



MORDENKAINEN'S TOME OF MARVELOUS MAGIC

Explore a wealth of fantastic new magic items in this supplement for the world's greatest roleplaying game

MORDENKAINEN'S TOME OF MARVELOUS MAGIC



CREDITS

Designer: M.T. Black

Consultant: Hiten Dave

Editor: Noah Lloyd

Editorial Assistant: Carl Agner

Art Direction and Graphic Design: Rich Lescouflair

Cover and Interior Art: Provided by Wizards of the Coast
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The Book of Marvelous Magic

Elminster's Guide to Divination

Elminster's Guide to Magic

Encyclopedia Magica

Magic Item Compendium

Mirt's Undermountain Survival Guide

Way of the Iron Embrace



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LIST OF ITEMS

Anchor of Seafaring	Bridle of Control	Dust of Sleeping
Anklet of Hobbling	Bridle of Speaking	Egg of Fog
Anklet of Levitation	Bridle of Wings	Eyepatch of Sight
Anklet of Walking	Brooch of Bones	Fan of Dancing
Aquamarine of Spell Extending	Broom of Serving	Flute of Courage
Armband of Healing	Buckle of Armor	Flute of Faerie
Armband of Strength	Buckle of Protection	Frostfallian Diamond Dust
Armored Gi	Buckle of Weaponry	Gauntlets of Dexterity
Badge of Freedom	Bugle of Reviving	Gauntlets of the Storm
Badge of Valor	Button of Blasting	Gavel of Authority
Bag of Flame	Button of Rosy Vision	Globe of Sunlight
Bagpipes of Droning	Cage of Entrapment	Gloves of the Grappler
Balance of Judgement	Cameo of Appearance	Gloves of the Starry Sky
Balance of Power	Candle of Protection	Goggles of the Golden Sun
Ball of Power	Cane of Armament	Golden Tongue
Banner of the Storm's Eye	Cane of Detection	Gong of Earthquakes
Bead of Accuracy	Cape of Disguise	Gong of Celestial Summoning
Bead of Dew	Cape of Reeking	Gong of Whirlwinds
Beady Eye	Cat's Eye Marble	Greenstone Amulet
Bell of Freedom	Chalice of Colors	Hammersphere
Bellows of Breath	Chalice of Detection	Handkerchief of Length
Bellows of Strong Wind	Chalice of Identification	Harp of Questing
Belt of Naked Invisibility	Claw of Magical Theft	Harp of Silence
Belt of Pankration	Cloak of the Phoenix	Harp of Thunder
Belt of the Wide Earth	Crown of Leadership	Hasp of Locking
Blanket of Healing	Crystal of Alacrity	Heart of Hearing
Bone of Animation	Crystal of Aquatic Action	Heart of Stone
Bone of Bruising	Cube of Abilities	Horn of Four Winds
Boots of Carrying	Cube of Luck	Horn of Plenty
Bottle of Containment	Curtain of Spying	Horn of the Tritons
Bottle of Fireflies	Cymbals of Crashing	Icy Strand of the North
Bottle of Moonlight	Deck of Chance	Impervious Vestment
Bracelet of Animal Speech	Divan of Divination	Infinite Scroll Case
Bracers of Lightning	Drum of Silence	Inkwell of Scrollmaking
Bracers of Wind	Drums of Panic	Iron Heart

Jug of Jade	Pipe of Smoking	Troll Gut Rope
Jug of Jestings	Pole of Rescue	Twisted Claw
Kettle of Drumming	Portable Bridge	Unicorn Pendant
Key of Opening	Pouch of Plenty	Urn of Purification
Ladle of Curing	Pouch of Travelling	Vampire Torc
Lamp of Darkness	Quill of Forgery	Vest of Missile Protection
Lamp of Djinni Summoning	Quill of Necromancy	Vestments of Power
Lamp of Honesty	Quill of Truth	Water Cloak
Leaf of Colors	Rake of Smoothing	Wax of Fabrication
Leaf of Falling	Rake of Tracking	Wax of Hearing
Lens of Lighting	Rattle of Death	Wheel of Burning
Lens of Perspicacity	Rattle of Elements	Wheel of Flying
Libram of Evaluation	Robe of Thunder	Whistle of Beasts
Libram of Identification	Rudder of Guidance	Whistle of Stopping
Log of Burning	Saw of Cutting	White Cloak of the Spider
Mask of Comedy	Sandals of the Light Step	Wink Brooch
Mask of Disguise	Scepter of Light	Wrestling Oil
Mask of Tragedy	Screaming Lantern	Xylophone of Xenomorphy
Medallion of Empathy	Scrimshaw Hand Mirror	Yoke of Flight
Medallion of Gargoyles	Scroll of Writing	Yoke of Obedience
Mirror of Divination	Seeds of Growth	Zoster of Zeal
Mirror of Images	Seeds of Wealth	
Mirror of Reading	Shovel of Animation	
Mirror of Recall	Shovel of Digging	
Mirror of Seeing	Slate of Identification	
Muzzle of Training	Snuffer of Dousing	
Nail of Pointing	Snuffer of Serving	
Necklace of Glittering	Soap of True Washing	
Needle of Mending	Spoon of Magic Medicine	
Net of Landing	Stormfire Amulet	
Net of Snaring	String of Lashing	
Nightcap of Vision	String of Pearls	
Oars of Rowing	String of Shackling	
Ointment of Soothing	String of Warding	
Orb of Storms	Talisman of Exemplary Healing	
Parchment of Rolling	Tent of Luxury	
Periapt of the Sullen Seas	Tent of Warning	

PREFACE

I have travelled to more worlds than I can easily recall, and I have seen more items of marvelous magic than I could record in a book of infinite pages. Many of these wonders I have possessed at one time or another, some I have merely observed, while others I know of only by reputation.

It is true that I once studied and collected magic for the sole purpose of accruing power, and I was more successful than most in this endeavour. Yet power becomes a perilous narcotic when sought for its own sake. Your desire always exceeds your capacity, and so you grow less satisfied rather than more, even as you increase your potency. Logicians would term this a "vicious circle."

It was while conducting certain hazardous experiments on Avernus, many years past, that I had a revelation. Or perhaps the revelation was given me—if so, it is the first time the gods have ever bequeathed me anything of use. Regardless, this was when I realized what is now common knowledge amongst the learned: that the equilibrium between the infernal and the diabolical forces prevents either from dominating. Or, to put it more plainly, if either the devils or demons ever gained the upper hand in their struggle, they would soon overrun the multiverse.

This (along with several other experiences and a considerable amount of self-reflection) eventually led me to embrace the doctrine of the Balance, which states that the stability and sanity of the world depends upon the maintenance of an equilibrium rather than the triumph of any one force over the other. I could say much more about this, but I am preaching to the converted.

These latter years I have spent accruing knowledge for those who, like myself, are committed to the preservation of Balance. This volume documents two hundred magical items that are particularly powerful or practical. Precise knowledge of these objects permits you to either utilize or thwart them, as well as helping you to find or create the said item in the first place. Therefore, this volume is remarkably powerful and dangerous, and I've made just eight copies to be placed in the hands of those I trust.

If this volume somehow falls into the hands of some other, I can only hope (I will not pray) that you will tread lightly, be wary, and (may it be so) act wisely.

—Mordenkainen

MY DEAR FRIEND,

I HAVE, AT CONSIDERABLE RISK TO MYSELF, MADE A COPY OF MY MASTER'S GREAT WORK AND HAVE INCLUDED IT IN THIS PACKAGE. MORDENKAINEN REMAINS A GREAT WIZARD, PERHAPS THE GREATEST OF THEM ALL, BUT HE HAS GROWN INCREASINGLY PARANOID IN HIS TWILIGHT YEARS AND JEALOUSLY GUARDS HIS KNOWLEDGE. HE HAS SPOKEN MORE THAN ONCE RECENTLY ABOUT BURNING DOWN HIS ENTIRE LIBRARY, LEST IT FALL INTO THE WRONG HANDS. AS A SCHOLAR MYSELF, I CANNOT ALLOW THIS TO COME TO PASS. INDEED, I HAVE DONE QUESTIONABLE THINGS TO ENSURE THAT IT DOES NOT.

IN YOUR RECENT NOTE, YOU ASKED ME TO EXPLAIN WHY MORDENKAINEN IS SO ZEALOUS FOR THE BALANCE. I CAN BEST DO SO BY REPEATING TO YOU A STORY HE HAS TOLD ME OFTEN. THERE WAS ONCE A MAYOR WHOSE SON DIED AFTER A BITE FROM A DISEASED RAT, AND SO SHE ENGAGED AN ENCHANTER TO KILL ALL THE RATS IN TOWN. NOW, IT SO HAPPENED THAT MOST OF THE LOCAL LIZARDS FED ON THOSE RATS, AND SOON THERE WERE NO LIZARDS TO BE FOUND EITHER. BUT THE LIZARDS ALSO FED ON CERTAIN INSECTS, AND THESE COULD NOW BREED WITHOUT RESTRAINT. GREAT SWARMS OF THESE INSECTS DESCENDED UPON THE TOWN'S CROPS, AND MUCH FAMINE AND DEATH FOLLOWED, AND THE WHOLE TOWN WAS FINALLY ABANDONED. THUS, WE SEE THE FOLLY OF INTERFERING WITH THE GREAT BALANCE, EVEN IN A SMALL WAY. BUT I AM NO PREACHER—SHOULD YOU EVER MEET MORDENKAINEN YOURSELF, HE WILL RELATE A HUNDRED SUCH ANECDOTES TO YOU.

BUT FOR NOW, I PRAY YOU WILL USE THIS BOOK WISELY, AND REMEMBER TO KEEP ITS EXISTENCE SECRET.!

—QORT

MAGICAL ITEM DESCRIPTIONS

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.

ANCHOR OF SEAFARING

Wondrous item, uncommon

This item consists of a 2-foot-long central iron shaft with an upper crosspiece and two curved bars at the base. Attached to it is a 4-foot length of stout, coarse rope. When the anchor is fastened to a vessel and thrown overboard, you can use an action to speak the anchor's command word. The rope magically lengthens until the anchor touches bottom or the rope reaches its maximum length of 1 mile. If you use an action to speak the command word again, the rope shortens back to its original length.

ANKLET OF HOBBLING

Wondrous item, rare

When this delicate golden chain is placed around the ankle of a creature, the creature has its speed reduced to half. The anklet can only be placed on an unwilling creature if the creature is incapacitated.

You and any creature you designate when you use the anklet can use an action to remove it. Once every 10 days, the bound creature can make a DC 20 Strength (Athletics) check. On a success, the creature breaks free and destroys the anklet.

Hobbling a creature over an extended period can result in permanent injury and is really a form of torture. I can think of few instances where the Balance is served by gratuitous cruelty.

ANKLET OF LEVITATION

Wondrous item, uncommon

While you wear this anklet, you can use an action to cast the *levitate* spell on yourself. Once used, this property of the anklet can't be used again until the next dawn.

ANKLET OF WALKING

Wondrous item, uncommon

While wearing this anklet, you can stand on and move across any liquid surface as if it were solid ground.

AQUAMARINE OF SPELL EXTENDING

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

This blue stone is fashioned in the shape of a crane and has 3 charges. While holding it, you can use a bonus action to expend a charge and double the duration of any spell cast using a spell slot of 6th level or lower that has a duration of at least 1 minute. The aquamarine regains all expended charges daily at dawn.

ARM BAND OF HEALING

Wondrous item, rare

This copper armband bears the insignia of two stags prancing around a staff. While wearing this armband, any healing spell you cast cures the maximum number of hit points. Once used, this property of the armband can't be used again until the next dawn.

ARM BAND OF STRENGTH

Wondrous item, rare (requires attunement)

This thick, bronze armband is engraved with the image of two bulls butting horns. Your Strength score is 20 while you wear this item. It has no effect on you if your Strength is 20 or higher without it.

ARMORED GI

Wondrous item, uncommon (requires attunement)

This item consists of a white cotton jacket and reinforced trousers with a heavy black cotton belt. You gain a +1 bonus to AC and saving throws while wearing this gi if you are wearing no armor and using no shield.

BADGE OF FREEDOM

Wondrous item, rare (requires attunement)

This silver pin has gilt edges and is shaped like a tiny pair of wings. While wearing it, magic can neither reduce your speed nor cause you to be paralyzed or restrained.

BADGE OF VALOR

Wondrous item, rare (requires attunement)

This gold badge is engraved with a lion's head surrounded by a circle of aquamarines. While wearing it, each friendly creature within 20 feet of you (including you) has advantage on saving throws against being frightened.

BAG OF FLAME

Wondrous item, rare (requires attunement)

This burlap sack is flame-red and feels hot to the touch. The bag has 3 charges for the following properties. It regains 1d3 expended charges daily at dawn.

