

35 New Magical Items for your Tomb of Annihilation Campaign



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Item Tables by Rarity and Type

Uncommon items

Name	Type	Pg.
Bag of Joojoo Berries	Wondrous	4
Bangle of Obo'laka	Wondrous	4
Bracers of Kubazan	Wondrous	4
Bracelet of Nangnang	Wondrous	5
Cape of Shagambi	Wondrous	5
Earrings of I'Jin	Wondrous	6
Gloves of Wongo	Wondrous	6
Leaf of Guidance	Wondrous	7
Necklace of Papozotl	Wondrous	7
Nose Ring of Unkh	Wondrous	7
Voodoo Potion	Potion	8
Ring of Moa	Ring	9
Waterskin of Purifying	Wondrous	11
Weathered Spectacles	Wondrous	12

Rare Items

Name	Type	Pg.
Chwinga Doll	Wondrous, Cursed	5
Cloak of the Forest	Wondrous	5
Dwarven Forged Claws	Weapon	6
Great Axe of Dinosaur Slaying	Weapon	6
Horn of Dinosaur Calling	Wondrous	7
Locket of the Damned	Wondrous, Cursed	7

Ocean Mothers Pendant	Wondrous	8
Ring of the Apes	Ring, Cursed	8
Razor-rang	Weapon	8
Sea Captains Dubloon	Wondrous	9
Totemic Quarterstaff	Weapon	10

Very Rare

Name	Type	Pg.
Bow of the Ancients	Weapon	4
Crossbow of Spikes	Weapon	5
Thorn	Weapon	10
Sword of Entaglement	Weapon	10
Vine	Weapon	11

Legendary

Name	Type	Pg.
Archdruids Crown	Wondrous	4
Flute of Serenity	Musical Instrument	6
Shield of Aremag	Armor	10
Vine of Thorns	Weapon	11
Whip of the Tomb Dweller	Weapon	12

Cursed Items

Name	Type	Pg.
Chwinga Doll	Wondrous, Cursed	
Locket of the Damned	Wondrous, Cursed	
Ring of the Apes	Ring, Cursed	

Weapons

Name	Type	Pg.
Dwarven Forged Claws	Weapon	6
Great Axe of Dinosaur Slaying	Weapon	6
Razor-rang	Weapon	8
Totemic Quarterstaff	Weapon	10
Thorn	Weapon	10
Vine	Weapon	11
Vine of Thorns	Weapon	11
Bow of The Ancients	Weapon	4
Crossbow of Spikes	Weapon	5
Sword of Entanglement	Weapon	10
Whip of the Tomb Dweller	Weapon	12

Rings

Name	Type	Pg.
Ring of Moa	Ring	9
Ring of Apes	Ring, Cursed	8

Potions

Name	Type	Pg.
Voodoo Potion	Potion	8

Musical Instruments

Name	Type	Pg.
Flute of Serenity	Musical Instrument	6

Armor

Name	Type	Pg.
Shield of Aremag	Armor	10

Wondrous Items

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Items (A-Z)

Archdruids Crown (Requires attunement by a druid)

Wondrous item, legendary (requires attunement)

A beautiful golden crown encrusted in a variety of different gems. The primary gem is an emerald that adorns its front. When attuned to this item a druid who wild shapes can add some full hit die to health of the animal wild shaped into. The hit die must be of the animal transformed into. The number of hit die equals the druids wisdom modifier (Before transformation) + 1.

Bag of JooJoo Berries

Wondrous item, uncommon

A hand-woven yellow silk pouch that has a red drawstring. This pouch contains 1d12+4 JuJu Berries. JuJu berries are a magical food; some people believe the Chwinga's in Chult bless them. The truth is that they are droppings from the Chwinga and as a result they contain some of their magical essence. When a creature consumes one of these berries they gain the benefit of a guidance spell for the next ability check that they undertake. If 24 hours pass and no ability check has been undertaken, the affect wears off.

