



# ARGLYNN'S ARCANUM ALPHABETICUM

MAGIC ITEMS CREATED OR ALTERED BY THE GREAT  
CHRONOMANCER

FOR USE WITH THE 5<sup>TH</sup> EDITION OF THE WORLD'S GREATEST ROLEPLAYING GAME



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**BY MARIA THE MAGEN**

# TABLE OF CONTENTS

A	5
B	14
C	19
D	24
E	25
F	26
G	31
H	32
I	35
J	39
K	40
L	41
M	47
N	54
O	57
P	60
Q	68
R	70
S	73
T	80
U	87
V	89
W	90
X	92
Y	93
Z	94
ARTIFACTS	98





# ARGLYNN'S ARCANUM ALPHABETICUM

"*Arglynn the Chronomancer* was the chief antagonist of Earth prime materials A.311-1 arcanis through A.358-3 mundanis. He lived, relatively speaking, a continuous lifespan of a few hundred years, but relativistically speaking, he spanned more than 10,000 years before his ultimate downfall versus the heroes of the Arch. If you haven't heard of him, you are lucky, or exist in a dimensional backwater. Perhaps he has yet to visit your timeline and subjugate your people. If so, then this collection of his work might be of interest to you. These are all items either created by *Arglynn* in his span of years, appropriated by him, or altered by him from some other source. He has his eccentricities, and if you must face his power, careful study of these items might reveal a weakness or an avenue to exploit. Though he was known as a chronomancer, most of the items are not related to time magic. The few that are are extremely powerful. The artifacts contained in this book were not of *Arglynn's* creation, but were instrumental in the hands of the seven who battled *Arglynn*, and are contained in this work to help you if you find your world at the mercy of the *Master of Time*. These items are listed alphabetically, and encompass a wide variety of weapons and wondrous items."  
–*Maria the Magen, Interlocutor of the Dwarven Imperium, hand of King Eivng Ghostbeard*, from her autobiography, *A Machine Out of Time*.

## A

**Abaculus Mosaic** Wondrous item (tile mosaic), rare

An *abaculus mosaic* is comprised of extremely tiny tiles, which give the mosaic a surreal depth of field for this kind of artwork. It is typically on a flat surface, in a house or garden, but can also be the covering of a piece of pottery. Upon close inspection, the *mosaic* appears to move. Enchanters often hide messages, spells, directions, or their treasures in these *mosaics*. No matter how close you look, or with what kind of magnification, it appears that smaller and smaller tiles make up the *mosaic*. After looking closely at the *mosaic* for more than three rounds, you must make a DC 14 Wisdom save, or be pulled (transfigured) into the *mosaic*. A *dispel magic* cast within two rounds of the effect will cancel the transfiguration, and restore you. It is possible that other magical restoratives might bring you out as well. An item or message on a scroll can be transfigured if it is carefully placed in the correct spot in front of the *mosaic*. Its saving throw to resist transfiguration is a DC 18, modified by its magical bonus by -1 for each bonus or special ability. While you are part of the mosaic, any hidden messages are displayed plainly in tiles making up the surrounding terrain. Any treasures or magic items which have been transfigured into part of the mosaic are obviously visible. Any other creatures who have been sucked into the mosaic are also there, but they, like you, have volition, and can make choices to hide or remain visible. While trapped in the *mosaic*, you do not age, cannot be hurt, can't hurt another, and have no need to eat or sleep. You cannot cast, nor can you use items or special abilities to escape. None of your magic items function, though none are damaged. For each item or person transfigured into the mosaic, a *dispel magic* cast at 5th level will restore that person or object, if you know its name. Otherwise, the *dispel magic* spell cast at 6th level will bring out items and creatures at random. *Dispel magic* at 7th level will allow you choose what comes out even if you don't know the name. A typical *abaculus mosaic* has 1D6 important things and/or messages transfigured within it, and 8D4 +4 mundane or unimportant things stored in it.

## **Abraxas Sphere** Wondrous item (sphere), very rare

Once per day, the bearer of an *Abraxas sphere* may make a Wisdom check or save, and a Religion check with advantage. Bearers who make a Religion check once per day for a year while possessing the sphere will gain Religion as a skill proficiency. If the bearer already has it, they become an expert in it. Once a bearer has completed this circle (365 checks, finishing as the world returns to the place where you started), the sphere vanishes.

## **Absonant Triangle** Musical instrument (triangle), legendary (requires attunement)

When each side of this triangle is struck with its beater, it produces three dissonant notes that can produce different effects, based on the order and strength of the tones produced. This dissonance is so abhorrent and otherworldly, it can't be described except by remembering that the tones are antithetical to reality. Only one effect can be produced at a time, and once it has been produced, it can't be produced again until the next dawn. The ringing effect lasts for one minute. You target any creature or creatures in a 20-foot cone from the *triangle*.

◆ The target makes a DC 15 Intelligence saving throw. On a success, the target is at disadvantage on attack rolls and skills checks. On a failed save, the target is convinced that itself and everything it thinks is real is actually an illusion. The next round, it must make an additional DC 19 intelligence saving throw. On a success, nothing additional happens. On a failed saving throw, it gains a random long-term madness (from the *DMG*). The first effect ends when the ringing stops. The madness continues as indicated.

◆ The target makes a DC 15 Wisdom saving throw. On a success, the target is at disadvantage on attack rolls and skills checks. On a failed save, the target can't reconcile the horror which underlies all existence with the fragility of beauty, and become catatonic (incapacitated and unconscious). The next round, the target makes an additional DC 19 Wisdom saving throw. On a success, nothing additional happens. On a failed saving throw, the target gains a random long-term madness (from the *DMG*). The first effect ends when the ringing stops. The madness continues as indicated.

◆ The target makes a DC 15 Charisma saving throw. On a success, the target is at disadvantage on attack rolls and skills checks. On a failed save, the target envisions everything it loves being eaten alive by worms, only to find the source of those worms is its own hunger and despair. The target is incapacitated and begins vomiting. The next round, the target makes an additional DC 19 Charisma saving throw. On a success, nothing additional happens. On a failed saving throw, the target gains a random long-term madness (from the *DMG*). The first effect ends when the ringing stops. The madness continues as indicated.

◆ The target makes a DC 15 Constitution saving throw. On a success, the target is at disadvantage on attack rolls and skills checks. On a failed save, the target feels his life force draining into the vampiric maw of an otherworldly aberration. The target is reduced to a Constitution of 1 and is incapacitated. The next round, the target makes an additional DC 19 Constitution saving throw. On a success, nothing additional happens. On a failed saving throw, the target is reduced to 0 hit points, but remains stable, and gains a short-term madness (from the *DMG*). The first effects end when the ringing stops. The madness continues as indicated.

◆ It is possible that other patterns than those tones can be played. There are legends that the *triangle* has caused earthquakes, a volcanic eruption, the bursting of 1000 peoples' eardrums, reversed the flow of a river, and wound back time in an area. Perhaps someone who finds the *absonant triangle* might be foolish enough to experiment with it.

## **Acorn Gate** Wondrous item (acorn), legendary

Lleleriandra, Faerie Queen of the Cabbage Patch, will give those she favors magically-enchanted acorns. She will specify their purpose to you. In order to activate the magical ability of the acorn, you must plant it in fertile ground, with enough space for a tree to grow. Within moments of planting, a sapling shoots up, and in less than one minute, a fully mature oak tree develops. The tree is so large that creatures of up to large size can make their way through intertwined roots into cavities and open spaces within the tree, although those become much smaller as you progress. The internal passages lead to a chamber which features a clear, reflective, shimmering, large oval window. This “window” is a gate, which can have one of several properties.

◆ **Private Entrance.** This gate provides entrance into otherwise distant or blocked locations. Lleleriandra made these for adventurers who needed to visit the hidden cross-dimensional city of the Arch, for example. This one-way gate allowed those she marked to travel into the city. Once the gate is used in this fashion, the “window” no longer operates, the shimmer fades, and it looks like a bole, filled with hardened tree sap.

◆ **Summons.** This gate, when opened, is a beacon to Lleleriandra, who will appear in this location. Acorns enchanted in this way act as a summons for her. She has powers of deity, but only when she is directly connected to her enchanted garden. The tree becomes an extension of her garden when the gate is created and is open. When Lleleriandra appears, she will act in accordance to her wishes, and when she is finished, she will leave through the gate. Once the gate is used in this fashion, the “window” no longer operates, the shimmer fades, and it looks like a bole, filled with hardened tree sap.

◆ **Return.** This gate, when opened, allows travelers to return to Lleleriandra’s Cabbage Patch. Only those who she approves can enter her garden, even if they have traveled there before, or if they had access before. When a traveler enters the gate, she is immediately aware and can refuse to allow the traveler through. That traveler is shunted back to the tree, and finds the gate now closed. Once the gate is used in this fashion, the “window” no longer operates, the shimmer fades, and looks like a bole, filled with hardened tree sap.

◆ **Reinforcements.** When this gate is activated, powerful fey and/or elemental forces come to your aid. Lleleriandra protects and defends those who earn her favor, and in the past, has sent powerful emissaries to support her allies. Because her deific power is rooted to one place, she prefers to send proxies to act in the world who have more freedom of movement than her. She sends help to allies in accordance to their needs (DM, please read as sending fey and or elemental help with an appropriate CR rating for the task at hand). Once the help arrives, treat them as summoned creatures, who will stay for up to 8 hours, will be friendly to the summoner, will act under direction of the summoner, or of their own volition, to protect themselves and the party, and will remain for the duration unless killed or dismissed early by the person who planted the acorn. Once the gate is used in this fashion, the “window” no longer operates, the shimmer fades, and looks like a bole, filled with hardened tree sap.

◆ When you possess an *acorn gate* that you have not yet planted, you gain advantage on all Charisma checks when you are encountering fey creatures. In the Feywild, those in the Seelie Court who sense the presence of Lleleriandra’s sign will still be cautious of you, but will not attack you unless provoked.

◆ Over the years, Lleleriandra has been responsible for several ancient groves of oaks, which themselves become home for druids, rangers, nature clerics, and many enchanted creatures. Wood from these groves is rarely harvested, but when it is, it more readily accepts enchantment, is less likely to break or rot, and resonates in ways that enhance musical instruments made from it. It is conjecture, but sages who have knowledge of her believe that one reason she allows these favors to be spread through the world is because she is preparing for an apocalypse, and is creating a numbers of groves that could potentially replace her enchanted garden if it were destroyed.

## Aerugo Patina

Potion, rare

When you drink this potion, anything non-magical you touch that is made of metal rusts or otherwise oxidizes immediately into a brittle, flaking pile of rubbish. Non-magical objects less than 3 cubic feet are affected. Objects larger than that have a volume that large affected. Magical metal items make a DC 12 save. Each bonus or special ability of the magical item drops the DC of the save by 1 point. A failed save indicates damage to the item, and the reduction of 1 point of its magical bonus or one special ability of the item. In order to touch an object worn or in the possession of somebody, you must make a melee attack to hit. This potions lasts for 10 minutes. Some kingdoms outlaw this kind of alchemy, because of how destructive one person can be to an army.

## Agonarch Wards

Wondrous item (stones), rare

*Agonarch wards* are stones that can be used to set up a defensive perimeter around your camp. They will work as long as one stone is within a 20-foot radius of another one. The wards need a minimum of two stones to work. Usually, you find 2D6 +2 *agonarch wards* in a pouch. You activate the wards by placing the stones on the ground within the appropriate radius of another stone. Whenever a creature willingly crosses the radius of any of the stones, a *faerie fire*-like glow surrounds them, with a color that matches their alignment, a pulse that matches their class, and an intensity that matches their level. You are at advantage to hit these targets if you choose. At the same time that they are outlined, a clear, bell-like tone is emitted by the stones to wake any sleeping party members. The *agonarch wards*, once set, will remain effective wards for 10 hours, but deactivate at dawn. At dusk, they recharge and can be activated again.

Light Intensity	Level of Creature
Dim	1-3
Low	4-7
Average	8-11
Bright	12-15
Intense	16-18
Brilliant	19-20
Blinding	21 +

Color	Align
Blue	L/G
Brown	L/N
Indigo	L/E
Green	N/G
Grey	N
Red	N/E
Orange	C/G
Yellow	C/N
White	C/E
Black	Unaligned

Pulse Type or Shape	Class
Continuous	Fighter
Two waves	Cleric
Square waves	Monk
Sine waves	Rogue
Long and short pulses	Sorcerer
Starbursts	Wizard
Streaks	Warlock
Spirals	Bard
Intermittent	Barbarian
Halo	Paladin
Hazy mist	Druid
Arcs of energy	Ranger

## Albolith Aboleth

Wondrous item (statuette), very rare (requires attunement)

This white cement statuette of an adult aboleth was infused with the mucous and vital fluids from an aboleth. It feels slick and wet to the touch, but leaves no residue on your fingers.

- ◆ If you are a spellcaster, you can use it as an arcane focus. Any spells that produce a mind control effect gains power from this statuette. All creatures subject to a mind control spell saves at disadvantage.
- ◆ The *albolith aboleth* has 5 charges. You can expend charges for certain effects. It regains 1D3 expended charges at midnight.
- ◆ **Do I Have Your Attention?** If you expend one charge, you create an effect like the spell *Animal Friendship*, *Charm Person*, or *Sleep*, your choice.
- ◆ **Follow my Lead.** If you expend two charges, you create an effect like the spell *Calm Emotions*, *Crown of Madness*, or *Suggestion*, your choice.
- ◆ **Keep Feeling Fascination.** If you expend three charges, you create an effect like the spell *Anonymous Interaction*, *Dire Charm*, or *Hypnotic Pattern*, your choice.



◆ **You Must Comply.** If you expend four charges, you create an effect like the spell *Compulsion* or *Dominate Beast* your choice.

◆ **You are Getting Very Sleepy.** If you expend five charges, you create an effect like the spell *Confusion*, *Dominate Person*, or *Hypnosis*, your choice.

◆ **Cursed.** *\*keep hidden from the player\** This curse is not knowable by the spell *Identify*, or by other means of divination short of a *wish* or similar level magic. Even then, the answer would be vague, such as “use of this item will cause you to lose your mind,” or something to that effect. Enough of the aboleth’s essence is contained in the statuette to make it a formidable magic item, but also connects the player to the aboleth hive mind. DM, you must keep track of the total number of charges used. When the player uses 25 charges, secretly make a DC 15 Wisdom saving throw at disadvantage. If the player fails, the player is under the influence of the aboleth hivemind. If the player succeeds, when the player uses 30 charges, make a DC 18 Wisdom save at disadvantage, with a failure indicating that the player falls under the influence of the aboleth hivemind. If the player succeeds, when the player uses 35 charges, make a DC 21 Wisdom save at disadvantage, with a failure indicating that the player falls under the influence of the aboleth hivemind. This progression continues until the player fails the saving throw. The player can’t willingly unattune to the item. If the player or party discovers this before failing the series of Wisdom saving throws, then *remove curse* or similar magic can break the attunement, and the player will become aware of a malicious force that was trying to invade his or her mind and can break free from it. If an attempt is made to unattune to the item after the failed Wisdom saving throw, the player will actively resist unattunement. Even if the attunement is broken, and the curse temporarily lifted, if the player is already under the influence of the aboleth hivemind, the player must roll a DC 18 Wisdom saving throw or remain under the influence of the hivemind. If the player fails this saving throw, it takes a *wish* or similar level magic to break this hold. If the hold is unbroken, the character will essentially become a puppet under the control of the aboleth hivemind. DM, you will need to adjudicate this and reveal what is necessary to the player.

### **Alpenstockings** Wondrous item (socks) rare

*Alpenstockings* are thick, knitted wool socks enchanted to keep the wearer feeling warm in all weather. Even in the coldest weather, your feet will not suffer effects from cold (frostbite, for example). The socks don’t require attunement, but if removed, *alpenstockings* will not function until they are rested, unused, for half of the time that they were used.

### **Amulet of Dramatic Death** Wondrous item (jewelry), legendary (requires attunement)

Only a few of these prized items exist, each originally created for a high-level thief in the service of two powerful spellcasters who combined their skills to create these amulets. The amulet automatically activates, using a reaction, when you suffer a particular attack form powerful enough to kill (or petrify) you, as determined on the chart below. When it activates, the amulet teleports you out of range of the triggering attack, turns you invisible, and simultaneously creates a powerful and realistic illusion of you dying, as appropriate to the attack form. Only direct tactile examination can reveal the illusion for what it is. You can activate this amulet once per day. It regains its power at dawn.

Protection From	Death Scene
Acid	Horrible burns erupt from your face and neck, and you die writhing in pain.
Bludgeoning, piercing, or slashing	You are smashed or cut in the face, brutally deforming your skull. Your brains hit the floor before you do.
Cold	Part of your face and an arm are frozen and break off. You collapse in your own congealing blood, and shatter into thousands of pieces.
Fire	Your skin sizzles, blisters and pops as you collapse in a burning, smoldering heap. You smell like burnt hair and pork rinds.
Force	You are shoved so hard against a wall or floor that the back of your head caves in. You vomit and choke on your last breaths.
Lightning	Lightning blackens the top of your head and blows your shoes off. Your skin cracks and you collapse into a smoking heap. The smell of ozone and bile fills the air.

Necrotic	Tissue sloughs off your face and neck, and blood oozes from your orifices. While trying to pick up sheets of skin coming off of you, you die from shock.
Petrification	Horror grips your face as you realize you are being turned to stone. You die with that grimace frozen on your face. Your off balance statue then tips over and shatters.
Poison	Foam spews from your mouth and blood leaks from your pores. You choke on a gout of your own blood.
Psychic	You grab your temples as a pit of terror and doubt fillet your soul. Your psyche is shredded like so much brain salad, and you crumple to the floor, dead.
Radiant	Angelic brightness pummels you like the evil miscreant you really are, and you burn with hellfire from the inside out, collapsing in a pile of ash.
Thunder	Intense sound buffets you so hard pressure waves liquefy your internal organs. Blood leaks from your orifices. Gurgling noises follow the fluid and blood which fills your lungs and drowns you.

## Anaglyptic Analemma

Wondrous item (sundial) very rare (requires attunement)

Bas-relief images adorn the outer ring of this one-foot diameter sundial. One image is featured in each hour divided on the sundial. During that hour, you can activate the power the bas-relief represents. When you declare that you want to use the sundial, the DM will determine the exact time. The sundial will illuminate the exact time, no matter what time of day or night, even in magical darkness. To activate the power, you must take an action to place it on the ground (or floor, or cave, etc.) and activate it. The next turn, on your initiative, the chosen bas-relief power will take effect. You must command it (which you can do as a free action), but do not have to concentrate on it for it to continue its effect. The DC save for these effects is 20, or your spell save, if you are a spellcaster, whichever is higher. You can also place the *analemma* on the ground, and then wait (if the time is close enough to wait for another hour's effect) until the right time to activate it.

◆ **1 o'clock hour.** This bas relief features a glossy globe bulging from the disk. When activated, the spell *antimagic field* surrounds you or a willing target. You do not have to concentrate to maintain the field. It moves with you or with whom you designated.

◆ **2 o'clock hour.** This bas relief features what looks like a hole in space pulling everything towards it. When activated, the spell *arcane singularity* opens a hole to Limbo at a point of your choosing within 120 feet of you.

◆ **3 o'clock hour.** This bas relief features a monster bending its knee towards an imposing wizard. When activated, the spell *dominate monster* is directed at a target you choose. If the monster fails its save, it is dominated for up to one hour. You do not have to maintain concentration on the spell.

◆ **4 o'clock hour.** This bas relief features a city being swallowed by cracks in the earth. When activated, the spell *earthquake* emanates from point of your choosing within 500 feet of you. You do not have to maintain concentration on this spell.

◆ **5 o'clock hour.** This bas relief features a rain of fire destroying everything it touches. When activated, the spell *incendiary cloud* emanates from point of your choice within 150 feet of you. You do not have to maintain concentration on this spell.

◆ **6 o'clock hour.** This bas relief features lightning bolts streaking across the sky. When activated, the spell *lightning storm* emanates from point of your choosing within 150 feet of you.

◆ **7 o'clock hour.** This bas relief features a labyrinthine maze. When activated, the spell *maze* will target one creature within range. You do not have to maintain concentration on this spell.

◆ **8 o'clock hour.** This bas relief features zombies rising from the ground. When activated, the spell *quench the spirit* will targets one creature you point at within range.

◆ **9 o'clock hour.** This bas relief features a fiery bird rising from ashes. When activated, the spell *phoenix* will allow you to protect up to 10 creatures you designate within 30 feet of you.

◆ **10 o'clock hour.** This bas relief features symbols for four words of arcane power emanating from a wizard's mouth. When activated, you will feel compelled to choose either *power word blind*, *power word stun*, *power word sleep*, or *power word vaporize* and the word will escape your mouth. The *power word* you

uttered will either require you to direct it at a single target (*blind, stun, or vaporize*) or a group (*sleep*). Creatures affected by *sleep* are affected for up to 8 hours.

◆ **11 o'clock hour.** This bas relief features a brilliant sun illuminating a dark cave. When activated, the spell *sunburst* will emanate from a point of your choosing within 150 feet of you.

◆ **12 o'clock hour.** This bas relief features a wall of water destroying a city. When activated, the spell *tsunami* will emanate from a point of your choosing in your line of sight. You do not have to maintain concentration on the spell.

◆ **In-between.** Once the DM determines the time, the player can decide to try to make the activation happen exactly between the hours. If your activation occurs at the time between one hour ending and the next beginning, it triggers the spell *Harmonic Dissolution*, and both of the other effects represented on the bas reliefs. In order to match the time exactly, the player must make a successful DC 20 Wisdom check. If successful, the player must then roll a D10. On a roll of a 10, the player matched the time exactly, and all three effects are triggered. If unsuccessful, *Harmonic Dissolution* is not triggered, and the DM chooses which of the other two bas relief effects occurs.

◆ The *Anaglyptic Analemma* can only be activated once per week. After its power is used, it must be exposed to the open sky for 24 continuous hours, and then in this order, six hours of daylight and six hours of moonlight for the next six days. Only a *wish* or similar level magic can speed this method of charging. If you place it directly in the light or shadow of a full solar or lunar eclipse, it immediately recharges.

### **Andor's Monsters of the Wild** Book, very rare

If you happen to find *Andor's Monsters of the Wild*, you will find a trove of knowledge about nearly every known monster or beast in the realm. Continuous study for three hours a day for 30 consecutive days will allow you to gain a permanent advantage on lore or knowledge checks regarding a particular monster type you encounter. If you complete this course of study, at the end of that time, you will find blank pages at the end of the book. With proper preparation, you can add an entry for any unique monsters you have encountered, or add to the lore of a monster already with an entry. The DM will determine (and you will know) if your possible entry is already in the book. If you can't complete an entry, the book immediately vanishes, in search of more knowledgeable adventurers. For every page of entry you can add, the book will stay in your possession 1D4 weeks. The magic of the book will not allow you to write falsehoods or attempt to untruthfully alter an entry. If you attempt to, the book will vanish, in search of more honorable adventurers. While you have the book in your possession, you automatically recall strengths and weaknesses of any creature that you encounter which is in the book. For unique or extremely rare monsters or beasts you encounter, the DM will determine if they already have a page in the book.

### **Armatus Concelo** Armor (light, medium, or heavy) very rare (requires attunement)

This seemingly normal but well-crafted suit of armor is imbued with illusion magic. You gain a +2 bonus to Armor Class when it appears as normal armor. It has 3 charges, which can be used by speaking a command word.

◆ For no charges, on command, you can make the armor appear as if it is made of a different material, and is one class lighter or heavier than it appears. While in disguise, the magical bonus of the armor drops to +1.

◆ If you spend one charge, when the word is spoken while wearing the armor, it appears as a normal set of traveler's clothes for 1 hour, making only the sounds of such during that time, and canceling the armor's disadvantage on Dexterity (Stealth) checks (if any). However, the armor does not hold up to physical inspection—if touched it will feel as hard as the disguised armor. While in disguise, the magical bonus of the armor drops to +1.

◆ If two charges are spent while the command word is spoken, the simulated clothing will match the colors of your surroundings and muffle the sounds the armor makes for 1 hour, granting you advantage on your Dexterity (Stealth) checks while in the same terrain. If your surroundings change, you no longer receive this

benefit. For example, if you move from the forest into the plains or a cave, the advantage to your checks no longer applies. While in disguise, the magical bonus of the armor drops to +1.

◆ If all 3 charges are spent when speaking the command word, the armor dynamically blends with your surroundings for 1 hour, granting you advantage on your Dexterity (Stealth) checks for the duration. It also masks the sounds it makes and your scent during that time. While in disguise, the magical bonus of the armor drops to +1. The armor regains all its spent charges each day at dawn.

### **Attercop Nest** Wondrous item (bag of balls), rare

An old leather drawstring bag holds what looks like several one-inch balls of hair and dirt. Upon closer inspection, it appears that these balls are made of hundreds of spiders, closely gathered together in a clump. As an action, you can call up the spider ball of your choice and throw it at a target. You do not need to hit your target to enable the intended effect, but if you do hit, additional damage or effects occur. There are six different types of spider balls, and one of each type is in the bag when you first find it. Each time a spider ball is thrown, it produces its effect, and is gone. At midnight any expended spider balls reappear in the bag.

◆ **Ready, Aim, Spider!** When you select your spider and throw it, roll a ranged attack. If you are a spellcaster, add your spell attack bonus to hit. If you are not a spellcaster, use your Strength or Dexterity bonus, whichever is higher.

◆ **Six Types of Shudders!** If you select a spider ball at random, you can throw it as a reaction, instead of an action. Roll a D6, and select the result. If you want a specific spider ball, it takes a standard action to draw it.

D6 Result	Spider Type
1	Jumping spider
2	Wolf Spider
3	Black Widow
4	Brown Recluse
5	Orb Weaver
6	Tarantula

Each spider ball acts as an insect swarm (*MM*, p. 338). However, each has unique additional abilities.

◆ **Swarm of Spiders** Medium swarm of Tiny beasts, unaligned Armor Class 12 (natural armor) Hit Points 22 (5D8) Speed 20 feet, climb 20 feet.

**STR 3(-4)    DEX 13(+1)    CON 10(+0)    INT 1(-5)    WIS 7(-2)    CHA 1(-5)**

Damage Resistances: bludgeoning, piercing, slashing

Condition Immunities: charmed, frightened, paralyzed, petrified, prone, restrained, stunned

Senses: blindsight 10 feet, passive Perception 8

Languages-      Challenge 1/2 (100 XP)

◆ **Swarm.** The swarm can occupy another creature's space and vice versa, and the swarm can move through any opening large enough for a Tiny insect. The swarm can't regain hit points or gain temporary hit points.

◆ **Actions:** Bites. Melee Weapon Attack: +3 to hit, reach 0 feet, one target in the swarm's space. Hit: 10 (4d4) piercing damage, or 5 (2d4) piercing damage if the swarm has half of its hit points or fewer. A swarm of spiders has the following additional traits.

◆ **Spider Climb.** The swarm can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check. *Web Sense.* While in contact with a web, the swarm knows the exact location of any other creature in contact with the same web.

◆ **Web Walker.** The swarm ignores movement restrictions caused by webbing.

◆ **Jumping Spiders:** You can throw jumping spiders up to 90 feet with no penalty to hit because of range. Once unleashed, they will remain active and attack the target for one minute, or until they are destroyed. As a bonus action, once you throw them, you can command them to attack another target. The jumping spider swarm has a base movement of 40; as part of their movement, they can leap up to 30 feet in any direction.

◆ **Wolf Spiders:** Thrown range is 30/50. Once unleashed, they will remain active and attack the target for one minute, or until they are destroyed. As a bonus action, once you throw them, you can command them to attack another target. The wolf spider swarm does an additional 2D4 damage upon its attack.

◆ **Black Widows:** Thrown range is 30/50. Once unleashed, they will remain active and attack the target for one minute, or until they are destroyed. As a bonus action, once you throw them, you can command them to attack another target. Instead of piercing damage only, the black widow swarm does 2D4 piercing damage, and 3D4 poison damage. Roll a DC 16 poison (Constitution) save or be poisoned (disadvantage on attack and ability checks) for the next minute. Long lasting health effects of being poisoned will continue until the poison is neutralized, or you receive magical healing.

◆ **Brown Recluses:** Thrown range is 30/50. Once unleashed, they will remain active and attack the target for one minute, or until they are destroyed. As a bonus action, once you throw them, you can command them to attack another target. Instead of piercing damage only, the brown recluse swarm does 2D4 piercing damage, and 3D4 necrotic damage. Roll a DC 18 poison (Constitution) save or be poisoned (disadvantage on attack and ability checks) for the next minute. Long lasting health effects of necrotizing tissue will continue until you receive magical healing.

◆ **Orb Weavers:** Thrown range is 40/70. Once unleashed, they will remain active and attack the target for one minute, or until they are destroyed. As a bonus action, once you throw them, you can command them to attack another target. The orb weaver swarm will begin its attack by spinning webs around their target. These webs require a DC 16 Strength check to break free or be restrained. Even if a target is not restrained, it remains at disadvantage to attack because of the webbing obstructing vision and disrupting movement and concentration. The orb weaver swarm has a base movement of 30, and can cast silk “parachutes” to achieve a fly speed of 60 to pursue a target.

◆ **Tarantulas:** Thrown range is 30/50. Once unleashed, they will remain active and attack the target for one minute, or until they are destroyed. As a bonus action, once you throw them, you can command them to attack another target. The tarantula swarm has a natural Armor Class of 16, a total of 30 hit points, and does an additional 3D4 piercing damage upon its attack. Upon a successful attack, the target must make a DC 12 poison (Constitution) save or be poisoned for one minute.

◆ **You Can't Run!** If you throw the spider ball and hit, these effects begin this round. If you miss, the spiders will not be able to immediately attack. They will spread out, orient themselves, and then move to the target. They will begin their attack the next round. If the target moves before they are engaged, they will move their full movement to pursue the target.

## B

### **Babbling Fish** Wondrous Item (enchanted symbiotic creature), very rare

*Babbling fish* are actually astral creatures that rarely manifest in the prime material plane. They appear to be any number of small, ornamental tropical fish. They feed off of the brain waves of intelligent creatures, and will seek them out when the opportunity arises. They are true symbiotes, and deliver a benefit to their hosts, if the hosts agree to host them. When you come within 30 feet of one, if it chooses, you will hear a voice that sounds like it is coming from whatever water source you are near. If you investigate, you will see the small fish, seemingly talking to you, in your native tongue. The fish says, "Put me in your ear." Those brave enough to stick this fish in the ear must make a Constitution save (DC 10) or take 4 points of damage. Once inserted, the *babbling fish* firmly makes residence in your ear canal, and then communicates with you regarding its "gift" to you. The DM will roll to determine what kind of *babbling fish* you encounter. *Babbling fish* can impart their magical effects to you as a reaction once daily, unless otherwise stated. The effect lasts for 10 minutes, unless otherwise stated. If no save is granted, the *babbling fish* supersedes and allows for a saving throw.

D20	Fish	Effect
1-2	Guppy	When you encounter a creature or an effect that can cause fright, the fish sings a soothing song, and you gain advantage against its ability to frighten. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
3	Danio	When you encounter a creature or an effect that can cause blindness, the fish gives you a subtle warning in advance, and you gain advantage on saving throws against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
4-5	Tetra	When you encounter a creature or an effect than can charm you, the fish strengthens your mental resolve, and you gain advantage on your saving throw against <i>charm</i> and charm-like effects. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
6	Platy	When you encounter a creature or an effect that can cause deafness, the fish puts its body in between the effect and your eardrum, and you gain advantage on saving throws against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
7-8	Loach	When you encounter a creature or an effect that incapacitates you, the fish gives provides a burst of energy, and you gain advantage on saving throws or checks against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
9-10	Barb	When you encounter a creature or an effect that can paralyze you, the fish gives you a subtle warning in advance, and you gain advantage on saving throws against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
11	Cichlid	When you encounter a creature or an effect that can petrify, the fish gives you a subtle warning in advance, and you gain advantage on saving throws against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
12-14	Gourami	When you encounter a creature or an effect that poisons you, the fish imparts some of its Constitution to you, and you gain advantage on saving throws against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
15	Pleco	When you encounter a creature or an effect that can knock you prone, the fish gives you a taste of its proprioception abilities, and you gain advantage on saving throws or checks against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.

16-18	Molly	When you encounter a creature or an effect that can stun you, the fish prepares you for such a jolt, and you gain advantage on saving throws against that condition. This advantage is continuous, and applies to future saves even if you initially fail your saving throws.
19	Betta	When you take damage that results in dropping to 0 hit points, the fish will heal 1 point of damage and keep you alive. It can do this once in a 24-hour period. If you are instantly killed, by massive damage, poison, or other similar effect, the fish will protect your consciousness by taking you to its astral home. The fish will exit your ear. If others notice the fish, it will talk to them, and explain how to recover you (if possible).
20	Corys	When you put this fish in your ear, you instantly can understand all non-magical spoken languages. You can't speak them, but you can understand them and translate them into your spoken language. This effect is continuous, and lasts as long as you have the fish in your ear.

*Babbling fish* are quite weak on the prime material, and can be killed as easily as any small tropical fish. They are extremely difficult to catch if they do not want to be caught. Killing them here does not kill their astral form, but it does gain their ire. If they encounter a *babbling fish* killer in the astral, that creature is in deep trouble! Their astral forms are monstrous, huge, and very powerful. If you kill a *babbling fish*, its prime material form will reappear in 1D12 hours in the stream where it was found.

### **Badigeon Plaster** Wondrous item (mortar), rare

This magical mortar will repair broken stonework in place, knitting back together broken pieces of stone as if they had never been damaged. One gallon of *badigeon plaster* will mend a volume of 1000 cubic feet of stone. If you apply *badigeon plaster* to an elemental creature made of stone, each ounce of plaster can heal 1D4+1 damage. When applied to a stone construct, such as a golem or animated statue, one ounce can repair 1D4 +1 points of damage. *Badigeon plaster* is a dry alchemical cement mix. A small bag weighs 10 pounds. When mixed with either two flasks of holy water or two potions of healing, it forms a thick mortar. It will remain in this state for one hour, after which, any remainder becomes hard as rock. The hardened leftovers have two purposes: they can either be fed to elementals which still has curative effects (one bite gives 1D4+1 hit points of health or repair), or they can be pulverized to dust, and will form the base for another batch of *badigeon plaster*.

### **Bardocucullus of the Reposed Mind** Wondrous item (hooded cloak), very rare (requires attunement by a monk)

When attuned to this cloak, you develop a more refined and profound understanding of your ki. During long rests, while you regain ki points, your cloak stores ki points. When you use one or more ki points to complete an action or ability, roll a D20. On a result of 10 or higher, you achieve the action or result, but you did not deplete your store of ki points. Your cloak can successfully supply up to a maximum of one half your total ki points for use in this way before it is depleted. It regains its cache of ki points when you do.

### **Beckets** Wondrous item (rope handles), uncommon

*Beckets* are usually found or purchased in pairs. They are sturdy rope handles. Upon command, if you place *beckets* on an item you want to move, they bind to the object as if they were part of it, and allow you to lift the object more easily. *Beckets* can hold up to 1000 pounds before breaking. Upon command, the *beckets* will release and turn back into rope handles, ready for the next job. If a *beckets* breaks, it loses its magic.

### **Beefy Bannock** Wondrous item (consumable), rare

This hearty bread stays fresh for up to six weeks. During that time, it is resistant to mold, rot, or other magical and environmental effects, which could damage it. It appears to be a typical round loaf of bannock, but when you tear off a piece and eat it, it immediately tastes and feels like you have eaten a full meal of bread, a well-seasoned steak, vegetables, and a pint of beer or tea. One piece is the equivalent of one day's rations. A loaf of *beefy bannock* can be broken into 25 pieces. Attempts to break the loaf into smaller pieces results in the loss of the magic. It is still good bread to eat if that occurs.

### **Beringreth's Treatment Nectar** Wondrous item (healing salve), rare

Beringreth was an alchemist of good heart but questionable skill. He did produce a lasting contribution for adventurers---a healing lotion that was easy to infuse with magic, one that stayed stable in all conditions, but, unfortunately, did not deliver reliable healing. When adventurers get a jar of *Beringreth's*, they often joke that the label, *BTN* actually stands for "better than nothing." When you find or buy a jar of *Beringreth's*, it is normally packaged in a small jar with a large cork that is filled with a honey-colored viscous fluid. The fluid has odd chunks in it that dissolve when rubbed into one's skin. If you choose to apply a dose, roll a D8.

Roll	Effect
1	You feel a tingle where the ointment was spread. You do not heal, but if you needed to be stabilized, you are.
2	You gain 1 hit point of health back.
3	You gain 1D4+1 hit points of health back.
4	You gain 1D8 +2 hit points of health back.
5	You gain 1D8 +3 hit points of health back.
6	You gain 1D8 +4 hit points of health back.
7	You gain 3D4 +4 hit points of health back.
8	You gain 6D8 +2 hit points of health back. You got lucky.

The jar holds enough ointment for 3 uses and automatically refills itself at the start of a new week. This ointment has no effect on any creature that cannot benefit from the healing being done or that does not have permeable skin. If you empty the jar, and then wash it thoroughly with soap, you will have ruined the magic of the refilling jar. Sometimes, frustrated adventurers have been known to do that, because the jar itself is sturdy and watertight, and can hold other valuable things.

### **Bimarian Interlocutor** Wondrous item (conch shell), rare

This shell will communicate a random fact about life in the oceans on either side of the continent you are currently on any time you hold it to your ear. If you ask it a specific question about the marine environment from either side of the continent, make a DC 15 Charisma check. On a successful check, you are given a correct answer, though the conch might only have partial information on your subject. If you are unsuccessful, the conch will fabricate a reasonable-sounding answer as if it were fact. You can ask as many questions as you wish to. After three failures in a 24-hour period, the conch will stop working until the next dawn.

### **Bindle-Binding** Wondrous item, (blanket roll strap), uncommon

When an adventurer packs up their bedroll, blankets, sleeping bag, or other sleep gear, they usually roll it up tightly. When this roll is secured by *bindle-binding*, the whole bundle shrinks to the size of wallet, and weighs only a few ounces. When ready to use again, the adventurer merely touches the tiny knot on the *bindle binding*, and all items bound in it expand and appear in the closest available space. Any attempts to use *bindle binding* to bind living creatures fail.



## **Bleeding Leaf** Armor (special), very rare (requires attunement)

*Bleeding Leaf* is woven with leaves from the *thallias* tree (native to the domed gardens of *Terra Vitae* on the Moon). These leaves are large, similar in shape to those of a tulip tree, and are naturally a bluish silver hue. Several layers of overlapping leaves are woven together to give a base Armor Class of 16 plus your Dexterity modifier. Druids, rogues, rangers, and others that prefer non-metallic armors seek this armor out. If you take damage while wearing *Bleeding Leaf* that also hits the armor, the leaves that are cut or broken release healing sap. During every round in which you take at least 10 points of damage, roll 2D4 +2 for the hit points you regain from the healing sap. During every round in which you take at least 20 points of damage, roll 3D6 +2 for the hit points you regain from the healing sap. These effects do not stack. The next round supersedes the previous round. If you take less than 10 hit points damage in a round, the healing sap effect will not be triggered. If you take at least 10 points damage total in two consecutive rounds, the effect will be triggered during the second round. *Bleeding Leaf* can perform this function 3 times in one day. The leaves are inherently magical, but they do not recharge like a typical item might. If damaged, *Bleeding Leaf* must be covered in forest soil and watered with clean spring water (or their equivalents). In the morning, *Bleeding Leaf* will be restored. However, if that can't happen, the damaged leaves will give up their magic and die, to rejuvenate the leaves that remain. The next morning, the Armor Class of *Bleeding Leaf* will be reduced by one. If *Bleeding Leaf* is reduced to Armor Class 11, all of the remaining leaves die, and it no longer functions as armor.

## **Boots of Moebius** Wondrous item (shoes), legendary (requires attunement)

These boots appear to be of another, beneficial sort, such as *Boots of Varied Tracks*, and act as such, until you roll a 1 on an attack or save while wearing them. Only then is their cursed nature revealed.

♦ **Cursed.** Whenever you roll a natural 1 on an attack or save, you vanish into the timestream. While vanished, no time passes for you. If you are concentrating on a spell that affects anything but you, that spell ends. At the end of each turn you would have taken, you can make a DC 15 Wisdom save; if you succeed, you reappear in the same space that you left or the nearest unoccupied space, if the space you left is now occupied but at a different time. Consult the chart below to determine when you reappear. Once the curse has activated, you can't remove these boots except through a *remove curse* spell or similar magic.

Rounds in timestream	D100	Effect	D100	Effect
1 round	01-95	Appears 1 round in the future	96-00	Appears one round in the past
2 rounds	01-90	Appears one day in the future	91-00	Appears one day in the past
3 rounds	01-70	Appears 1 week in the future	71-00	Appears 1 week in the past
4 rounds	01-50	Appears 1 month in the future	51-00	Appears 1 month in the past
5 rounds	01-30	Appears 1 year in the future	31-00	Appears 1 year in the past
6 rounds	01-10	Appears 100 years in the future	11-00	Appears 100 years in the past
7 or more	01-05	Appears 1000 years in the future	06-00	Appears 1000 years in the past

Once the *curse* has been activated, you become aware of the catastrophic consequences of failing to get out of the timestream. When you travel to the future, you have “blinked” out of time, and simply cease to be for the time you are gone. When you travel to the past, it is possible that you will encounter your own party, or yourself. If you spend more than 1 day in the past, a causality loop is created, which will drive you mad. Roll on the Long Term Madness chart on page 260 of the *DMG*. If you are in the past for more than one round, your presence in the timeline will create an alternate timeline. One time line will exist in which you went back in time, and for a period of time, possibly overlapped the other you living there. One time line (the original time line) will exist in which you blinked out of existence and did not return. This is the prime timeline from the DM's perspective. If the boots are activated again, while in one causality loop, your existence can shatter and be lost to time.