Flame Sheet. You can use an action to open the bag and expend 1 charge to cause a thin sheet of flames to shoot forth. Each creature in a 15-foot cone must make a DC 15 Dexterity saving throw. A creature takes 3d6 fire damage on a failed save, or half as much damage on a successful one. The fire ignites any flammable objects in the area that aren't being worn or carried.

Summon Fire Snake. You can use an action to reach into the bag and expend 2 charges to pull out a **fire snake**. The creature is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the fire snake, it defends itself from hostile creatures but otherwise takes no actions.

Fiery Shield. You can use an action to open the bag and expend 3 charges to cause thin and wispy flames to

Someone once said that having heard one bagpipe tune, you have heard them all. An overly cynical assessment, but I admit the music is an acquired taste.

emerge and wreath your body. You gain immunity to fire damage for 10 minutes.

BAGPIPES OF DRONING

Wondrous item, very rare

You must be proficient with wind instruments to use these bagpipes. They have 3 charges. You can use an action to play them and expend 1 charge to create a dull, droning noise that sends creatures into a magical slumber. Roll 10d8; the total is how many hit points of creatures this spell can affect. Creatures within 20 feet of you are affected in ascending order of their current hit points (ignoring unconscious creatures).

Starting with the creature that has the lowest current hit points, each creature affected falls unconscious for 1 minute, or until the sleeper takes damage. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Undead and creatures immune to being charmed aren't affected by this item. The bagpipes regain 1d3 expended charges daily at dawn.

BALANCE OF JUDGEMENT

Wondrous item, rare

This is a small set of brass scales. When a piece of hair, a scrap of nail, or the like is placed upon one of the trays, the tray rises if the owner of the scrap is of good alignment and sinks if the owner is of evil alignment. For neutral alignments, the tray remains motionless.

BALANCE OF POWER

Wondrous item, very rare

When a gem worth at least 500 gp is placed on the right-hand tray of this neat brass scale, the gem is destroyed and an ability score you select is changed to 20 until the next dawn. There is no effect if your score is already 20 or higher. Once used, this property of the scale can't be used again until the next dawn.

BALL OF POWER

Wondrous item, legendary (requires attunement)

This crystal sphere is 3 inches wide and glows with a soft, purple light. While holding it in your hand, you can use an action to speak the command word and activate it. It remains activated for 1 minute. During this time, you have resistance to all damage and your Strength score changes to 25. The item has no effect on your Strength score if it is already 25 or higher.

Once used, the ball can't be used again until the next dawn.

BANNER OF THE STORM'S EYE

Wondrous item, very rare

This military banner is 8 feet long when unfurled. It has a dark blue background with a swirling white pattern in the middle, depicting the overhead view of a hurricane.

For 1 hour after the banner is unfurled and held aloft, all creatures within 20 feet of it are immune to being frightened and stunned. Once used, this property of the banner can't be used again until the next dawn.

BEAD OF ACCURACY

Wondrous item, rare (requires attunement)

This orange glass bead measures three-fourths of an inch in diameter. You may use an action to cause it to streak toward a creature within 60 feet of you. The target must make a DC 15 Dexterity saving throw, and on a failed save the bead strikes and adheres to the target. For as long as the bead adheres to the target, it pulses with a soft light and any ranged weapon attack against the target has advantage. The bead falls off after 1 minute, but otherwise can't be removed except with a *wish* spell.

Once the bead is used, it can't be used again until the next dawn.

BEAD OF DEW

Wondrous item, uncommon

This green bead is made of chalk and measures an inch in diameter. When dropped in water, it immediately dissolves and purifies up to 1,000 gallons of liquid, rendering it free of poison and disease. It also turns saltwater into fresh water.

BEADY EYE

Wondrous item, rare (requires attunement)

This object is about half an inch in diameter and is made of multi-colored glass. You can use an action to speak its command word and activate it. It remains activated until 1 hour has passed or you use an action to speak the command word again.

While activated, you see through the bead as if it were one of your eyes, so long as the bead remains within 60 feet of you. If the bead is rolled, you must make a successful DC 15 Constitution saving throw or become stunned from dizziness for 1d6 rounds.

If the bead is destroyed, you must make a successful DC 15 Constitution saving throw or become blinded until you complete a long rest. If you look at a monster with a gaze attack through the bead, you are affected as if viewing the monster directly.

Once the bead is used, it can't be used again until the next dawn.

BELL OF FREEDOM

Wondrous item, rare

This small, golden bell has no clapper. When struck by a metal key, it emits a clear, loud tone and all normal locks within 15 feet of it immediately open. It has no effect on magical locks.

The bell can be used ten times. After the tenth time, it cracks and becomes useless.

An especially useful device for those who are adventuring without a thief in the party. And including a self-confessed thief in the party always seemed to defy logic to me.

BELLOWS OF BREATH

Wondrous item, uncommon

These bellows are made from black rubber and dark wood, with a steel nozzle. You may use an action to pump the bellows causing them to exhale a cloud of green fog in a 20-foot cone. Each creature in that area must make a DC 15 Constitution saving throw, taking 3d6 poison damage on a failed save, or half as much damage on a successful one. Creatures are affected even if they hold their breath or don't need to breathe.

Once used, this property of the bellows can't be used again until the next dawn.

BELLOWS OF STRONG WIND

Wondrous item, uncommon

These bellows are made from brown leather and hardwood, with a brass nozzle. You may use an action to pump the bellows causing them to exhale a line of strong wind 60 feet long and 10 feet wide for 1 minute. Each creature that starts its turn in the line must succeed on a DC 15 Strength saving throw or be pushed 15 feet away from the bellows in a direction following the line.

Any creature in the line must spend 2 feet of movement for every 1 foot it moves when moving closer to the bellows.

The wind disperses gas or vapor, and it extinguishes candles, torches, and similar unprotected flames in the area. It causes protected flames, such as those of lanterns, to dance wildly and has a 50 percent chance to extinguish them.

As a bonus action on each of your turns before the effect ends, you can change the direction in which you are pointing the bellows.

Once used, this property of the bellows can't be used again until the next dawn.

BELT OF NAKED INVISIBILITY

Wondrous item, very rare (requires attunement)

While wearing this belt, you can turn invisible as an action. The belt also turns invisible, but anything else you are wearing or carrying does not turn invisible. You remain invisible until the belt is removed, until you attack or cast a spell, or until you use a bonus action to become visible again.

Some have suggested this item was created as a joke. If so, it was an expensive one. More likely, I think, is that the obvious defect resulted from an oversight on the part of the creator. This happens among the learned more often than they would care to admit.

BELT OF PANKRATION

Wondrous item, uncommon (requires attunement)

This dark leather belt is decorated with plates of patterned brass. While wearing it, you may use a bonus action to make an unarmed attack against any creature you are grappling, provided you have a free hand.

BELT OF THE WIDE EARTH

Wondrous item, very rare (requires attunement)

This thick leather belt is full of cracks and fissures and is fastened by a heavy buckle of obsidian. While wearing this belt, difficult terrain doesn't cost you extra movement and you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

In addition, you can use an action and cast the *teleport* spell. Once used, this property of the belt can't be used again until the next dawn.

BLANKET OF HEALING

Wondrous item, rare

This woolen blanket is 4 feet square and has a pattern of red and white stripes. If you cover yourself with the blanket while taking a short rest, you regain the maximum number of hit points for any Hit Dice you spend.

BONE OF ANIMATION

Wondrous item, uncommon (requires attunement)

This item appears to be a regular human upper arm bone. While holding the bone you can use an action to speak the command word and turn the bone into a **skeleton**. The skeleton reverts to bone form after 1 hour or when it drops to 0 hit points.

The skeleton is friendly to you and your companions for the duration. Roll initiative for the skeleton, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands to the skeleton, it defends itself from hostile creatures but otherwise takes no actions.

Once the bone is used, it can't be used again until the next dawn.

BONE OF BRUISING

Wondrous item, rare (requires attunement)

This item appears to be a regular human shin bone. You can use a bonus action to toss this bone into the air and speak the command word. When you do so, the bone begins to hover, flies up to 30 feet, and attacks one creature of your choice within 5 feet of it. When you make the attack, you do so with an attack bonus of +5. The bone inflicts 1d4 + 3 bludgeoning damage.

While the bone hovers, you can use a bonus action to cause it to fly up to 30 feet to another spot within 30 feet of you. As part of the same bonus action, you can cause the bone to attack one creature within 5 feet of it.

After the hovering bone attacks for the fourth time it falls to the ground. Once used, this property of the bone can't be used again until the next dawn.

BOOTS OF CARRYING

Wondrous item, uncommon

While you wear these brown leather boots, you count as one size larger when determining your carrying capacity and the weight you can push, drag, or lift.

BOTTLE OF CONTAINMENT

Wondrous item, uncommon

This 6-inch-tall square glass bottle has a funnel-shaped neck and a rubber stopper. It can hold up to 20 units of any liquid, each unit being either a magic potion or up to 1 gallon of ordinary liquid. While in the bottle, each liquid



is contained separately from the others. A liquid may be recalled from the bottle by speaking its name and tipping the bottle upside down. If the bottle is smashed, all the contained liquids are expelled.

BOTTLE OF FIREFLIES

Wondrous item, uncommon

This squat bottle is made of clear glass and has a cork stopper. When a wineskin of wine is poured into the bottle, the wine is consumed, and the bottle is filled with innumerable tiny lights. The bottle sheds bright light in a 30-foot radius and dim light for an additional 30 feet. You can use an action to command the bottle to expand or reduce its radius of bright and dim light by 5 feet each, to a maximum of 60 feet each or a minimum of 5 feet each. The light lasts for 1 day, after which time it may be reignited with another skin of wine.

This is a better use for wine than most I've seen.

BOTTLE OF MOONLIGHT

Wondrous item, uncommon

This crescent-shaped bottle is made of pale stone and contains a thick, silvery liquid. When you use an action to pour this liquid on a lycanthrope, that creature immediately assumes its bestial form for 1 hour.

BRACELET OF ANIMAL SPEECH

Wondrous item, rare (requires attunement)

When you place this item on your wrist, you gain the ability to comprehend and verbally communicate with one beast of your choice. A side effect is that you can no longer speak any other language, but can only make the noise, such as a bark or meow, of the last beast you spoke to. This effect lasts while you have the bracelet on your wrist.

The knowledge and awareness of many beasts is limited by their intelligence, but at minimum, beasts can give you information about nearby locations and monsters, including whatever they can perceive or have perceived within the past day. You might be able to persuade a beast to perform a small favor for you, at the DM's discretion.

BRACERS OF LIGHTNING

Wondrous item, rare (requires attunement)

These bracers are made of rectangular quartz crystals held together by copper wire. While wearing them, any time you hit a creature with a melee attack, you inflict an extra 1d8 lightning damage to the target.

BRACERS OF WIND

Wondrous item, rare (requires attunement)

These bracers are made of silver plates held together by decorative leather straps. While wearing these bracers, you can use an action to speak their command word and activate them. They remain activated until you use an action to speak their command word again.

While the bracers are activated, a strong wind swells and surges around your body, giving you a +2 bonus to AC against ranged attacks.

BRIDLE OF CONTROL

Wondrous item, uncommon

This bridle is made from black leather and has a steel bit. When placed on the head of a mount, that creature becomes calm and cannot be frightened for as long as it wears the bridle.

BRIDLE OF SPEAKING

Wondrous item, rare

This bridle is made from yellow leather stamped with random letters. When placed on the head of a mount, that creature gains an Intelligence of 10 and the ability to speak common. If the bridle is removed, the mount reverts to normal.

BRIDLE OF WINGS

Wondrous item, rare

This bridle is made from red leather stamped with a feather pattern and has a copper bit. When the bit is fitted to a mount, you can use an action to speak its command word. This causes a pair of bird wings to sprout from the mount's back for 1 hour or until you repeat the command word as an action. The wings give the mount a flying speed of 60 feet. Once used, this property of the bridle can't be used again until the next dawn.

BROOCH OF BONES

Wondrous item, uncommon (requires attunement)

This strange brooch consists of 5 tiny bones arranged in the shape of a pentagram. While wearing the brooch, you can use an action to speak its command word and gain special protection against undead creatures. For 1 minute, undead creatures have disadvantage on attack rolls against you, and they cannot charm, frighten, or possess you. Once used, this property of the brooch can't be used again until the next dawn.

A rather ghoulish item to wear, especially in social situations. But decidedly useful when there are necromancers about.

BROOM OF SERVING

Wondrous item, uncommon

This item appears to be a common broom, with a 4-foot-long wooden handle and a brush made of straw. When you speak the broom's command word, it sprouts six spindly wooden arms and the brush splits into two straw legs.

The broom has a walking speed of 30 feet and can carry up to 500 pounds in its arms. It follows you around and attempts to stay within 10 feet of you. It can unerringly find you so long as you are both on the same plane. When you speak its command word again, the broom reverts to its original form.

