STAFF OF CHARMING

Embers of Elmwood*

This staff is fashioned from a piece of pale, white wood, capped with a falcon made of silver.

Reference the *Dungeon Master's Guide* for this item's description.

Staff, rare (requires attunement)

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TRIDENT OF WARNING

The Drowned Tower™

Anyone wielding this weapon of unusual, blue steel feels oddly self-assured.

Reference the *Dungeon Master's Guide* for this item's description.

Weapon (trident), uncommon (requires attunement)

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Belt of Dwarvenkind

Mayhem in the Earthspur Mines™

This stout belt is gem-encrusted with a buckle made of polished stone. It never gets dirty.

Reference the *Dungeon Master's Guide* for this item's description.

Wondrous item, rare (requires attunement)

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Brooch of Shielding

Flames of Kythorn™

This brooch is fashioned to look like a paint brush whose bristles are aflame.

A mad cackling quietly emanates from it every sunset.

Reference the *Dungeon Master's Guide* for this item's description.

Wondrous item, uncommon

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RING OF MIND SHIELDING

Breath of the Yellow Rose™

This plain, silver ring is engraved with the holy symbol of Ilmater, a pair of hands bound cord.

Reference the *Dungeon Master's Guide* for this item's description.

Ring, uncommon, requires attunement

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RING OF WATER WALKING

Bounty in the Bog™

This band of flaking, rusted iron band seems to be constantly damp and quickly soaks through any gloves worn over it.

Reference the *Dungeon Master's Guide* for this item's description.

Ring, uncommon, requires attunement

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+1 Rod of the Pact Keeper

Foulness Beneath Mulmaster™

This rod is always covered in a thin layer of slippery, foul—smelling slime, whenever it is drawn or picked up, the creature doing so must succeed on a DC 10 Dexterity saving throw or drop it.

Reference the *Dungeon Master's Guide* for this item's description.

Rod, uncommon

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FIGURINE OF WONDROUS POWER (SERPENTINE OWL)

Eye of the Tempest[™]

This fine statuette has the appearance of a giant snowy owl when activated.

Reference the *Dungeon Master's Guide* for this item's description.

Wondrous item, rare

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WAND OF LIGHTNING BOLTS

Eye of the Tempest™

This slender rod of glass feels solid, but appears to have a constant storm of thunderclouds roiling within.

Reference the *Dungeon Master's Guide* for this item's description.

Wand, rare (requires attunement)

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WINGED BOOTS

Cloaks and Shadows™

Reference the *Dungeon Master's Guide* or the adventure for this item's description. *Wondrous item, uncommon (requires attunement)*

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+1 BATTLEAXE

Oubliette of Fort Iron™

This ancient axe is made of grey stone marbled with purple veins.

Its head is inscribed with ancient dwarven runes and its haft is covered with the cured hide of a purple worm.

Reference the *Dungeon Master's Guide* for this item's description.

Weapon, uncommon

CHARACTER	PLAYER	PLAYER DCI #
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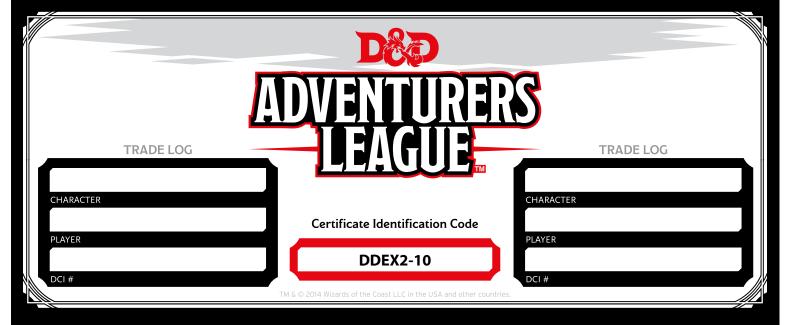
SENTINEL SHIELD

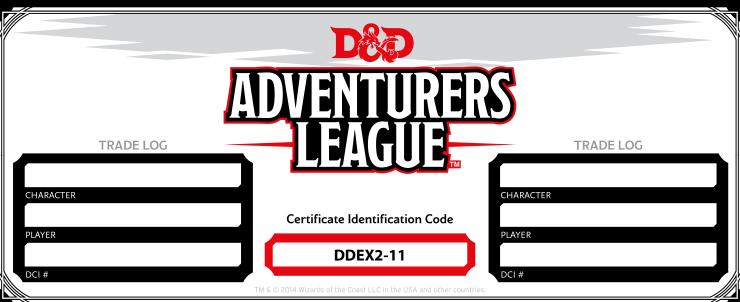
Dark Rites at Fort Dalton™

This oblong shield has an obvious eye motif with several eyes on its surface that occasionally blink.

Reference the *Dungeon Master's Guide* for this item's description. *Armor (shield), uncommon*

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STAFF OF WITHERING

The Howling Void*

This staff of lightweight wood blows is constantly surrounded by an unseen breeze. Reference the *Dungeon Master's Guide* or the adventure for this item's description. Staff, rare (requires attunement by a cleric, druid, or warlock)

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BALLOON PACK

The Howling Void*

Reference *Princes of the Apocalypse* for this item's description. *Wondrous item, uncommon*

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WINGWEAR

The Howling Void®

Reference *Princes of the Apocalypse* for this item's description. *Wondrous item, uncommon (requires attunement)*

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THE WALL OF TEETH (+2 SHIELD)

The Sword of Selfaril*

This shield is fashioned of dull, black steel and festooned with hundreds upon hundreds of human teeth.

Reference the *Dungeon Master's Guide* or the adventure for this item's description. *Armor (shield), rare*

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SWORD OF WOUNDING

Black Heart of Vengeance™

This sword's blade is serrated along the back edge with a single, deep fuller running the length of its blade, bifurcating the point. The sharkskin-wrapped hilt ends in a pommel fashioned of a large, unfinished gemstone.

Reference the *Dungeon Master's Guide* or the adventure for this item's description.

Weapon (greatsword), Rare (requires attunement)

CHARACTER	PLAYER	PLAYER DCI #
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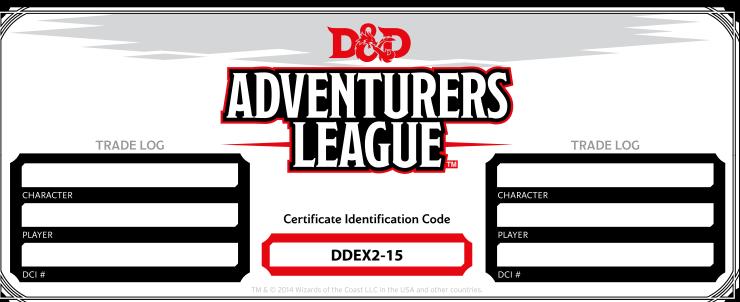
ELEMENTAL GEM (YELLOW DIAMOND)

Black Heart of Vengeance™

Reference the *Dungeon Master's Guide* for this item's description. *Wondrous item, uncommon*

CHARACTER	PLAYER	PLAYER DCI #
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MEDALLION OF THOUGHTS

Boltsmelter's Book™

Aramesha's Wisdom, this beautiful silver medallion has an intricate engraving in Celestial upon it – a short poem called "The Hope of Aramesha."

Reference the adventure for this item's description.

Wondrous item, uncommon (requires attunement)

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VOID

CHARACTER	PLAYER	PLAYER DCI #
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VOID

CHARACTER	PLAYER	PLAYER DCI #
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