

A 5th Edition D&D Supplement

Arcane Armoury

Volume One: Magic Items

Includes new materials for common gear, as well as forty completely new items to use in your games!



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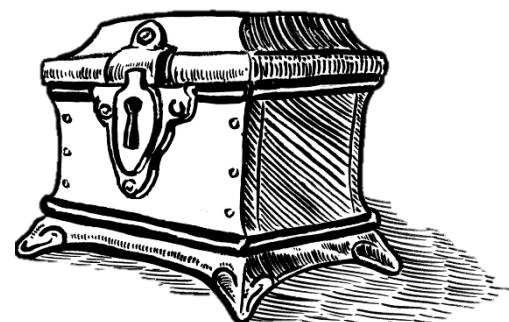
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ON THE COVER

Aaron Lee illustrates a mighty paladin's last stand who, aided by his artefacts, faces the horrors of the Abyss.



Introduction

Foreword

Come on in, don't be shy! I am sure that you will find something suitable for your profession here, whether you are a monk, a rogue or a wizard. I have fine fiendish blades from the depths of hell, glittering maces crated by the grandest of celestials, shields made of pure magic and much, much more. Just let your purse jingle and I will work my magic, just as you work yours. And don't even think of trying anything stupid, or you'll witness the might of my merchandise first-hand!

-Adrianus Quell,
Merchant Prince.

Each civilization is different. Some creatures crave the power to emulate godlike wisdom and insight; others pursue the subtle art of weaving magic into fine armour and weapons while others desire nothing more than everyday quality of life improvements, creating endless mugs of ale and warm coats.

Whatever their case might have been, many of their creations now lie abandoned, whether they have been forgotten deep beneath the Anaurochian desert just waiting to be discovered or rusting on an old merchant's desk, with him unaware of the power contained within. They are just waiting to be looted, collected, bought or obtained via any means and most adventurers are more than happy to obtain them.

After all, what is a treasure hoard without at least a couple of new trinkets to play around with?

Dungeon Master's Notes

Each item has been presented in the following format:

1. Name. You will notice that many items in this volume are named, meaning that they are usually unique. This gives them additional flavour and makes them even more impactful when obtained. This part will also contain an alternative, more gameplay oriented name should you be interested in giving out duplicates.

2. Rarity. Items will be categorized using the default D&D 'Dungeon Master's Guide' system, splitting them into common-uncommon-rare-legendary categories. The guidelines have been preserved to the best of our knowledge, to keep them as powerful as their equivalents.

3. Origins. This new characteristic gives an example for who could have created the item, making it much easier to find suitable adventure hooks and more coherent treasure piles.

4. Flavour Text. Each item has been adorned with a plethora of characteristics, to make it much easier for you to introduce it to your characters. Naturally feel free to change them to suit the situation a bit better. Most items have been created with minor quirks and properties in mind, giving the players additional roleplay opportunities.

5. Properties. This part will explain all the effects of the item and, for your convenience, will also often contain the explanation for effects that the item may replicate.



For your added convenience, all items have been organized in the alphabetical order, with their rarities clearly marked next to them. You can find this table at the beginning of the volume.

These items were not created with selling and buying them in mind, so should you be interested in allowing your players to trade for them, please refer to the 'Selling a Magic Item' table available on page 130 of the Dungeon Master's Guide, using the items' respective rarities as starting points when defining prices.

While the items have been created following the appropriate guidelines and they should be well suited for normal adventures, it is possible that your players will come up with odd, unpredictable uses for an item. Should that be the case, feel free to change an effect on the spot if it is breaking the game, or reward creativity! After all, only the Dungeon Master is capable of adjusting to any situation.

Should you feel like any of the items are blatantly broken or are simply unsure of how one of them works, feel free to refer to the Frequently Asked Questions section of the store page, or leave a question underneath the product.

In addition, this product includes a number of completely new materials for your adventurers to fashion items out of. They have been listed at the end of the volume, each one of them adding new properties to the items they are made of. Feel free to even modify magic items with them, adding even more depth to the loot!

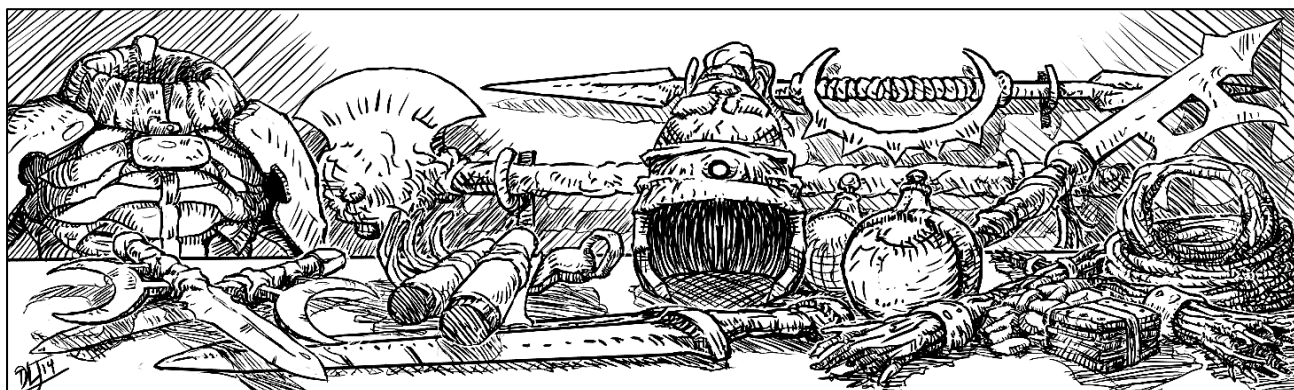
Without further ado, I hope that you will find these items to your liking and that they will improve your gaming experience. Thank you for your support!

-Matt, Author
of the Arcane Armory series.

Magic Item Rarity and Value

This small reminder has been copied from the Dungeon Master's Guide for your convenience. You can use it to determine the quality of the items you can give out to keep the game under control.

Rarity	Player Lv.	Value
Common	1 st +	50-100
Uncommon	1 st +	101-500
Rare	5 th +	501-5k
Very Rare	11 th +	5k – 50k
Legendary	17 th +	50k +



Magic Items, A-Z

⇒Amulet of the Exorcist⇒

Wondrous Item, Uncommon.

Origins: A powerful monastery dedicated to hunting down shadows and wraiths of all kind.

This silvery necklace is often made to represent a source of positivity, the sun or a blossoming flower – a rose, a lily or something common to the region. It is said that it represents new life, as it empowers the wearer and protects them from harm. Often employed by monster hunters and priests, these necklaces offer exceptional protection from ghosts and the like. They also instil a sense of serenity to the wearer, making them less nervous even when faced with an overwhelming force.

As long as you are wearing this necklace you are immune to all the negative effects of the *hallow* spell. In addition, all incorporeal creatures (Wraiths, Ghosts and any other similar creature missing a material body) have disadvantage on all attack rolls against you.



⇒Arcanist's Crown ⇒

Wondrous Item, Rare. Requires Attunement by a Spellcaster.

Origins: A powerful leader of a witches' coven.

A small crown made of spiky twigs, bones and golden yarn, this item begets wonder and suspicion wherever it goes. Often associated with witches and secret societies, these circlets grow in power as more and more Spellcasters gather around them.

Legends say that most mages quickly become arrogant and despotic while in possession of this item.

While wearing this crown you gain a bonus to spell attack rolls and to the saving throw DCs of your spells. The bonus is determined by the amount of other allied Spellcasters within 15ft. of you and is recalculated every time you cast a spell.

Spellcasters	Bonus
1	1
3	2
5+	3

Additionally, as long as there are at least 3 other allied Spellcasters within 15ft. of you gain the benefits of the *bless* spell. You do not need to concentrate on it. It does not stack with *bless* from other sources.



⇒Bloodbound Striker⇒

Weapon (Simple: Slashing or Piercing), Common. Requires Attunement.

Origins: A bloodthirsty tribe.

This primitive looking weapon's blade is made of stone and seemingly humanoid bone. Its edges are adorned with small needles and teeth and it is covered with colourful feathers. It is often used by tribal warriors, who receive it as a gift after their first successful hunt.

