Shrinking Forge	1500	Scholar's Spectacles	7000	+5 Bonus	120000
Glamour	500	Cord of the Rip Tide	1600			+5 Bonus	120000

Ablative Armor 500

Ablative armor has ceramic plates that slowly grow over the large, flat areas of the armor during the night if unworn. These plates will crack, shatter, and flake to pieces as they absorb the first 10 points of damage taken each day.

Ablative Armor, Greater 1000

Greater Ablative Armor smoothly grows thick, interlocking ceramic plating over the armor during each long rest. The ceramic will absorb the first 15 damage taken each day as large ceramic chunks loosen and fall to the floor, absorbing blows.

Ablative Armor, Lesser 250

Lesser Ablative Armor has small ceramic chips that sprout to cover intermittent areas of the armor each night if the armor is not disturbed. These chips will absorb the first 5 damage taken each day, causing the ceramic chips flake off.

Acid 25

This fluorescent green bottle holds a potent stomach acid procured from one of various breeds of monsters. When thrown, the glass jar will smash open into a 5 ft. burst for 2d8 acid damage and evaporate into a 10 ft. radius cloud of droplets dealing 1 acid damage to any creature that ends its turn in the cloud. This cloud lasts for 1d3 rounds. Rubbed on a weapon using clay paste from the lid seal, the acid adds 1d6 acid damage to each hit and deals 1d6 acid damage to the weapon at the beginning of each round. The acid on either the weapon or used as a thrown weapon lasts until it is wiped off, dispersed by wind, or deals a total of 6 dice of acid damage. Acid damage dealt to the surroundings, weapon, or the user count in this total.

Acquaintance Ring 800

This pair of colorful, braided string rings are magically linked. If one spins the ring clockwise while speaking clearly, they may pass a message of up to 13 words to the ring's mate. The recipient ring constricts faintly when it gets a message and must be spun counterclockwise to hear it. The minor magic linking the two rings can only send one message every few minutes. A new message will replace an older, message. Listening to a message erases it.

Adamantine Plate 12500

An Adamantine Plate is more than just plate mail made of adamantine. This is a symbol of Elven and Dwarven

industrial cooperation. Dwarven made adamantine plates are elaborately joined with Elven made mithril joints and infused-leather bindings. Adamantine Plate reduces physical damage taken by 3 and can be worn as if it were medium armor, including allowing its wearer to apply up to 2 points of dexterity modifier to their armor class.

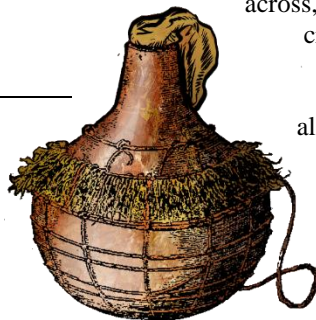
Alchemist's Fire 50

Alchemist's Fire is a heady, oily mix of pitch and secret powders stored in a ceramic urn split into two parts. When the container is broken or the parts mixed, the pitch will catch fire soon after. Smashed or dropped, the Alchemist's Fire will spread into a flaming pool 10 ft.

across, dealing 1d6 fire damage each round to any creature that begins its turn in the area. Smearing the pitch on a weapon will add 1d6 fire damage to the weapon's attacks. The weapon also takes 1d6 fire damage each round. The fire lasts until it is extinguished or deals 6 dice of fire damage, including damage to the floor or weapon it sits on.

Amulet of Adaptation 8000

The emerald inset in this bronze amulet has been carved and dotted with tiny black opal to resemble the eye of a chameleon. When the wearer moves, the eye slowly swivels within the amulet, observing its surrounding. An Amulet of Adaptation adapts its wearer to their environs. After 5 rounds in an environment, the amulet will transform its wearer. In the water, the wearer grows gills to breathe water but loses the ability to breathe air. In the air, they grow lungs but lose any ability to breathe without air. In the dark or dim light, they gain darkvision or low light vision out to 90 ft., respectively, but also a sensitivity to bright light if they gain darkvision. In bright light, they lose light sensitivity, darkvision, and low light vision but advantage on long distance vision. In extreme temperatures, the wearer's body will grow a thick coat of fur and blubber in the cold or capillary cooling fins accompanied by profuse sweating in the heat, making them immune to the hostile temperature. In moderate temperatures, the wearer loses their temperature adaptations. The amulet will help adapt the wearer as best it can by copying any natural, material plane creature's abilities to survive in natural climates, drawing from a random creature's survival mechanisms related to the current environment. Additionally, the wearer will take on the coloration of their surroundings, after 5 rounds in the same surroundings, the wearer, including their equipment, will change in coloration and pattern to generally match the environment. This effect adds +2 to any stealth rolls. Standing still allows the amulet to better perfect the coloration, granting the user





advantage on Stealth rolls as well. Removing the amulet returns the wearer to normal over 5 rounds.

Amulet of Fey Wisdom 3000

Hanging from a leather cord is a circle with an internal collection of knots made of twigs, bug wings, spider webs, and sparkling powder. Your Wisdom is increased by +1 or to 17, whichever is greater.

Amulet of Naga Wisdom 9000

A dreamcatcher made of dried snake skins, large iridescent snake scale beads, and serpent ribs holds a spiritual essence inspired by the Naga. Your Wisdom is increased by +2 or to 19, whichever is greater. Once each day, when one of your spells would deal damage to a creature, you may reduce that damage by half to deal one quarter of the spell's damage to the creature for three rounds in the form of poison damage. You have advantage on saves against poison.

Amulet of Sphinx Wisdom 80000

A colored sandstone frame holds an elaborate pattern of silk strands, faintly smoking incense, and reeds. Your Wisdom is increased by +6 or to 23, whichever is greater. Once each day, when one of your spells would deal damage to a creature, you may reduce that damage by half to deal one quarter of the spell's damage to the creature for three rounds in the form of poison damage. You have advantage on saves against poison. Non-magical difficult terrain does not affect you. You have advantage on saves or skill checks in dealing with magical difficult terrain. When you cast divination spells, you have advantage on checks to determine success or failure, and if both rolls would succeed, then you can ask one additional question.

Amulet of Treant Wisdom 27000

Ferns, seed sprouts, and dirt-covered tree roots form a woven circle. Your Wisdom is increased by +4 or to 21, whichever is greater. Once each day, when one of your spells would deal damage to a creature, you may reduce that damage by half to deal one quarter of the spell's damage to the creature for three rounds in the form of poison damage. You have advantage on saves against poison. Non-magical difficult terrain does not affect you. You have advantage on saves or skill checks in dealing with magical difficult terrain.

Anchor Token 50

Snapping this thin, ironwood, doll-sized anchor in half will cause it to rapidly grow in size and weight, turning into a cast-iron anchor with a 100 ft. iron chain. The



anchor weighs 100 pounds and is approximately four feet tall.

Angel Down Bedroll 500

Rumored, falsely, to be made from the downy feathers of angels gifted to mortals who come of age and leave the protection of their guardian angel. The exotic bird and magical beast feathers in this bedroll make for a softer, more comfortable night's rest, granting +1 comfort at night.

Antitoxin 50

The thick, curdled-milk-looking liquid in this brown ceramic jug will help protect against poisoning. Downing the chunky liquid requires an easy Constitution save, DC 10, to avoid vomiting. Antitoxin's viscous liquid slides down past any vomit coming up and coats the stomach to grant advantage on saves against any ingested poisons for six hours. Additionally, the neutralizing agent it contains leeches into the blood to grant a +2 bonus on saves against other types of poison for 3 hours.

Appearing Dust 750

Fool's gold ground to fine dust mixed with pixie powder reveals any corporeal, invisible object it is sprinkled on. A small handful is contained in a canvas bag tied closed by a drawstring. Tossing the whole pouch, the dust will explode into a cloud that will coat everything in a 10 ft. burst. Objects coated in Appearing Dust are both made visible to the naked eye and given a slightly phosphorescent outline, like the Faerie Fire spell. Every medium creature or object equivalent covered with the powder individually reduces the area of the burst by 1 foot, equating to ten uses of the powder.

Arrow of Slaying 2000

This quiver of twenty arrows is engraved and painted with tiny pictograms, runes, and designs. These arrows are created targeting a type, species, or individual, made in a ritual requiring representation of their fears, hates, and obsessions. The more specific the ritual, the greater harm Slaying Arrows will bring. If the targeted foe is struck with one of these arrows, they must make a Constitution save or die. On a success, the target takes extra piercing damage instead. The more focused the Arrow of Slaying, the more powerful the effect: by Monster Type, DC 12 and 3d8 damage, by Species, DC 14 and 5d8 damage, and by Individual, DC 16 and 6d8 damage.

Athlete's Gloves 12000

Skin tight, fingerless white gloves are painted with black stripes. The wearer's strength, dexterity, and constitution

stats become 15 if they are 14 or lower. Any of those stats that are 15's or higher increase by 1 point instead. The Athlete's Gloves grant advantage on climb, athletics, acrobatics, dance, grapple, and any other sport related checks.

Athlete Gloves, Master's 30000

Fine, black leather sandwiches a mesh of fine mithril with detailing of white, dire-sharkskin grip on the palms and fingertips. The wearer's Strength, Dexterity, and Constitution become 19 or increase by +2, whichever is greater. The Master Athlete's Gloves grant advantage on climb, athletics, acrobatics, dance, grapple, and any other sport related checks. While wearing these gloves, you have a climb speed and swim speed equal to your land speed. Also, you can jump, from standing, up to your movement speed. With a reaction, you can safely catch any thrown projectile attack against you that misses, assuming it is something you can lift.

Attracting Stones 50

This pair of thumb-sized stones is colored in blue and red. Red stones attract to the blue stones, but alike colors repel. Attracting stones also stick to and attract metal. The force they create is stronger the closer they are to metal or each other, having a strength score of 10 divided by the number of feet of distance, rounded down. It takes only 5 pounds of pressure or force to unstick each Attracting Stone from something it is stuck to.

Bag of Holding 500

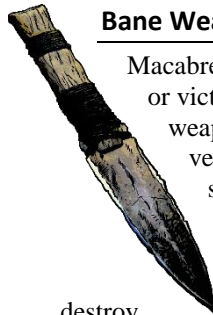
A Bag of Holding is a drawstring leather pouch girded by parallel bands of white leather. Opening the bag reveals an extra-dimensional space within. The bag can open up to 3 feet wide, distorting its constituent leather. These bags always weigh 10 pounds and have an internal, weightless 5 ft. cube of dimensional space that can store up to 100 pounds. If the bag is punctured or torn, although resistant to damage, the entire dimension contained within will violently spill forth.

Bag of Holding, Greater 13000

A Greater Bag of Holding is a leather pouch girdled by parallel bands of white leather and trimmed with swirling platinum leaf. The bag can stretch impossibly to open to a diameter of almost 10 feet, revealing an extra-dimensional space of approximately 10 cubic feet. This bag always weighs 20 pounds and objects floating within its internal dimension are weightless. A Greater Bag of Holding can hold up to 1000 pounds without bursting, although if pierced or torn, will violently expel everything contained within.

Balanced Weapon 450

This weapon is exceptionally well crafted with hidden weights and hollow chambers, increasing its range increment as a thrown weapon by 15 ft.



Bane Weapon 2500

Macabre markings denote the number of victories or victims brought about by this enchanted weapon as well as announcing its directed vehemence against a particular monster type, species, or individual. Magically anointed in a ritual infusing the weapon with aspects of the target's most hated or feared things, this weapon is designed to destroy that foe by dealing extra psychic damage on each hit: by type, add 2d8 damage, by species, add 3d8 damage, by individual, add 4d8 damage.

Battlefield Caltrop 65

Battlefield Caltrops, when inactive, are 4 inch spheres of iron. With the command word, 'Defend', the sphere will activate, ready to deploy upon impact. Then, six, evenly spaced, four-inch blades spring from the sphere and it waits on the ground for a creature to move next to it. If any creature other than the activator steps within 5 feet of a Battlefield Caltrop, the caltrop spins to life and lunges at the enemy. The caltrop makes a reaction attack with a +5 bonus for 2d4+2 damage, up to two reactions each round, maximum of one per target. Battlefield caltrops deal double damage and attack with advantage against a creature that has moved more than half their movement speed. After sitting idle for 1 minute without making an attack or after five minutes, the blades withdraw, the caltrop drops, inert.

Beguiler's Cloak 7000

Radiant blues and greens sparkle along the trim of this pale, silvery cloak. The Beguiler's Cloak gives a +1 bonus to both Charisma and Intelligence or increases them to a 17, whichever is higher. It also increases, by 1 round, the duration of any enchantment or illusion spell its wearer casts or activates.

Beguiler's Cloak, Master 18000

Master Beguiler's Cloaks ripple softly even in still air, creating waves of blue and green rays reflecting off the trim of the shimmering silver cloth. Illusory images, creatures, words, and terrains twirl in and out of focus among these colors. The wearer gains +2 Charisma and Intelligence or has their Charisma and Intelligence increased to 19, whichever is higher. Illusion and enchantment spells cast or activated by the wearer last 50% longer, rounding up.

Belt of Fire Giant Strength 27000

Belts of Fire Giant Strength are made of large cast-iron buckles woven and bolted together in a single-file chain girdling the stomach. Long threads of red, ember-filled twine run through and around the bolts and buckles. Fire giant hair stays hot and strong long after being shorn. The wearer's strength becomes 21 or receives a +4 bonus, whichever is higher. The wearer is treated as proficient with large, bulky improvised thrown weapons, such as large rocks or logs. In addition, the wearer takes no penalty from wielding weapons one size larger for that type of improvised thrown weapon. The wearer gains resistance to fire and cold.

Belt of Hill Giant Strength 3000

The wide leather band of this lifting belt is encircled by a band of woven hair. Grimy, dirt filled hair for this belt is taken from hill giants. The wearer's strength becomes 17 or receives a +1 bonus, whichever is higher.

Belt of Stone Giant Strength 9000

Graying, cracked leather has been cut out into a wide band and trimmed with a stone-fiber thread. The stone fibers are hairs taken from a stone giant. The wearer's strength becomes 19 or receives a +2 bonus, whichever is higher. The wearer is treated as proficient with large, bulky improvised thrown weapons, such as large rocks or logs.

Belt of Storm Giant Strength 60000

Flat panes of quartz crystal, filled with arcing purple bolts of electricity, are tied together with blue-purple strands of silk. The wearer's strength becomes 23 or receives a +6 bonus, whichever is higher. The wearer is treated as proficient with large, bulky improvised thrown weapons, such as large rocks or logs. In addition, the wearer takes no penalty from wielding weapons up to two sizes larger than normal for that type of improvised thrown weapon. When they strike a foe with a bulky, improvised thrown weapon, they deal 3d8 sonic damage to all creatures within 20 ft. of that enemy. Those that take sonic damage must make a Constitution save, DC 8 + the wearer's Strength Modifier, or be stunned for 1 round. The wearer is immune to electricity and cold.

