

Magic Items

Magic items make characters more powerful and versatile, allowing them to fly like birds, walk on ceilings, resist damage, vanish without a trace, and do other amazing things. Such wonders are desirable, but characters do not need magic items to be effective, nor are they entitled to them.

A magic item is a wondrous treasure that adventurers find in a monster's hoard, in a trap-riddled dungeon, or in the possession of a slain foe. Every adventure holds the promise—but not a guarantee—of finding one or more magic items, and part of the fun of exploring a dungeon is the thrill of unearthing a unique item found nowhere else. Who knows what the next room or the next chest might hold?

Every magic item has a purpose. An especially rare item might have a proper name, a personality, and secrets. Even the most common, least powerful magic item can have a remarkable appearance and history, or idiosyncratic properties.

Encountering Magic Items

When you create your own adventures, it's up to you as the DM to determine where magic items are located. Such scarce commodities are usually hidden in deep dungeons, sealed inside trapped chests, buried in ancient treasure hoards guarded by monsters, or wielded by powerful foes.

The treasure tables in the DM Guidelines document include magic items, but you need not treat that as a hard and fast rule. Award magic items if you want to, and ignore them if a particular encounter doesn't seem like an appropriate place for such a grand reward. Trivially easy or unimportant encounters aren't the best place to award magic items—save them for climactic encounters and ones that carry a lot of story weight in the adventure.

Intelligent monsters and NPCs use the magic items in their possession, much as adventurers do. If there's a magic shield in a troglodyte warren, it is probably being worn by a troglodyte champion. Similarly, a ring of water walking taken from an ill-fated Underdark explorer is more likely to be

on a drow cleric's finger than hidden in her belt pouch.

Powerful villains sometimes bequeath magic items to their favored minions. For example, an evil duke's trusted guard captain might wield a magic sword, while the goblin chief's wizardly advisor might carry a magic staff.

Buying Magic Items

Unless you decide your campaign works otherwise, magic items are, by and large, so rare that no market exists for them. Situations might arise that allow characters to buy or sell magic items. Buying magic items might be easier in a city with a magical academy or a large temple, or in some other location that serves as a hub where adventurers can sell their loot. For example, an apothecary might offer a small selection of potions, or the adventurers might hear rumors of a black market auction where magic items are sold.

Common magic items, such as certain potions and scrolls, can sometimes be procured from an alchemist or a spellcaster. Individuals who aren't normally in the business of selling magic items might want something other than gold in exchange. For example, an NPC mage might create a scroll for adventurers if they complete a quest for her.

Selling Magic Items

If a player character wants to sell a magic item, the lack of an established market makes doing so difficult. Usually, selling anything more than a common item requires an interested buyer first. Finding someone willing to purchase a magic item for anything even approaching its true worth is no simple matter, though. The buyer might be a wizard in a lonely tower in the hills, a wealthy dwarf lord with a mountain stronghold, or some other isolated or powerful person. A few buyers can afford to pay in coins or gems, but it's more likely that someone who wants the magic item will offer to trade some other item or service. Such negotiations can lead to interesting quests.

If the characters do find someone willing to put up gold, they'll probably have to settle for less

than the item's true worth. An item's price is based on its rarity.

Rarity

Magic item rarity serves several purposes in the game. An item's rarity provides a rough measure of the strength of the magic in the item as compared to other magic items. If your campaign allows for trade in magic items, rarity can help you set prices for them. Rarity also gives you a sense of how likely characters are to find a particular item, given the characters' level. All that said, rarity shouldn't get in the way of your storytelling. If you allow a *ring of invisibility* to fall into the hands of a 1st-level character, then so be it. It might be an enjoyable feature of your campaign.

A magic item has one of six different levels of rarity, from most to least available: common, uncommon, rare, very rare, legendary, and artifact. The closer an item's rarity is to artifact, the less numerous such items become. Most legendary items and all artifacts are unique.

MAGIC ITEM RARITY

Rarity	Min. Level	Item Value
Common	2	50–100 gp
Uncommon	3	100–500 gp
Rare	5	500–5,000 gp
Very rare	7	5,000–10,000 gp
Legendary	9	10,000–50,000 gp
Artifact	11	50,000+ gp

Min. Level: The item should be in the hoard or possession of a creature of this level or higher.

Item Value: The recommended amount that the magic item is worth, in gold pieces.

Identifying a Magic Item

Magic items rarely disclose their true nature upon discovery. Player characters have some straightforward ways to determine whether an item is magical and, if so, how it works. There are also ways to uncover some of the magic item's history, or learn if the item carries a curse.

Divination Magic: Using the *detect magic* spell is a good way to determine if there is something special about an item. The *identify* spell provides considerably more information about a magic

item, including whether you can attune yourself to it (see "Magic Item Attunement").