Bangle of Obo'laka

wondrous item, uncommon

A silver bangle with the name Obo'laka carved into it. The name is written in an ancient Chultan language. When wearing this bangle the user is able to cast detect magic at will once per dawn.

Bow of the Ancients

Weapon (longbow), very rare (requires attunement)

A wooden bow, decorated in feathers of the Aarakocra. The bow is passed down to legendary hunters. Each feather is representative of a previous wielder. Damage done with this bow is magical and it grants a +1 to damage and attack rolls. Additionally as a bonus action a creature can hear the voices of the spirits of the Aarakocra and be granted spectral wings for one minute. They gain a fly speed equal to their normal speed. This feature can only be used once per dawn.

Bracers of Kubazan

wondrous item, uncommon

A set of golden bracers, these bracers show images of a small frog turning into a froghemoth. These bracers double the carrying capacity of the wearer.

Bracelet of Nangnang

wondrous item, uncommon

The wearer of this bracelet gains advantage on saving throws against poison. An ancient tribe of grungs created the bracelet for a human ally of theirs. The bracelet is made purely of cloth and wooden beads.

Cape of Shagambi

wondrous item, uncommon

A green hooded cape, the border of which are decorated with pictures of snakes. The wearer of this cape gains advantage on acrobatics checks. Their jumping distance also increases by 10 ft.

Chwinga Doll

wondrous item, rare, cursed

A modest doll made out of leaves and straw, along its chest is three gems. Two of these gems are rubies and the bottom one is a sapphire. By removing one of the gems a player can gain a charm like a Chwinga's magical gift ability. The charm itself is random and determined by the DM. Once a gem is removed it is gone and wont grant anything else.

Cursed

If someone removes the sapphire instead of gaining a positive charm they gain a negative one. By removing the sapphire the player will have disadvantage on saving throws for 7 days. Ultimately the DM can decide a different negative charm for the player; the only

guideline is that the charm be negative and temporary.

Cloak of the Forest

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

A green cloak, woven by the tabaxi; the cloak is trimmed with actual leaves and there is a large tree depicted on the back. When attacked the wearer can use their reaction to disappear in a cloud of leaves and reappear within 30ft of their starting position (Similar to misty step). This feature can only be used once per dawn.

Crossbow of Spikes

Weapon (Hand crossbow), very rare (requires attunement)

A hand crossbow carved out of maple wood. Vines hold the bolts within the triggering mechanisms functioning the same as a normal crossbow string. When attuned to this weapon the user gains a +2 to damage and attack rolls. All weapon attacks with this weapon is magical. Whenever they miss a target the bolt explodes in a wave of spikes in a 5ftx5ft square that acts the same as spike growth. These areas last for a minute before dispelled. To determine the area, which the spike growth activates, assign each surrounding square of a target a number and then roll a d8 (The square affected will be determined by the dice).

Dwarven Forged Claws

Weapon, rare (requires attunement by a monk)

A metal skeleton formed out of iron and steel. This skeleton slides onto the arms of the wearer like a lengthy glove. There are five slots within the skeleton where each finger can fit in. These slots have sharp steel claws protruding from them. The albino Dwarves forged these claws in Hrakhammer. When attuned to this weapon a monk gains +1 to unarmored strike damage and attack rolls. It also allows the wearer to roll additional 1d4 damage with each successful hit.

Earing of I'jin

wondrous item, uncommon

An earring carved out of the horn of an Almiraj. The wearer of the earring gains advantage on perception checks that rely on hearing or sight. It also increases wearer's passive perception by 1.

Flute of Serenity (Requires attunement by a Bard)

Musical instrument (flute), Legendary (requires attunement by a bard)

A beautiful wooden flute glazed in a red tree sap. When played it produces a beautiful calming sounds. Those who hear the flute feel relaxed; the music also attracts small woodland creatures. Whilst playing the flute the user can expend charges to cast the following spells: Animal Friendship (1 charge), Charm Person (1 Charge), Calm Emotions (2 charges) and

Suggestion (2 charges). The flute has 7 charges and regains 1d6 +1 every dawn. Due to the calming nature of the flutes music you can expend an additional two charges to make any of these spells cast induce disadvantage on a creatures save.