Bonded Equipment 3000

Bonded items use elaborate runes to key themselves to the places between the planes, and often show this connection with chain-like runes. After being enchanted, the weapon must be attuned to an owner before its magic can work, a ritual where the owner must scar themselves with a representation of the bonded weapon and coat the item in the spilled blood or flesh. The Bonded enchanted item must then be kept in constant physical contact with

its wielder for one week for the attunement to imprint, after which it will sink into the scar at a touch. From then on, the wielder can call the item to hand or to the nearest unoccupied space at their feet as a free action. This bond works across distance, planes, barriers, and even states such as astral projection. Magical barriers against teleportation can block the summon if the user fails a save against the effect, but the user may re attempt to call their Bonded item after 1d3 rounds. Takes a week of constant touch to attune. A Bonded item is always summoned in the state it was in when attuned.

Boots of Elven-kind 400

Soft pliable leather Boots of Elven-kind are folded neatly on themselves such that they have only one small seam hidden inside the boot. Some are decorated with natural motifs or delicate Elven calligraphy, while others are left unadorned to show the quality of the animal leather. These boots allow the wearer to move noiselessly through natural environs and confer a +1 bonus to stealth in other environs.

Boots of Speed 3000

These thick leather, knee high boots are trimmed in gold leaf and are each adorned with a pair of tiny golden wings. Boots of Speed increase the wearer's base movement speed by 20 ft. For 3 rounds each day, the wearer may choose to act under the effect of Haste. These rounds need not be used consecutively.

Boots of Striding and Springing 500

Designed in the style of a coastal athlete, leather straps of the Boots of Striding and Springing tie the wearer's feet to olive-wood soles. Wearing these flexible sandals increases one's movement speed by 10 ft. and double one's jump distance and jump height.

Bracers of Defense 3000

Strapping the thick leather straps of quilted cloth, dozens of layers thick, of the Bracers of Defense immediately coats the wearer in a thin field of force. The magical force acts as +1 leather armor which requires no proficiency, however the bracers fail to take effect if the user is wearing other armor.



Bracers of Displacer Dexterity 9000

This blue-black leather bracer is decorated with the white tentacle spines of its namesake beast. The wearer's Dexterity is increased by 2 or increased to 19, whichever

is more. The wearer can, each round, ignore one trigger that would give an opponent an opportunity attack.

Bracers of Manticore Dexterity 3000

This reddish leather bracer is lined with dulled manticore spikes, reinforcing its sleek structure. The wearer's Dexterity is increased by 1 or increased to 17, whichever is more.

Bracers of Roc Dexterity 27000

Brown leather is arrayed with overlapping white and brown feathers. The wearer's Dexterity is increased by 4 or increased to 21, whichever is more. The wearer can, each round, ignore one trigger that would give an opponent an opportunity attack. Additionally, they may stand up from prone with no movement cost and can jump from standing with no penalty.

Bracers of Wyvern Dexterity 80000

Green-grey scales make up this delicate, sleek bracer. The wearer's Dexterity is increased by 6 or increased to 23, whichever is more. The wearer can, each round, ignore one trigger that would give an opponent an opportunity attack. Additionally, they may stand up from prone with no movement cost and can jump from standing with no penalty. Lastly, the wielder has resistance to poison and can spend a bonus move action each turn to withdraw or dash.

Brawler's Belt 7000

The Brawler's Belt is a thick, fraying length of rope tied around the waist. It is dotted here and there with a few dried drops of blood. The wearer gains +1 Strength and +1 Dexterity, or increases their Strength and Dexterity to 17, whichever is greater. When they wield no weapons or they wield improvised weapons, those attacks have their damage die increased by one size.

Brawler's Belt, Master 18000

Braided, twine ropes with the combined width of an apple wrap around the wearer. The simple knot is topped with a hexagonal golden emblem bearing a clenched fist. The wearer gains +2 Strength and Dexterity, or increase their Strength and Dexterity to 19, whichever is higher. They are considered proficient in attacks without a weapon as well as with improvised weapons. They make those attacks with advantage and their damage dice for them are increased by one size.

Camp in a Bottle 500

Opening this glass flask's waxed cloth stopper and dumping its tiny contents on the ground creates a fully stocked camp with a dozen tents and bedrolls in the

available space within the 30 ft. A small, waterproof chest grows to full size at the user's feet, containing two dozen high quality dried rations and filled water skins. Two oil soaked logs appear next to the chest. These can be burned as a normal campfire by themselves, capable of burning for 24 hours of fire each. Once it is emptied of its miniaturized campsite, the flask loses all magical properties.

Cat Whisker Gloves 7000

These gloves are black, skin tight, and thin enough to see through. Their elegance is disturbed by errant threads poking out at odd angles. Their wearer gets +1 Dexterity and +1 Wisdom, or their Dexterity and Wisdom are increased to 17, whichever is higher. If the wearer touches the ground, wall, or another solid surface, they gain tremorsense out 5 ft. on that surface. The sense is clumsy but still enough to feel movements of gears behind walls, even if it cannot pinpoint the exact location.

Cat Whisker Gloves, Greater 18000

These greater gloves are black, skin tight, and thin enough to see through. Symmetrical rows of fine black hairs streak out nigh invisibly, twitching and swaying. Their wearer gets +2 Dexterity and +2 Wisdom, or has their Dexterity and Wisdom increased to 19, whichever is greater. If the wearer touches the ground, wall, or another solid surface, they gain tremorsense out 20 ft. along that surface. The sense is fine enough to pinpoint the number of night crawlers in a rotten log, or detail the movement of tumblers in a safe.

Cat's Cradle 400

A Cat's Cradle is a length of magically treated string that can be knotted into a loop for its namesake string manipulation game. Creating a shape with the string turns the form into a string version of the shape, with a dangling slipknot hanging off a corner or edge. A Cat's Cradle remains in this new form until the slipknot is pulled, turning the Cat's Cradle back into a mess of string. A few of the forms are noted here: Manger forms a watertight cup, Diamonds forms a net that can safely capture and contain an object no larger than a fist, Cat's Eye becomes a glass lens that magnifies things viewed through it fivefold, and Grandfather's Clock transforms into a miniature clock that accurately details the time. Other magical forms, including new creations by master string shapers, are rumored to exist.

Cavalry Spikes 250

Unlike normal caltrops, these four inch balls of iron have six evenly spaced depressions along its surface. If a Cavalry Spike is given the command, "Pike Formation",

the six depressions rapidly extend forth four foot wooden pikes topped with steel points. The tetrahedral points of the Cavalry Spikes ensure that three pikes always point out and up while the other three form a secured base. Any creature that makes a charge, second move, or similar hasty movement within 5 ft. of a cavalry spike will be struck by the extended pikes. Such a creature takes 3d6 piercing damage and must make a Dexterity save, DC 15, or have their movement ended. Mounts that are suddenly stopped may throw their riders. Cavalry spikes can be tossed quickly, even as a reaction, up to 30 ft. Cavalry Spikes can only be used once and remain extended permanently, having expended their sizing magic, becoming non-magical.

Cloak of Elven-kind 350

The Cloak of Elven-kind is a light green, hemp cloak that subtly takes on the colors and patterns of its surroundings. When outdoors, the wearer gets +2 to stealth if they draw the cloak about themselves and stay still. Additionally, the wearer can exist comfortably in temperature ranges as if they were ten degrees hotter or cooler closer to their ideal temperature as the cloak helps wick away heat or insulate the wearer.

Cloak of Invisibility 70000

This cloak confers Greater Invisibility on the wearer as a free action by drawing the cloak around their body. It is a simple brown cloak lined with black crushed velvet on the inside. The invisibility effect extends to the wearer, equipment and items up to their carrying capacity, and up to one creature of their size. If another creature of their size shares the cloak, the wearer and their guest can only move at 1/4 speed of whomever is the slowest, or have a 50% chance of dispelling the invisibility which each move action.

Collector's Robes 20000

Collector's Robes are long, fluffy cotton robes of many different styles and usually garish colors. Dotting the outside and blanketing the inside of this robe are numerous pockets of all sizes and types. Most of these are mundane pockets, but some are linked with extra-dimensional pocket spaces. The robe always weighs 10 pounds. Of its extra-dimensional pockets, two dozen contain 1 ft. cubes of volume, one dozen hold 2 ft. cubes of volume, six are large 4 ft. cube dimensional spaces, and two giant pockets can contain up to 8 cubic ft. of volume, each. Each of the extra-dimensional pockets can stretch open up to the full width of their pocket dimensions. The robes make it easy to access any of the items in a dimensional pocket, reaching for one puts it conveniently at the top of the pocket when it is



searched for. They often come with random items, and it have a 25% chance of having a non-unique item worth less than 100 if the pockets are searched for a full minute. An item that was searched for cannot be found within the pockets again without waiting a full 24 hours before trying again, whether it was found or not. Items stored in extra-dimensional spaces do not suffer the passage of time. Some claim that these robes scoop up the discarded or lost items that fall between dimensions.

Combat Maneuver Weapon 1250

A melee weapon thus enchanted has been imparted with the knowledge of a skilled combatant. Many of these items come with signatures or personal badges from celebrity combatants, gladiators, knights, or the like, copying a portion of their skills from the height of their careers. This weapon will make the unskilled proficient and add further to the skill of the proficient. The Combat Maneuver enchantment grants proficiency in one combat maneuver, allowing its user to use their proficiency bonus when making opposed checks for things such as bluffing, intimidation, bull-rushing, grappling, tripping, disarming, called shots, or the like. For a user already proficient in the attuned maneuver, the wielder instead gets a +2 bonus on their roll.

Combat Maneuver Weapon, Greater 22500

A melee weapon thus enchanted has been imparted with the knowledge of a master combatant. Limited runs of such enchantments are made, as they pull directly from a complete imprint of the mind and soul of the copied combatant. This weapon will make the unskilled adept and make the proficient into masters. The Greater Combat Maneuver enchantment grants proficiency in one combat maneuver, allowing its user to use their proficiency bonus when making opposed checks for things such as bluffing, intimidation, bull-rushing, grappling, tripping, disarming, called shots, or the like as well as adding a +2 bonus on opposed rolls of that type. For a user already proficient in the attuned maneuver, the wielder instead gets a +2 bonus on their roll and has advantage.

Combat Maneuver Defense Armor 250

Designed for or copied from designs built to withstand the trickery of skilled combatants, Combat Maneuver Defense armor is outfitted to grant a +2 bonus on opposed rolls or saves, when defending against one type of maneuver. Whether the effect is a locking gauntlet to prevent disarming, well balanced armor to defend against trip attacks, or tactically focused helms to mitigate bluffs, this type of effect usually uses custom, although non-magical, modifications.

Combat Maneuver Defense Armor, Greater 2500

By combining the non-magical alterations of its lesser cousin with the magically copied skills of a master combatant to provide the wearer with extremely honed defenses against the chosen combat maneuver. The wearer gains +2 and advantage on saves or opposed rolls, when defending against the listed maneuver. A magical modification to the armor confers an advantage on saves against one type of combat maneuver. Other times, the crafter of this armor boosts the non-magical effect with magical components such as earth elemental rocks in a boot heel or the lucky coin of a thief hammered into breastplate.

Comfortable Armor 100

This padded and ergonomically designed armor allows its wearer to sleep in the armor at no penalty. The joints prevent uncomfortable binding or poor circulation.

Cord of the Rip Tide 1600

This small coil of blue and white rope can be used to escape. By tying one end of the ten-foot rope to a solid object and the other end around one's waist, the rope connecting the two tied points vanishes. The remaining few inches of rope at either end act as if an invisible rope still connects the two loops. With a sharp pull of the anchored rope, the other end is teleported back to within 10 ft. of the anchor point, with the rope reappearing. An invisible force keeps a creature tied with the Cord of the Rip Tide from traveling more than one hundred feet from the anchor point.

Crown of Aboleth Intelligence 80000

Obsidian and opal work together with magical forces to bend light around this crown such that it appears as a hole devoid of light to any creature lacking true sight. The wearer's Intelligence is increased to a 23 or by +6, whichever is greater. Once each short rest, the user of the crown can change a spell from a single target spell with a save to a single target spell with an attack roll. Once each long rest, they may convert half of a spell's damage to psychic damage. The wearer of the crown has resistance to psychic damage. The wielder of this crown can maintain concentration on any number of spells, but they take a -1 penalty to their concentration checks and spellcasting modifier for each spell they maintain beyond the second.

Crown of Beholder Intelligence 9000

A blackened and pitted iron crown bears seven gemmed eye stalks from atop its brow. The wearer's Intelligence is increased to a 19 or by +2, whichever is greater. Once each short rest, the user of the crown can change a spell

from a single target spell with a save to a single target spell with an attack roll.

Crown of Mind Flayer Intelligence 27000

The Crown of Mind Flayer Intelligence is a golden tiara inset with twisted amethyst rough-cut gems. The wearer's Intelligence is increased to a 21 or by +4, whichever is greater. Once each short rest, the user of the crown can change a spell from a single target spell with a save to a single target spell with an attack roll. Once each long rest, they may convert half of a spell's damage to psychic damage. The wearer of the crown has resistance to psychic damage.



Crown of Rakshasa Intelligence 3000

This simple crown of polished wood is lined with a glimmering tiger pelt and topped with polished feline incisors. The wearer's Intelligence is increased to a 17 or by +1, whichever is greater.

Custom Weapon 50

Fitted out with a personal crest, bits of flair, and custom tailored to the hands of the intended owner, a custom weapon is harder to disarm and is uncomfortable for others to use. This grants the owner a +1 to saves against being disarmed and imposes a -1 to all rolls with the weapon if anyone but a physically identical person to the owner wields the weapon.

Custom Armor 100

Fitted to the wearer, custom armor imposes disadvantage on stealth or movement related checks or saves on anyone else that tries to wear the armor. This effect can also include cosmetic effects and other minor features tailoring the armor to the tastes or personality of the owner.



Custom Armor, Specialized 1500

By deconstructing and remaking the armor from the ground up using incredibly precise measurements of the wearer, this specialized armor is designed to fit one person exactly, down to the smallest detail of joint articulation, skin wrinkling, and body weight distribution. Specialized custom armor is treated as being one armor category lighter for encumbrance purposes to the wearer and imposes disadvantage on strength or dexterity rolls to others who try to wear it unless they are physically a match to the original owner.

Dawn Powder 500

Dawn Powder is a finely ground glowing powder that when burned in a normal light source, will produce daylight. One use can be mixed with one pint of lamp oil, one torch wrapping, or mixed into six inches of candle wick. Larger or smaller light sources will use up a single portion of Dawn Powder proportionally faster or slower by the source's radius of the light, where one use covers approximately a 30 ft. radius for 1 hour. When imbibed, the powder lets its user automatically succeed on the next two death saving throws that they would have failed within the next minute. Poured into the mouth of a creature that died within the last minute, that creature returns to life, dying, with two failed death saving throws instead. Weirdly, this was first discovered as the sedimentary waste created during the distillation of a blindness poison. Some have posited that the light produced by the powder is the future stolen light that would have been seen by the victims.