Attacks made with this weapon count as magical. Whenever you inflict damage and the target has ten or less Hit Points left, you suddenly feel like by just pushing yourself a little bit further you can finish them off – you may choose to inflict an additional 1d10 psychic damage to both yourself and your target. Whenever you kill a creature you gain 1d10 temporary Hit Points.

Curse. The dark blood magic that powers this weapon prevents it from dealing non-lethal damage, no matter how much you try to not kill your target.



⇒Boneless Costume⇒

Also known as the Jellyfish Attire.

Armour (light), Rare. Requires Attunement.

Origins: A circus performer.

This solid black suit of armour is decorated with silvery engravings, marking where the user's bones normally are. It comes with a mask, giving it an unnatural, haunting appearance. It is said that wearing one is considered dishonourable by many acrobats, as it offers unnatural flexibility.

You have a +1 bonus to AC while wearing this armour. Additionally, the costume lets you bend your limbs in odd, unnatural ways – you gain advantage on all acrobatics and sleight of hand checks.

Curse. The lack of solid bones makes it quite easy for other creatures to push and bounce you around – you have disadvantage on all saving throws made to stand your ground (for example when you are saving from *thunderwave's* push or another creature's shove action). You can remove the armour at will, without the need for *remove curse* spells.



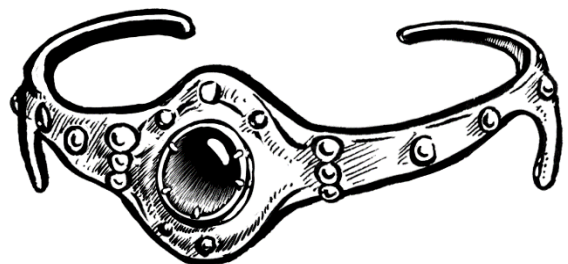
⇒Circlet of Neverdeath⇒

Wondrous Item, Uncommon. Requires Attunement.

Origins: A powerful lich.

A thin silver circlet, decorated with skeletal motifs and tiny skulls. It emanates a faint cold aura that ensures that the wearer never feels truly comfortable. Often associated with the 'carpe diem' types who live fast and die young.

While attuned to this item you automatically succeed on all death saving throws and taking damage while at 0 Hit Points does not cause death saving throw failures. You can still die as the result of taking massive damage or from environmental effects, such as lack of oxygen for example. That said, for every hour you are



attuned to this item your natural lifespan decreases by a day.

Should you die of old age while wearing this item you are automatically raised as a zombie that attacks everything on sight.



⇒Claw of Chaos⇒

Gauntlet, Very Rare. Requires attunement.

Origins: A green Slaad monk.

This oddly shaped gauntlet is often worn by the more influential of the green slaadi to improve their combat capabilities. While it can take many forms, it most often resembles a simple hand wrap made out of many differently coloured textiles. As soon as the wearer chooses to activate it the chaos energy surges forward, turning it into a powerful, if unpredictable, weapon.

This hand wrap can be used to enhance your unarmed strikes, granting them a +2 bonus to attack and damage rolls and making them magical.

In addition, you may choose to activate it by unwrapping it as a bonus action, transforming your arm into one of the following for d6 turns. The item has only one charge and it regains said charge daily at dusk. Roll a d4 to determine the new form. The effect is completely random, unless the user also owns the **Tooth of Chaos** – in that case, choose the result instead of rolling.

The transformation itself is quite painful, but it does not cause damage.

D4 Effects

- 1** Blade. The appendage turns into a massive sword, which behaves like a 'Greatsword +2' for the duration, except that it can be wielded with one hand.
- 2** Stone. The bearer's hand is changed into a fist shaped boulder, capable of crushing enemies into dust. The damage die for their unarmed strikes becomes a d10 and the bearer gains advantage on all grapple checks.
- 3** Tongue. The arm turns into a massive, tentacle shaped green tongue, oozing with acid. The bearer gains a natural Tentacle weapon for the duration, with a range of 15ft. which causes 2d8 acid damage on hit. It uses the user's dexterity and proficiency bonus to determine the attack roll. Any spell caster hit with it must roll the concentration check with disadvantage.
- 4** Choose any of the forms available.



All the weapons count as magical when it comes to bypassing resistance. The user is automatically proficient in these weapons. When the effect expires the arm returns to its normal shape.



⇌Doomsight⇌

Also known as an *Eye of the Spectator*.

Wondrous Item, Rare. Requires attunement.

Origins: An overly generous beholder.

This highly exquisite monocle is made of gold and silver, adorned with miniscule engravings in Undercommon. Often commissioned by powerful Beholders for their most important minions, these lenses grant some of the power that beholders are capable of invoking at will. Prolonged attunement to this item may cause eyestrain, as looking through this lens is somewhat tiring to those not accustomed to it.

While attuned to this item you gain Darkvision 120ft. In addition, the monocle has 4 charges. As a bonus action you may focus your willpower on a target, materializing a random eye ray that strikes your victim. Roll a d4 to define its effects:

D4 Effects

- 1 Fear Ray. DC 13 Wisdom save, should the target fail they become frightened for a minute. They may repeat the roll at the end of each turn.
- 2 Death Ray. DC 13 Constitution save, should the target fail they take 3d10 necrotic damage. A successful save halves the damage.
- 3 Force Ray. DC 15 Strength save, should the target fail they are pushed 30ft. in the direction of your choosing. A successful save halves the distance.



4 Illusion Ray. DC 13

Intelligence save, should the target fail they believe that they are staring at a brick wall, as far as the eye can see, in all directions. They may repeat the roll at the end of each turn, ending the effect on a successful save.

The monocle regains 1d4 charges daily at dawn.



⇌Dragoneye⇌

Also known as a *Ring of Unnatural Resilience*.

Wondrous Item, Rare. Requires Attunement.

Origins: A chief dragon hunter.

These fine rings are very minimalistic, with barely any engravings or decorations if it wasn't for the massive gem embedded in the middle – some say that the gems are made by dipping them in the blood of dragons, giving them their unnatural crimson tone. Many users of these rings slowly develop hatred towards the winged race, as if inspired by some deep-seated power.

As long as you are attuned to this item you may, whenever you finish a short rest or a long rest, choose one of the following damage types: lightning, poison, fire, cold. You are resistant to it until you finish another short or long rest. Additionally, once per long rest, when you fail a saving throw you may choose to succeed instead.



⇒Elixir of Absolution⇒

Potion, Legendary.

Origins: A sinner seeking forgiveness.

When held motionlessly, the bottle seems empty. However, whenever it is shaken, the person shaking it can see faces of creatures and people important to them – enemies, friends and family, forming out of thick white foam, just to disappear into the translucent liquid in seconds. It is said that this is the rarest potion in all of the multiverse and only a couple were ever created by a man who committed a crime so grave that everyone was better off not knowing what he did.

The potion can only be used once, by one person – it cannot be shared, split in half, etc. When it is used, the whole universe forgets literally everything they know about the person who drank it, excluding the user. This means that the parents forget having a child, murders the person committed are explained as accidents (or someone else takes the blame!) and all documents verifying their existence will be written off as false.



They are a nameless wanderer, meeting everyone for the first time. This effect is so widespread that even deities may forget their sins and devils may dismiss their contracts.

Note: Just because they are now nameless, it doesn't mean that they are no longer a creature. If, for example, someone drinks this potion in the middle of combat, the enemy, unless they have a good reason to stop, will continue attacking – just because that sly rogue is not the adventurer who disturbed a black dragon's nap, he is still an adventurer within arm's reach.



⇒Flamechaser Bottle⇒

Wondrous Item, Rare.

Origins: A genie warlord.

This finely crafted porcelain bottle is covered in delicate engravings of sea creatures and water elementals. It is said that it contains the power to stop all fires when opened, both magical and normal and banish all flame-born outsiders. Legends tell of a great battle between the genies and the efreeti, where one great genie warlord singlehandedly won the battle with a clever use of this item.

This magic item has three charges and it regains 1d3 charges each sunrise, but only if it is directly touched by the sunrays. By opening this bottle and expending one charge you may immediately extinguish all magical and normal flames within 30 feet of it, including spells like the *wall of fire*. Additionally, any fire elementals (including creatures such as Fire Snakes and Salamanders) caught in the effect must immediately succeed on a DC 15 Charisma saving

throw or be expelled, as per the *banishment* spell. You cannot open the bottle while you are on the Plane of Fire – no matter how hard you turn, the cap just does not come off.