BUCKLE OF ARMOR

Wondrous item, very rare (requires attunement)

This round, silver-plated belt buckle has been engraved to resemble a small, round shield with a moonstone for the shield boss. When worn, so long as you aren't wearing any other armor, your base Armor Class is 17. You may not add your Dexterity bonus to your armor class, but you can enhance your armor class with other items, such as a shield or a magic ring.

BUCKLE OF PROTECTION

Wondrous item, rare (requires attunement)

This gold-plated buckle is rectangular and engraved with narrow chevrons. You gain a +1 bonus to AC and saving throws while wearing this item.

BUCKLE OF WEAPONRY

Wondrous item, uncommon (requires attunement)

This iron buckle is shaped like a small weapons rack and holds several miniature weapons—a mace, spear, warhammer, battleaxe, and greatsword. You can use a bonus action to detach one of these weapons from the buckle, causing the item to enlarge to full size. Once enlarged, they function as ordinary weapons.

You can use another bonus action to touch the weapon to the buckle, causing it to shrink back down and reattach itself.

BUGLE OF REVIVING

Wondrous item, rare (requires attunement)

This instrument is about a foot long and made from solid brass. Provided you are proficient with wind instruments, you can use an action to play the bugle and create a loud, rousing tune. When you do this, up to seven small or medium corpses within 30 feet of you are raised as **zombies**.

On each of your turns, you can use a bonus action to mentally command any zombie you made with the bugle providing the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). If you issue no commands, the creature only defends itself against hostile creatures. The creature remains under your control for 24 hours, after which time it reverts to a corpse.

Once you have used this property of the bugle, it can't be used again until the next dawn.

BUTTON OF BLASTING

Wondrous item, rare

This small, bone button may be thrown unerringly to a point you choose within 150 feet of you. When it reaches the target, it explodes in a ball of flame. Each creature in a 20-foot-radius sphere centered on that point must make a DC 15 Dexterity saving throw. A target takes 10d6 fire damage on a failed save, or half as much damage on a successful one. The button is consumed in the blast.

BUTTON OF ROSY VISION

Wondrous item, rare

These buttons are always found in pairs, one made of a rose-colored gemstone and the other made of brass. When the rose button is sewn onto an item of clothing, if you hold the brass button up to your eye, you can see through the rose button as if you were located where it is. These buttons must both be on the same plane for this effect to work.

CAGE OF ENTRAPMENT

Wondrous item, rare

This square rosewood cage measures 6 inches per side and has an ornate brass handle attached to the top. You can use an action to touch a beast of size large or smaller with the cage. The creature must make a successful DC 15 Constitution saving throw or be drawn into the cage in miniature form. If you touch another creature with the cage while it is occupied, nothing happens.

Once in the cage, the beast requires food, water, and air as normal. Opening the cage door causes the beast to return to normal size in the nearest unoccupied space.

I have more than once used this device to move wild beasts away from a settlement. But sometimes the Balance requires the beast be killed, and other times that it be left free to ravage the settlement.

CAMEO OF APPEARANCE

Wondrous item, rare (requires attunement)

This small, oval-shaped piece of ivory has an elegant silver frame and is engraved with the profile of a muscular warrior wearing a full-faced helmet. While wearing it, you can use an action to speak its command word and a **gladiator** appears in the nearest unoccupied space.

The gladiator cannot speak but is friendly to you and your companions for the duration. Roll initiative for the gladiator, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). If you don't issue any commands, it defends itself from hostile creatures but otherwise takes no actions.

The gladiator disappears one hour after you have summoned it. Once the cameo is used, it can't be used again until the next dawn.

CANDLE OF PROTECTION

Wondrous item, rare

This item appears to be an ordinary wax candle in a brass holder. The candle's magic is activated when the candle is lit, which requires an action. After burning for 1 hour, the candle is destroyed, or you can snuff it out early for later use. Deduct the time it burned in increments of 1 minute from the candle's total burn time.

When lit, it sheds bright light in a 10-foot radius and dim light for an additional 10 feet. Any undead creature that starts its turn within that light takes 1d6 radiant damage.

CANE OF ARMAMENT

Wondrous item, uncommon (requires attunement)

This item appears to be an ordinary walking cane. While holding it, you can use a bonus action to transform it into a +1 rapier, or to transform it back into a walking cane.

CANE OF DETECTION

Wondrous item, uncommon (requires attunement)

If you tap this walking cane on a wall, floor, or door, it will cause any traps built into that structure within a 20-foot radius to glow faintly for 1 minute. The cane has 6 charges. Each use of the cane expends 1 charge. The cane regains 1d6 expended charges daily at dawn.

CAPE OF DISGUISE

Wondrous item, uncommon (requires attunement)

While wearing this plumed crimson cape, you can use an action to cast the *disguise self* spell at will. The spell ends if the cape is removed.

CAPE OF REEKING

Wondrous item, uncommon (requires attunement)

While wearing this tattered green cape, you can use an action to cast the *stinking cloud* spell. Once used, this property of the cape can't be used again until the next dawn.

CAT'S EYE MARBLE

Wondrous item, uncommon (requires attunement)

This small glass sphere resembles a green cat's eye. Holding it in your hand grants you darkvision to a range of 60 feet.

CHALICE OF COLORS

Wondrous item, uncommon (requires attunement)

Once this clear glass chalice is filled with water, you can use your action to cast the contents in any direction. The liquid turns into a blinding array of flashing, colored light. Roll 6d10; the total is how many hit points of creatures are affected. Creatures in a 15-foot cone originating from you are affected in ascending order of their current hit points (ignore creatures that can't see).

Starting with the creature that has the lowest current hit points, each creature in the cone is blinded until the end of your next turn. Subtract each creature's hit points from the total before moving on to the creature with the next lowest hit points. A creature's hit points must be equal to or less than the remaining total for that creature to be affected.

Once used, this property of the chalice can't be used again until the next dawn.

CHALICE OF DETECTION

Wondrous item, uncommon

This chalice is made from beautiful crystal and has a circular base, an orb-shaped stem and a goblet-style vessel. If it is filled with water and brought within 5 feet of poison, the water turns a sickly green hue. Poisonous monsters, gasses, weapons, and traps all trigger this effect. The water remains green, even if the chalice is moved more than 5 feet away from the poison.

Once used, this property of the chalice can't be used again until the next dawn. The chalice must also be emptied and refilled with water before it is reused.

CHALICE OF IDENTIFICATION

Wondrous item, uncommon

This bronze chalice is gilded with silver and engraved with swirling wave patterns. When a potion is poured into it, the name of the potion appears on the surface of the liquid in misty white letters. The chalice may be used an unlimited number of times but must be washed thoroughly with water between uses or the letters do not appear.



CLAW OF MAGICAL THEFT

Wondrous item, very rare (requires attunement by a spellcaster)

This small clawed hand is 3 inches long and is made of pure silver. While holding it, you can use an action to speak its command word and cause a ghostly, clawed hand to appear in the space of a spellcaster within 30 feet of you.

Make a ranged spell attack against the creature. On a hit, the target loses its highest-level spell slot, up to a maximum of 5th level. At the same time, you regain one expended spell slot with a level equivalent to the spell slot you stole or lower.

The ghostly hand disappears as soon as the attack is made.

Having been attacked with this item, I can assure you it is a most uncomfortable experience.

CLOAK OF THE PHOENIX

Wondrous item, very rare (requires attunement)

This floor-length cloak is composed of golden phoenix feathers and is fastened around the neck by a chain of fine platinum. While wearing this cloak, you have a flying speed equal to your walking speed.

CROWN OF LEADERSHIP

Wondrous item, very rare (requires attunement)

This crown consists of a thin band of gold adorned with ten flawless diamonds. While wearing this crown, your Charisma score changes to 18. The item has no effect on your Charisma if it is already equal to or greater than 18.

In addition, you can use your action to speak the crown's command word. For 1 minute, all friendly creatures within 10 feet of you are immune to being frightened or charmed and gain temporary hit points equal to twice your Charisma ability modifier at the start of each of their turns. Once used, this property of the crown can't be used again until the next dawn.

Some are born to lead, while others require a little bit of magical assistance.

CRYSTAL OF ALACRITY

Wondrous item, uncommon

This circular topaz bears a carved relief of a knight in full armor. When attached to medium or heavy armor, that armor no longer has a Strength requirement.

CRYSTAL OF AQUATIC ACTION

Wondrous item, uncommon (requires attunement)

While holding this small, sea-green crystal, you can breathe underwater and gain a swimming speed equal to your walking speed. In addition, being underwater imposes no penalties on your attacks.



CUBE OF ABILITIES

Wondrous item, very rare

This small wooden die has a red heraldic symbol painted on each of its six faces. The symbols and their meanings are:

d6	Symbol	Meaning
1	Bear	Strength
2	Cat	Dexterity
3	Horse	Constitution
4	Fox	Intelligence
5	Serpent	Wisdom
6	Unicorn	Charisma

When you roll the die, the indicated ability score increases by 2, as does your maximum for that score. The dice immediately disappears after use.

CUBE OF LUCK

Wondrous item, uncommon

This small bone cube appears to be a regular die. You can use an action to speak its command word, and it then rolls only sixes for 1 minute.

CURTAIN OF SPYING

Wondrous item, uncommon

This appears to be a regular brocade curtain from one side and is 9 feet tall and 6 feet wide. When viewed from the other side, it is entirely transparent, making it an excellent one-way observation tool. If the curtain is placed on the ground with its transparent side up, a successful DC 15 Wisdom (Perception) check is required to find it.

CYMBALS OF CRASHING

Wondrous item, rare (requires attunement)

These silver hand cymbals are 8 inches wide and have brown leather straps attached to them. When struck together they emit a tremendous crash, and each flying creature within 60 feet must make a DC 15 Constitution saving throw. On a failed save, the creature has its flying speed reduced to 0 feet until the start of your next turn.

DECK OF CHANCE

Wondrous item, very rare

This box contains ten thin ivory tiles, each beautifully painted with a different figure. When you draw a tile randomly from the deck, the tile disappears permanently, and you undergo the indicated effect.

Figure	Effect
Angel	Your weapon attacks deal an extra 1d8 radiant damage on a hit.
Death	You are transformed into a wraith . Your alignment and personality remain the same.
Demon	Your alignment becomes chaotic evil.
Hermit	All money, gems, and jewelry you own vanish. This includes your share of the party's wealth if it is held in a common treasury.
Jester	Every sentence you utter must be a rhyming couplet. If you fail to rhyme when speaking, you take 2d8 psychic damage.
Lovers	Any stranger you speak to for at least 1 minute must succeed on a DC 15 Wisdom saving throw or be charmed by you for 1 hour.
Magician	You are transformed into an evoker . Your alignment and personality remain the same.
Paladin	The <i>holy avenger</i> appears in your hand. If you give the sword to anyone else, it disappears.
Priest	A deity of your alignment appears to you in a vision. You can ask up to three questions that can be answered with a yes or no and receive a correct answer for each question.
Savant	You have advantage on all Intelligence, Wisdom, and Charisma ability checks.

The effect lasts until dawn the next day. Only one tile per day may be drawn—drawing subsequent tiles has no effect.



DIVAN OF DIVINATION

Wondrous item, rare

This is a low sofa without headrests or arms. It is often richly upholstered, and it can be any color or size. If you take a long rest on this divan, you meet an angelic being in your dreams. You can ask a single question concerning a specific goal, event, or activity to occur within 7 days and receive a truthful reply. The reply might be a short phrase, a cryptic rhyme, or an omen.

The reply doesn't take into account any possible circumstances that might change the outcome, such as the casting of spells or the loss or gain of a companion.

Once the divan has been used, it can't be used again until 7 days have passed.

DRUM OF SILENCE

Wondrous item, uncommon

While you hold this small hand drum, you can use an action to strike it and cast the *silence* spell with the area of effect centered on yourself. Once used, this property of the drum can't be used again until the next dawn.

Leomund told me he used this device to neutralize both troublesome spellcasters and tedious dinner guests. Leomund could be a rather frivolous fellow.

DRUMS OF PANIC

Wondrous item, uncommon

When you use an action to play these small hand drums, each hostile creature within 30 feet of you that hears you must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute.

A creature that fails the saving throw can repeat it at the end of each of its turns, ending the effect on itself on a success. A creature that succeeds on its saving throw is immune to the effect of these drums for 24 hours. Once used, this property of the drums can't be used again until the next dawn.

DUST OF SLEEPING

Wondrous item, rare

Usually found in a small leather sack, this powder resembles fine, white sand. There is enough of it for one use. When you use an action to throw a handful of the dust into the air, each creature that needs to breathe within 10 feet of you must succeed on a DC 15 Constitution saving throw or fall unconscious for 1 minute, until the sleeper takes damage, or someone uses an action to shake or slap the sleeper awake. You are immune to the effect.