Trial and Error: In the absence of divination magic, a character might simply experiment with an item and try different things. "I put the ring on and jump up and down, flapping my arms," a player might say. If the item happens to be a ring that allows one to fly or to jump long distances, then the experiment (and good guesswork) should be rewarded. Or, after putting on the same ring, the character might ask if he or she feels anything. In this case, you might say, "You feel lightheaded, and your stomach lurches upward," or "You feel particularly light on your feet."

With consumable magic items such as potions, minor experimentation is fine. A sip of a potion, for example, might be enough to give a character a tingling sensation and some sense of the potion's nature while leaving enough of the potion to be useful.

Examination: Close study of an item might provide some information. A ring might be activated by a command word, which could be etched in tiny letters on the inside, or a feathered design might hint that the ring allows one to fly. In such a case, examination might be enough to discern the item's purpose and properties.

Recall Lore: Someone who can recall lore might learn a magic item's function (though perhaps not specific properties). For example, a magic weapon crafted by devils might be familiar to a character well versed in forbidden lore. Similarly, a character with knowledge of magic might recognize *boots of elvenkind* on sight.

A character familiar with a magic item's lore typically knows (or can correctly guess) the command word(s) needed to activate it.

The Item Itself: An intelligent item might reveal its lore and properties through conversation (actual or telepathic) or provide the information through dreams, empathic sensations, illusory images, or other means. The magic or nature of a nonintelligent item could provide information about the item.

Attunement: A magic item might require a character to be attuned to it before all its properties are accessible to that character. See "Magic Item Attunement" for details.

Secrets

Some items have secrets. An item might be secretly cursed or possessed by a fiend, or it might have a hidden property that is revealed only when the item is worn by an elf or wielded by a lawful good creature.

A secret should be a surprise to the item's user, whether pleasant or unpleasant—if it comes to light at all. Each item with a secret specifies whether and how the information is revealed to the item's owner. The various methods of identifying items typically do not reveal any secrets of the item, although lore might hint at those secrets.

Magic Item Creation

Rules for magic item creation will be in a future playtest packet.

Wearing Magic Items

In most cases, a magic item that's meant to be worn will adjust its size to suit a creature regardless of the wearer's gender or race. If you have a good reason for why a magic item shouldn't fit, though, run with it. Armor made specifically by the self-absorbed dwarf might fit elves only. Dwarves might make items usable only by dwarf-sized and dwarf-shaped characters to keep such items from being used against them. Such items should be exceptions, however, not the rule.

Use common sense to determine whether more than one of a given kind of magic item can be worn. Can a character wear two necklaces? Of course! People in the real world wear multiple necklaces, amulets, medallions, and holy symbols at the same time, and there's no prohibition against a character employing a *necklace of fireballs* while wearing an *amulet of protection*. Two belts? Sure, that's easy to picture, perhaps with a weapon hanging from each one. But can a character wear two pairs of boots? No, that's silly.

The simple rule is that a character can't wear more than one pair of footwear (boots, sandals, slippers, and so on), more than one pair of gloves or gauntlets, more than one suit of armor, more than one cloak, or more than one item of headwear (a helmet, hat, circlet, crown, or similar item). Feel free to impose other limits or grant exceptions where appropriate. For instance, a *hat*

of disguise might allow the wearing of a mask or a circlet, but a character is unlikely to be able to wear two sets of bracers.

Items that are meant to function in pairs, including boots, bracers, gauntlets, and gloves, do not impart their benefits unless the entire pair is worn. A character can't wear a *boot of striding and springing* on one foot and a *boot of elvenkind* on the other foot to use the properties of either or both magic items.

Magic Item Attunement

Some magic items require a character to attune to them before the magical properties of those items can be enjoyed.

Attuning to a Magic Item: Attuning to a magic item requires that you first discover whether you can attune yourself to it. The *identify* spell is the most common way of discovering this fact. Unusual items magically reveal that fact to certain types of creatures or in certain circumstances.

The attunement process requires you to grasp or wear the item and spend 10 minutes concentrating on it. Depending on the nature of the item, this concentration can take the form of prayers, weapon practice, or meditation. In any case, the concentration period must be uninterrupted.

When you are attuned to an item, you can use any magical properties that require attunement. You also learn how to activate those abilities and any necessary command words or phrases to do so. See "Using a Magic Item" for different methods of magic item activation.

An item can be attuned to only one creature at a time. A magic item might require you to meet one or more prerequisites before you can become attuned to it.

Maximum Number of Attuned Items: A creature can be attuned to no more than three magic items at any given time.

Ending a Magic Item's Attunement: Your attunement to an item ends when you no longer satisfy the item's attunement prerequisites, when the item has been more than 100 feet away from you for 24 hours, and when you die. You can also voluntarily end your attunement to an item with 10 minutes of uninterrupted concentration.