Defending Weapon 3000

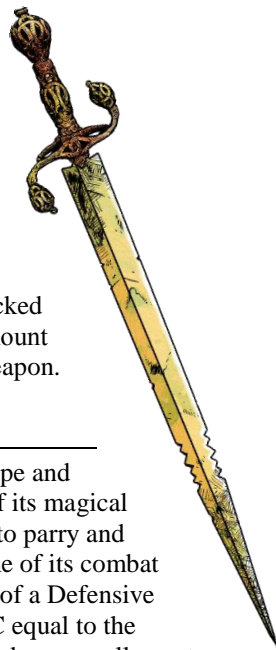
Lending some of its magic to defending its wielder, channeled through a simplistic magical intelligence, a defending weapon confers its magical bonus against attacks from a single foe. This boosts the wielder's AC against an attack by a creature the weapon attacked since its wielder's last turn by an amount equal to the magical bonus of the weapon.

Defensive Weapon 1000

A defensive weapon can alter its shape and weight distribution to utilize some of its magical bonus towards improving its ability to parry and block attacks, but this sacrifices some of its combat ability. As a free action, the wielder of a Defensive weapon can gain a bonus to their AC equal to the penalty they take on their attack and damage rolls, up to twice the magical bonus present on the weapon. Both effects last until the beginning of the wielder's next turn, so long as they hold the weapon.

Deflecting Shield 3000

Deflecting shields have an inset mirrored finish or polished metal sheet on their face, magically reinforced and self-cleaning. The polished metal has some give, like a dense sponge. The wearer can use their reaction to deflect a single projectile such that it misses them harmlessly or impose disadvantage on a ranged magic attack targeting them.



Disguised Armor 800

Disguised armor is hidden within, or crafted to resemble, normal attire. It confers advantage on checks to conceal the armor as well as allowing the armor to be worn without suspicion from bystanders. Expensive or custom attire will increase the expense of this armor enhancement.

Displacer's Cloak 19000

This shiny purple displacer beast hide is enchanted to retain some of the magical creature's power. The cloak confers a 20% miss chance on attacks against its wearer, as their true position is partially blurred into the ethereal plane. A wearer's blurred outline comes into sharp focus under True Sight or similar effects.

Displacer's Cloak, Greater 40000

The rare Greater Displacer Cloak is magically cured hide from a Dire Displacer Beast, displaying the many scars common on such an old and vicious creature. It takes advantage of the beast's greater powers to bestow a miss chance of 40% against attacks targeted at the wearer of the cloak by twisting the light around them through the ethereal plane. This cloak grants the additional ability to magnify the effect under conscious direction, resulting in almost total distortion for a 90% miss chance for up to 10 rounds each day. True Sight effects bring the distortion into partial focus, halving the wearer's miss chance effect.

Divining Rod 600

A 'Y' shaped stick that when grasped with two hands points to the largest body of water within ½ mile. Creatures and plants are considered reservoirs of water within their bodies, generally between 50-80% by weight, and may mislead the divination in sufficiently dry terrain.

Double Cross 1250

This crossbow was first fashioned by an eccentric Gnome. Its x-shaped limbs allow it to fire two bolts with a single shot. Part of its design uses special pulleys to keep the strings from striking one another and a reloading mechanism that lets it wielder load two pieces of ammunition in the same amount of time as a regular crossbow of its weight, assuming the user is proficient. The bolts can only benefit from bonuses to damage once, divided between the bolts as the wielder chooses. Both bolts must be fired at the same target, sharing a single attack roll.

Dragon Bile 200

Collected stomach juices from properly ripened dragon vomit or cadavers, Dragon Bile is a devastating acid. The chunky, black-green substance will eat through any substance at a rate of 3 inches per minute, consuming up to 1 cubic foot of material. It will tend to follow the path of least resistance unless actively stirred, applied, or guided. Only precious metals and gemstones are unaffected. If it is, inadvisable as it may be, spread on a weapon to attack, it adds 2d6 acid damage to each hit. The acid also deals this damage to the weapon upon being applied and at the beginning of each round.

Dragon Bile, Refined 2000

Sufficiently old dragons may grow a second, more intense stomach to deal with a diet high in heavy metals, bones, and magic. This viscous, yellow-green acid harvested from that stomach melts any substance it touches except for pure gold or flawless gems. The smallest imperfection or crack allows the acid to seep inside to consume the gem. Refined Dragon Bile is stored in a pure gold vial capped with a flawless diamond. The acid eats through 1 foot of material each minute, consuming up to 20 cubic feet of material. The acid eats too quickly through any weapon to be applied to anything except gold. On gold, the acid adds 5d6 acid damage to the first hit and deposits the acid on the struck target. To a living target, a vial of Refined Dragon Bile deals 8d6 acid damage each round, with a Dexterity save, DC 16, reducing the damage by half, this lasts until the target makes three successful saves and scrapes the acid off themselves or the acid has done at least 500 damage.



Dueling Wand 500

Dueling Wands follow the current fashion trends of magical accoutrements when built, and in this case, is a six inch, thin steel rod with a small leather wrist loop. Between a minor alertness enchantment and a light, convenient design, the wand adds a +1 bonus to initiative rolls to a wielder using it as their primary weapon, so long as it is held or holstered at the ready. Additionally, the wielder may convert any prepared action to cast a spell into a counterspell action against a target within 30 ft. of the prepared action's target.

Dust Bolts 200

These bolts have their heads packed with a compact dust that explodes on contact and release a cloud of dust. This creates a smoke cloud with a radius of 5 ft. that lasts for 1 round. Creatures starting their turn in the cloud must make a Constitution save, DC 12, or lose their action

coughing. These bolts deal half damage to the target they hit.

Dust of Dryness 400

This dust comes in a small grey, crushed-velvet bag. Emptied into any liquid, it dries up to 100 cubic feet of liquid, or the entire container, whichever comes first. The process leaves behind a glass marble shot through with the same colors as the absorbed liquid sitting in a pile of the unused dust. When struck against a hard surface or cracked, the marble explodes, releasing its contents.

Elixir of Truth 500

Elixir of Truth is made from the tears of a confessed sinner blessed by a priest whose god values truth. The creature that imbibes this potion must make a Wisdom save, DC 13, or be forced to tell the whole truth to any questions they are directly asked. Such a creature may not embellish, mislead, or intentionally obscure the truth, to the best of their knowledge. The effects last for 1 hour. If the affected creature is intentionally lied to, and discovers or knows the falsehood, the creature is granted a new save to escape the elixir's effect.

Elixir of Vision 150

Splashing this slightly salty, iridescent elixir into one's eyes grants increased vision for 30 minutes. The Elixir of Vision improves a creature's vision by one step: normal vision improves to low-light vision and low-light vision is empowered to darkvision, with the same ranges or other limitations the creature has. The creature gains advantage on vision based checks and has their sight range doubled. Once the elixir wears off, the creature's eyes become red, bloodshot, and dry. This causes the creature to suffer light sensitivity for the next hour. This duration can be cut short by ten minutes for every minute spent doing nothing but holding their eyes open to forcibly tear up, requiring a Constitution save, DC 10, or else instinctual blinking ruins the effect, despite doing nothing else for that minute.

Elven Boots 3000

Silken-soft slippers of fine green hemp make it so the wearer appears light on their feet. Their weight is reduced to 1/10th of what it normally be. In addition, the boots are completely silent, conferring advantage on stealth checks. This weight reduction does not apply to negative effects such as being knocked over or vulnerability to hostile weather. Likewise, it has no effect on jumping or being carried, affecting only the apparent weight that the surface being walked on receives.

Elven Chain 10000

Only fine, lightweight, mithril chain mail made by the finest Elven smiths can be called Elven Chain, and a few Elvish families carefully guard the secrets and legacy of this armor. This +2 chain mail of hair-thin, silvery chain mesh counts as light armor. Once each day, the wearer can use their reaction to take no physical damage from a targeted attack, as the attack passes over the chain like rain on the mountain.

Escape Plan 750

What appears to be a normal button fastener can be snapped apart to release a powerful mix of abjuration charms and vapor stimulants. It gives off a faint garlicky



vapor that invigorates and obscures the wearer. Using this consumable button grants a 50% miss chance to attacks against the user and a 50 ft. movement speed boost.

The obscuring effect fades by 10% each round and with each attack the user makes while the movement speed boost lasts for 1 minute, decreasing by 10 ft. for each attack made and round elapsed.

Ethereal Defenses Armor 10000

Armor enchanted with Ethereal Defenses is built at the same time in multiple planes and overlapped with itself such that it can apply its entire armor bonus against ethereal, shadow, or other extraplanar based attacks even if they would normally ignore material plane armor. The wearer can spend a reaction to gain resistance against damage from a single extraplanar attack by focusing the control enchantment to synchronize the multiple dimensions of armor.

Ethereal Reach Weapon 5000

An ethereal reach weapon shimmers with a faint, see-through green like a silk curtain billowing through a shaft of light. Such weapons are built by simultaneously constructing multiple copies of the weapon across different dimensions then binding them together. Weapons so enchanted can strike ethereal targets as if they were not ethereal, and five times per day can strike with extended reach even through solid, non-magical objects by attacking through warped, overlapping dimensions. This gives an additional 5 ft. of reach for melee weapons and doubling the range penalty for ranged weapons. Ranged weapons fired this way can ignore up to the first range increment of non-magical solid material as if the ammunition were ethereal.

Everlasting Rations 4000

Reaching into this empty burlap sack will retrieve one ration worth of jerky, hard tack, and dried fruits bound with edible, seasoned vegetable twine. The small bag can

produce up to a dozen rations each day, with the final and thirteenth ration of the day being a sloppy, rotted ball of goo.

Eversnuff Box 300

This is a small tin that produces up to 10 pipefuls of dried tobacco each day. It produces just one ounce each time it is empty when the box is snapped closed. The eleventh time the box creates tobacco each day, the result is pipeful amount of lumpy ash.

Explorer's Compass 1000

When this compass, a roughed-up, gold-leafed bronze compass is opened and placed on a nonfiction map, it will disappear, appearing on the map where the user is standing, if they are within the bounds of the map. The lines and text of the map will animate, reorienting to face the direction the map holder is facing. Tapping the compass diagram on the map twice returns the map to its original state and the compass appears in the user's hands. Inaccurate or misleading maps show the pointer location as where it would be per the scale of the map and not per where the user is. If the wielder is using a nonfiction map or a map they are outside the bounds of, the compass' point will spin wildly before the compass closes itself with a mechanical huff.

Explorer's Kite 4000

A brightly colored, silk flying fish kit tilts at the slightest breeze, tethered by a thin rope and well-worn wooden handle. When one flies the Explorer's Kite, they get an intuitive sense of the land around them. They are aware of the terrain the surrounding 20 miles, including details such as biome, layout, locations, landmarks, and weather that can be seen from the sky. If there is wind, the user must make a Dexterity check each time it is used or the kite will break free and drift away on the winds, destroyed: light winds, DC 10, medium winds, DC 15, strong winds, DC 20, storm winds, DC 25, or tornado winds, DC 30. In a lightning storm, there is a 50% chance that any strike within 200 ft. is redirected through the kite to its holder, destroying the kite and dealing 6d6 electricity damage, no save, to the wielder.

Extendable, Fantastic Pole 750

This two-foot wooden rod is darkly stained oak wood with smooth surface broken only by a collection of six small buttons. One pair of buttons will cause the pole to lengthen or shorter while held, as long as 20 ft. or as short as six inches. Another button causes the pole to extend alternating ladder rungs every six inches. The fourth and fifth are toggle switches that change their respective ends of the pole from flat to hooked ends to rings. The sixth causes the pole to extend 1 ft. by 2 ft.

platforms every foot and a half along its length. An Extendable, Fantastic Pole can hold up to 2 tons before its magic fails and it reverts to its original size and shape. Catastrophic physical damage, so long as the enchantment stays intact, causes the pole to go dormant for 1d6 days.

Farsight Goggles 2000

These eagle motif goggles spin in their sockets, extending and retracting the goggle lenses, allowing the user to focus and see clearly up much farther than normal. The wearer takes no penalty on ranged attacks at less than maximum range and suffers no penalties to visual checks due to distance. Additionally, creatures with low light or darkvision abilities have their ranges doubled while wearing these goggles.



Feather Token Boat 500

This large green and grey feather transforms into a lightweight but sturdy wooden duck shaped boat complete with stylized orange, webbed foot oars. The boat can hold up to 2000 pounds, or six medium sized creatures, without sinking yet it weighs only 5 pounds. Feather Token Fan 100 This tiny white-grey feather transforms into an elaborate wooden handled ostrich feather fan when waved. The fan can create a continual minor wind within a 30 ft. cone while it is fanned or a single, strong blast of wind in a 60 ft. line with a sharp swat. After creating a strong wind or ceasing to wave the fan, it reverts to its form as a single feather. Every time the fan reverts in form, it has a 1 in 20 chance of exploding into a puff of feathers, destroying itself, instead.

Fighting Button 500

Squeeze this black, chalky button until it bursts into powder for a combat stimulant of bitter salt gas. A Fighting Button is sold or disguised in any number of tiny forms like buttons, false teeth, jewelry, or trinkets. Its bitter aromatics grant the user two temporary hit points per hit die, advantage on strength based weapon attacks, proficiency with strength based weapons, and it raises the user's strength score to 16 or increases it by 2, whichever is higher. These bonuses last as long as the user has the associated temporary hit points. Each attack made while under these effects consumes two temporary hit points. As the Fighting Button's effects fade the user gains one level of exhaustion. The user must then make a Constitution save, DC 10, or become addicted to Fighting Buttons, needing one at least once each week or lose 2 points of strength and one maximum hit point per hit die while in withdrawal that lasts one week.

Fire-hearth Stone 500

This single, large stone can be added to a campfire to increase its warmth and protection. After 3 successive nights of keeping it continuously warm in a campfire, it retains a residual warmth. Further campfires containing the hearth stone make for a warmer, more pleasing camp, granting an additional point of comfort when used, or grant the campers sleeping within 30 ft. a bonus hit die for the next day. Sprinkling a warmed hearthstone with holy water and then placing it within the campfire will confer a +1 on rolls against undead while within the campfire's light. One use of holy water will last about 8 hours, or all night, whichever is longer. If the hearthstone is left in the cold on any night, it must be warmed up again with 3 consecutive nights of a campfire's warmth.

Fixed Hand 300

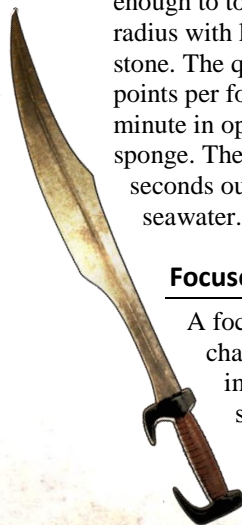
A Fixed Hand is a skeletal, humanoid arm attached just above the elbow to a wooden plaque. By touching the magical rune, the symbol for motion, just above the arm, one can change the position or imprint simple actions on the arm. It will hold the position or repeat the imprinted action until given a new instruction. The back of the plaque has holes and accompanying hooks for mounting. Common uses include holding a torch steady, keeping a magnifying glass focused, steadying reins, or grasping tongs to move an ingot from forge to anvil. The arm has strength and dexterity scores of 9, as well as an AC of 10 and 4 hit points.