D100	Result
01-97	Your character is forever lost, and insane, randomly appearing across the multiverse for all time. Roll up a new one!
98	Your next activation of the boots miraculously cancels out all previous effects. You appear back in your original timeline at the exact moment that you previously left. You are still insane, and cannot be cured of your insanity except with a <i>wish</i> . If cured, you slowly remember and make sense of being unhinged from time.
99	You discover the key to ascendance to godhood, and leave this mortal plane of existence. The boots randomly appear in another prime material plane.
00	You inadvertently kill all traces of you in every existence. Reality soldiers on without you. Roll up a new one!

### **Brevel's Book of Identification** Book, very rare

*Brevel's book* is an oversized (12 inches by 18 inches) leather-bound book. The book is magically energized with six charges. It recovers 1D4 charges every morning at dawn. If you use all charges, there is a 1 in 20 chance that the book loses its magical ability. If so, the last writing in the book becomes permanent. There is only one folio-style sewn in page folded in on itself in this book. When you open the book the page flips open and folds out to reveal a 3-foot wide by 4-foot tall heavy canvas. There are six small red circles in the upper right hand corner of the canvas sheet.

◆ For one charge you would press one of the red circles, which glows faintly while activated. You can then *identify*, as per the spell, any single magic item that will fit on the canvas. A written description appears in reverse in the lower right hand section of the page. If you press a blank parchment to the writing, a copy of the writing will magically and permanently appear on the parchment.

◆ For five charges, you can identify as many items as will fit on the canvas sheet at one time. A written description appears in reverse in the lower right hand section of the page. If you press a blank parchment to the writing, a copy of the writing will magically and permanently appear on the parchment.

◆ For six charges, you can *identify* an item that is cursed, and it will reveal the curse. If an item is specifically designed to resist identification, and specifies that an *identify* spell won't reveal its nature, the DM must roll a DC 16 spell save for the item. If it fails, the true nature of the item is still revealed. If it succeeds, it will identify as some other item.

◆ It is rumored that for six charges, if you place an artifact on the canvas, it will randomly reveal as many as 3D4 powers, charges or actions the artifact can do. However, stories relate that this revelation drains all magic from the book, and sometimes still does not work.

### **Broom of Annihilation** Wondrous item (broom), very rare

Agrunthus, a wizard preoccupied with the deadliest magic, created a simple tool that balances the most destructive of magical forces. A combination of an *antimagic field* and the potent magic used to create a *sphere of annihilation* were carefully focused in a broom, with a standard handle, but an odd, solid triangular-shaped head. Inside the triangular head, an *antimagic field* closely conforms around a recessed bar in the end of the broom head keeping an impossibly thin *bar of annihilation* active, suspended directly in the recessed area. Dust, small particulates, hair, insects, and other tiny things can come into contact with the *bar of annihilation*, but when sweeping with the broom, the bar remains the tiniest fraction off of the floor, which keeps the floor from being annihilated. It is possible to experience catastrophic effects, if you were to put your hand in the recessed area and attempt to touch the *bar of annihilation*, or press a magic item against the constrained *antimagic field*. The broom makes a continuous, low crackling noise, as tiny random particles of matter contact the *bar*. It is understood by knowledgeable sages that this device was a "proof of concept" for a much more terrifying device that Agrunthus was working on, but what that might be, and where Agrunthus is now, remains a mystery.

### **Byssus Shroud** Wondrous item (mummification wrapping), very rare

When someone who has been dead for less than 24 hours is wrapped in a *byssus shroud*, in 24 hours, that person (only creatures with souls who are able to return to their bodies), returns to life, stable at 0 hit points. Any poisons, diseases, or conditions which led to their death would still be in effect, but for the time that the person is alive, and not yet killed again from an effect, there is time to intervene to stop those effects. If the person did not have any conditions or effects that killed them, then the person will recover hit points after a long rest. A *byssus shroud* can only be used a maximum of one time per week, and is only available for use again after being cleaned, sterilized, soaked in holy water, and consecrated by a necromancer or cleric.

## C

### **Caballine Quarter Sheets** Wondrous item (horse blanket), rare

These specially fitted quarter sheets magically keep your mount fresh. Your mount can move at full movement for twice the normal distance before gaining a level of exhaustion or having to make Constitution checks. Your mount gains +10 to its standard movement rate.

### **Cachaemic Ammunition** Weapon (ammunition), very rare

*Cachaemic ammunition* is rare, requiring the expertise of a plague doctor or necromancer to prepare. This ammunition looks normal, but the blade or tip of the ammunition gleams with an iridescent purple hue. Upon a successful hit, if the ammunition draws blood, the target takes typical ammunition damage, and then must make a DC 16 Constitution save or be poisoned with a blood-poisoning agent. The target takes an additional 1D8 necrotic damage and is poisoned for the next minute. Each round, the target will take an additional 1D6 necrotic damage from the poison. If the target makes the save, the target is not poisoned, but still takes the additional first round of 1D8 necrotic damage. If you miss the target, there is a 50% chance the recovered ammunition can be used again. Otherwise, the magic is spent, and it becomes a mundane piece of ammunition.

### **Calcariferous Straps** Weapon (scourge), rare (requires attunement)

This scourge grants a +2 to hit and damage. It has a melee range of 15 feet. A weighted handle wrapped in leather balances the braided coil. The coil ends in several straps with bone-like projections growing from it. On a hit, this scourge does 1D4 piercing damage and 1D4 slashing damage. Instead of taking full damage, you can choose to restrain the target on a hit. On a hit, the target takes 1D4 piercing damage and is restrained. The target must make a Strength DC check of 18 as its action to break the hold of this attack. Every round the target starts restrained, the target takes 1D4 piercing damage. The restraint ends when the target succeeds on its check, or you choose to release the target.

### **Capable Cordage** Wondrous item (rope), rare (requires attunement)

This finely wrought woven rope can usually be found in 100-foot lengths. It operates as a standard rope, but when the correct command word is spoken, *capable cordage* will weave itself into several items of functional use:

- ◆ A woven basket, complete with lid and tie-clasp, capable of locking and holding 400 pounds and up to six cubic feet in volume.
- ◆ A set of cord armor equivalent to studded leather, +1.
- ◆ A rope ladder up to 40 feet long (can hold up to 700 pounds).
- ◆ A shield, +1 (additional to the shield's standard Armor Class bonus).
- ◆ A secure cordon 100 feet in diameter, which will sound off per the *alarm* spell if an undesignated creature crosses it.
- ◆ A 20-foot diameter throwing net, which can be used as a weapon (you are automatically proficient with), as a trap, for fishing, etc. It automatically adjusts the closeness of the webbing for the task at hand. If used

as a weapon, a creature caught in the net must make a Strength check (DC 18) to free themselves from the net.

- ◆ A block and tackle, capable of moving heavy stones or logs up to several tons, with the right leverage.
- ◆ When you command it to take a form, it will remain in that form up to 8 hours in any given day. You can use a command word to end its current form. It can take multiple forms in a day, but no form can be used twice in a 24 hour period. All uses are reset every morning at dawn.
- ◆ *Capable cordage* in any form can take up to 40 points of damage before fraying or snapping. While in the form of armor or shield, battle damage does not cause hit points of damage to *capable cordage*, unless an attacker specifically states an attack is against the armor or shield. Damage to *capable cordage* can be mended using the *mending* cantrip. If *capable cordage* takes more than 40 points of damage and is not magically mended in 24 hours, it becomes excellent, but mundane, rope.

## **Celestial Flower** Rod, legendary (requires attunement by a good creature)

The *celestial flower*, also called the *finger of light*, is a rod of brilliantly polished mithral. It glows from within at all times, but upon command or in the presence of undead (within 120 feet) it produces the equivalent of daylight in a 60-foot radius. It lasts until undead are no longer present or you dismiss it. The *celestial flower* will protect or restore life to a dying or dead creature. It cannot be touched by evil creatures. An evil creature touching the rod takes 10D10 radiant damage per round, which bypasses all immunities or resistance each round the evil creature touches it. A neutral creature who touches it feels an impending danger, which allows it to drop the rod. If the neutral creature continues to hold it, it takes 5D10 radiant damage, which bypasses all immunities or resistance each round the neutral creature touches it. A good creature feels a welcoming, but extremely powerful life force coursing through the *celestial flower*, and understands that attunement carries a life-long commitment to do good with the rod. If the player character is unwilling to commit to this, the *celestial flower* will not attune to the player.

◆ **Spark of Life.** Almost any organism which holds the spark of life can potentially be helped by this rod. This rod can be used to restore life to these creature types: beasts, celestials, dragons, fey, giants, humanoids, select monstrosities\*, oozes, fungal creatures, and plants. It will not restore life to aberrations, constructs, elementals, select monstrosities\*, fiends, and undead. The rod has 8 charges, and by expending charges, you can activate its powers. The rod regains 1 charge for every day that dawn's first rays touch it up to its maximum.

\*(selected by the DM, based on inherent good or evil)

◆ **Elevator, Going Up.** If you use all of its charges, roll percentiles. On a 1, the rod vanishes in a flash of celestial glory. You will never see its like again. On a 100\*\*, you and/or the creature you spent the last charge on (DM's choice), finds themselves in the court of the creator of the *celestial flower*, a Creation Archon named Barachiel, who rules the first layer of Mount Celestia, Lunia. Barachiel will judge whether you and/or the creature who benefited from the *celestial flower* are worthy and good. Sometimes creatures return from this encounter changed, having received a boon or purpose from Barachiel. Sometimes, they do not return. \*\* (Modify the chance to be transported to Mount Celestia by a number equal to twice the CR of the creature you restored, or by a number equal to the level of the player character you restored).

### ◆ **Powers of the Celestial Flower**

◆ At no charge, you can touch a creature with the rod and either cast *Spare the Dying* or *Gentle Repose*. Unlike the traditional versions of these spells, these spells will affect any of the creature types specified above. One stabilizes a dying creature, and the other allows for life-restoring magic to affect the creature at a later time.

◆ For 1 charge, you can restore life to a creature of CR1 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of a creature, unless you spend an additional charge. You can restore life to a player character of level 3 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of the player character, unless you spend an additional charge.

◆ For 2 charges, you can restore life to a creature of CR 4 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of a creature, unless you spend an additional charge. If the creature is CR 3 or less, you can restore life to a creature which has been dead for less than one week. You can restore life to a player character of level 6 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of the player character, unless you spend an additional charge. If the player character is level 5 or lower, you can restore life to a player character who has been dead for less than one week.

◆ For 3 charges, you can restore life to a creature of CR 7 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of a creature, unless you spend an additional charge. If the creature is CR 6 or less, you can restore life to a creature which has been dead for less than one month. You can restore life to a player character of level 9 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of the player character, unless you spend an additional charge. If the player character is level 8 or lower, you can restore life to a player character who has been dead for less than one month.

◆ For 4 charges, you can restore life to a creature of CR 10 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of a creature, unless you spend an additional charge. If the creature is CR 9 or less, you can restore life to a creature which has been dead for less than one month. You can restore life to a player character of level 12 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of the player character, unless you spend an additional charge. If the player character is level 11 or lower, you can restore life to a player character who has been dead for less than one month.

◆ For 5 charges, you can restore life to a creature of CR 13 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of a creature, unless you spend an additional charge. If the creature is CR 12 or less, you can restore life to a creature which has been dead for less than one year. You can restore life to a player character of level 16 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of the player character, unless you spend an additional charge. If the player character is level 15 or lower, you can restore life to a player character who has been dead for less than one year.

◆ For 6 charges, you can restore life to a creature of CR 16 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of a creature, unless you spend an additional charge. If the creature is CR 15 or less, you can restore life to a creature which has been dead for less than one century. You can restore life to a player character of level 20 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of the player character, unless you spend an additional charge. If the player character is level 19 or lower, you can restore life to a player character who has been dead for less than one century.

◆ For 7 charges, you can restore life to a creature of CR 20 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of a creature, unless you spend an additional charge. If the creature is CR 19 or less, you can restore life to a creature which has been dead for less than two centuries. You can restore life to a player character of level 30 or lower, as long as they have been dead for less than 24 hours. They return to life fully-healed and with full hit points. This effect does not restore missing pieces of the player character, unless you spend an additional charge. If the player character is level 29 or lower, you can restore life to a player character who has been dead for less than two centuries.

- ◆ For 8 charges, you can restore life and limb to a creature of CR 20 or lower, as long as they have been dead for less than two centuries. You can restore life and limb to a player character of level 30 or lower, as long as they have been dead for less than two centuries.
- ◆ For 1 to 8 charges, you can employ the rod as a special weapon to attack undead. You gain a +5 to hit with the rod, and have proficiency to use it as a weapon. If you hit with the weapon, you reduce the CR of the undead by 1 per charge spent (which might reduce hit points and abilities). If you reduce the undead to CR 0, the undead creature is no longer animated by necromancy or energy from the Shadowfell. If the undead was corporeal, an unanimated (and no longer desecrated) corpse or skeleton is left behind. If the undead was incorporeal, its spirit is released from its bondage and makes its way to its outer plane destination.

### **Cesius Opal** Wondrous item (gem stone), legendary (requires attunement)

This unique opal shines with an internal glow, making the bluish-grey stone seem to have ocean-like depth. In the past, it has been mounted in a necklace, and once was the pommel stone of a great sword. Once attuned to this gem, you find an affinity for the sea that goes beyond the gem's color and depth.

- ◆ **Amphibian.** Once attuned, you can breathe water. You gain a swim speed equal to your movement rate, and suffer no penalties for underwater movement or action. You can breathe water because the opal transforms you, and creates working gills that allow you to extract oxygen from water. You still have lungs, but when you are underwater, they slowly fill with liquid, and your body uses them for buoyancy and ballast rather than as oxygen extractors.
- ◆ **Joy to the Fishes.** You can speak Aquan to converse with undersea races, and can speak with marine and freshwater animals as per the *Speak with Animals* spell.
- ◆ **Echolocation.** While underwater, you can use echolocation to “see” objects with sound up to 120 feet distant, even in complete darkness. This is similar to the *Blindsight* ability in some creatures.
- ◆ **I'd Rather Call it Mucus...** Once you are underwater for more than an hour, you secrete a viscous slime that protects your skin from injury, parasites, and the constant exposure to water. This slime gives you a natural armor class of 15. You lose the Armor Class benefits of the slime if you wear medium or heavy armor.
- ◆ **He Seems Fishy.** When interacting with undersea races, you gain advantage on Charisma checks for persuasion. You are more likeable than the typical air-breather, even though you kind of look like them.
- ◆ The *opal* works continuously once attuned. If you are attuned to the stone for more than a year, the changes to your body are permanent. After that time, you will feel a call to swim the deeps of the oceans. This call is inexorable. This is not a curse, but the naturally inclined state of one who continues to use the stone. These effects can be altered by a *wish* or similar magic of that level.

### **Cloak of Impalpability** Wondrous item (cloak), legendary (requires attunement)

This cloak functions very similarly to a *cloak of invisibility*. If an identify spell or other attempt to discern its powers is made, it identifies as a *cloak of invisibility*, but with minor alterations. It allows you to become *invisible*, as per the spell, at will. When you perform an attack or cast a spell, you become visible at the beginning of the attack or spell, and remain so for the rest of your turn. You can become invisible again at the beginning of your next turn at will (no action cost).

- ◆ **Fade Away.** If you remain invisible for 24 hours consecutively, you begin to feel less connected to the “real” world, and more connected to the “invisible” world (the ethereal). For each 24-hour period you remain invisible, this feeling grows stronger. After two consecutive days remaining invisible, you can see into the ethereal, but not interact with any items or creatures you encounter. After three consecutive days of remaining invisible, you find that you can cross into the ethereal plane at will, becoming ethereal, and can interact with the things and beings native to the ethereal plane. After one week of continuous invisibility, you find that you can no longer manifest as a physical being on the prime material plane. You and all of your items manifest solely as ethereal objects. This is not a curse. At any time, you can take the cloak off. You can talk to your party members about the effects as they are occurring.

◆ **For DM's ONLY.** If the player takes the cloak off while in the ethereal, attunement is violently broken, and the player is expelled from the ethereal taking 8D6 psychic damage, with no save, and appears without the cloak, visible, in an analogous position on the prime material plane. The cloak is lost on the ethereal plane, unless the player or party has a way to locate it. The player develops an aversion to the cloak (a phobia), and will not desire to re-attune to it. The player will be haunted by nightmares of fading away into nothingness for a number of months equal to the number of days spent invisible. Impose disadvantage on attack, check and saving throw rolls any time the player is on the ethereal plane in the future. These effects can be cured by a *lesser restoration* spell or similar spell, or by completing one year of dedicated therapy with a professional. If a player remains in the ethereal plane and does not take off the cloak, it is possible that the player will no longer adventure with the party, and will become an NPC.

**Cloak of Subtle Inconspicuousness** Wondrous item (cloak), rare (requires attunement)  
This matte grey cloak has a spectral eye stitched into the hood, looking skyward. You gain a +1 to Armor Class and to saving throws once attuned to this cloak. This cloak does not render you invisible, just inconspicuous. You are more easily ignored and forgotten while you wear this cloak. All creatures are at disadvantage to notice you. You are at advantage when making stealth and hiding checks. You can make stealth and hiding checks in broad daylight with no cover. If you are noticed, recollection of any details regarding you occurs only if the person makes a successful DC 18 Intelligence saving throw. When you pull the hood of this cloak over your head, the eye acts as a ward, and you become undetectable by divination magic. Lowering the hood of this cloak ends that effect. The drawback of this item is that it affects everybody, including your friends and associates, who also must make the saving throw daily while you remain attuned to the cloak.

**Cloak of the Sorcerer Supreme** Wondrous item (cloak), legendary (requires attunement by a spellcaster)

This red velvet cloak features a large ornate collar, a gold pennanular and heavy golden cord at the neck line, and golden patterned flair towards its bottom. This cloak is sentient, with an Intelligence of 8, Wisdom of 18, and Charisma of 12. The cloak is constantly in motion, sometimes anticipating your movement, to pick up things you might want, by wrapping a corner of fabric around the item. It will express its concern if you make questionable choices (by its estimation), but will obey your direct commands.

◆ You gain a +4 to your Armor Class. The cloak helps you move faster and anticipates where attacks are coming from. This bonus is based solely on reflexive movement, and will be added even if you are incapacitated.

◆ The cloak allows you to *levitate* at will, and to *fly* with a speed of 40 at will.

◆ If unconscious, or incapacitated, the cloak will protect you and attempt to fly you to safety (a previously specified location of your choosing). It will wrap completely around you. The cloak, if targeted by enemies in this form, has an Armor Class of 18, and can take 40 points of damage before incurring a single wear point. It is resistant to piercing, slashing, lightning, cold, and fire damage, and is immune to bludgeoning, psychic, necrotic, poison, radiant, and force damage.

◆ The cloak acts as a *bag of holding*, with the bag being a pouch hidden in its length.

◆ Upon command, the cloak provides a sphere of adaptation, like a *necklace of adaptation*, protecting you from environmental hazards, including the hazards of space. This lasts until you command it to stop, or after 24 hours has passed. Once used in this fashion, it takes an equal amount of time to recharge this effect for the sphere of adaptation to function again.

**Club of Sharpness aka Grumms's Envy** Weapon (greatclub), legendary (requires attunement)

Made specifically for a bugbear champion who liked his club, but wanted a weapon that could do more than smash. This greatclub is a +3 weapon to hit and damage. Three adamantine razor-sharp blades spiral in rings around the length of the club. On a successful hit, the greatclub does standard bludgeoning damage, plus 1D6 slashing damage. When you attack a creature with this weapon and roll a 20 on the attack roll, that target takes an extra 4D6 slashing damage. Then roll another D20. If you roll a 20, you severely damage one of the target's limbs, with the effect of such damage determined by the DM. If the creature has no limb to damage, you gore a portion of its body instead. You can speak the greatclub's command word to cause the blade to shed bright light in a 10-foot radius and dim light for an additional 10 feet. Speaking the command word again or shouldering your weapon puts out the light.

**Cosmogral Peregrination** Map, rare

This map of stars shows the familiar positions of the constellations. When you speak the command word, and touch one of the stars on the map, the view zooms in and expands to show the details of that star system, and it plots and charts the movements of the bodies in faint, silvery lines that fade over time as the bodies move.

## D

**Damask Sash** Wondrous item (sash), uncommon

This beautiful piece of haberdashery grants advantage on Charisma checks to persuade, influence, or deceive someone. It functions once a day, and replenishes its magical ability every morning at dawn.

**Diffinity Expurgator** Wondrous item (device), rare (requires attunement)

This small, complex metal device is comprised of a series of interlocking, rotating plates that can open to form what looks like an iris of an eye. Upon command, this eye focuses a beam of energy at a target. The target must be in line of sight. The target must make a DC 15 Charisma save, or will experience the strange effect of having one personality trait or ability suppressed. The trait or ability is chosen based on what you find morally or ethically repugnant. You do not need to know the target's traits or abilities, only your own moral and ethical positions. The device suppresses the most applicable trait or ability. It remains suppressed for one minute. The target can attempt another saving throw every third round.

◆ **We are More Alike Now.** If the target fails the saving throw by 10 or more, the trait or ability is not suppressed, it is removed. This trait or ability can only be restored by *greater restoration* or similar level and type of magic. The *diffinity expurgator* has three charges for use, which it regains every morning at dawn. If any use of the device results in a saving throw failed by 10 or more, it immediately replenishes charges, up to its maximum. If its use results in no targets having a contrary trait or ability suppressed or removed, there is a 50% chance the device will not work until it is bathed in the blood or tears of an enemy whose moral outlook opposes yours.



## E

### **Eclipsareon** Wondrous item (toy), very rare

The *eclipsareon* is a common enough object, looking like a shadow-box, allowing a person to safely view an eclipse. However, when this particular device is positioned to view the sun, it not only allows for safe viewing of a non-ecliptic sun, but also displays in shimmering letters and numbers of light, the date of the next solar eclipse for this locale, the type of eclipse, and the duration. If you view an eclipse with the *eclipsareon*, you become vested with divine power for one minute. You become immune to piercing, slashing, bludgeoning, radiant, lightning, thunder, force, and necrotic damage. You become immune to these conditions: poison, incapacitation, sleep, and charm. You gain temporary hit points equal to your normal amount of hit points. The existence of the *eclipsareon* is to blame for many historic battles occurring during eclipses, because one side was in possession of the shadow box, and gained an impressive advantage during battle.

### **Enchiridion** Book, legendary

You may read this book only once. Rarely will a book seem like all things to all people, but the *Enchiridion* offers knowledge to all. After uninterrupted study on six successive days, of at least six hours each day, your main attribute will raise by 1 point, raising your maximum by one, even if it is already magically enhanced above the normal limits. You gain one feat appropriate to your level for your main class. You gain a one-time increase to your hit point total of 10% of your normal maximum at the time you read the book. Once you have read the book, if you encounter it again, you will fondly recall the first time you read it, but you will gain no further benefit from the book.

### **Ethan's Synchronistic Quill and Ink Set** Wondrous item (writing set), very rare

This quill and ink set is crafted from a dinosaur's feather and rare volcanic glass for the inkwell. Indelible ink fills the well each morning (enough for eight messages). The finest parchment is normally found with the quill and ink set. The set is endowed with magic that allows you to write a message of 100 words or less to any other person who has a similar piece of parchment that has been marked by you with your sigil using the same quill and ink. As long as the receiver is on the same plane, the message you write will appear on the receiver's parchment. If more than one person has a parchment marked with the quill and ink, you can address your message to one or more of them and it will appear on each addressed person's parchment. The receiver(s) you send a message to can write you back. They do not need specialized quill and ink as long as they have their parchment with your prepared sigil. Each message back and forth stays recorded on each piece of parchment. Each parchment can hold four messages from you and as many as 12 response messages. When the parchment is full, it can no longer record messages. At any time, you can burn your piece of parchment. When you do, any other parchments in your message chain also burn to ash. If you use all of the ink in the inkwell, there is a 1 in 20 chance that the magic will fail and the item becomes mundane.

## F

### **Factotum** Wondrous item (totem), rare

This carved totem is a disc about the size of a coin. To use it, you must flip it in the air. When it lands, one of two effects occur:

◆ **You Rang?** When the coin lands heads up, an *unseen servant* (as per the spell) appears to do your bidding. It will remain for up to 8 hours, and is equipped to do standard, menial tasks. In camp, that might mean collecting wood, lighting a fire, doing dishes, washing clothes. In a dungeon or cavern, that might mean holding a torch, walking in front of a party to spring a trap, or retrieving a thrown weapon. In town, that might mean carrying bricks, or painting a house, or dredging a pool. This version of *unseen servant* has 10 hit points, and an Armor Class of 10. It will not attack, and will continue to work as long as it has at least 1 hit point. Each round, as a bonus action, you can mentally command it to continue a task, move, perform a new task, or some other similar command. It will not travel further than 100 feet from you. If it is forced to move out of range, the *unseen servant* vanishes.

◆ **Here to Help.** When the coin lands tails up, a similar *unseen servant* is conjured, but instead of serving you, it is here to serve someone you designate. If that person is willing, they then command the *unseen servant* for the duration (8 hours).

◆ You can only flip the coin once in a day. The coin resets every morning at dawn, even if an *unseen servant* is still currently serving from a previous coin flip. At dawn, the previous *unseen servant* vanishes.

### **Fake Snakes** Wondrous item (rope), uncommon

*Fake snakes* is usually found in the form of a knotted ball of twine. To use *fake snakes*, you make a ranged attack by throwing the ball at a target or location. Its range is 30/60. When the target hits, the twine transforms into what looks like a dozen four-foot long venomous snakes, moving in a 10-foot radius around the target or location. They aren't real snakes, but for a moment, appear to be. Any spellcasters maintaining concentration on a spell who are in the radius of effect must make a DC 16 Wisdom check or lose concentration. Any other characters must make a DC 16 Dexterity check or lose the opportunity to take a bonus action or to use action surge or similar feat or ability which grants an additional action. This effect of *fake snakes* will only work for the first round a creature is within the area of effect. If a creature moves into the area of effect, but has already seen the *fake snakes*, they will not be affected by their surprising entrance. However, any creature that stays in the area of effect for three rounds are then targeted by four *fake snakes*, which creates an effect like the spell, *entangle*. Any blow or damage to a *fake snake* turns it immediately back into a wispy piece of twine. They have an Armor Class of 17. *Fake snakes* will move in their radius for one minute, or until damaged, and then slither back up into a knotted ball of twine. *Fake snakes* can be used three times a day.

### **Farraginous Amalgamation** Wondrous item (bag), very rare

This pouch likely began as a *bag of holding* or *portable hole*, but was converted into a catch-all in an alchemist's laboratory. Subsequent adaptations and refinements turned it into something else entirely. This pouch is similar inside to a *bag of holding*, but unlike a *bag of holding*, instead of you putting things in it, this bag sucks up small, inconsequential, and lost things, like a vacuum cleaner on the astral plane, and deposits them in the bag. At any time, the *farraginous amalgamation* contains hundreds of small bits, things as common as thread, matches, tobacco leaf, cloak pins, left socks, vials of water, paper sacks, and countless others; odd things, like false teeth, steel springs, and snowglobes; and very rarely, magical things and important lost things, like powerful rings, daggers, or other magical items. When you reach in, you never know what you might grab. Any attempt to alter the random selection of what you retrieve fails. The pouch will only allow three items per day to pass from this space into the prime material. Roll below for the random chance of items you might pull:

D100	Rarity	Typical Item
1-75	Common	Thread, chalk, stick, needle, pebbles, kindling, etc.
76-90	Uncommon	Quill pen, spectacles, nail, comb, key, fork, etc.
91-96	Rare	Map, jewelry, carving, fine weapon, silver or gold, magic trinket or potion, etc.
97-99	Very Rare	Magic item; expensive crystal, expensive jewelry, mithral or platinum, etc.
00	Legendary	Fabled magic item, legendary non-magical item ( a lost crown, royal papers), etc.

### **Febrifuge Amphora** Wondrous item (large pitcher), uncommon

This large, two-handled jar has the ability to remove fever when its cool water is poured on the forehead of an ill person. Sometimes, this is enough to cure the sickness. Sometimes it provides temporary comfort. If you pour water from the *amphora* onto a sick person, they regain 1D4 hit points, and their condition stabilizes. If they are sick with a non-magical disease which is not a parasitic infection, or exposure to a noxious chemical or poison, this will cure that disease. If they were experiencing febrile seizures or disorientation, the *amphora* will stop those as well.

### **Figurine of Wondrous Power** Wondrous item (figurine), rarity by figurine

A *figurine of wondrous power* is a statuette of a beast small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature. The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics, unless otherwise stated. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

#### ◆ **Aquamarine Leviathan** legendary

This large aquamarine figurine, six inches long, depicts a massive sea creature with a wrecked ship upon its back. When animated within a body of water at least 100 feet across and deep, the *aquamarine leviathan* becomes a gargantuan blue-green version of a leviathan. When animated, the *aquamarine leviathan* can be used to transport up to twelve medium sized creatures through a body of water harmlessly within its mouth. The figurine can be animated once per month for up to 48 hours at a time. If anyone is inside the *aquamarine leviathan* when it transforms back into its figurine form, they appear beside the figurine, none the worse for wear.

#### ◆ **Fulgurite Octopus** very rare

This very light and lumpy figurine looks vaguely like a multi-tentacled creature with a hollow interior made of a translucent mineral and sand. About an inch and a half long, when animated, this statuette becomes a full-sized octopus that crackles with electricity. The *fulgurite octopus* is treated as a normal octopus, but its attacks also deal 2D6 lightning damage. It can be animated for up to an hour at a time, but after it has been animated 8 times, it loses all magical properties.

### ◆ **Hornblende Mimic** legendary

This small figurine of a classic ironbound box can take two forms on command. The *hornblende mimic* will look like a standard ironbound chest for up to 12 hours. You can store items in your ironbound chest as if it were a *bag of holding*. However, if anyone else attempts to open or remove the chest from its location, without your permission, the ironbound chest springs into action as a mimic, as per the *MM*. You may also command it to appear in its mimic form, and it will fight under your command as a mimic. It remains in battle up to 10 minutes or until it is dropped to zero hit points. At that time, it reverts back to the figurine, and any items inside spill harmlessly out onto the ground. In either case the figurine can't be reactivated until a day has passed from the end of its last activation.

### ◆ **Jet (Black) Panther** legendary (requires attunement)

When thrown within 60 feet of you, you can activate this figurine by calling its name. The panther will remain for up to 12 hours, or until you cancel the command to appear, whichever is first. If the panther drops to 0 hit points, it reverts to its figurine form. The panther can be called forth again after 72 hours have passed. If it was not reduced to 0 hit points, it can be called forth again after 48 hours. The panther is friendly to you and your companions. It understands your commands, and will defend you if no commands are issued. Once you have attuned to this item, you gain the ability to communicate nonverbally to the panther, and once per activation, the panther can transport one person to a different plane of existence and back. Once you have attuned to this item, you gain brief images of what the panther sees.

◆ **Jet Panther** Hit points: 42 (6D8 +12); 6 hit die; AC: 13 (natural) Initiative: +3; Speed: 50 feet Climb: 40 feet Size: L (8 feet); 600 lbs.; darkvision; Athletics: +8; Stealth: +6; Perception: +5; Intimidation: +3  
**STR: 20(+5) DEX: 16(+3) CON: 14(+2) INT: 12(+1) WIS: (+2) CHA: 10(0)**

◆ Keen Smell. The panther has advantage on Wisdom (Perception) checks that rely on smell.

◆ Pounce. If the panther moves at least 20 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 12 Strength saving throw or be knocked prone. If the target is prone, the panther can make one bite attack against it as a bonus action.

◆ Special Defenses. Scent: Panther can detect other creatures within 30 feet by scent and gains +8 to Investigation checks.

◆ Attacks. 2 attacks with Claw: +8 to hit; Damage: (1D4+2)+5; Bite: +8 to hit; Damage: (1D6 +2)+5; reach: 5 feet.

### ◆ **Kyanite Kangaroo** very rare

This one inch figure of a boxing kangaroo transforms on command into a bluish-grey kangaroo approximately 10 feet long from nose to tail tip. It follows your commands, and attacks on your initiative in battle. It is a formidable fighter. It remains in kangaroo form for six hours, or less time if you command it to return to its figurine form, or if it drops to zero hit points. It can be used once per day.

◆ **Kangaroo** Medium beast, unaligned; Armor Class: 15 Hit Points: 26 (4d8+8) Speed: 60 feet

**STR: 15(+2) DEX: 16 (+3) CON: 15 (+2) INT: 4 (-3) WIS: 10 (0) CHA: 6 (-2)**

Skills: Athletics +4; Senses: passive Perception 10; Languages: —; Challenge: 1 (200 XP)

◆ Leap. The kangaroo can leap from a standing position to a distance of 30 feet long and six feet high.

◆ Boxing. A kangaroo who makes a successful grappling attack against an opponent can, as a bonus action, make an additional kick attack with advantage.

◆ Kick. Melee Weapon Attack: +5 to hit, reach 5 feet, 1 target. Hit: 10 (2D8+2) slashing damage (clawed feet).

### ◆ **Neptunite Narwhal** rare

This three-inch long figurine of a narwhal is a type of figurine of wondrous power (*DMG*, p. 169) and follows the basic rules of one. This small whale lacks a dorsal fin and has pale, mottled skin. Its most notable feature is the single tusk protruding from its face. In order to transform into a creature, the figurine must be dropped or thrown into a body of water large enough to support it, or it won't transform. If it transforms in fresh water, or tropical water, it can only maintain its transformation for a maximum of one hour. In cold sea water, the transformation can last a maximum of 12 hours. It can make this transformation once per day. The transformation can end early if you command it or if it dies. When the transformation is over, the figurine is expelled from the water in your direction. You must make a DC 15 Dexterity check (or Acrobatics check if you have that proficiency) to catch the figurine. If you use a large tight knit fishing net to attempt to catch it, you reduce the Dexterity check to a 10.

◆ **Narwhal** CR 3; XP 800; Large animal Armor Class: 16; Hit Points:30 (4D8+12); Speed: swim 80 feet; Space: 10 feet; Initiative: +3; Senses: *blindsight* 120 feet, low-light vision, Perception +12

**STR: 21(+6) DEX: 17(+3) CON: 14(+2) INT: 4(-3) WIS: 15(+2) CHA: 6 (-2)**

Skills: Perception +12, Swim +20; Saves: Con +6. Dex +7, Wis+3

◆ Attack. Bite (close melee): +8, piercing damage, 4 (1D6) + 8.

◆ Hold Breath. Narwhals are expert deep divers, and a narwhal can hold its breath a number of minutes equal to 2 times its Constitution score.

◆ Tusk. Reach 10 feet. A charging narwhal can make a single gore attack with its tusk in place of its normal bite attack. If it hits (+8 to hit), the tusk deals 2D6+14 points of damage with a x3 critical multiplier.

### ◆ **Allmannite Aurochs** very rare

This *figurine of wondrous power* appears to be representative of a herd of aurochs (large, pre-historic bison). Use the statistics for a giant goat (*MM*, p. 326). When activated, six aurochs with full harness appear. They will follow your commands, but won't attack unless directly threatened. They are trained as draft animals. Together, they can pull a wagon or train of wagons laden with over 20 tons of cargo. They can remain for as long as one week, but must return to figurine form for a time equal to the time they are used. The advantage they give to a trading company in hauling power is invaluable.

### ◆ **Uvarovite Uakari** very rare

This *figurine of wondrous power* can turn into an *uakari*, a short-tailed, long-haired monkey, for up to 8 hours. It can be reactivated each morning at dawn. Uakarids are comfortable climbing in high tree canopies, and have very expressive faces. It can communicate general states of awareness directly to you and follow simple directions (danger, direction of danger, location of fresh water) through facial expression, noises and gesticulation.

◆ **Uakari** Tiny Beast; unaligned; Hit Points: 9 (2D8); CR: 1/2; Armor Class: 15; Saves: Con: +5; Dex: +7; Wis: +2; Speed: 30 feet, climb: 30 feet;

**STR: 7(-2) DEX: 19(+4) CON: 8(-1) INT: 4(-3) WIS: 12(+ 1) CHA: 7(-2)**

◆ Skills. Acrobatics: +8, Climb: +12, perception: +8

◆ Feats. Alert

◆ Abilities. Prehensile tail. It gains advantage on Dexterity checks for balance and climbing. It can hang by its tail and still multiattack.

◆ Attack. multiattack---1 claw and 1 bite attack each round. Melee: Claw: 2 (1D4) damage; one target; reach: 5 feet. Bite: 1 damage.

### ◆ **Willemite Wolverine** rare

This *figurine of wondrous power* resembles a ball of claws and teeth. Upon command, when you drop it on the ground it turns into a wolverine. The wolverine will follow only two commands: kill, and sleep. When you command it to kill, you must point at your target. If it kills the target, you must redirect it, or it will attack the next closest target to it, friend or foe. It remains in wolverine form for up to two hours, sooner if you command it to sleep, or if it is reduced to 0 hit points. When any of these conditions are met, the creature transforms back into figurine form. If the wolverine killed a target, it can be activated again; otherwise, it can only be called upon once per day.

◆ **Wolverine** Small beast, unaligned; Armor Class: 16; Hit Points: 24 (4D8 + 7); Speed: 30; burrow 10  
**STR: 16(+3) DEX: 10(+0) CON: 15(+2) INT: 2(-4) WIS: 12(+1) CHA: 5(-3)**

◆ Senses. *darkvision*, 30 feet, passive perception 11; Languages --; Challenge: 1 (100 XP)

◆ Keen Smell. The wolverine has advantage on Wisdom (Perception) checks that rely on smell.

◆ Multiattack. The wolverine makes two attacks: one with its bite and one with its claws. Bite. Melee Weapon Attack: +5 to hit, reach 5 feet, one target. Hit: 8 (1d6 + 5) piercing damage. Claws. Melee Weapon Attack: +5 to hit, reach 5 feet, one target. Hit: 10 (2D4 + 5) slashing damage.

◆ Special Ability. Once per round, as a bonus action, the wolverine can attempt to frighten an opponent. Make a DC 15 Wisdom saving throw or be frightened for one round.

◆ Special Ability. On a critical strike, the wolverine can attack the same creature again, with advantage during the same round as the critical strike. If the creature dies before the second attack, the wolverine can move to attack the next closest target within 15 feet. If it has to move more than 5 feet to attack, the attack will not be at advantage.

### ◆ **Xieite Xenops** rare

This *figurine of wondrous power* will turn into a small, colorful tropical bird on command. Use the stat block for a raven (*MM*, p. 335). It can speak a number of trained words. It flies with a speed of 60. It can remain a bird for up to 12 hours. It then reverts back to a *figurine* for a minimum of 12 hours.

### ◆ **Xocomecatite Xiphosura** rare

This *figurine of wondrous power* will turn into a horseshoe crab approximately 1-foot in diameter. Use the stat block for a crab (*MM*, p. 320). Instead of a claw attack, a horseshoe crab uses a tail whip attack for 1 point of damage. On land, it can scuttle about 15 feet per round. In water, that increases to 30. It can remain in animal form for up to 12 hours, after which, it returns to figurine form for a minimum 12 hours.

### ◆ **Yttrocerite Yaffingale** very rare

This *figurine of wondrous power* looks like woodpecker. Use the stat block for a raven (*MM*, p. 335). Upon command, it transforms into a purple and green woodpecker, with a flying speed of 40. This creature can bore holes in hard wood at a rate of 2 inches a minute. It can remain in bird form for up to 12 hours, after which it reverts to figurine form for minimum of 12 hours.

### ◆ **Zaherite Zuzzuua** very rare

This *figurine of wondrous power* takes the form of a swarm of weevils for up to 8 hours at a time. Use the stat block for a swarm of beetles (*MM*, p. 338) This swarm's talent is to find the largest sources of unspoiled food and water in an area. After 8 hours in swarm form, it reverts back to the figurine for a minimum of 8 hours.

### ◆ **Zhanghengite Zemni** legendary

This *figurine of wondrous power* depicts a blind mole rat. Use the stat block for a rat (*MM*, p. 335). On command, the mole rat will scout in darkness. It can "see" up to 300 feet in complete blackness, through extremely sensitive *tremorsense*. It will return often to you to telepathically communicate a picture of what it sees (imparting a brief glimpse of its *tremorsense* to you). It can dig through soil at a rate of 25 feet per round. In daylight, it is overwhelmed, and attempts to hide in your clothes or a bag. It cannot function in daylight. It can remain in mole rat form for up to 8 hours, after which it must return to its figurine form for at least the same amount of time.

