



BOOMSTUD'S BAUBLE BOUTIQUE

CREATED BY BOOMSTUD

A COLLECTION OF CUSTOM MAGIC ITEMS
COMPATIBLE WITH DUNGEONS AND DRAGONS 5TH EDITION RULESET

BRACERS OF NIGHT AND DAY

Wondrous item, rare (requires attunement)

While attuned to these bracers, you can cast the light cantrip at will.

These bracers have 3 charges, and they regain all expended charges at dawn and at dusk.

Radiance. During the day, you may expend 1 charge to cast *scorching ray* or 3 charges to cast *daylight* using your Intelligence score as your casting ability.

Twilight. During the night, you may expend 1 charge to cast *chromatic orb* or 3 charges to cast *fly* using your Charisma score as your casting ability.

COAT OF THE WINTER WOLF

Wondrous item, legendary (requires attunement)

While wearing this coat, you have resistance to cold damage. While wearing this coat with its hood up, you have advantage on Wisdom (Perception) checks that rely on hearing or smell. Pulling the hood up or down requires an action.

Chilling Form. While wearing this coat, you may use an action to transform yourself into a Winter Wolf using the statistics in the Monster Manual (page 340). This transformation follows all rules for the *polymorph* spell with the exception that the Winter Wolf is a monstrosity, rather than a beast.

DEVIL'S TONGUE

Weapon (bident), rare (requires attunement)

This bident grants a +2 bonus to attack and damage rolls made with it. You can use a bonus action to speak this magic bident's command word, causing both prongs to begin to glow red with heat. While this bident is hot, it deals an extra 1d6 fire damage. It remains hot until you use a bonus action to speak the command word again.

Spit Fire. While wielding this weapon you can use an action to cast the spell *burning hands* (spell save DC 15). This ability can be used 3 times in one day, after which it cannot be used again until the next dawn.

Curse. This weapon is cursed, a fact that is revealed only when an *identify* spell is cast on the weapon or you attune to it. Attuning to the weapon curses you until you are targeted by a *remove curse* spell or similar magic; dropping the weapon fails to end the curse. While cursed, you can only speak infernal. A creature affected by the spell *comprehend languages* or a similar effect still cannot understand you unless they know infernal.

ELDER'S COWL

Wondrous item, rare (requires attunement)

Your Wisdom score is 19 while attuned to this item, this has no effect if your Wisdom score is 19 or higher. You also have advantage on Intelligence (History) checks.

Curse. This item is cursed, a fact that is revealed only when an *identify* spell is cast on it or you attune to it. Attuning to the item curses you until you are targeted by a *remove curse* spell or similar magic; removing it fails to end the curse. While cursed, you have disadvantage on Wisdom (Perception) and Intelligence (Investigation) checks if what you are perceiving is more than 15 feet away. Also while cursed, you appear to be an age that is considered elderly for your race and you may not tell anyone how old you are.

GLOVES OF DRIVING

Wondrous item, common

While wearing these gloves you are treated as being proficient in Vehicles (land and water).

LANCE OF LEAPING

Weapon (spear), rare (requires attunement)

You gain a +2 bonus to attack and damage rolls made with this magic weapon.

Leap. While wielding this weapon you can use an action to cast the spell *jump* targeting yourself. This ability can be used 3 times in one day, after which it cannot be used again until the next dawn.

Plunge. If you used your move action to make a long jump of at least 20 feet and landed adjacent to another creature, you may use your action to make a single attack against that creature. If the attack hits, it deals an extra 3d10 piercing damage and counts as magical for the purposes of overcoming resistances.

PILL OF SLUDGE

Wondrous item, uncommon

You may consume this small capsule as an action. When you do, your skin begins to secrete a translucent green slime. This effect lasts for 1 hour. While you are secreting slime, creatures have disadvantage when attempting a Strength (Athletics) check to grapple you, and you have advantage on Dexterity (Acrobatics) checks to resist being grappled.

RASH RIPPER

Weapon (dagger), rare

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

You can use an action to cause rust and grime to coat the blade. This filth remains for 1 minute or until an attack using this weapon hits a creature. That creature must succeed on a DC 15 Constitution saving throw or else the wound begins to irresistably itch and burn. A creature must use all its movement to scratch at the wound in an attempt to soothe the itching and has disadvantage on Dexterity saving throws and attack rolls. While the target is itching, other creatures have advantage on attack rolls against it. As an action, an itching creature may make a DC 15 Wisdom or Constitution saving throw (their choice) to end the itching effect.

RING OF SUPPLANTATION

Ring, very rare (requires attunement)

This ring has 5 charges and regains 1d4+1 expended charges daily at dawn. You can expend 1 charge from the ring to cast *disguise self* (DC 17 Intelligence (Investigation) check to see through the illusion).

Supplant Form. As an action, you can expend 3 of the ring's charges. When you do, your appearance changes for 1 hour. Your appearance and voice adjust to perfectly mimic those of the last creature to be attuned to the ring before you. This change has no effect on your ability scores. You do not learn anything about that creature or know anything that that creature knew. This change is indistinguishable from reality in every way and holds up even to close scrutiny.

SCREAMING BEAD

Wondrous Item, uncommon

This small bead resembles a bead of force, except that it has a slight image of a skull imprinted onto it.

You can use an action to throw the bead up to 60 feet. The bead explodes on impact, is destroyed, and creates a high pitched wailing noise that persists for 1 minute. Each creature within 30 feet of where the bead landed must make a DC 15 Wisdom saving throw or drop what it is holding and become frightened for 1 minute. If the creature ends its turn outside of the 30 foot radius created by the bead, it attempt a new Wisdom saving throw to end the frightened condition early.

Each creature within the 30 foot radius while the wailing persists has disadvantage on Wisdom (Perception) checks that rely on hearing.

SPELLEATER WEAPON

Weapon (any melee weapon that deals slashing damage), very rare

Whenever you deal damage with this weapon to a creature that is concentrating on a spell, it has disadvantage on its roll to maintain its concentration on that spell.

If an attack with this weapon breaks a creature's concentration on a spell, the spell is absorbed into this weapon for 1 minute.

While a spell is stored in this weapon, you gain a bonus to attack and damage rolls equal to half the spell level of the stored spell (rounded down).

You may use an action to cast the stored spell from this weapon. Use the spell save DC and the spellcasting ability modifier of the creature that cast the original spell.

If you do not cast the absorbed spell before the time limit expires, or if you absorb a new spell with this weapon, the spell's energy leaves this weapon and you gain temporary hit points equal to the spell's level. These temporary hit points last until you finish a short or long rest.

STAFF OF STORMS

Staff, rare (requires attunement by a cleric, druid, or sorcerer)

This staff has 10 charges. While holding it, you can use an action to spend 1 or more charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *call lightning* (3 charges), *cone of cold* (5 charges) or *fog cloud* (1 charge).

The staff regains 1d6+4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff releases a bright flash of light and a crack of thunder then turns to glass and shatters in your grasp, and is destroyed.

THANK YOU

My name is Levi Fawcett, but you can find me most places as Boomstud.

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Reviewers:

-Whitney Spaulding
-Kathryn DiMartino