⇒Flowedge Slayer⇒

Weapon (Special), Uncommon.

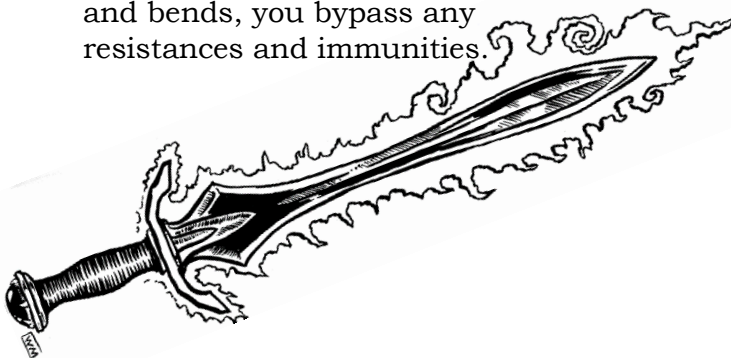
Origins: A planar traveller who always collected souvenirs.

This weapon's blade often takes many shapes and forms, with only one characteristic that never changes, as its handle is always bloody red, slightly oversized as if made for something larger than a human.

Supposedly it comes from the plane of Limbo where it was just a piece of metal and then it was forged into this bizarre weapon by a common smith. Often used by gamblers who are happy to have all or nothing when striking with this blade.

This bizarre item has the following characteristics: it is a simple melee weapon that deals slashing damage. It weighs 1 lb. and has the light and finesse properties. You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, whenever you declare an attack action, roll a d6 to determine the weapon's damage die for the round.

You cannot cancel your attack after rolling the die, as fortune favours the bold. Additionally, as the blade flows and bends, you bypass any resistances and immunities.



D6	Damage Die
1	1d2
2	1d4
3	1d6
4	1d8
5	1d10
6	1d12



If the weapon is ever brought back to Limbo it instantly turns into colourful sludge, forming a random ooze creature.



⇒Fool's Chapeau⇒

Wondrous Item, Uncommon.

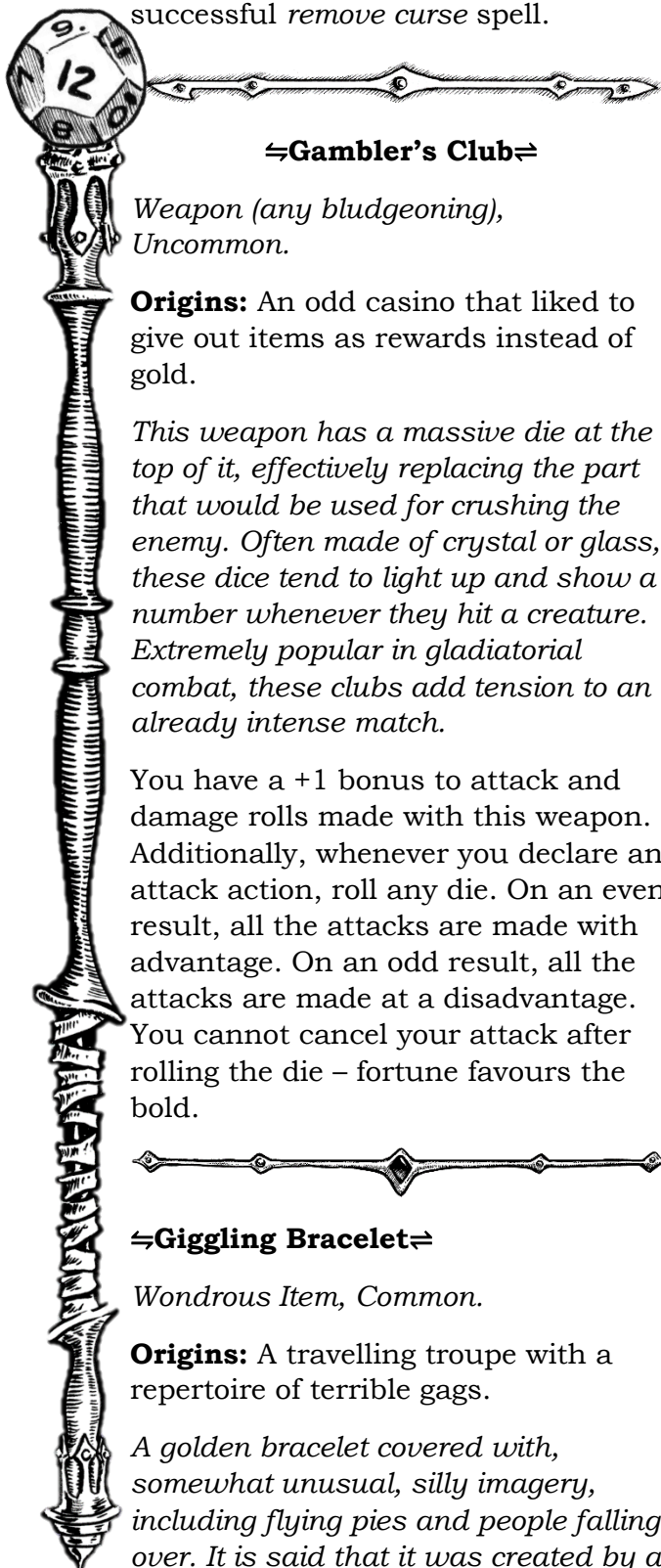
Origins: An infamous gnome prankster.

While not on anyone's head, this hat looks highly sophisticated and quite fashionable, but as soon as it is put on its true colours begin to shine – it suddenly grows in size, forms oddly coloured plumage all over it, creates tacky fake fruits along its edges and the like, making its wearer look absolutely ridiculous.

As long as this hat is placed on your head, you can cast the spell Tasha's Hideous Laughter as an action, by expending one charge – the hat has three charges and it regains all the charges daily at midnight. The Spell DC is 15.

Curse. As soon as the hat is properly placed on a creature's head, it turns into an abomination of bad fashion and terrible taste. You gain disadvantage on all persuasion and intimidation checks as nobody is capable of taking you seriously.

The hat can only be removed with a successful *remove curse* spell.



⇒Gambler's Club⇒

Weapon (any bludgeoning), Uncommon.

Origins: An odd casino that liked to give out items as rewards instead of gold.

This weapon has a massive die at the top of it, effectively replacing the part that would be used for crushing the enemy. Often made of crystal or glass, these dice tend to light up and show a number whenever they hit a creature. Extremely popular in gladiatorial combat, these clubs add tension to an already intense match.

You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, whenever you declare an attack action, roll any die. On an even result, all the attacks are made with advantage. On an odd result, all the attacks are made at a disadvantage. You cannot cancel your attack after rolling the die – fortune favours the bold.

⇒Giggling Bracelet⇒

Wondrous Item, Common.

Origins: A travelling troupe with a repertoire of terrible gags.

A golden bracelet covered with, somewhat unusual, silly imagery, including flying pies and people falling over. It is said that it was created by a jester so awful, that he would give these out, hoping to get a laugh out of his audience. Some say that when there is nobody in sight, the item giggles uncontrollably.

This bracelet gives you advantage on all saving throws against fear, as the user subconsciously turns everything into a joke. You may, for example, make fun of the demon's tiny feet instead of being terrified by its presence. That said, by finding everything so hilarious, you also gain disadvantage on all saving throws against magic or supernatural effects that would cause you to laugh uncontrollably.



⇒Golden Cutlery⇒

Wondrous Item (Set), Uncommon.

Origins: A halfling wizard with an aptitude for cooking.

This set includes a golden spoon, a tiny knife and a fork. They have been made with extreme skill, as they are covered in tiny details and engravings, with miniscule gems encrusted along the edges. They each have unique powers, often useful to the adventuring kind who often has to enjoy unsavoury meals. It is said that possessing all three items grants the owner nearly limitless knowledge of the subtle art of cooking.

This is a set of three items – they can be found at once, but more often they are spread across the land, with different owners having one each.