## Fisher of Men

Weapon (crossbow), rare

This + 1 crossbow uses special ammunition detailed below. It fires from a loading cartridge which holds 6 bolts at a time. Range: 50/150; it is a two-handed weapon. The *Fisher of Men* fires modified bolts that turn into nets to ensnare a target. The nets will expand at range to cover a 30 x 30 foot area, and will wrap around multiple targets in that area. On a hit, the target is automatically entangled. Successful Strength DC 16 and Dexterity DC 12 checks must be made for a target to free itself. It can attempt to free itself at the end of its turn. If it frees itself, it causes 10 points of damage to the net. The net can take 30 points of damage before it is non-functional. If the nets are recovered, one thread must be placed in the tip of the crossbow bolt. If so, over the course of 10 minutes, the net will retract itself into the bolt's tip. Once retracted, the bolt is ready to fire again. If the arrows are not fired again until the next day, all damage less than 30 points is magically repaired. If damaged beyond 30 points, an arcane clothier or weapon's specialist can repair the net, and make it functional again.

## G

### Gallows' Gamble

Wondrous item (potion and prosthetic), rarity varies

The *Gallows' Gamble* is a tooth prosthetic that is put in place of a pulled or missing tooth. In it is an ampule of a specific potion that incorporates the effects of the spells *feign death* and *mage armor*. Right before you are to be hanged, as the noose is readied around your neck, you bite down hard with a specific motion to crack the tooth, and release concentrated magical liquid. Within the next round, an invisible band of magical force will form under the rope of the noose, protecting your neck. When the gallows' floor drops, you won't feel strangulation, but there will be odd pressure from hanging. You must "act" the part of a strangling person. The band of protective force will last a duration based on the quality of potion you buy. Three rounds after you begin hanging, the effects of the *feign death* spell begin. This produces a death-like state, and you will appear dead to those examining you, but you will remain conscious. It takes a Constitution DC 15 saving throw to end the magical effects of the potion early, otherwise, the armor and the death-like state will last a duration based on the quality of potion you buy. A lower quality prosthetic will lower the effectiveness of the *gallows' gamble*.

Quality of Potion	Typical Cost	Duration of Effect
Rare	600 gold	1 hour
Very Rare	1000 gold	8 hours
Legendary	3000 gold	24 hours

Quality of Prosthetic	Typical Added Cost	Effectiveness
Poor	100 gold	25% chance of tooth accidentally breaking during any hard blow to the head, a fall, or force damage from one blow of at least 10 hit points; 20% chance that tooth won't crack when you attempt to activate it
Average	400 gold	25% chance of tooth accidentally breaking from fall or force-related damage from one blow of at least 25 hit points; 10% chance the tooth won't crack when you attempt to activate it
High Quality	1000 gold	5% chance of tooth accidentally breaking from fall or force-related damage from one blow of at least 40 hit points; 1% chance the tooth won't crack when you attempt to activate it
Masterwork	3000 gold	1% chance of tooth accidentally breaking from fall or force damage from one blow of at least 60 points damage; No chance the tooth won't crack when you attempt to activate it

### **Gloves of Knocking** Wondrous item (gloves), uncommon

These gloves have six charges. When you activate the gloves by knocking on a door or other locked item, the gloves' magic will unlock as per the spell *knock*. The gloves will recharge 1D4 charges every stroke of midnight. If the gloves are completely drained of charges, there is a 1 in 20 chance that they lose their magic and become normal gloves.

### **Golden Umbo** Wondrous item (shield boss or central knob), rare

This golden boss is traced with fine engraving. When placed on a normal shield, it seamlessly fits over the existing shield boss. The shield gains a +1 bonus to armor class above the standard bonus for a shield. Once per combat, as a reaction, you can activate its special power, which grants you advantage on one saving throw.

### **Gorget of Vorpal Deflection** Wondrous item (neckpiece), rare

This gold filigreed neck covering is enchanted to specifically defeat a *vorpal weapon's* most deadly power: decapitation. If you are wearing the *gorget of vorpal deflection*, upon being unlucky enough to receive a critical strike from a *vorpal weapon*, the *gorget* activates, and instead of a critical strike, the *gorget* deflects the blade so that it becomes a normal strike. This power can be used once per day.

### **Gossamer Hammers** Wondrous item (gloves), legendary (requires attunement)

Made from the finest silk from Lloth's web and a piece of ground tarrasque shell, the *gossamer hammers* are nearly invisible, ultralight gloves which allow the user to strike with his or her hands as if they are magically enchanted weapons of +5 ability to hit. The gloves do not impart a damage effect. They have a tensile strength of greater than adamantine, but do not conduct electricity like metal. They will not burn by normal fire, but do not provide heat protection. The legendary Lao, Master of Spirits, was an emissary of Bahamut. In the course of many epic adventures, he felt compelled by pity to help Lloth. As strange as that turn was, even stranger were the gifts she gave to Lao later. They include the *gossamer hammers*, *spidersteel rope*, and *Lao's Robe of Displacement*. Lao has not been seen in this world for generations, but his unique items are rumored to be locked in a hidden chamber of the Temple of the Ongan Kahn, near a peak known throughout the world as the Needle.

### **Grey Grattoir** Wondrous item (hide scraper), rare

A flint scraping tool, the *grey grattoir* gives advantage on your checks with artisan's tools to tan hides and make leather goods. The *grattoir* can also be used as a makeshift knife in a fight. If used as a weapon, it acts as a +1 weapon to hit and damage.

## **H**

### **Haggard Habergeon** Armor (light) uncommon (requires attunement)

This sleeveless coat of mail is considered light armor. It looks poorly constructed, but is not. You gain a +1 to Armor Class from its magical nature. Opponents who engage you in melee combat must make a DC 15 Wisdom saving throw before their first attack. If they fail, they misjudge the effectiveness of your armor and you as a fighter, and are lulled into a false sense of superiority. They are at disadvantage on their first attack. This effect happens any time a new combatant engages you in melee the first time.



## Halomancy Crystals

Wondrous item (salt), rare

This pouch contains sacred salt crystals from shores of the fabled Sea of Loneliness.

- ◆ For one teaspoon of salt crystals thrown in the air and consumed by fire, it allows the user to gain insight to a future course of action like the spell *Augury*.
- ◆ For two teaspoons of salt crystals thrown in the air and consumed by fire, it allows you to contact a higher or lower power like the spell *Divination*.
- ◆ For three teaspoons of salt crystals thrown in the air and consumed by fire, it allows you to contact a higher or lower power like the spell *Commune*, or, if you are not affiliated with a higher or lower power, like the spell *Commune with Nature*.
- ◆ For four teaspoons of salt crystals thrown in the air and consumed by fire, it allows you to remotely view a target like the spell *scrying*.
- ◆ A typical pouch holds 12 teaspoons of *halomancy crystals*. If mistaken for common table salt, it will season food well. For anybody who eats it, there is a 1 in 3 chance that they will have a prophetic dream that evening.

## Healing Torcular

Wondrous item (tourniquet), rare

This tourniquet, when applied within one minute of limb amputation, will allow you to re-attach the limb. It will knit itself back into its correct position, stop blood loss damage, and end shock from such a grave injury. If you ended your turn at 0 hit points after dismemberment, you are automatically brought back to 1 hit point and are stabilized. The *healing torcular* must remain in place for 24 hours, after which, it loosens on its own and drops off. It will not be usable again until it is consecrated and cleaned by a cleric of a healing deity, and has the spell *regeneration* channeled into it.

## Hemataulic Siphon

Wondrous item (magitech device), very rare (requires attunement)

A *hemataulic siphon* is a smooth, disc-shaped object, made of a flexible metal casing which houses an intricate magical device. You must make a ranged to hit roll with this device. Its range is 20/40. If you are not already proficient with a dart or shuriken, attuning to this item grants you proficiency. Upon a successful hit, the disc attaches itself by suction and gripping claws to exposed skin, leather, or even steel mail or plate armor. It sends a sharp, hollow bit to drill into flesh, and seeks out a vein or artery. Depending on the material it is connected to, it may take several rounds for the drill to pierce the skin. Within one round of contact with flesh, the siphon begins to pump blood from the vein or artery out of a circular hole in the top of the disc. It continues to do so for up to one minute, until the creature dies, or until the siphon is removed, whichever comes first. This is a painful device, frightening to witness. After it attaches, consult the chart below to determine the time and effect that occurs.

Surface	Time Drill Pierces Skin	1st Round Damage	Subsequent Round Damage
Exposed Skin	Same round it attaches	1D4 piercing	1D3 piercing; 1D3 blood loss
Clothing	Same round it attaches	1D4 piercing	1D3 piercing; 1D3 blood loss
Light Armor	Second round	1D4 piercing	1D3 piercing; 1D3 blood loss
Medium Armor	Third round	1D4 piercing	1D3 piercing; 1D3 blood loss
Heavy Armor	Fourth round	1D4 piercing	1D3 piercing; 1D3 blood loss
For every magical bonus to Armor Class, add an additional round before the drill pierces skin		1D4 piercing	1D3 piercing; 1D3 blood loss

A target can remove a *hemataulic siphon* with a contested STR check versus its suction and gripping power (STR 16, +3). If the target makes the contested STR check before the siphon pierces skin, the target takes no damage. If the target makes a contested STR check after it has pierced skin, in addition to any other

damage the *siphon* has done, the target will take an additional 1D4 piercing damage, and will continue to lose blood until the wound is treated (additional 1D3 per round). Additionally, a target must make a DC 15 Wisdom save after the first round that its blood is pumped in a geyser-like stream from the siphon. Upon failure, the target is *frightened* for up to one minute. The effect of the fear causes the target to want to remove the device as quickly as possible, even if it isn't causing life-threatening injuries to the target. At the end of each round, the target re-rolls the Wisdom save, until it succeeds, the siphon is removed, or one minute has passed. A *hemataulic siphon* can take up to 30 points damage before breaking (its Armor Class is 20). Once its use is complete, it unattaches and falls to the ground, inert. As long as it drew blood, the *siphon* can be ready to function again as soon as it is picked up. However, if it was used but did not draw blood, or if it took more than 15 points damage, the device must rest for 24 hours before it can be used again. You usually find a brace of *siphons* (2 to 6) on a bandolier. On a to hit roll of a natural 20, the siphon hits the target on an especially vulnerable spot, such as the neck, near the heart, or near other large blood vessels, and pumps twice as much blood loss damage each round it is attached.

### **Hyaline Dust** Wondrous item (dust), rare

When thrown or sprinkled on a surface, a pinch of *hyaline dust* will make a two-foot square area transparent for 10 minutes. It can affect a one-inch thickness of metal, a one-foot thickness of stone, a three-foot thickness of wood, and can cover a third of a human body. If it covers something organic, it makes that part invisible while not moving. While moving, the faintest outline of refracted light can be seen. Someone coated in *hyaline dust* gains advantage on Stealth checks. They gain a +4 to Armor Class in combat, unless a creature has *truesight*, or can otherwise sense a creature's presence (*blindsight*, *tremorsense*).

### **Hystricine Quills** Wondrous item (quills) rare

These quills are thought to be from an enchanted porcupine. The quills have been found in the wild, but not the actual creature. Some can be as long as 8 inches, while others are less than an inch long. All are hollow, and have extremely sharp points. Some are barbed, and can cause vicious wounds. Below is a list of the most common items made from *hystricine quills*:

- ◆ **Poison Darts.** These +1 darts hold up to 3 doses of injectable poison. If you fail your saving throw (DC Constitution saving throw of 18), you are poisoned for one minute, and take an additional 1D4 necrotic damage for three rounds. Normally, a matched set of six darts are found together.
- ◆ **Quill Pen.** When a quill is used to copy or write a scroll, you are able to complete the task in half the time, and gain advantage on any checks regarding preparation of scrolls. You usually find three quill pens in a decorative box. Once a pen is used, it takes 24 hours for it to impart advantage again.
- ◆ **Fishing Hooks.** When fashioned into fish hooks, you gain advantage on fishing checks. You usually find a dozen different sizes and types of fishing hooks in a small tackle box.
- ◆ **Arrowheads of Wounding.** When the quills are used to fashion arrowheads, these +1 barbed tips do 1D4 piercing damage in addition to regular arrow or bolt damage. A creature takes an additional 1D2 points of damage when removing the quill. You usually find six of these special arrowheads in a set.
- ◆ **Sewing Needles.** When the quills are used as sewing needles, you gain advantage on rolls to craft or sew magical items, and advantage on checks of the quality of your regular sewing. These needles can be used for sewing, cross stitch, embroidery, knitting, and all other needlework. Enchanted *sewing needles* automatically change in size for the type of sewing. You usually find a pair of needles in a bag.
- ◆ **Surgical Needles.** When the quills are fashioned into surgical instruments, you gain advantage on any checks to heal another person. You gain maximum dice of healing back once per day, at your discretion, when you heal somebody. You must inform the DM that you are preparing to use this function. These needles can also be used as weapons, akin to extremely thin, small daggers. They are +1 weapons that deal 1D4 piercing damage.

# I

## **Ianthine Xebec** Wondrous item (trinket), rarity varies

This violet-colored quartz carved charm looks like a tiny pirate ship. Three types of this charm exist. They are indistinguishable from the other.

◆ **Rare.** When the charm is dropped into a large body of water or river, in its place there appears a large xebec, a three-masted, fast, trading ship. Only you can command the unseen servants which will complete all deck work, loading, and unloading of the vessel. Once in the water, it can stay in its ship form for up to 37 days and nights. When you command it back to its charm form, or when it turns back into its charm form after 37 days and nights, it must remain as a charm for the same amount of time it was a ship before it can function again. When it is a charm, it can hold no cargo or live personnel.

◆ **Very Rare.** When the charm is thrown in the air, or dropped from a cliff, in its place there appears a large flying xebec, a three-masted, fast, trading airship. Only you can command the unseen servants which will complete all deck work, loading, and unloading of the vessel. Once in the air, it can stay in its airship form for up to 29 days and nights. When you command it back to its charm form, or when it turns back into its charm form after 29 days and nights, it must remain as a charm for twice the amount of time it was an airship before it can function again. When it is a charm, it can hold no cargo or live personnel.

◆ **Legendary.** When the charm is thrown in the air, or dropped from a cliff, in its place there appears a large flying xebec, a three-masted, fast, trading spelljammer ship. Only you can command the unseen servants which will complete all deck work, loading, and unloading of the vessel. Before it can travel into space, you must sacrifice one magical item of at least 2,000 gold piece value to the spellforge which powers the spaceflight capabilities of the ship. Once in the air, it can travel in air or in space in its spelljammer form for up to 17 days and nights. When you command it back to its charm form, or when it turns back into its charm form after 17 days and nights, it must remain as a charm for three times the amount of time it was a spelljammer before it can function again. When it is a charm, it can hold no cargo or live personnel.

## **Ibexine Helm** Wondrous item (helm), rare (requires attunement)

Two large, recurve horns extend from the top front of this ornate helm, much like the horns of a mountain ibex. This helm grants a +1 to overall Armor Class, and provides an Armor Class of 24 to the head and neck of the wearer (for attacks targeting the head and/or neck).

◆ **Sure-footed.** If an attack or magical effect would knock you prone, you are able to stay on your feet instead.

◆ **Well-balanced.** If an attack or magical effect requires you to make a Dexterity saving throw or Dexterity check, you automatically make that saving throw or check.

◆ **Hard-headed.** As a bonus action, you can head-butt an opponent in melee range. Roll to hit as if you are wielding a +1 magical weapon with proficiency. On a hit, you deliver 1D6 +1 points of damage. On a critical hit, the target must make a DC 12 Constitution saving throw, or be stunned until the end of their turn.

## Ickle Bits

Wondrous item (totemic pieces), uncommon  
*Ickle bits* are tiny bits of wood, metal, fiber, hair, bone, and other materials that each are a totem for a full-sized version of something. *Ickle bits* are the “leftovers” from magic apprentices practicing certain magical skills. For example, a tiny patch of leather might be an *ickle bit* for a full-sized camping tent. A tooth of a dog might be an *ickle bit* for a summoned hound. A lock of hair might be an *ickle bit* for a summoned horse. Below is a partial list of known *ickle bits*. A summoned item or creature will function for 12 hours, until killed or destroyed, or until called back to the pouch in which they are carried by the current holder of the pouch. Generally a typical bag of *bits* holds 1D6+6 random *ickle bits*. However, for a much higher cost, you can select specific *ickle bits*.

Bit	Summoned Item or Creature
Canvas	Tent, bag, or bedroll
Leather	Overcoat, tent, chair, boots, belt
Tooth	Summoned dog, cat, cow, squirrel, pig, lizard
Hair	Summoned horse, monkey, rat, opossum
Fur	Dog, fox, wolf, bear, cougar, badger
Wood	Quarterstaff, kindling, a cut stump (camp seating), ladder.
Metal	Longsword, shield, tin cup, plate, knife
Bone	Horse, mule, cow, pig, chicken, dog, cat, turtle, human skeleton
Shell	Small boat, a large crustacean, a horn
Dirtclod	Garden plants, tobacco, earthworms
Wax	Candle, earplugs, honey, sealant
Glass	Window, portal, spectacles, magnifier, telescope

## Igniparous Spirits

Potion, rare  
One drink of this warm, spicy draft grants you immunity to normal fire for 1 hour, and resistance to magical fire for 1 hour. As an action, you can generate a flame breath weapon which acts identically to the spell *burning hands*, except that the fire emanates from your mouth. Damage die for anyone caught in the flame's cone of effect is 6D6, Dexterity save for half. One drink allow you to breathe fire twice. Multiple drinks are cumulative. A typical potion bottle will have 8 drinks in it.

## I'iwii Cape

Wondrous item (cape), rare (requires attunement)  
Found on tropical islands, I'iwii birds are beautiful vermilion and black honeycreepers. Magical cloaks made of their feathers and essence are highly prized among powerful rulers of the islands.

- ◆ **Red Streak.** Once per day, you gain the power of flight (flying speed of 60), for one hour. When you are attuned, you can fly and fight simultaneously as if it were second nature to you. Enemies unused to aerial combat will be at a disadvantage to hit you. If you are in flight when the time expires, you can use the cape to glide to the ground safely from any height.
- ◆ **Nimble.** You are quick and hard to hit. You gain a +1 to Armor Class while wearing this cape.
- ◆ **Honeyseeker.** If there is honey or drinkable nectar within one mile of your location, you know exactly where it is.
- ◆ **Birds of a Feather.** You can speak with birds only as if you were affected by the *speak with animals* spell.

## Incense of Oxyacaesthesia

Wondrous item (incense), very rare  
When this incense is burned, a crisp, almost biting, fragrance stays concentrated around the burning tip of the stick. One creature can breathe the incense until the stick burns out (10 minutes). At the end of that uninterrupted time, you gain advantage on all checks that require your physical senses, including checks for surprise. If you already have a proficiency in an area involving a physical check, you temporarily become expert in that area. This advantage last for eight hours. The stick of incense is consumed when burned. Usually a bundle of 8 incense sticks are found together.

### **Indurate Leather** Armor (leather armor), very rare (requires attunement)

*Indurate leather* has been specially treated with xorn's blood and dragon-scale dust to make it exceedingly hard to pierce or cut, yet still maintain its lightness. It grants a +2 bonus to Armor Class. Against non-magical piercing, slashing, or bludgeoning attacks, attack damage is reduced by 10 points per attack to a minimum of zero. Any remaining damage from those damage types is reduced by half, to a minimum of one. Against magical piercing, slashing, or bludgeoning attacks, damage is reduced by 5 points per attack to a minimum of zero. Any remaining damage from those damage types is reduced by one quarter, to a minimum of one.

### **Inlapidation Sphere** Wondrous item (sphere), very rare

Containing the blood or ground remains of a gorgon, these glass *spheres* are thrown to petrify a target. You throw the *sphere* near a target in range (up to 50 feet). The sphere breaks on contact with the target, ground, or other hard object. Targets in a 10-foot radius must make a DC 16 Constitution save or become petrified. The target must make a successful Constitution saving throw three times before it fails three times, or it is turned to stone. Each round it is fighting this effect, its speed is reduced by 10 to a minimum of 1; its Armor Class is reduced by 4 to a minimum of 1; but it gains resistance to piercing, slashing, and bludgeoning damage. It loses any abilities to take a reaction or bonus action. If the creature fails three saves first, it is turned to stone, and can be broken to pieces like stone. It remains stone until appropriate level counter magic is applied. If the creature succeeds on three saves first, it regains all of its reduced abilities and is immune to the effects of a second *inlapidation sphere*.

### **Inuallation Effigy** Wondrous item (needles and wax doll), very rare

A personal effect or bit hair, fingernail or skin, is taken from a target. This bit is incorporated into a magically prepared wax-doll likeness of the target. You sacrifice 20 hit points of your blood, dripping it onto the doll and into a ceremonial fire. Then you stab the wax doll with a sharp needle. As long as your target is within 100 miles of you, they must make a DC 17 Charisma saving throw or suffer 2D10 points of psychic damage. If the first saving throw is failed, they take 1D10 psychic damage automatically for the next three rounds. If the initial saving throw is successful, they take no damage that round, and must make saving throws for each of the next three rounds. If they fail any save, the first round, they take 2D10 points of psychic damage, and then 1D10 automatically after that for a maximum duration of four rounds total. This *effigy* can be used once per night, as long as you continue to make the blood sacrifice each time it is used. This kind of magic is expensive, and among those who practice it, only used in complete secrecy. The producers of such items rarely create one unless they know who you are targeting and why you are targeting them in advance. If you are the kind who makes one of these against an enemy, an enemy is also probably making one against you!

### **Loun Stone** Wondrous item, rarity varies (legendary ones require attunement)

An *loun stone* is named after loun, a god of knowledge and prophecy revered on some worlds. Many types of *loun stone* exist, each type a distinct combination of shape and color. When you use an action to toss one of these stones into the air, the stone orbits your head at a distance of 1D3 feet and confers a benefit to you. Thereafter, another creature must use an action to grasp or net the stone to separate it from you, either by making a successful attack roll against AC 24 or a successful DC 24 Dexterity (Acrobatics) check. You can use an action to seize and stow the stone, ending its effect. A stone has AC 24, 10 hit points, and resistance to all damage. It is considered to be an object that is being worn while it orbits your head. Unless specified otherwise, you can have a maximum of three *loun stones* circling your head at one time.

#### ◆ **Psionic** rare

*loun stones* which are burned out and turn a dull gray act as repositories of psionic energy and increase psionic abilities as per the DM. This is not common knowledge, and those few with psionic gifts want to keep it that way.

### ◆ **Quantum Entanglement** legendary

This jagged piece of iridescent meteor grants you the ability to *teleport without error* as per the spell 1 time per 24 hour period.

### ◆ **Time** legendary

This obsidian torus allows you to travel back, forward or sideways\* in time. One *master loun stone of time* can do any function, but it is presumed lost. All other *time stones* can do one function, once every 24 hours. Roll on the table below to determine which *loun stone of time* you have.

Roll D100	Backward in Time	Forward in Time	Sideways in Time
01-40	1 minute	1 minute	1 reality
41-80	1 hour	1 hour	10 realities
81-95	1 week	1 week	20 realities
96-100	1 year	1 year	100 realities

\*sideways in time means movement to an alternate reality. The “closer” the alternate reality, the more like the previous reality you were in. One reality difference is nearly identical. Each reality removed indicates one feature immediately occurring that would be noticeably different. One hundred realities removed would likely include a world with different physics, magic, etc.

### **Loun's Armillary Sphere** Wondrous item (spherical astrolabe) legendary (requires attunement)

Rumored to be a simplified, miniaturized model of the fabled artifact, the *Clepsydric Orrery of Loun*, *Loun's armillary sphere* serves a ship captain, or dimensional traveler very well. This model shows presumably a globe of your world, and multiple bands that represent other bodies or universe movements, which when activated, turn and wheel around themselves.

◆ As an astrolabe, it grants advantage on all navigation checks. This is true for terrestrial ships as well as spelljammers or ships which travel in other mediums.

◆ When activated for this or other powers, the *armillary sphere* automatically adopts the appropriate scale for its model. This means, it might display a model of a small cross section of a province, or it might display the entire planet, or a solar system, galaxy or entire universe, if need be. If you are another plane, it configures its geometry to accurately map that plane.

◆ At any time, upon thought command, you can know your exact location in space in relation to another point as long as both positions are within the same plane.

◆ Three times per day, it can be used to *locate object*, as per the spell, except the range for the *armillary sphere* is the current plane upon which it resides. The *sphere* moves its interlocking orbital bands to give a three dimensional coordinate for location, and will locate its position in relation to the larger universe if the object is not relatively close by.

◆ Twice per day, the *sphere* will *teleport* any number of people or objects which can fit within 20-foot radius of it. The chance for mishap applies.

◆ Once per day, the *sphere* can open an intraplanar gate which will allow you and any beings touching you to travel to any other place on the current plane of existence upon which it resides.

◆ Once per week, you can ask the *sphere* a question which has a location-based answer. As long as the answer is a place on the same plane of existence upon which it resides, it will accurately display the location coordinates for the answer. The *sphere* is completely accurate if there is one location which correctly answers the question asked. If not, it spins randomly for 1 turn, and then stops with no coordinates. The power is still used, and won't function again for a week.

◆ The location of the *Clepsydric Orrery of Loun* is not known. The sphere will not display an answer for any location questions about *Loun*, any *Loun stones*, or the *Orrery*. It is rumored that there is a way to activate the *armillary sphere* to locate all of the unique *Loun stones* in existence at once. It is also rumored that you can activate the *sphere* to teleport you to the location of the nearest *Loun stone* not in your possession, but so far, no one has discovered how to activate this power.

# J

## **Jeremiad** Book, very rare

This long lamentation describes the philosophy of the ancients in such a way as to gain the perspective of our place in the universe. One who spends a total of 24 hours in contemplation with this book over a week period gains a permanent +1 increase to Wisdom. Also gained, at the DM's discretion, is a refined sense of purpose. It may be that a player now feels insignificant, or nihilistic, or instead, feels that each person's uniqueness makes us special, or something else, up to the DM's discretion. After the book is read, it vanishes.

## **Jesserant Celestia** Armor (splint), very rare (requires attunement)

This splint mail derives its power from its connection to Mount Celestia. You gain a +1 to Armor Class, +2 versus fiends or other Abyssal creatures.

◆ **Send Them All to Hell.** Once per day, you can *banish* as per the spell. Wisdom spell save DC for the armor is 17.

◆ **Can't Touch This.** Abyssal creatures are at disadvantage to attack you with melee, ranged weapon or spell attacks.

◆ **Blinded by the Light.** Once per day, as a bonus action, you can emit a radiant energy blast that does 8D6 radiant damage to all evil creatures in a 60-foot radius. Wisdom DC 17 save for half.

## **Jettatura Malefactum** Wondrous item (round gem), legendary (requires attunement)

This "evil eye" is a magnificent gem simulacra of an eye. In order to attune to it, you must endure the horror of plucking out your own eye (or having someone else do it), and replacing it with the *jettatura malefactum*. Besides permanently maiming yourself, you take 6D8 damage from the experience. If you survive, you find that although you are blind in that eye, you can sense magical auras as if you are using *detect magic* at will. You can see invisible objects, ethereal objects, other out of phase objects, and illusory objects as they really are, as if you have *truesight* at will. As an action, if you stare at a target for at least one round, that target must make a DC 18 Charisma saving throw. On a success, there is no effect, but the target feels uneasy. On a failure, the target is cursed. The curse takes one of several forms.

◆ **Blindness.** The target is blind for one minute.

◆ **Deafness.** The target is deaf for one minute.

◆ **Mute.** The target is mute for one minute.

◆ **Dumb.** The target's Intelligence score drops by 10 to a minimum of 3 for one minute.

◆ **Weak.** The target's Strength score drops by 10 to a minimum of 3 for one minute.

◆ **Clumsy.** The target's Dexterity score drops by 10 to a minimum of 3 for one minute.

◆ **Puny.** The target's Constitution score drops by 10 to a minimum of 3 for one minute.

◆ **Foolish.** The target's Wisdom score drops by 10 to a minimum of 3 for one minute.

◆ **Ugly.** The target's Charisma score drops by 10 to a minimum of 3 for one minute.

◆ **Unlucky.** The target is at disadvantage to attack and save for one minute.

◆ A target can only be affected by one curse at a time. A curse can end early if *remove curse* or *lesser restoration* is performed. You do not need to maintain concentration on a curse once it takes effect. This power can be used as often as you choose to use it.

◆ **Cursed.** The cursed nature of this item is not known, even if an *identify* spell or other divination magic is used on this item. It only becomes known once you attune to it. If you do not use the *jettatura malefactum* to curse someone at least once a day, it will find a target least likely to survive being cursed, and attempt to curse it. If no other targets are available, it will attempt to curse a party member. You will feel compelled to attempt to hide its malevolent nature from your traveling companions. The only way to break this curse is by someone casting *remove curse* at 8th level or higher, or *wish*. Once attunement is broken, you can gouge the *jettatura malefactum* from your eye socket. However, once that is done, no magic of any type, even a *wish*, will restore your missing eye or scarred face.

## **Jnana Sticks** Wondrous item (incense sticks), rare

Burning this incense increases the beneficial effects of meditation. If a monk uses *jnana sticks* while resting, the monk gains ki points back in half the required time. If a spellcaster uses *jnana sticks* while praying or studying, they regain spell slots in half the required time. Any class which has abilities or effects that require rest to regain can recuperate spell slots, point abilities, or a stated specific feat in half the time using *jnana sticks*.

## **Jumbal** Wondrous item (consumable), rare

*Jumbal* are sweet, light cakes that improve your mood, and make you more susceptible to persuasion. When you eat one, roll a DC 16 Constitution saving throw. If you fail, you are at disadvantage on Charisma checks or saves if someone attempts to persuade you, or uses a spell or effect to *charm*, *dominate*, or *suggest* something to you.

## **K**

### **Kalamkari Scarf** Wondrous item (scarf), rare (requires attunement)

A complex dyeing process makes this scarf look like it has depth, even though it is a single continuous length of silk. In certain light, it appears a subdued russet, but at other times, lavender, or verdigris.

- ◆ The magical dye and specially prepared silk give similar benefits to the wearer as a *robe of blending*. When worn, it will immediately shift colors to make you blend into the background, matching the surrounding colors and textures. As long as you remain motionless, it requires a DC 20 Wisdom (Perception) check to spot you. A creature that is aware of your presence and position has advantage on this check.
- ◆ As a reaction, you can put this scarf up to your face and gain advantage on rolls against poison gas or other effects from airborne attacks, clouds, or pathogens.
- ◆ If you pour water on the scarf, and then tightly twist it upon itself, it can be used as a +1 whip. You automatically gain proficiency with the use of your scarf as a whip if you are attuned to it.
- ◆ If you are falling, using a reaction, you can grab two corners of the scarf in each hand, and use it like a parachute to make a controlled landing. Made a Dexterity DC 11 saving throw for no damage, or half damage on a fail.
- ◆ Lastly, besides being fashionable, when you wear it around your neck, or as a sash, or even tied as a belt, it grants continuous protection against temperature extremes. In the hottest desert or on the coldest mountain, the temperature always feels an even 70° Fahrenheit to you.

### **Kalyptra** Wondrous item (veil), uncommon

The *kalyptra* was sought out by women to influence young men in matters of romance. The veil gives the wearer advantage on Charisma (persuasion) checks. Once per day, you can cast *suggestion*, but only when limited to suggest opportunities for closer interpersonal relationships.

### **Kamelaukion of Control** Wondrous item (hat), rare (requires attunement)

This tall, cylindrical hat worn by priests denotes their station of authority. At will, when attuned to this hat, you can create a wave of subservience which affects all creatures in a 60-foot diameter from you. Creatures must make a DC 16 Wisdom save or feel humbled, shamed, and cowed to serve your whims. This effect lasts for one minute. Each round, a creature may attempt to save again. If a creature fails three saves before it succeeds on three saves, it is subservient for 24 hours. At that time, a creature can attempt to save again, at disadvantage. If saves are failed for three days consecutively, a creature is subservient for up to one month. The subservient effect can be broken by *remove curse*, *dispel magic* cast as a reaction to the use of the hat, or if the subservient creature is directly harmed by you.



### **Kex Stick** Wondrous item (reeds), rare

A *kex stick* is an enchanted, hollow reed. One *kex stick* will lengthen or widen to accommodate one potion, one arrow, one scroll, one wand, one staff, one article of clothing, or similar object. Once something is put inside, the top of the reed seals with a stopper made from the same reed. A *kex stick* is often preferred to glass vials or philters because it is highly resistant to effects such as *dispel magic*, protecting an item inside completely from such effects, and is less likely to break if hit with a heavy blow.

### **Klendusic Septum Ring** Wondrous item (jewelry), rare

One who wears this septum ring gains advantage on checks or saves regarding resisting disease. If a save is not normally allowed, this jewelry grants you one. If you attune to this item, you become immune to disease. This includes magic diseases.

### **Knubble-Knockers** Weapon (brass knuckles) uncommon

These brass knuckles give you a +1 to hit and +3 to damage with your fists. Once per day, as a bonus action, if you beat your fists together, a powerful clanging noise drowns out all other noise in a 15-foot radius of you, and puts any opponents in that range at disadvantage on their next attack.

### **Komatik Racer** Wondrous item (dogsled) legendary (requires attunement by the lead dog of the sled team)

This large, wood-frame and rawhide sled was blessed by the gods to run faster, farther and with more gear than any other. The base speed of the *komatik racer* is 100, with which the attuned dog team can keep pace without tiring. The inner box of the sled frame acts as a *portable hole*, and can hold 10 times the expected volume for a sled its size. The *komatik racer* is the property of King Otuntuwe in the frozen North. Rumors suggest it is missing, along with the King.

## **L**

### **Labret of Secrets** Wondrous item (jewelry), rare (requires attunement)

This delicate lip ring generally pierces the bottom lip. A thin gold filament makes several intricately woven turns. You activate this item with a kiss, as you closely speak to your target. Your target must make a DC 17 Charisma save or feel compelled to tell you the truth about any questions you ask over the next minute. While under this effect, the target will remember speaking with you, but won't recall exactly what was said. Targets immune to *charm* will not be affected by this item.

### **Lacuna Pendularum** Wondrous item (hand-held pendulum), very rare (requires attunement)

This small device can fit in the palm of your hand, or on a table top. A sliver pyramidal stand has a fine golden chain hanging from its apex. A platinum ring is attached to the chain. When you hold this device in front of a willing target and utter the command word, the pendulum begins to swing. Within moments, the memory of an event, a series of events, of a person, of a specific time frame, or other specific criteria you state, are removed from the mind of the target, leaving a "blank" where the memory used to be. A willing target will know there is a gap, but will not be bothered by the gap. An unwilling target makes a DC 15 Wisdom saving throw. On a success, the target resists the effects of the *lacuna pendularum*. The device cannot be used on this person again for one week. On a failure, a specified memory is removed, leaving a "blank" where the memory used to be. An unwilling target will know there is a gap in their memory and will be haunted by what it could be. The *lacuna pendularum* can be used once per day.

### **Lao's Robe of Displacement** Wondrous item (robe), legendary (requires attunement)

The *robe of displacement* has the same powers as the *cloak of displacement*. However, this robe of displacement is not made from a displacer beast's hide, it is woven from the silk from Lloth's own web.

- ◆ You gain the protection that a standard *cloak of displacement* imparts, but also as a reaction to a first attack by an opponent, the robe momentarily places you out of phase with your attacker. No matter what the roll, the first attack misses automatically unless your opponent has *truesight*, and has a weapon that can hit an out of phase object (must be able to hit an ethereal object).
- ◆ After the first attack made by an opponent, other melee or ranged attack rolls by that opponent are made at disadvantage, with the exception of area of affect attacks. The properties of this robe affect all attackers as they make their first and subsequent attacks.
- ◆ If you take damage, the property ceases to function until the start of your next turn. This property is suppressed while you are incapacitated, restrained, or otherwise unable to move.
- ◆ The legendary Lao, Master of Spirits, was an emissary of Bahamut. In the course of many epic adventures, he felt compelled by pity to help Lloth. As strange as that turn was, even stranger were the gifts she gave to Lao later. They include the *gossamer hammers*, *spidersteel rope*, and *Lao's Robe of Displacement*. Lao has not been seen in this world for generations, but his unique items are rumored to be locked in a hidden chamber of the Temple of the Ongan Kahn, near a peak known throughout the world as the Needle.

### **Lepadoid Guardian** Wondrous item (barnacle), very rare

A *lepadoid guardian* looks like a common barnacle you might see growing on a ship's hull, but is in fact a protection device. The *guardian* can operate continuously for 12 hours, after which it must rest for 12 hours. While operating, if any hidden, invisible, or under water creature or object comes within 100 feet of the hull of the ship, a loud klaxon alarm sounds from the barnacle, in the general direction of the advancing object or creature. Usually, ship captains get two or three *lepadoid guardians* installed on their ship, so that while one guardian is "sleeping," another can be awake to protect the ship.

### **Lepadoid Spy** Wondrous item (barnacle), very rare

Similar to a *lepadoid guardian*, the *lepadoid spy* is practically indistinguishable from a typical barnacle. However, this device is generally installed without a ship captain's knowledge. The spy can operate continuously for up to 12 hours after which it must rest for 12 hours. It records any spoken noises on board within that time, and sends those messages in real time to a previously agreed upon location, where a second barnacle "speaks" the various conversations. Once each day, the captain of the ship can make a DC 24 Wisdom (perception) check. If successful, the captain realizes that one barnacle does not seem right, and will send someone to investigate. Often, someone will install multiple *lepadoid spies* on a large ship. Once one is found, searchers can spot others on a DC 12 investigation check.

### **Lepidine Protector** Armor (scale mail) very rare (requires attunement)

This scale mail is fashioned from fish or reptile scales. The scale mail is so well tailored that even though it has an armor class of 14, you treat it as light armor for weight, stealth, and maneuverability. You incur no penalty for wearing this armor. It wears more like a second skin than armor. This enchanted scale grants a +2 magical bonus to Armor Class, so base Armor Class without your Dexterity bonus is 16.

- ◆ **Powers of the Fish.** If you have the fish *lepidine scale armor*, you incur no movement penalty in water. You gain a swim speed of 40, unless you already have a swim speed of 40 or greater. If so, your swim speed increases by 20. You are able to speak with and understand animals of the water, and *Aquan*.
- ◆ Once per day, for up to 12 hours, you can activate the armor which allows you to breathe water, and suffer no penalty to vision underwater. During this time, pressure from depth also causes you no harm.
- ◆ While in water, you can *command* (as per the spell) any creature native to water. This can be done as often as you choose. Their Wisdom save DC is 16.

◆ While in water, once per day, you can *dominate beast* (as per the spell) any creature native to water. The spell effect lasts for one hour, and you do not have to concentrate on the spell effect. Their Wisdom save DC is 16.

◆ **Powers of the Reptile.** If you have the reptile *lepidine scale armor*, you incur no movement penalty in difficult jungle, swamp, or desert terrain. Your movement rate become 40, unless your movement is already 40 or greater. If so, you movement increases by 20. You are able to speak with and understand reptiles, and *draconic*.

◆ Once per day, for up to 12 hours, you can activate the armor which allows you to slow your respiration and metabolism down so that you do not require air for breath. You cannot suffer from exhaustion while in this state. If you engage in combat, or if you speak (which requires movement of air) you must breathe normally, but other normal non-combat actions will not require you to breathe. During this time, you gain *darkvision* (up to 60 feet). If you already have *darkvision*, your range is doubled.

◆ In the presence of reptiles, you can *command* (as per the spell) any reptile, including magical reptilian creatures. This can be done as often as you choose. Their Wisdom save DC is 16.

◆ In the presence of reptiles, once per day, you can *dominate beast* (as per the spell) any reptile, including magical reptilian creatures. The spell effect lasts for one hour, and you do not have to concentrate on the spell effect. Their Wisdom save DC is 16.

### **Lepidopter Anorak** Wondrous item (long cloak with hood) very rare (requires attunement)

This *anorak* features a muted pattern of greys and blacks that look like a stormy cloud or wintry tree bark. Upon closer inspection, the cloak bears the delta wing shape of a sphinx moth. This cloak provides +1 to Armor Class. Indoors, underground, and outdoors from dusk to dawn, the *lepidopter anorak* allows you hide in shadows as if you were *invisible*, as per the spell. Under these same conditions, you can *fly* as per the spell, three times each evening. Every morning at dawn, the cloak loses its power of flight. At dusk, the cloak recharges, ready to greet the moonlight.

### **Leucochroic Palimpsest** Book, legendary

This book, bleached white with age and repeated writings and removals of inks from the pages, tells not one story to those who invest their time and interest, but hundreds. The fabled history of this tome is one of hidden messages, magical secrets, stolen information, political intrigue...and danger.

◆ **NOTE.** No attempt at *identification* will tell you more than the information described above, although *detect magic* will reveal that it is magical, but not the type or strength of dweomer. If the player continues to look at the book read the next text:

◆ A cursory glance reveals that perhaps hundreds of different texts have been written and removed from each page. You can see the faintest outlines, indents, and ink tracings that hint at a word here, or arcane symbol there. As you study the pages more intently, you must make both an Intelligence saving throw (of 16) and a Wisdom saving throw (of 17).

◆ Failure of both inexorably draws you to try to fathom earlier and earlier writings, with hints of great power just under the next text. You must roll on the *Indefinite Madness* table in the *DMG*, and the DM will adjudicate the results. In addition, you experience *athazagoraphobia*, the fear you are being forgotten, systemically erased from history. These effects can only be moderated by restorative magic of 9th level.