Foam Mollusk 200

Hidden inside a seal-fat coated bag is a human-head sized clamshell coated in salty slime. Pried open with a moderate strength check or with a knife, the Foam Mollusk will start foaming with a rapid spray of quick-hardening stone lather. After a moment's delay, just enough to toss it up to 30 ft., it will fill up to a 5 ft. radius with lumpy coral-colored material as hard as stone. The quick-hardening foam starts out with 10 hit points per foot and a hardness equal to stone. After a minute in open air, it will soften to the hardness of a sponge. The Foam Mollusk will perish after thirty seconds outside its salted bag unless it is placed in seawater.

Focused Weapon 2500

A focused weapon is magically enhanced with charms to reduce its friction and magnify impacts, making the weapon deadlier when striking a creature's weak points. This increases the weapon's critical threat range by 1.



Folding Curtain 4000

The Folding Curtain is a black, 25 ft. by 25 ft., cloth tarp that can roll up many items to store them in an extra-dimensional folded space. Anything completely covered by the tarp can be stored in this variably sized extra-dimensional space with a command. It always weighs 20 pounds and can be rolled up into a compact bundle of cloth. The item or creatures stored within are treated as if they were rolled up in the cloth, and can hear and breathe through the heavy tarp, although they are in a folded material plane space. Tears to the outside or inside of the tarp shrink the tarps effective coverage to the smallest square of tarp not damaged, spilling out what can no longer be contained by the new, smaller effect size. Repeating the command while the tarp is unrolled enough to release its contents will have them appear underneath the tarp.

Fortified Armor 2000

The fortification enchantment combines force redirecting channels of arcane energy with armor buttressing mechanisms to add further protection to the most vulnerable areas of the armor. A critical hit against the wearer has a 50% chance of being a regular hit instead.

Fortified Armor, Impregnable 20000

Mechanistic jointing, honeycomb impact absorption plating, and energy ablation fields are woven into this armor to form an interlocking and unbreakable protection against common and uncommon weak points of armor. Critical hits against the wearer have a 95% chance to become regular hits instead and those critical hits reduced to regular hits only deal half damage. If the wearer becomes unconscious, the armor's geared joints whirl to life, such that they continue to dodge targeted attacks to retain the same armor class for up to ten rounds each day before the joints' energy is spent.

Foxglove Smoke 350

As a dense, smoke poison, this is stored either in a vase in its gaseous form or kept as a bundle of dried foxglove in a wooden incense box to be burned. This inhaled poison deals damage akin to asphyxiation to creatures that breathe it, or 1d6 damage each round a creature ends its turn in the smoke. One use of this poison fills a 15 ft. radius with smoke 10 ft. high that lasts for 10 minutes or until dispersed by a strong wind. Any creatures killed by the smoke decomposes over three days into a pool of noxious alkaline liquid. The basic fluid lasts until it deals damage equal to the dead creature's maximum hit points, after which it neutralizes. It deals 3d6 acid damage to each creature that starts its turn in the 5 ft. diameter pool.



Gauntlets of Ogre Strength 400

Heavy lead plates are sewn onto these leather gloves, making them incredibly heavy. If the wearer's strength score is less than a 15, it becomes a 15, otherwise the user gets +1 to damage rolls on strength based attacks.

Gem of Seeing 6200

Staring through this flat, parallelogram, quartz prism gives its user True-Sight after a few moments, automatically seeing through illusions and invisibility effects within the area seen through the crystal. It even functions well enough to see creatures on other planes not normally visible but crossing through the material plane, such as through who astral project, ethereal jaunt, or shadow jump, revealing their forms as distinct shapes of refracted light. It functions continuously, but looking through the prism for more than 5 minutes in one day requires the user to make a Constitution save, DC 7 + 1 per minute of previous use in the last day, every minute. On a failure, they become nauseous and blind for 1 minute and further use of the Gem of Seeing before completing a long rest makes the user blind and nauseous for another 1d4 minutes after only a single round of use.

Gentle Touch 10000

Named the Gentle Touch by the 'information experts' that created it, this black, bull hide sap causes an astounding amount of pain. Instead of its normal damage, it deals 3d6 nonlethal damage and is a +2 weapon. It gets its name from being completely unable to deal lethal damage, unable to kill, break bones, or even leave bruises, going so far as to stabilize a struck dying creature. The enchantments of this sap channel all the weighted sap's force directly at a creature's sensory organs, causing debilitating pain and a lingering, throbbing numbness reminiscent of the worst bruising that remains until the damage it has dealt is healed.

Ghoul Venom 150

Purple-grey congealed saliva gathered from between the claws of dead ghouls or bought from intelligent ghouls acts as a weak paralysis agent. Touched with the poison, living creatures must make a Constitution save, DC 11, or be slowed for one round. At the beginning of its second turn, a slowed creature must make a second save or be paralyzed for 1d6 rounds. Each vial of Ghoul Venom is enough for ten applications of the poison.

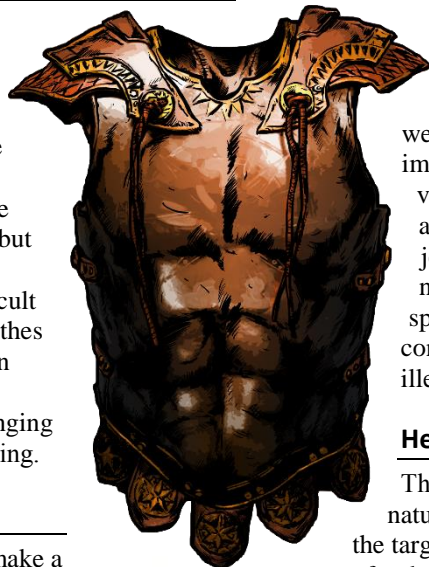
Glamour'd Armor 2500

Glamour'd armor can change both its own appearance and that of its wearer. As a free action, the armor can be made to look like any piece of clothing and the wearer

can change their appearance to any type of humanoid within 1 ft. of height and 50 lbs. of their normal attributes. If the wearer is trying to copy a specific set of clothes or humanoid appearance, they must make a disguise check with advantage to determine how closely their appearance matches the original. Glamoured armor only affects the appearance, not the underlying weight or physical material of the armor, which is an instant give away to anyone touching the glamour.

Glamoured Studded Leather 500

This magical studded leather can be magically altered on a whim into three other forms as a move action: noble's dress, pauper's rags, or a set of normal clothes. The leather still provides its full armor bonus in any form. Each of the three clothing types physically manifest, but the leather armor can be detected underneath the clothing with a difficult investigation check. Parts of the clothes removed from the leather armor turn into silk strands, twine, or yarn, respectively, after 1d3 rounds. Changing the armor's forms restores the clothing.



Gnomish Noise-box 150

This small noise box can be set to make a clamoring, metallic noise somewhere between a load of scrap metal falling down stairs and a mangled trumpet. It can be wound up and put to one of three settings: go off immediately, go off 1d6+1 rounds, or go off in 1d6+1 minutes. Gnomes using this device know the actual delay rolled, but cannot set it to a specific time or cancel it once it is set. The noise machine will play for 1 round, 1d3 rounds, or 1d3 minutes, respectively or until it is destroyed.

Harem Pillow 1000

A soft pillow drenched with colors and fringes, these legendarily soft pillows are rare only because they've been single-mindedly pursued by a single collector to line the grand bedroom of his harem of wives and husbands. A Harem Pillow adds +2 comfort to one's rest, or +3 if it is shared by someone who is at least a close friend. Alternatively, granting two or three extra hit dice to the users for the next day. Such a pillow is comfortable enough to even allow one to sleep standing up, head cocked to the side with the pillow between head and shoulder. It is said such a sleep would still be more restful than the king's finest down mattress. It is whispered to improve one's fertility, but it's owners routinely deny needing such an effect.

Hat of Disguise 200

A wide brimmed, beaten-up, cloth hat can, with a flick of the bent top-cone, disguise the clothes of its wearer and make minor cosmetic change to the wearer. The hat, however, remains unchanged. This can include changes of up to six inches in height and 50 pounds of weight. The illusory clothes it creates are insubstantial and must copy a common uniform or fashion trend, nothing specific.



Hawk Eye Goggles 1200

Hawk Eye Goggles are thick lenses sitting on a thin metal frame about the wearer's eyes. The wearer's sight and clarity for near distances is vastly improved. Any skill check that requires focus on very detailed or fine objects is rolled with advantage, such as assembling a trap or appraising jewelry. In addition, the wearer can read and write high-illegibly tiny text, allowing twice as many spells per page to fit in a spellbook as well as conferring the ability to hide secret messages with illegibly tiny text.

Healer's Balm 10

This light purple lavender jelly increases one's natural healing speed. Spread topically on the skin, the target regains 1 hit point per hit die over the course of a short rest. The jelly dries quickly and the target must stay still for one minute while it sets or the balm will crack apart to dust without healing the target.

Healer's Ointment 1000

This natural oil, rubbed into the skin, jolts the system of any living or dead creature with a metabolism. It provides a weak regeneration of 1 hit point per hit die each minute, lasting for one hour. There is enough oil for ten total hours of regeneration. Any creature exposed to its effects become ravenously hungry, needing to eat two days' worth of food during each hour of ointment use or they gain a level of exhaustion.

Holy Water 25

Water drawn from a pure spring is blessed with a small sprinkling of gold dust and holy oils in a short divine ritual. Any dead or impure flesh it touches blisters and shrivels. Undead flesh is returned to its rightful, decomposing, inanimate state. Demonic or alien flesh burns in a heatless white flame. A small splash or a coated weapon deals 1 radiant damage, with a single flask containing 5 such uses. Thrown as a splash weapon, it instead deals 2d6 damage to the target on a hit and splashes all adjacent creatures for 1 radiant damage. On a miss, the target instead takes 1 radiant damage.

Undead that lose more than one quarter of their remaining hit points lose a random limb. Demons or aliens that lose more than half their remaining hit points are banished to the own worlds.

Hunter's Backpack 1800

This buckskin rucksack lined with pouches is heavily reinforced with leather stitching patterned as various animals. Its main pouch, four large side pouches, and ten various smaller pouches are each secured with a leather tied-down and bronze clasp. Water, oil, and other liquids roll off the pack effortlessly. The backpack itself is resistant to damage, both from the inside and out. Each pouch is supplemented by both a minor holding enchantment, reducing the apparent weight by half while allowing the main, large, and smaller pouches to hold 100 pounds, 40 pounds, and 5 pounds each, respectively.



Non-living organic material inside a pouch will experience time at approximately one one-thousandth normal speed, such that each day appears to the internal pouches as a single minute. A knob on the main pouch's clasp allows it to function as a dehydrator, speeding up the drying of non-living organic matter by one hundredfold, such that every ten minutes of normal time is the equivalent of a full day of drying or smoking, should the pouch be provided with appropriate wood and coals. Weighing only 5 pounds itself, the Hunter's Backpack is completely immune to scent, retaining no smells on its surfaces nor on any material securely closed inside.

Illusory Dust 1250

Whenever a child laughs without cause, it is said to be invisible faeries gathering some of their imagination to make this powder. A pink, waxed leather pouch holds a few ounces of scintillating sugar crystals. Crushed and sprinkled over an object, the user can alter the sensory appearance of a medium sized object or creature with a single use, with larger or smaller objects requiring proportionally more or less powder. The illusory magic remains until it is washed off, dismissed by the creator, or someone makes a pun within five feet of the disguised object. It appears fully real, to the limit of how creative the creator is, and must be interacted with to be disbelieved with a Wisdom save, DC 10 + the Charisma modifier of the user of the Illusory Dust. Every bag has thirteen uses when created.

Immovable Rod 8000

This Damascus-style mix of adamantine and iron is formed into a rod using incredible magical heat, then inscribed with ground obsidian runes that are then

burned away. With the push of the button inset into the handle, the Immovable Rod cannot be moved with anything less than a DC 30 strength check or 2 tons of weight. Forcibly moving an Immovable Rod while it is engaged causes it to malfunction for 1d6 minutes before it recovers and can be used again.

Inconspicuous 500

An inconspicuous weapon is one in a large category of different weapons. These include everything from items that can function as weapon equivalents, those that have hidden weapons, weapons that are concealed as other objects, or other concealed-weapon type devices. Such weapons are easy to hide and give advantage on sleight of hand checks to hide or conceal them. While other weapons might be disguised or re-purposed, inconspicuous weapons are designed especially for that purpose and lack the usual penalties to function or draw speed. Inconspicuous weapons grant advantage on the first attack roll made in combat after its reveal from its inconspicuous form.

Infinite Box 7000

The Infinite Box is an ebony and ivory trunk, just over 4 ft. wide, 3 ft. deep, and 3 ft. tall that has neatly stacked, 1 ft. wooden cubes inside. An endless number of these pinewood boxes can be pulled out of the trunk. The boxes have 10 hit points each, weigh 1 pound, and can support up to 500 pounds before collapsing.

Interlocking Shield 600

Shields with this ability are meant to lock together. They have clasps, chains, and hooks along their edges. When next to another Interlocking shield, the two will attempt to link together. An Interlocking shield gets a +1 bonus to its base armor class for each other interlocking shield in the same formation or next to it, to a maximum of +2. When adjacent to someone with a shield, an Interlocking shield's owner can use their reaction to grant their shield's armor class bonus to their neighbor, at the cost of not benefiting from their own shield until the start of their next turn.

Invisibility Powder 4000

Procured from secretive faerie merchants and smugglers, this fine, glassy powder turns one medium sized object completely invisible with just a small pinch of tossed powder and a whispered joke. Academics posit that faeries create the powder by somehow distilling down children's' natural invisibility from stolen teeth and toys. A standard pouch holds about four ounces of dust, enough for thirteen uses if carefully measured out. The invisibility lasts until the affected creature or object

attacks, is splashed with water, or the next full moon rises into the night sky.

Invisible Ink 30

Invisible Ink is black pigment that has been treated with fairy magic, most often accomplished by getting a fairy to sneeze into the inkpot. This ink, when applied, can be given a set of instructions, up to thirteen words in length, on when it should be visible. Common uses are for passing hidden messages or condensing multiple pages of text onto one page. The illusion magic inherent in the ink masks itself from Cantrip and 1st level magic detection spells, although an astute sense of smell can detect faint traces of fae.

Ironbones Amulet 7000

Ironbones Amulets are made with a thick iron chain welded to a thick chunk of raw iron ore that hangs heavily around the neck. The wearer gains +2 to both their Strength and their Constitution. In addition, they are treated as if they were one size category larger opposed grapples, sliding, moving, or other cases where the wearer would gain a bonus if they were treated as a larger size, excluding weapon damage.

Ironbones Amulet, Greater 18000

The Greater Ironbones Amulet is a thick chain of iron ore blocks hanging an iron ingot around its wearer's neck. The wearer gains +4 to their Strength and Constitution scores and count as one size larger for their weapon damage and two sizes larger for any other purpose in which it would confer an advantage to be heavier or larger. The wearer is made much denser and their weight increases by 50%.

Jackalope Foot Earring 400

This rabbit's foot earring hangs from a small crescent of antler. If the wearer's Dexterity is less than 15, it is increased to 15. If it is 15 or higher, the wearer gains +5 ft. of movement speed.