Spoon: As long as you possess this item you can cast *create or destroy water* or *detect poison and disease* by expending one charge. The spoon has three charges and it regains 1d3 charges each morning.

Fork: As long as you possess this item you can cast *goodberry* by

expending one charge. The fork has three charges and it regains 1d3 charges each morning. Whenever you cast *goodberry* you can choose the guise that the meal will take instead of the berry – an appetizing roast or a fresh loaf of bread for example.

Knife: This tiny knife can change shape at will, depending on the size of the ‘produce’ that it needs to cut. In its base form it acts as a Dagger, but, using your bonus action, you can change it into a Shortsword, a Longsword or a Greatsword. The knife form is small and unassuming enough to usually not arouse suspicion among most guards. You have a +1 bonus to attack and damage rolls made with this weapon.

When possessing all three items you can attune to the entire set at once. For as long as you are attuned, you gain proficiency in Cook’s utensils and Brewer’s supplies. Whenever you make a check that uses these tools you can roll with advantage, doubling your proficiency bonus.



⇐Graverobber’s Mittens⇐

Also known as the Bracers of the Dead.

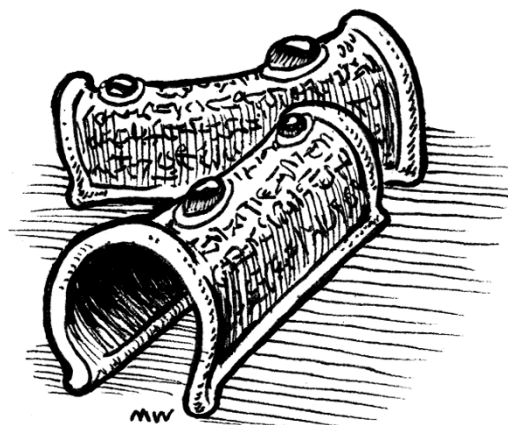
Gauntlet, Uncommon. Requires Attunement.

Origins: An influential dungeoneer.

These grisly gauntlets are decorated with extremely fine necrotic motifs, although from a distance it is hard to discern them from a pair of commoner’s work gloves or a pair of bracers. A rumour has it that they are often an unwelcome part of garment in most communities, as people wearing them often bring trouble wherever they go. Often employed by grave robbers and adventurers, these gauntlets prove priceless when facing undead adversaries.

These fine gauntlets provide protection from all kinds of diseases and poisons often produced by undead creatures. Whenever you must make a Constitution saving throw because of an undead creature (when target by, for example, the Ghoul’s Stench ability or the Wraith’s life drain attack) you can make the roll with advantage.

Additionally, whenever you begin your turn, if there is a hostile undead creature within 30ft. of you, you may immediately take the dash action as a bonus action.





⇒Hollowblade Sword⇒

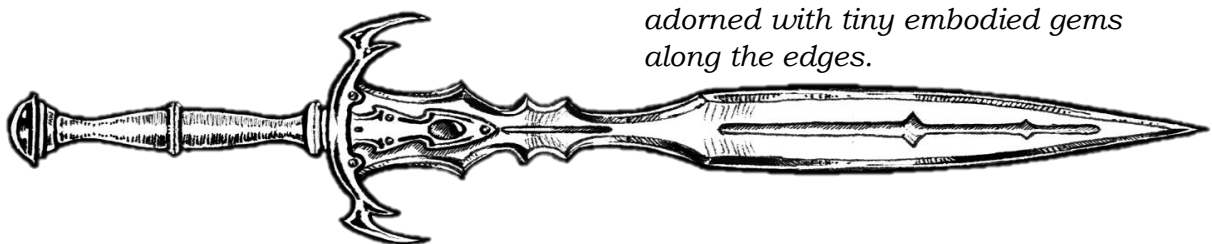
Weapon (any slashing), Rare. Requires Attunement.

Origins: A fallen angel.

This strange blade's central part is missing, as if it was made as a contour instead of a weapon. Supposedly this weapon changes its nature and colour whenever it slays a creature, letting the user know who they have just slain. Legends tell of a powerful angel who wielded the blade, punishing the sinful and the wicked until one day the blade turned bright yellow, meaning that he has slain a rightful, good entity. Supposedly the shock was so great that it caused him to fall from the skies, casting the blade aside.

You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, whenever you kill a creature, the centre of the blade changes colour, as it is filled with spiritual essence of the victim, granting the weapon additional powers.

If the most recently slain creature was **evil**, the weapon shimmers with bloody red. Whenever you inflict damage with this weapon you may add 1d4 necrotic damage to it. If the most recently slain creature was **neutral**, the weapon shimmers with ghastly white. Whenever you inflict damage with this weapon you may add 1d4 force damage to it. If the most recently slain creature was **good**, the weapon shimmers with bright yellow. Whenever you inflict damage with this weapon you may add 1d4 radiant damage to it.



⇒Immaculate Cloak⇒

Also known as the Cape of Paranoia.

Wondrous Item, Rare.

Origins: A mage driven mad by the common cold.

A robe that is perfectly white, seemingly unaffected by the outside world – no stains or markings can ever be seen on it. Supposedly created by a powerful (yet sickly) archmage who got tired of being sick all the time, this robe is known for transferring some of the paranoia onto the wearer.

While wearing this cape you are completely immune to all forms of disease and poison and gain immunity to poison damage.

Curse. The cape is cursed and, from the moment it is put on, you begin to suffer from some of the inconvenient symptoms of the common cold – a running nose, coughing and the like. You also gain an indefinite madness (extreme hypochondria) and, despite being immune to diseases and poisons, begin to question the hygiene of everything and everyone. The cape can only be taken off with a successful *remove curse* spell.



⇒King's Cross⇒

Also known as a Medallion of Authority.

Wondrous Item, Rare.

Origins: An illegitimate ruler.

This masterfully decorated piece of jewellery is shaped like a small cross, adorned with tiny embodied gems along the edges.

Created by an illegitimate nobleman who got tired of others questioning his claim to the throne, he used this trinket to make sure that others give him the respect he deserves. It has a tendency of instituting feelings of superiority on the wearer, often without them noticing it.

As long as you carry this magic item and have it visibly displayed, you gain proficiency in the Persuasion skill. If you are already proficient in it, the item has no additional effect. In addition, the item has 6 charges and it regains a d6 charges daily at dawn. You can use them to cast the following spells, with your Charisma being the spellcasting modifier for them: *friends* (0 charges), *command* (1 charge), *charm person* (1 charge), *suggestion* (2 charges).



⇒Map of Wandering Souls⇒

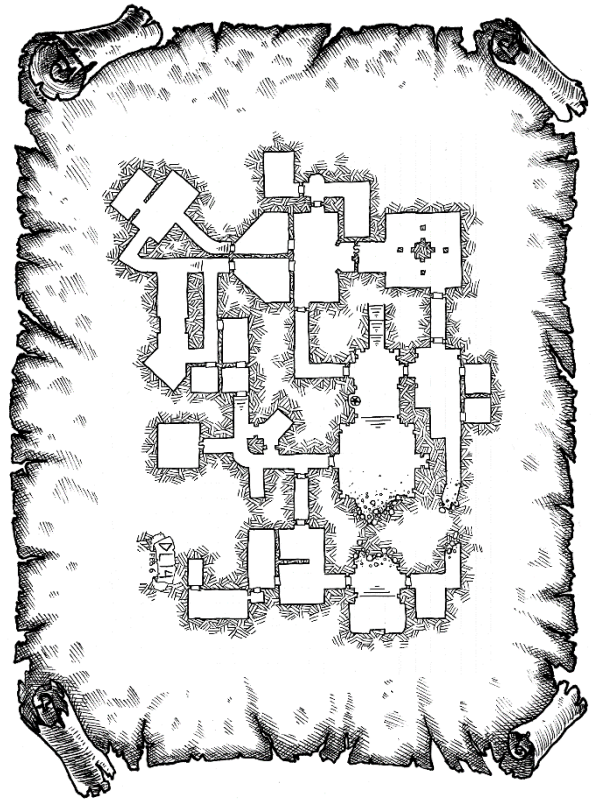
Wondrous Item, Uncommon.

Origins: A deadly trap that caused the death of unsuspecting explorers.