EGG OF FOG

Wondrous item, uncommon

This item resembles an ordinary egg. When shattered, a 40-foot-radius sphere of fog emerges from it. The sphere spreads around corners, and its area is heavily obscured. The fog lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

EYEPATCH OF SIGHT

Wondrous item, rare (requires attunement)

This item consists of a small piece of black leather attached to a thin headband. When worn over your eye, it gives you truesight out to 60 feet. The effect lasts for 1 hour or until you take off the eyepatch. Once used, this property of the eyepatch can't be used again until the next dawn.

FAN OF DANCING

Wondrous item, rare (requires attunement)

While holding this fan, you can use an action to wave it at one creature within 10 feet. The target begins a comic dance in place for 1 minute. Creatures that can't be charmed are immune to this effect.

A dancing creature has a speed of 0 feet and has disadvantage on Dexterity saving throws and attack rolls. While the target is affected, other creatures have advantage on attack rolls against it. As an action, a dancing creature makes a Wisdom saving throw to regain control of itself. On a successful save, the effect ends.

Once used, this property of the fan can't be used again until the next dawn.

FLUTE OF COURAGE

Wondrous item, uncommon (requires attunement)

You must be proficient with wind instruments to use this flute. If you play the flute as an action, each humanoid in a 20-foot-radius sphere is immune to being frightened while it can hear you for up to 1 minute. Once used, this property of the flute can't be used again until the next dawn.

FLUTE OF FAERIE

Wondrous item, very rare (requires attunement)

You must be proficient with wind instruments to use this flute. If you play the flute as an action, you summon fey creatures that appear in unoccupied spaces that you can see within range.

Roll on the following table to determine what appears:

d10	Fey
1	8 blink dogs
2	8 boggles*
3	8 pixies
4	8 sprites
5	4 satyrs
6	4 darklings*
7	2 dryads
8	2 quicklings*
9	1 darkling elder*
10	1 sea hag

* These creatures are from *Volo's Guide to Monsters*.

A summoned creature disappears when it drops to 0 hit points or after an hour. The summoned creatures are friendly to you and your companions. They obey any verbal commands that you issue to them (no action required by you).

Once used, this property of the flute can't be used again until the next dawn.

This material comes from the plane of Frostfell and is manufactured by the eladrin servants of the Frost Lord. A devious creature is that one, and you should be wary if you meet him.

FROSTFALLIAN DIAMOND DUST

Wondrous item, very rare

This magic dust looks like very fine translucent sand. When thrown into a fireplace, it creates a magical link between it and another fireplace, at any distance, on the same plane of existence. You must have touched the destination fireplace at least once before. For 1 month, any creature can step into the target fireplace and exit from the destination fireplace, and vice versa, by using 5 feet of movement.

GAUNTLETS OF DEXTERITY

Wondrous item, rare (requires attunement)

Your Dexterity score is 18 while you wear these supple, elbow-length leather gloves. They have no effect on you if your Dexterity is 18 or higher without them.

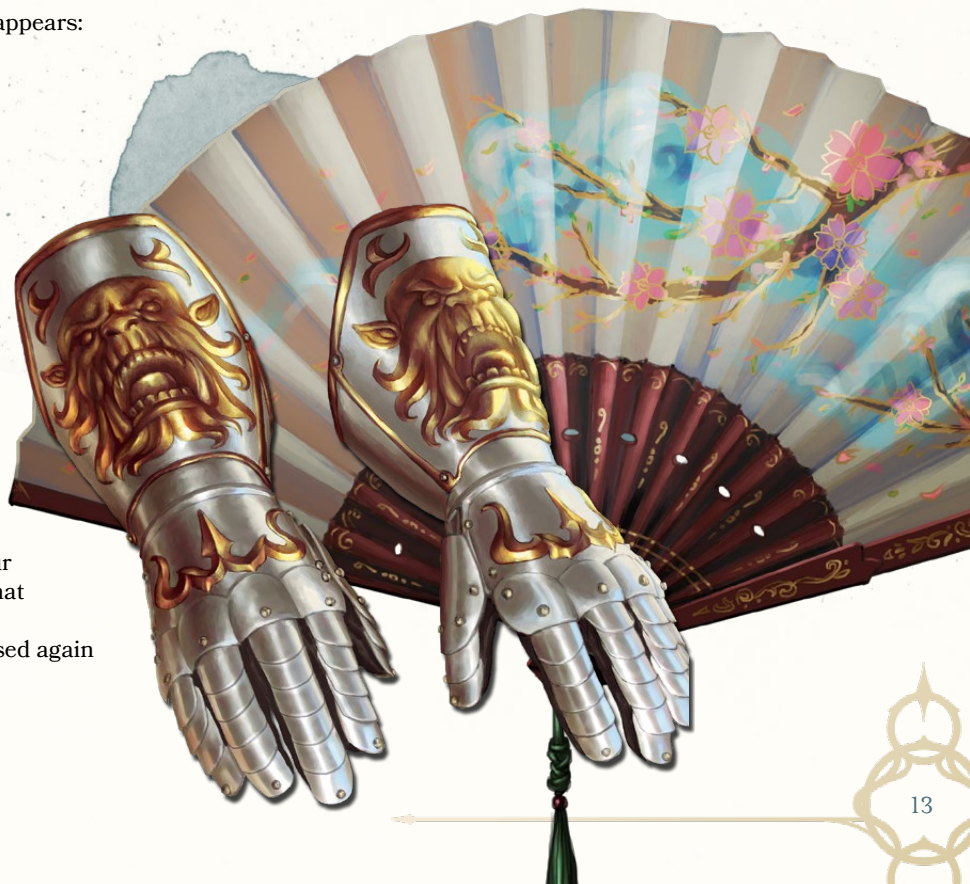
GAUNTLETS OF THE STORM

Wondrous item, rare (requires attunement)

These metallic gloves, also known as *storm gauntlets*, crackle with electricity and fill the air with the scent of ozone. While wearing them, you have resistance to lightning damage.

The gauntlets have 4 charges. You can use an action to expend 1 or more charges to cast one of the following spells (save DC 15): *shocking grasp* (1 charge), *lightning bolt* (3 charges), or *storm sphere* (4 charges).

The gauntlets regain 1d4 expended charges daily at dawn.





GAVEL OF AUTHORITY

Wondrous item, rare (requires attunement)

When this gavel is knocked against a piece of wood, you gain advantage on all your Charisma (Persuasion) or Charisma (Intimidation) checks for 1 hour. Once used, this property of the gavel can't be used again until the next dawn.

GLOBE OF SUNLIGHT

Wondrous item, very rare

This item resembles a multi-faceted yellow diamond and is about 2 inches across. You can use an action to throw the globe up to 60 feet away. When it reaches the end of its trajectory, the globe detonates in a 40-foot-radius sphere of brilliant sunlight. The globe is consumed when it detonates.

Each creature in that light must make a DC 15 Constitution saving throw. On a failed save, a creature takes 12d6 radiant damage and is blinded for 1 minute. On a successful save, it takes half as much damage and isn't blinded by this spell. Undead and oozes have disadvantage on this saving throw.

A creature blinded by this effect makes another Constitution saving throw at the end of each of its turns. On a successful save, it is no longer blinded.

GLOVES OF THE GRAPPLER

Wondrous item, uncommon (requires attunement)

These fingerless gloves are made of black, hardened leather. While wearing them, you have advantage on your grapple check when you attempt to grapple a creature. In addition, when you move a grappled creature your speed is not halved.

GLOVES OF THE STARRY SKY

Wondrous item, rare (requires attunement)

These supple gloves are made from black velvet and have tiny diamonds sewn into them. While wearing them, you can cast the *light* spell at will.

The gloves have 3 charges. You can use an action and expend 1 charge to cast *magic missile* as a 5th-level spell.

The missiles created look like a shower of falling stars. The gloves regain 3 charges daily at dawn.

GOGGLES OF THE GOLDEN SUN

Wondrous item, rare (requires attunement)

These goggles are made of steel wrapped in black leather and have reflective gold lenses. While wearing them, you are immune to the blinded condition.

The goggles have 3 charges. You can use an action and expend 1 charge to cast the *flame strike* spell. The gloves regain 3 charges daily at dawn.

GOLDEN TONGUE

Wondrous item, rare (requires attunement)

This charm looks like a small golden tongue. While wearing it around your neck, it grants you advantage on Charisma (Persuasion) checks—however, you are required to make your argument in rhyming couplets. If you fail to speak in rhyme when making the check, you take 1d8 psychic damage.

I cannot claim to be a poet. Perhaps others will find this item of more use.

GONG OF EARTHQUAKES

Wondrous item, rare

This copper hand gong is 12 inches wide and has a red rope handle. When struck, an intense tremor rips through the ground in a 60-foot-radius circle centered on the gong and shakes everything in contact with the ground in that area. The tremor lasts for 1 minute.

The ground in the area becomes difficult terrain. Each creature on the ground that is concentrating must make a Constitution saving throw. On a failed save, the creature's concentration is broken.

When the gong is struck and at the end of each turn while the tremor lasts, each creature on the ground in the area must make a Dexterity saving throw. On a failed save, the creature is knocked prone. Permanent structures are not damaged, but loose items such as furniture are likely to fall over.

Once used, this property of the gong can't be used again until the next dawn.

GONG OF CELESTIAL SUMMONING

Wondrous item, very rare

This gold hand-gong is 6 inches wide and has a handle made of silver twine. When struck, you summon a celestial of challenge rating 5 or lower, which appears in an unoccupied space that you can see within range. The celestial disappears when it drops to 0 hit points or when 1 hour has elapsed.

The celestial is friendly to you and your companions for the duration. Roll initiative for the celestial, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the celestial, it defends itself from hostile creatures but otherwise takes no actions.

Once the gong is used, it can't be used again until the next dawn.

GONG OF WHIRLWINDS

Wondrous item, rare

This silver gong is 18 inches wide and has two holes punched in the rim that can be used to suspend it. When the gong is struck, a whirlwind appears around it that lasts for 1 minute. All creatures within 10 feet of the gong must make a DC 15 Strength saving throw. On a failure, a target takes 3d8 + 2 bludgeoning damage and is flung up 20 feet away from the gong in a random direction and knocked prone.

Once used, this property of the gong can't be used again until the next dawn.

GREENSTONE AMULET

Wondrous item, legendary (requires attunement)

This green gemstone is fist-sized and is carved into the shape of a shield. While wearing this item, you are immune to psychic damage, any effect that would sense your emotions or read your thoughts, divination spells, and the charmed, frightened, and stunned conditions. The item even foils *wish* spells and spells or effects of similar power used to affect your mind or to gain information about you.

My peculiar philosophy means that I make many enemies and accrue few allies. I will confess to you, trusted colleagues, that I have possessed one of these items for many years, and it has been invaluable.

HAMMERSPHERE

Wondrous item, rare (requires attunement)

This 3-inch silver sphere is engraved with dozens of small hammer-shaped symbols. While holding the sphere, you can speak its command word as a bonus action, causing a floating, spectral hammer to appear within 60 feet of you.

When you summon the hammer, you can make a melee spell attack against a creature within 5 feet of the weapon. When you make the attack, you do so with an attack bonus of +5. On a hit, the target takes 3d8 + 5 force damage.

As a bonus action on your turn, you can move the hammer up to 20 feet and repeat the attack against a creature within 5 feet of it.

The hammer disappears after 1 minute and can't be summoned again until the next dawn.

HANDKERCHIEF OF LENGTH

Wondrous item, uncommon

This item appears to be a normal silk handkerchief. However, when you place it in your pocket and speak the command word, you can then pull from your pocket a 50-foot-long line of multi-colored handkerchiefs tied to each other. This functions exactly like a regular piece of rope.

When you stuff the handkerchiefs back in your pocket, they revert to the original handkerchief.

There was a time when I would destroy any magic item that I had no use for, believing this was the best way to preserve the Balance. An immature belief. I destroyed one of these harps during that period, and I regret it now, for they are remarkable devices.

HARP OF QUESTING

Wondrous item, rare (requires attunement)

You must be proficient with a string instrument to use this small lap harp. When you use an action to play this item, you can place a magical command on a creature that can hear and understand you, forcing it to carry out some service that you decide.

The creature must succeed on a DC 15 Wisdom saving throw or become charmed by you for 30 days. While the creature is charmed by you, it takes 5d10 psychic damage each time it acts in a manner directly counter to your instructions, but no more than once each day.

You can issue any command you choose, short of an activity that would result in certain death. The only way to end the effect early is by a *remove curse*, *greater restoration*, or *wish* spell.

Once the harp has been used, it can't be used again until 7 days have passed.





HARP OF SILENCE

Wondrous item, uncommon

You must be proficient with a string instrument to use this small lap harp. When you use an action to play this item, you cast the *silence* spell with the area of effect centered on yourself. Once used, this property of the harp can't be used again until the next dawn.