◆ If you fail the Intelligence save, but make the Wisdom save, you are temporarily struck with an effect like the spell *feeblemind*, with no further save, for 24 hours. Your Intelligence and Charisma scores each become 1. You can't cast spells, activate magic items, understand language, or communicate in any intelligible way. You can, however, identify your friends, follow them, and even protect them. Nothing short of a *wish* or similar 9th level spell will counter this effect. However, you will recover one point of Intelligence and Charisma per hour after the first day. You gain *bibliophobia*, a fear of books, which can't be removed except through years of therapy or the highest level magic.

◆ If you make the Intelligence save, but fail the Wisdom save, your Wisdom and Charisma scores each become 1. You are truly addled, confused, understanding of each immediate thing that is said or happens,

but completely lost regarding how one thing fits with another. It is as if you have been stricken with dementia. At any time, you may be prone to fits of confusion, anger, recklessness, foolish humor, uncensored speech, or disinterest, becoming lost in some thought. You easily misunderstand words and intentions, making the worst assumptions about trustworthiness or untrustworthiness of who you interact with. This effect lasts for 24 hours. Nothing short of a *wish* or similar 9th level spell will counter this effect. However, you will recover one point of Wisdom and Charisma per hour after the first day. You develop *agnosiophobia*, the fear of not knowing (the future, what will happen next, not knowing exactly what is happening) which can't be removed except through years of therapy or the highest level magic.

◆ Upon successful Intelligence and Wisdom saves, you find yourself immersed in deep study of the hundreds of stories, histories, spells, and secrets you are able to decipher as you gaze in the book. You will insist upon keeping your eyes transfixed on the pages of the *palimpsest* for 72 hours. After 24 hours, you gain one level of exhaustion. After 36 hours, you gain another level of exhaustion. After 48 hours, you gain three levels of exhaustion. After 48 hours, you gain four levels of exhaustion. After 60 hours, you gain five levels of exhaustion. If someone attempts to stop you, you will tersely tell them you cannot be disturbed, and you know what you are doing. If someone successfully breaks your concentration, you will be haunted by what you were on the verge of understanding, and will never again be able to view the *leucochroic palimpsest*. It immediately vanishes. You will suffer from random, incurable, migraines (disadvantage on all attacks, checks, and saves) periodically for the rest of your life. At 72 hours, you complete your task, drop to a stable 0 hit points, and remain in a comatose state for 1D6+1 days. If you are attended to, even with magical healing, you will stay stable, but cannot be returned from this state except through natural rest. At the end of this week, you will awaken, with no ill effects, a changed person. Upon awakening, you find the book is forever gone.

◆ **Knowledge Revealed.** Choose four skill areas. You are now proficient in them. If you were already proficient, you are now expert.

◆ **Cosmic Truth.** You gain a permanent +2 to your Intelligence and +2 to your Wisdom.

◆ **The Weave.** If you are a spellcaster of any type, you permanently know two additional cantrips of your choice. If you are not a spellcaster, you gain one cantrip of your choice.

◆ **Reading is Fundamental.** When you spend one minute concentrating, you can read, write and speak a new language you are exposed to. This language can be written, spoken, somatic, mundane or magical. If you practice this language daily for a week, you gain this language permanently. You can use this power once per week, as you are exposed to new languages.

◆ **Secret Journey.** Your DM will choose one secret revealed to you. It might be the location of an item; how to create an item; how to destroy an item; the true name of a higher or lower being; a state secret which could reshape political history, or something else of the DM's choice.

### **Leviathan Scale Dust** Wondrous item (dust), legendary

The primary ingredient in this dust is powdered *leviathan* scale. A pouch contains 1D4 sprinkles of dust. One pinch of this fine dust coats you, including a light glaze over your own eyes, in a magically reflective shield. This dust will completely reflect all gaze or eye-beam attacks, including those of a beholder, medusa, gorgon, and cockatrice, among others. This protection lasts for 1D6 x 10 minutes. Soaking with water, oil, or being buffeted by wind reduces the time of effectiveness by a power of 10. *Universal solvent* disperses the dust immediately. When coated with *leviathan scale dust*, you radiate a faint blue aura.

### **Life Dust** Wondrous item (dust), rare

*Life dust* contains the powdered essence of creative magical energy. If one application is sprinkled upon a creature which has been dead for less than one minute, that creature will be restored to life with 1 hit point. If one application is sprinkled upon an injured creature, it will regain up to a maximum of 70 hit points. If one application is sprinkled upon an inanimate object or a creature dead for longer than one minute, that object or dead creature will be animated, as per the *animate objects* spell, except that the object will remain animated for one hour, and does not require your continued concentration to remain animated. A creature can be affected by more than one application of *life dust*. For example, a recently deceased character can be brought back to life with one application, and healed up to a maximum of 70 hit points with another application. You will find 1D5 +3 applications of *life dust* in a bag, or can buy *life dust* from alchemists trained in its creation for approximately 500 gold pieces per application. If *life dust* gets wet, it must be used within the round. Immediately after it gets wet, it becomes a chalky brick of tasteless dough. It no longer functions to heal or animate. However, all is not lost. Each former application is equivalent to a bite of this dough. One bite will provide a person with sustenance for 1 day, but will not otherwise function as *life dust* again.

### **Logia Metaphorica** Book, very rare (requires attunement)

*Logia Metaphorica* is a collection of sayings and folk wisdom that when possessed, grants a temporary +1 bonus to your Wisdom score. If you study *Logia Metaphorica* one hour daily for a month, this Wisdom ability score change is permanent, and the book will vanish upon completion of the study. If you start the process of studying the book, but are interrupted before you complete one hours' daily study for a month, you do not gain the permanent bonus, and the book still vanishes. If you somehow happen upon the book again, you can never again gain any benefit at all from it.

### **Longsight Lorgnon** Wondrous item (eyeglass), uncommon

This spyglass takes an action to activate. When you do, for one minute, it will automatically focus on an object you can see within 5 miles. You are able to see details of the object as if you were within melee range of the object. You can use this item once per day. After you use it, roll a DC 12 Constitution saving throw. Upon a failure, you have blurred vision and a headache (disadvantage on checks and saving throws) for one hour.

### **Luciphyllous Sponge** Wondrous item (sponge), rare

This rare sea sponge glows with a faint bluish phosphorescence when it is found living on coral reefs. When harvested, and cured correctly, a *luciphyllous sponge* constantly absorbs all light in a 25-foot radius of the bearer. In broad daylight, that area around you dims to twilight. In twilight, brightness dims to pitch blackness (similar to the effects of magical *darkness*). In the range of magical light, the sponge reduces the brightness and area of effect of the magic by half. If radiant or other damage occurs from radiating light, you become resistant to that type of damage. The effect of this *sponge* is continuous. The sponge retains its light absorbing qualities up to the point that it fails, and then it no longer functions. Exposure to radiant damage causes the *sponge* to absorb 3 points of damage per round. Exposure to magical light causes the *sponge* to absorb 2 points of damage per round. Exposure to normal sunlight causes the *sponge* 1 point of damage per round. The *sponge* can absorb up to 100 points of light damage before it fails. It is found with 3D10 points of damage already absorbed.

### **Lucky Number** Ring, rare

Every morning at dawn, while you wear this ring, you either choose a “lucky” number between 1 and 20, or a random number will be assigned by the DM. For that 24-hour period, your “lucky” number takes the place of a 20 required to score a critical hit on an attack, or the highest number you can roll on a D20 for a saving throw or an ability check. If a 1 is that number, then the number you roll to fumble becomes a 20. When you score a critical hit with your lucky number, your critical damage dice are tripled instead of doubled. This effect can happen only once per day. If more than one critical is rolled, your lucky number is still the number needed to score a critical hit, but the damage dice reduces to the same as a standard critical hit.

- ◆ If you attune to *Lucky Number*, the number of times you can score triple critical damage dice on your chosen number increases to three times per day.
- ◆ While attuned, you also gain advantage on all rolls associated with gambling and games of chance.

### **Lucky Star** Wondrous item (jewelry), rarity varies (common to legendary), (requires attunement)

This elegant brooch is formed to look like a symmetrical, pointed star, with each apex crowned by a sparkling diamond. Common versions feature a five-pointed star; uncommon versions feature a six-pointed star; rare versions feature a seven-pointed star, very rare versions feature an eight-pointed star, and legendary versions feature a nine-pointed star. Each star’s point generates one luck point each day, replenishing the brooch’s pool of points each dawn. This pool of luck points can be used as a reaction to add one or more luck points to an attack roll, saving throw, or ability check. As a bonus action, you can spend three luck points and gain advantage on your next attack. If you use your full complement of luck points during one turn, you must roll a D20. On a 1, the sparkle is snuffed out the diamonds, and the brooch is no longer magical. On a 20, fortune favors your gambit, your brooch gains its full complement of points back, and luck surrounds you. In addition, without using a charge from the brooch, you gain advantage on all attacks, checks, and saves for the next minute.

### **Lunar Harvester** Weapon (sickle), legendary (requires attunement)

Forged from the purest adamantite from the Pit (the dwarven mine on the Moon), the *Lunar Harvester* was given to the Arch Druid of the Moon, as a gift on her ascendance to the role as protector of the domed gardens of Terra Vitae. The magically enhanced adamantite blade grants a +4 to hit, and delivers an additional 1D6 damage from bleeding from the severity of wounds delivered from its extremely sharp edge. Bleeding wounds will continue to cause 1D6 damage each round unless they are tended or healed. As a bonus action, you can expend a charge and appear as a nearly invisible silvery mist for the remainder of your round, up until your next action. In mist form, you gain +4 to your Armor Class. The *Lunar Harvester* has three charges. Every evening at midnight, the charges replenish.

# M

## **Macerating Sieve** Wondrous item (small metal sieve), very rare (requires attunement)

A *macerating sieve* is a small, magical and surgical device placed inside a person's throat. While there, you cannot be poisoned, or affected by the poisoned condition from an ingested poison. You also can not gain any calories from any food you eat or drink. This food and/or poison, solid or liquid, is transported to an outlet in the astral plane as it crosses through the sieve. Once attuned, it takes a DC 14 Dexterity check to dislodge the sieve without causing damage to it, after which you can cough it back up and store it for another day. If it takes 10 points of damage, the *sieve* malfunctions, and instead of becoming dislodged to come out, it takes you and any of the things you are carrying to the astral plane. You appear next to a large pile of undigested food and liquid, slowly dissolving into their astral forms.

## **Macrobian Crab** Wondrous item (pendant) very rare (requires special attunement)

A *macrobian crab* is a magically enchanted, long-lived hermit crab. It is likely they originate from Fey waters. Often their shells are adorned to look like jewelry, but instead of a pin to hold it on to your clothes or cape, the crab's legs secure it tightly. A *macrobian crab* will only permit itself to become attuned to you if you are a good "fit" for it. It will attempt to probe you telepathically when you first encounter it. If you are unwilling to allow it to "read" your thoughts, it won't allow you to enter into a symbiotic attunement with it. If you do, it will determine the truth of whether you value life, treat animals, particularly sea creatures, with the respect that their place in the natural world warrants, and are honorable (will keep your promises). If you pass this test, the crab will ask you to enter into a symbiotic attunement. You gain a number of abilities granted by the crab, and it requires knowledge, experience, food, and protection from you. Treat it as a sentient item. If you choose not to provide it the knowledge, experience, food, and/or protection it requires, it may choose to refuse to help you. If at any time you attempt to force it to do something it would not do, or attempt to hurt it, it will cast *feblemind* as a reaction (DC 20 Intelligence save), and then *teleport* back to its home. It might choose to attune with a spellcaster, but it will never submit to becoming a familiar. More than one *macrobian crab* has taken a human spellcaster as an apprentice, however.

◆ **Macrobian Crab** Tiny creature (fey symbiote), neutrally aligned

Armor Class: 12; Hit Points: 1(1D4-1); Speed: 5 (land); 10 (water);

**STR: 1(-5)    DEX: 14(+2)    INT: 22(+6)    WIS: 18(+4)    CON: 8(-1)    CHA: 15(+2)**

◆ Skills: Arcana (+12); History (+12); Investigation (+12); Insight (+8); Perception (+8)

◆ Senses: *Tremorsense*, 30 feet; passive perception: 16

◆ In melee or ranged combat, the *crab* will not make physical attacks, but will use spells and other abilities.

◆ **Crab Talk.** The *macrobian crab* will become attuned to your thoughts and communicate telepathically to you.

◆ **Your Crab Sense is Tingling.** Once per day, you can ask the *macrobian crab* to "help" you make one Arcana, History, or Investigation check, and one Insight or Perception check. It adds its skill bonus in these areas to yours for that roll.

◆ **Innate Spellcasting.** The *macrobian crab* can cast these spells once per day. If it casts in melee, it casts on your turn. Otherwise, it will cast at your telepathic request, which you can make as an action or reaction, or it will cast at its own will, if the circumstances require it. It can cast: *control water*, *create food and water*, *cure wounds (cast at 6th level)*, *master of the rolling river*, *magic missile (cast at 6th level)*, *purify food and drink*, *tidal wave*, *water breathing*, *water double*, and *watery sphere*. If a save is required for any of these spells, the DC is 20. It is known that the *macrobian crab* is a powerful natural spellcaster, and can possibly cast other spells (for example, it is known that it casts *feblemind* and *teleport* as part of its defensive strategy), but no one has documented any other spells it might know. So far, it is not revealing that information, either.

◆ **Down by the Sea.** Once every two years, the *macrobian crab* molts, and it is during this time that the symbiotic attunement is fully completed. If you have attuned to it, when it is time for the *crab* to molt, you will be asked to keep your promise and accompany it to the sea, and stand guard for 24 hours while it sheds

its carapace. It will have already picked a new replacement shell for its home, which you bring to the secret cove in which it has chosen to molt. Guarding the creature can be dangerous. *Macrobian crabs* have many evil, sea-bound enemies. After 24 hours, its new shell will have hardened, and it will be free to roam with you again.

### **Magirics** Book, very rare (requires attunement)

*Magirics* is a magical book about *magirics* (the art of cooking). Each day, if you are attuned to this book you can:

◆ **Open Chapter One.** This duplicates the effects of the spell, *Heroe's Feast*: You bring forth a great feast, including magnificent food and drink. The feast takes 1 hour to consume and disappears at the end of that time, and the beneficial effects don't set in until this hour is over. Up to 12 other creatures can partake of the feast. A creature that partakes of the feast gains several benefits. The creature is cured of all diseases and poison, becomes immune to poison and being frightened, and makes all Wisdom saving throws with advantage. Its hit point maximum also increases by 2D10, and it gains the same number of hit points. These benefits last for 24 hours.

◆ **Open Chapter Two.** As an action recite the recipe for baked armor, and produce a magical set of armor made from woven and baked edible leaves. It is equivalent to leather armor, and will last for 24 hours, or until it gets immersed in water for more than 10 minutes.

◆ **Open Chapter Three.** Create up to 8 magical berries similar to *goodberries*, except each berry heals up to 2D8 hit points of damage. If you are at full health, you gain 2D8 temporary hit points from eating any amount of these berries.

◆ **Open Chapter Four.** A wonderful aroma spreads from the book. All unfriendly creatures in a 20-foot radius must make a DC 18 Wisdom save or be *charmed*, as per the spell.

◆ **Open Chapter Five.** Any simple tool with fewer than three moving parts can be molded from dough (produced by the book itself). Form it into a close facsimile of the tool, and one round after completion, the item appears full size. Roll a D20. If your die roll plus your intelligence modifier is 15 or above, you succeed, and produce a hardened, baked version of the item, which will function as a good quality version of the tool you are making for 24 hours. If you have proficiency in artisan's tools for cooking, or for fabricating with wood or metal, you can add your tool or skill bonus to your Intelligence check. The tool functions as if it is made of hard metal unless it becomes immersed in water for more than 10 minutes.

◆ **Open Chapter Six.** You create an animated *gingerbread man*, who will act under your command for a period of up to one week, or until it gets immersed in water for longer than 10 minutes, or until it gets eaten.

◆ **Gingerbread Man** tiny construct, unaligned Armor Class: 17 Hit Points 1(1D4-1) Speed: 30  
STR: 1(-5) DEX: 14(+2) INT: 4(-4) WIS: 4(-4) CON: 8(-1) CHA: 10(+0)

While the *gingerbread man* is within 150 feet of you, you can command it mentally to scout, observe, and return to you. While you concentrate on it, you can see through its eyes. It has *darkvision* (60 feet). It has advantage on stealth checks. Though it can't attack, it can take the dash action each round, with no attack of opportunity from opponents. If you break concentration, the *gingerbread man* will come back to you. Challenge 0(10 XP).

### **Malchus Mirror** Weapon (shortsword) very rare (requires attunement)

This bright, polished steel sword imparts a +1 to hit and damage when used as your attack action. If you are hit in melee combat by an opponent, as a reaction, the *malchus mirror* immediately returns a blow against the target who delivered the hit to you, with the same to hit roll and damage as was delivered to you. If the to hit roll would not hit your opponent, then no damage is delivered.



## Malison Monograph

Book, very rare

When a spellcaster reads this book it allows them to cast the spell *Bestow Curse*, even if it is not on their list of spells. If you are a bard, cleric, or wizard, and you read the *Malison Monograph*, you can cast *Bestow Curse* three levels higher than your current maximum spell level would allow. Once you gain this enhanced ability, it is permanent, and the book vanishes from your possession. Any attempts to copy the book fail.

## Mana Array

Staff, rare to legendary, (requires attunement by a spellcaster)

A *mana array* can be a powerful tool in a spellcaster's hands. In some functions, it is similar to of *rod of absorption*, with some important differences. Each *mana array* looks like a well-wrought, lightweight, metal-shod hardwood quarterstaff. Melded within the staff are a number of gems of power, each of which stores a specific level and number of spell slots. The spell slots are filled when you cast spells into the *array* by touching both ends of the staff when you cast a spell with the spell slot you wish to store. It holds a specific number and levels of spell slots. The *array* is empty when you deplete all the spell slots in your *mana array*. You recharge the *mana array* by casting more spells of the spell slots you need to cast to re-fill the *array*. When you have charged the *array*, you are able to cast any spell you have prepared, using a spell slot stored in the *mana array* instead of from your own internal capacity. The *mana array* might have spell slot storage for a level of spell slot you can't yet cast. It is possible for another spellcaster to fill that level of slot for you. A *mana array* loses one spell slot stored, starting with the lowest spell slot stored, each night at midnight.

◆ **Spell Slot Storage.** Individual *mana arrays* have different capabilities for storage. A selection of some of the known *mana arrays* are listed in the table below. You might find others, but they all follow a standard formula: Rare arrays hold no more than 23 total spell slot levels (when added together), and cannot hold higher than a 4th level spell slot. Very rare arrays hold no more than 37 total spell slot levels (when added together), and cannot hold higher than an 8th level spell slot. Legendary arrays can hold no more than 53 total spell slot levels (when added together), and can hold 9th level spell slots; however, no *mana array* has ever been made to safely hold more than two 9th level spell slots. Attempts to hold more end in explosive, destructive failure.

Name	Rarity	Spell Slots Stored
Ethan's Charger	Rare	4 1st, 3 2nd, 2 3rd, 1 4th
Nevelin Arcstaff	Rare	5 1st, 4 2nd, 3 3rd
Voriathan	Very Rare	4 1st, 4 2nd, 3 3rd, 2 4th, 1 5th
Keld's Glory	Very Rare	6 1st, 6 2nd, 3 3rd, 1 4th,
Thennagakk	Very Rare	3 1st, 3 2nd, 2 3rd, 2 4th, 2 5th
Vengeance Rail	Very Rare	2 1st, 1 2nd, 1 3rd, 1 4th, 1 5th, 1 6th, 1 7th, 1 8th
The Advantage	Legendary	4 1st, 4 2nd, 3 3rd, 2 4th, 1 5th, 1 6th, 1 7th
Conduit of Kings	Legendary	1 1st, 2 5th, 2 6th, 1 7th, 1 8th, 1 9th
Reality Bender	Legendary	1 1st, 4 8th, 2 9th

◆ **Charged Weapon.** You can use the *mana array* as a magical weapon. By spending spell slots as a bonus action, you can imbue your weapon with magic. You must spend a minimum of one level-one spell slot to make the weapon a +1 to hit. You can choose to spend another level-one spell slot to also make it +1 to damage. It remains so for 1 minute once charged. You could also spend one level-two spell slot to achieve the same +1 to hit and +1 to damage effect. You can spend multiple spell slots, at an equivalence of 1 spell slot level for each +1 bonus, up to a maximum of 10 levels of spell slots for a weapon to achieve an effect of a +5 bonus to hit and a + 5 bonus to damage. You can spend additional spell slots, at an equivalence of 1 spell slot level for each additional minute, for the duration of the magical to hit and damage bonus to last.

◆ **Circle of Destruction.** As a reaction, if you are reduced to zero hit points (but not instant death), you can choose to spend all remaining spell slots in the *mana array* to create a concussive burst of magical energy, excluding you, but centered on you. All creatures within a 10-foot radius of you take 1D10 times the total spell slot levels (added together), force damage, requiring a dexterity DC 28 save for half damage. All

creatures outside of the 10-foot radius, but within a 20-foot radius, take 1D6 times the total spell slot levels (added together), force damage, requiring a dexterity DC 20 save for half damage.

### **Manual of Panurgic Skills** Book, legendary

This unassuming small book is full of extraordinary opportunities for the observant adventurer. These books are known to unexpectedly appear in the oddest of places---those spots where adventurers had to be problem solvers and quick thinkers. You might spot one of these books at a bend in a cave before an umber hulk's lair, in a bookshelf in a gold dragon's hoard, or on the desk which separates two warring kings in dispute. It radiates magic and if *identified*, you will discover its power. The *Manual of Panurgic Skills* magically imparts expert knowledge to you if you read and practice its teachings for at least four hours a day for 30 days over a total of 60 days. At the end of that time period, if you have completed the course of study, you will gain several benefits, and the book will mysteriously vanish. Once you have gained benefit from the book, you can't gain the benefit again. If you do not complete the course of study, the book will still vanish, and you gain no benefit from the book, and will never again be able to study it, even if you encounter it again.

◆ **Jack of All Trades.** Once you have finished the manual, any common trade task that would normally require a DC check of 12 or lower, you can complete successfully without a check. This includes tasks like handling sails on the deck of a ship, general masonry, carpentry, sewing, farming, fishing, starting a campfire, dressing a wound, playing a musical instrument, etc.

◆ **I've Got the Skills.** Choose four skills. You are now proficient in them. If you were already proficient, you can choose it again, and become expert in that skill.

◆ **I've Got the Tools.** Choose two additional tool kits. You are proficient with those toolkits.

◆ **I've Got the Ability.** Choose one ability. You are now also proficient in that ability.

### **Medioxumate Oraculum** Wondrous item (ball), rare

This divining device is attuned to the lesser powers of the upper and lower planes, and as such, their answers to your questions are not nearly as authoritative as those from the greater powers. However, these lesser powers are more likely to provide greater detail and specific information about smaller questions. Any time you ask a questions of the *oraculum*, the DM will secretly roll a DC 12 Charisma check; if you succeed, the powers contacted are favorable towards you, and will endeavor to provide a correct answer. If you fail, their answers are likely to sound believable, but will purposely mislead you. The *medioxumate oraculum* cannot accurately answer larger scale philosophical questions, or questions about future actions, etc., but can answer specific, concrete questions, such as, "how many charges are left in this wand?" or, "is the food in this inn tainted?" It can be a valuable, but somewhat unreliable, source of information for you.

### **Metamagician's Friend** Wondrous item (jewelry), very rare to legendary (requires attunement)

A locket that can hang from the neck or be stored in a pocket, the *Metamagician's Friend* allows you to attune to a total of five magic items which require attunement. Legendary versions of this item allow you to attune to six items. The *Metamagician's Friend* counts as one of the attuned items, so in effect, it allows you to attune to one or two additional magic items which require attunement. It does so by "borrowing" the abilities of a trapped entity. The very rare version has two fitted gemstones in the locket, worth at least 10,000 gold pieces total, in which either an extraplanar creature with innate magic and casting abilities, or the stolen soul of a spellcaster, is imprisoned (requires them to be a CR of 4-9). The legendary version has two fitted gemstones worth 30,000 gold pieces total, in which either an extraplanar creature which has innate magic and casting abilities, or the stolen soul of a spellcaster, is imprisoned (requires them to be a CR of 10 or higher). Casting *identify* will reveal some details about the item, but in order to know most of the details of the item, *identify*, or other divination magic, must be cast at 9th level.

◆ What limited information can be known with standard *identify* or similar divination spell: the locket's magical ability, and the fact that it is powered by a trapped entity; all of the ways to free the trapped entity.

Of course, you will also know the moral quandary of purposely using another creature's life force or soul for your benefit. The locket will stop functioning when all the life energy has been drained from the trapped entity. If you are attuned to the locket when it stops functioning, your soul can be trapped, or you can be permanently injured.

- ◆ What can only be known with casting *identify* or similar spell at 9th level: the kind of entity trapped, its CR rating, and its age.
- ◆ Even with this highest level magic, you cannot know how many days of life energy the trapped entity has left. Any attempts to circumvent this limit breaks the item, and frees the trapped entity.
- ◆ If the entity is freed from the gemstone, it will act accordingly to its whims regarding its reaction to the person who freed it. The DM will determine what kind and power level creature was imprisoned, and what it would do if freed. The DM will determine how old the creature is, and how many days of life energy it has left. If the item is worn past that time, the item no longer functions. One of the inset stones will turn smoky. The attuned wearer of the item must make a DC 12 Constitution save (even if the item is currently not in their possession) or have their soul sucked into the gem, which will then become clear again, and regain its functioning. If the attuned wearer makes the first saving throw, they will then need to make an additional DC 20 Constitution saving throw, or forever lose one attunement slot. If the wearer is immune or protected from effects which can remove their soul, instead of having their soul trapped, they automatically lose one attunement slot, and take 10D6 necrotic damage, which cannot be healed except through non-magical rest. If no soul is trapped, or no extraplanar entity is imprisoned to fill the gem within 24 hours, both of the item's gems crack and turn to dust. The dust is corrupted and worthless as a spell component or alchemical reagent. Consider yourself lucky for having tempted fate.
- ◆ Ways to free the trapped entity if it is an extraplanar creature: Break the gems in the locket; cast a high enough level spell which can free the entity; return the locket to the entity's home plane; cast *banish* on the locket, which will cause the extraplanar creature to appear in the closest available space next to you.
- ◆ Ways to free the trapped entity if it is a soul: Break the gems in the locket. The soul will leave and immediately return to its body (if the body is still living) or to the celestial or abyssal power which claims it. Cast a high enough level spell which can place a soul in a prepared body; cast reincarnation and the soul will fill the nearest appropriate creature. Cast resurrection on the locket, with a piece of that creature's dead body touching it. Creative DM's could imagine other ways to free the trapped entity.

### **Mirabilia Lens** Wondrous item (eyewear), rare

Once per day, the *mirabilia lens* will reveal a random marvel or wonder within 100 miles of your location. At noon, the image of the fantastic thing appears in the center of the lens. It remains for 10 minutes, and then the lens clears.

### **Mnesic Gel** Wondrous item (jar of clear gel), very rare

*Mnesic gel* can allow you to record a thought from a person and transfer it directly to another person. One person must clearly remember the memory. You take the applicator from the lid of the jar of *mnesic gel* and spread a thick layer of gel on the forehead of the person remembering. The person must concentrate on the memory for one minute. The gel will turn a dark blue when it cures. Then, you peel it off of the rememberer's forehead, and place it on the recipient's forehead. The gel must remain on the recipient's forehead for 10 minutes. At the end of that time, the gel turns grey and flakes off. The memory is clearly remembered by the recipient. A specific memory can be of a thing, a feeling, an image, a conversation, or an event. If it is an event with a duration, it can last up to 10 minutes. If the memory is being placed on a target against their will, the target will gain a DC 15 Wisdom saving throw. On a save, the memory fails to transfer and the gel turns to grey ash.

### **Monoxylon Rod** Wondrous item (rod), rare (requires attunement)

This short wooden rod has a relief-carved image of a large dugout canoe along its length. When you place the *rod* in a river, lake or other body of water large enough to encompass it, a large dugout canoe, made from a single large log, expands in the water. The canoe can hold up to 18 normal-sized humanoids. It comes with 12 oars, and a tiller at the back of the boat. When you disembark, as you bring the prow of the boat up to shore, after everyone has disembarked, the boat turns back in the *rod*. Transforming to and from boat form can be accessed without attunement. With attunement, you automatically know how to pilot this boat, and make all checks with advantage. You increase the speed of the boat by half its standard speed. You are at advantage to resist water effects, such as capsizing. You gain advantage on navigation checks on the water.

### **Mordenkainen's Crisp Aperitif** Potion, rare

This potion is designed to prepare you for whatever condition of food you encounter on your journeys. Drinking this potion protects you against ingested poisons and parasites, poisoning from spoiled food, mold or other toxins, and sickness from bacteria on raw or undercooked food. This protection lasts for 72 hours from initial consumption. The potion itself is aromatic and has hints of alcohol, sugar and smoke.

### **Morioplast** Wondrous item (putty) very rare

This malleable putty smells like camphor. Three applications come in a jar. If a person has a limb severed, and you cover the stump in *morioplast*, you can reattach the limb as long as it has been less than one minute since the wound occurred. *Morioplast* will harden and form a cast around the area, which will crumble after 24 hours, revealing a completely healed, though scarred, limb. If you cannot recover the severed limb, you can still cover the stump with *morioplast* to stop the bleeding and immediately stabilize the wound. It will still form a cast over the area, and 24 hours later, crumble away, revealing a completely healed stump.

### **Mottled Nebris** Wondrous item, (clothing), rare

This shoulder-covering is made from the tanned skin of a deer fawns. The leather is soft and very comfortable to wear. The white dots from the fawn's hide form a mesmerizing pattern. While wearing this nebris, once per day, a target you choose is at disadvantage to resist the spell *Charm Person* or *Charm Monster*. Note, that this nebris does not grant you the power to cast the spells, just to influence their effectiveness against a target. If you are a spellcaster who can cast either *Charm Person* or *Charm Monster*, and are wearing the *mottled nebris*, you also gain advantage on Charisma checks (persuasion and intimidation).

### **Mythoclast** Weapon (longsword), legendary (requires attunement)

This longsword appears to be a finely wrought mithral and adamantine sword, with a natural +1 to hit and damage. When facing creatures of increasing power, when you name that creature as your target, the sword begins to glow, lightly for lesser powered enemies, and brightly for more powerful enemies. Against creatures of mythic (godlike) power, the sword turns into a blade of pure magical energy. Any attempts to *identify*, *augury*, or other magic to learn more about this weapon will only reveal the description above. Those who make a DC 30 Arcana check will recognize marks on the blade associated with powerful being of the Void known only as *Vreeanu*.

◆ **Come Back When You Are Stronger.** When the target is CR 4 or lower, the sword shows no special power, besides being a +1 weapon.

◆ **This is More Like It.** When the target is CR 5 to CR 9, the sword becomes a +2 weapon to hit and damage. It glows with increasingly bright blue light (from a 10-foot radius for CR 5 to a 15-foot radius for CR 9). You gain a bonus attack with the sword when swinging on the same target each round.

◆ **You Ain't Seen Nothin' Yet.** When the target is CR 10-14, the sword becomes a +3 weapon to hit and damage. It glows with increasingly bright blue light (from a 16-foot radius for CR10 to a 20-foot radius for

CR14). Creatures who oppose you take 5 points of radiant damage each round they remain in the radius. You gain a bonus attack with the sword when swinging on the same target each round. On a natural 20, a target not native to this plane must make a DC 15 Wisdom saving throw or be *banished* to its home plane.

◆ **Thunder and Lightning.** When the target is CR 15-19, the sword becomes a +4 weapon to hit and damage. It glows with increasingly bright blue light (from a 21-foot radius for CR15 to a 30-foot radius for CR 19). Creatures who oppose you take 10 points of radiant damage each round they remain in the radius. Allies gain 10 temporary hit points each round they remain in the radius. On command, one time per encounter with a creature of this power, a burst of radiant energy affects all opponents in your radius with the equivalent of *power word blind* (with a spell save DC of 18). You gain a bonus attack with the sword when swinging on the same target each round. On a natural 20, a target not native to this plane must make a DC 18 Wisdom saving throw or be *banished* to its home plane. Upon a successful save, an arc of energy and crack of thunder erupts from the sword causing 8D8 lightning damage, which unerringly hits your opponent, DC 18 Dexterity save for half damage.

◆ **The Power and the Glory.** When the target is CR 20-24, the sword becomes a +5 weapon to hit and damage. It awakens and expresses its sentience. It announces itself as “Mythoclast, destroyer of legends.” It is unaligned, but will willingly fight to destroy the powerful creature you are attacking. It has an INT of 14, WIS of 11, and CHA of 18. Once per combat, on your attack action, it will either cast *haste* upon you, or *slow* upon your opponent. Spell save DC is 20. It glows with increasingly bright blue light (from a 31-foot radius for CR 20 to a 40-foot radius for CR 24). Creatures who oppose you take 20 points of radiant damage each round they remain in the radius. Allies gain 20 hit points each round they remain in the radius. On command, one time per encounter with a creature of this power, a burst of radiant energy affects all opponents in your radius with the equivalent of *power word blind* (with a spell save DC of 22). You gain a bonus attack with the sword when swinging on the same target each round. On a natural 19-20, a target not native to this plane must make a DC 22 Wisdom saving throw or be *banished* to its home plane. Upon a successful save, an arc of energy and crack of thunder erupts from the sword causing 12D8 lightning damage, which unerringly hits your opponent, DC 22 Dexterity save for half damage.

◆ **With Great Power....**When the target is CR 25 or above, the sword remains a +5 weapon to hit and damage, but transforms into a weapon made of pure magical power. It acts with the same abilities as a *sword of sharpness*. Its base damage ignores all resistances and immunities. Upon a successful attack, the blade deals 4D8 necrotic and 4D8 radiant damage. Though it is not an artifact, when it is in this form against a godlike opponent, it is unaffected by *anti-magic fields*, or other null-energy type spells. It awakens and expresses its sentience. It announces itself as “Mythoclast, destroyer of legends.” It is unaligned, but will willingly fight to destroy the powerful creature you are attacking. It has an INT of 14, WIS of 11, and CHA of 18. Once per combat, on your attack action, it will either cast *haste* upon you, or *slow* upon your opponent. Spell save DC is 24. Once per combat, at the same time as one of your attack actions, it can cast *enlarge* or its reverse (spell save DC of 24). If you take 90% or more of your hit point total in damage in your current combat, as a reaction, it will cast *mass heal*, fully healing you, and then healing any allies in its radius. It can do this one time during a combat, and not more than once per week. It glows with increasingly bright blue light (a 100-foot radius). Creatures who oppose you take 20 points of radiant damage each round they remain in the radius. Allies gain 20 temporary hit points each round they remain in the radius. On command, one time per encounter with a creature of this power, a burst of radiant energy affects all opponents in your radius with the equivalent of *power word blind* (with a spell save DC of 26). You gain a bonus attack with the sword when swinging on the same target each round. On a natural 18-20, a target not native to this plane must make a DC 26 Wisdom saving throw or be *banished* to its home plane. Upon a successful save, an arc of energy and crack of thunder erupts from the sword causing 16D8 lightning damage, which unerringly hits your opponent, DC 26 Dexterity save for half damage.

◆ **Time to Bid Thee Farewell.** If *Mythoclast* encounters and delivers the killing blow to a CR 25 or higher creature, the spirit of the deity *Vreeanu* will speak through *Mythoclast* and commend you for passing its test. It will ask you to join it as its sword-bearer in the war to come. It is not wise to say no to *Vreeanu*. If you agree, you and the sword will vanish. If you decline, *Vreeanu* will proclaim you to be a fool, and the

sword will vanish. You can never again attune to it. In either case, it is up to the DM to determine the extent of your future encounters with *Vreeanu*.

## N

**Nacarat Majolica** Wondrous item (bowl), very rare

This orange-red fine glazed pottery looks like a hand-washing bowl. This vessel turns any magical potion into a *potion of healing* (3D8 + 3). After you pour the potion in the bowl, a fine mist rises above it, and glowing orange lines appear on the side of the bowl. Within a few seconds, the potion is converted, and the glow fades. The transformed potion can be used right away, or stored in a cleaned and prepared potion bottle. The *majolica* can be used as often as you choose to use it per day.

**Natricine Sleeves** Wondrous item (slip-on sleeves) very rare (requires attunement)

These arm-coverings slip over your arms and cover them from wrist to shoulder. They appear to be made of black reptilian scales. They adjust to fit the wearer, and are tight but flexible, without being constricting. While wearing *natricine sleeves*, you gain a swim speed of 40, unless your swim speed is already 40 or more, in which case your swim speed increases by 20. You can naturally float even in turbulent water, and can hold your breath for 10 minutes before you need to make a Constitution check. You become hydrophobic---water does not soak in to any of your clothes or items. When you step out of water, in moments, you are dry. While wearing the sleeves, you become immune to reptilian poison, and gain advantage on all other poison saves.

**Nemaline Model** Wondrous item (spool of thread), very rare

The thread on this spool feels somewhat stiff, and a little tacky. You can use it to model an object (simple machine, or other similar object, no larger than one cubic foot). The result when finished looks like a crude wire-frame model of the thing. When you cut the thread, the object hardens, solidifies, and is transformed into a fine quality, normal strength, non-magical version of the object you modeled. The spool of thread has enough thread for 1D4 +4 objects when you find it.

**Nemaline Rope** Wondrous item (spool of thread), rare

This normal looking spool of thread, upon command, can be unspooled and will transform into a 100-foot length of rope, which can hold 1000 pounds, and takes 20 points of damage to cut. Consider its armor class to be 16 for the purposes of cutting for damage. If cut, the longer piece can be commanded back into thread form on the spool. The remaining piece turns into a short piece of very thin, normal, thread. The rope returns to its spool when commanded.

**Nemaline Snare** Wondrous item (spool of thread) rare

Upon command, when the thread is unspooled, it forms a nearly invisible rope snare, anchoring to a nearby tree or rock. Any creature passing over it is at disadvantage to perceive it. If they fail their perception check, the snare will trip, and immediately restrain a creature. A creature can make a contested Strength check (rope strength check DC is 18) or remain restrained by the rope. The rope can take 30 points of damage before it is destroyed. Once cut, the rope snare turns into a pile of normal, wispy threads. The snare returns to its spool when commanded or after 6 hours, whichever comes first.

**Nemaline Web** Wondrous item (spool of thread), rare

Upon command, when you hold the end of the thread and throw the spool, it magically creates an effect similar to the spell *web*. When the web is destroyed, *dispelled*, or commanded to end, the spool winds back up to you. The *nemaline web* can perform this function once per day.

### **Neogenesis Emollient** Wondrous item (paste), very rare

Though this salve can be used for healing (one application heals 2D8 + 2 points of damage) it is designed to regenerate damaged skin, tissue, blood, or other organs. When an application is placed on a scar, a healed stump, or at the site of other missing tissue (such as a missing eye from a wound, or a bite wound with missing flesh), the area will scab over with congealed blood. After one hour, the scab will start to flake away, revealing unscarred skin. If placed on a healed stump, within 24 hours, the missing limb will begin to regenerate. Each day for 7 days, you must coat the newly regenerating limb with an application. At the end of the 7th day, the new limb will be full grown. In the case of missing flesh, a similar process occurs. At the end of 7 days, the missing flesh will be restored. For blood loss, or other internal damage or loss, the salve must be mixed with a *potion of healing* and ingested. Immediately upon ingestion, 2D8 + 2 hit points are restored, and full blood volume is restored. Immediately, damaged organs are stabilized and internal bleeding stops. Within one week, internal injuries are healed, including to damaged or missing organs. A jar of *neogenesis emollient* usually contains 1D8 +4 applications.

### **Nepenthe Vapors** Wondrous item (aromatic oil), very rare

This jar contains a highly aromatic, viscous oil, magically infused with lethe and a drop of water from the River Styx. When willing targets come within 10 feet of the open jar, and purposely breathe in the vapors from the jar, they can choose to completely and irreversibly forget all of the events from the past 24 hours. Only a *wish* or similar level magic can restore the memories. An unwilling target must make a DC 17 Intelligence saving throw or completely and irreversibly forget all of the events from the past 24 hours. Only a *wish* or similar level magic can restore the memories. If you are prepared when you enter the area of effect, by holding your breath, you gain advantage on your save. If you have some other magical means to keep from breathing or filtering out harmful vapors, you will not be affected. The vapors are invisible, but smell slightly of lavender and menthol. The jar is activated any time it is opened. Wily mages will often use *mage hand* to open the jar and wipe out an unsuspecting parties' memories.

### **Nerterologic Coins** Wondrous item (ceremonial coins), rare

When you place these two *coins* over a dead creature's eyes, you are granted the ability to *speak with dead* with this creature for the next hour. The dead creature will not be hostile toward you for disturbing it, but is under no compulsion to answer your questions, and will have no other knowledge of events you ask of it that they had in life. The DM will have you make a Charisma check (the DM will set the difficulty). If you succeed, it will be more inclined to speak with you. This power to *speak with dead* can be used once per day. The magic replenishes itself at midnight. In order for the *coins* to work, the creature must have eyes to place the *coins* on.