A blank piece of parchment that, when unwrapped, supposedly begins to chart the surroundings. Created by trapping the souls of unsuspecting adventurers inside, this cursed item will do its best to bestow the same fate on others.

Curse. This map, at first glance, automatically charts the surroundings ensuring that the user will never get lost. That said, whenever it is not looked at, it subtly scrambles some of the location, shifts landmarks and simply does its best to make sure that whoever uses it is guaranteed to get lost. Additionally, when the user is in great danger it

may even turn blank all the sudden. The user must succeed on a DC 20 insight check to realize the changes made to it. The *remove curse* spell releases the souls, turning it into a regular piece of parchment.



⇒Mask of Many Friends⇒

Also known as the Instant Crowd.

Wondrous Item, Uncommon.

Origins: An assassin bad at making allies.

This ivory mask seems to be portraying many faces at once, different ones showing when looked at from each angle. Its fine and delicate carvings make it seem like a nobleman's accessory, so it does not seem out of place even at utmost elegant gatherings.

While wearing this mask, you can active its secret powers by merely saying the command word, requiring no other components. Seemingly out of nowhere, around twenty

Commoners come to you, blabbering loudly about something completely unrelated to whatever is going on. You have advantage on stealth checks made to hide in the crowd.

They will purposefully make as much noise as possible and will, again purposefully, stand in everyone's way. If attacked they will not defend themselves, they will just carry on, disappearing into fine mist when killed or knocked unconscious. They will remain where they have been summoned for ten minutes, disappearing into mist afterwards. You can use this power once a day, with the mask regaining the charge daily at dusk.



⇒Mask of the Dead⇒

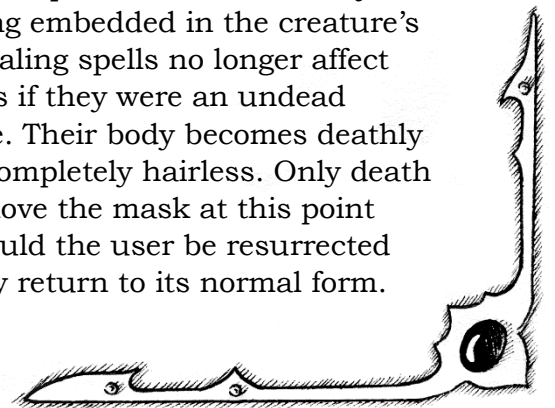
Wondrous Item, Rare. Requires Attunement.

Origins: A cult of death worshippers, hoping to get closer to their deity.

A bone white porcelain mask, decorated with subtle engravings, covered in grim imagery. It's seemingly plain, with only a small gap for the eyes, missing the ones for the mouth and the nose. It is unusually comfortable, given its nature and it is said that the wearers often become unnaturally nonchalant and patient, as if they have all the time in the world. After prolonged attunement their skin has a tendency to turn a light shade of ghoulish white, as, even though they don't require them, the body is missing the nutrients that come from food. Extremely prolonged attunement may result in hair loss and general decay of skin.

As long as you are attuned to this mask you don't require air, food, drink or sleep to survive. You still need rest to reduce exhaustion and benefit from it should you need to recover your Hit Points, spell slots and the like. Removing the mask breaks attunement, causing one level of exhaustion.

Curse. After being attuned to this item for a year the mask becomes a permanent part of the user's body, becoming embedded in the creature's face. Healing spells no longer affect them, as if they were an undead creature. Their body becomes deathly white, completely hairless. Only death can remove the mask at this point and should the user be resurrected the body return to its normal form.



⇒Molemantle⇒

Also known as the Hood of the Depths.

Wondrous Item, Uncommon.

Origins: A dwarven mining company.

This, seemingly oversized, cloak comes with an appropriately large hood, completely covering the wearer's face when pulled down. Some say that its design was originally created to counter the Xorns capable of avoiding detection via the use of shadows and tunnelling just to steal gems from hardworking miners, although nowadays it is quite a common item that can come in handy when adventuring.

This oversized cape doesn't do anything by itself, but when the hood is pulled down the wearer gains the ability to sense and pinpoint the origin of vibrations within thirty feet, making it possible to detect any creature in contact with the same ground or substance.

As long as the hood is pulled down you lose the ability to see, but you gain Tremorsense (30ft.; page 9, Monster Manual). You cannot see or sense anything beyond the thirty feet. Pulling the hood up or down and adjusting to your newfound senses takes one bonus action.



⇒Morenth's Line⇒

Also known as an Electric Whip.

Weapon (Whip), Rare. Requires Attunement.

Origins: A powerful blue dragon.

A long, spiked whip seemingly made from blue-tinted leather, its mere presence is often enough to attract grievous looks and whispers. The Morenth's Line is often used by torturers and cruel overseers, as its nasty sting is accompanied by a painful shock. Originally created by a powerful blue dragon for his lackeys, the weapon blueprints spread like wildfire after its creator was slain.

You have a +1 bonus to attack and damage rolls made with this weapon. Additionally, whenever you deal damage with it, you also deal additional 1d4 electric damage. The target must then pass a DC 13 Constitution save or lose their reaction for the turn, reeling in pain.



⇒Orb of the Prophet⇒

Also known as a Fate-defining Stone.

Wondrous Item, Very Rare. Requires Attunement by a Spellcaster.

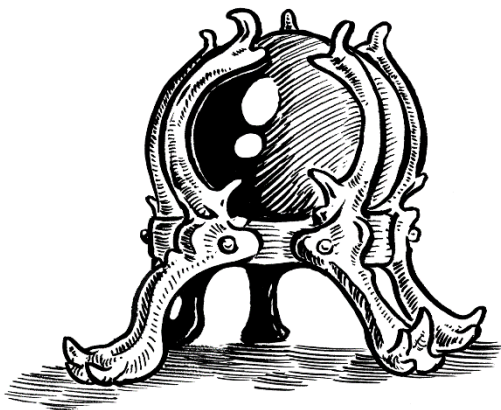
Origins: An unnaturally accurate fortune-teller.

This fine crystal ball is often in the possession of unsuspecting fortune tellers, ones incapable of unleashing its true potential. People powerful enough to use its fate-defining properties often become tyrants and overseers, as such immense power usually corrupts absolutely. It is said that all crystal balls that predict an age-defining event eventually turn into

these items, though many others suspect that only a deity would be capable of creating something as powerful as this.

This item has three charges and it regains 1d3 charges daily at dawn. As long as you are attuned to this item you may use an action and expend one charge to cast any of the following spells: *commune*, *contact other plane* or *legend lore*. Wisdom is your spellcasting modifier for these spells.

Additionally, whenever a creature that you can see performs an action that requires a d20 roll, you may use your reaction to change the result to a natural twenty by expending three charges.



⇒Pacifist⇒

Also known as a Peaceful Blade.

Weapon (Greatsword), Rare. Requires Attunement.

Origins: A repenting paladin.

One of this this oversized greatsword's edges has clearly been dulled and its surface is perfectly smooth.

Supposedly it was created by a paladin who, after killing an innocent, swore to never kill again. It's adorned with featherlike motifs and makes evil creatures uncomfortable in its presence.

You have a +1 bonus to attack and damage rolls made with this weapon. In addition, this Greatsword can cause both slashing and bludgeoning damage and, while holding this blade, you can cast *healing word* by expending 1 charge, using your Charisma as your spellcasting modifier. The sword has 3 charges and it regains 1d3 charges at dawn.

Curse. If you voluntarily cause the death of another living creature your attunement immediately breaks and you cannot re-attune to this item for a week.



⇒Plaguebearer's Ring⇒

Wondrous Item, Uncommon. Requires Attunement.

Origins: A mad squad of cultists.

This disgusting ring seems to be made of copper maggots, oddly crawling and shifting. Even though they're cold to the touch, their gem-encrusted eyes seem to be casting a dreadful glare on anyone within reach, shaking as if they're about to explode. As much as possessing this item makes the user oddly fanatical, risking everything as if their life was expendable.

You have resistance to poison damage while wearing this ring. Additionally, whenever you are about to roll a death saving throw, you can instead expend one charge from this ring and inflict 8d6 poison damage to all creatures within 30ft. of you (Dexterity save, DC 15 for half), as a massive bobble of puss and toxins lifts from your mouth and then pops loudly. You automatically incur one death saving throw failure. The ring has a maximum of two charges and it regains one daily at dusk.