Gloves of Wongo

wondrous item, uncommon

A pair of leather gloves made from the hide of a Su-monster. The wearer of these gloves gain a climbing speed of 10ft. Due to needing both hands to climb they are unable to use a weapon or cast spells with semantic components whilst climbing.

Great Axe of Dinosaur Slaying

Weapon (great axe), rare (requires attunement)

A great axe that the actual head is made purely of stone. The hilt is made out of wood and it's wrapped in dinosaur hide. This axe was bestowed to legendary hunters during the early eras of Chult. This axe deals extra 2d6 damage to beasts. It also gives advantage to attacks against dinosaurs. It grants +1 to damage and attack rolls. All damage done with this weapon is considered magical.

Horn of Dinosaur Calling

Wondrous item, rare

A horn that is carved out of stone, teeth from a variety of different dinosaurs ordain it. As an action a player can blow into the horn to attempt to summon a nearby dinosaur to the premises. The dinosaur will appear after 1d4-1 rounds of combat (Minimum of 1). The dinosaur summoned is determined by the DM and whether or not it'll be friendly is also dependent on the DM.

Leaf of Guidance

wondrous item, uncommon

A large leaf about the size of a hand. The leaf itself was blessed by a tribe of Chwingas. It was then surrounded in clay which hardened giving the leaf a ceramic appearance. If the leaf absorbs 1 gallon of water it points to north; giving advantage on any survival check in regards to navigation

Locket of the Damned (Requires attunement)

Wondrous item, rare (requires attunement), cursed

This locket is made purely of bones. The chain made up of finger and toe bones whilst the main part of the locket is an actual skull. When attuned to this locket you gain the benefit of the undead fortitude feature. You also gain resistance to necrotic damage.

Cursed

When attuned to this item your body begins to decay and unleash a smell. This smell constantly attracts any nearby undead towards your position; When a random encounter with undead is rolled the number of undead is doubled. The stench also makes it impossible for you to hide from undead. You also gain vulnerability to radiant damage. The item can only be removed with a remove curse spell or similar magic.

Necklace of Papozotl

wondrous item, Uncommon

A necklace made out of cloth and Eblis feathers. Some of these feathers are dyed different colors. The wearer of this necklace gains the ability to cast minor illusion at will. Intelligence is their spellcasting ability for this spell.

Nose ring of Unkh

wondrous item, uncommon

A nose ring created from the shell of a flail snail. Created by worshipers of Unkh this piece of jewelry increases a wearer's defence. As an action the creature can take a defensive stance granting them resistance to bludgeoning, piercing and slashing damage.

Ocean Mothers Pendant

Wondrous item, rare (requires attunement)

A silver chained pendant that holds a clear crystal blue sapphire. The pendant gains its name from how it looks when held up to the sun. When held up to the sun the crystal shines creating an ocean like wave in the sapphire. When attuned to this item the wearer does not need to drink water. The magic from the pendant satiates the users need for water.

Voodoo Potion

Potion, uncommon

A noxious smelling liquid that slowly bubbles at a continuous rate. The color of the liquid seems to change every hour ranging from beautiful blues and purples to toxic looking greens and reds. Witches past and present created these potions. When one drinks this potion they feel uncontrollable magical energy envelop them that causes wild surges. For the next three turns a creature must roll on the sorcerer wild surge table at the beginning of their turn. If an outcome has no tangible affect for that player characters class such as regaining sorcery points re roll the result.