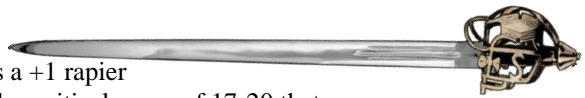
Jumping Caltrops 800

A bag of green, metallic beetles, each outfitted with elaborate chitin spikes, are held in magical hibernation awaiting activation. On the command word or upon a significant impact, these metallic-grey beetles swarm forth in a 10 ft. radius around the bag. The beetles rise up, splaying their spikes to act as living caltrops. Creatures that enter the space of the swarm or begin their turn in its area take 2d6 piercing damage as the beetles attack. The magical command word, spoken as a free action, allows the activator to direct the swarm to move up to ten feet. The Jumping Caltrops maintain their defensive posture until destroyed or they starve, being

magically compelled to defend even at the expense of taking in nourishment. The swarm has an AC of 14 and 60 HP. They lose 15 hit points each day to starvation. Jumping Caltrops that die due to starvation still litter the ground as normal caltrops, dealing 1d4 damage to the unprotected feet of creatures moving carelessly through their area.

Keen Rapier 4000

This weapon is usually identified not by its blade, whose razored edge is too subtle to easily detect, but by the special wire mesh hand guard that holds it. The hand guard is of delicate, wire-thin steel that shifts to the hand of its wielder and extended to cover the lower third of the blade to protect its wielder from accidentally contacting the blade. This rapier is so sharp, leaves that fall upon its blade continue past it in pieces.



It is a +1 rapier with a critical range of 17-20 that deals 1 bleed damage on a critical hit and an additional 1d6 damage when its wielder has advantage on the attack roll. The bleed damage is dealt at the beginning of each of the target's turns until they receive at least one point of healing or a heal check, DC 15. Anything holding the blade automatically takes 1d6 damage each turn.

Kitsune Tail Scarf 400

A red and white woolen scarf is styled to appear as a fox tail, complete with the occasional twitch. If the wearer's Charisma is less than 15, it is increased to a 15. Otherwise the wearer can, once per short rest, create a distracting prank psychically granting advantage on one attack or opposed skill attempt against an opponent unless they succeed on a Wisdom save, DC 8 + your Charisma modifier + proficiency.

Levitating Boots 9000

Levitating Boots are metal bottomed knee-high leather boots. On the right boot, there is a red, blue, and white tri-color dial at knee height. Pulling this dial out engages a levitation effect and pushing it back in ends the levitation. When the white dial, the default, is flipped up, the boots levitate at their current height, unable to fall below as if a plane of force extended from the soles of the boots at the height when the dial was pulled. Flipping the blue portion to face upwards causes that plane to move slowly, 10 ft. each round, towards the sole end of the boots. The red face has the opposite effect, raising the user up by 10 ft. each round in the knee direction of the boots. The boots can only hover up to 30 feet above a solid or liquid surface. Heights beyond this limit cause the boot's dial to pull in, dropping the wearer. The dial

can only be pulled up when the user stands still on a solid surface. Pressing the dial back in disengages the levitation effect. Turning the dial can be performed as a free action and pulling or pushing the dial can be performed as a free action or a reaction. Levitating Boots offer as much traction to walk while levitating as one would have standing on a stone floor, whatever orientation or angle the boot's levitating effect is activated in.



Luck Blade 15000

Gold leafing is flaking from the handle of this long bladed dagger and a dull red gem is seated in the pommel. In addition to being a +3 dagger, the dagger also confers a +1 bonus to all rolls by improving the owner's luck as part of the godly blessing placed on this weapon.

Luck Button 1000

Crushing this tiny, disguised clay accessory gives the wearer three instances of changed fortune. This allows them to use each instance to reroll one roll just made, after seeing the roll but before learning the results. The concentrated fortune magic grants a bonus to the user's saves equal to the number of remaining rerolls. If unused, one reroll fades each minute after the Luck Button is consumed. Luck Buttons are often camouflaged as lucky coins, pins, trinkets, or charms hanging off hooks that shatter the button when pulled off.

Luck Mail 19000

This +3 chainmail has a few coins melted onto its chain links and a whole host of knick-knacks and jewelry around its neck; one piece is devoted to each god or demi-god of fortune and fate. Luck Mail confers a +1 bonus to all rolls the wearer makes. Additionally, when the wearer receives good fortune, rolling a natural '20' on a check with consequences for failure, they may store that luck and reroll the check instead. Up to 5 instances of good fortune can be stored this way and can be spent to reroll any roll and use the new results. Stored luck only lasts for one day before fading as an offering to the forces of fate and fortune.

Luckstone 17000

This flat piece of basalt slightly larger than a coin grants a +1 bonus to all D20 rolls its holder makes. It need only be somewhere on its holder's person and if it would be accidentally dropped, unwillingly destroyed, or

purposefully stolen, it will fortuitously remain on its owner's person until they willingly give it up.

Mace of Disruption 500

Clerics have called on secret rituals to consecrate simple maces and morningstars to transform them into powerful weapons against the undead. A Mace of Disruption deals an additional 2d8 radiant damage to undead creatures it strikes and half as much damage to outsiders opposed by the deity of the cleric that made the weapon. The most common outsiders affected by a Mace of Disruption are devils and demons, the opposite of the Good aligned clerics that typically make these. Others might affect creatures of chaos, beings of law, or even angels. Undead that lose half or more of their remaining hit points to a blow by a Mace of Disruption must make a Constitution save, DC 10, or be destroyed. Outsiders that lose half or more of their remaining hit points to a blow by this weapons must make a Wisdom save, DC 10, or be banished to their native plane, unable to return for a number of weeks equal to the radiant damage dealt. Words carved into the handle detail how to perform the last rites for a corpse as called for by the faith of the cleric that made the weapon, and can be used once each day to lay a dead body to true rest, sanctifying it against necromancy.



Mage's Hand 1000

A mummified hand of an incautious former apprentice or robbed from the corpse of a dead spell-caster, the Mage's Hand grants its wearer some minor magical abilities. It is worn on a thin copper chain around the neck. The wearer can cast prestidigitation at will as a free action, can manipulate or move an object no heavier than 5 pounds at a distance of 30 ft., and can receive the benefits of an additional magic ring worn on one of the hand's desiccated fingers.

Mantle of Doppelganger's Charisma 3000

This silver-grey short cloak partially mimics the colors of its surroundings. Your Charisma score is increased by +1 or to a 17, whichever is greater.

Mantle of Dragon's Charisma 80000

This white leather is studded with a rainbow of chromatic dragon scales and secured to the shoulders with a polished dragon tooth pin. The usefulness of this mantle requires that it be fashioned from freely given materials, necessarily requiring a skilled diplomat and negotiator to gather its components. Your Charisma score is increased by +6 or to a 23, whichever is greater. Spells and abilities you use against an unaware, distracted, or surprised foe have their save DC's

increased by 2 or their attack rolls are increased by +2. Foes you charm are not immediately roused from their ensnarement upon being attacked by you or your allies, and instead get a new save with advantage to end the charmed effect. Once each short rest, you can roar and force all creatures within 60 ft. that can see and hear you to make a Charisma saving throw, DC 8 + your proficiency + Charisma modifier, or be frightened by you for one minute or until they spend an action to succeed on a new save.

Mantle of Lamia's Charisma 9000

This beige cloak is lined with purple and red scales and two ruby encrusted fasteners. The calming smell of incense drifts off this cloak. Your Charisma score is increased by +2 or to a 19, whichever is greater. Spells and abilities you use against an unaware, distracted, or surprised foe have their save DC's increased by 2 or their attack rolls are increased by +2.

Mantle of Siren's Charisma 27000

This aquamarine sailcloth cloak is studded with bits of coral, shells, and driftwood. It smells faintly of the sea. Your Charisma score is increased by +4 or to a 21, whichever is greater. Spells and abilities you use against an unaware, distracted, or surprised foe have their save DC's increased by 2 or their attack rolls are increased by +2. Foes you charm are not immediately roused from their ensnarement upon being attacked by you or your allies, and instead get a new save with advantage to end the charmed effect.

Medusa's Ointment 4000

Medusa's Ointment is olive green oil squeezed from the shed snakeskin from the hair of its namesake, suspended in strong vinegar. A liberal coating of the ointment, slathered on a petrified creature, restores the creature to life at the end of their next turn. If the oil is left to dry on a non-petrified creature, the oil will slowly turn the creature to stone. The oil takes three rounds to sink into the skin. While the oil is on their skin or after it has absorbed in, the creature must make a DC 15 Constitution save each round or become paralyzed for 1d6 minutes. A second failed save petrifies the creature but two consecutive successful saves before petrification ends the oil's effect, as does wiping it off before it is absorbed. A single jar of the ointment is enough to free three medium sized creatures or attempt to petrify six medium sized creatures.

Messenger Cap 200

Putting a written note in this hat, which can be of any type or make, teleports it to the inside of another, known Messenger Cap chosen by the sender. The target hat can

be picked by knowing its current owner by name, recalling the specific hat, or by a number given to the hat by a magical communication of organized messaging. Magical scrolls and notes containing more than 13 words cannot be transferred. Messages take a full minute to arrive, or return, in the case of the chosen recipient's hat not existing, and new messages cannot be sent until this occurs.

Mimic Clay 1000

Mimic Clay will copy any object it is pressed against in 1d3 rounds, taking double that amount of time for every size category larger than tiny, up to a maximum size of a huge object. It copies all physical properties of the object and can be returned to its light orange, soft-clay form with a kiss. This is rumored to be ground up bones mimics mixed with river clay, about the size of small melon and weighing ten pounds in its default state. If broken in its copied state, all of it will revert form if any piece is kissed and can then be pressed back together

Miner's Hope 2500

A Miner's Hope is a two-part pair, consisting of a pinewood coffin singed to display a crossed pick and shovel on its, and a bronze medallion bearing a similar imprinted sigil. When the medallion is clutched tightly, its wearer is teleported to the inside of the coffin. The coffin must be within 500 ft. and have enough space to fit the user, otherwise the medallion warms but does nothing. The medallion is left behind when the user teleports. Inscribed on the ridge of the medallion is, "Do not fear the dark; for it visits every night while we dream".

Mining Rod 5000

This well-worn, walnut rod is based with a cast-iron handle wrapped in tattered leather. Pointing the Mining Rod at earth or stone and giving it a sharp squeeze digs a 5 ft. diameter circle of natural stone or earth with a thundering crack, depositing the loose debris behind the wielder as piles of gravel, sand, and earth. It can dig up to 100 ft. of depth each day, up to 10 ft. per action spent digging. Against worked stone, reinforced earth, or otherwise strengthened earth and stone, it costs twice as many feet to dig a hole only two feet in diameter. Any ores are chunked into gravel as well, but unnatural, living, or foreign material is left in place by the digging, falling if unsupported. Affixing metal or wooden hollow shapes to the end of the rod will change what shape the rod will cut, but cannot exceed the normal circle diameter no will it increase the depth of the hole.



Minotaur Pelt Greaves 400

Dark brown, shaggy fur covers these thick rawhide boots. If the wearer's Constitution is less than 15, it is increased to 15, otherwise the wearer can delay the onset of an injury or a loss of consciousness for 1 round.

Mirrored Armor 30000

Mirrored armor or shields are coated in an alloyed mix of quicksilver and steel that never loses its polish or shine. With a reaction, the wearer can attempt to reflect a spell or gaze attack targeting them. They then make their save against that effect with advantage. If both rolls would be successful saves, the spell or gaze attack is redirected to target the caster or originator of the effect as well while leaving the wearer unaffected.

Mobile Caltrops 350

Tiny tin soldiers are the basis of these caltrops. Once scattered, they activate and angle their tiny swords and armor spikes to hurt anything that steps in the 20 ft. diameter circle they cover. On initiative count 0, the Mobile Caltrops move up to 30 ft. to center themselves around the last creature they wounded. Creatures that move through the territory of the Mobile Caltrops take 1d6+2 damage for every five feet of movement in the area. Any damage dealt to the caltrops except fire or acid is regenerated at the beginning of their turn. Each 5 ft. square has 20 hit points. Mobile Caltrops can be returned to dormancy in an hour-long ritual by one who knows the animate objects spell, otherwise they continue to function, losing one maximum hit point each day to corrosion.

Mobile Cavalry Spikes 500

Mobile Cavalry Spikes are small wooden soldiers that grow to form a living palisade 40 ft. in length and 5 ft. tall when tossed. Each 5 ft. section has a reaction that it will use to counter-charge anyone trying to cross the barrier, attacking with a +5 bonus to deal 2d6+6 damage. To pass through the barrier, the section of Mobile Cavalry Spikes must be destroyed or the mover takes 3d6 piercing damage in addition to any attacks received. Each 5 ft. section has 30 hit points and regains 10 hit points on initiative count 0. The thrower can order the spikes to reposition, moving any or all sections up to 5 ft. on initiative 0.

Movement Bonus Armor 10000

Cheetah skin stretches over the thighs or calves of this armor, holding an acceleration boosting enchantment embodying the animal's latent speed. Movement Bonus armor increases the wearer's movement speed in all their movement forms by 20 ft., applied after any movement

penalties. When running in a straight line, the user can make up to one direction change with no penalty.

Movement Bonus Armor, Lesser 1000

A small rabbit-foot charm hangs off the ankle or leg of this enchanted armor. The wearer's movement speed in all forms is increased by 10 ft., applied after any movement penalties. Any penalties for standing up from prone while wearing this enchanted armor are halved.

Noisy Armor 500

Creaky, clanking, purposefully loud armor, Noisy armor imposes a disadvantage on stealth checks for the wearer but grants a +2 bonus to the stealth checks of others who would be heard by the same listener. The armor is designed to create varied noises at intermittent and chaotic intervals while reflecting them in varying directions, perfect for covering up the accidental noises created by others trying to sneak.

Oil of Etherealness 250

Rub the Oil of Etherealness on an object to make it ethereal and intangible to things on the material plane. The runny, liquid smoke is held in a fragile eggshell of salt and holds enough oil to affect one medium creature and their equipment. Alternatively, it can cover a similar mass of combined objects. Once intangible, the affected object or creature levitates freely and can float at a speed equal to their highest movement speed. The etherealness lasts for 10 minutes but coming in contact with salt or the vertical plane above or below a line of salt drains half the remaining duration or 1 minute, whichever is more. A tossed handful of salt drains 1d3 minutes from the duration, or half as much on a successful Dexterity save, DC equal to the attack roll of the attacker. If the effect ends while the target is inside or partially inside a solid object, they are shunted to the nearest open space and take 3d10 of force damage plus 1d10 for every 5 ft. they are shunted.

Owl Eye Necklace 7000

An Owl Eye Necklace holds a round gem with diamond-shaped iris gently in its copper chain. This necklace increases its wearer's Wisdom and Charisma by +1, or increases them to a 17, whichever is higher. It also allows the perfect recall of written or oral information encountered up to two days prior. This might allow the wearer to perfectly reproduce a language unknown to them for someone else to translate, for instance. The wearer wins any ties in initiative.

