

# Expanded Magic Items

A few more magic items for the world's greatest roleplaying game.

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## Magic Items A-Z

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

### Caravan's Friend

*Wondrous item, rare (requires attunement)*

This lantern can be carried by you or attached to a vehicle. Whatever is carrying this item adds 1 to their AC as a deflection bonus. It also has 1 charge. You can expend this charge as a bonus action or reaction to create a 15-foot sphere centered on your location that lasts for 10 minutes. Anything standing in that dome gains resistance to damage from ranged weapons. The lantern regains its expended charge at dawn.

### Displacer Dagger

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

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

This dagger seems to be surrounded by a hazy aura. You have advantage to any Dexterity (Sleight of Hand) checks made while holding this weapon. Additionally, this weapon has the thrown property. It has a short range of 20 feet and long range of 60 feet. There are 3 charges in this dagger. You can choose to spend 1 charge when you throw this weapon to cause it to teleport directly to your target, granting you advantage to the attack roll. You can also spend 1 charge to cause it to teleport back to your hand as long as you are within 60 feet of this weapon. This weapon replenishes 1d3 charges at dawn.

### Eyes of Mystra

*Wondrous item, rare (requires attunement)*

These crystal lenses fit over the eyes. While wearing them, you have advantage on any Intelligence (Arcana) checks. They also have 3 charges. You can expend 1 charge as an action to cast the *identify* spell. The lenses regain all expended charges daily at dawn.

### Green Band

*Ring, very rare (requires attunement)*

While wearing this ring, you have advantage on any Intelligence (Nature) checks. It also has three charges. You can expend 1 charge as an action to cast the *speak with plants* spell. You can also expend 2 charges as an action to cast the *tree stride* spell. As long as you are within 30 feet of plant-life, this ring regains all expended charges at dawn. Other than that, the ring regains 1d3 expended charges at dawn.

### Goliath Grip Gauntlets

*Wondrous item, uncommon*

While wearing these gauntlets, you cannot be disarmed of whatever weapons you are wielding. Additionally, you have advantage to any Strength (Climb) checks that you make.

### Gloves of Psychometry

*Wondrous item, legendary (requires attunement)*

While wearing these gloves, you can touch an object to glean its entire history. As you touch an object, you can say the command word and your mind will instantly be flooded with every single event that has surrounded this item.

This information is fleeting though. After 8 hours, you begin to lose details. After 4 days, about half of the story is gone. All of the information disappears within a week. You can retain the knowledge by transferring it into a book (or multiple books if it has a long history) or a crystal ball. You do this by touching an empty book, stack of empty books, or unused crystal ball and speaking the command word backwards. Information transferred this way is permanently copied onto the selected object and can be accessed only by someone who has these gloves.

However, there is a downside. The amount of information that you acquire, in such a fashion, has a chance of causing immediate pain to your psyche. Magic items have a greater chance of dealing you harm due to their increased power. You must succeed on a DC 5 Wisdom or Intelligence save (your choice) for common items or take psychic damage based on the age of the object. The difficulty of the save goes up by 2 for every rarity classification that the item has above common.

### Information Overload

Years	Psychic Damage
100+	1d10
250+	2d10
500+	3d10
1,000+	4d10
2,500+	5d10
5,000+	6d10
10,000+	7d10
25,000+	8d10
50,000+	9d10
100,000+	10d10

### Harvester of Souls

*Weapon (scythe or war scythe), legendary (requires attunement)*

You gain a +3 bonus to attack and damage rolls made with this magic weapon.

The blade of this scythe is ethereal. When you hit with an attack using this weapon, it deals an additional 2d10 necrotic damage. Enemies slain by this weapon cannot be brought back to life.

**Curse.** This scythe is cursed. Attuning to it curses you until you are targeted by the *remove curse* spell or similar magic. Dropping the weapon fails to end the curse on you. Whenever you fail to absorb a soul within 24 hours, you suffer 1 level of exhaustion. The only way to heal any levels of exhaustion acquired from the curse is to consume an additional soul the following day per level of exhaustion.

### Iaido Scabbard

*Wondrous item, very rare (requires attunement)*

This scabbard has a magical whetstone lining the inside. After drawing a weapon from this scabbard, the first attack you land deals an additional 10 slashing damage. You must sheath the weapon again and redraw it to regain this benefit.

### Razorleaf Cloak

*Wondrous item, rare (requires attunement)*

This garment looks to be made of individual silver leaves. Whenever you use the Disengage action, you can utilize a bonus action to attempt an attack by flourishing your cape. Add your proficiency bonus and your Dexterity modifier to the roll. If you hit, the target takes slashing damage equal to 1d8 + your proficiency bonus and your Dexterity modifier. Additionally, you can speak the command word to cause the leaves of your cloak to create a barrier of blades in a 10-foot sphere that last for 1 minute. Any creature that starts their turn or enters into the barrier must succeed a DC 17 Dexterity save or take 6d6 slashing damage. If the creature succeeds, then they only take half damage. This ability can't be used again until dawn.

### Serpentine Blade

*Weapon (longsword or shortsword), very rare (requires attunement)*

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

The blade of this sword is segmented. While you have this weapon in your hand, you can utilize a bonus action to change the blade's form into that of a chain blade. The weapon gain the reach property. If you hit a creature with the weapon while in this form, they must make a DC 17 Constitution save or become paralyzed for 1 minute. You can use a bonus action to return the weapon to sword form. Otherwise, the blade will revert to its original form after 1 minute of use. Once the entire duration is used up, this ability is unusable again until dawn.

### Slippers of the Dancer

*Wondrous item, uncommon (requires attunement)*

While you wear these light shoes, you gain advantage to all Charisma (Performance) checks that pertain to dance. Additionally, you gain advantage to all Dexterity (Acrobatics) check.

### Spirit Beads

*Wondrous item, rare (requires attunement by a monk)*

These prayer beads go around the neck. Whenever you attune yourself to this item, you gain advantage to Wisdom saving throws. Whenever you hit a creature with the Stunning Strike ability and it fails the saving throw, you deal force damage to the creature equal to your Wisdom modifier.

### Strings of Powerful Discord

*Wondrous item (any string instrument), uncommon (requires attunement)*

You must be proficient with string instruments to use this item. This instrument has 3 charges. You can spend 1 charge as an action to cast the *thunderwave* spell. You can also spend 2 charges to cast the *shatter* spell. As long as you play your instrument again before dawn, it replenishes all of its spent charges. Otherwise, it replenishes 1d3 charges at dawn.

### Thunderstone Bolas

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

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

Whenever you hit a creature with this weapon, it creates a thunderous jolt. That creature must succeed on a DC 15 Constitution saving throw or take 2d8 thunder damage and become knocked prone. On a successful save, the creature takes half damage and isn't knocked prone.

### Trophy of the Fallen Foe

*Wondrous item, legendary (requires attunement by a ranger)*

This random tiny body part of a creature has a thin rope threaded through it. A *trophy of the fallen foe* focuses on a specific creature type shared by your Favored Enemy ability. Whenever you attune yourself to this item, you gain a +1 bonus to all attack and damage rolls, saving throws, and AC versus whatever creature type you have chosen. If you have 11 or more levels in the ranger class, this bonus goes up to +2. If you have 17 or more levels in the ranger class, this bonus goes up to +3. This only applies to one of the creature types you have selected with the Favored Enemy ability.

### Waveblade Shield

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

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

It has the thrown property with a normal range of 20 feet and a long range of 60 feet. When you hit with a ranged attack using this weapon, it deals 1d8 + your Strength or Dexterity modifier slashing damage. Immediately after the attack, the weapon flies back to your hand.