Razor-rang

Weapon (simple/dagger), rare (requires attunement)

An old tribal weapon carved out of metal. It is oblong shape similar to a boomerang. Its edges are sharp enough to slash through skin. Old

Chultan lizardfolk barbarian tribes forged these types of weapon long ago. The weapon has carvings of different animals on both sides. If you have proficiency in daggers or simple weapons you are considered proficient in this weapon. Similar to a dagger you are able to throw it at an enemy to do damage however this weapon can return to your hand after it has been thrown. On a successful hit the target suffers 1d6 + Dex modifier worth of damage. Every time the weapon is thrown the user must roll a d20, on a 1 the weapon does not return to the users hand, on a 20 the weapon comes back and hits the enemy before returning to your hand allowing the thrower to roll additional damage (Same as additional hit). With any other roll the weapon returns to the throwers hand as normal. It grants +1 to damage and attack rolls.

Ring of the Ape (Requires attunement)

Ring, rare (requires attunement), cursed

A ring carved from the shell of a coconut. When attuned to this ring you gain a climbing speed of 30ft. You also gain advantage on any acrobatics check; you also gain proficiency in the skill. If you already have proficiency you double it.

Cursed

The ring has the ability to permanently transform the wearer into a monkey. When attuned to this item the DM secretly roles a d100 every 24 hours the character is

attuned to it. The totals of each roll will be added together at the end of each day. When the totals of these roles reach certain numbers the character will undergo transformations (Detailed in table below). The item can be removed with a remove curse spell or other similar magic. When attunement is broken with such magic the wearer reverts to their original selves; unless they have reached the final stage in the transformation (Detailed in the table below).

Ring of Ape Table

D100 Total	Transformation
500	Player becomes immune to mad monkey disease and gains a craving for bananas. They also gain the ability to understand monkeys and other apes
1000	Player grows a monkey tail. The tail can be used to hold items; including weapons. They also gain a desire to always be climbing. They also begin to grow significantly hairier
1250	Player grows monkey ears. He also shrinks down a size category if he isn't already the same size category as a monkey.
1500	Player becomes a monkey. Their statistics become the same as monkeys. They can retain proficiency in weapons and use them and still cast spells however in order to do so they must succeed on a DC 10 Wis Save to hold back the monkey instincts. On a failure they cannot make an attack or cast a spell.
2000	The attuned character becomes a monkey permanently. They lose their proficiencies and spellcasting ability. Nothing can be done to reverse the magic at this

	point except for the use of a wish spell. The ring falls off, but the curse still remains.
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Ring of Moa

Ring, uncommon

A bronze ring that depicts a Jaculi eating its own tail. It is imbued with magical energy from Moa. When wearing this ring you gain advantage Insight checks in order to discern if someone is lying.

Sea Captains Dubloon

wondrous item, rare

A golden coin from an age long past, it has a picture of a turtle on one side and the image of Tymora on the other. These Dubloons have been found throughout the world, to find one means that one must have good luck. Legends state that those who find one end up gaining great fortune and superior luck. When the coin is on ones person they can re-roll one ability check, attack roll or saving throw. They must take the new roll. This feature can be used once per long rest.

Shield of Aremag

Armor (shield), legendary (requires attunement by a turtle or one chosen by Aremag)

Long ago Aremag was poisoned by the zhentarim. A turtle sage managed to cure him of said poison. After being cured of his poison he granted him a shield. The shield is made out of a singular tooth of Aremag, its front end is covered in shark teeth. When attuned to this shield as a reaction you can damage an enemy who successfully hits you with a melee attack for 2d4 piercing damage.

Sword of Entanglement

weapon (Longsword), very rare (requires attunement)

A wooden short sword that is covered in moss. It has a singular green vine, which wraps itself along the blade and surrounds the hilt. An ancient druid created the sword long ago. This sword allows the wielder to unleash the power of vines to restrain the opponent. When the wielder hits with a melee attack they can force the opponent to make DC 18 Strength save as the vine along the blade surrounds them. On a failure the vine detaches from the hilt and restrains the opponent until they are either killed or break out of it. Once a creature becomes restrained in this manner the feature can no longer be used, as a new vine will grow on the sword at the end of the next long rest. It grants +2 to damage and attack rolls.