Owl Eye Necklace, Greater 18000

A large concave gem bearing a diamond-shaped iris sits on this thin gold chain. The Greater Owl Eye Necklace

increases its wearer's Wisdom and Charisma by +2, or increases them to a 19, whichever is higher. Its wearer can perfectly recall anything seen or heard in the last month. By pressing the gem against another creature's forehead, the wearer can impress a chosen memory into that creature's mind, bypassing any chance of miscommunication. The wearer rolls initiative and perception checks at advantage and wins any ties.

Pauldrons of Chimera Constitution 3000

A bronze lion, iron goat, lead snake, and copper dragon heads decorate these metal pauldrons. Your Constitution is increased by 1 or to 17, whichever is greater.

Pauldrons of Hydra Constitution 27000

Dozens of intertwined copper snake heads form splaying shoulder pauldrons. Your Constitution is increased by 4 or to 21, whichever is greater. Once each day, spend an action to gain regeneration 2 for five rounds during which you gain vulnerability to acid damage. You may make grapple checks using their constitution modifier instead of dexterity or strength.

Pauldrons of Kraken Constitution 80000

Acid-etched, blue Damascus steel is formed into swirling wave patterns on these shoulder armor pieces. Your Constitution is increased by 6 or to 23, whichever is greater. Once each short rest, you may spend an action to gain regeneration 2 for five rounds. You may make grapple checks using their constitution modifier instead of dexterity or strength. You can make one free grapple check as a bonus action on your turn as blue-steel tentacles reach forth from these pauldrons.

Pauldrons of Troll Constitution 9000

Greenish metal has been formed into sneering, distorted faces on the ridges of these shoulder guards. Your Constitution is increased by 2 or to 19, whichever is greater. Once each day, spend an action to gain regeneration 1 for five rounds during which you gain vulnerability to fire and acid damage.

Paxton's Pocket Plane, Lesser 5000

Black cloth twisted into a ten-foot rope is secured at each end by a clasp. Locking the clasps together turns the Paxton's Pocket Plane into a loop that forms a 3 ft. diameter portal to a barren, rocky surface. That area is a tiny dimension of irregular rock, roughly 20 ft. in diameter on average, floating in a black void. From the inside, a loop of rope hangs or lays in a mirrored fashion to its position in the original plane. Unclasping the rope on the inside causes the outer rope to vanish. Reconnecting the rope from inside the

pocket plane returns the outer rope loop to its original position, or the nearest unoccupied space. Anything that falls off the floating rock falls 10 ft. before landing on the middle of the rock. Destroying the rope from either side collapses the pocket plane and shunts everything within to the nearest unoccupied space, dealing fall damage equivalent to the distance shunted. The pocket dimension, once closed, holds enough fresh air for five medium creatures to calmly breathe for four hours. Paxton's Pocket Plane are almost always keyed to unique dimensions that exist even when no portal is active, but rare versions exist with multiple portals to the same plane.

Paxton's Pocket Plane 20000

Paxton's Pocket Plane is a roll of wooden slats linked together. Unrolled, the slats have a lifelike painting of a door across their collective surface and a doorknob popping out. Turning the knob, the door opens to reveal a house or structure. This is a copy of an existing building or home, no larger than a large, single family home, chosen upon the creation of this pocket plane including furnishings: a rough volume of approximately 40 ft. wide by 40 ft. long with 2, 8 ft. tall floors. Windows and exits other than the front door open out to a black void, and anything exiting into the void returns through the front door. Locking the front door causes the roll of wooden slats to vanish, while unlocking the door returns the unrolled slats to the nearest unoccupied space from where they vanished. The pocket dimension contains enough fresh air for ten medium sized creatures at rest to breath for a week. Paxton's Pocket Planes are keyed to unique instances of dimensions that exist even when not connected with a portal, although some special requests have resulted in planes with more than one portal device keyed to them.

Paxton's Pocket Plane, Greater 80000

As its lesser cousins, Paxton's Greater Pocket Plane is a device that opens a gateway to a personal dimension. Inside a case, the smooth wooden dial, when turned, causes the device to unfold into an elaborate stone archway gated with wrought-iron. Beyond the iron bars is a farmstead, pasture, or other area of land copied from a real location at the time of the plane's creation: up to ten acres horizontally and a few hundred feet vertically. The pocket plane functions as if the land were normal, rivers continue to run, animal frolic, except that those entering the plane cannot step beyond its bounds, delineated by a semi-transparent grey barrier distorting the landscape around it. The view beyond this barrier is a lightly obscured picture of the world beyond the copied location, as estimated by the magic of the dimension. The stone and iron gate remains as the exit to the

original plane. Within this gate sits a peephole that offers a complete view of the entrance's surroundings, even when the gate is collapsed. Controls on the opposite arch of the gate cause the gate entrance on the original plane to close, open, vanish, appear, show a static image of the pocket dimension through the bars, or show the actual state of the pocket plane through the bars. Some greater pocket dimensions are keyed to multiple gates, selectable with the controls.

Polyglot Oil 250

Massaging this silver ink into your tongue allows you to be able to speak most languages fluently for 3d4+12 hours, excepting the dead, secret, or memetically dangerous languages. While under its effects, all food and drink have an added, sweet, metallic taste. Weird, archaic, or dead languages require the oil to touch a piece of writing or native speaker of that language before application for the Polyglot oil to grant the rare language as well. A vial of Polyglot Oil retains an imprint of all rare languages it has been exposed to. Some merchants sell improved or dosed Polyglot Oils for a premium, having collected rare languages and imprinted them into the Polyglot Oil. Each vial has enough ink for three uses.

Portable Hole 4200

A Portable Hole is a black circular piece of tarp four feet in diameter with a slightly sticking backing. Placed on a surface, it creates a hole four feet deep. If this is enough to reach to the other side, it does, vanishing the nonliving material that existing there into an extra-dimensional space. If there is living material crossing the border of where the hole would be created, the Portable Hole fails to create a hole and curls itself up a little. When removed, the original material returns as if it never moved. If not, it creates a portal to a 4 ft. deep, 4 ft. diameter extradimensional space. This persistent extradimensional space is affected by the gravity of the material plane while it is unrolled, but has no gravity otherwise. A single medium creature has enough air in a closed Portable Hole dimensional space to breathe for an hour if relaxed.

Potion of Climbing 50

The white powder in the Potion of Climbing is dabbed onto the hands and feet for a better grip while climbing. The potion takes an action to use and grants advantage on climb and balance checks for 10 minutes.

Potion of Diminution 1000

This wax-capped thimble holds just one drop of golden wax. Smearing the Potion of Diminution on your ears and nose almost instantly shrinks you down four size categories. A quick dab on your equipment shrinks it

along with you, up to your normal carrying capacity. The size change lasts for one hour or until death, then you will grow by one size category each round up to your normal size. The effect can be undone earlier by rubbing off the wax and then breathing in deeply. Creatures in areas too small to fit them take 1d6 damage each round for each size category they are too large, but the material or container enclosing them takes twice that much damage.

Potion of Flying 5000

Powdered feathers and pixie dust have been dissolved into this potion in a pair of conjoined glass thimbles. The liquid must be snorted or rubbed into the gums for it to work, somewhere that goes quickly to the brain for the self-telekinesis to work. This potion grants a fly speed of 60 feet with perfect maneuverability to the user and lets them use a bonus action on their turn to move up to their fly speed. A Potion of Flying lasts for four hours. At the end of the duration or while unconscious, the creature floats slowly and safely to the ground.

Potion of Healing 50

A standard potion of healing is a vaguely red liquid that restores 2d6+2 hit points when drunk. The source of the red is likened to a trademark by the most prominent brewer, Sunchiemier the Red, with other brewers instead suspending rose hips, crushed holly berries, blood, or candied fruit in the vials as their calling cards. If the user takes a full round to slowly drink the potion instead of chugging it, the healing is more efficient and is rolled with advantage.



Potion of Healing, Empowered 150

Different shades of light to dark red dance and swirl in the glass. Drinking the Empowered Potion of Healing restores 4d6+2 hit points. Somewhat rarer than its standardized cousin, these potions see some flair to indicate their upper scale: intricate, blown-glass vials, carved wax seals, or red, marzipan hearts floating inside. If the user takes a full round to slowly drink the potion instead of guzzling it down, the healing effect is more efficient, and the healing is rolled with advantage.

Potion of Healing, Perfect 1000

The gold standard of healing potions, the Perfect Potion of Healing restores the drinker to their full, maximum hit points and hit dice. The wine-red liquid is shot through with small flecks of pearl and gold while its crystal decanter is protected by a specially fitted purple heart-wood case lined with velvet. If the drinker of the potion

spends a full round carefully imbibing it, the user can take advantage of the healing magic to over heal themselves and gain one quarter of their maximum hit points as temporary hit points, rounded down. These temporary hit points fade after one hour.

Potion of Heroism 500

Drinking this heady mix of ambrosia and thick wine goes right to your head. You become immune to being frightened, gain 2 temporary hit points per hit die, and add 1d4 to your attack rolls and saving throws. The temporary hit points fade after five minutes. When the temporary hit points are all gone, the other effects of the Potion of Heroism fade as well.

Potion of Invisibility 450

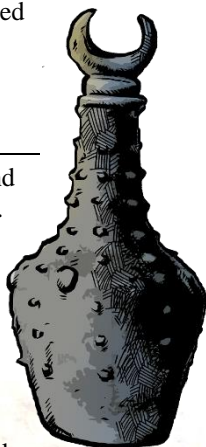
The Potion of Invisibility appears as an empty vial, until shaking it reveals its weight and the sound of swishing of liquid inside. Downing the invisible liquid from the small glass flask turns you invisible until you attack or take a hostile action. After attacking, the illusion struggles to keep up, distorting light imperfectly but still giving you a +2 bonus to AC and attack rolls. The potion's positive effects last for 5 minutes but for the next few hours, your sweat and body fluids stain, making things appear slightly blurry or distorted until washed.

Potion of Mind Reading 500

Gritty bits of copper float in the thick jelly of this potion. Massaging it into your scalp gives you the effects of a Detect Thoughts spell for five minutes, allowing you to focus on a creature within sight as an action to attempt to read their surface thoughts. A creature that succeeds on a Wisdom save, DC 13, against the effect does not end your telepathy, but is instead immune to further mental probing you attempt for the next 24 hours. Each round, if there are more creatures within 30 ft. than your wisdom modifier, you must make a Wisdom save, DC 10, or take 1d6 psychic damage from the mass of unfiltered thoughts. This potion lasts for ten minutes or until you lose consciousness.

Potion of Poison 200

A Potion of Poison mimics the consistency and appearance of the last potion bottle it touched. When made, it is a sickly green color. Drunk, it poisons the drinker for 3d10 minutes unless they make a Constitution save, DC 15. On a success, they only take 1d6 poison damage before vomiting. Each minute the creature spends poisoned, they suffer 1d6 poison damage. The poison in the creature's veins takes on its own virulence and anyone getting the blood of the poisoned creature in an



open wound or ingests it can be poisoned as well. Being exposed to the poisoned blood requires a Constitution save, DC 13, or the blood deals 1d4 poison damage each round for 5 rounds. They make a new save against the poison at the beginning of each round, with a successful save ending the effect.

Potion of Speed 6000

Upon quaffing this fine white sugar dust laced with fairy powder, the user is put under the effects of a Haste spell for 5 minutes. This grants them an extra action each round, doubled movement speed, advantage on dexterity saves, and opponents have disadvantage when targeting them. Any fatigue, exhaustion, or Slow effects are removed from the user for the duration. The user's metabolism vastly speeds up, granting them advantage on Constitution saves and healing them by 1 hit point each round for the duration. When the effect ends, the user becomes exhausted and incapacitated for 1 minute as their body violently stabilizes. They must eat ten times their normal daily amount or starve, gaining two levels of exhaustion each of the next three days they fail to do so.

Potion of Waterbreathing 100

After eating the small jar of pickled, orange fish eggs, you can now also breathe underwater. The skin on your neck gets itchy and dry, peeling up into a set of flaps like gills. You could stick your fingers in deep enough to reach your throat. Your new gills close after a number of minutes equal to your constitution score, leaving behind shallow skin flaps of dying skin on your neck. Some potions of this kind are cursed and will remove your ability to breathe normal air for the duration.

Predator Pheromones, Lesser 50

An unguent of glass holds distilled musk of one type of predatory beast, such as a lion, wolf, tiger, or bear. Mundane beasts and vermin with fewer than 3 hit dice that would be wandering monsters must make a Wisdom save, DC 12, or flee. Creatures of the same type as the musk that succeed on this save will instead be enraged and automatically attack. Intelligent creatures or those with greater hit dice are unaffected, although they may respond adversely to the smell of the musk. Each unguent contains enough to dab up to eight medium sized creatures or objects. The smell lasts for four hours, with submersion in water or mud doubling the speed at which it wears off.

Predator Pheromones 200

A double layered cap of this smoked glass vial holds in the pungent scents of one of several magical beasts. Mundane beasts,



vermin, and magical beasts with fewer than 6 hit dice that would be wandering monsters must make a Wisdom save, DC 13, or flee. Creatures of the same type as the musk that succeed on this save will instead be enraged and automatically attack. Intelligent creatures or those with greater hit dice are unaffected, although they may respond adversely to the smell of the musk. Each vial contains enough to dab up to eight medium sized creatures or objects. The smell lasts for six hours, with submersion in water or mud doubling the speed at which it wears off. Additionally, the magically distilled pheromones convert part of the target's natural smells, giving creatures disadvantage to smell the target's original scent beneath the pheromone.

Predator Pheromones, Greater 800

Careful interlocks of intricate alchemical working ensure that only the tiniest drop of the powerful scents contained within this glass thimble can be squeezed out at a time. These pheromones are gathered from legendary creatures such as dragons, kraken, or unicorn, done to impart a portion of their magical auras. Mundane beasts, vermin, magical beasts, and other creatures with fewer than 9 hit dice that would be wandering monsters must make a Wisdom save, DC 15, or flee. Creatures of the same type as the musk that succeed on this save will instead be enraged and automatically attack. Those with greater hit dice are unaffected, although they may respond adversely to the smell of the musk. Each vial contains enough to dab up to eight medium sized creatures or objects. The smell lasts for eight hours. Additionally, the magically distilled pheromones totally displace the target's natural smells for the duration, even going so far as to partially mimic the creature's natural aura. This imposes a disadvantage on attempting to detect the underlying creature's magical aura and makes it impossible to smell their original scent while the musk lasts.

Psionic Paper 3000

Psionic Paper alters itself to suit its master's wishes. Once one gains attunement with the paper, they can alter it at will. If copying a known paper, book, scroll, or document, better memory and knowledge of the original improves the copy. If creating or falsifying a document, creativity and attention to detail determine how convincing the fake is. As the Psionic Paper is continually updating, new checks must be made with every person the paper is intended to convince or bluff. The Psionic Paper cannot mimic any magical properties, but it can slightly change its shape to include things like wax seals, embossing, specialty inks, watermarks, or other purely physical properties.

Puresight Lantern 31000

Shining the dull green light of this lantern over an area reveals any illusions, invisibility, blinking, blurring, or any other effect that would be revealed by True Sight. The range of this lantern's light is a 60 ft. cone. The lantern provides only dim illumination, but allows everything in its 'light' to be seen by everything with a line of effect regardless of light levels or magical obscuration.