HARP OF THUNDER

Wondrous item, very rare

You must be proficient with a string instrument to use this small lap harp. When you use an action to play this item, it emits a thunderous blast in a 20-foot cone. Each creature in the cone must succeed on a DC 15 Constitution saving throw or become stunned until the end of your next turn. Once used, this property of the harp can't be used again until the next dawn.

HASP OF LOCKING

Wondrous item, uncommon

When you place this brass hasp on a closed door, window, gate, chest, or other entryway, it becomes locked for the duration. Only you can remove the hasp, although casting *knock* on the locked object suppresses the magic of the hasp for 10 minutes. Otherwise, the locked object cannot be opened except by breaking it.

HEART OF HEARING

Wondrous item, uncommon (requires attunement)

While holding this small, heart-shaped ruby, you have advantage on Wisdom (Perception) checks that rely on hearing.

HEART OF STONE

Wondrous item, rare (requires attunement)

While holding this small, heart-shaped piece of granite, you cannot be frightened.

HORN OF FOUR WINDS

Wondrous item, rare (requires attunement)

This item is made from brass and is inscribed with a swirling pattern. You can use an action to blow it and cast one of the following spells: *fog cloud* (3rd-level version), *gust of wind*, *stinking cloud*, or *wind wall*.

Once used, this property of the horn can't be used again until the next dawn.

HORN OF PLENTY

Wondrous item, uncommon

This item is made from a buffalo horn and has a brass mouthpiece. Upon blowing it, you create 45 pounds of food and 30 gallons of water on the ground or in containers within range, enough to sustain up to fifteen humanoids or five steeds for 24 hours. The food is bland but nourishing and spoils if uneaten after 24 hours. The water is clean and doesn't go bad.

Once used, this property of the horn can't be used again until the next dawn.

HORN OF THE TRITONS

Wondrous item, very rare

This item is a large, pink conch shell. You can use an action to blow it and cause one of the following effects:

- Rough waters become calm within a 1-mile radius of the horn.
- All aquatic creatures within 150 feet of you must make a successful DC 15 Wisdom saving throw or become frightened of you for 1 minute.
- You summon a group of sea creatures, which the DM chooses or determines randomly.

d20	Creatures
1-4	4d4 reef sharks
5-10	2d4 giant octopuses
11-16	1d4 + 1 hunter sharks
17-20	1d4 killer whales

The summoned creatures are friendly to you and your companions. Roll initiative for the summoned creatures as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

Once used, this property of the horn can't be used again until the next dawn.

ICY STRAND OF THE NORTH

Wondrous item, rare

When found, this thick white cord has 1d6 + 2 fist-sized shards of ice frozen onto it, which do not melt. While holding this cord, you can use an action to pull off one of the shards and hurl it up to 150 feet to a point you can see. Upon impact it explodes into a hail of rock-hard ice.

Each creature within a 20-foot radius must make a Dexterity saving throw. A creature takes 2d8 bludgeoning damage and 4d6 cold damage on a failed save, or half as much damage on a successful one.

IMPERVIOUS VESTMENT

Wondrous item, legendary (requires attunement)

This black silk robe is embroidered with a carbuncle pattern using adamantine thread. While wearing these robes you have resistance to all non-magical damage.

Additionally, you can use an action to make yourself immune to all damage for 1 minute or until you take off the robe. Once this special action is used, it can't be used again until the next dawn.

INFINITE SCROLL CASE

Wondrous item, uncommon

This cylindrical silver tube has been engraved with an elaborate pattern in high relief and has a removable cap. You can place as many scrolls as you wish within this scroll case, including magic ones. Whenever you pull a scroll from the case, it is always the one that you desired.

INKWELL OF SCROLLMAKING

Wondrous item, rare

This small, triangular glass bottle is inscribed with esoteric symbols and has a wooden stopper. When a magic scroll is prepared using ink from this inkwell, the preparation time and cost are both halved. The inkwell magically replenishes itself, supplying enough ink to write 100 spell levels worth of scrolls.

This item also reduces the cost of transcribing a spell to your spell book. It is a deceptively powerful tool.

IRON HEART

Wondrous item, very rare

This iron charm is the size and shape of a regular heart. When placed on the chest of a humanoid, it is absorbed into the creature's body and replaces its real heart. The recipient immediately gains a +2 bonus to its Constitution ability score.

JUG OF JADE

Wondrous item, very rare

This 2-foot-tall jug is made of green earthenware and has a cork stopper in its narrow neck. When opened, a cloud of green gas is released filling a 10-foot-radius sphere. The cloud spreads around corners, and its area is heavily obscured. The cloud lingers in the air for 1 minute.

Each creature that is completely within the cloud must make a DC 15 Constitution saving throw. On a failed save, it is turned to jade stone and subjected to the petrified condition. An affected creature returns to normal after one day has elapsed.

If the stopper is firmly replaced in the jug, it begins slowly filling with gas and is ready again for use 10 days later.

JUG OF JESTING

Wondrous item, rare

This 1-foot-tall jug is made of yellowish earthenware and has a cork stopper. When opened, a cloud of translucent yellow gas is released filling a 20-foot-radius sphere. The gas lingers in the air for 1 minute.

Each creature in the cloud must succeed on a DC 15 Wisdom saving throw or fall prone, becoming incapacitated with laughter and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Once the stopper is replaced, the jug begins filling with gas and is ready again for use the next dawn.

KETTLE OF DRUMMING

Wondrous item, uncommon

This item consists of an 18-inch-wide copper bowl with an animal skin stretched across the open end. When struck, the kettle drum makes a terrifying din. Each creature within 30 feet of you (not including you) must succeed on a DC 15 Wisdom saving throw or become frightened of you for 1 minute.

At the end of each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

Once used, this property of the drum can't be used again until the next dawn.

KEY OF OPENING

Wondrous item, uncommon

This bronze key has a head shaped like a crown. When inserted into a nonmagical lock and twisted, the key expends a charge and opens the lock. The key has 1d6 + 2 charges when found and becomes nonmagical when you use the last charge.

LADLE OF CURING

Wondrous item, rare

This ladle is made of sycamore and consists of a large turned bowl and an 18-inch handle with a hook end. When dipped into boiling water, it turns the contents of the bowl into a magical broth that, when completely consumed, cures blindness, deafness, and any diseases affecting the target. It takes an action to consume the broth.

Once used, this property of the ladle can't be used again until the next dawn.



LAMP OF DARKNESS

Wondrous item, rare (requires attunement)

This lamp is made from black iron and has shutters. It does not consume any oil. When you unshutter the lamp, magical darkness spreads out from it to fill a 15-foot-radius sphere for 10 minutes. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

Once used, this property of the lamp can't be used again until the next dawn.

LAMP OF DJINNI SUMMONING

Wondrous item, very rare

This brass oil lamp is engraved with palm leaves and always appears tarnished when found. When you rub the lamp, you summon a **djinni** from the Elemental Plane of Air. The djinni appears to emerge from the lamp spout as a stream of colorful smoke and materializes in the nearest unoccupied space.

The djinni remains with you for a maximum of 1 hour, or until it drops to 0 hit points. It then returns to its home plane. While summoned, the djinni is friendly to you and your companions. It obeys any commands you give it, no matter what language you use. If you fail to command it, the djinni defends itself against attackers but takes no other actions.

The djinni may be summoned up to three times. After the third summons, the lamp randomly teleports somewhere up to 1000 miles away.

LAMP OF HONESTY

Wondrous item, rare

This item appears to be an ordinary lamp except it burns for just 10 minutes on a flask of oil. Once lit, any creature within 15 feet of it cannot speak a deliberate lie. A creature may choose not to speak. Once you have lit the lamp, it cannot be re-lit until the next dawn.

It is the rare adventurer who does not occasionally fall from a great height. This item is relatively simple to manufacture but is infinitely useful.

LEAF OF FALLING

Wondrous item, rare (requires attunement)

This charm is shaped like a small silver leaf. When you fall while wearing this charm, you descend 60 feet per round and take no damage from falling.

LENS OF LIGHTING

Wondrous item, uncommon

This small convex glass lens can focus even the dimmest amount of light (including moonlight) into a tiny point that lights any combustible material (such as paper, cloth, or wood).

LENS OF PERSPICACITY

Wondrous item, rare (requires attunement)

This soft, clear lens fits over your eye. While wearing it, you can speak a command word, and for the next 10 minutes, you have truesight out to 120 feet.

Once used, this property of the lens can't be used again until the next dawn.

LIBRAM OF EVALUATION

Wondrous item, uncommon

This small book has an embossed leather cover and is filled with a comprehensive index of gemstones and art objects alongside the market value. This index is magically updated every day at dawn to reflect the latest prices. Any art object or gemstone you possess is listed in the book and can be found with 10 minutes of searching.

LIBRAM OF IDENTIFICATION

Wondrous item, uncommon

This large book has a wood and leather cover, and thick pages of beautifully illuminated parchment. It can be used to identify any magic item. With 10 minutes searching, you can find an exact, illustrated match for the item you wish to identify. The entry includes all command words needed to use the item.

Once the libram is used, it can't be used again until the next dawn. Anyone attempting to use the libram before then is unable to find the item they seek.

It may surprise you to learn that this item was first devised by Rary, who was a master of mental magic. Tenser considered him a mediocre wizard and gave him the nickname "Medium Rary." Rary had his revenge, and much strife followed.

LEAF OF COLORS

Wondrous item, rare (requires attunement)

This item appears to be an ordinary green leaf, freshly picked from a tree. You may command it to detect either a species of creature (such as goblins) or a type of creature (such as fiends or aberrations). If the leaf comes within 120 feet of the creature you specified, it turns yellow. If the leaf comes within 60 feet, it turns red. It returns to green once it is no longer within 120 feet of the creature. The leaf can only be attuned to detect one species or type of creature every 24 hours.



LOG OF BURNING

Wondrous item, uncommon

This small log may be set on fire by uttering its command word. It is not consumed by the flames and continues to burn forever until it is doused.

MASK OF COMEDY

Wondrous item, uncommon

This brightly painted mask depicts a face with a huge grin. When you use an action to don this mask, a creature of your choice that can see you and is within 30 feet of you must succeed on a DC 15 Wisdom saving throw. On a failure, the creature perceives you as hilariously funny and falls prone in fits of laughter for 1 minute, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Once used, this property of the mask can't be used again until the next dawn.

MASK OF DISGUISE

Wondrous item, rare (requires attunement)

This mask is made of white plaster and depicts a face with holes for the eyes and mouth. When you use an action to don this mask, you make yourself—including your clothing, armor, weapons, and other belongings on your person—look different for 1 hour or until you use your action to take the mask off.

You can seem 2 feet shorter or taller and can appear thin, fat, or in between. You can't change your body type, so you must adopt a form that has the same basic arrangement of limbs. Otherwise, the extent of the illusion is up to you.

The changes wrought by this item hold up to casual physical inspection. For example, if you use this item to add a hat to your outfit, anyone touching the hat believes that they feel it. However, anyone making a detailed physical inspection of your appearance and succeeding on a DC 15 Intelligence (Investigation) check discerns that you are magically disguised.

The disguise lasts up to 1 hour and the mask may be used as many times as you wish.

MASK OF TRAGEDY

Wondrous item, rare (requires attunement)

This gray mask depicts a face with a frowning mouth and sad eyes. When you use an action to don this mask, a creature of your choice that can see you and is within 30 feet of you must succeed on a DC 15 Wisdom saving throw. On a failure, the creature is overcome by grief and falls prone in a fit of wailing for 1 minute, becoming incapacitated and unable to stand up for the duration. A creature with an Intelligence score of 4 or less isn't affected.

At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it's triggered by damage. On a success, the effect ends.

Once used, this property of the mask can't be used again until the next dawn.



MEDALLION OF EMPATHY

Wondrous item, uncommon (requires attunement)

This star-shaped silver medallion is engraved with the image of a heart held in a pair of hands. While wearing it, you have advantage on Wisdom (Insight) checks.

MEDALLION OF GARGOYLES

Wondrous item, rare (requires attunement)

This stone medallion is shaped like a grotesque head. While wearing this item, you can use your action to summon a pair of **gargoyles** that emerge from a piece of stone that you can see within range. A gargoyle summoned by this amulet disappears when it drops to 0 hit points or after 1 hour.

The summoned gargoyles are friendly to you and your companions. Roll initiative for them as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don't issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

Once the medallion is used, it can't be used again until the next dawn.

MIRROR OF DIVINATION

Wondrous item, rare (requires attunement)

While holding this silver hand mirror, you can ask a single question concerning a specific goal, event, or activity to occur within a ten-day period. A ghostly face appears in the mirror and offers a truthful reply, which might be a short phrase, a cryptic rhyme, or an omen. Once used, this property of the mirror can't be used again until the next dawn.

MIRROR OF IMAGES

Wondrous item, rare

While holding this gold hand mirror, you can use an action to speak its command word and activate it. It remains activated until you use an action to speak the command word again.