⇒Pledgekeeper⇒

Also known as a Ring of Mulishness.

Ring, Rare. Requires attunement.

Origins: A strange mind flayer who considered itself a noble.

This small metal ring is adorned with miniscule engravings of slaves bowing to overarching creatures, slimy tentacles and the like. Often created by powerful Illithinds to ensure the servitude of their beloved companions, these rings guarantee their loyalty even when faced with arcane disturbance. The wearers may find themselves unnaturally stubborn without realizing it while attuned to this ring.



While attuned to this ring you are immune to being charmed. In addition, you cannot be magically compelled to act in a manner contrary to

your nature or alignment. This means that even if you are, for example, *confused*, you will never hurt innocent passersby if you're good, but you may still just randomly wander around while under the influence of the spell.



⇒Pondhopper's Necklace⇒

Also known as the Frog's Neckpiece.

Wondrous Item, Uncommon. Requires Attunement.

Origins: A bullywug shaman.

Legends tell of a strange halfling who believed himself to be a bullywug, constantly pestering the chief to let him join their tribe. After countless failed tries, the desperate halfling set out to

capture a beast mighty enough to impress the leader and, lo and behold, he was successful. By bringing the chieftain a black dragon egg, he cemented his position in the dumbfounded society, now accompanied by a mighty halfling hero. The shaman created this copper, swamp-themed necklace to bestow upon him some of their qualities.

This wondrous item has five charges and it regains all of them each sunrise, as long as it is submerged in water during that time. You may use an action and expend one charge to cast *create and destroy water* with it, requiring no components. Alternatively, you may cast *polymorph* with it, expending two components. You may only target yourself with it and you may only choose beasts with an innate swim speed.

Additionally, the wearer of this necklace can also speak and write bullywug.



⇐Quartermaster's Pouch⇐

Also known as a Bag of Many Weapons.

Wondrous Item, Rare.

Origins: A frustrated dwarven runesmith.

This unusual pouch is made of fine leather and is covered in very fine dwarven runic engravings. It is often used by desperate quartermasters who, having run out of weapons to give out, just pass it around and hope for the best. Legend tell of a dwarven smith who had so many customers that out of frustration he created these pouches and just gave them out to save some time on the less worthwhile orders.

This wondrous item has four charges and it regains 1d4 charges daily at dawn. By closing your eyes and reaching into the bag you may, by expending one charge, materialize a random weapon. The weapon is always masterfully crafted, but its properties are completely random. Roll on the following tables to determine its characteristics.

The weapons retain their usual properties, in addition to whatever they gain randomly.

1. Shape:

D6	Weapon Type
1	Club
2	Handaxe
3	Light Warhammer
4	Battleaxe
5	Warhammer
6	Greataxe



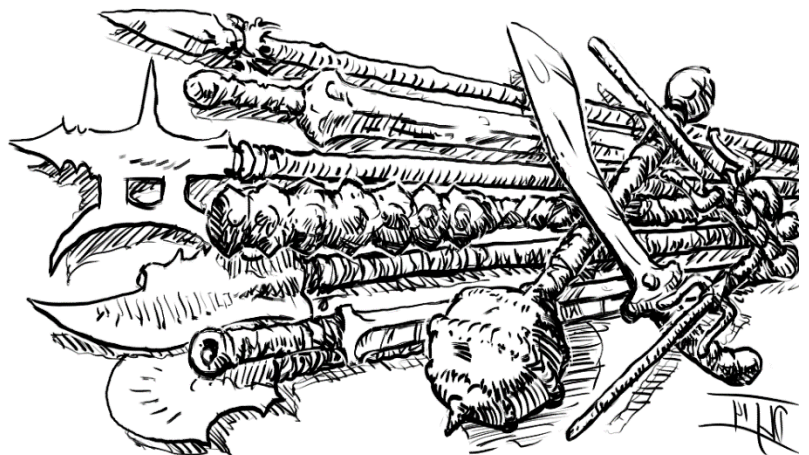
2. Properties:

D10 Properties

- | | |
|----|--|
| 1 | -2 Penalty to all attack and damage rolls. |
| 2 | -1 Penalty to all attack and damage rolls. |
| 3 | Cannot inflict critical hits. |
| 4 | Heavy, -5 feet movement speed. |
| 5 | Normal Weapon |
| 6 | Normal Weapon |
| 7 | Finesse, +5 feet movement speed. |
| 8 | Inflicts a critical on both a 19 and a 20. |
| 9 | +1 Bonus to all attack and damage rolls. |
| 10 | +2 Bonus to all attack and damage rolls. |



The newly formed item exists for a minute. Nothing is stopping you from giving it to someone else, trying to sell it or simply reusing the bag to draw new weapons until you get a decent one.



⇒Resistant Wristlet⇒

Wondrous Item, Common.

Origins: Dwarven riot guardsmen.

A very simple, almost plain steel bracelet, if it wasn't for a couple of dwarven runes along its edge. They form a number of words, often promising resilience and unfaltering to the bearer. It is often seen accompanying guardsmen, as it offers substantial protection against smaller missiles, like rocks and bottles.

While you are wearing this wristlet, all damage that you take is reduced by one.



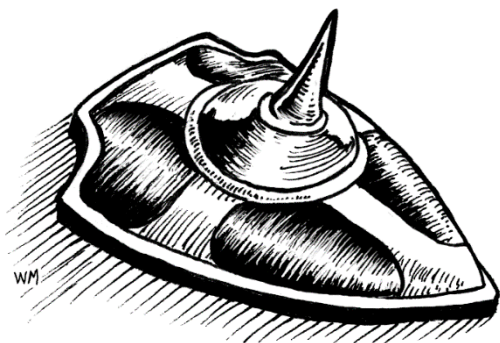
⇒Shield-maiden's Buckler⇒

Armour (Shield), Uncommon. Requires Attunement.

Origins: A norther tribe fully dedicated to the safety of its people.

These fine wooden shields are decorated with all kinds of runic inscriptions, promising safety to the people and protection from monsters that lurk in the darkness. These shields are often used by bodyguards and protectors, as they are capable of stopping all kinds of attacks – even the ones not aimed at the actual bearer.

As long as you are attuned to this magical shield you gain access to the *light* cantrip and you can cast it without any components. As long as



they are within 5 feet of you, your allies not currently using a shield can increase their Armor Class by two, as you intercept incoming attacks.



⇒Shoes of Blinking⇒

Wondrous Item, Rare.

Origins: An uncatchable arcane trickster.

*These, seemingly ordinary, black leather shoes are very popular among thieves and assassins, for they are capable of transporting the individual at truly ridiculous speeds. Its soles are oddly white and covered in runes that make up the *Misty Step* spell.*

Once a day, as a bonus action, you may teleport up to 120ft. to an unoccupied space you can see. The shoes regain the ability daily at dusk.

Alternatively, you can choose to keep powering them with your own energy instead of using the power stored in them – teleport up to 120ft. to an unoccupied space you can see, as a bonus action, and gain one level of exhaustion. You can use this power as many times as you wish.



⇒Slippery Sandals⇒

Also known as Mercury's Slippers.

Wondrous Item, Uncommon. Requires Attunement.

Origins: A gnome working for the thieves' guild.

These strangely colourful shoes look out of place most of the time, as if their owner just run away from a circus or a parade. They are covered in exotic plumes and it is said that wearing them grants unnatural speed to the wearer. Many owners find themselves suddenly attracted to running away instead of fighting while wearing these shoes.

As long as you are attuned to these shoes your base walking speed increases by ten feet. You have advantage on all acrobatics checks made to escape a grapple.



⇒Springboard⇒

Also known as the Deflector Shield.

Armour (Shield), Uncommon. Requires Attunement.

Origins: A runaway gnome prankster.

This shield is known for being a significant obstacle for any archers to overcome, as a single mistake can quickly become deadly for the attacker. Full of springs, cogs and levers, this shield is much sturdier than it looks, often boasting impressive protective capabilities. Many armies employ these shields' enchantments on their siege engines, creating unstoppable war machines. Legends tell of a strange gnome who created the enchantment in the first place while locked in stocks, so that the trash thrown at him would bounce back and hit the angry mob.