Qwik 50

Qwik is a white, starchy adhesive that will quickly bond any two items together, requiring a DC 15 strength to pull them apart. Metals, non-porous materials, or glass being glued this way only need a DC 12 check to pull apart. In a pinch, Qwik can bind a wound closed, reducing bleed damage by 1d4, requiring a full round action to hold the wounds closed while the glue dries enough to hold flesh shut.

Repelling Stones 50

Repelling Stones are small grey stones that fit in the palm of the hand. The pair is lashed together by three inches of twine string. They push apart with a Strength score of 16, less twice the distance between them in inches, to a minimum strength score of zero when they are eight inches apart.

Resistant Armor 10000

Resistant armor or shields grant resistance against one damage type. In addition, once each day as a reaction, they can nullify all damage of that type from one source or attack. Resistant armors are often decorated in stylized alchemical symbols of the damage type they ward against, designed to transform the latent energy of the blow into easily dispersed heat or light that is shed across the whole alchemical array.

Restoration Potion 500

This overly briny, sea-foam green potion heals the drinker of the following: two diseases, on poison, 4 points of statistic drain, and one malignant spell effect from a spell equivalent of 3rd level or lower. Each of these hostile effects is expelled from the body in a soapy bubble burped up by the drinker.

Restoration Potion, Greater 2500

The dark blue, watery potion is thoroughly saturated with magical salts that heal the drinker of all maladies, poisons, statistic drain, and malignant spell effects that do not require a Wish spell to remove. Pouring this into the mouth or open wounds of a creature



that died within the last minute will instead revive it, restoring it to 1 hit point.

Returning Weapon 2000

The handle softly molds to the hand of its attuned wielder; a returning weapon that is thrown will quickly slide, bounce, and glide back to its thrower's hand after the attack. If the thrower cannot hold the weapon or they are no longer in the same spot from where it was thrown, the weapon will drop to the ground where it was thrown from. This feature lets the wielder make multiple attacks in a single round using the same thrown weapon. Each successful hit made with this weapon since the start of the turn adds +1 to the attack roll and +1 damage on a critical hit. Only the sort of supernatural reflexes that could catch a thrown weapon on its way in could catch a Returning weapon as it flies back to its owner's hands.

Ring Blade 1500

This innocuous iron ring can alter its appearance and size to match any style or shape of ring on any finger, toe, ear, or another piercing. Whispering its command word extends a blade of force out from the ring, usable as if it were a +1 dagger. The bladed jewelry is amenable to partial mental control and an attuned wielder can wield the translucent grey blade without penalty. Repeating the command word ends the effect. Code phrases vary depending on their clandestine use, but might include, "Unsheathe", "Shhh", or even "There are daggers in men's smiles".



Ring of Backstabbing 9000

This black leather ring fits on easily, but then clamps down tightly onto the worn finger, making it difficult to remove. When attacking a target with advantage, the Ring of Backstabbing grants +1 to attack rolls and +1d6 damage of the weapon or spell type. If using an effect which requires a save against a target whom the ring wielder would have advantage, the save DC of the effect is increased by 1.

Ring of Climbing 1000

The Ring of Climbing provides advantage on climbing checks and on any check for using rope while increasing the carry weight of those ropes by 50% for an hour or until untied. Additionally, its wielder can reduce their effective fall distance 20 ft. if there is a wall in reach.

Ring of Counterspells 3000

A Ring of Counterspells is a tri-colored band of ceramic swirls with red, blue, and yellow twists. One spell can be cast into the ring to key the ring to attempt to

counterspell that spell automatically if the wearer is the target or within its area of effect. This effect also functions against any naturally opposed spells to the imprinted spell, such as a Light spell against a Darkness spell. In addition, when counterspelling, this



ring treats the spell used to counter as one level higher than how it was cast into the ring. The user can cast a different spell into the ring when they become attuned, replacing the previous spell.

Ring of Sustenance 1750

This magical ring of fine gold is carved with images of grain and fish. A Ring of Sustenance keeps the wearer well fed and hydrated, as if they had eaten heartily and drank deeply. The wearer does not need to eat or drink so long as they are attuned and wear this ring, but doing so causes them no harm. Magical or unusual sources of hunger have a 50% chance of being satisfied by this ring's effects. A Ring of Sustenance must be worn for an entire day to attune.

Ring of Swimming 1000

The blue, painted wood ring grants advantage on swimming checks and removes any penalties imposed from swimming, but not any penalties to acting while underwater. The wearer of the Ring of Swimming can swim for twice as long between checks for endurance while swimming.

Ring of Water Walking 500

When wearing this feather-stylized, silver ring, the wearer can walk on the surface of liquids as if they were solid stone. This includes their equipment and carried items up to their carry capacity. The wearer cannot be pushed under the water's surface easily while wearing this ring, no more easily than they could be pushed into dried river clay. Putting on this ring while underwater results in the wearer not being able to dive any lower, and any movement upwards raises this 'floor' along with them. A creature so inclined could essentially climb the water to the surface. Choppy or moving water will act as difficult or moving terrain. A continuous mental thought is required to negate the water-walking effect to dive, swim, or avoid falling onto the magically solidified water during a fall.

Rod of Metal and Mineral Detection 10000

An odd stone rod with a pair of binoculars welded perpendicularly to the middle of its 5 ft. length and a wooden grip at either end. Grasping the ends of the rod and looking through the lens will reveal valuable materials, showing them as if the rock or solids around

them were invisible. Twisting the handle allows the viewer to detect the presence, type, and quantity of valuable metals, ores, gems, and stones. Dialing the handles further focuses the view. The Rod of Metal and Mineral Detection looks through solid materials in a 120 ft. cone, stopped short only by metal at least 6 inches thick. Adjusting the view allows it to instead 'see' in a 90 ft. diameter sphere around the viewer or in a 500 ft. long, 10 ft. diameter cylinder. The rod similarly detects worked and refined versions of these raw materials, appearing as slightly different translucent shades of color with tiny identifying text markers. The rod can be used for up to 10 minutes each day. Each minute of use after that requires a Wisdom save, DC 14, or else the user is compelled to spend the next minute digging furiously for rare metals and minerals. Further use by that user within 24 hours will compel the user to dig for 2d6 rounds after each round of use.

Runner's Anklet 4000

A Runner's Anklet is a plain iron chain that fits loosely around a creature's ankle or wrist. While worn, the wearer's movement speed is increased by 10 ft. Additionally, if they move their whole move action in a straight line, their movement speed for that move action is increased by another 20 ft. and they impose disadvantage on any attacks of opportunity their move action triggers. When running long distances, the wearer has advantage on endurance checks and the duration between endurance checks is doubled.

Save Bonus Armor +1 250

Armor with this enchantment confers a +1 bonus to one save, chosen during the enchanting process, and often has a small associated trinket: A salt crystal for constitution, a sealed phial of ink for intelligence, or a polished pearl for charisma.

Save Bonus Armor +2 2500

This enchantment confers a +2 bonus to one save chosen during its ensorcelling. Trinkets on this armor might include: a stiff piece of yew wood for strength, a fox paw for dexterity, or glass owl eye for wisdom. Once each day, the wearer can make a new save as a free action against an ongoing effect with a saving throw type matching the bonus this armor provides.

Scholar's Spectacles 7000

These thick rimmed glasses sit heavily upon their wearer's face, constantly drooping to the end of their nose. Scholar's Spectacles grant a +1 bonus to both Intelligence and Wisdom, or the wearer's Intelligence and Wisdom become 17, whichever is greater. In addition, the wearer need only spend half as much time

copying spells, writing scrolls, translating languages, or learning new skills. The material and expense costs of those tasks do not change.

Scholar's Spectacles, Master 18000

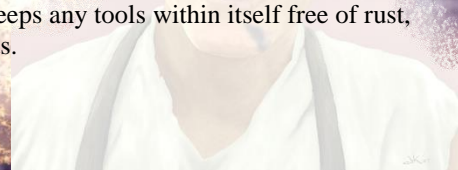
Master Scholar's Spectacles are half inch-thick glasses set in golden rims. Also, small rods hold additional lens of to the side of the main lenses, allowing them to be swung into place for further magnification. The wearer gets a +2 bonus to both Intelligence and Wisdom, or their Intelligence and Wisdom become 19, whichever is higher. In addition, the wearer need only spend one quarter the normal time copying spells, scribing scrolls, translating written languages, or learning new skills from written texts.

Shrinking Boat 7500

The Shrinking Boat is a scale replica of a boat, reduced to the size of a large backpack and weighing 50 pounds. With a command word, the boat grows to its full size in a single round, given enough space to accommodate it. The base Shrinking Boat is a six-person rowboat complete with four oars, a small sail, and a 50 lb. anchor. While unoccupied by intelligent creatures, the command word can be given again to shrink the boat back to its backpack size, clearing away mundane damage, wear, and shaking loose any creatures. Unbroken items will shrink down with the boat, but broken items and debris will vanish. Larger ships are possible but the creation process to shrink the boat down cost more. A river barge costs 10000 to shrink down (15000 total), a galley 20000 (30000 total), a sailboat 40000 (60000 total), and a galleon or larger ship will cost 75000 to shrink (100000 total). It is rumored that a shrinking Astral Ship exists, and even shrinks its passengers down to miniature size as well, but it has never been recorded.

Shrinking Forge 1500

This tiny forge is shrunk down to a doll-size, chain-bound workshop, allowing it to fit in a large bag or backpack. It holds with it a whole set of blacksmithing tools, an anvil, lockable cabinetry, and a fuel storage bin. It always weighs 50 lbs. when shrunk down, no matter how many tools, how much fuel, nor what amount of metal it carries with it, shrinking the unattended items left within its small workshop space or cabinetry. A lit forge that is shrunk will freeze in time, keeping its tools or works in the same position for when the Shrinking Forge is unfolded again. When grown to full size, it needs a full 10 ft. by 10 ft. by 5 ft. volume of space to unfold, or it will make a metal-on-metal screeching noise and fail to unfold. The forge starts with all the tools one might need for blacksmithing, forging, smelting, and metalwork and keeps any tools within itself free of rust, damage, and pests.



Skilled Weapon 250

Designed with some skill use in mind, a Skilled weapon is either magically or mechanically enhanced to improve the use of that skill: such as hooks for climbing aid, incense holder for diplomatic benefit, or slots for sensitive arcane reagents for arcana checks. The weapon offers a +1 bonus to the skill it is designed for.

Skilled Weapon, Greater 2500

A Greater Skilled weapon offers a +2 bonus to the skill that it was designed to aid. The skill bonus type manifests more visibly upon the weapon: it is perpetually coated in blood to aid in intimidate checks, bears detailed carvings to give knowledgeable reminders, has convenient tool compartments to aid in lock picking, or other similar modifications.



Slaad Tooth Amulet 400

A single, large yellowed tooth hangs from a twisted scrap of leather cord. It shimmers with a faint, nauseating rainbow of colors. If your Intelligence is less than 15, your intelligence becomes a 15. If it is 15 or higher, whenever you roll a critical on a spell attack, you may cast a cantrip as a bonus action.

Sleep Arrow 250

A dull silver arrowhead on a shaft fletched with down, these arrows deal nonlethal damage and explode into a cloud of downy feathers upon hitting a hard surface. Any creature struck must make a Wisdom save, DC 12, or fall asleep for 1d6 minutes. If the arrow shot dealt maximum damage, the DC increases by the damage die size and the duration increases by a number of minutes equal to the damage die size. The only way to wake such a creature before the duration ends is to physically rouse them as an action or for them to take damage.

Slippers of Spider Climbing 400

Sticky, silken stockings and matching white slippers can hold fast to almost any surface they touch. The wearer of the Slippers of Spider Climbing may move at their base land speed along the walls, ceilings, or other surfaces, so long as they are not wet or otherwise too slippery or icy that a spider could not climb them. The stockings will not fit over armored boots.

Smoke Bomb 150

A sandy, soft clay exterior absorbs the impact of tossing this smoke bomb up to 60 ft. after lighting it. Dark grey smoke obscures a 20 ft. cube around the burning bomb, granting total concealment. The smoke dissipates after 5 minutes or in the presence of a strong wind. A moderate

wind is only strong enough to move the smoke cloud 10 ft. each round.

Smoke Bomb, Crude 55

Crude smoke bombs are clay jars with a knotted rope fuse. Lit and tossed, the soft, 3 inch, clay sphere generates smoke, creating a 10 ft. cube of thick grey smoke. The cloud offers concealment but will be moved by a light wind, 10 ft. each round, or dispersed by a moderate or stronger wind. The smoke bomb's cloud dissipates on its own after 1 minute.

Smoke Bomb, Refined 350

Ashy, black-grey smoke pours out of this bomb after it is lit. In a single round, the Refined Smoke Bomb billows out into a 50 ft. cube. The smoke dissipates in half an hour or in the presence of a very strong wind. The specially treated smoke is too heavy to be moved by any wind weaker than a strong wind, within which it will move 10 ft. each round. The smoke itself grants total concealment to those within and clings to creatures leaving its area of effect, granting them concealment for 1d3 rounds after they exit the smoke.

Songbird in a Box 50

A tiny lead bird is chained to the inside of this box. Once opened, the bird will quietly listen for the next minute, sitting at the end of its tiny chain, perched on the edge of the lid. After that, scratching the underside of the bird's neck causes it to repeat, exactly, the minute of sound that it listened to. If the box is shut and reopened, the bird will attempt to listen to a fresh minute of noise, losing its memory of the previous minute, unless its neck is quickly scratched to play its recorded sounds instead.

Speed Weapon 20000

With a handle adorned with snake scales, rabbit fur, or cheetah hide, a weapon of speed moves with incredible speed. To an attuned wielder, the weapon grants haste while it is held, granting them an additional attack when they make the attack action, a bonus 30 ft. to all their movement speeds, a +1 bonus to armor class, and a +2 bonus to Dexterity saves.

Spell Clicker 500

A simple metal box with an annular sector of glass with a thin rod resting neatly on the left side of the glass pane. The Spell Clicker clicks more loudly and frequently the more magical auras and effects are near, as the rod tilts towards the right side of the glass pane. The intensity and frequency of its clicks scale inversely with the distance from these magical effects and directly with the power of the magic. Using a Spell Clicker grants advantage on checks to locate a source of magic or to

gauge its relative power and granting a +2 bonus on checks to identify the nature or specific instance of magic.

Spiked Armor 500

Spiked armor and shields deal an automatic 1d6 piercing damage each round to any creature that grapples with the wearer or restrains the wearer. These magical spikes align to stab those enemies at the start of their turns. The wearer's armor or shield can be used, with proficiency if the wearer is proficient with the shield, to make a strength-based bashing attack that deals 1d6 piercing weapon damage.



Spined Shield 8000

This +2 heavy wooden shield is adorned with a thick nest of porcupine spines. It functions as a spiked shield for bash attacks or retributive damage to grapplers, but dealing 1d8 piercing damage, and as an action it can fling a handful of spines at a foe within 30 ft. The launched spines are a Dexterity or Strength based attack, with proficiency if the wearer is proficient with the shield, and deal 1d8 piercing damage. Any bashing or retributive attack using the shield requires that the target make a Dexterity save, DC 14, or have a few spines stuck in their skin, imposing a -1 penalty to all rolls until an action is spent to pull them out. They deal 1 damage when pulled out unless a Heal check, DC 12, is made as part of the action to remove them. The spines regrow themselves as quickly as they are used. If plucked out or fallen, the spines rapidly deteriorate into 2 to 6 inch scraps of limp string.