Any creature other than you that sees its reflection in the activated mirror while within 10 feet of it must succeed on a DC 15 Charisma saving throw or be trapped, along with anything it is wearing or carrying, in the mirror. This saving throw is made with advantage if the creature knows the mirror's nature. While trapped in the mirror, the creature's reflection remains visible and can talk to those in the real world.

A creature trapped in the mirror doesn't age and doesn't need to eat, drink, or sleep. A creature trapped within the mirror can escape using magic that permits planar travel.

If the mirror already contains a creature when used to trap a new creature, the current occupant is freed to accommodate the new prisoner. A freed creature appears in an unoccupied space within sight of the mirror but facing away from it. If the mirror is shattered, any creature it contains is freed and appears in the nearest unoccupied space.

MIRROR OF READING

Wondrous item, uncommon

While holding this hand mirror, you can use an action to speak its command word and activate it. It remains activated for 1 hour, during which time you understand any written language that you see reflected in the mirror's surface. Once used, this property of the mirror can't be used again until the next dawn.

MIRROR OF RECALL

Wondrous item, very rare

Staring into this small hand mirror allows you to perfectly recall any conversation you have ever had, any sight you have ever seen, or any book you have ever read.

MIRROR OF SEEING

Wondrous item, rare (requires attunement)

While looking into this hand mirror, you can use your action to cast the *scrying* spell (save DC 15). While scrying this way, the images appear in the mirror. Once used, this property of the mirror can't be used again until the next dawn.

MUZZLE OF TRAINING

Wondrous item, uncommon

This leather muzzle can be placed on any beast that has a snout, with the muzzle magically growing or shrinking to fit correctly. While a beast is wearing the muzzle, any Animal Handling checks made against it have advantage.

NAIL OF POINTING

Wondrous item, uncommon

This object appears to be a common carpentry nail. However, you can command the nail to point to any nonmagical object, and it will turn and point toward it for 1 hour. You must have previously seen the object or must have a detailed description of it. There is no limit to the

I may be unusual in that I consider items such as this to be far more powerful than something like a necklace of fireballs or a wand of lightning bolts. Using this simple device, I've tracked down countless lost books and relics, and have thereby learned many forgotten secrets of the ancients.

nail's range, but the object must be on the same plane of existence. The nail can only be used to point at inanimate, non-magical objects. It can't point to living, undead, or constructed creatures.

Once the nail is used, it can't be used again until the next dawn.

NECKLACE OF GLITTERING

Wondrous item, uncommon (requires attunement)

This item consists of a circular sapphire in an electrum setting, which hangs from a silver chain studded with tiny diamonds. It has 3 charges. You can use an action to expend a charge and cause the gem to fire a brilliant beam of light at one creature you can see within 60 feet of you. The creature must succeed on a DC 15 Constitution saving throw or become blinded for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.

The necklace regains 1d3 expended charges daily at dawn.

NEEDLE OF MENDING

Wondrous item, uncommon (requires attunement)

While holding this item you can cast the *mending* cantrip at will.

NET OF LANDING

Wondrous item, rare (requires attunement)

This item is a 3-foot-square mesh of fine copper wire. Anyone wrapping the net about themselves like a cloak takes no damage from falling and always lands upright.

NET OF SNARING

Wondrous item, rare (requires attunement)

This item is a 5-foot-square mesh of shimmering, silver threads. You can use an action to throw the net at a Large or smaller creature you can see within 60 feet of you. Make a ranged attack roll with an attack bonus equal to your Dexterity modifier plus your proficiency bonus. On a hit, the target is restrained until freed. The net has no effect on creatures that are formless, or creatures that are Huge or larger.

A creature can use its action to make a DC 20 Dexterity check, freeing itself or another creature within its reach from the net on a success. If the check fails, any further attempts made by that creature automatically fail until 24 hours have elapsed.

Once the net is used, it can't be used again until the next dawn. If thrown at a creature before then, it harmlessly slides off.

NIGHTCAP OF VISION

Wondrous item, uncommon

Wearing this nightcap grants you darkvision. You can see in dim light within 60 feet as if it were bright light and in darkness as if it were dim light. You can't discern color in darkness, only shades of gray.

OARS OF ROWING

Wondrous item, uncommon

These items look like regular boat oars and are usually found in pairs. When you attach these oars to the oarlocks of a boat, you can speak a command word and cause the oars to row the boat on their own at a speed of 2 miles per hour for up to 12 hours. Speaking the command word again causes the oars to cease rowing. Once used, this property of the oars can't be used again until the next dawn.

OINTMENT OF SOOTHING

Wondrous item, rare

This stubby tin jar is 2 inches in diameter and contains 1d4 + 1 doses of a thick pink mixture that smells faintly of lavender. As an action, one dose of the ointment can be applied to the skin and it removes any exhaustion you are suffering and cures any disease or poison affecting you.

ORB OF STORMS

Wondrous item, very rare (requires attunement)

This small crystal sphere contains a boiling blue cloud. While holding the orb, you gain the following benefits:

- You have resistance to lightning damage.
- You can use an action to cast the *control weather* spell. Once used, this property of the orb can't be used again until 15 days have passed.
- You can use an action to cast the *storm of vengeance* spell (save DC 15). Once used, this property of the orb can't be used again until 15 days have passed.

It should not surprise you to learn that this orb was originally designed by Otiluke, who was a connoisseur of such magical devices.

PARCHMENT OF ROLLING

Wondrous item, uncommon

This 8-inch-wide sheet of parchment is wrapped around two elaborately carved mahogany rollers. No matter how far you roll down, you never run out of fresh paper to write on and the thickness of the paper wrapped around the rollers never increases. It is an infinitely large piece of writing paper.





PERIAPT OF THE SULLEN SEAS

Wondrous item, rare (requires attunement)

This sea-blue gemstone is attached to a silver chain and quivers when worn as if it were a large drop of water. While wearing the item, you can speak a command word and then hold your breath for up to 12 hours. While holding your breath, being underwater imposes no penalties on your movement or attacks.

Once used, the periapt can't be used again until the next dawn.

PIPE OF SMOKING

Wondrous item, uncommon

This pipe is always magically full of fresh tobacco. When you use an action to light and puff on it, you create a 20-foot-radius sphere of thick grey smoke centered on yourself. The sphere spreads around corners, and its area is heavily obscured. Each creature other than yourself that is completely within the smoke at the start of its turn must make a DC 10 Constitution saving throw. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

The smoke lasts for one hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it. Once you have lit the pipe, it can't be lit again until the next dawn.

According to a persistent stereotype, wizards have a weakness for pipes. I cannot determine where this idea originated. I find the habit repellent, and I know Bigby shared my opinion.

POLE OF RESCUE

Wondrous item, uncommon

This 5-foot-long pole is made of polished steel. When you speak the command word, a short silver thread appears attached to the end of the pole, with a 6-inch-wide silver hoop on the end of the thread. If you make a casting motion with the pole toward a creature you can see within 120 feet of you, the hoop flies unerringly toward the target with the thread magically lengthening. If the target, being of size medium or smaller and not magically restrained, takes hold of the hoop, the thread begins retracting and drags the target toward you. Speaking the command word again causes the thread and hoop to disappear.

Once used, this property of the pole can't be used again until the next dawn.

PORTABLE BRIDGE

Wondrous item, very rare

When folded, this item is small enough to fit in your pocket. When unfolded as an action, it magically expands into a 5-foot-wide bridge of wooden planks, capable of spanning a 60-foot gap.

POUCH OF PLENTY

Wondrous item, rare

This small brown leather pouch is embossed with the image of a bee. When you place up to 10 coins in the pouch and leave it closed until the following dawn, the coins are converted to the next higher metal. So copper coins become silver, silver coins become electrum, and so on. The pouch has no effect on platinum coins.

POUCH OF TRAVELLING

Wondrous item, uncommon

This sturdy leather pouch weighs 20 pounds and is 10 inches square. Inside it are a tent, a bedroll, a mess kit, a tinderbox, a hooded lantern, 10 days of rations, 6 iron spikes, a crowbar, a waterskin, and 50 feet of hempen rope. All these items may be easily drawn out and replaced whenever required. If any additional item is placed in the pouch, it bursts and scatters the contents.



QUILL OF FORGERY

Wondrous item, uncommon

This appears to be an ordinary feather quill pen, but it can be used to imitate any handwriting. You must take a written sample of the handwriting to be copied, consisting of at least 10 words, and burn it before mixing the ashes with ink. When writing with that ink, your handwriting will perfectly match the sample for up to 500 words.

Once used, this property of the quill can't be used again until the next dawn.

QUILL OF NECROMANCY

Wondrous item, rare

This small black quill is made from a crow feather. When placed on the grave or corpse of any dead creature with a sheet of parchment, you can use an action to speak a command word to activate it. Once activated, you can ask the dead creature up to three questions, with the quill writing the answers on the parchment after each question. The corpse knows only what it knew in life, including the languages it knew. Answers are usually brief, cryptic, or repetitive.

Once used, this property of the quill can't be used again until the next dawn.

QUILL OF TRUTH

Wondrous item, uncommon

This large quill is made from the feather of a phoenix and has a nib of gold. It is not possible to write a deliberate lie using this quill. If you attempt to do so, the ink in the nib evaporates and the words cannot be formed on the page.

RAKE OF SMOOTHING

Wondrous item, rare

When you drag this rake behind you, it perfectly obliterates all tracks and other traces of your passage. Having done this, you can't be tracked except by magical means.

RAKE OF TRACKING

Wondrous item, uncommon

You can use this item to rake over a 30-foot-square area, which takes 10 minutes. This has the effect of highlighting the tracks of any creatures that have recently passed through. All ability checks made to follow tracks in the area have advantage for the next 24 hours. Once you have used this property of the rake, it can't be used again until the next dawn.

RATTLE OF DEATH

Wondrous item, legendary (requires attunement)

This crimson wooden stick has a leering, skull-shaped rattle attached to one end. As an action, you can point and shake the rattle at one creature you can see within 60 feet. If the creature you choose has 100 hit points or fewer, it dies. Otherwise, there is no effect.

An object of remarkable and alarming potency, and few individuals in the multiverse can stand before it. I will not comment on rumors that I have such an object in my vaults.



A humanoid killed by this item rises at the start of your next turn as a **zombie** that is permanently under your command, following your orders to the best of its ability.

Once used, the rattle can't be used again until the next dawn.

RATTLE OF ELEMENTS

Wondrous item, rare (requires attunement)

When you shake this tin rattle, you call forth an elemental servant. Choose an area of air, earth, fire, or water that fills a 10-foot cube within range. An elemental of challenge rating 5 or lower appropriate to the area you chose appears in an unoccupied space within 10 feet of the area. For example, a **fire elemental** could emerge from a bonfire. The elemental disappears when it drops to 0 hit points or after 1 hour. The summoned creature is friendly to you and your companions and obeys any verbal commands that you issue to it.

Once you have used this property of the rattle, it can't be used again until the next dawn.

ROBE OF THUNDER

Wondrous item, rare (requires attunement)

This gray silk robe is printed with the image of boiling storm clouds. While wearing it, you have resistance to thunder damage.

As an action, you can speak its command word and you are surrounded by an invisible, faintly rumbling aura for 1 minute. When you take damage from a creature that is within 5 feet of you, the aura inflicts 2d6 points of thunder damage on your attacker.

Once used, this property of the robe can't be used again until the next dawn.

RUDDER OF GUIDANCE

Wondrous item, very rare

This magical rudder will grow or shrink to fit the ship or boat it is attached to. Once installed, the pilot of the vessel will always know, with perfect accuracy, the direction of any port they have previously visited.

SAW OF CUTTING

Wondrous item, uncommon

This is a regular hand saw and is about 2 feet long. As an action, you can speak the saw's command word and for the next 10 minutes you can use the saw to cut through any non-magical wood, metal, or stone, at the rate of 1 foot per minute. Once used, this property of the saw can't be used again until the next dawn.

SANDALS OF THE LIGHT STEP

Wondrous item, rare (requires attunement)

These superbly crafted sandals are made of fine green leather with mithral buckles and are designed to resemble overlapping leaves. While wearing them, you increase your walking speed by 10 feet and your movement is unaffected by difficult terrain.

You can also use an action to speak a command word and, for 1 hour, you can stand on and move across any liquid surface as if it were solid ground. Once used, this property of the sandals can't be used again until the next dawn.

SCEPTER OF LIGHT

Wondrous item, uncommon

This short, gold-plated rod is capped by a clear crystal orb. As an action, you can speak the scepter's command word and, for the next 4 hours, a 60-foot-radius sphere of bright light spreads out from the orb. Dim light is shed for an additional 60 feet. If any of this light area overlaps with an area of darkness created by a spell of 3rd level or lower, the spell that created the darkness is dispelled.

Once used, this property of the scepter can't be used again until the next dawn.