While holding this shield you gain a bonus of +1 to your AC, in addition to the shield's normal bonus.

Additionally, whenever a creature misses you with a nonmagical, small ranged projectile attack (an arrow, a bullet and the like) by five or more, you can use your reaction to deflect it back at them. You hit automatically, causing the projectile's default damage, without any modifiers.



⇒Staff of the Trickster⇒

Weapon (Wooden), Rare.

Origins: A druidic weapon smith.

A seemingly primitive hardwood staff, capable of changing form at will. Often employed by the more combat oriented druids and monks who prefer to not use slashing weapons, these staves offer exceptional combat utility. Fables tell of a heroic halfling druid who would often trick bandits and other kidnappers into getting caught and disarmed, just to bounce out of nowhere with this weapon and knock everyone unconscious.

This weapon can change shape at will, giving the user more options in combat. By using a bonus action, you can change the shape of the weapon into any of the following: Two Clubs / Quarterstaff (additional property: Reach) / Maul. The weapons are always magical and you have a +2 bonus to attack and damage rolls made with them. Additionally, you can also turn this item into a small, easily conceivable, smoking pipe.



⇒Tooth of Chaos⇒

Also known as the Slaad's Last Word.

Wondrous Item, Rare.

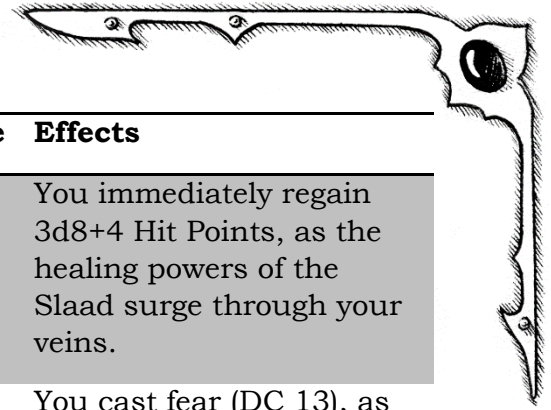
Origins: A bizarre orc with a strange sense of humour.

This silvery tooth looks oddly large, as if it comes from a humanoid skull yet it barely fits the jaw of an average humanoid. Legends tell of an oddball orc fighter who, having just defeated a grey Slaad, lost all his teeth and was in need of magical healing. Thinking that consuming the enemy will grant him the gift of regeneration he jammed its teeth into his jaw, creating a very odd magical item in the process. Nowadays it can often be found in mages' labs, as they are the ones who come across these creatures the most often.

Special. Attunement to this item can only be achieved by replacing one of the user's teeth with the wondrous item forever, by forcefully removing it and then jamming it in there. Once integrated, the item can be used without expending attunement slots. The item can then only be removed with the use of a *wish* spell or other powerful magic. Death also makes the tooth go loose, making its users attractive to bandits and cutthroats.

The Tooth of Chaos has three charges and it regains all of them daily at sunrise. Using your bonus action, you may activate it, causing one of the following effects of your choice:

However, whenever you activate this item you must roll on the Wild Magic table (page 104, PH), as the item's chaotic nature is revealed.



Choose Effects

- | | |
|----------|---|
| 1 | You immediately regain 3d8+4 Hit Points, as the healing powers of the Slaad surge through your veins. |
| 2 | You cast fear (DC 13), as the roar of a frenzied Grey Slaad escapes your throat. |
| 3 | You gain resistance to acid, cold, fire, lightning and thunder until the beginning of your next turn, as your skins turns grey and rough. |



⇒Universal Gear⇒

Wondrous Item, Very Rare. Requires attunement.

Origins: A priestess of Gond.

An oddly shaped gear, which looks as if it was once a part of a larger machine. This gear was supposedly created by a powerful priestess who wanted to know everything there was to know about machinery. Merely possessing it bestows unnatural curiosity upon the bearer.

You gain the *mending* cantrip and you can cast it using only verbal components. Additionally, you can attach the gear to any machine, by merely placing it on it and then casting *mending* on the two items. You can detach the gear at will. For as long as it is attached to it you have perfect knowledge of how the machine operates and know how to use it. This means that if you attach it to a vehicle you know how to drive it; you will also know how to operate a siege engine and the like. If you attach it to

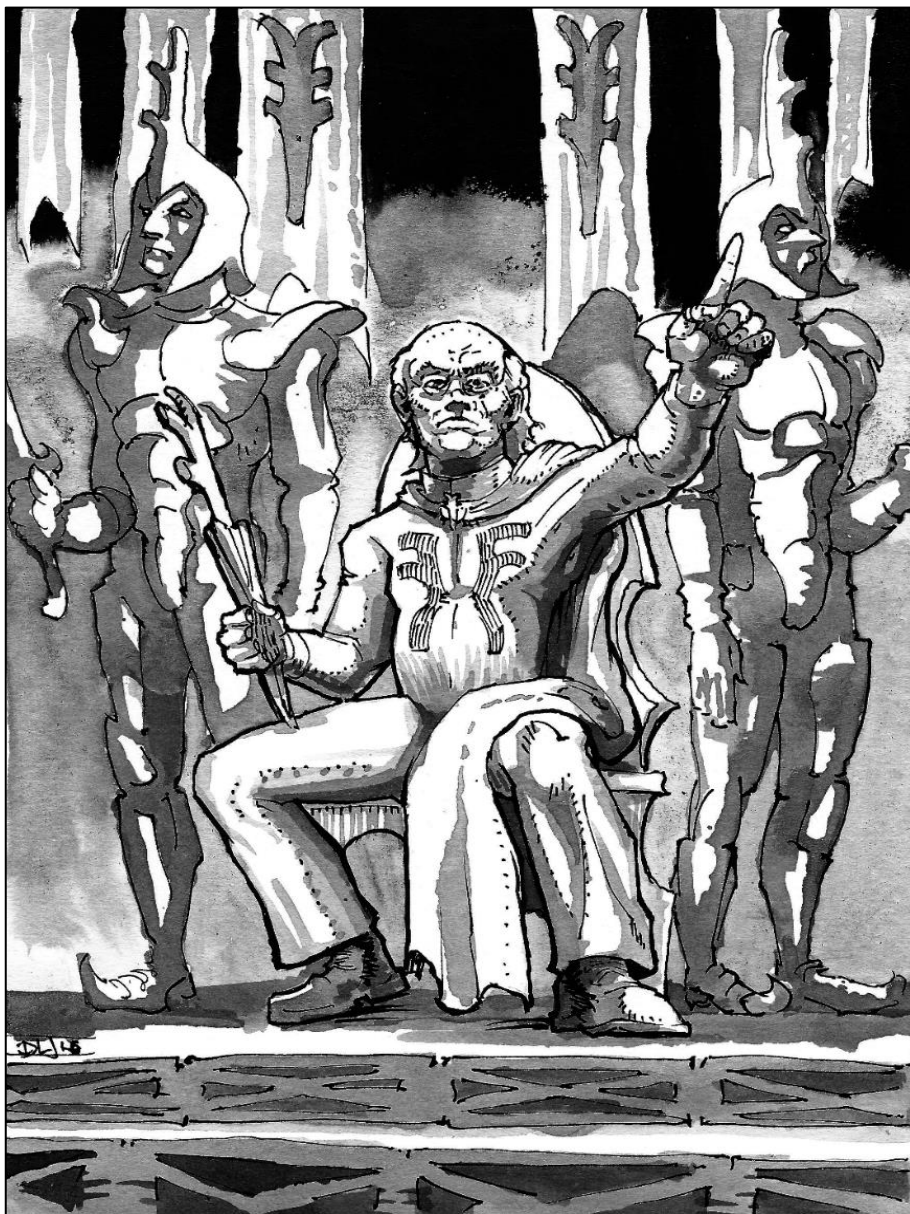
something like a door or a chest you know what the key looks like and gain advantage on all checks made to open it. If you attach the gear to a trap you gain advantage on all checks made to disarm it and know exactly how it is triggered.



⇒Vendetta⇒

Also known as a *Mace of Desecration*.

Weapon (Mace), Legendary. Requires attunement by a faithless creature.



Origins: Ancient Aboleths.