### **Nexus Nevus** Wondrous item (prepared ink, needle and thread), rare

Up to six willing people can be connected with a *nexus nevus*. A dot of specially prepared ink is dropped on the back of each person's hand, forming a *nevus*. A silver needle and thread pierces each *nevus* and connects each hand. The thread is looped, cut and tied off. A few moments later, the thread vanishes and each person connected will know with certainty the identity and location of the other people in relation to each other, and whether they are alive or dead as long as they are on the same plane. If an unwilling target is included in the *nexus nevus*, the target must make a DC 15 Wisdom saving throw or be affected. Upon a successful save, the others in the *nexus* will know this person was not included. The effect lasts for 24 hours. If the silver needle and thread pierce the *nevus* marks on each creature's hands before the 24 hours expire, the effect is renewed for another 24 hours. An unwilling target gains another saving throw at that time.

## Nitent Pigments

Wondrous item (paint jar), rare

When you coat an item with *nitent pigments*, in daylight, it seems to dimly glow. From dusk until dawn, it radiates a 25-foot sphere of light similar to a brightly burning torch. Enemies can attack creatures within that sphere of light as if they were marked by the spell *faerie fire*. The lighting effect lasts for three days, unless a magical solvent is applied to the paint. Even if it is otherwise covered, the sphere of light is generated around the painted item. A jar of *nitent pigments* can paint up to 2000 square feet of surface area.

## Noctilucent Orbs

Wondrous item (orbs), rare

These orbs are the size of marbles. You normally find 8+1D4 *noctilucent orbs* in a fine silk bag. Once the sun is below the horizon, these orbs begin to glow. You can take one or more and throw them in the air. They will hover approximately 15 feet off the ground, and supply soft diffuse light in a 20-foot radius. If more than one orb is tossed in the air, the orbs will move in relation to each other so their spheres of light touch. Once they are placed, they remain stationary. Though stationary, they vibrate slightly in air, and are extremely difficult to hit. Attempts to hit the marble to damage it requires a natural 20, or a modified 29. If hit, they can take 10 points of damage before they break. When they break, they explode in a fine spray of tiny glass shards. All creatures within their radius of light automatically takes 1D6 points of piercing damage. The orbs remain in place until you command them to drop, or at dawn, at which point they will unerringly return to the silk bag.

## Noosphere

Wondrous item (ball), legendary (requires attunement)

The term “noosphere” refers to the sum of all human knowledge. The magical device known as the *noosphere* looks similar to a crystal ball. It allows an attuned user access to either a random bit of human knowledge, or upon concentration, a specific piece of human knowledge. To use the *noosphere*, you must first determine your intention, to seek a random bit of information, or a specific piece of information. If it is a specific bit of knowledge, the DM will set a DC for the knowledge sought. For example, if you wanted to know the currency exchange rate in a large port city you are travelling to, that common bit of knowledge might require a DC 8 check. Knowledge of the magical password on the king’s vault might require a DC 20 check. Knowledge of the true name of an infernal or celestial being might require a DC 30 check. See the chart below for the effects of searching for certain knowledge. It is possible that you seek information that is greater than your capacity to accept. You will not know this until after you engage the device. If use of the *noosphere* results in your death, your soul is drawn into the *noosphere*. It is also possible that the knowledge you seek is outside of the realm of any human knowledge. In that case, you waste the use of the *noosphere*, and must roll a DC 16 Wisdom saving throw or be affected by a short-term madness (*DMG*, p. 259). You can access the *noosphere* once per day.

DC Check	Knowledge	Effect
None	Random	No effect; knowledge of a random bit of information is now known to you.
8	Common	You are affected by one level of exhaustion.
10	Uncommon	You are affected by two levels of exhaustion, and take 5 points of psychic damage.
15	Rare	You are affected by three levels of exhaustion, and take 10 points of psychic damage.
20	Very Rare	You are affected by four levels of exhaustion, and take 20 points of psychic damage.
25	Legendary	You are affected by five levels of exhaustion, and take 40 points of psychic damage.
30	Unique	You are affected by six levels of exhaustion, and take 80 points of psychic damage. You die from exhaustion and also possibly from the psychic damage.



## **Nosographica** Book, very rare

The *nosographica* is a compendium of the history and symptomology of diseases, both mundane and magical. Anyone who studies this tome for a maximum of 24 hours over a one week period will gain a proficiency in Medicine pertaining specifically to history, identification, treatment, and prevention of diseases. If you already have a proficiency in Medicine, you become an expert in Medicine on this topic. Once you begin the study the compendium, even if you don't finish the required time, it vanishes at the end of that week period.

## **O**

### **Obdormition Clamps** Wondrous item (clamps), rare

*Obdormition clamps* are often used by healers, but can also be used to incapacitate an enemy. These large, spring loaded clamps can easily fit around an arm, knee joint, or adjust to fit around a person's thigh. When used for medical purposes on a willing or unconscious subject, the clamp causes immediate numbness and blocks pain sensations from an area. If used on an unwilling target, the target must make a DC 14 Dexterity check to avoid having the clamp be positioned correctly. If successful, the clamp has no effect. If placed around the neck, the clamp will not kill but will cause unconsciousness, as well as numbness and painlessness.

### **Obelus Signet** Ring, rare (requires attunement)

The *obelus signet* ring has the clear mark of the division sign ( $\div$ ) inlaid on its bezel. This ring has two functions.

◆ **Divide and Conquer.** When you touch the bezel of the ring to a non-magical item less than one cubic foot in volume, less than 500 gold pieces in value, that object divides in half, but both halves clearly have the same mass and volume. Once an object has been divided in this manner, neither the object nor its duplicate can be divided again. You can use this power once per day.

◆ **Poorly Written.** When reading any kind of written text, you can activate the ring to determine if the passage you have read is complete and accurate, or if it is incomplete and inaccurate. The signet will cause the words or passages that are not complete or accurate to glow and remain visible to you for 24 hours. You can activate this power once per day also.

### **Obi of Presence** Wondrous item (Sash traditionally worn with a kimono) rare

This sash gives you advantage on Charisma checks three times per day.

### **Ocellated Inverness** Wondrous item (overcoat with removable cape) rare

This overcoat has a subtle and unnerving pattern of eye-like spots covering it, with a large spot on the back of the cape. While wearing the *ocellated inverness*, you cannot be surprised.

### **Oil of Permanence** Potion, legendary

This highly magical liquid is a necessity in a magical fabricator's workshop. When an item is properly prepared, and a magical bonus or effect is imbued in the item, *oil of permanence* will "set" the magic. When the oil dries, the magic is permanently incorporated into the item. One vial will coat one item less than 8 cubic feet in volume.

### **Olivaster Tunic** Wondrous item (shirt), uncommon

This tunic allows the wearer to blend and camouflage in woodland areas, gaining advantage on stealth and hiding checks in those environments.

### **Ombre Ribbon** Wondrous item (hairband or ornamental ribbon), Uncommon

This ribbon allows the wearer to blend and camouflage in urban and subterranean areas, gaining advantage on stealth and hiding checks in those environments.

### **Onymatic Rod** Rod, rare

Three times per day, if you point the *onymatic rod* at any specific thing you concentrate on, the rod will either cause the name of the thing to appear in your mind's eye, or at your discretion, will pronounce the name aloud.

### **Orb Staff of the Moon** Staff, very rare (requires attunement)

This staff, made of gleaming black *thanlias* wood, is extremely hard, but light. At one end of the staff, an adamantite crescent appears to cradle a floating sphere about 4 inches in diameter, which looks like the moon. This sphere is not attached to the crescent, but cannot be removed from where it floats in between the points of the crescent. Attempts to remove it will eventually destroy the magic of the staff. While on earth, this orb reflects the phases of the moon, and will act as a dim light source. It generates *moonlight*, if necessary for certain spell or magical effects. Without attunement, this staff can be used as a +2 weapon. You attune to this item by meditating with it under the light of the moon for a long rest. Once attuned, this staff can be used as a +4 weapon, striking for 1D8 damage. It has a number of other features which can be accessed once you are attuned:

◆ **Artemis' Healing Light.** Three times per day, you can *heal* all but 1D4 points of damage to yourself or one you choose.

◆ **Moonbeam.** Three times per day, you can *charm* a creature you point the staff towards (Wisdom DC 15 save).

◆ **Silver Slivers.** Two times per day, you can fire a 60-foot cone of moon rock shards that cause 8D6 slashing damage, Dexterity DC 15 save for half.

◆ **Moondust.** Three times per day, at a target you choose, a cloud of very fine silvery moondust surrounds a creature. The dust causes temporary blindness (Dexterity DC 14 saves to negate effect). At the end of each round, a creature can make another save, but after saving, the creature incurs a -2 penalty on attacks, Dexterity checks, and proficiency rolls which require sight for 1D4 rounds. The cloud dissipates on its own in 1D6 rounds, or can be dispersed by a wind greater than 10 miles per hour. *Moondust* also can cover an invisible creature and make it visible, similar to *faerie fire*.

◆ **Dark of the Moon.** Once per day, you can cast *darkness*; once per day, you can cast *sleep*.

### **Organon of Investigation** Book, very rare

This treatise teaches the principle skills of investigation. If you study this book for 24 hours over one week, you gain proficiency in Investigation, and advantage on checks requiring logical deduction. If you already have a proficiency in Investigation, you are now Expert in Investigation. Immediately after you complete your study of this book, it vanishes. Once you begin study, if you do not complete the required 24 hours, the book still vanishes, and you will never be able to attempt to study it again.

### **Osmic Opuscule** Book, very rare

This small but thorough piece of research provides descriptive history and information on the sources, varieties, and intensities of odors. If you study this book for 24 hours over one week, you gain proficiency in Investigation checks requiring smell and proficiency on Perception checks involving smells. If you already have a proficiency in Investigation or Perception, in the area of smells, you are now Expert in both. Immediately after you complete your study of this book, it vanishes. Once you begin study, if you do not complete the required 24 hours, the book still vanishes, and you will never be able to attempt to study it again.

## **Ossifragant Coil** Wondrous item (coiled continuous band of brass), rare (requires attunement)

This spiral band is a cruel device of torture or coercion. If the target is willing, unconscious, stunned, or incapacitated, you can simply slip this band over their hand. Otherwise, an unwilling creature makes a Dexterity DC 15 save to avoid putting their hand within the *coil*. Once within the *coil*, it wraps and constricts from the upper forearm to the upper bicep, restraining movement at the elbow.

◆ **Shackles.** On command, the *coil* will bunch around the wrist and send a loop out to connect the other wrist, forming shackles. These shackles do not have locks and can't be picked or slipped. A Strength check, DC 28, is required to bend the *coil* enough to remove one hand. An additional Strength check, DC 22, is required to remove the other hand.

◆ **Tennis Elbow.** On command, the *coil* will begin to restrict the elbow, and tighten, pulling the arm back against the elbow joint. A Strength check, DC 25, is required to resist your arm being bent backwards. A successful check requires your complete concentration to resist. After 10 minutes of resistance, you gain one level of exhaustion, which continues to accrue every 10 minutes. At the end of 10 minutes, you must make your Strength check again. Each failure results in 2D6 points of force damage. After three failures, your arm is snapped back, causing severe breaks muscle and tendon damage, and permanent damage to your elbow joint. You will take an additional 4D6 points of force damage, and must roll a DC 16 Constitution check or fall unconscious.

◆ **Spiral of Pain.** On command, the *coil* will slip down to cover the entire forearm, and begin to apply uneven pressure across the radius and ulna. A Strength check, DC 25, is required to tense your muscles and resist your arm bones being painfully pressured. A successful check requires your complete concentration to resist. After 10 minutes of resistance, you gain one level of exhaustion, which continues to accrue every 10 minutes. At the end of 10 minutes, you must make your Strength check again. Each failure results in 1D6 points of force damage. After three failures, your forearm bones are broken with compound spiral fractures, causing permanent damage to your arm. You will take an additional 4D6 points of force damage, and must roll a DC 16 Constitution check or fall unconscious.

◆ **Handy.** On command, the *coil* will arrange itself around the hand of the target, and begins to crush all the bones of the hand. A Strength check, DC 25, is required to tense your muscles and resist your hand bones being painfully pressured. A successful check requires your complete concentration to resist. After 10 minutes of resistance, you gain one level of exhaustion, which continues to accrue every 10 minutes. At the end of 10 minutes, you must make your Strength check again. Each failure results in 1D6 points of force damage. After three failures, the bones of your fingers and hand are broken, causing permanent damage to your hand. You will take an additional 4D6 points of force damage.

◆ **At the Ready.** On command, the *coil* will hold itself in its current position, neither releasing the target nor applying further pressure. On command, the *coil* can release, and easily slip off the arm of the target.

◆ The *coil* can be activated twice a day, and will operate for a total of one hour's elapsed time. It can perform any of the functions outlined above. If the coil is activated, and does not break a bone, it will not function again until blood from a fresh wound covers it completely. If it is used to break a bone, it will fully function again the next morning.

## **Otyugh Leathers** Armor (any light armor), rare requires attunement)

Crafted of leather from an otyugh, a monstrosity which consumes garbage, this armor is said to be a symbol of bad luck and using it is often frowned upon, despite its protective properties. You have a +2 bonus to AC while wearing this armor. Any creature that starts its turn within 5 feet of you must succeed on a DC 11 Constitution saving throw or be poisoned until the start of its next turn. Creatures resistant or immune to poison are immune to this effect.

◆ **Curse.** The stench emanating from this armor makes it hard for you to negotiate with others. You have a disadvantage on all Charisma (Persuasion) and Charisma (Deception) checks against other creatures while wearing this armor.

## P

### **Pachyglossal Powder** Wondrous item (dust), rare

This dust can be put directly on food, or carefully blown into an opponent's melee area. If it has to be blown, make a to hit roll using either Dexterity or your spell attack modifier as your modifier to hit. Your range is 10 feet (no long range). If you critically fail, you are directly affected by the powder instead of your target. On a successful hit, or delivery through food, the powder causes your opponent's tongue to thicken, making it extremely difficult to speak, cast spells with a verbal component, or even breathe. After one round, the target can attempt a Constitution DC 15 saving throw. On a success, the thick-tongue effect ends. On a failure, the opponent is unable to speak or cast spells with a verbal component. After the next round, the target can attempt a Constitution DC 16 saving throw. On a success, the thick-tongue effects ends. On a failure, the opponent is unable to speak or cast spells with a verbal component, and begins to suffocate as his or her airway becomes blocked. The target makes its first check for suffocation (*PHB*, suffocation rules, p. 184). After the third round, the target can attempt a DC 18 saving throw. On a success, the thick-tongue effect ends. If there are three failed saving throws, the thick-tongued effect continues with no further chance to save for 10 minutes, or until the target dies. Six doses of *pachyglossal powder* are usually found in a sealed, well-designed ornamental wooden box, with each dose wrapped in a paper cartouche.

### **Palamate Slippers** Wondrous item (shoes), very rare (requires attunement)

These slippers are as unobtrusive as socks and feature webbed fins on each side of your foot, and thin webbed flaps separating each toe. While wearing these slippers, you gain a swim speed of 40 (if your swim speed is already 40, it increase by 20 more), are able to breathe water at will, and suffer no movement penalties in combat underwater.

### **Pandect of Martial Skill** Book, very rare

This soft, worn leather volume is adorned with simple, stark, but beautiful calligraphy and images of man in nature. At unexpected times, it will simply appear in a dojo or training facility. On rare occasions, it will appear in the pack or dwelling of a promising monk or other martial fighter. It radiates magic and if *identified*, you will discover its power. The *pandect* magically imparts expert knowledge to you if you read and practice its teachings for at least four hours a day for 30 days over a total of 60 days. At the end of that time period, if you have completed the course of study, you will gain several benefits, and the book will mysteriously vanish. Once you have gained benefit from the book, you can't gain the benefit again. If you do not complete the course of study, the book will still vanish, and you gain no benefit from the book, and will never again be able to study it, even if you encounter it again.

◆ **Centered Being.** If you are a monk, you gain an additional ki point based on your level: 1 through levels 1-4; 2 through levels 5-9; 3 through levels 10-14; 4 through levels 15-19, and 5 at level 20 and beyond. If you are not a monk, you gain a +3 to your Armor Class against hand-to hand and specialized melee battle maneuvers.

◆ **Weapons Master.** You gain proficiency with your choice of six specific weapons, even those prohibited by class. Attacks with those weapons receive a +1 bonus to hit and damage because of your skill. This is not a magical bonus.

◆ You gain either the *Dual Wielder* or *Martial Adept* feat.

◆ **Dual Wielder.** You gain the *dual wielder* feat. You master fighting with two weapons, gaining the following benefits: You gain a +1 bonus to Armor Class while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one (*PHB*, p. 165).

◆ **Martial Adept.** You gain the *martial adept* feat. You have martial training that allows you to perform special combat maneuvers. You gain the following benefits: You learn two maneuvers of your choice from among those available to the Battle Master archetype in the fighter class. If a maneuver you use requires

your target to make a saving throw to resist the maneuver's effects, the saving throw DC equals 8 + your proficiency bonus + your Strength or Dexterity modifier (your choice). If you already have superiority dice, you gain one more: otherwise, you have one superiority die, which is a D6. This die is used to fuel your maneuvers. A superiority die is expended when you use it. You regain your expended superiority dice when you finish a short or long rest (*PHB*, p. 168).

### **Pandect of the Blade** Book, very rare

This steel-bound book will often simply appear in the pack or dwelling of a promising swordsman. The pages have a sheen and feel of metal, but are thin and flexible like paper. An etching of myriad blades point in towards the center of the cover. It radiates magic and if *identified*, you will discover its power. The *pandect* magically imparts expert knowledge to you if you read and practice its teachings for at least four hours a day for 30 days over a total of 60 days. At the end of that time period, if you have completed the course of study, you will gain several benefits, and the book will mysteriously vanish. Once you have gained benefit from the book, you can't gain the benefit again. If you do not complete the course of study, the book will still vanish, and you gain no benefit from the book, and will never again be able to study it, even if you encounter it again.

◆ **Defensive Maneuverability.** Against blade weapon attacks that you can see, you gain a +3 to your Armor Class from your ability to anticipate the strike being leveled against you.

◆ **Weapons Master.** You gain proficiency with your choice of six specific blade weapons, even those prohibited by class. Attacks with those weapons receive a +1 bonus to hit and damage because of your skill. This is not a magical bonus.

◆ You gain either the *Dual Wielder* or *Great Weapon Master* feat.

◆ **Dual Wielder.** You gain the *dual wielder* feat. You master fighting with two weapons, gaining the following benefits: You gain a +1 bonus to Armor Class while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one (*PHB*, p. 165).

◆ **Great Weapon Master.** You gain the *great weapon master* feat. You've learned to put the weight of a weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits: On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage (*PHB*, p. 167).

### **Pandect of the Crushing Blow** Book, very rare

This iron-bound book has intricately carved wood hard covers, front and back. In relief you will see a variety of well-known hammers, maces, mauls, and other bludgeoning weapons. These books are known to simply and unexpectedly appear in the dwellings of blacksmiths and the sanctums of dwarven clerics. Often, these caretakers will impart the *pandect* to a worthy wielder. The pages are stiff, thin sheets of slate. It radiates magic and if *identified*, you will discover its power. The *pandect* magically imparts expert knowledge to you if you read and practice its teachings for at least four hours a day for 30 days over a total of 60 days. At the end of that time period, if you have completed the course of study, you will gain several benefits, and the book will mysteriously vanish. Once you have gained benefit from the book, you can't gain the benefit again. If you do not complete the course of study, the book will still vanish, and you gain no benefit from the book, and will never again be able to study it, even if you encounter it again.

◆ **Defensive Maneuverability.** Against bludgeoning weapon attacks that you can see, you gain a +3 to your Armor Class from your ability to anticipate the strike being leveled against you.

◆ **Weapons Master.** You gain proficiency with your choice of six specific bludgeoning weapons, even those prohibited by class. Attacks with those weapons receive a +1 bonus to hit and damage because of your skill. This is not a magical bonus.

- ◆ You gain either the *Dual Wielder* feat or *Crushing Blow* ability.
- ◆ **Dual Wielder.** You gain the *dual wielder* feat. You master fighting with two weapons, gaining the following benefits: You gain a +1 bonus to Armor Class while you are wielding a separate melee weapon in each hand. You can use two-weapon fighting even when the one-handed melee weapons you are wielding aren't light. You can draw or stow two one-handed weapons when you would normally be able to draw or stow only one (*PHB*, p. 165).
- ◆ **Crushing Blow.** You've learned to put the weight of your bludgeoning weapon to your advantage, letting its momentum empower your strikes. You gain the following benefits: On your turn, when you score a critical hit with a melee weapon or reduce a creature to 0 hit points with one, you can make one melee weapon attack as a bonus action. Before you make a melee attack with a heavy weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage. Against objects, your attack does maximum damage on a critical strike.

### **Pandect of the Projectile** Book, very rare

This book is always found in unexpected places---under a table leg in an inn, in the back of a wine cellar, in a hoard of treasure from a goblin war band. It is a non-descript, well-worn leather soft-bound stitched book. A faint imprint of an arrow, dart, bolt, shuriken, hand axe, and slingstone can be seen on its cover. It radiates magic and if *identified*, you will discover its power. The *pandect* magically imparts expert knowledge to you if you read and practice its teachings for at least four hours a day for 30 days over a total of 60 days. At the end of that time period, if you have completed the course of study, you will gain several benefits, and the book will mysteriously vanish. Once you have gained benefit from the book, you can't gain the benefit again. If you do not complete the course of study, the book will still vanish, and you gain no benefit from the book, and will never again be able to study it, even if you encounter it again.

- ◆ **Defensive Maneuverability.** Against ranged weapons and ranged spell attacks that you can see, you gain a +3 to your Armor Class from your ability to anticipate the projectile or ranged weapon.
- ◆ **Weapons Master.** You gain proficiency with your choice of six specific ranged weapons, even those prohibited by class. Attacks with those weapons receive a +1 bonus to hit and damage because of your skill. This is not a magical bonus.
- ◆ **Sharpshooter.** You gain the *sharpshooter* feat. You have mastered ranged weapons and can make shots that others find impossible. You gain the following benefits: Attacking at long range doesn't impose disadvantage on your ranged weapon attack rolls. Your ranged weapon attacks ignore half cover and three-quarters cover. Before you make an attack with a ranged weapon that you are proficient with, you can choose to take a -5 penalty to the attack roll. If the attack hits, you add +10 to the attack's damage (*PHB*, p. 170).

### **Panpharmakon of Krezius** Book, very rare

Krezius created an exhaustive list of healing herbs, plants, extracts, magical potions, and other items that heal. Hidden to the casual reader are also formulae for unique remedies. It radiates magic and if *identified*, you will discover its power. The *panpharmakon* magically imparts expert knowledge to you if you read and practice the formulae for at least four hours a day for 30 days over a total of 60 days. At the end of that time period, if you have completed the course of study, you will gain several benefits. Once you have gained these benefits from the book, you can't gain the benefits again. If you do not complete the course of study, the book can still be helpful, but you do not gain the benefits of deeper study.

- ◆ **Improved Healing.** You learn how to craft healing potions, if you have the proper ingredients and equipment. Your potions are potent, however, and deal maximum health, 18 points per draught. This occurs whether you complete the regimen of study or not.
- ◆ **Natural Remedies.** You only gain this benefit if you complete the regimen of study. You gain proficiency in Medicine, and gain advantage on any checks to find and identify natural or magical ingredients for healing.

◆ **The Dark Crystal.** You only gain this benefit if you complete the regimen of study and have created the specified amber or glass rod used to access this power. You learn how to use a smoky glass or amber rod to draw energy directly out of the earth to heal. Once per turn, you can become a conduit for energy drawn from the earth, and can heal 2D8+2 points of damage, or heal or restore one condition. You must be able to touch the rod to ground, rock or soil which is directly connected to the surface of the earth (not soil from a potted plant, or a rock you are holding in your hand, for example).

◆ **Universal Remedy.** You only gain this benefit if you complete the regimen of study. You learn the secret formula to create a healing salve that can heal any type of damage, restore any condition, regenerate any lost limbs, organs, etc., and cure madness. This *universal remedy* requires several exotic ingredients, and costs approximately 20,000 gold pieces for a single application. However, it is effective at restoring anyone to full health, regardless of the condition, as long as the subject is alive.

◆ After you complete the specified regimen of study, you don't have to keep the book to retain these benefits, however, if you maintain possession of the book, you will not have to make Wisdom and Intelligence checks to create the effects, potions, or devices described above. Without the book, the DM will set DC checks for the successful completion of these tasks.

**Pantehnicon** Wondrous item, (shoulder bag), very rare (requires attunement)

This large worn leather shoulder bag with strap looks like it could hold about 3 cubic feet of material. However, closer inspection reveals that it does not have any opening to access the inside of the bag. The *pantehnicon* actually has 30 concealed pockets which open to a variety of sizes of spaces, only accessible to the person attuned to it. One of the openings can hold 1000 cubic feet of material. Two can hold 500 cubic feet of material. Three can hold 250 cubic feet of material. Four can hold 100 cubic feet of material. Five can hold 5 cubic feet of material. Ten can hold 1 cubic foot of material. Any pocket can be individually accessed by a 3-foot diameter opening you can open in the top or side of the bag. Objects larger than three-feet in diameter cannot fit in a *pantehnicon*.

**Pantoglot Periapt** Wondrous item (jewelry), very rare (requires attunement)

This intricately patterned piece of jewelry features five small interlocking circles around a flawless diamond. When attuned, this device allows you to speak and understand all spoken languages. Though you can flawlessly speak and understand the words of spoken language, it is through magical translation. It doesn't allow you to "think" in that language. When you hear something said in a non-native language, or recall it later, you can literally translate its meaning into your native tongue, but you will only capture the nuances of meaning of the language if it is related to your native tongue.

**Parallax Scroll** Scroll, rare

Any creature who can read can use the *parallax scroll*. The scroll is reusable, and resets its magic every morning at dawn. Once per day, while moving, you can read the scroll. You must pick out a spot on the horizon, and be able to continuously scan to another spot on the horizon. After you do so, you and all creatures and objects you designate in a 30 foot diameter circle around you travel the same distance on your current path in the same amount of time that your eye covered from one point on the horizon to the next. This magical travel avoids other travelers and obstacles by moving you and those you designate through the border ethereal plane. It is possible while traveling in the ethereal in this manner, you might attract the attention of other ethereal creatures, though they likely will not be traveling as fast or as far as you.

**Paramoeon Paregoric** Wondrous item (potion), very rare

This potion will protect against the effects of pain. If an attack or wound causes pain that would slow, harm, put at disadvantage, or otherwise lessen your capacity in any way, its preventative power protects you from this effect for up to 8 hours.

### **Paraselene Halo** Wondrous item (circlet), very rare (requires attunement)

This finely wrought mithral and silver circlet is a beautiful piece of jewelry. A lunar motif is present in the fine wire-work of the circlet. Once attuned, this circlet grants the wearer special protection. Between the hours of sunset and sunrise, the *paraselene halo* provides *mass protection from evil* (like *protection from evil*, but can encompass up to eight willing creatures). You become immune to the frightened condition, immune to magical aging, and gain resistance to cold and necrotic damage. It generates a moonlight halo which radiates in a 30-foot radius from you. This light is undetectable by undead. In the presence of moonlight, the halo brightens and expands to a 40-foot radius. You gain the ability to turn undead as per the cleric ability. The *paraselene halo* becomes the “holy symbol” for turning purposes. The Wisdom saving throw is based on the effect from the *halo*, DC 20, unless your Wisdom spell save DC is higher.

### **Patagium Frame** Wondrous item, (flying machine), very rare (requires attunement)

This lightweight frame folds neatly across your back. On command, you expand the frame and its “skin” to reveal a bat-like wing device with a 15-foot wingspan. As an action, you can activate your wings and fly (speed 40), for up to one hour. While flying, you gain *blindsight* (through echolocation) up to 120 feet. As a flying target, you gain an additional +2 to your Armor Class against attacks. You can stow the wings with a bonus action. At the end of one hour of total flight time, the wings lose their flight capacity, but you can still make a controlled glide to the ground, with a DC 13 Dexterity check. Each evening at dusk the wings recharge.

### **Patroon's Friend** Wondrous item (wristband), uncommon

This leather wristband features an iridescent stone, called a *weatherstone*, set into the band. The stone predicts weather on the open seas. Someone who uses one for a length of time can learn wind speed, wind direction, chance of precipitation, severity of precipitation, wave intensity and wave height. Predictions are 100% accurate within 6 hours, 95% accurate within 12 hours, 90% accurate within 24 hours, and 80% accurate up to 48 hours. After 48 hours, all predictions up to 7 days are 50% accurate. To activate, a person must ask the *weatherstone* to “show me the weather in XX hours.” Its shades of color and patterns will reveal its predictions for weather. Though you do not have to attune to this item, you gain more use of the item if you have experience with it, or have the *Patroon's log* (a non-magical notebook of what the stone predicts and what it looks like), which often accompanies the *Patroon's Friend*. Examples of the *weatherstone's* color and patterns:

- ◆ Sky blue, with gentle waves of pearlescent white, rimmed in bright yellow: Clear skies, light winds from the west, no precipitation.
- ◆ Rolling multi-hued grey bands, bright white streaks, with swirls of blue and black: Stormy, with heavy rain and heavy winds from the north, dangerously high seas, lightning.

### **Pembroke Ambulator** Wondrous item (wagon), legendary

The *Pembroke Ambulator* was originally a magical accident. A large amount of channeled magical energy hit an ornamental side-table in a wizard's laboratory. It became the model for a variety of *Pembroke Ambulators*. Examples of different types are listed below.

◆ **Conestoga.** Upon command, the small, ornamental table with hinged flaps grows in size and transforms into a large covered wagon. This wagon can easily accommodate up to 8 people and their supplies. Instead of wheels, the four table-legs each form hip, knee and heel joints, and walk/trot/run at a speed of 10/20/30. It follows dozens of simple driving commands. It can remain in this form indefinitely, but for every 24 hour period, a common magical item must be placed within the box under the driver's seat. That item is consumed to power the device. If an item of some kind is not placed in the box under the seat within one hour after 24 hours of continuous operation, it unceremoniously turns back into a table and disgorges all people and items within it in a heap next to it. It remains an inert table for one week after that time. While in wagon form, if it takes more than 100 points of damage, it will revert to its table form. Before it can function again, the *mending* cantrip must be cast upon it for each 10 points of damage to be repaired. If less than



100 points of damage is taken, it remains in wagon form, and the *mending* cantrip can be used in the same way to repair it (one casting repairing 10 points of damage). There are other, similar, magical means which can also repair damage to the item.

◆ **Flatbed.** Upon command, the small, ornamental table with hinged flaps grows in size and transforms into a large flatbed wagon. This wagon can easily accommodate up to 12 people and their supplies, or over two tons of cargo. Instead of wheels, the four table-legs each form hip, knee and heel joints, and walk/trot/run at a speed of 10/20/30. It follows dozens of simple driving commands. It can remain in this form indefinitely, but for every 24-hour period, a common magical item must be placed within the box under the driver's seat. That item is consumed to power the device. If an item of some kind is not placed in the box under the seat within one hour after 24 hours of continuous operation, it unceremoniously turns back into a table and disgorges all people and items within it in a heap next to it. It remains an inert table for one week after that time. While in wagon form, if it takes more than 100 points of damage, it will revert to its table form. Before it can function again, the *mending* cantrip must be cast upon it for each 10 points of damage to be repaired. If less than 100 points of damage is taken, it remains in wagon form, and the *mending* cantrip can be used in the same way to repair it (one casting repairing 10 points of damage). There are other, similar, magical means which can also repair damage to the item.

◆ **Skiff.** Upon command, the small, ornamental table with hinged flaps grows in size and transforms into a river or ocean skiff. This boat can easily accommodate up to 8 people and their supplies. The four table-legs form oars, a mast, and a rudder, and the boat can move at a maximum speed of 40. It can be manned, but the skiff follows dozens of simple sailing commands. It can remain in this form indefinitely, but for every 24 period, a common magical item must be placed within the box near the pilot's tiller. That item is consumed to power the device. If an item of some kind is not placed in the box under the seat within one hour after 24 hours of continuous operation, it unceremoniously turns back into a table and disgorges all people and items within it in a heap next to it, even in deep water. It remains an inert table for one week after that time. While in skiff form, if it takes more than 100 points of damage, it will revert to its table form. Before it can function again, the *mending* cantrip must be cast upon it for each 10 points of damage to be repaired. If less than 100 points of damage is taken, it remains in skiff form, and the *mending* cantrip can be used in the same way to repair it (one casting repairing 10 points of damage). There are other, similar, magical means which can also repair damage to the item.

◆ **Flying Raft.** Upon command, the small, ornamental table with hinged flaps grows in size and transforms into an 8-foot by 12-foot flying platform, with rudder, wings, and sails. It has no other decks and looks like a flying raft. This raft can easily accommodate up to 8 people and their supplies. The four table-legs each form different components of the flying raft (two sail "wings," a mast and sail and rudder). The raft has a maximum flying speed of 50. It follows dozens of simple flying commands. It can hover in air. It can remain in this form indefinitely, but for every 12-hour period, a common magical item must be placed within the box which houses part of the rudder. That item is consumed to power the device. If an item of some kind is not placed in the box under the seat within one hour after 12 hours of continuous operation, it unceremoniously turns back into a table and disgorges all people and items within it in a heap next to it, even in mid-air. It remains an inert table for one week after that time. While in flying raft form, if it takes more than 100 points of damage, it will revert to its table form. Before it can function again, the *mending* cantrip must be cast upon it for each 10 points of damage to be repaired. If less than 100 points of damage is taken, it remains in flying raft form, and the *mending* cantrip can be used in the same way to repair it (one casting repairing 10 points of damage). There are other, similar, magical means which can also repair damage to the item.

## Peritectic Ray Wand, rare (requires attunement)

This wand has six charges. Upon command, you can spend charges to command matter to change states, from solid to liquid. The maximum mass of a substance that can be transformed is 100 kilograms (approximately 220 pounds-in earth gravity). If you spend an additional charge, you can double the mass to be transformed for each additional charge spent. Some items don't melt, but will burn. (for example, a diamond will burn at around 1400 C, but won't melt until under tremendous pressure and temperature at the same time. Wood doesn't melt, but does combust at relatively low temperature. This ray doesn't burn items, but fills items that can melt with magical energy which induces melting. To induce a non-meltable substance to melt magically, you must spend an additional charge from the wand, above the charges you would normally have to spend raise its temperature to the burning point.

- ◆ One charge: Ice, wax, potassium, sodium (up to 100° C, 212° F)
- ◆ Two charges: Sulphur, lithium, tin, amber, lead, zinc (up to 200° C, 392° F)
- ◆ Three charges: Antimony, magnesium, aluminum, glass, brass, bronze silver (up to 500° C, 932° F)
- ◆ Four charges: Gold, copper, iron, silicon, silicate rocks, quartz, nickel, steel, sandstone, agate, clay, porcelain, titanium, all basaltic rocks, olivine (up to 1000° C, 1832° F)
- ◆ Five charges: Slate, tungsten, carbon, graphite (up to 2000° C, 3632° F)
- ◆ Six charges: Magical metal, other magical substances that can melt, diamonds, other items that only melt at extreme temperature and pressure (greater than 2000° C, greater than 3632° F)
- ◆ Magical items can be melted, but they get a saving throw (DC 15). Each item gains 2 points to the item's roll per magical attribute (includes bonuses to hit or damage and other magical effects created), and additional pluses added to the roll based on material (mundane versus magical or mythical materials). If the item fails its saving throw, and the appropriate charges are spent to melt the material, the item melts and is destroyed. The item is unaffected if it makes its saving throw. Artifacts are immune to this wand's power.
- ◆ Note, this item induces magical melting. It does not raise the temperature of the item. The temperatures are listed to establish thresholds for other materials not listed. Someone wearing mundane steel armor won't experience heat and fire damage from temperatures exceeding 1800° F, but they will watch in horror as their armor melts off of them in sludgy heaps at their feet.

Item material	Bonus to saving throw
Mundane material	No bonus
Magical plant material	+1
Magical creature material	+2
Magical stone	+3
Magical metal	+4
Magical crystal	+5
Extraplanar material	Additional +1
Elemental material	Additional +1
Godly material	+6

## Petreaan Protector Wondrous item (stone figure), legendary

This stone figure is similar to a *figurine of wondrous power*, but instead of being a figure of an animal, this figure is of a stone golem. You must take an action to activate this item. Once activated, a stone golem (*MM*, p. 170) appears, and will follow your mental or verbal commands. If given no command, it will defend you, defend itself, or remain motionless, based on the actions that occur around it. Otherwise, it will follow your command. If reduced to 0 hit points, it reverts back to its figure form, but is not permanently destroyed. The *petreaan protector* can be activated once per week. The maximum time that the *petreaan protector* can be activated is 48 hours before it deactivates on its own.

### **Poison Toison** Wondrous item (lamb's wool blanket) rare

This toison blanket is an item created with cruel intent and dark purpose, often used to injure someone completely unsuspecting the attack. This quality lamb's wool blanket is beautifully woven and dyed with vibrant colors. It would be a fine addition in a well-appointed home. It will contain a specific poison, which takes effect sometime after the victim falls asleep, covered with the blanket. Its poison is activated when a piece of wool from the blanket in your hand is rubbed until it heats up to your body temperature. The type of poison and effects on the target vary, but a typical *poison toison* contains a paralytic poison with a DC 16 Constitution saving throw. A sleeping target makes this save at disadvantage. On a failed save, within one round, the paralysis creeps into the victim's chest, and the victim stops breathing. Each round thereafter, the victim can attempt another saving throw at disadvantage, or suffocate (*PHB*, p. 183). If the victim fails three successive saving throws, the victim drops to 0 hit points. If at any time the victim makes the saving throw, the effects of the paralytic fades, though the victim remains under the poisoned condition for the next hour. Someone affected by this blanket who survives might not even realize the blanket caused the effects, and could possibly be affected again. The blanket can be activated once per day, and resets its effects each dawn.

### **Portable Airship** Wondrous item (model ship), legendary (requires attunement)

This item is almost always encountered as a small, ornate, hand-sized model of an airship. When you have attuned to this item, on command, it will manifest itself into a full sized *airship* within 100 feet of where it was summoned. When it does, a pendant with the image of the airship appears around your neck. The *airship* will last until it is destroyed or dismissed by your command while you are within 100 feet of it. The *airship* is manned by as many as 40 *unseen servants*. These servants can interact with the ship, completing all standard sailing and airship flying, and will follow your commands, but cannot perform certain tasks, including melee combat. They can position and fire siege equipment on the ship. If attacked, they disperse until the *airship* is next summoned. This airship is 100 feet long, 35 feet wide, can haul 100 tons, and has a top flying speed (with sail assist) of 120. It can take 400 points of damage before it is destroyed. If destroyed, it is forever destroyed. If damaged, as long as you command the airship to return to its model form before it is destroyed, all damage will be repaired the next time you command it to its airship form. If damaged, the airship cannot manifest itself again until the number of hit points of damage times 1 hour has passed. When it is commanded back to its model form, any living creatures on board the airship are shunted to the closest available space adjacent to the airship. The airship can also function as a mundane sailing ship.

### **Practice Mat of the Palaestra** Wondrous item (padded mat), very rare

You might be lucky enough to find one of these in a dojo, gym, or fighting arena. They appear randomly, gifts from the gods of war and combat, and leave just as suddenly. If you find one, and work out with it for at least one hour, you will have created a temporary attunement with the item. This attunement does not take the place of a previously attuned item, due to its temporary nature. You don't "possess" the mat (like a typically attuned item), but you do feel a strong connection to use it again the next day. If you *detect magic* or *identify* the item, you can find out its magical nature and its stated powers, respectively. When you train and use this mat in your calisthenics or training regimen for at least four hours a day, for 30 consecutive days, your Strength and Dexterity will both increase by one. At the end of that time, the mat vanishes. If you begin to train, and then stop before the 30 days has elapsed, the mat immediately vanishes, and you will never again be able to gain the benefit of this item.

## **Pyxis Nautica** Wondrous item (nautical compass) very rare (requires attunement)

This finely crafted nautical compass is housed in a beautiful, ornamental box, with inlaid exotic wood forming the points of the wind on the lid. As an action, when you activate the compass, you can state your destination, and the compass will plot your course via waterways, if such a course exists. If the course does not exist, the compass will spin three times, and then point to magnetic north. If the course exists, the compass will point in the direction, and unerringly point to that direction, until you arrive at the destination. The compass can only point to one stated destination at a time. If you state another destination, it changes its orientation to reflect the different course. You can only request it to point to a maximum of three destinations in a 24 hour period. If you attempt a fourth use, it will point to a random location.

## **Q**

### **Qanat Diviner** Wondrous item (dousing rod), uncommon

This dousing rod is a relatively common magical item used by farmers to find buried irrigation tunnels, but adventurers can also use it to find underground water sources. When you hold both “L” shaped rods in your hands, they will cross when you are directly over running water. It can detect water up to 250 feet deep. The speed at which the rods cross and the resistance to you pulling them apart gives an indication of the depth and the flow of water. The faster they cross, the closer to the surface the water source; the harder they are to pull apart, the greater the flow of water.

### **Quena Pipe** Musical instrument (bamboo flute), very rare (requires attunement)

The *quena pipe* produces soothing music that calms all that hear.

◆ **Here’s a Little Song About Health.** At will, a haunting melody will cause allies within a 50-foot radius to gain the maximum health benefit from *potions of healing*, or gain the maximum hit die benefit from a rest taken immediately after hearing it.