Thorn

Weapon (dagger), Very rare (requires attunement)

A dagger carved from the tooth of a T-rex. It seeps out a red poison along its serrated edge. On careful inspection you can see that there is a protrusion along the hilt that looks like maybe it slides into something. On a successful hit against a paralyzed creature the dagger does extra 3d6 damage and ends the creature's paralysis. Those attuned to this dagger can sense the direction of the vine. Attacks with this dagger are magical. The dagger grants +1 to damage and attack rolls. Attacks with this weapon are magical.

Totemic Quarterstaff (+1) (requires attunement)

weapon (quarterstaff), rare (requires attunement)

A quarterstaff that is made up of animalistic totemic heads. The totems are representative of different animals that can be found in the world. Each head contains a spirit of the animal it represents. After every long rest the person attuned to the staff can unleash one of these spirits. The spirit unleashed grants the player proficiency in a skill and a minor physical change until the end of the next long rest; where they choose again. Players can choose to not unleash a spirit so they do not gain any physical changes or proficiency for that day. The DM chooses or rolls to determine the number of heads and can either choose or roll what heads are present. There is 1d4 +2 heads

present on the quarterstaff. It grants +1 to damage and attack rolls.

D10	Animal	Skill Proficiency	Physical changes
1	Tiger	Athletics	Grows sharp fangs and claws
2	Snake	Stealth	Skin becomes reptile like; similar to a snake
3	Bear	Intimidation	User becomes furrer & grows bigger in size
4	Owl	Perception	Eyes become wider and have similar coloring to an owls
5	Bovine	Religion	Small sets of horns appear on the head; Ears become bovine ears
6	Deer	Medicine	A set of antlers appear on the head of the user
7	Octopus	Deception	Player gains suction cups all along their arms and hands
8	Monkey	Performance	Player grows a monkey tail
9	Dog	Animal Handling	Player grows dog ears and a dogs tail
10	Badger	Investigation	Player grows claws and black fur

Vine

Weapon (dagger), Very rare (requires attunement)

A dagger carved from the tusk of a mammoth. It seeps out a blue poison along its edge. Careful inspection shows that there is a slit in the handle where it looks like an item of similar size can slide in. On a successful hit a target must make a successful DC 12 Cons save or be paralyzed until the start of their next

turn. Those attuned to it can sense the direction of Thorn. Attacks with this dagger are magical. The dagger grants +1 to damage and attack rolls.

Vine of Thorns (Vine & Thorn)

Weapon(dagger), Legendary (requires attunement; only counts as one item)

A set of two magical daggers made by the Batiri goblins. One carved from a tooth from a T-Rex and the other cut from a mammoth tusk. When these two daggers combine a dagger with two bladed ends protruding from the handle. When combined on a successful hit you can use a bonus action to attack with the other side of the dagger. The two daggers retain their normal innate magical abilities on a hit. When combined both these daggers gain +2 to hit and damage.

Waterskin of Purifying

wondrous item, uncommon

A waterskin that has images of sharks woven into it. The cover of which seems to irradiate a celestial feeling. When any liquid is put into the waterskin (such as diseased river water) it can be drunk as if it was purified. This only works if the liquid is drunk from the skin. If a liquid is poured out onto the ground or another device it is no longer purified. The waterskin holds 4 Gallons of water.

Weathered Spectacles

Wondrous item, uncommon

A set of glasses that is rusted and chipped. By wearing these spectacles you can view what the weather will be in 24 hours, in the places that you look at.

Whip of the Tomb Dweller

weapon (whip), legendary (requires attunement)

A grandiose looking whip with a jewel encrusted crimson handle. The whip once held by a legendary adventurer. This item grants +3 to damage and attack rolls. Damage with this weapon is considered magical. When attuned to the whip you can innately sense secret tunnels and passages. You can also magically command the whip to coil around objects; this can be used to create a makeshift rope swing or even trip enemies (If done in combat requires an action and potentially may trigger a Save or Check to the DMs discretion).