SCREAMING LANTERN

Wondrous item, uncommon

This brass lantern has shutters. When the shutters are opened, no light is emitted, but an ear-splitting scream comes from the lantern and continues until the shutters are closed. Any creature that can hear and starts its turn within 20 feet of the lantern while the lantern screams takes 1 point of thunder damage.

SCRIMSHAW HAND MIRROR

Wondrous item, rare (requires attunement)

This ornate mirror, carved from knucklehead trout ivory, has a peculiar silver surface. While holding this mirror, you can use a bonus action to activate it. The mirror's surface ripples briefly, and, for 1 hour, you see a faint aura around any reflected magic item.

Once used, this property of the mirror can't be used again until the next dawn.

SCROLL OF WRITING

Wondrous item, uncommon (requires attunement)

This scroll is made of paper and is wrapped around a wooden roller. Any words spoken by the owner of this item magically appear written on the paper. If a length of paper is torn from the scroll, the writing remains on it and it behaves exactly like a regular piece of paper. No matter how many sheets are torn from the scroll, it never runs out of paper.

SEEDS OF GROWTH

Wondrous item, uncommon

These are usually found in a small canvas bag containing 2d4 seeds. As an action, you can throw a seed at a point you can see within 20 feet of you, and a large tangled bush, 10 feet in diameter, immediately sprouts from the ground there. This bush turns the ground into difficult terrain for 1 minute before wilting away.

A creature that ends its turn in the area of the bush must succeed on a DC 15 Strength saving throw or be restrained by the bush. A creature so restrained can use its action to make a DC 15 Strength saving throw. On a success, it frees itself.

SEEDS OF WEALTH

Wondrous item, rare

These resemble the seeds of a beech tree, but when planted they grow into a tree that bears coins instead of fruit. This takes six months from planting. The tree bears one harvest of fruit only, consisting of 20d20 coins.

Roll on the following table to determine what type of coin the tree bears:

d20	Type
1-5	Copper
6-10	Silver
11-15	Electrum
16-19	Gold
20	Platinum

SHOVEL OF ANIMATION

Wondrous item, rare (requires attunement)

This item looks like an ordinary shovel with a 4-foot-long wooden shaft and a blade of iron. However, when used by moonlight to exhume a corpse, the corpse becomes a **zombie**. You can reanimate a maximum of 6 corpses in one night using this item. The corpses must have been buried in the ground, not simply covered over with rocks or dirt.

On each of your turns, you can use a bonus action to mentally command the zombie so long as the creature is within 60 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). If you issue no commands, the zombie only defends itself against hostile creatures.

The zombie is under your control for 24 hours, after which time it reverts to a corpse. It cannot be reanimated unless it is buried again and re-exhumed.

There is some debate around the ethics of using necromantic magic such as this. I care nothing for such frivolous discussions. Magic is neither good nor evil, it simply is. My only consideration is whether a particular spell or item will enhance the Balance or diminish it.

SHOVEL OF DIGGING

Wondrous item, uncommon

This item looks like an ordinary shovel with a 4-footlong wooden shaft and a blade of iron. When you speak its command word, it begins digging by itself at the rate of 10 cubic feet per minute. The shovel can only dig soil or sand and digs for a maximum of 4 hours per day.

SLATE OF IDENTIFICATION

Wondrous item, uncommon

This is a 12-by-6-inch piece of black slate in a lavish wooden frame. When you touch it to a magic item and say “Identify,” the magical properties of the item are neatly printed out on the slate in chalk, including any required command words. Once used, this property of the slate can’t be used again until the next dawn. Touching a non-magical item has no effect.

SNUFFER OF DOUSING

Wondrous item, uncommon

This thin silver-plated rod is 6 inches long and has a small cup attached to one end. When you use it to douse a candle, all non-magical fires within a 20-foot radius are also extinguished. Once used, this property of the snuffer can’t be used again until the next dawn.

SNUFFER OF SERVING

Wondrous item, rare

This ornately engraved brass rod is 8 inches long and has a small cup attached to one end. When you use it to douse a candle, eight **smoke mephits** immediately emerge from the smoldering wick.

The summoned mephits are friendly to you and your companions. Roll initiative for the mephits as a group, which has its own turns. They obey any verbal commands that you issue to them (no action required by you). If you don’t issue any commands to them, they defend themselves from hostile creatures but otherwise take no actions.

Once used, this property of the snuffer can’t be used again until the next dawn.

SOAP OF TRUE WASHING

Wondrous item, uncommon

This small bar of soap is translucent blue in color. When you wash yourself with this soap, it cures any diseases affecting you and causes one curse affecting you to end. The soap is completely consumed in the process.

SPOON OF MAGIC MEDICINE

Wondrous item, legendary

When you place this delicate silver spoon in your mouth, it immediately fills with thick, sweet syrup. Upon swallowing this magic medicine, you regain all your hit points, your exhaustion level is reduced by one, and you are cured of blindness, deafness, and any diseases affecting you. It also causes all curses affecting you to end.

Once you have used this property of the spoon, it can’t be used again until the next dawn.

STORMFIRE AMULET

Wondrous item, legendary (requires attunement)

This item consists of a flame-shaped electrum pendant set with a large fire opal. While wearing this amulet, you gain immunity to fire damage.

The amulet has 3 charges. You can use an action to expend one charge and cast the *fire storm* spell. The amulet regains 1d3 expended charges daily at dawn.

Another very powerful item, with much potential to disrupt the Balance. Perhaps we are better off destroying such as this—I am torn on the matter.

STRING OF LASHING

Wondrous item, uncommon

This item consists of a 4-inch piece of black twine tied to a small wooden peg. While holding this item, you can speak its command word as a bonus action to cause it to transform into a *+1 whip*. Speaking the command word again causes it to revert to string form.

STRING OF PEARLS

Wondrous item, uncommon

When found, this 6-inch length of white twine has 1d6 + 1 luminous white pearls strung upon it. As an action, you can remove a pearl from the string and throw it at a creature you can see within 20 feet of you. The pearl disappears in a small flash, and the creature must make a DC 15 Wisdom saving throw. On a failed save, roll on the following table to determine the effect:

d6	Effect
1	Whenever the target makes an attack roll or a saving throw, the target must roll a d4 and subtract the number rolled from the attack roll or saving throw. The effect lasts for 1 minute.
2	The target takes 3d6 psychic damage and must immediately use its reaction, if available, to move as far as its speed allows away from you.
3	The target falls into fits of laughter and falls prone, becoming incapacitated and unable to stand up for 1 minute. A creature with an Intelligence score of 4 or less isn’t affected. At the end of each of its turns, and each time it takes damage, the target can make another Wisdom saving throw. The target has advantage on the saving throw if it’s triggered by damage. On a success, the effect ends.
4	If the target has 30 hit points or less, it falls unconscious for 1 minute, until it takes damage, or someone uses an action to shake or slap it awake.
5	If the target is humanoid, it is paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.
6	The target is charmed by you and regards you as a friendly acquaintance for 1 minute or until you or your companions do anything harmful to it.

STRING OF SHACKLING

Wondrous item, rare

This piece of woven flax is 3 feet long. If tied about the wrists of a creature that is incapacitated, that creature cannot break or untie the string except with a *wish*, though any other creature may do so with ease. If the string is cut or broken it loses its magic.

STRING OF WARDING

Wondrous item, rare (requires attunement)

This piece of strong, silvery twine is roughly 30 feet long and has the ends tied together. When placed on the ground in a circular shape, you can use an action to speak the command word and a 20-foot-tall cylinder of magical energy rises from the string.

Choose one of the following types of creatures: celestials, elementals, fey, fiends, or undead. Creatures of the affected type can't willingly enter or leave the cylinder by nonmagical means. If the creature tries to use teleportation or interplanar travel to do so, it must first succeed on a DC 15 Charisma saving throw.

The magical cylinder lasts for 1 hour or until you speak the command word again. Once used, the string can't be used again until the next dawn.

TALISMAN OF EXEMPLARY HEALING

Wondrous item, rare (requires attunement by a bard, cleric, druid, paladin, or ranger)

This circular talisman is made of silver and inset with small diamonds in the shape of a triangle. While wearing it, you can use a bonus action to expend a charge and maximize the number of hit points regained when casting a healing spell using a spell slot of 6th or lower level. The talisman has 3 charges that are replenished every day at dawn.

TENT OF LUXURY

Wondrous item, rare

This appears to be an ordinary canvas two-person tent. When you speak the command word, it pitches itself, and when you speak the command word again, it packs itself back up.

While pitched, the interior of the tent is an extradimensional space that is 40 feet square. It contains fine silken beds, a small bathroom area, and a long table laden with a hearty feast. There is enough accommodation and food for 8 people, and the feast replenishes itself daily.

The tent has AC 14 and 40 hit points. If it is destroyed, the contents of the tent are scattered around a 40-foot-radius area.

TENT OF WARNING

Wondrous item, uncommon

This appears to be an ordinary canvas two-person tent. When you pitch the tent and speak the command word, the tent produces the sound of a hand bell for 10 seconds whenever a small or larger creature comes within 100 feet of the tent. When you speak the command word, you can designate creatures that won't set off the alarm. Packing up the tent cancels the effect.

TROLL GUT ROPE

Wondrous item, uncommon

This 50-foot-long rope is woven from wet, rubbery troll intestines and is very pungent. You can command this rope to grow to any length up to 350 feet, and it reverts to its original length after 12 hours.

TWISTED CLAW

Wondrous item, very rare (requires attunement)

This small silver sculpture is shaped like a twisted beast's claw. You can use your action to point the claw at a target you can see within 60 feet of you. The target must make a DC 15 Constitution saving throw or become incapacitated with excruciating pain for 1 minute on a failed save.

At the end of each of its turns, the target can make another Constitution saving throw. On a success, the effect ends on the target. Once used, the claw can't be used again until the next dawn.

UNICORN PENDANT

Wondrous item, legendary (requires attunement)

This pendant is made from pure gold and is shaped like the head of a unicorn. While wearing this item, you are immune to being charmed, paralyzed, or poisoned, and you have advantage on saving throws against spells and other magical effects.

The pendant has 10 charges. While wearing it, you can use an action to expend 1 or more of its charges to cast one of the following spells: *teleport* (7 charges), *dispel evil and good* (5 charges), *protection from energy* (3 charges), or *cure wounds* (1 charge).

The pendant regains 1d8 + 2 charges daily at dawn.

I have been called both "good" and "evil" so many times that the labels barely mean anything to me. Still, if any creature in the multiverse is pure, innocent, and noble, it is a unicorn. And even a unicorn can disrupt the Balance.

URN OF PURIFICATION

Wondrous item, uncommon

This copper urn holds up to 5 gallons of liquid. If you fill it with any sort of drink and replace the lid, after 1 hour, the drink is purified and rendered free of poison and disease.

VAMPIRE TORC

Wondrous item, legendary (requires attunement)

A blood-red ruby is embedded in this black iron torc. When you hit with a melee attack while wearing this item, you regain hit points equal to half the amount of damage dealt, to a maximum of 20 hit points per round.

While wearing the torc, you take 20 radiant damage when you start your turn in sunlight. While in sunlight, you have disadvantage on attack rolls and ability checks.

VEST OF MISSILE PROTECTION

Wondrous item, rare (requires attunement)

While wearing this black damask vest, you have resistance to damage from ranged weapon attacks.

VESTMENTS OF POWER

Wondrous item, legendary (requires attunement by a cleric)

These religious garments are made from fine linen and embroidered with purple, scarlet, and golden thread. You gain these benefits while wearing them:

- Your spell save DC, spell attack bonus, and AC each increase by 2.
- You have advantage on saving throws against spells and other magical effects.
- When you fall, you descend 60 feet per round and take no damage from falling.
- You have resistance to fire damage.
- You can stand on and move across any liquid surface as if it were solid ground.

WATER CLOAK

Wondrous item, rare (requires attunement)

This cloak is made of black sailcloth and appears to be soaking wet, but it feels warm and dry to the wearer. Upon donning the cloak, you gain resistance to fire damage, and you can also, as an action, extinguish any non-magical flame that you can see within 60 feet and that fits within a 5-foot cube.

You can also use a reaction to interrupt a creature in the process of casting a spell that inflicts fire damage. Provided the creature is casting a spell of 3rd level or lower, the spell fails and has no effect. Once used, this property of the cloak can't be used again until the next dawn.

WAX OF FABRICATION

Wondrous item, rare

When found, this item is a 6-inch cube of pale, pliable wax. When you mold the wax and speak the command word, you can transform it into a single nonliving object of wood, stone, crystal, or metal. The object may be any shape you choose but must be of the same volume as the wax or smaller and must be of a form that you have seen before.

The object exists for only a limited duration before reverting to a block of wax. The duration depends upon the material created. If the object is composed of multiple materials, use the shortest duration.