◆ **You Put a Spell on Me.** Three times per day, your song can target an enemy. They must make a DC 16 Wisdom save or be *charmed*.

◆ **Lullaby.** Twice per day, your flute can lull people to *sleep*, as per the spell. In this version of *sleep*, you get to choose your targets within range.

◆ **Chill Out.** Twice per day, your persuasive song acts like the spell *calm emotions*, with a DC Charisma save of 16.

◆ The *quena* regains its magical power every morning at dawn.

### **Quickhatch Claws** Wondrous item (digging claws), very rare (requires attunement)

These broad, adamantite, spade-like claws clamp on the back of gloves, gauntlets, or even your bare hands. Four blades on each hand allow you to dig into dirt, mixed earth, tree trunks, or even solid rock! Each round, you can dig a hole or passage up to three feet wide. Consult the table below for the rate or depth you can dig.

◆ **Anathema to Elementals.** This device is a bane to earth elementals and animated stone or earthen objects (golems, for example). Treat *quickhatch claws* as +3 weapons versus these creatures. Each hand does 4D6 damage against these creatures.

◆ **Improvised Weapons.** If used as a weapon against any other creature, quickhatch claws are +1 to hit and damage, and do 1D8 damage with each hand.

◆ **Friend of Mustelids.** When wearing these claws, you can speak with animals in the mustelid family, and are treated as friendly in interactions, unless you attack them directly. Animals in the mustelid family include: weasels, badgers, honey badgers, otters, grisons, polecats, fishers, ferrets, ermines, stoats, martens, sables, minks, and wolverines. Monstrous (including giant, dire, celestial, infernal and fey) versions of these animals also treat you as friendly.

◆ See Digging Rate Table on next page.

### Digging Rate by Material Table

Material	Digging Rate
Sand or loose soil	A maximum of 10 feet of depth or length per round, although you must excavate a larger hole or loose soil or sand will fill it back in. For example, you would need to excavate a hole about 40 feet wide to get to a stable hole depth of 20 feet (angle of repose for wet sand is about 45 degrees).
Topsoil	A maximum of 8 feet of depth or length per round.
Mixed soil (dirt and rock)	A maximum of 5 feet of depth or length per round.
Hardwood	A maximum of 4 feet of depth or length per round.
Rocky soil	A maximum of 2 feet of depth or length per round.
Sandstone or limestone, soft minerals (marble, aluminum, gypsum)	A maximum of 5 feet of depth or length per minute.
Hard rocks and minerals, iron, feldspar, quartz, basalts	A maximum of 6 inches of depth of length per minute.
Hardest of rocks and minerals; rubies, diamonds, and inherent magical rocks and minerals	Make a contested Armor Class check (based on their hardness and magical qualities, determined by DM); if the material fails, you can dig a maximum of 1 inch per minute. Note: if attempting to dig into solid adamantine (Armor Class of 23, just like your claws), and you fail the contested Armor Class check, your claws take damage equal to the damage you deal to elementals. If your claws take more than 25 points of damage each, they will break, and lose their magical properties.

*Quickhatch claws* only function as a pair. You can wear one, but gain none of the magical abilities associated with it. Against objects, consider all hits from these adamantine instruments to be critical hits.

### Quiescent Pabouche Wondrous item (slippers), rare (requires attunement)

While wearing these slippers, you gain advantage on stealth checks. You move without noise while concentrating, even in armor (the slippers create a noise-canceling field when you concentrate on it). When you remain still, you begin to blend into your surroundings, gaining advantage on attempts to surprise.

### Quinsell of the Wind Wondrous item (reins), rare (requires attunement by the animal)

For you to use these reins, you must be a proficient rider, or have a mounted combat feat.

◆ **Charge!** These *reins* allow a horse to move more deftly in battle, and to ignore exhaustion in battle. The horse gains a temporary 16 Dexterity score, and +3 to natural Armor Class (13 without armor). If in battle continuously for more than 30 minutes, but for up to 2 hours, the horse will incur two levels of exhaustion. The *reins* will not function in this capacity again until the next dawn after all exhaustion levels are gone.

◆ **Unerring.** These *reins* make it practically impossible for the horse to become lost or disoriented. Under natural circumstances, the horse will always know its direction. Under magical effects, the horse gains a saving throw against those effects of +8 (with no malus from the horse's natural Int, Wis, or Cha scores).

◆ **Going the Distance.** The *reins* grant long endurance to the horse. It can move at its normal movement rate for 16 hours with no penalty (approximately 80 miles under normal conditions). With penalty, it can move at double its normal movement rate for up to 8 hours. With penalty, it can travel through difficult terrain at its normal movement rate for up to 8 hours. In each of the two previous cases, the horse incurs a level of exhaustion for every four hours it travels, and must rest for the appropriate time to remove levels of exhaustion. The *reins* will not function in this capacity again until the next dawn after all exhaustion levels are gone.

## **Quipu Braid** Wondrous item (knotted cord), common to legendary (requires attunement)

A *quipu* is a knotted cord used among Incas as a mnemonic device. Magical *quipu braids* are worn as decorative cords over the shoulder or around the waist. Spellcasters can use these to store and cast spells. The spellcaster prepares and casts the spell as normal, but directs it into the *quipu braid*. An available knot absorbs the spell, which can then be cast at a later time. The *braids* vary in the number of knots, and the spell levels that can be absorbed and held. Up to three braids can be worn together (using only one attunement slot for up to that amount).

Rarity	Number of Knots	Spell Level it can Absorb
Common	2D4	Cantrips
Uncommon	2D3	Cantrips, 1 <sup>st</sup> -3 <sup>rd</sup> level spells
Rare	1D6	Cantrips, 1 <sup>st</sup> -5 <sup>th</sup> level spells
Very Rare	1D4	Cantrips, 1 <sup>st</sup> -7 <sup>th</sup> level spells
Legendary	1D3	Cantrips, 1 <sup>st</sup> -8 <sup>th</sup> level spells

If found, the braid is empty of all spells. If attunement is broken, all stored spells vanish. If you attempt to cast a spell into a full *quipu braid* that you are attuned to, all of the spells contained within it go off at once, including the one you just cast, and all of them will center on you.

## **R**

### **Rabble-Rouser** Weapon (staff), very rare (requires attunement)

This steel staff resembles the heavy iron bar used in blast furnaces to remove slag from ore. This staff is a +2 weapon to hit and damage. It must be used as a two-handed weapon because of its weight, but doing so imparts great force to your swings. Base damage for this weapon is 2D6 bludgeoning damage. The *rabble rouser* has three charges, which it regains each morning at dawn. Upon command, it can:

◆ **Burn, Baby, Burn!** Use a bonus action to activate a *wall of fire*, as per the spell. The wall appears in a line or curve in the location at which you point your staff. This takes one charge. As long as you are wielding the *rabble rouser*, you do not have to concentrate on this effect for it to continue.

◆ **Heatmiser.** Use a bonus action to activate a sphere of heat which extends from you in a 10-foot radius. Creatures inside the bubble of the sphere take no damage. All creatures within 10 feet of the outside of the sphere take 1D6 heat damage. All creatures touching the actual bubble of the sphere take 3D6 damage at the beginning of each round they are touching the bubble. This effect lasts for one minute. This takes one charge. As long as you are wielding the *rabble rouser*, you do not have to concentrate on this effect for it to continue.

◆ **Feel the Burn.** For one minute, your weapon also delivers heat damage to an opponent. Upon every successful hit, you deliver an additional 1D6 heat damage. This effect lasts for one minute, and takes one charge.

◆ **Don't be Greedy.** If you activate one or more of the effects, you cannot spend another charge and duplicate an effect. You can however, have more than one effect working at a time.

### **Rabbo's Throwing Stars** Weapon (treat as daggers, similar in design to chakram), legendary (requires attunement)

Rabbo Dornthu, legendary fighter, won the favor of Bes, the god of luck, who presented him with two five-bladed throwing "stars," discs approximately one foot in diameter. Five spokes end in razor sharp blades. These weapons are +4 to hit and damage, and automatically return to your hands after you throw them. Range is 20/60. On a critical hit, roll again to see if the blade(s) hit your target for second time on their way back to your hands. You can also grasp them by the central hub and use them like daggers in melee. Damage: 2D6 +4. Type: Slashing damage. Versatile weapon: You can use either Strength or Dexterity for attack when used in melee.

### **Racloir of the Ancients** Wondrous item (flint scraper), very rare

This ancient flint scraper became imbued with magical energy and purpose over thousands of years and all of the blood spilled upon it. When you use this tool to skin an animal, you gain advantage on any checks for your work. Your skins are prepared so well, you can command a higher price for them at market. If you have proficiency with tanner's tools, you become expert with them when using this tool.

### **Rampallion's Bandana** Wondrous item (bandana), rare (requires attunement)

If you are evil, opportunistic, cruel, cut-throat, and/or selfish, this bandana is for you. If you attune to this item, you immediately feel the effects of *protection from good and evil* at all times. When attempting to intimidate or persuade people, you gain advantage on those checks. You gain advantage on stealth checks when attempting to hide by blending into a crowd. If you take the bandana off and roll it lengthwise, you can crack it like a whip. Treat it as a magical whip, with which you are proficient, if you attempt to use it as a weapon.

### **Rancelman's Neckerchief** Wondrous item (bandana), rare (requires attunement)

If you are good, helpful, protective, kind, and giving, this bandana is for you. If you attune to this item, you immediately feel the effects of *protection from good and evil* at all times. When attempting to intimidate or persuade evildoers, you gain advantage on those checks. You gain advantage on checks when attempting to reassure and comfort people as well. The neckerchief provides resistance to gas and airborne poison attacks. When used as a bandage or tourniquet, you are at advantage on your first aid checks. When used to secure a prisoner, your prisoner is at disadvantage to escape.

### **Reboant Ravanastron** Musical instrument (stringed instrument), very rare (requires attunement)

This ancient stringed instrument is played with a bow. Even the smallest of sounds reverberate through its body, and sound plaintive, similar to a violin. You must be proficient with stringed instruments to be able to attune to this instrument. Once attuned, the *ravanastron* has several magical abilities:

- ◆ **Help!** You target a creature and play this tune. That creature now has advantage on checks, attack rolls, and saving throws for as long as you concentrate and play the *ravanastron*.
- ◆ **Sleep.** You target up to 10 hit die of creatures and play this dirge. They succumb to an effect like the *sleep* spell. You can do this three times a day.
- ◆ **Heal.** You target up to three willing creatures with your song. They heal 6D8 +8 hit points. You can do this once a day.
- ◆ **Scare.** You target up to three opponents, and play dissonant shrieks. Your targets must save on a DC 16 Wisdom saving throw or be frightened for one minute. You can do this once a day.
- ◆ **Contentment.** You play for an audience for at least five minutes. Make a performance check. Everybody within 60 feet of your performance must make a DC 15 Charisma saving throw or feel content and happy. A successful performance check increases the save DC to 18. Any of those swayed by your music will be more inclined to help you, answer your questions, and be more friendly to all.

## Redintegration Gel

Wondrous item (gelatin), legendary

If you pour this gelatin from its glass vial onto a creature or object that has been recently (less than one hour) disintegrated, the gelatin will reconstitute the fine powder and form into the vague shape of the creature or object. The gelatin hardens into a chrysalis. Heat and flashes of light can be felt and seen through the casing. After one week, the chrysalis breaks open, and the creature or object that was disintegrated, is restored. If the thing redintegrated is living, roll on the table below.

D100	Result
1-80	Returned, good as new. Recalls everything up to the point of “and then I was hit with this beam...”
81-90	Two random ability scores are 1 point lower than before. Has a phobia of the creature or situation that caused the disintegration, but won't even think about or say the word, “disintegration.”
91-96	Something is missing, and is not right. Roll on the indefinite madness chart in the <i>DMG</i> , p. 260. You are missing one obvious body part (hand, foot, ear, buttocks, shoulder blade, teeth, genitals, hair, eye, etc.) but will not recognize that this is not how you were before.
97-98	Major organ(s), brain parts, etc., missing. You are a howling, quivering mass of flesh. You will survive, but your tortured soul has been taken from its resting place and trapped in this deformed mass.
99	Two random ability scores are 1 point higher than before. Some additional plant or animal matter was part of the dust that was redintegrated, which improved your overall composition. You also gain one cosmetic feature of a plant or animal---fur, green tinge, a small tail, at the DM's discretion.
100	Something unique bonded with you in the dust that was disintegrated. You gain one psionic power over stone, water, earth, air, or plants, or one power derived from an insect or other organism that was on you when you were disintegrated (DM's discretion for powers---think of the movie, “The Fly,” before things went bad for Jeff Goldblum).

## Remex Pen

Wondrous item (pen), rare

The *remex pen* is a specially chosen quill feather pen from a mythical feathered beast (griffon, peryton, others). When used to write scrolls, its power reduces the time and cost of scroll-making by half. This device is highly sought out by artificers and those who make their living with scroll-work.

## Rhabdos Karioi

Wand, very rare

This wand is made from volcanic glass from Mount Karioi. Its power is to petrify. It has two charges. For one charge, you can target an opponent with the spell *Flesh to Stone*, with a Constitution save DC of 16. For one charge, you can transform something turned to stone back to its original form. If you expend both charges, roll a D10. On a 1, the wand shatters. Otherwise, the wand regains its charges at dawn.

## Riviation Breeches

Wondrous item (clothing), rare

These hip-wader breeches have adjustable straps for over the shoulders, and will keep you dry, even if fly fishing or crossing chest-deep water. Upon command, a waterproof hood and tunic mesh seamlessly with the breeches, and a clear, glassy mask covers your face. The sleeves tuck tightly at your wrists, creating a waterproof seal. This diving suit holds enough air to allow you to stay submerged for up to four hours. It covers all of your gear, so you must leave items out if you intend to use them. This item can be used once per day, and is ready to use again each morning at dawn.



### **Ropewick** Wondrous item, (rope), uncommon

*Ropewick* can be found at many dry goods stores and outfitter's emporiums. Though thin as candle wick, *ropewick* can hold 800 pounds, and takes 30 points of damage before fraying or snapping. If tied securely with *ropewick*, a creature would need to make a DC 18 strength check to loosen the bonds (not breaking them---that requires a DC 26 Strength check). A spool of 100 feet only weighs about two pounds. If you take an end of *ropewick* and light it on fire, it will burn, even underwater, in hurricane winds, and some say, even in space! *Ropewick* burns slowly, so that only one inch is consumed in an hour. In this way, it can be used as an effective night time clock. It is not useful as a torch, but serves well as a night light (gives off warm light in a five foot radius). Soot from *ropewick* can be gathered and used to cover your skin or clothes. Covering light colored areas with soot grants you advantage on Stealth checks if you have that skill. If *ropewick* is cut, each cut piece remains magical. You can securely tie *ropewick* back together, and it will continue to act like a continuous piece of *ropewick*.

### **Rust Monster Bait** Wondrous item (ball of metal shavings), uncommon

You generally find six balls of *rust monster bait* in a bag. Each ball is about two inches in diameter. What looks like common metal shavings is infused with the alchemical essence of unoxidized iron. Rust monsters must make a DC 22 Wisdom save at disadvantage to resist chasing this bait over other metal. To use, you take a standard action to retrieve and throw a ball of *rust monster bait* up to 60 feet away. Rust monsters within 1000 yards will sense this ball and be attracted to it. When the ball lands, it breaks apart into shavings that quickly spread out. Inquisitive rust monsters can take as long as an hour attempting to find all the delicious smelling parts of the ball of *rust monster bait*. Once used, the item is gone.

## S

### **Sagittipotent Manual of Archery** Wondrous item (book), very rare

Any who find this book and studies it for a minimum of 24 hours over a two-week period will learn secrets of the bowyer's and fletcher's trades. You will become proficient with all bows. You will gain proficiency in tradesman's tools for making bows and arrows. You will learn such efficiency in the use of bows that you will gain two of the following abilities of your choice:

- ◆ Double the standard rate of fire for bows and crossbows.
- ◆ No to hit penalty for long-range, or melee penalties for extreme close range.
- ◆ A +2 to hit and +1 to damage related to your expertise.
- ◆ Reduced loading/reloading speed by half.

Once you gain the benefits of reading this book, you can never gain the effects again, even if you attempt to learn some of the other abilities this time. Once you have read the book, no matter how you attempt to hold onto it, at some point, you will find it is missing. If you begin studying the book, but have to stop before you have spent the required time to study it in the time frame allowed, not only will you never be able to benefit from the book, but as soon as the time frame expires, the book vanishes. It is rumored to have the purpose of elevating the archer's skill and reputation across the land. It reappears near another adventuring group with potential.

### **Scale of Judgment** Wondrous item (balance scale), rare

This magical set of balance scales can reveal a creature's ethical bent. If a creature touches the right-hand tray, a coin may appear in the left. If the creature is lawful, an electrum coin appears; if it is chaotic, a copper coin appears. If it is good, the coin glows with a golden light; if evil, it exhibits an oily sheen. If true neutral, nothing appears in the balance.

### **Scambling Bag** Wondrous item (bag), uncommon

A useful item for wandering adventurers, a *scambling bag* allows you to pick whatever random items are available to eat to make a meal. Three times a day (morning, midday, evening) if you put a bit of meat (in any condition), a bit of greens (in any condition), and a drop of water during that time period, the *scambling bag* will produce healthy, but sometimes unusual, choices for a breakfast, lunch, and dinner, respectively. It produces enough food for two people to eat their fill. If you miss the timeframe for the meal, it won't produce that meal. If you don't eat the food produced within 4 hours, it quickly decays at the end of that time and turns back into the bits you dropped in the bag originally for that meal. If you have food from a previous use of the bag, and you use the bag to produce the next meal's food, the older food will quickly decay and turn back into the bits you originally dropped in the bag for that previous meal.

### **Scelidate Objects** Wondrous item (tools and household items), rare

The objects listed below have a unique dweomer placed in them. Upon command, they grow legs and will walk themselves where they have been compelled to go by your command. *Scelidate objects* are usually found in a set of like items.

- ◆ **Scelidate Tools.** This set includes a hammer, screwdriver, tin snips, peg nails, tongs, a level, a square, and a saw, all contained in a tool box (which also can sprout legs on command).
- ◆ **Scelidate Kitchen Utensils.** This set includes a dinner knife, fork, and spoon; a large ladle, kitchen tongs, potato masher, vegetable peeler, melon baller, cheese grater, and spatula, in a drawer organizer (which also can sprout legs on command).
- ◆ **Scelidate Furniture.** This includes a set of six chairs of one type: highback, adirondak, cacquetoire, bar stool, cantilevered, mission-style, or shaker; a large oak table; a couch, four post bed, ottoman, and coffee table.
- ◆ **Scelidate Keys.** This usually includes a set of house keys, cellar keys, bedroom keys, and storage shed keys. *Scelidate keys* can be commanded to search and find a lost key, which they are at advantage to do.
- ◆ **Scelidate Housewares.** This set includes a broom, dustpan, mop, bucket, trash bin, dish towel, fire iron, and shovel.

### **Sculptor's Tranchet** Wondrous item (ancient chisel) rare

When this is added to your artisan's tool kit for sculpting you gain advantage on any checks you need to make when creating a sculpture. When negotiating a price for the sale of an item you sculpted, you gain advantage on Charisma checks to influence or persuade the seller. While adventuring, if a stone blocks your path, or won't move, you can use the tranchet to carefully select the right place to hit a stone and crack it in two. The DM will determine the DC for the check with your artisan's tools to crack a stone block, boulder, or wall. Any check required you make with advantage.

### **Secure Line** Wondrous item (rope), uncommon

*Secure Line* is usually found in 50-foot lengths. This is a tightly woven, strong rope that can hold approximately 1000 pounds, and will take 25 points of damage before fraying or snapping. Upon command, when you place an end of *secure line* around an object you want to tie it to, it will automatically tie the type of knot you desire in the most secure fashion for the situation. *Secure line* can automatically tie 20 knots (though you may not know them all when you first find or use *secure line*). See the table on the next page for the list of knots it can tie.

Knot Type	Best Use
Square knot	Best for connecting lines or tying knots.
Clove hitch	Best to secure a line to a post or tree. Quick release.
Bowline	Creates a secure loop at the end of a rope.
Figure eight	Creates a stopper on a rope when you need one.
Sheet bend	Connect two dissimilar ropes of different diameters.
Double half-hitch	Secure a line to a pole, or to itself.
Taut-line hitch	Creates a loop with a slider to loosen or tighten it.
Fisherman's knot	Best on thin line to securely fasten fishing hooks.
Water knot	Best for thin, flat ropes to be connected together.
Rolling hitch	Allows you to add a line to an existing line.
Prusik knot	Creates a sliding loop that can be used to ascend or descend. Can add a loop in a rope when neither end is free.
Timber hitch	Grabs tightly to an object to haul it.
Blood knot	On thin lines, can tightly secure two ends of rope together.
Man's harness	Create a loop in a line when neither end is free.
Carrick bend	A square knot that securely ties to ropes together, but is faster to untie.
Trucker's hitch	Adjustable loop and hitch that allows you to tighten a line on a secured payload.
Barrel hitch	Secure a bucket or cylindrical object so it is balanced when lifted by rope.
Sheepshank	Shortens a long rope line without having to cut the line.
Tripod lash	A modified clove hitch used to build camp shelters or a cooking tripod.
Square lash	Best used to secure two poles together, and can be used to build structures, ladders, chairs, etc., in camp.

◆ Upon a second command, your knot will untie. If *secure line* is cut, the larger piece will continue to be magical, but the smaller piece will become mundane, but excellent, rope.

## Sejunction/Synthesis Transmogrifier

Wand (bifurcated yew branch), very rare

(requires attunement)

This strange yew wand is forked towards one end so that each wand tip points approximately 45 degrees away from each other. Each tip can separately create a unique effect. The *sejunction* tip can cause a creature or object to become disjoined---but unharmed. The *synthesis* tip can cause a creature or object to be re-assembled and made whole again. When both are used at the same time on two creatures or objects, an intermixing or *transmogrification* of the two creatures or objects can occur. Each wand tip has three charges. Either tip separately uses one charge for an effect. However, to use both tips simultaneously, you must expend two charges from each tip. Range for both tips is 60 feet. All charges are regained at dawn.

◆ **Sejunction.** For one charge, you can cause one limb or body section to separate. Each piece is functional, still seemingly connected by thought and energy, but separate. They will remain so for one minute. Creatures resisting this effect have a DC 16 Constitution saving throw to negate the effect. If somehow, an additional limb had been added (from the *synthesis* ray, or other effect), the *sejunction* ray can be used to remove it. That removal is permanent. For two charges, you can cause up to three limbs or body sections to separate. Each piece is functional, still seemingly connected by thought and energy, but separate. They will remain so for 10 minutes. Creatures resisting this effect have a DC 16 Constitution saving throw to negate the effect. If they fail the saving throw, they re-try their save each minute. For three charges, you can cause up to five limbs or body sections to separate. Each piece is functional, still seemingly connected by thought and energy, but separate. They will remain so indefinitely. Creatures resisting this effect have a DC 16 Constitution saving throw to negate the effect. If they fail the saving throw, they re-try their save each hour. If they fail three saves before they make three saves, the effect is permanent.

◆ **Synthesis.** For one charge, you can re-attach one limb or body section. This can be from a target that had been affected by the *sejunction* ray, or one that had a limb removed the old fashioned way (in battle,

by a spell, etc.). The limb or part must be present. Reattachment is permanent. For one charge, you also use the wand to attach an additional limb to a creature. This effects lasts for one minute. If a creature resists either effect, it can make a DC 16 Constitution saving throw to negate the effect. For two charges, you can attach up to three limbs that have been removed. The limbs or parts must be present. Reattachment is permanent. For two charges, you could also use the wand to attach up to three additional limbs or parts to a creature. This effect lasts for 10 minutes. If a creature resists either effect, it can make a DC 16 Constitution saving throw to negate the effect. If they fail the saving throw, they re-try their save each minute. For three charges, you can attach up to five limbs or body sections. The limbs or parts must be present. Reattachment is permanent. You could also use the wand to attach up to five additional limbs or parts to a creature. This effect lasts indefinitely. If a creature resists either effect, it can make a DC 16 Constitution saving throw to negate the effect. If they fail the saving throw, they re-try their save each hour. If they fail three saves before they make three saves, the effect is permanent.

◆ **Transmogrification.** For two charges from each wand tip, you choose two targets within range. You can exchange up to two limbs or body sections on the targets. If one limb or section is removed from one creature, a corresponding limb or part must be removed from the other. If one limb or section is added to one creature, a corresponding limb or section must be added to the other. This effect lasts for 10 minutes. If either creature is unwilling, the unwilling creature or creatures must make a DC 16 Constitution saving throw. If one succeeds at the throw, the *transmogrification* does not take place. If both fail, it takes place. A new saving throw is allowed each minute. If saves are eventually made, the bodies of both creatures are immediately restored. For three charges from each wand tip, you choose two targets within range. You can exchange up to three limbs or body sections on the targets. If one limb or section is removed from one creature, a corresponding limb or part must be removed from the other. If one limb or section is added to one creature, a corresponding limb or section must be added to the other. This effect lasts indefinitely. If either creature is unwilling, the unwilling creature or creatures must make a DC 16 Constitution saving throw. If one succeeds at the throw, the *transmogrification* does not take place. If both fail, it takes place. If they fail the saving throw, they re-try their saves each hour. If they fail three saves before they make three saves, the effect is permanent. If saves are eventually made, the bodies of both creatures are immediately restored.

◆ **Retroversion.** For three charges from each wand tip, you choose two targets within range. You can reverse any previously permanent *transmogrification*. If either creature is unwilling to allow this change, the unwilling creature or creatures must make a DC 16 Constitution saving throw. If one or both succeed at the throw, the *retroversion* does not take place. If both fail, it takes place, and the bodies of both creatures are immediately restored.

◆ The danger of the use of this wand includes catastrophic accidents. This wand harnesses wild magic, and as such, sometimes results go awry. Whenever you use two charges from either wand tip, you must roll on the table below for possible effects.

D100	Result
01-80	Effect occurs as intended.
81-85	Beneficial side effect, determined by the DM. Use the wild magic surge table for ideas ( <i>PHB</i> , p. 104).
86-90	Detrimental side effect, determined by the DM. Wild magic surge table ( <i>PHB</i> , p. 104).
91-99	Catastrophic failure. Creatures affected by the wand and you each take 8D6 necrotic damage (no save) and are affected by a random effect from the wild magic surge table ( <i>PHB</i> , p. 104).
00	<i>This result only is achieved if two creatures are affected by the use of the wand. Otherwise, treat this result as a 99.</i> When you roll 00 and two creatures are being affected by the wand, the two creatures merge into one, permanently, with no saving throw allowed. This merge might result in one hybrid creature, fully integrated through each part of its new body, or it might result in a composite creature, with parts of both creatures evident, including duplicate parts (two heads, four legs, for example), or it might results in a horrible mass of appendages and parts that do not work together, but somehow, are still alive. The DM has wide latitude to interpret this effect.

### **Senticous Burr** Wondrous item (ball), uncommon

Inside a smooth leather drawstring pouch are several *senticous burrs*. These small (two-inch diameter), round, hook-covered pods feel fuzzy when you first grab them, but you must drop them or throw them within the same round or they will activate in your hand. To activate, grab up to three *burrs*. Throw them making a ranged attack (20/30). You are considered proficient in throwing *burrs*. On a hit, the *burrs* cause no immediate damage, but will stick to your target. If they initially strike metal, they will quickly roll until they attach to leather or skin. Beginning the next round, they expand until they are each 1 foot in diameter. In that round, they cause 1D6 piercing damage. Each round they are attached, they cause another 1D6 piercing damage. If the target attempts to remove them, they cause 1D6 piercing damage to the hand or other body part trying to remove them. A person can remove the *burr* by making a DC 18 Strength check. If the target is wearing a metal gauntlet, they will not take damage from the attempted removal. If a target is not hit by the *burrs*, the *burrs* either miss the target or bounce off metal armor before they gain any purchase and stick to it. These *burrs* activate on the ground, and close-by targets must make a DC 10 Dexterity check to avoid contacting one of the activated *burrs*. *Burrs* remain active for 1 minute. At the end of the minute, they will shrink back down to their original small size. They will remain inactive until they are placed back into the bag and held there for at least 8 hours. A typical bag of *senticous burrs* holds 3D4+3 *burrs*.

### **Sepelition Trowel** Wondrous item (tool), rare

When you need to bury a body, the *sepelition trowel* makes short work of it. Place the body on the ground. Turn over one trowel of dirt, and place it on the head of the body. In one turn, the ground will open, and the body will sink into the ground, resting six feet below the surface (unless bedrock or some other solid object (not earth) blocks it). Then, the body sinks as far down as it can go, unless it can't sink more than two feet deep. If it can't sink further than two feet, the dirt from the trowel will slide off the head and the body won't sink into the ground. Once the body sinks into the ground, the ground appears undisturbed, except for a slight elongated oval rise above the position of the body. This only works on dead bodies.

### **Shabrack of Comfort** Wondrous item (saddle cloth), uncommon

This *shabrack* is so comfortable that it extends the endurance of you and your mount. You both make checks regarding exhaustion at advantage.

### **Shrinking Boat** Wondrous item, size varies

The *Shrinking Boat* is a scale replica of a boat, reduced to the size of a large backpack and weighing 50 pounds. With a command word, the boat grows to its full size in a single round, given enough space to accommodate it. The base *Shrinking Boat* is a six-person rowboat complete with four oars, a small sail, and a 50 pound anchor. While unoccupied by intelligent creatures, the command word can be given again to shrink the boat back to its backpack size, clearing away mundane damage, wear, and shaking loose any creatures (stowaways, barnacles, etc.). Any unwanted or unknown intelligent creatures on the boat appear in the closest unoccupied space next to the backpack, and though unharmed, they will be automatically stunned for 1D4 rounds through this process, with no save. Unbroken items will shrink down with the boat, but broken items and debris will vanish. Larger ships are possible but are much rarer. Your DM will determine what the standard contents of such ships might be.

D100	Rarity	Boat Size
01-40	Common	Rowboat (6 people)
41-70	Common	Cog
71-82	Uncommon	Caravel
83-90	Rare	Sailboat
91-97	Very rare	Galleon or Carrack
98-99	Legendary	Airship or Spelljammer
100	Legendary	Astral Clipper

### **Sidereal Beacon** Wondrous item (ornamental box), rare (requires attunement)

When you deploy a *sidereal beacon*, up to 8 named individuals will see a beacon (like a star in the sky) above your location. This isn't an actual star, but an illusory light that keys on your location. Only those you name will be able to see this light. The light remains visible, day or night, as long as the *beacon's* box is open. The box must remain within five feet of you to function. At any time, you can un-name someone, and they will no longer see the *beacon*, or you can add someone, and they will begin to see the *beacon*. Anyone you name will know this is an illusory light signal from you. If the person added is not added willingly, they must make a DC 14 Wisdom saving throw. On a save, they do not see the beacon.

### **Skaldcap** Wondrous item (hat), rare

Especially useful for bards, but open to any class, a *skaldcap* gives the wearer advantage on one song or spoken word performance check each day.

### **Solander** Wondrous item (box in the form of a book), very rare (requires attunement)

A *solander* is a box, made to look like a book. It is something you carry with you, but is extra-dimensionally tied directly to a location you specify. It looks as if a large book or manuscript could fit inside the *solander*. The inside back panel of the *solander* is actually a dimensional "door" to the location you keyed to it (through a miniature "totem" of the *solander*, left at that location). Any book, scroll, or paper in that location that can fit inside the *solander* can be called by you to appear there. You call the item by naming it. It must be a book at that location within 30 feet of the totem. The *solander* "grabs" the book and brings it through the dimensional "door." It then appears when you open the cover of the *solander*. When you are done with the book, you can place it back inside the *solander* and command it to return. Only books, scrolls, papers, manuscripts and the like will transport through the *Solander*. Attempts to transport other items (potions, wands, living creatures) will result in the item or creature being lost in the Astral plane.

### **Speluncar Breeches** Wondrous item (pants), uncommon

These adventuring clothes are built for caving. They are magically hydrophobic, so that even if they are submerged in water, they stay dry. They help regulate your body temperature, so that even without flame or heat, in a cavern or underground, you feel comfortable (approximately 72° Fahrenheit air temperature). They resist cuts and snags, and provide a base armor class specifically for your feet, legs, and torso of 14.

### **Spidersteel Rope** Wondrous item (rope), legendary (requires attunement)

A thin twine as strong as the strongest rope, a length of 100 feet is wraps around your waist. The rope is immune to normal damage of any type, and resistant to magical damage. Cutting is difficult, (it will take 30 points of magical damage to cut), but cutting will ruin the strength of the strand. It takes wear and damage as adamantine, but is not affected by electricity as metal.

◆ As a bonus action, you can fling the end of the rope at a target. If the target is a stationary object, you hit the object, and the end of the rope sticks to it. It can hold up to 5000 pounds. The rope will hold to a stationary object until you release it (with a bonus action).

◆ If the target is moving or living, you must roll to hit. On a hit, the target is *entangled* by the rope, as per the spell. The rope can affect a target of huge size or smaller. The entangling effect lasts for one minute, or ends sooner if you dismiss it. Once you attach it to a stationary object, or hit a moving target, you do not need to hold the rope or concentrate on the affect to maintain it. On a critical hit, the target is also restrained by a loop of the rope, and must make a contested check against the strength of the rope. The rope's strength is 26, for the purpose of the contested check. The restrained target gets to make a check at the end of each of its rounds. The target is restrained for a maximum of one minute, or sooner it makes its check, or if you end the effect by your command.

◆ The legendary Lao, Master of Spirits, was an emissary of Bahamut. In the course of many epic adventures, he felt compelled by pity to help Lloth. As strange as that turn was, even stranger were the gifts she gave to Lao later. They include the *gossamer hammers*, *spidersteel rope*, and *Lao's Robe of*

*Displacement.* Lao has not been seen in this world for generations, but his unique items are rumored to be locked in a hidden chamber of the Temple of the Ongan Kahn, near a peak known throughout the world as the Needle.

### **Staff of Balance** Weapon (quarterstaff), legendary (requires attunement)

One of the gifts given to Lao for his service to Bahamut, the *staff of balance* is comprised of a piece of yew (white) and a piece of ebony (black) wood, joined by an ornate band of silver and obsidian. The weapon has +5 to hit and damage, and on a roll of a 20, performs an energy drain (if hit with the ebony end) or delivers an energy blast (if hit with the yew end) The energy drain causes 8D8 necrotic damage to the target, and induces two levels of exhaustion. The energy blast will deliver 8D8 radiant damage to an attacker, and blinds them (if they have functioning eyes) for one minute. The *staff of balance* can be disassembled into its three component parts: the ebony bo stick, the yew bo stick, and the connecting ring. The bo sticks act as +5 weapons when wielded as a pair of striking sticks, but do not have the energy effect unless they are connected. The connecting ring becomes a *bracelet of protection*, +1. It only functions in this capacity when the staff is disassembled into its three constituent parts.

◆ The legendary Lao, Master of Spirits, was an emissary of Bahamut. In the course of many epic adventures, he was rewarded by the celestial dragon with this staff. Lao has not been seen in this world for generations, but his unique items (including the *gossamer hammers*, *Lao's robe of displacement*, *spidersteel rope*, this item, and others not catalogued in this book) are rumored to be locked in a hidden chamber of the Temple of the Ongan Kahn, near a peak known throughout the world as the Needle.

### **Stranded Bag** Wondrous item, rare, (requires attunement)

A *stranded bag* is an adventurer's failsafe. It is a thick canvas and leather travel bag, with several pouches and compartments inside. It generates daily rations for a total of 6 months for one person; a tent, bedroll, and standard camp supplies (compass, fishing gear, extra clothes, twine, etc.), which, when re-used, emerge fresh, clean, and repaired daily; daily fresh water in a re-usable skin; kindling for a daily cooking fire; a *continual flame* torch; healer's kit; potions of antivenin, and antitoxin; and a total of 12 potions of supreme healing. Once per week, you can retrieve a non-magical sword, dagger, bow, and quiver of 24 arrows. Also included is a bell-wire set with the *alarm* spell. If the bag is used continuously for 6 months, it will be depleted and remain evermore a non-magical, sturdy bag. However, if you do not deplete the bag, it will replenish all items eventually (at a rate of one day of non-use for each day used) until it is a fully-stocked *stranded bag* again.

### **Sympatheticalithicum aka Power-Eater** Wondrous item (stone), legendary (requires attunement)

This small, polished stone is imbued with the power of sympathetic magic. It can be used as an arcane focus if you are a spellcaster. If you perform a sympathetic magic spell (one which requires some component of the victim, or requires a named victim), your target is at disadvantage to save against the spell effects while you are attuned to this stone.

◆ **You Are What You Eat.** When you kill or participate in the kill of an enemy, if you eat the enemy's heart, or if you eat the part of the enemy that contains the power you wish to claim, you gain certain effects, listed in the table below. For example, if you wish to gain its power of flight, you would eat the wing of the creature. If you wished to gain its strength, you would eat its heart or other muscle, and so on. You do not have to eat the entire organ or part, just one bite, but you must consume it raw, and it must be fresh. If this would cause the poisoned condition, the stone negates the poisoned effect. The stone does not negate other conditions. For example, attempting to eat the skin of a *lava mephit* will cause significant burning damage to you. Still, you could possibly do it.

◆ See the table on the next page.

### Usurped Sympathetic Magic Abilities (examples)

Ability Change	What to Consume
Intelligence	Brain
Wisdom	Brain
Dexterity	Hands, muscles of the back
Strength	Part of large muscle group
Constitution	Heart
Charisma	Face
Armor Class	Skin
Saving Throw	Blood
Immunity	Lymph node
Resistance	Related organ
Spell-casting	Brain
Innate Magical Ability	Body part related to that ability (eye, tongue, lungs, etc.)
Flight	Wings
Claws, Fangs, Poison	Hand, jaw, or poisoning organ, such as skin or a stinger
Other Physical Ability	Body part related to that ability (eye, foot, scales, etc.)

The stone will direct you to the proper part to consume to gain the ability. When you eat the body part, the stone absorbs the power of the creature that is embodied in that part. It will hold that power for up to a week, until you use it, or until it is replaced by another power, whichever comes first. When you use the stone the first time, you must make a DC 14 Constitution saving throw or become nauseous for one hour. The power-consuming effect still occurs. After the first time, you must make a DC 10 Constitution saving throw or experience the nauseous effect. The power contained within the stone is expressed in you at the DM's discretion, but should be analogous to the power of the creature. For example, if you eat the heart of a storm giant, you will temporarily gain its Strength (29). To use the power, at will, you can command the power to enter your body. The power you gain lasts for 10D6 minutes (minimum of 10 minutes, maximum of one hour).

## T

### **Tabanid Explosion** Wondrous item (ball), rare

This looks like a 3-inch diameter ball wrapped in twine. If you listen closely, you will hear what sounds like muffled buzzing coming from it. To activate the *tabanid explosion*, throw the ball anywhere in its range (100 feet). Creatures within 15 feet of the ball will be attacked by a cloud of blood-sucking insects. On a failed DC 15 Dexterity saving throw, a creature immediately takes 3D6 piercing damage and 3D6 blood loss damage, half on a successful save. The insects will stay in this circle for one minute, until dispelled, until dismissed by you, or until 60 hit points of damage through area of effect spells have destroyed the cloud of insects. When the *tabanid explosion* has less than 30 hit points left, it does 1D6 piercing and 2D6 blood loss damage. Any creature that starts its turn in the cloud takes automatic damage. Any creatures that enters the cloud must make a DC 15 Dexterity saving throw or take the damage outlined above. After the cloud is gone, the twine ball reappears on your person, but will not be ready to be thrown again until you hear buzzing inside the ball (after midnight).



## **Tachytelic Transformation** Wondrous item (dust), rare

This extremely fine powder is often delivered through a blowgun on a payload carrying dart, or by a specifically designed arrow or crossbow bolt. If you are careful, you can also open the small envelope which holds the dust and blow a cloud of it directly on to your target. *Tachytelic transformation* dust magically spurs on evolutionary development in a targeted creature. Willing creatures or creatures not resisting you simply need to empty the envelope above their heads, or allow you to do so. If you must deliver the dust against an unwilling target, make an attack roll. Range for this attack corresponds to the delivery system. If you make a successful attack, the targeted creature is at disadvantage to save. If you do not make a successful attack, the effect still is triggered, but the creature is at advantage to save. On a failed save, the target is affected as per the 8th level wizard spell, *evolve*. The creature must make a DC 20 Constitution saving throw. If you critically fail your attack roll, your mistake causes the dust to engulf you. You are at disadvantage to save. Once the dust is used, it is gone and can't be recovered.

## **Talpa Constellation** Wondrous item (alchemical paste), very rare

Application of this paste is done by a specialized practitioner who dabs spots of your skin to make a chakra-connected conduit of power in your skin. Each paste spot burns your skin, and leaves a dark mole or spot on your skin. Touching the spots simultaneously channels your inner energy to produce and outward effect.

◆ **Hard as Stone.** You take an action to touch a series of spots in a specific pattern. Your natural armor class increases to 18 for one minute. At the end of that minute, you gain one level of exhaustion and are drained of 2D6 hit points (necrotic damage).