This strange mace can have many shapes, often strangely impractical as if it came from a different time and is usually covered with aquatic motifs. Even the presence of this sacrilegious item makes any cleric, good or evil, uncomfortable and welding it causes an intense headache. Created many centuries ago as the weapon of choice against the faithful, Aboleths' minions were capable of quickly dispatching any Spellcaster that tried to stop them in their tracks.

This strange mace grants a +1 bonus to attack and damage rolls with this weapon, increasing to a +3 bonus against any target capable of casting divine magic. In addition, any creature welding it capable of speaking primordial may recite a long forgotten phrase (no action needed), preventing any divine magic from being cast within 30ft. of the mace for one minute, or until they cease to hold the mace in their hand. This effect can only be used once a day and the weapon regains this power daily at dusk.

Should the person using the mace drop it for some reason the effect disappears.

Materials

Dungeon Master's Notes

Each material has been created with a specific purpose in mind, that being giving you additional options when it comes to giving out treasure, especially in low-magic settings. These materials do not make normal items magical and they do not bypass resistances or require attunement.

Each item has been presented in the following format:

- 1. Name.** The material's name is generally liked to the culture that created it, so in your settings it may differ.
- 2. Price.** As these materials are often used by the common people, they can be usually bought in most major cities, unlike magic items. These are simple suggestions to go along with the usual magic item prices – they may or may not fit your setting, so feel free to adjust them on the fly.
- 4. Flavour Text.** This part will explain what it material generally looks like, what it's made of and how it affects the item's physical characteristics.



5. Properties. This part is split into multiple parts, each one defining what the material does when applied to, for example, 'Armour' or 'Weapons', as the effects may differ. If a certain item type is not listed there, the material is generally not suitable for it.



⇨Aeroglass⇨

Price: Four times the usual price.

This very specific type of glass is unusually tough and cloudy, almost as if it is always completely covered in smudges, even after cleaning it for hours. Originating from the elemental plane of air, Aeroglass is a material often used by the Genies to craft their weapons – it is exceptionally light, making the weapons far easier to fly with. While they are not as impactful as simple steel weapons they allow for far more combat options thanks to being exceptionally aerodynamic.

Melee Weapons:

- The weapon's damage dice decrease by one step, unless they're already d4 or lower. This means that d6s become d4s, d8s become d6s, d10s become d8s and d12s become d10s.
- The weapon gains the Finesse, Light and Thrown (range 20/60) properties.
- The weapon, in addition to the regular damage, inflicts 1 additional slashing damage.
- You have disadvantage on saving throws made to avoid being disarmed.
- The weapon's weight is halved.



⇒Darksteel⇒

Price: Three times the usual price.

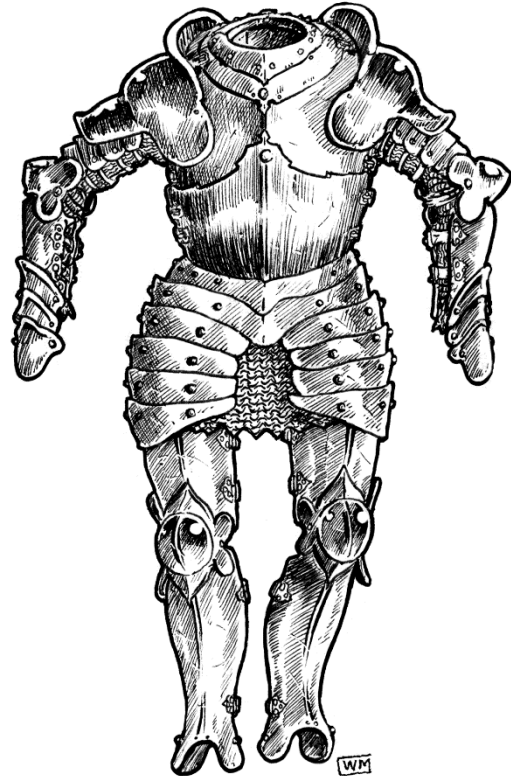
As an odd, exceptionally heavy alloy, Darksteel has only recently been discovered by the people of the surface world, generally via trade with the denizens of the Underdark. Made of steel, charcoal and chunks of platinum, the finished product is exceptionally unwieldy, but it certainly packs a punch. Both Duergar raiding parties and emissaries generally wear armour made of Darksteel, giving them their distinctive grisly vibe.

Melee Weapons:

- The weapon, in addition to the regular damage, inflicts 1 additional bludgeoning damage.
- The weapon loses the ‘finesse’ property.
- When a creature is struck, they must make a DC 13 strength saving throw or be knocked prone. This property can only trigger once a turn.
- You have disadvantage on all attacks of opportunity made with the weapon.
- Your movement speed decreases by 5 feet.
- The weapon’s weight is doubled.

Heavy Armours:

- Your movement speed is reduced by 5 feet.
- Your AC increases by 1.
- If an effect moves you along the ground reduce the distance by 5 feet.
- Your unarmed attacks deal 1d4 bludgeoning damage.
- Standing up from being prone uses two-thirds of your movement instead of the usual half.



⇒Ogrehair⇒

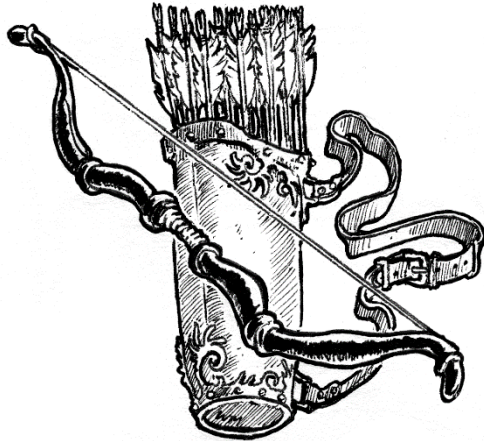
Price: Double the usual price.

The entire frame of the weapon has to be restructured to make enough space for Ogrehair – a material initially discovered by a clan of unusually strong Halflings. Supposedly made by turning the ogre’s hair into fine ropes, just to turn them into fine strings afterwards by constantly refining and thinning the product. The final creation is much, much harder to use because of the force required, but the results greatly outweigh the additional effort needed to fire.

Slings, Crossbows and Bows:

- Unless your Strength is 14 or higher the weapon gains the Heavy and Two-Handed properties.
- The weapon’s normal and long ranges are doubled.

- You can add half (rounded up) of your Strength modifier to the weapon's damage rolls, in addition to the usual damage.



⇒Outleather⇒

Price: Fifteen times the usual price.

An unusually strong type of leather that often attracts unwanted attention wherever its wearer appears. Made of the skin of various outsiders, such as elementals, demons and celestials, this type of leather protects from all kinds of magical interference, but many see it as highly distasteful. Initially developed by summoners to protect themselves from their creations should they go wild, this leather is now commonly used by the most audacious adventurers who don't care about their appearance.

Light Armours:

- You are affected by the following spells: *protection from evil and good, detect evil and good, hallow*. as if you were a fey creature. Other spells with similar effects may also affect you, depending on the GM's choice.

- You have advantage on Strength, Dexterity and Constitution saving throws against magic.
- You have disadvantage on Charisma (Persuasion and Intimidation) checks when interacting with fiends, celestials and fey creatures. They may react with outright hostility on sight.



⇒Warscale⇒

Price: Five times the usual price.

This unusual material is composed of many different scales fitted together to create an exceptionally flexible and resistant mesh. While not as resistant as metal, these scales offer additional mobility, buoyancy and are generally much more comfortable when worn over a long period of time. Often used by special forces, these armours are perfect when used in naval combat, trekking through a dangerous swamp or trying to stealthily assassinate an enemy. When integrated into a shield these scales give an exceptionally sharp edge, turning it into a useful thrown weapon.

Metal Armours:

- Your AC decreases by 1.
- For heavy armours, the Strength required decreases by 1.
- You gain swimming speed equal to half your movement speed. You do not automatically sink to the bottom while wearing this armour.
- You do not have disadvantage on Dexterity (Stealth) checks, no matter the armour type.

Shields:

- You can throw your shield at an enemy like a discus. It gains the Thrown (range 30/90) property and deals 1d8 slashing damage. It cannot be used in melee combat. You can still carry it as a shield in one hand, increasing your AC as usual.



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