Material	Duration
Wood	7 days
Stone or crystal	1 day
Metals	12 hours
Gems	1 hour
Adamantine or mithral	10 minutes



The entire block of wax must be used for the magical transformation to take place. Once used, the wax can't be used again until the next dawn.

WAX OF HEARING

Wondrous item, uncommon

This tin container, 2 inches in diameter, contains 1d6 + 1 applications of pale wax. As an action, you can take one application of the wax, roll it into two small balls, and insert them into your ears. This enables you to create an invisible sensor in a location up to a mile away that you have visited or seen before. The sensor remains in place for 1 hour, and it can't be attacked or otherwise interacted with. You can hear through the sensor as if you were in its space.

The used wax becomes nonmagical once the hour has elapsed.

WHEEL OF BURNING

Wondrous item, rare

This wheel is 2 inches in diameter and constructed from black iron. If you place it on the ground and use an action to speak its command word, a ringed wall of fire appears, 20 feet in diameter, 20 feet high, 1 foot thick, with the wheel at the center. The wall is opaque and lasts for one minute.

Any creature that enters the wall or ends its turn there must make a Dexterity saving throw. On a failed save, the creature takes 5d8 fire damage, or half as much damage on a successful save.

Once used, the wheel can't be used again until the next dawn.

WHEEL OF FLYING

Wondrous item, uncommon

This wheel is about 1 foot in diameter and constructed from polished wood. While holding it in both hands, you can use an action to speak its command word and gain a flying speed of 60 feet for 1 hour. You must keep both hands on the wheel for the duration or the effect ends. Once used, the wheel can't be used again until the next dawn.

I think the inspiration for this device may have been taken from a peculiar world I visit from time to time. Real magic is rare there, while gnome-like gadgetry is very advanced indeed. In this place, they use wheels to control steel vehicles, some of which traverse the land, some the water, and others the air.

WHISTLE OF BEASTS

Wondrous item, rare (requires attunement)

When you blow this tin whistle, you summon fey spirits that take the form of beasts and appear in unoccupied spaces that you can see within range. Roll on the following table to determine what appears:

d10	Beast
1	4 apes
2	4 black bears
3	2 lions
4	2 tigers
5	2 brown bears
6	2 dire wolves
7	2 giant eagles
8	2 giant spiders
9	1 giant boar
10	1 saber-toothed tiger

Each beast is also considered fey, and it disappears when it drops to 0 hit points or after an hour. The summoned creatures are friendly to you and your companions, and they obey any verbal commands that you issue to them.

Once used, this property of the whistle can't be used again until the next dawn.

WHISTLE OF STOPPING

Wondrous item, uncommon (requires attunement)

When you blow this silver whistle, choose a humanoid that you can see within 60 feet. The target must succeed on a DC 15 Wisdom saving throw or be paralyzed for one minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

Once used, this property of the whistle can't be used again until the next dawn.

WHITE CLOAK OF THE SPIDER

Wondrous item, rare (requires attunement)

This white velvet cloak is embroidered with the image of a large black spider sitting in a web. While wearing it, you gain the following benefits:

- You have resistance to poison damage.
- You can use an action to cast the *spider climb* spell. Once used, this property of the cloak can't be used again until the next dawn.
- You can use an action to cast the *hold person* spell (save DC 13). Once used, this property of the cloak can't be used again until the next dawn.

WINK BROOCH

Wondrous item, rare (requires attunement)

A ruby engraved with a winking face is set at the head of this silver pin. While wearing the pin, you gain proficiency in the Persuasion skill, and you double your proficiency bonus on checks made with that skill.

WRESTLING OIL

Wondrous item, uncommon

This brass canister has a swirling pattern engraved upon it and contains 1d4 + 1 doses of a thick, sticky, translucent mixture. As an action, one dose of the oil can be applied to your skin. You then have advantage on any ability check you make to escape a grapple for 1 hour.

Alliteration is not a sound basis on which to conduct serious magical research. The Balance is left in tatters due to nonsense such as this.

XYLOPHONE OF XENOMORPHY

Wondrous item, very rare (requires attunement)

This item comprises a wooden mallet and three small wooden bars affixed to a frame. If you use an action to strike the wooden bars, you may transform a creature you can see within 60 feet into a hideous new form. An unwilling creature must make a successful DC 18 Wisdom saving throw to avoid the effect.

The transformation lasts for 1 hour. The new form can be any aberration whose challenge rating is equal to or less than the target's challenge rating or level. The target's game statistics, including mental ability scores, are replaced by the statistics of the chosen aberration. It retains its alignment and personality.

The target assumes the hit points of its new form. When it reverts to its normal form, the creature returns to the number of hit points it had before transforming. The creature is limited in the actions it can perform by the nature of its new form, and it can't speak, cast spells, or take any other action that requires hands or speech. The target's gear melds into the new form. The creature

can't activate, use, wield, or otherwise benefit from any of its equipment.

Once used, this property of the xylophone can't be used again until the next dawn.

YOKE OF FLIGHT

Wondrous item, very rare

When this double yoke is used to harness a pair of horses, they gain a flying speed of 60 feet and can also pull a carriage through the air.

YOKE OF OBEDIENCE

Wondrous item, rare

This yoke is made of soft leather and fits comfortably over the head. If you place the yoke on a sleeping humanoid, that creature is charmed by you for an hour upon waking. While charmed in this way, the creature regards you as its trusted leader. If harmed by you or your companions, or commanded to do something contrary to its nature, the target ceases to be charmed in this way. Once used, this property of the yoke can't be used again until the next dawn.

ZOSTER OF ZEAL

Wondrous item, very rare

This is a wide leather belt covered in bronze plates. You can use an action to don this item, and you gain a +2 bonus to all attack and damage rolls for 1 minute. Once used, the zoster can't be used again until the next dawn.

Perhaps it is fitting that we end this catalog with zeal, for I concede I possess the zeal of a convert. Having spent my youth in pursuit of power, I am now zealous for the Balance. Consideration of it dominates my waking thoughts.

Many have suggested that I should seek out the Good instead. In my experience, the word has been relativized into meaninglessness, and is often a cipher for mere tribalism and prejudice, while other times it describes a banal sentimentalism. I have no use for these.

Others have suggested that I ought to be a champion of Law. But I have been to Mechanus and seen a million machines march in lockstep, with not an original thought between them. This is not the future I wish.

No, our world depends upon all these things and more, upon a vivacious mix of the opposing, the contrary, and the contradictory. This is the Balance, and this is what I have pledged to uphold.

RANDOM MAGIC ITEM TABLES

The following tables may be used in place of the corresponding magic item tables in chapter 7 of the *Dungeon Master's Guide*.

UNCOMMON MAGIC ITEMS (TABLE F)

d100	Magic Item
01	Anchor of Seafaring
02	Anklet of Levitation
03	Anklet of Walking
04	Armored Gi
05–06	Bead of Dew
07	Bellows of Breath
08	Bellows of Strong Wind
09	Belt of Pankration
10	Bone of Animation
11–12	Boots of Carrying
13	Bottle of Containment
14	Bottle of Fireflies
15	Bottle of Moonlight
16	Bridle of Control
17–18	Brooch of Bones
19	Broom of Serving
20	Buckle of Weaponry
21	Cane of Armament
22	Cane of Detection
23–24	Cape of Disguise
25	Cape of Reeking
26–27	Cat's Eye Marble
28	Chalice of Colors
29	Chalice of Detection
30–31	Chalice of Identification
32	Crystal of Alacrity
33	Crystal of Aquatic Action
34	Cube of Luck
35	Curtain of Spying
36–37	Drum of Silence
38	Drums of Panic
39	Egg of Fog
40	Flute of Courage
41	Gloves of the Grappler
42–43	Handkerchief of Length
44	Harp of Silence
45–46	Hasp of Locking
47	Heart of Hearing
48	Horn of Plenty
49–50	Infinite Scroll Case
51	Kettle of Drumming
52	Key of Opening
53	Lens of Lighting
54	Libram of Evaluation
55–56	Libram of Identification
57	Log of Burning
58–59	Mask of Comedy
60	Medallion of Empathy
61	Mirror of Reading
62–63	Muzzle of Training
64	Nail of Pointing
65	Necklace of Glittering
66	Needle of Mending
67	Nightcap of Vision
68–69	Oars of Rowing
70	Parchment of Rolling
71	Pipe of Smoking
72	Pole of Rescue
73	Pouch of Travelling
74–75	Quill of Forgery
76	Quill of Truth
77	Rake of Tracking
78–79	Saw of Cutting
80	Scepter of Light
81–82	Screaming Lantern
83	Scroll of Writing
84	Seeds of Growth
85	Shovel of Digging
86	Slate of Identification
87–88	Snuffer of Dousing
89	Soap of True Washing
90	String of Lashing
91	String of Pearls
92	Tent of Warning
93–94	Troll Gut Rope
95	Urn of Purification
96	Wax of Hearing
97	Wheel of Flying
98	Whistle of Stopping
99–00	Wrestling Oil

RARE MAGIC ITEMS (TABLE G)

d100	Magic Item
01	Anklet of Hobbling
02	Aquamarine of Spell Extending
03	Armband of Healing
04	Armband of Strength
05–06	Badge of Freedom
07	Badge of Valor
08	Bag of Flame
09	Balance of Judgement
10	Bead of Accuracy
11–12	Beady Eye
13	Bell of Freedom
14	Blanket of Healing
15	Bone of Bruising
16	Bracelet of Animal Speech
17–18	Bracers of Lightning
19	Bracers of Wind
20	Bridle of Speaking
21	Bridle of Wings
22	Buckle of Protection
23–24	Bugle of Reviving
25	Button of Blasting
26	Button of Rosy Vision
27	Cage of Entrapment
28	Cameo of Appearance
29–30	Candle of Protection
31	Cymbals of Crashing
32	Divan of Divination
33	Dust of Sleeping
34	Eyepatch of Sight
35–36	Fan of Dancing
37	Gauntlets of Dexterity
38	Gauntlets of the Storm
39	Gavel of Authority
40	Gloves of the Starry Sky
41–42	Goggles of the Golden Sun
43	Golden Tongue
44	Gong of Earthquakes
45	Gong of Whirlwinds
46	Hammersphere
47–48	Harp of Questing
49	Heart of Stone
50	Horn of Four Winds
51	Icy Strand of the North
52	Inkwell of Scrollmaking
53–54	Jug of Jesting
55	Ladle of Curing
56	Lamp of Darkness
57	Lamp of Honesty
58	Leaf of Colors
59–60	Leaf of Falling
61	Lens of Perspicacity
62	Mask of Disguise
63	Mask of Tragedy
64	Medallion of Gargoyles
65–66	Mirror of Divination
67	Mirror of Images
68	Mirror of Seeing
69	Net of Landing
70	Net of Snaring
71–72	Ointment of Soothing
73	Periap of the Sullen Seas
74	Pouch of Plenty
75	Quill of Necromancy
76	Rake of Smoothing
77–78	Rattle of Elements
79	Robe of Thunder
80	Sandals of the Light Step
81	Scrimshaw Hand Mirror
82	Seeds of Wealth
83–84	Shovel of Animation
85	Snuffer of Serving
86	String of Shackling
87	String of Warding
88	Talisman of Exemplary Healing
89–90	Tent of Luxury
91	Vest of Missile Protection
92	Water Cloak
93	Wax of Fabrication
94	Wheel of Burning
95–96	Whistle of Beasts
97	White Cloak of the Spider
98	Wink Brooch
99–00	Yoke of Obedience





VERY RARE MAGIC ITEMS (TABLE H)

d100	Magic Item
01–03	Bagpipes of Droning
04–07	Balance of Power
08–10	Banner of the Storm's Eye
11–14	Belt of Naked Invisibility
15–18	Belt of the Wide Earth
19–22	Buckle of Armor
23–25	Claw of Magical Theft
26–29	Cloak of the Phoenix
30–33	Crown of Leadership
34–37	Cube of Abilities
38–40	Deck of Chance
41–44	Flute of Faerie
45–47	Frostfallian Diamond Dust
48–51	Globe of Sunlight
52–54	Gong of Celestial Summoning
55–58	Harp of Thunder
59–61	Horn of the Tritons
62–65	Iron Heart
66–68	Jug of Jade
69–72	Lamp of Djinni Summoning
73–75	Mirror of Recall
76–79	Orb of Storms
80–82	Portable Bridge
83–86	Rudder of Guidance
87–89	Twisted Claw
90–93	Xylophone of Xenomorphy
94–96	Yoke of Flight
97–00	Zoster of Zeal

LEGENDARY MAGIC ITEMS (TABLE I)

d100	Magic Item
01–11	Ball of Power
12–22	Greenstone Amulet
23–33	Impervious Vestment
34–44	Rattle of Death
45–55	Spoon of Magic Medicine
56–66	Stormfire Amulet
67–77	Unicorn Pendant
78–88	Vampire Torc
89–00	Vestments of Power