◆ **Smooth as Silk.** You take an action to touch a series of spots in a specific pattern. Your Dexterity increases by 6 to a maximum of 24 for one minute. At the end of that minute you gain one level of exhaustion and are drained of 2D6 hit points (necrotic damage).

◆ **Fast as Lightning.** You take an action to touch a series of spots in a specific pattern. Your movement increases by 30 to a maximum of 80. At the end of that minute you gain one level of exhaustion and are drained of 2D6 hit points (necrotic damage).

◆ **Tough as Nails.** You take an action to touch a series of spots in a specific pattern. You become resistant to piercing, bludgeoning, force, thunder, lightning, and radiant damage for one minute. At the end of that minute you gain one level of exhaustion and are drained of 2D6 hit points (necrotic damage).

◆ It is possible that other *talpa constellations* exist that trigger other effects. You can use a *talpa constellation* up to the maximum levels of exhaustion you can bear. However, if you survive doing that, you cannot remove the levels of exhaustion faster than the required rest, except if a *wish* or similar level magic is used to remove them.

## **Tarantismic Djembe** Musical instrument (percussion), rare (requires attunement)

This ritual drum is played to mark ceremonies. It can be used as a bardic spellcasting focus. When the drum is played, it has an effective range of 300 feet. That range is shortened if obstacles and/or sound barriers intervene. The DM will determine range in those circumstances.

◆ **Light on Your Feet.** When you play this specific rhythm on the drum as your action this round, all allies within hearing distance of the drum feel light on their feet, and gain advantage on Dexterity checks for the next minute. You can play this rhythm as often as you choose, but bonuses from this effect do not stack.

◆ **Dance Fever.** When you play this specific rhythm on the drum as your action this round, all enemies within hearing distance of the drum are affected as if you had cast the spell *Otto's irresistible dance*. You can play this rhythm as often as you choose, but a creature can only be affected by this rhythm once in any given combat.

◆ **Sonic Boom.** When you play this specific rhythm on the drum as your action this round, all enemies within 30 feet of the drum must make a DC 15 Constitution saving throw or be deafened for one minute. You can play this rhythm as often as you choose, but a creature can only be affected by this rhythm once in any given combat.

◆ **Thunderbolt and Lightning, Very Very Frightening.** When you play this specific rhythm on the drum as your action this round, you point the drum in the direction of the effects, and cast *thunderwave*. In addition, one creature in the range of *thunderwave* is also targeted by the spell *lightning bolt*. Finally, all enemies within hearing distance of the drum must make a DC 12 Wisdom saving throw or be *frightened* for one minute. This powerful rhythm can only be used once per day. It recharges at dawn each day.

### **Teardrop of the Thunderbird** Wondrous item (jewelry), rare (requires attunement)

This earring is made from a tiny teardrop of the *Miigi, Thunderbird*, held aloft on a small hook by deceptively simple magic. It glows very faintly during a thunderstorm. When you deal lightning or thunder damage, roll 1D8 and add that die to the damage rolled. You also gain resistance to both damage types if you do not already have resistance. If you already have resistance to one or both damage types, you become immune. Once per day, you can spend an action to concentrate on the tear and have it drop to the ground, after which you can cast the spell *thunderwave* at 5th level. Once *thunderwave* is cast, the teardrop reappears on the earring. You cannot use this feature again until the next dawn.

### **Tectiform Hat** Wondrous item (hat), rare

The *tectiform hat* looks like a miniature roof, complete with rafters and cedar shingles, and a working chimney, perched on your head. It's surprisingly comfortable to wear, and though it keeps rain off your head and the sun from burning your scalp, it provides no armor bonus. When you are ready to make camp, remove your hat and set it on the ground. In less than a minute, the *tectiform hat* transforms into a 30 x 30-foot sturdy wooden pavilion, with a lit stone fireplace and chimney at one end. Inside the pavilion, there is a large dining table, two long benches for seats, a cord of wood, cooking gear, and sleeping provisions for six companions. This item is hard to find, but well worth the odd looks that wearing a roof over your head garners. The *tectiform hat* can be activated at dusk, and it remains until dawn. You can cause it to shrink back into a hat before dawn, but it will not function again until the next dusk, regardless of when you cause it to return to its hat form. If creatures or any other gear is inside the pavilion when it returns to its hat form, those creatures and things are gently expelled to the nearest unoccupied space outside of it. The pavilion can take damage. If it takes more than 100 points of damage, it is destroyed, and returns to its hat form. The hat reflects the damage. It can be repaired, but must be taken to a carpenter, artificer, milliner, or alchemist who specializes in wood-related magical items.

### **Tegula Rasa** Wondrous item (tile), very rare

You usually find 4 + 1D4 *tegula rasa* in a drawstring bag. They are small white porcelain tiles. Usually found with the bag is a black wax or charcoal marker. When you take a round to draw a simple object on a blank tile with the marker, the tile will transform into the object. The object cannot be larger than 27 cubic feet, and cannot weigh more than 200 pounds. The item cannot have greater than a 100 gold piece value. Consumable items, such as spell components or food, cannot be formed. Living things cannot be formed. The item will be as durable as the standard or common version of that item. The object will always have a white tile somewhere on its surface. The item will last a maximum of 10 minutes. You can end the effect early by touching the white tile spot on the item. The effect also ends if the object is destroyed. In each case, the object then reverts back to a blank tile. When it reverts, unless you are touching the white tile spot on the object, the tile will fall to the ground or floor, unless it was already set on the ground. If it falls and hits a hard surface, the tile must make a check against its hardness or break (hardness = 17). Typical objects made with tiles include rope, a dagger, a chair, a ladder, a coat, or an oar.

## **Temporal Maul** Weapon (maul), legendary (requires attunement)

This maul is deceptively light, and can be wielded with one hand, like a staff. You can attack with it without activating its powers. If so, it does 1D6 damage, and acts as a magical weapon for the purposes of immunity, but imparts no magical hit or damage bonus. This weapon has three charges, and gains 1D3 expended charges each morning. To activate its powers, you must declare in advance what power you are going to activate. You must spend your action to swing the temporal maul in the air above your head, or hand to hand around your body. When you do, an arcane pattern of bluish energy waves appears around the maul's striking face. As you spin the maul, it moves faster than the eye can follow, and the weapon gains mass. You gain a +2 to hit and damage. You then use a bonus action to either hit your target and expend a charge, or just expend a charge, depending on the effect you choose. When you hit, you deliver 2D8 +2 damage, and release the energy from the maul for one of these selected effects: either *time crunch* or *knock you into next week*. If you spin and release the energy without an attack, you can choose one of these selected effects: either *seeing double* or *slow your roll*. If you attempt to hit, but miss your target, you can continue to swing the maul, and declare again what effect you are going to release, without wasting a charge. If you do not hit after three rounds, and/or do not expend the charge, the charge is wasted.

◆ **Time Crunch.** The target must make a DC 16 Constitution save or be bombarded by temporal energy, taking 8D6 crushing (bludgeoning) damage. Failure results in a broken bone, based on the location of the hit. Success results in half damage and no broken bone.

◆ **Knock You Into Next Week.** The target must make a DC 15 Charisma saving throw or be removed from the timestream for a duration. For the target, no time passes, but for everybody else, up to six days can pass. Failure results in rolling on the chart below. Success results in the subject resisting the effect, but being at a disadvantage to attack until its next turn.

D100	Result
01-40	Removed from the timestream for 1D6 seconds
41-80	Removed from the timestream for 1D6 rounds
81-90	Removed from the timestream for 1D6 minutes
91-98	Removed from the timestream for 1D6 hours
99-100	Removed from the timestream for 1D6 days

◆ **Seeing Double.** This effect is centered on you, the wielder. After you spin the maul for your round, instead of swinging to hit, as a bonus action, you direct the time energy onto yourself. An exact duplicate from an alternate timestream appears next to you. It is *you*, down to spells memorized and magic items, including the *temporal maul*! Your duplicate in its reality also just used the *maul* to create this effect. From its perspective, you just appeared in its timestream. You each attack on your initiative. This duplicate will remain for one minute. At the end of the minute, if you are both still alive, one of you will vanish. Roll a D6. On a 1-3, you vanish, and return to the alternate time stream. On a 4-6 the other you vanishes, and returns to the alternate time stream. If one of you dies, that one vanishes and returns to the alternate time stream, and the effect ends. If you both die simultaneously, the DM will secretly determine which body goes back and which one stays. If you or your duplicate attempts to use the *temporal maul* to create another duplicate you while this effect is still happening, you know you will create a paradoxical rift in time, and everybody within 20 feet of either of the *temporal mauls* will be sucked into a temporal maelstrom, lost in time, with the exact effects of such a catastrophe determined by the DM.

◆ **Slow your Roll.** When you direct the temporal energy to your target, they must make a DC 18 Constitution save or have their movement slowed to 1 for one minute. They cannot take a reaction or bonus action for the duration. They are at disadvantage to attack, make checks and make saving throws. Failure of the saving throw can be checked again at the end of next round (now at disadvantage). If they make their initial saving throw, they regain normal movement by the beginning of the next round. They are only at disadvantage to attack, check and save until the end of the current round. If they make a saving throw after a previous failure, the effects stop by the beginning of their next turn.

## **Thalassian Armor** Armor (any), very rare (requires attunement)

Thalassian armor is made from products of the sea or marine life. Many times, this armor not only provides good protection, but also grants unique powers associated with powerful creatures of the sea. Below is a typical example of the type.

- ◆ **Friend of the Fish.** This armor is made entirely of shell, carapace, and expertly tanned eel and octopus skins. Entirely non-metallic, it is a favorite of druids. This armor is similar in coverage to other medium armor, and provides a base armor class of 14. You gain resistance to electric shock damage (lightning, for example), and gain advantage on checks to hide, in part due to the magically enhanced camouflage abilities of the octopus. If you remain motionless for one round, your armor begins to blend in to its surroundings, making you nearly undetectable if the creature did not see you moving previously (requires a DC 24 perception check). You are automatically treated as friendly to animals of the sea while wearing this armor.
- ◆ All *thalassian armor* sets gain a +2 armor class bonus if the wearer is under water. They all grant freedom of movement, so that the wearer does not suffer a movement penalty under water.
- ◆ Other versions exist too, such as *Hammerhead*, *Leatherback*, and *Shieldclaws*, just to name a few. It is up to the DM's discretion to devise the best type for your campaign.

## **The Third Hand** Wondrous item (mummified hand), legendary

This item is a mummified hand. In its grip is a ball of mithral tempered in the blood of a black dragon. Under the correct conditions, this sphere of black mithral becomes a conduit for magical energy. This item does not require attunement, but it does require your blood. When you put the item around your neck, two nearly imperceptible needles embed in your neck. You sustain a permanent hit point loss of 10 points, and must constantly supply the item with blood. However, through its power, you now can wield another magic item that requires attunement. If you remove the item, you no longer can attune to an additional item, you cannot put it back on and regain the effect, and your hit points cannot be regained short of *greater restoration* or higher level magic.

## **Theomastix** Wondrous item (blessed object of your deity), very rare (requires attunement by a good PC who has a recognized faith in a deity)

A *theomastix* can take the form of any holy object or relic of your deity. The object is not the *theomastix*, but what the deity uses to send the *theomastix* to you. Over time, people conflated the object with the thing it summons. The object is used to contact your deity, who may decide to send an actual *theomastix* (a celestial protector) to you. To activate the power of the object, you engage in specific rituals (the DM will determine what, based on your deity and worship) featuring the object. Once the rituals are complete, it normally takes one hour of prayer to activate the call through the object. At the end of this time, your supplications rise to your deity. The deity decides if sending a *theomastix* is warranted. If you have been a strong and faithful follower, it is likely to grant this boon. If you have not been as true to the deity, it still may send a *theomastix*, but its purpose may be different than you expected. It might help, but it also might demand a service or penance. If you have not been a very devout follower, use of the *theomastix* might result in a *geas* being placed on you by your god. The DM will determine the outcome of using the *theomastix*.

- ◆ **Only Call if it's Important.** The *theomastix* can be used as often as once per day, but over-use of the *theomastix*, or use without good purpose, will displease your deity. That might result in negative consequences.

- ◆ **Call in the Cavalry.** Typically, a *theomastix* is sent which fits the crisis at hand. Lower level celestials will be sent as a *theomastix* for smaller crises, while higher level celestials might be selected as a *theomastix* for greater crises. The DM determines this. Below is a table of celestials and their CR level, for quick reference. Though these are typical selections, a deity might choose another creature in its service to serve as a *theomastix*. When characters reach extremely high levels, a deity might choose a character to be a *theomastix* for someone else's call! The *theomastix* will remain until their purpose is served, your deity recalls them, or they are killed. It is possible for someone to use magic to banish a *theomastix*. If that occurs,

your deity may choose to send another. You cannot use the ritual and object to summon another *theomastix* while one is still in your service. It is possible that a *theomastix* might stay for days or weeks (if you are in the midst of siege or war, for example). A *theomastix* is not under your control. It may decide to do what you want it to, or it may take command of *you*. Celestials are often aloof, but curious regarding the ways of mortals.

Celestial Being	CR Level	Book Page
Unique (chosen creature in service of the deity)	Varies	n/a
Pegasus	2	<i>MM</i> , p. 250
Couatl	4	<i>MM</i> , p. 43
Spirit Wolf	4	<i>MOtO</i> , p. 113
Battleforce Angel	5	<i>GGtR</i> , p. 189
Felidar	5	<i>GGtR</i> , p. 199
Unicorn	5	<i>MM</i> , p. 294
Foo Dog	6	<i>MOtO</i> , p. 20
Phoenix	6	<i>MOtO</i> , p. 101
Deva	10	<i>MM</i> , p. 16
Foo Lion	11	<i>MOtO</i> , p. 21
Firemane Angel	12	<i>GGtR</i> , p. 190
Ki-Rin	12	<i>VGM</i> , p. 163
Archon of the Triumvirate	14	<i>GGtR</i> , p. 192
Shirokinu	14	<i>MOtO</i> , p. 112
Planetar	16	<i>MM</i> , p. 17
Celestial Dragon	21	<i>MOtO</i> , p. 51
Solar	21	<i>MM</i> , p. 18
Aurelia	23	<i>GGtR</i> , p. 230
Empyrean	23	<i>MM</i> , p. 130
Great Phoenix	26	<i>MOtO</i> , p. 101
Suzaku	28	<i>MOtO</i> , p. 110

(Books referred to are the *Monster Manual* [*MM*], *Volo's Guide to Monsters* [*VGM*], *Guildmaster's Guide to Ravnica* [*GGtR*], and *Monsters of the Orient* *MOtO*)

**Theriac Ampule** Wondrous item, (sealed, thin glass tube filled with liquid), rare

If you are bitten or stung by a venomous creature, breaking this ampule and dripping the liquid contained within it on the bite or sting will immediately neutralize the poison or venom from the sting or bite. If the venom is magical in nature, instead, the fluid of the ampule gives you an immediate saving throw with a +6 bonus to your roll to save. This occurs even if you already were given a saving throw for poison or venom.

## **Thunderbird Totem** Wondrous item (totem), very rare (requires attunement)

This totem takes the form of a miniature version of the totem pole found the village of Lac LaRonge. If you attune to it, once per day, you can:

- ◆ Communicate back to the village through the main totem pole.
- ◆ Once per day, you can communicate to a specific person (you must indicate who) who also has a *Thunderbird Totem* remotely. When you do either of these functions, you must hold the thunderbird up close to your ear, and you will “hear” the voices come from the beak of the thunderbird. If you have also invested your faith in the Thunderbird as your deity, in times of crisis, you can pray to the Thunderbird, and there is a small chance that the *Thunderbird Miigi* will hear you and possibly intervene (DM’s discretion).

## **Thuriferous Fan** Wondrous item (fan), rare

A *thuriferous fan* takes an action to activate. As you spread the fan and move it hypnotically, tendrils of smoke emanate from the tips of the ribs of the fan, quickly creating a fog of incense smoke. At your command, one of six types of incense you choose fills a 20-foot diameter sphere around you. Creatures you target within the area must make a DC 16 Constitution saving throw or be affected by the incense. Those who save are not affected by the incense, but attack you at disadvantage until the smoke is dissipated (by a wind of 10 mph or greater), the spell ends, or you stop moving the fan. You can attack with a weapon while you use the fan, but you cannot use a shield. The smoke moves with you, leaving a thinning trail behind you. The smoke can last for as long as one minute. Any time a creature you target enters the smoke for the first time, or re-enters the smoke after leaving it, that creature must make the DC 16 Constitution saving throw. The fan can be used three times in a day, after which it functions as a normal fan. It regains its magic at dawn.

Incense	Effect
Frankincense	Puts all targeted creatures in the area to <i>sleep</i> .
Sandalwood	<i>Slows</i> all targeted creatures in the area of effect; creatures remain <i>slowed</i> for one minute if they leave the area.
Sage	All targeted creatures in the area of effect are <i>charmed</i> . Creatures who leave the area remain <i>charmed</i> for one minute.
Lavender	All targeted creatures in the area of effect regain 1D4 hit points per round spent in the smoke. Targets of this effect do not need to save, but they can resist and not gain the benefits of the smoke if they choose.
Itchweed	All targeted creatures feel itching pain on their skin and in their lungs, taking 1D4 points of damage per round in the smoke. If they leave the smoke, they continue to take itching damage for three rounds.
Salamandria	All targeted creatures feel chemical burns on their skin and in their lungs, taking 1D4 points of damage per round in the smoke. If they leave the smoke, they continue to take burning damage for three rounds.

## **Treant Sap** Potion (Alchemical reagent), very rare

*Treant sap* must be harvested from live treants. It is distilled into a thick, aromatic, bitter fluid that has the following effects:

- ◆ **Plant Healing.** One dose applied to a plant will completely restore vitality to one Huge or multiple smaller plants, up to as many as 1000 tiny plants.
- ◆ **Awaken.** Two doses applied to a plant will create sentience in the plant, and it should be then treated as an *awakened* plant. The plant will have a favorable reaction to you, and treat you as a friend.
- ◆ **Speak.** If you drink one dose, and you are not a plant who needs healing, you gain the ability to *speak with plants* for 24 hours.
- ◆ **Fast Pass.** If you drink two doses, you may travel as per the spell, *transport via plants*, making as many transits as you choose to within one hour.
- ◆ A typical potion flask will contain 8 doses of *Treant Sap*.

## U

**Ubiquarian Programmicon** Wondrous item (magical device), very rare (requires attunement)

This magical “computing” device allows you to create up to six programmed illusions of you at once. It looks like a square ornamental box with inset spots on the lid at which points fit six silver sensing discs. The box itself opens to reveal close-packed rows of buttons, each of which are used to set the parameters of the illusions you create. The inside of the lid has several small dark screens, and lenses. Place the six sensing discs at locations of your choice. Each disc remains “connected” to the device. Through a complicated process of building the specific illusions, you can create up to six illusory versions of yourself at the locations of the sensing discs. As you create the images, a projection of the illusions can be reviewed from the box. Each illusion can do a different, repeating pantomime. The longer you take to make the illusion, the fewer times it repeats its actions. Once cued from the original device, the programmed illusions can last up to 8 hours each.

Time Spent “Programming”	Frequency with Which the Illusion Repeats
10 minutes	Once per minute
1 hour	Once per 10 minutes
2 hours	Once per 30 minutes
5 hours	Once per hour
8 hours	Once per 3 hours
16 hours	Once per 6 hours
24 hours	Once per 8 hours

**Uniphonous Bansuri** Musical instrument (bamboo flute), very rare (requires attunement)

This piece of bamboo is a two chambered flute. It can be used as a bard’s spellcasting focus. You must be proficient in this instrument to play it. It plays only a single note, but creates different effects based on how you play it.

- ◆ **Rise and Shine.** When played, all allies in a 30-foot radius gain advantage on perception checks for the next 10 minutes, and cannot be surprised during the next minute. The tone will also alert any enemies within a 30-foot radius of you. You will automatically fail a stealth check for the round you play the tone.
- ◆ **Sounds Good to Me.** When played, all allies within 15 feet gain 1D6 hit points, or if full, 1D3 temporary hit points.
- ◆ **Shattered.** When played, all non-magical glass within 30 feet of you shatters. Non-magical potion bottles gain a DC 10 saving throw. Non-magical crystal (leaded glass), gains a DC 8 saving throw.
- ◆ **Knock Three Times.** Three times a day, you can play this tone and an effect like the spell *knock* affects objects within a 30-foot radius.
- ◆ **You’re Getting Sleepy.** Twice a day, you can play this tone and cause an effect like the spell, *sleep*.
- ◆ **The Sound of Silence.** Twice a day, you can play this tone and immediately after, a 25-foot radius around you is affected by an effect like the spell, *silence*.
- ◆ **You Put a Spell On Me.** Once a day, you can play this tone and cast cause a creature of your choice to be affected by *charm person*.
- ◆ **Ball of Confusion.** Once a day, you can play this tone and create an effect like the spell, *confusion*.

### **Universal Oustiti** Wondrous item (lockpicking tool) very rare (requires attunement)

Thieves dream about acquiring this lock-picking tool. For those who possess it, no lock is beyond their ability to attempt to pick. You gain advantage on all checks to pick locks with this tool. If you are proficient in thieves' tools, you become expert. If you are not proficient, you gain the ability to use thieves' tools as if you were proficient. When making an attempt to pick a lock, if the lock is beyond your capacity to pick, no matter what you roll, you must then roll a D100. If your roll matches the DC of the lock, you are able to open the lock. For example, if your maximum check roll using the *universal oustiti* is a 28, but the DC of this lock is a 30, you will then roll a D100. If the result of the D100 is 30, it opens. For locks beyond your natural ability to open, the *universal oustiti's* special power can be attempted three times in a day. This power resets at midnight.

### **Uraster Charm** Wondrous item (jewelry), very rare (requires attunement)

This pendant looks like a living starfish, but is beautifully painted enameled silver. While attuned to this pendant, you gain a +1 bonus to Armor Class and saving throws. If you have a limb severed, after the initial damage, you immediately stabilize. If your head was removed, or if you were dropped to zero hit points or automatic death, you do not die, but magically remain stable at zero hit points. If someone attempts to re-attach the limb within one round, it reattaches and you gain 1D6 hit points; if you were at zero hit points, the limb is re-attached and you gain 1D6 hit points and become conscious. If the limb is not re-attached within one round, the wound seals and heals, though you gain no hit points back at that time. During your next long rest, the limb will regenerate. At the end of that long rest, you will be restored hit points. If you were unconscious, you wake up at that time. This pendant only regenerates missing or removed limbs or flesh. It does not regenerate any other kind of damage. It will regenerate fingers lopped off by a sword. It will not regenerate damage from the slash across your arm. It will regenerate damage from the hole in your chest from a *disintegrate* spell. It will not regenerate burn damage to your skin from a *lightning bolt*.

### **Urosthentic Empennage** Wondrous item (magical construct), very rare (requires attunement)

This magical tail appendage connects to a person like a piece of armor. It is made of finely wrought, lightweight metal plates, curved and jointed to look and move like a tail with a fin.

- ◆ This tail improves your running speed and balance. You gain a movement rate of 40. If your movement rate is already 40 or more, it increases your movement by an additional 20. You gain advantage on dexterity checks and saves while moving.
- ◆ This tail improves your swim speed to 40. If your swim speed is already 40 or more, it increases it another 20. You do not suffer a movement penalty in water.
- ◆ Upon command, a wing-like super-structure emerges from a ridge on the tail, and you gain a flight speed of 40. If you already have a flight speed of 40 or more, it increases another 20. Your tail makes you highly maneuverable in air. You are at advantage on all dexterity checks and saves while flying. You can fly for as long as one hour in a day. This power resets every morning at dawn.
- ◆ **But I Already Have a Tail!** If you already have a tail, then this construct wraps it completely like armor, and imparts all of the effects mentioned above. In addition, you gain an Armor Class bonus of +1.

### **Ushabti** Wondrous item (figurine), very rare

This ceremonial figurine protects your body and soul upon death. If it is placed on your body within a minute of death, your soul will be diverted to this vessel. It will be protected from harm for 30 days. During this time, your body is also protected. It cannot be reanimated, turned into undead, or otherwise used or re-purposed. It will not rot or decompose. Flesh remains pliable, in what is similar to a state of suspended animation. Your body can be destroyed, burned, dismembered, or otherwise damaged, however. Anytime during the 30 days, your body and soul can be reunited through the 3rd level spell *revivify*.



## V

**Vair Cape** Wondrous item (cape), rare (requires attunement)

This bluish-grey fur cape imparts an AC bonus of +2 and grants advantage on Dexterity checks and saves.

**Valenki Kohlodnyy** Wondrous item (shoes), rare (requires attunement)

These warm felt boots protect you from extreme cold temperatures. If the temperature drops down to -30° Fahrenheit, you will still feel warm and unharmed by the effects of this extreme cold. Your exposed skin takes no damage from this extreme temperature. These boots also impart resistance to damage from non-magical and magical cold, ice, or freezing attacks. In extreme cold temperatures, you suffer no movement penalties from the weather. You breathe normally in this bitterly cold environment.

**Velivolant Sailcloth** Wondrous item (boat sails), very rare

This specially prepared sailcloth, when properly hung, will allow a standard sailing ship to fly. The process dyes the sails a deep, vibrant blue. *Velivolant sailcloth* loses its effectiveness over time. Its rich blue color fades as its power fades. It requires regular repair and rejuvenation of the inherent magic. The *Air Markets of Ebbicoleth* is one of the few places where you can purchase and rejuvenate such sailcloth. Sailcloth to outfit a large sailing ship will often cost more than three times what the ship itself costs! It is rumored that the process which imparts the magic to the sails involves horrific torture and eventual death of enslaved creatures native to the elemental plane of air.

**Vellicle Clasps** Wondrous item (set of clasps), uncommon

*Vellicle Clasps* are wide alligator-style clips which can be used:

- ◆ To hold bags or pouches shut with a water tight seal.
- ◆ To serve in place of a missing button.
- ◆ To connect two ropes as strongly as if they were securely knotted together.
- ◆ To clasp onto an object being hauled up or suspended; they will hold up to 1000 pounds.
- ◆ To repair a broken item—attach the clasp to the two broken parts, and in a quick burst of light, the clasp is gone and the two parts are repaired. This can be done for any type of handle or weapon grip, or bow arm. It can restore broken magical items. The clasp, once used in this way, is forever gone.
- ◆ Usually, *vellicle clasps* are either found in a small box (the box lid held by one of the clasps) or being used to fix an object. If found in a box, you can expect to find 1D6 +2 clasps. If found fixing an object, it is unlikely that you will find another nearby.

**Venator's Harbinger** Wondrous item (compass), rare

When you are hunting an enemy or prey you have sighted, the compass will always point in the direction of that enemy or prey, as long as it is still on the same plane as you. It points to that enemy or prey until you kill it, or name another enemy or prey you have sighted.

**Verderer's Signet** Ring, rare

Those who bear the *verderer's signet* are known as friends of the forest, and are treated as such by forest-dwellers. You gain advantage on Wisdom and Charisma checks and saving throws when dealing with forest creatures.

## **Vulpecan Ears** Wondrous item (prosthetics), very rare (requires attunement)

These ear coverings are made from the cured fur of fey foxes. They are fox ears made to slip over your own ears. When you wear these prosthetics, you gain advantage on perception checks that require hearing. You cannot be surprised, even when sleeping, as the ears impart *tremorsense* from even the tiniest vibrations that an attacker might make. You gain a +1 to your Dexterity score. You gain advantage on dexterity saving throws. While wearing them, you are marked as an enemy by any creature in the fox family, including shapechangers, and are distrusted by any fey who recognize the ears (they will see them as fetish objects, and detest that a non-fey creature is usurping fey power).

## **W**

### **Wagon of the Traveler** Wondrous item (wagon), legendary (requires attunement)

This resembles a standard, full size traveling wagon, however there are several enchantments on it which make traveling easier.

- ◆ The wagon does not have difficulty moving over rough terrain.
- ◆ By lighting the lanterns on the wagon, the *alarm* spell is activated for the wagon.
- ◆ **Versatile.** The wagon can be hitched to teams of two, four, or six draft animals, and will accommodate unusual draft animals (polar bears, triceratops, etc.), changing the harness and tack magically for the animals at hand.
- ◆ Speed is determined by the type and number of the team. If no animals are hitched, the tongue of the wagon can be lashed up, and the wagon can be commanded by the attuned driver to move forward under its own volition at a movement of 5.
- ◆ **Shielded.** Once per day, the attuned driver can command either the *shield* spell or *protection from normal missiles* spell to protect the wagon. The wagon can take 100 hit points of damage and has an Armor Class of 18. When damaged, the *mending* spell or a similar restorative magic can repair up to 20 points of damage per casting.
- ◆ The wagon has 6 storage compartments which count as extra-dimensional storage. Each lidded box is 1 x 2 x 2, but when removed from their compartment under the wagon, they expand to contain specific items. Each box contributes 25 pounds of weight to the wagon, empty or full.
- ◆ **Weapons Rack.** One box holds two weapon racks (each rack can hold up to 4 weapons or 60 pieces of ammunition). Attempts to put anything else besides weapons or ammunition in these boxes results in those things reappearing in the nearest unoccupied space outside of the wagon.
- ◆ **Firewood.** One box is a firewood box, which can hold a cord of wood approximately 2000 pounds (a full wagon load). It will only hold cut wood. Attempts to put anything else besides firewood in the box results in those things reappearing in the nearest unoccupied space outside of the wagon.
- ◆ **Food Storage.** One box holds 2 sacks for storing 100 pounds of rations and 100 pounds of animal feed. Attempts to put anything else besides food in the box results in those things reappearing in the nearest unoccupied space outside of the wagon.
- ◆ **Armory.** One box holds racks for four sets of armor and barding. Attempts to put anything else besides armor in the box results in those things reappearing in the nearest unoccupied space outside of the wagon.
- ◆ **Treasury.** One box is a strongbox with a DC 20 lock, which can hold 10,000 coins, 100 gems and 50 small pieces of jewelry, or other items of monetary value. Attempts to put anything else besides treasure in the box results in those things reappearing in the nearest unoccupied space outside of the wagon.
- ◆ **Library.** One box is designed to hold books, spellbooks, maps, scrolls and other paper documents in a humidity and temperature-controlled space. It is also locked with a DC 20 lock. It can hold the equivalent of a large shelving unit (6 x 2 x 8) full of books and other similar materials. Attempts to put anything else besides books or other written materials in the box results in those things reappearing in the nearest unoccupied space outside of the wagon.

◆ These storage options slide out of hidden compartments under the wagon and only become full size once placed on the ground and the command word is spoken. Boxes that are locked require an additional command word to lock and unlock, unless the *knock* spell is used. When these storage options are inserted back into their spaces under the wagon, they vanish from sight.

### **Wardtoken** Wondrous item (token), uncommon

These small, specialized tokens are crafted of a material similar in texture to bone, but much stronger and more durable. The tokens are 2 inches wide by 3 inches tall, by 1/2 inch thick, and have a glowing rune on one side. When you hold a *wardtoken* up to any door or area that is locked, warded by a symbol or other protection spell, you will know in advance of setting it off what kind of symbol, ward, or protection it is. If the door is protected by *arcane lock*, the *wardtoken* will open it. The *wardtoken* has no other effects on doors or areas locked by mundane means.

### **Weird Mojo** Wondrous item (totem), rare (requires attunement)

While you are holding this mojo, you can prevent yourself from suffering harmful effects. When you are subjected to any of the following conditions, you can use your reaction to ignore it: blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned, and stunned. If you ignore the condition, it becomes absorbed by the mojo. The mojo can only contain one condition at a time. If you transfer a condition to the mojo while it's full, you immediately suffer the condition that was stored in it. At a later time, during a short or long rest, you can transfer the condition into yourself from the mojo, so that the mojo is empty when you need it to be.

### **Wherret-knockers** Weapon (bludgeoning weapon), rare

*Wherret-knockers* are stone or metal balls, usually smooth, connected by chain or heavy rope, that you can use like a bolo, but it is much larger and deals more damage. This is a +2 weapon to hit and damage, and can be used as a melee and ranged weapon. In combat, you swing one or both of the ball ends, either using one as a counterweight, or holding the connecting line in the middle. *Wherret knockers* deliver 1D8 damage if one ball is used, or 2D4 +1 damage if both balls are used (more force can be delivered per ball when the second ball is used as a counterbalance). Melee range is 10 feet. If you roll an unmodified 17-20, and hit, your target must roll a DC 16 Constitution saving throw, or be stunned for 1D2 rounds. Imagine the blow from the ball hitting your target in the back of the head behind the ear, and momentarily incapacitating your target. As a ranged weapon, you can throw *wherret-knockers* up to 30 feet. Upon a successful hit, the target takes 1D6 damage, you entangle the target, and their movement is reduced to zero. It takes a successful Dexterity check of 16 to untangle the *wherret-knockers*. They can make this check at the beginning of their next round. If they fail, they are still reduced to zero movement, and attack at disadvantage.

### **Window to the World** Wondrous item (tapestry), very rare

A *window to the world* can be of a variety of sizes, but in many cases are luxurious, commissioned tapestries that are very large and detailed (20 feet by 40 feet), typically hanging from a great room in a castle or in a large public building of a principality. They depict specific places. Some are of large geographic areas, while others might be of a city, or a natural wonder. A quick glance is impressive, but a more careful study reveals that the image on the tapestry appears to be moving, in the tiniest degrees. A *window to the world* is actually a scrying device and a teleportation device. In the lower corners of the tapestry, are woven images of a diamond, ruby, emerald, aquamarine, and topaz. If a 100 gold pieces quality stone of each type is placed over the corresponding image, the stones are absorbed into the tapestry, and two functions become available to you if you know the command words.

◆ **Scrying.** Upon command, you can employ the tapestry to zoom in and focus on a specific area, or a specific person named if the person is currently in the area described in the tapestry. This feature will zoom all the way down to tiny named features, or to a position of viewing an individual, ignoring walls or other obstructions. Magical protections will keep a person or area from being detected. However, the tapestry will glow red if a request is thwarted by magical means. If you view an individual person, that person will get a DC 12 Wisdom save to acknowledge a feeling of being “watched.”

◆ **Travel.** Upon command, once you have identified a place to view, you can command the tapestry to *teleport without error* you and up to nine others to that location. This is one way travel. Anybody who has been teleported by the *window to the world* is highlighted on the map with a faint blue glow. When *scrying*, you can command the tapestry to show all teleported individuals who are still in the area of the tapestry at any time.

◆ The *window to the world* will function as a scrying device for up to one week. It will teleport a total of 10 beings (either in a group or individually) within that week, and will not function again until another set of precious gems are placed on the tapestry at the beginning of the next week.

**Wizard Vizard** Wondrous item (mask), very rare

Donning this mask makes you obviously look like a wizard. The change is so convincing that even under close inspection, people are at disadvantage to see through the illusion created by the mask.

**Worricow** Wondrous item (mask), rare

This mask allows you to assume the form of a goblin or hobgoblin so perfectly that upon even close inspection, creatures are at disadvantage to see through this transformation.

**World Atlas** Book, legendary

Each *World Atlas* is keyed to a specific prime material plane. It is extremely unlikely (1% chance) that a given *World Atlas* you might find is from another prime material than the one you are on. The book itself is large with linen pages that are 1 foot tall and 2 feet wide. A stamped heavy leather dust cover protects the pages. Its binding consists of 100 finely wrought brass rings. The number of pages vary, but each major land mass, body of water, hemisphere, face, plane, disc, etc. (whatever the planar geometry is in your prime material) is represented in beautiful detail. When you find the page and location you want, you trace the runes that faintly run around the border of the page, and then point to the place of interest. You then say the named location you want to go to. You, every creature within 15 feet of you, and the book are *teleported* without error, as per the spell *mass teleport*, to that location. The book can perform this function once per day. It recharges at dawn.

## X

**Xanthic Spectacles** Wondrous item (eyewear), rare

*Xanthic spectacles* look like spectacles with yellow tinted lenses. They sharpen images in low light, improving your day vision in low light to vision in bright sunlight. In the evening, the spectacles allow you to see as if you had *darkvision* of 60 feet. While wearing the spectacles, you gain advantage on checks to notice hidden objects or creatures within 60 feet, and can see into the border ethereal up to 30 feet.

**Xenium Trinket** Wondrous item (trinket), rare

This trinket remains an amorphous blob of shiny metal in your pocket until it turns into the proper gift you might present to a host at a fancy party, a nobleman, or ambassador. When you reach into your pocket, you think of the event and your impression of the person you are presenting the gift to, and the blob forms into a small token gift (worth no more than 100 gold pieces). The small decorative object exemplifies traits based on your impressions. *Xenium* is a psycho-reactive metal; rare, and hard to find in an unadulterated

form. The *xenium trinket* has been stabilized by alchemical processes. Once it takes a form, it locks into that form except under the most unusual of circumstances.

### **Xeric Sponge** Wondrous item (small sponge), very rare

When you squeeze a *xeric sponge*, moisture is drawn out of the air. With one squeeze, you are able to pull one pint of potable drinking water out of the air. If you are in arid conditions, you can still pull up to one ounce per squeeze. In humid conditions, you can continuously squeeze the sponge and pull up to five gallons of water a minute out of the air. The *xeric sponge* can be used as a weapon against oozes and puddings. If thrown into an ooze or pudding, the *sponge* begins to siphon off water and spews it out in a stream from the creature. This will cause 2D10 points of damage per round. The ooze or pudding can attempt a DC 15 Dexterity check to expel the *sponge* from its body at the end of its turn. Each turn the *sponge* begins inside the ooze or pudding, it does another 2D10 points of damage. The *xeric sponge* is immune to the typical damage that ingestion by an ooze or pudding causes.

### **Xoanon** Wondrous item (totem), very rare

A *xoanon* is a small, primitive wooden carving adorned with gold and silver. On command, it will perform one of several functions, once per day:

◆ **Alarm.** If any specified creature (undead, beast, fiend, humanoid, etc.) comes within 60 feet of the *xoanon*, it will trigger the *alarm* spell.

◆ **Protector.** If set out to protect someone or something, the *xoanon* remains an inanimate object until someone not specified comes within 5 feet of the thing or person it is protecting. At that time, it springs to action, gaining surprise against any opponent who did not actively inspect it. It attacks with ferocity! It has only 10 hit points, but is extremely dexterous and fast. It has an Armor Class of 23 because of its speed and size. It has three attacks per round: Claw/claw/bite, for 1D2, 1D2, and 1D3 points of damage. It uses its Dexterity to hit (but no damage bonus). If it takes 10 points or more damage, it reverts to an inanimate totem for 24 hours.

**STR: 2 (-4)    DEX: 22 (+6)    CON: 8 (-1)    INT: 4 (-3)    WIS: 8 (-1)    CHA: 7 (-2)**

◆ **Pathfinder.** If you find yourself lost, you can command the *xoanon* to go home, and it will animate and walk at a pace of 10 per round, unerringly, towards home (wherever you have previously specified is your home location). As long as you are on the same plane, it finds and walks a path that will take you back home as quickly and as safely as possible. When animated in this way, it will animate for 12 hours and become inanimate for 12 hours.

◆ **Pungent.** If someone is knocked unconscious, you can rub the top of the *xoanon* and produce a strong, aromatic, woody smell, that acts like smelling salts to rouse an unconscious or sleeping person. It can do so even if the unconscious or sleeping person is under a magical effect.

## **Y**

### **Yakhdan** Wondrous item (box), rare

This *yakhdan* is different than other ice boxes. It keeps all items at a constant 0 degrees, with no ice. The box is large, and can hold up to 12 cubic feet of material (2 x 2 x 3). Anything left inside the box quickly drops to 0 degrees. A living creature placed in the box takes 1D6 cold damage each round it is in the box, and if still alive, after 6 rounds, makes a DC 12 Constitution saving throw. On a failed saving throw, the creature takes double damage and an appendage becomes frostbitten. The save is made each round thereafter. On a successful contested STR check (door seal strength is 12) a creature can open the door and get out. Each round the door is open, the creature takes no cold damage.

## **Yantra of Calm** Wondrous item (geometric figure), legendary

This mystical diagram contains magical power to calm the fiercest of enemies. As an action, you place the *yantra* on the ground in front of you and trace the arcane geometry. In a flash, a wave of calming energy flows away from you. All creatures in a 15-foot radius of you must cease all hostilities, with no save, and will remain in a calm and relaxed state for one minute, unless threatened, provoked, or attacked, at which point the feeling of calmness and rationality passes. All creatures in a concentric radius from 15 to 30 feet can make a Wisdom DC 20 save to resist the effect. On a fail, they must cease all hostilities, and remain in a calm and relaxed state for one minute, unless threatened, provoked, or attacked, at which point the feeling of calmness and rationality passes. All creatures outside of this radius but within 50 feet of the *yantra* must make a Wisdom DC 12 save to resist the effect. On a fail, they are affected as above. The *yantra of calm* can be used once per day.

## **Z**

### **Zanze Call** Musical instrument (percussion), legendary (requires attunement)

The *zanze call* is a percussive musical instrument similar to castanets. Zanzes were created by the jungle people of Chult, and many of these instruments have become revered magical items. The *zanze call* has 6 charges. It regains 1D2 +1 expended charges at dawn. Charges are activated by clicking a unique percussive rhythm for each effect.

◆ **One charge.** When you expend one charge you can choose to cast one of the following spells: *Animal Friendship*; *Animal Messenger*; *Catnip*; *Otto's Soothing Vibrations*; *Speak with Animals*.