Stealthy Armor 1250

Stealthy armors are medium armors designed with well-oiled joints, padded buckles, miniaturized silencing charms, and other small changes such that they no longer impose any penalties on stealth checks. Heavy armors cost twice as much to modify in this manner.

Stunning Bolt 1250

With a special tip designed to maximize the impact but not penetrate the skin, a Stunning Bolt deals nonlethal bludgeoning damage and forces the target to make a Constitution save, DC 12, or be stunned for 1d6 rounds. A critical hit increases the save DC to a 16 and the stun duration is doubled.

Sun Blade 25000

A Sun Blade is a +3 bronze short sword. Its cross guard is an ochre sphere with orange, metal rods jutting out perpendicular to the blade to form a circular guard. The blade deals triple damage to undead and double damage

to living creatures sensitive to sunlight. When thrust overhead and called upon as an action, a Sun Blade's ochre cross guard brightens and shines with a 60 ft. radius of sunlight, with a further 60 ft. of dim light. This light lasts until extinguished with a simple mental command. Three times each day as an action, the shining light can be called forth into a concentrated blast of 3d6 fire and 3d6 radiant damage fired down the length of the blade at a target within 120 ft. The target must make a Dexterity save, DC 15, to reduce the damage by half. Undead get no save against this effect while living creatures sensitive to sunlight have disadvantage on the saving throw. This use extinguishes the light of the blade. After the third use in a day, the Sun Blade cannot shine again until the next dawn.

Sun Rod 4000

A Sun Rod is a rod of solid gold that shines brightly out to 90 ft. and dim light out twice as far. It cannot be extinguished, but has a black leather holster it can be secured in that allows no light through as a free action. Thrice each day, the Sun Rod brightens fiercely at its command word, "Sunrise", extending its bright light radius out to 120 ft., its dim light out to 240 ft., and fill a 30 ft. radius around the Sun Rod as true sunlight. This effect lasts for 1 minute then the Sun Rod dims to cast only a dim light out to 90 ft. for 1d3 minutes, after which it will function normally and can be called on to create sunlight again that day.

Sun Rod, Greater 16000

The swirling red-iron and gold handle of the Greater Sun Rod is topped by an animated ceramic 'sun' that slowly rotates and appears to smolder. The Greater Sun Rod creates sunlight in a 60 ft. radius, bright light out to 150 ft., and dim light out to 300 ft. A tied-on, small, cloth bag depicting a full moon can be slipped overtop the ceramic sun as a free action to block this light and instead produce 150 ft. of illusory moonlight that only the holder of the Greater Sun Rod can see, effectively granting the wielder darkvision out to 150 ft. As an action, the wielder can mutter "Flare", and the ceramic sun will shoot forth a beam of searing energy where the rod is pointed. This deals 1d10 radiant and 1d10 fire damage as a ranged touch attack that the user is proficient with. Three times each day, the wielder can instead shout, "Nova", and the Greater Sun Rod shoots forth a 150 ft. line of concentrated sunlight, for 3d10 radiant and 3d10 fire damage. A Dexterity save, DC 16, reduces this damage by half. Undead struck by this ability automatically fail this save and take maximum damage while living creatures sensitive to sunlight have disadvantage on this saving throw. The cover of the Sun Rod must be removed to activate either the Flare or Nova abilities.

Sun Rod, Lesser 1000

This peeling, yellow, painted-wood rod casts off constant light as bright as a torch: 30 ft. of bright light and dim light out to 60 ft. The Lesser Sun Rod cannot be extinguished, but comes with a black felt slipcover that blocks the light and can be put on with a move action.

Sunlight Tablets 800

Sunflower-yellow, these chalky, chewable tablets grant 2d10 temporary hp and cause the chewer to generate a 5 ft. cone of sunlight from their mouth for the next minute. Eating the tablet is equivalent to the healthful benefits of getting 24 hours of sunlight and heals statistic damage by 1d4 points, split among whichever statistics the user chooses. Dissolving a tablet in a pint of water turns the water into a source of daylight for one hour, creating bright light out to 5 ft. and dim light out to 10 ft. There are ten tablets in each urn.

Thief's Ring of Tools 1200

This ring has, nested inside, all the tools a thief needs for picking locks and working with other small, mechanical devices. Such skill checks are made with a +2 bonus. While closed, it is indistinguishable from a normal ring except for a minor magical aura of illusion. Complicated gears and opening mechanisms can be custom set by the wearer of the ring, fine tuning the order and manner of tool appearance with any standard set of lock picking tools.



Throwing Weapon 4000

A normal melee weapon is given a perfect balance by a skilled craftsman and enchanted with astral-dynamic fletching to maintain an effective flight path. It is now throwable, with a range of 30 ft., using the same attack roll as it used when making a melee attack. Targets further than one but less than twice its range are made with disadvantage while targets beyond twice its range cannot be hit by the weapon. Weapons thrown using this enchantment pick up speed during their flight, adding +1 to damage rolls for every 10 ft. of distance traveled. It also has a minor returning effect, returning to its wielder's open hand at the end of the turn in which it was thrown. If the hand is occupied or moved, the weapon drops to the spot it was thrown from. A trapped or blocked Throwing weapon will not return but will automatically deal its damage +5 to the creature or object restraining it.

Trapped Equipment 500

Devious traps are built into this weapon, item, or armor so that those who don't know the trick will have trouble

wielding it. The trap creates one of the following tricks upon being used by someone unfamiliar with its disabling mechanism: the wielder takes 2d6+3 damage and has their hand or limb disabled until healed with a DC 15 heal check, the item becomes broken until fixed, the item triggers an inset magical device, the item sets off a deafening alarm, or the weapon becomes unwieldy and applies a 1d4 penalty to rolls, or armor class in the case of trapped armor or shields, until corrected. Only a wielder familiar with its disabling mechanism can fix or correct a Trapped item as an action. Common disabling mechanisms are related to an exotic method of holding the item, a secret switch, or a spoken password for an implanted magical trigger.



Traveler's Staff 3000

A Traveler's Staff is a sturdy walking stick of exotic wood, well-worn with use and oiled to a fine sheen. A spellcaster wielding this quarterstaff gains an additional spell slot of the second highest level they can cast if they are currently in a kingdom or region in which they do not have a permanent residence. A spellcaster may expend a spell of equivalent or higher level to cast the following spells: Guidance, Longstrider, and Cure Wounds. The wielder of the Traveler's Staff is more comfortable in a camp or on the road, granting themselves and up to six creatures +1 comfort and the ability hustle or march for twice as long between Constitution checks. Alternatively, instead of extra comfort, the Travelling Staff grants those creatures an extra HD for the next day.

Underworld Compass 500

This sphere of rusty iron is made from three concentric, notched, and marked perpendicular circles. The Underworld Compass floats its central pointer completely level relative to the center of the world, and allows its user to calculate their position and direction in three dimensions using the markings on the circles.

Universal Solvent 50

Universal Solvent was mixed and billed as a counteragent for Qwik, but this enhanced mineral spirit also weakens other adhesives. Applied to a stuck creature or object, the target receives a new save to escape with a +2 bonus. Used on untriggered webs or traps, a single use is enough to weaken a square foot of adhesive by 100 lbs. per square inch of adhesion strength. Adhesives reduced to 0 lbs. are rendered inert. There are five dabs of translucent blue spirits in this metal canteen.

Vein-sight Goggles 6000

The Vein-sight Goggles allow their wearer to see through solid material as if it were foggy glass out to a limit of 90 ft. The leather-strapped Vein-sight Goggles have solid metal lenses and faint etchings on the lens' faces. The goggles provide penetrating vision but pure metals are completely opaque to them, while less pure metals are visible as proportionally opaque glass. It is hard to distinguish non-metals seen in this way, with the user taking a -5 penalty to skill checks related to visually observing non-metallic materials or creatures. Using these for more than 5 minutes in a day requires a Constitution check, DC 5 + 1 for each previous minute of use that day, or the user becomes sickened for 1d6 minutes as some of their hair falls out. Subsequent use after failing a Constitution check results in an automatic 1d6 rounds of being sickened after each round of use.

Voice of the Sea 750

By holding this conch shell to your ear, you can hear the ocean. Any divination spell relating to the ocean you cast will be cast with advantage, although the shell is consumed during the casting of the spell. Licked, the shell turns out to be sweet and can be eaten like delicious sugar shards. For five minutes after eating, the shell grants the ability to breathe and fight underwater with no penalty. Multiple people can share the shell, splitting the total duration between them. Multiple people can share it but split up the duration between them. Fish and sea folk will often accept these shells as payment for mercenary services, and it is worth twice its value to those creatures.

Wand of Binding 3000

This black wand is tipped at one end with a white knob and adorned with a single black button. The Wand of Binding creates a stringed connection between any two surfaces it touches while the button is pressed. This string follows the path of the wand tip, as straight or winding as the wearer makes it, to the final surface it is touched against. The surface bond can only hold up to 100 pounds while the rope itself acts as mundane silk rope. Only 100 feet of 'rope' can be created with one activation. Touching the wand again to a surface bond breaks the bond and tapping it thrice upon one of its own ropes dispels the rope. If more than 12 bindings or ropes exist when a new binding is being made, the oldest binding or rope will be dispelled.

Watch Owl 1000

This stuffed owl will clamp down on any suitably sized perch it is placed on and watch for suspicious activity.

With a beige dial set in the back of its head, the Watch Owl can be set to different sensitivities at which it will begin to loudly hoot, easily audible from 300 ft. These sensitivity settings are by size of the moved inanimate object or moving creature: tiny, small, medium, or large. The Watch Owl looks for any movement of the set size or larger, using a passive perception skill of 15, with darkvision out to 120 ft. in a 180-degree arc in front of it. Alternatively, it can be set to rotate its head, covering a full circle but lowering its perception to 12, or to watch a 20 ft. radius circle within 120 ft. using a passive perception of 18. If it sees any movement, it hoots loudly for a minute or until its head is softly stroked, calming it. Up to six feathers can be detached from the owl's tail, exempting creatures or objects brandishing the feathers from triggering the owl's watch.

Water Djinn's Ewer 9000

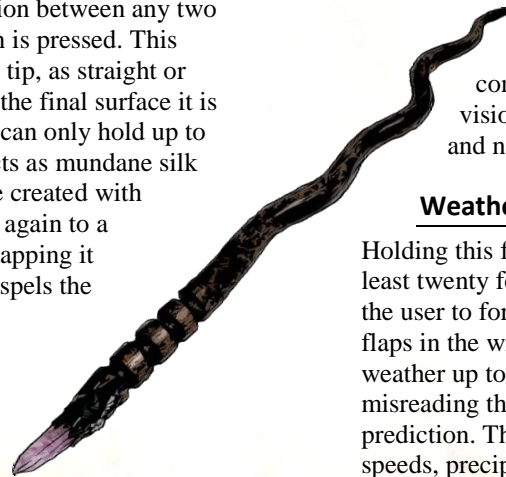
This pure sapphire ewer is capped by an ornate crystal stopper. The Water Djinn's Ewer sloshes with clear blue water inside. With its stopper turned to expose some or all of its open slot, it can be poured forth endlessly, creating as little as a cup of water each round to as much as a high-pressure blast of 10 gallons each round. This is a maximum of approximately 10 cubic feet of water each minute. The high-pressure blast of water strikes a 30 ft. line each round for 1d6 nonlethal damage and pushes struck creatures back 5 feet unless they succeed in a Strength save, DC 14.

Watersight Ring 3500

The Watersight Ring is a wide, smoked-quartz band that sizes itself to fit on a creature's largest finger. The wearer of this ring can see underwater as if they were clear and sunny skies. When deep underwater, the ring also provides darkvision out to 120 ft. This ring also removes any visibility penalty in muddy or obscured waters and liquids, the user treats total concealment as if it were mere concealment and concealment as normal vision. This effect only applies to non-magical and natural visibility penalties underwater.

Weather Vane 1000

Holding this flat, metal, bird-shaped Weather Vane at least twenty feet from the ground while outdoors allows the user to forecast the weather as the sheet metal bird flaps in the wind. The user becomes aware of the weather up to three days ahead, with a 20% chance of misreading the divination magic, giving an incorrect prediction. This notes the temperature changes, wind speeds, precipitation, humidity, and similar weather patterns but does not predict magical weather or effects.



X-Bow 2500

An X-Bow is a composite longbow or shortbow shaped like two bows crossing each other at a shallow angle with overlapping strings. It is a +1 weapon and allows an extra arrow to be loosed with each shot. This extra arrow does not benefit from any bonus damage from the bow or user and shares the same attack roll as the original arrow.

+1 Bonus Weapon 1000

This weapon is imbued with a minor bonus to combat, +1 to attack and damage rolls, due to one of a wide variety of sources or stylistic choices such as magically imbued sharpness, weight modifications, boosted speed, or a similar magical effect.

+1 Bonus Armor 1000

This armor has been magically enhanced to provide improved defense, +1 to armor class. Whether from protective runes, magical fortification, reaction speed augmentation, or another effect entirely, this armor has been improved to protect its wearer more effectively.



+2 Bonus Weapon 5000

This weapon is imbued with a bonus to combat, +2 to attack and damage rolls, due to one of a wide variety of sources or stylistic choices such as magically impossible edge sharpness, weight shifting mechanisms, acceleration magic, or a similar effect.

+2 Bonus Armor 5000

This armor has been magically enhanced to provide improved defense, +2 to armor class. Whether from protective plates of force, impact absorbing arcana, automatic defensive reactions, or another effect entirely, this armor has been improved to protect its wearer more effectively.

+3 Bonus Weapon 20000

This weapon is imbued with a moderate bonus to combat, +3 to attack and damage rolls, due to one of a wide variety of sources or stylistic choices such as invisible vibrating force spikes, imbued combat mastery, or a similar effect.

+3 Bonus Armor 20000

This armor has been magically enhanced to provide improved defense, +3 to armor class. Whether from ghostly protectors, magic infused materials, or another effect entirely, this armor has been improved to protect its wearer more effectively.

+4 Bonus Weapon 60000

This weapon is imbued with a major bonus to combat, +4 to attack and damage rolls, due to one of a wide variety of sources or stylistic choices such as embedded magical energies, ingenious weapon animation, or a similar effect.

+4 Bonus Armor 60000

This armor has been magically enhanced to provide improved defense, +4 to armor class. Whether from powerful magic auras, interdimensional impact displacement, or another effect entirely, this armor has been improved to protect its wearer more effectively.

+5 Bonus Weapon 120000

This weapon is imbued with a legendary bonus to combat, +5 to attack and damage rolls, due to one of a wide variety of sources or stylistic choices such as deific intervention, bound master spirits, or a similar effect.

+5 Bonus Armor 120000

This armor has been magically enhanced to provide improved defense, +5 to armor class. Whether from godly blessing, defensive master spirits, or another effect entirely, this armor has been improved to protect its wearer more effectively.