◆ **Two charges.** When you expend two charges you can choose to cast one of the following spells: *Alter Animal Intelligence*; *Animal Call*; *Dominate Beast*.

◆ **Three charges.** When you expend three charges you can choose to cast one of the following spells: *Animal Transfer*; *Awaken*; *Tame Animal*

◆ **Four charges:** When you expend four charges you can choose to cast one of the following spells: *Spectral Beast*; *Summon Monster (6th level)*.

◆ **Five charges:** When you expend five charges you can choose to cast one of the following spells: *Alter Beast*; *Nature's Avatar*;

◆ **Six charges.** When you expend six charges you can choose to cast one of the following spells: *Evolve*; *Summon Monster (8th level)*. Less rare versions of the *zanze call* are limited in spell level.

### **Zegeidine Oath-Sealer** Wondrous item (silver cup) very rare

This silver cup, when prepared correctly, will bind two or more people to a contract until it is fulfilled. Each person must agree to drink from the cup willingly. Any attempt to force or coerce someone to drink nullifies its effect on the forced or coerced person. Merchants, nobles, and adventuring companies will often employ a *Zegeidine Oath-Sealer* to bind those they hire. Unwise or naïve adventurers can sometimes agree to poor terms (no clause to resurrect, no clause to nullify contract if the monster guarding the treasure is too powerful, etc.). You can delay the fulfillment of the contract, if no time limit is set, but most wise holders of an *oath-sealer* specify a time limit. Only a *wish* or similar level magic can break the bond of an oath made with an *oath-sealer*.

### **Zills of Misplacement** Musical instrument (percussion), common

Zills are tiny finger cymbals that when clapped together bring a resonating albeit small sound. When you use a bonus action to do so, an object no bigger than 1 foot on any given side instantly vanishes into a pocket dimension. But in 60 seconds, the object returns to the same space before it disappeared. If the object is being used or carried by a target, the target must make a DC 15 Dexterity saving throw. A failed saving throw means the object is misplaced by the *zills*. A success indicates the *zills* failed to affect the object.

## **Zingaro Zingiber (gypsy ginger)** Wondrous item (consumable), uncommon

*Gypsy ginger* is a special concoction of alchemical consumables which, when prepared in certain ways, can cause the following effects:

- ◆ One pinch to food or water will *purify food and water* as per the spell.
- ◆ One pinch to season will also make any meal taste better, and be more satisfying. You gain the same amount of nutrition and feelings of fullness from  $\frac{1}{4}$  of your normal food intake.
- ◆ One pinch in an alcoholic drink will make the person drinking the alcohol more susceptible to your persuasion. That person is at a disadvantage against your attempts to persuade or magically charm.
- ◆ One pinch in a glass of tea before a rest will insure that you gain the benefits of a long rest in the period of a short rest.
- ◆ Two pinches applied directly to a wound will cause the wound to seal, stop blood loss, and heal up to 2D4 +2 hit points of damage.
- ◆ Three pinches placed in a bandage, wetted, and placed on your forehead for three hours will cure one disease, fix one condition, or remove one level of exhaustion.
- ◆ You usually find a pouch of *gypsy ginger* with 2D4+4 pinches left. In larger cities, you might find an apothecary or alchemist who can make *gypsy ginger*. If so, you can usually purchase it for 50 gold pieces per pinch. When you use *gypsy ginger*, you must prepare it as described to achieve the effect desired. If not, you might waste it, or discover another use for it.

## **Zoanthrope** Wondrous item (mask), rare (requires attunement)

Any attempt to *identify* this mask, will generate a vague result, such as “the mask imparts the power of the leopard to the wearer,” or something to that effect. Casting *identify* at 5th level or higher, or employing divination magic of that level or higher will reveal the mask’s true *curse* nature. The mask may be of any animal. The mask imparts an improved ability score of +1 to a prime attribute based on the animal type. You can speak with that type of animal. Though the mask does impart positive effects, the *curse* happens after the positive effects are felt.

- ◆ **Curse.** After these improvements are imparted, the wearer will not want to remove the mask. The wearer is compelled to leave the mask on at all times. Attempts to remove the mask will cause harm to the wearer. If somehow you manage to remove the mask, after taking significant damage, no matter what, by the next morning, the mask reappears on your face. Once you wear the mask for one full day, you begin to think that you are part-animal, based on the kind of animal the mask portrays. After two days, you prefer the company of those animals over other people. After three days, you attempt to emulate the movement, feeding habits, and behaviors of the animal. Within three days, if *remove curse* is cast, the spell will temporarily break attunement, and you will regain your sense of self. You can freely decide what you want to do with the mask. After three days, only a *greater restoration*, *wish*, or similar level magic can break attunement and restore you to your former self.

## Zoetrope Carousel

Wondrous item (magical device), legendary

This massive carousel, when powered by magical energy, spins dimensionally, and can take you and up to 20 others backward or forward in spacetime. Only someone attuned to the *carousel*, someone who has spent years understanding its workings, can safely manipulate the controls of the carousel to spin it accurately to a time in the past or future. Anyone else who attempts to operate the carousel can create potentially deadly results.

◆ **You Spin Me Right Round.** When 30 spell levels of energy are cast into the central crystal housing of the carousel, it will start to move. Once it begins to move, only those on the *carousel* will experience time effects. Solid panels rise up on the outside ring of the *carousel* and enclose the occupants. No one can leave or enter at that point. Those outside looking at the spinning *carousel* will see evolving zoetrope-like effects of moving pictures darting across the outside of these panels. At some point, the images will either begin to move forward or backward, depending on the controls selected.

◆ **Smooth Operator.** If an experienced operator attuned to the *carousel* operates it, they automatically make any settings with advantage on any required rolls. For each step of operational control (setting controls, maintaining speed, maintaining direction, stopping at the appropriate point) you must make a proficiency check. For an experienced operator, the checks are DC 12 Intelligence, DC 12 Dexterity, DC 12 Dexterity, and DC 12 Wisdom, in that order for those processes. If a person is attuned, but not an experienced operator, they gain advantage on checks, but their checks are DC 15. If a person is an experienced operator, but not attuned, they do not gain advantage on checks, but their checks are DC 14. If a person is not attuned and not an experienced operator, they operate the carousel making DC 18 checks with no advantage. Failures of checks at different times of operation might have catastrophic or unnoticeable effects. This is for the DM to determine. The table below presents some potential outcomes.

◆ **Results of Check Successes and Failures Table:** Roll D100. Subtract 10 for every failure on a proficiency check. Subtract 1 for every 10 years moving in time. Subtract 1 for every 100 miles traveled in space. Subtract 10 for each plane away from your current plane. Add 10 for every success on a proficiency check. Add 1 for every additional level of spell energy you pour into the carousel. Add 20 to your D100 roll if you are an experienced operator of the carousel. Add 20 to your D100 roll if you are attuned to the carousel.

D100	Result
≤-40	You attract the attention of a lower planar temporal entity.
≤-39-0	Catastrophic failure. An explosion causes 10D10 force damage to all on board, with no save. A rip in spacetime sucks all on the <i>carousel</i> into the deep astral plane near the <i>Citadel of Time</i> .
01-40	Failure. An explosion causes 8D8 force damage, with a DC 22 Dexterity save for half. After the <i>carousel</i> stops spinning, the panels drop and you exit the smoking machine clearly at the wrong time and/or place. How wrong is up to the DM, based on how poorly you failed your roll.
41-80	Failure. There is some smoke coming from the crystal spell energy chamber. The control panel feels hot. When the side panels drop, it appears that the <i>carousel</i> did not move in time or space at all.
81-120	Success. You and all people on the <i>carousel</i> have been successfully moved in spacetime close to the desired location and the desired time. You are within 10 miles of the location, and 8 hours of the time.
≥121	Success. You and all people on the <i>carousel</i> arrive with pinpoint accuracy to the time and location you chose. You attract the attention of a higher planar temporal entity.



### **Zopissa Cloth** Wondrous item (medicinal cloth), very rare

These waxy bandages are kept in sticky rolls. A coating of pitch and camphor seals them. When a person is injured with a deep wound or infection, packing the wound and wrapping it with *zopissa* will heal and cure all damage within 24 hours, though it will also leave a significant scar. You must not engage in any strenuous activity during that time, or you run the risk of re-opening the wound and causing the same amount of damage that had been healed. Every hour, it heals 1/24th of the total damage, wound, and/or infection. Once the wound is healed, the bandages remain sticky, but have used their magic up completely. One usually can find or buy bundles of six *zopissa cloths* at once.

### **Zombie Dust** Wondrous item (dust), rare

*Zombie dust* is an extremely fine-grained powder. It is stored in packets in a pouch. As an action, you empty the packet into your hand and blow the dust in an area, or drop the dust over a target.

◆ If targets are living, when you blow the dust, targets in a 10-foot cone from the dust's origin must make a DC 18 Constitution check or succumb to the powder's effects. On a successful saving throw, targets take 1D8 necrotic damage, and are at disadvantage to attack for the next minute. On a failed saving throw, targets take 2D8 necrotic damage, and become paralyzed for 10 minutes. The effect is immediate. Each round thereafter, a target makes the saving throw again. Once the target makes three saving throws, the effect ends. If, however, the target fails three saving throws first, the target cannot make another saving throw until after 10 minutes have passed. He will appear dead, by all standard checks. If a target dies while under the effects of this powder, please read the text below.

◆ If targets are dead, any dust that touches them has the immediate effect of raising them as *zombies* (if they have any flesh on their bones), or as *skeletons*, if they have decomposed that completely. A raised zombie or skeleton shambles to its feet in 1 round. A raised zombie or skeleton is completely under your mental control. They will only follow your commands. In absence of commands, they will stand still, except to defend themselves. You can raise and control as many as 10 zombies and/or skeletons at once. They must stay within 100 feet of you. If you or they leave that range, they crumble to dust. One application of *zombie dust* will animate these undead for a maximum of 24 hours. You can command them back to the ground before then, or if they are destroyed or reduced to zero hit points, they will also collapse and turn to dust.

# ARTIFACTS

**Adragor's Heart** Wondrous item (stone), artifact (requires attunement)

*Adragor's Heart* is a rough cut, deep ruby red gemstone, about the size of a clenched fist. If it is unwillingly touched, the person must make a Wisdom DC 14 saving throw to resist its power.

◆ If the person saves, the person falls unconscious into a coma-like state for 1D4 hours. No magical healing, except for a *wish* or other similar spell of that level can awaken the person from this coma. Upon awakening, the person will suffer from intermittent migraines for 1D4 weeks. From this point forward, the person can never accept the power of *Adragor's Heart*. If the person touches *Adragor's Heart* again, the person takes 10D10 necrotic damage, no save allowed.

◆ If the person does not save, or if the person touches the stone willingly, the person will feel it pulse, and feel an overwhelming compulsion to place it on his or her chest. The stone will sink partially into the person's chest, in the approximate location of the person's heart. It will pass through clothes, armor, force barriers, magic protection, or any barrier of any type. Within the first five minutes, the stone can be removed, but doing so, short of using a *wish* or other similar level magic, causes 10D8 necrotic damage, and leaves a gaping wound in the person's chest. Then, once the stone is removed, if the person is still alive, the person falls unconscious into a coma-like state for 1D4 hours. No magical healing, except for a *wish* or other similar spell of that level can awaken the person from this coma. Upon awakening, the person will suffer from intermittent migraines for 1D4 weeks, and potentially permanent damage from the hole in his or her chest. From this point forward, the person can never accept the power of *Adragor's Heart*. If the person touches *Adragor's Heart* again, the person takes 10D10 necrotic damage, no save allowed.

◆ If the person doesn't save or willingly touches the stone, and it sinks into their chest, and they do not attempt to remove it, he or she falls into a coma-like state for 1D4 hours. No magic except for a *wish* or other similar spell of that level can awaken the person from this coma. Upon awakening, the person's skin turns deathly white. The pupils of his or her eyes vanish. As its powers are discovered, it sinks deeper into the person's chest. After three weeks, or once its major and prime powers have been used, the stone sinks completely into the person's chest. There is no pain, but the stone destroys the person's heart, and takes its place. At this point, attempting to remove the stone in any way will kill the person, even with a *wish*, or similar level spell.

◆ **Effects of the Stone.** All spell and spell-like effects are cast as if a 20th level magic user cast the spell with a 9th level slot, if appropriate to describe in that way. Spell DC for saving throws is 20.

◆ The person no longer has a pulse.

◆ The person skin turns deathly white and his or her pupils vanish.

◆ The person loses 5D6 pounds.

◆ The person loses 1 point of Constitution, permanently.

◆ The person will function as normal with the stone in place of his or her heart, but the first time the person is reduced to 0 hit points, the following effects occur. The person dies—no death saves. At this point, the stone collects the person's soul. The soul of the person cannot be recovered except through the destruction of the artifact. The artifact then floods the person's body with necrotic and negative material (shadowfell) energy, and raises the person as a sentient undead creature.

◆ Once the person has risen again as a sentient undead creature, the person is immune to necrotic damage. Necrotic energy of any type will heal the person of any injury, on a point to point basis----10 points of necrotic damage can restore 10 hit points of vitality.

◆ The person is susceptible to radiant damage.

◆ The person will have an aversion to sunlight, although it doesn't harm him or her.

◆ The person is immune to poison.

◆ The person is immune to the *charmed* and *poisoned* conditions.

◆ The person no longer requires air, food, drink, or sleep. For the purposes of special abilities, feats, spell recovery, ki recovery, etc., the person must still follow the rules governing their recovery (for example, must complete a long rest, etc.).

◆ The person develops a lingering stench of death.

◆ From this point forward, the stone's own sentience attempts to influence the person in subtle ways. The stone's powers come from its ability to act as a conduit to the shadowfell, but it is dependent upon souls to temper that power and feed its own needs. It seeks out new souls to trap and consume. The stone will imperceptibly guide the person to put him or herself in a position to take lives, or to put the person in life-threatening situations. If the person appears to purposely remove him or herself from danger, the person must make a DC 12 Intelligence saving throw. If he or she fails, the person will succumb to an irresistible compulsion to engage in the more risky behavior. If the person dies again, and fails his or her death saving throws, the person is forever dead, as his or her soul is trapped in the stone. If this happens, after the person dies, the stone bursts forth from his or her chest, and lies waiting for another victim to touch it. If the stone is not touched within 48 hours, it sinks into the earth below it, and will be drawn to the next closest group of sentient beings.

◆ **Minor Artifact Powers.** *Animate Dead, 3/week; Cure Wounds, 7/week; Inflict Wounds, 7/week; Restore the Undead, 3/week; Speak with Dead, 2/day*

◆ **Major Artifact Powers.** *Blackmantle, 1/week; Disintegrate, 1/day; Heal, 1/day; Harm, 1/day; Lesser Restoration, 1/week*

◆ **Prime Artifact Powers.** *Aging, 1/week; Army of the Dead, 1/week; Death Ray, no save, 1/week; Resurrection, 1/week*

◆ **Special Purpose.** *Annihilate Soul* (as per a modified version of the spell). When a power of the artifact is used to kill a target with a soul, roll a 20. On a 20, the artifact uses the connection between it and the victim to remove the soul from the body as the body dies. All of the soul's energy is drawn into the artifact. The only way to recover the soul is to destroy the artifact.

◆ It is rumored that there are several other artifacts of the necromancer/cleric *Adragor*. Some people say that re-uniting them all in one body will free the trapped soul of *Adragor*, the first victim of *Adragor's Heart*.

◆ **Suggested Means of Destruction.** When the heart is outside of a body, a swift blow with a *mace of disruption* or a *holy weapon* of any kind will crush the stone. All souls that remain in the stone leave this earthly prison. If you are attempting to reclaim a party member's soul, when you break the artifact, you must have a vessel, body, or some other container for the soul, or it leaves this plane of existence.

◆ Collect all of the artifacts of *Adragor*, and assemble them in a cloned body of the dead necromancer. His rebirth will unmake the artifacts, but will resurrect an extremely powerful, evil necromancer.

◆ Notes on use in your campaign: \_\_\_\_\_

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## ARTIFACTS OF ARVIN:

### The Cornerstone of Creation and The Pacifist's Stone

Arvin is known throughout the realms as a traveling tinkerer, using a team of draft animals to pull his large, traveling workshop and storefront. Depending on his location, people recall Arvin using musk ox, giant reindeer, polar bears, tigers, horses, owlbears, xorn, umber hulks, arumvoraxx, and many other unusual animals to pull his wagon. Those lucky enough to be invited inside his shop find the inside of his wagon is much, much larger than the outside. The entire inside of the wagon is an extra-dimensional space. There are several rooms, a galley kitchen, storerooms of food, and several workshops with a variety of machines he uses for his tinkering. There is a door in the back which opens up to the "outside" of this extra-dimensional space, and features a large meadow, several fields for draft animals and crops, several outbuildings, including stables, a smithy, and an entrance to a mine. In reality, Arvin the Tinkerer is an avatar of *RILL CLEVERTHRUSH*, gnomish god of invention, creation, travel, and the sky. While traveling as Arvin, *RILL* has two artifacts of subtle and great power on his person: the *Cornerstone of Creation*, and the *Pacifist's Stone*.

#### **Cornerstone of Creation** Wondrous item, artifact (requires attunement)

The *Cornerstone of Creation* is a plain, square, foundational stone. It was created accidentally when *RILL CLEVERTHRUSH* smashed his finger with a hammer on an anvil that *CARL GLITTERGOLD* had enchanted to move slightly when one of his fellow gods used it. The blood from *RILL'S* hand flowed down onto and into the stone. Many years later, a piece of this stone was given by the gods to holy gnomish clerics to build a temple. The temple was razed in a battle with kobolds, and only then, the stone's amazing creative powers were discovered. When it was discovered, *RILL* found his way to it, and traded for it, in the guise of Arvin the Tinkerer. Over the ages, *RILL* has traveled across prime material planes as Arvin, keeping an eye on traveling and adventuring gnomes, being in the "right place" when needed. He doesn't often fool with the troubles of mortals, unless the greater balance of the world is at stake, but when approached as Arvin, he will deal fairly and squarely with just about anyone. At will, through the stone, Arvin can create any single named mundane object, man-sized or less, 20 pounds or less. Arvin says the name of the item, and a fine quality example of that item appears. Once a day, the *Cornerstone* can also create any magic item with the exception of artifacts, as long as something of equivalent value is sacrificed on the stone. Equivalent value means magical value, gold value, or some unique item of interest to Arvin. The item(s) are placed on the stone, and Arvin sheds a drop of his blood to activate the stone. If a party of adventurers approaches Arvin's wagon, they might see his wares and ask if he has an accordion. He might already have one (he has hundreds of items in his wagon) so he just might haggle over the price; or he might negotiate over a price and then say, "Let me check inside" where he will activate the *Cornerstone*. Or, if it is a magical item, and he has already activated the stone, he might ask the person to come back tomorrow or the next day, so he can check his sources and find out what they have. It is possible that he already created one and stashed it away, too.

◆ **Powers of Creation.** If someone other than Arvin possesses the stone, that person can call one mundane item into creation per day. When creating a magical item, the person must produce double the gold or magical equivalence on the stone, and must sacrifice his or her own blood on the stone. A small magical item requires one pint of blood and a day's bed rest after creation. A more powerful magic item can require several pints of blood and weeks of bed rest. Extremely powerful magic items can be created, but require the life of the person calling it into being. If a person sacrifices himself to create such an item, there is a 50% chance his soul lives on in the item, making it sentient.

## **Pacifist's Stone** Wondrous item, artifact, (requires attunement)

The *Pacifist's Stone* was found by *RILL* not long after the incident with the anvil and his thumb. He found this one day while traveling, having encountered a glade in which a gold dragon, red dragon, copper dragon and blue dragon were all resting comfortably, speaking to each other. They had all, one by one, been caught in the effect of the *Pacifist's Stone*, which had formed or had been dropped by some other godlike power in the center of a small pond. *RILL* was surprised to see these mortal enemies sitting calmly talking with each other. As *RILL* approached, prepared to fight, both the black dragon and the gold dragon told him that there is some special power in this pond, for it has relieved them all of their animosity towards each other. They surmised that there was some magical effect at work, and had stayed around this pond for some time now, loathe to break the effect and lose this once in a lifetime chance to communicate with each other without bloodlust and anger in their hearts. *RILL* quickly discerned that there was a stone in the pond that radiated this power. He was surprised to feel the power of the stone even working on him. For some time, each of these powerful beings shared their experiences and concerns. Finally, it was agreed upon that the gold and bronze dragon would leave first, and promise not to engage the black and blue dragon until the next time they might meet after they had left the pond. *RILL* told them that he intended to study the stone once they had left. The dragons left, and went their own ways, and *RILL* swam down to the bottom of the shallow pond, and found a striking blue stone that resembled an eye. He fashioned it into a necklace. He strove to understand the overwhelming and subtle power of the stone which affects all who come into its radius of effect, with no saving throw. On a DC 20 Wisdom check, an individual will be aware that his normal reactions to anger, violence, and fighting have been altered, but they are not bothered by the alteration. Once a creature has been affected by the stone, they actively resist plans to harm to the holder of the stone, even when they are outside the area of effect. There is no way to tell whether the stone has affected the avatar of *RILL*, or indeed, *RILL* himself.

◆ **Happy Thoughts.** The *Pacifist's Stone* is currently in the hands of Arvin. When you are within 100 feet of the stone, it is simply impossible to entertain violent thoughts. The effect is subtle, all encompassing, but also limited. Any creature within this radius no longer feels violent thoughts, nor has the will to act on them. Previous violent thoughts or acts will now seem so trivial and petty that all parties simply agree that this isn't the time or place to let those insignificant things bother you. This change will feel completely natural. There is no save for this effect, and even creatures resistant to mental effects find themselves under its power. This doesn't change a person's feelings, or previous knowledge of a hated enemy, but it does make it impossible to act violently against them. Arvin keeps the stone set in a necklace around his neck.

### ◆ **Suggested Means of Destruction for the Artifacts of Arvin.**

◆ The *Cornerstone of Creation* can be destroyed if it is crushed into dust by *RILL* himself, since it is his blood that originally created the power of the stone. The stone would eventually consume itself if it were exposed directly to the Negative Material Plane.

◆ The *Pacifist's Stone* has been completely impervious to any attempt to destroy it. Once having been in its effect radius, no one contemplates destroying it. It may be possible to destroy it, but it would likely have to be from someone who knew about it, knew its location, and could destroy it from a distance. Destroying it would also likely require the destruction of the avatar of *RILL* who wears it.

◆ Notes on use in your campaign: \_\_\_\_\_

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## **Belmondo's Useful Tool**

Wondrous item (cube of malleable metal), artifact  
(The magic item *Belmondo's Useful Tool* was created by *the Jester* for his *Cydra* campaign world. The original item can be found here: <https://www.enworld.org/threads/a-bunch-more-magic-items.453802/>. In the description for the item, an artifact is referenced. This is my interpretation of the artifact.)

The real name of the original cube discovered by Belmondo has either been lost or never known. Belmondo was a realmspace traveler who found it in a place he later called the Cavern of Cubes. He described what he experienced in the cavern in his log. Belmondo's Travelogue has since been lost. On rare occasions, Belmondo talked with friends about that fateful day, and their secondhand accounts survive. Belmondo never divulged the location of the Cavern of Cubes, though those close to him could not decide whether this was his decision to protect what he found, or the result of some other force compelling him. In the cavern, he found millions of metallic cubes, each about one cubic inch in volume. He found thousands of metallic cubes each about one cubic foot in volume. Hundreds of them were larger, and a few were great in size. In the center of the cavern, a cube of immense size hummed with power. This is the artifact that spawned all other copies of the cubes attributed to Belmondo. The entire cavern pulsed with light. Filaments lining the cavern connected all of the cubes. He recalled a consciousness from the central cube speaking to him, imparting a deep sadness. In its quest for meaning, it had attempted to reproduce itself many times, but was only able to create lesser versions of itself, which lacked sentience. Belmondo wanted to help, but did not wield the magic required to do so. Again, the accounts do not agree, but Belmondo either voluntarily gathered hundreds of these cubes and placed them in his ship, or was compelled to take them. The divergence in accounts speaks to the enigmatic way Belmondo answered his friend's questions about what exactly happened in that cavern.

Imperfect copies of *Belmondo's useful tool* have been found throughout the worlds. Over the course of Belmondo's life, he distributed hundreds of these devices, through trade or sale. A copy of *Belmondo's useful tool* is a one-inch cube of metal that is easily manipulated by the user's hands, like clay. As an action, you can shape it into a tool of your choice up to the size of a 10-foot pole, capable of giving you advantage on an appropriate ability check. For example, you could use an action to turn it into superior thieves' tools, a hammer, a crowbar, surgical tools, climbing aids, etc. Once it has been transformed, *Belmondo's useful tool* remains in the form in question until you use an action to reshape it again. A copy of *Belmondo's useful tool* cannot be shaped into weapons or non-practical objects, only actual tools.

◆ The original *Belmondo's useful tool* is an artifact, and somewhere it is out there, growing ever more intelligent and crafty over time. Over the course of thousands of years, some catalyst caused an intelligence to spring to life inside the "mother" cube. It existed in isolation for nearly all of that time, and at some point, developed powers. The source of its sentience and powers is unclear. Whether it is a construct or a naturally created form is not known. What its ultimate purpose or goal is, or what it actually communicated to Belmondo, is not directly known.

◆ **Powers.** (All powers are cast with a 9<sup>th</sup> level slot, if applicable, and have a DC of a 20<sup>th</sup> level spellcaster with a 20 prime requisite score, unless otherwise stated). The original cube has used the hundreds of cubes that Belmondo distributed, and the tens of thousands of people who have encountered them, as remote sampling devices, and has gained insight into intelligent beings outside of itself. It is still in the midst of this large observational study, in order to more perfectly understand other forms of life. Ultimately, it hoped to find another life form like itself. It has yet to have a traveler take a copied cube to Mechanus. If someone were to rediscover the Cavern of Cubes, they might find the original cube amenable to them, or antagonistic to them, depending on their intent or actions.

◆ **Be Fruitful and Multiply.** The cube can create copies of *Belmondo's Useful Tool* at will, in any of the sizes mentioned.

◆ **Bigger is Better.** Cubes that are 1 inch operate like the magic item. Cubes that are 1 cubic foot can create copies of tools, weapons, and other complex machinery. Cubes that are 3 cubic feet can create tools, weapons, complex machinery, and simulacra of small animals. Cubes that are 10 cubic feet can

create tools, weapons, complex machinery, and simulacra of small and large animals, beasts, monsters, and humanoids. It can create 1 magical effect for these items. Cubes larger than that can create all of the things previously listed, but also create simulacra of creatures up to large sizes, and items or devices up to 2000 pounds. Even larger cubes can create even larger items with multiple magical effects. The original cube can either create these cubes, or create a duplicate of anything it has experienced before through any of the thousands of instances that the imperfect copies of *Belmondo's Useful Tool* has created something. It can wield such items with malleable pseudopods.

◆ **We Are All the Cube.** Anyone who touches the original cube must make a DC 18 Charisma saving throw. If you succeed, the cube is amenable to you, and will produce any item you can think of, with the exception of artifacts or certain unique sentient items, once per day. If you do not succeed, the cube is not amenable to you, and might instead choose to replace you with an exact duplicate. In a flash of light, an exact duplicate of you will take your place while the real you is engulfed inside the cube, in a sleep-like stasis. This duplicate looks and acts exactly like you. Once a month, you can re-roll your saving throw. If you escape, the cube might let you leave, or it might attempt to engulf you again. You still play as the duplicate, with one personality trait change: You are trying to expand the original cube's knowledge and experience base, which might manifest as a greater willingness to try new things, to take risks, and to volunteer for strange or dangerous activities. Other players will need to make a DC 20 Wisdom (Perception) check to notice odd quirks in you. Even if they notice, no form of detection will otherwise indicate you are a duplicate. If you are affected by a spell that reveals a creature's true form, or a spell that forces a creature to shape change or polymorph, you will immediately revert to the 1 cubic foot cube, and are no longer a playable character. After that point, the cube functions like a *Belmondo's Useful Tool* of that size. If you die (fail death saving throws or are reduced below zero by your hit point total, your body "melts" into a pool of liquid metal which then reforms into a 1 cubic foot metal cube. After that point, it functions like a *Belmondo's Useful Tool* of that size. Resourceful characters might discover (DC 23 Investigation check) that perhaps they can communicate with the original cube through this cube, and if they do, there is a chance (DC Charisma Persuasion check of 18) that they might learn what happened to their original party member.

◆ **It's in Your Hands.** Three times a day, a player character who was duplicated by the cube can access the vast accumulated experience of objects created by the original cube. A duplicated player character duplicates the function of any item that could be created by the 1 inch cube. They can manipulate their limbs to create the desired effect. For example, a rogue could turn his fingers into a set of lockpicks, a bard could turn his arm into a lyre. The effects would be up to the player's imagination and the DM's discretion. The effect will last as long as 10 minutes.

◆ **Legendary Resistance.** The original cube is immune to non-magical damage of any kind. It is resistant to magical damage of any type. It has a base AC of 10, and 1000 hit points. It doesn't move, but can use items it creates with a single pseudopod.

◆ **Random Powers.** Roll 1 random power from the Enchantment/Charm table. Roll 1 random power from the Immunities table. Roll 1 random power from the Major Spell-like Powers table. Roll 2 random powers from the Major Detrimental Effects table. These are all powers in addition to the other powers that the cube has, that it can use to affect people who touch it.

◆ **Suggested Means of Destruction.** Find the source of the original cube's power/sentience, and either remove the original cube from it, or somehow stop or destroy the font of its power.

◆ Notes on use in your campaign: \_\_\_\_\_  
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## **Clepsydric Orrery of Ioun** Wondrous item, artifact (requires attunement)

[Inspired by the *Celestial Machine* in the *Tome of Artifacts*, *Necromancer Games*, 2007]

The storied mage Ioun never intended to build one of the most puzzling and legendary devices in history. Credited as the creator of the first magical items, he pioneered infusing stones with specific powers that could enchant weapons, armor, and before he was done, people! His items have become the most copied of any in the multiverse. However, a few of his “*Ioun stones*” were so rare that no one learned the enchantments and secrets necessary to create them. It is said that the legendary *Book of Ioun* includes the formulas for all of his stones, but the most important of his stones’ formulas are hidden in code in the book. Also included in the book are the plans for creating the *Clepsydric Orrery of Ioun*. Nothing about the function of the *orrery* is included, but even a basic understanding of astronomy would make it clear that the *Orrery of Ioun* is so much more than an observatory. The legends say that Ioun built his *Orrery*, and some cataclysmic event occurred, damaging the *Orrery*, destroying many of the stones, and atomizing Ioun. At least, no further record of Ioun exists in this universe. No one knows exactly where the ruins of the *Orrery* exist, and no one can say which or how many of the unique stones Ioun created have been lost forever. It is said that one way to decode the *Book of Ioun* and possibly learn how to re-create those stones is to place the *Book* in the control box of the *Orrery*. Ironically enough, the *Orrery of Ioun* does not function without all of the *Ioun stones* placed in their appropriate receptacles. A key component of the *Orrery* was a mystic deep-water spring, which fed water to motor works of the *Orrery*, at a precise pace. This water wheel moved the *Orrery* and all of its parts at the correct pace in relation to all of its other parts. No record of the location of this spring exists. It is rumored that the fully functional *Clepsydric Orrery of Ioun* gave Ioun power over time, space and dimension, and it was no cataclysm that occurred, but his ascension to godhood that overwhelmed the physical device. If he became a god, it doesn’t appear that he is a god here.

Ioun’s goal initially, was to build an observatory, which he did. The greatest telescopes and astronomical devices that art, technology, and magic could inspire were created here. As his knowledge grew, he incorporated the power of his stones into a machine that more closely refined and resembled the movements and flow of energy across the planes of the multiverse. As he perfected his model, there came a point at which his model was no longer a representation of reality, but a miniature of reality, incorporating the movements and powers of the gods themselves. With the proper control of the machine, Ioun could “spin” the *Orrery* backwards and see the true and multiversal unfolding of history, and it is said that he could turn the machine forward and see the future as well. No one knows exactly what happened, but the few survivors said that on the day of the explosion, during mid-day, the sky turned black, and billions of stars were visible in the deep sky. A piercing beam of light shot from the *Orrery*, and then a soundless globe of light expanded from the center of it. This sphere of light collapsed with a sickening suction, and the very landscape for miles around the *Orrery* was pulled towards this collapse. Mountains were razed, seas leapt from their beds, deserts turned to glass, and plains were uprooted. When the dust and fire settled, amazingly, a few powerful and potent wizards who were guests of Ioun survived, and this alone accounts for the proliferation of Ioun stones in the world. It is rumored that one survivor carried the *Book of Ioun* from this cataclysm. It has also been foreseen that someone, sometime, will rediscover the *Orrery*. If this occurs, and it is restarted, it is not known what could possibly happen.

There are many ways in which a DM can introduce the *Orrery*. Perhaps players find the ruins of it. Perhaps the players acquire the *Book of Ioun*, and embark on quests to find all of the stones and/or rebuild the *Orrery*. Perhaps someone else has found the *Orrery*, and the PC’s have been quested to stop some other party from accessing or rebuilding the *Orrery*. The *Orrery* should be in an inhospitable place, with all previous landmarks to its existence erased. It could easily be located in a desert, or under pyroclastic flow from a volcanic eruption. It is possible to locate it under water, given how terrible the cataclysmic event was when it occurred. If the location is found, the machine itself lies in what looks like an elongated spheroidal dome, reminiscent in shape of a typical astronomical observatory, except it looks as if it is made of one piece of solid stone (The observatory dome is itself an *Ioun stone*, the *megalithic star sapphire of protection*, and is a unique artifact, not yet described here or anywhere else!).



It should take a campaign's worth of adventure simply to find the location. Once you do, you will have to find or create a way in. Once in, you will need to restore the severely damaged device. No matter what, its full powers should only be available if the *Orrery* is in working order, with the mystic spring powering its movement. It cannot work completely unless all of its pieces are rebuilt, and all of the *loun stones* are correctly in place. If you have the *Book of loun*, and have learned its secrets, you must place it in a receptacle near the control surfaces of the orrery. When you do, the *book* projects three-dimensional panels from each page, listing complex instructions and control settings to operate the *Orrery*. If the *Orrery* is damaged, the *Book* will list instructions to repair the *Orrery*. If one does not have the *Book*, there is simply no way to control the device. If one has the *Book*, there are literally billions of settings and variables that a person could try to control. The key is not to control any of it, but to let the *Orrery* refine its own movements over time, until the model multiverse once again achieves its perfect representation of reality. Only then will billions of variables resolve into a few simple variables that can be used to control the *Orrery*, almost like a giant, complex musical instrument. Until then, the players will simply have access to random powers that represent only a tiny fraction of what the *Orrery* can actually do. There is a tiny chance that the players will unwittingly discover some potent power of the *Orrery*, or maybe even trigger the same "cataclysm" that occurred eons ago.

To simplify how the DM can relate control structures to the players. There are 10 control surfaces. Each surface contains a series of indentations, each corresponding to the form of a particular type of *loun Stone* (there are 101 indentations in total in the control surfaces, which must be filled by a particular type of *loun Stone* to function as "buttons") that can be pressed. A large table next to the control surfaces is divided into 31 squares. Each square is marked with a unique rune or hieroglyphic. Finally, there are 199 mechanical levers mounted in a large control cabinet. In order to fully use the *Orrery's* powers, the user must set the loun stones needed, with the proper color and shape, and then press the ones necessary to operate a function; then, they must press the symbol or symbol sequence on the table, and finally pull the appropriate levers. There are literally trillions of combinations.

◆ **Destroying the Clepsydric Orrery.** Interestingly enough, in most campaigns, the machine should start in a destroyed state. It should be completely nonfunctional. The goal of those seeking the *Orrery* is to restore it to its former state. Unfortunately, what most antagonists will be able to do is to cause it to function again, which calls several potentially negative consequences to occur.

◆ If someone else were to restore the spring, restore the device, restore the missing *loun stones*, and place the *Book of loun* near the control surfaces, and then give the device time to model and then duplicate multiversal reality in miniature, then and only then would it truly function. If the *Orrery* were truly restored, its destruction is actually very easy. One has to remove any one piece once it has achieved its reality state, and it will collapse, sometimes in a catastrophic way.

◆ Another way to destroy or deactivate the *Orrery* would be for loun himself to return and stop the device.

◆ **Clepsydric Orrery of loun Observed Powers Sheet**

Stone Sequence	Hieroglyphic Sequence	Lever Sequence	Power Invoked



## **Sword of Law** Weapon (longsword), artifact (requires attunement by lawful being)

The modron Eprime56±øŪr-Ensis-01101111 01110010 01100100 01100101 01110010, a duodrone who goes by the name of "Eure," (whose longform name means "principle and original order-sword") was specifically built by the current *Primus* to combat a potential threat to the flow of time in the multiverse. Eure was sent out to find a suitable partner among mortals to secure the surreal and quite possibly metaphoric *citadel of time* located near a boundary of Mechanus and the subreality temporal plane. When Eure finds the best possible match, he attempts to join with the mortal, transforming into a band which fits on their wrist, like a futuristic communicator, but also interlacing its systems with the biological systems of its host. Eure will only join with a willing host. When this happens, the duodrone's outer shell is left over, and falls in a heap. Eure is an engineered weapon of order, called the *Sword of Law*. The sword, once merged with a host, will communicate as Eure, but to the host directly through his brain. Eure has an INT of 25, WIS of 12, and a CHA of 18. It prefers to work in partnership with its host.

- ◆ On command, Eure emerges as a long sword, directly from the forearm of his host. This magical transformation causes no damage to the host, and strengthens the bones of the host's arm.
- ◆ The sword delivers +4 to hit and damage, and provides protection from temporal magic. The host is resistant to temporal magic, and even when no save is allowed, gains an appropriate saving throw against temporal spell effects.
- ◆ The sword's special enemies are chaotic creatures. The *sword of law* senses the presence of inherently chaotic beings, seeks them out, and attacks them with a + 6 to hit and damage. Upon a successful hit, the sword infuses chaotic creatures with energy from Mechanus, causing them an additional 6D6 psychic damage.
- ◆ On a roll of a natural 19, the sword can *banish or gate* the creature directly to the central wheel at the feet of *Primus* in Mechanus. There is no save against this effect. Even creatures protected against forced *banishment* or *planar travel* are susceptible to this effect.
- ◆ On a natural 20, the sword chooses to either *banish or gate* the creature to Mechanus, or *slay* it outright. If it chooses to slay the creature, the creature must make a DC 30 Constitution save, or be disintegrated, as if it never existed. Only a god who can contest the will of *Primus* can change this creature's fate. On a save, the creature takes 173 hit points of psychic damage. If this kills the creature outright, its body is disintegrated. However, in this case, other magic could still bring this creature back.
- ◆ The *sword of law's* purpose is to defend the *citadel of time*, and the host is bound to help the sword achieve that purpose. This is not a curse, *per se*, but the sword will not allow the mortal to deviate from this purpose, doing what it must, including taking over control of the mortal's mind, to achieve its purpose. Once the *sword of law* has completed its task, it is programmed to replace a hand of the *masterclock* in the *citadel*, and serve as *protector of all time*. Once this is accomplished, the sword will leave the mortal.
- ◆ The sword is an artifact of *Primus*, and as such, is almost impossible to destroy or oppose when it comes to matters of order and law. Its purpose is singular, and it will seek out better hosts if it finds them. Leaving a host is not painful, but can put the former host in a precarious situation if they are left somewhere hard to return from out in the multiverse.
- ◆ If the host is in grave danger, or the sword itself is in danger of being destroyed, and the sword sees no other alternative, it will *gate* itself back to the central wheel at the feet of *Primus*. The sword will decide at the time it gates if it is prudent to also bring its host or not. The sword has made 12 previous attempts during times of crisis to secure the *citadel of time*, and failed. Perhaps, if you are picked, it will be successful!
- ◆ **Suggested Means of Destruction.** Only *Primus* or a great power could unmake the sword. Once the sword achieves its purpose, it will unmake itself.

◆ Notes for use in Your Campaign:

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# ARGLYNN THE CHRONOMANCER, MASTER OF SPACE AND TIME, DESTROYER OF WORLDS,

WILL ATTEMPT TO DECEIVE YOU. HE WILL LURE YOU WITH RICHES, APPEASE YOU WITH POWER, AND PLACATE YOU WITH MAGIC.

YOU WILL THINK YOUR WILL IS YOUR OWN, BUT IN THE END, YOUR WILL IS ALREADY PART OF HIS MACHINATIONS, AND HE CONTROLS HIS GEARS AND COGS COMPLETELY.

YOU HAVE ONE CHANCE, IF HE HAS NOT YET REACHED YOUR WORLD: STUDY THIS BOOK. USE THE MAGIC HE CREATED, AND LEARN FROM THOSE FEW WHO FACED HIM AND SURVIVED. HE HAS LEFT INADVERTANT HINTS TO HIS ALL- TOO- HUMAN DESIRES, FOIBLES, AND INSECURITIES. EXPLOIT THESE WEAKNESSES IN HIS CHARACTER AND END HIS CRUEL THREAT TO THE MULTIVERSE FOREVER.

--MARIA THE MAGEN

OR, JUST PICK UP THE BOOK AND USE THESE COOL MAGIC ITEMS AS SUPPLEMENTS TO YOUR OWN GAME!!