Experimental Rules

Here are two rules you can experiment with in your campaign.

Maximum Number of Attuned Items. A creature can have a number of magic items attuned to it at any time equal to its Charisma modifier (minimum 1).

Test of Wills. An intelligent or cursed magic item might resist any attempt to remove it, let go of it, attune to it, or end its attunement. Any such conflict is resolved as a Charisma contest between the magic item and its user. If the user fails to win the contest, he or she is forbidden from taking the specified action; however, another attempt can be made after 24 hours have elapsed. If the intelligent or cursed item does not have a specified Charisma score, assume it has Charisma 10 and a +0 modifier to its Charisma checks.

When attuned to you, some cursed items can terminate your attunement to other items. See the item's description for details.

Magic Item Durability

A magic item is at least as durable as a regular item of its kind. If an uncommon, rare, very rare, or legendary magic item takes damage, it has resistance against that damage unless its description says otherwise. Artifacts are practically indestructible and require extreme measures and special quests to destroy.

Using a Magic Item

Each magic item has one or more magical properties that it imparts to its user when properly held, wielded, or donned. How a user activates the item's properties varies from item to item.

Worn: Many items must be worn to gain their benefits. A suit of armor must be donned, a shield strapped to the arm, a cloak fastened about the shoulders, a ring placed on a finger, and so on. Simply carrying around an item that's meant to be worn is not sufficient to gain its benefits.

Wielded: Most magic weapon properties apply when the weapon is used in combat. A weapon might have properties that are useful when the item is drawn or held.

Action Activated: A magic item that falls into this category requires an action to activate. Potions, scrolls, and many wondrous items fall into this category.

Some item properties not only take an action to activate, but also require the item's user to speak a command word or phrase. The command word or phrase must be spoken in an area where hearing is possible.

Consumable: Some magic items are used up when activated. Many consumable items are also action-activated items. Once activated, a consumable item loses its magic and no longer functions.

Special Activations: Sometimes a user must do something special to activate a magic item, as indicated in the magic item's descriptive text.

Magic Item Details

The following tables allow you to add flavorful details to magic items. They are particularly useful for turning a *+1 long sword*, a suit of *+1 chain mail*, and similarly basic magic items into more interesting discoveries. The tables can also give you and your players a sense of each item's history and purpose.

Some of the table entries are more appropriate for particular kinds of magic items. If a rolled result doesn't make sense for a particular item, roll again or choose a better result.

CREATOR

d20	Creator
1	Abyssal
2–4	Ancient human
5	Celestial
6	Draconic
7	Drow
8–10	Dwarven
11	Elemental (air)
12	Elemental (earth)
13	Elemental (fire)
14	Elemental (water)
15–17	Elven
18	Fiendish
19	Giant
20	Gnome

The item's creator was a specific type of creature, or it crafted the magic item to be used by specified creatures.

Abyssal: The item is made of black metal or horn, and any cloth or leather components are crafted from the tanned hide of demons. Runes

appear on its surface here and there, spelling out nonsense words. The owner of this item suffers nightmares, the substance of which he or she forgets immediately upon awakening.

Ancient Human: This item is old and of human manufacture. The meaning of any symbols or heraldry emblazoned upon it is likely lost to antiquity. Pick a fallen kingdom from your campaign or an ancient figure of legend. The item is connected to that place or person.

Celestial: The weapon is light (half its normal weight) and inscribed with feathered wings, suns, and other symbols of good. Evil creatures are put off by its wholesome presence.

Draconic: This item is made from scales and talons shed by a dragon during its life. The item incorporates precious metals and gems from the dragon's hoard. It grows warm when a dragon is within 100 feet of it.

Drow: The item is black as pitch, light (half its normal weight), and inscribed with spiders and webs in honor of Lolth, Demon Queen of Spiders. It might function poorly or disintegrate if exposed to sunlight for a significant time.

Dwarven: The item is durable and has Dwarven runes worked into its design. It is not easily broken, torn, or otherwise damaged.

Elemental (Air): A metal item is light (half the normal weight) and feels hollow, but is as tough as normal, while fabrics are wispy gauze and silk.

Elemental (Earth): This item is crafted from stone rather than metal, though it weighs as much as normal. Any cloth or leather elements are studded with finely polished rock.

Elemental (Fire): This item is warm to the touch, and any metal parts are crafted from black iron. Sigils of flames and leering efreets cover its surface. Shades of red and orange are the prevailing color scheme.

Elemental (Water): Lustrous fish scales replace leather or cloth on this item, while metal portions are instead crafted from seashells and worked coral as hard as any metal.

Elven: The item is well preserved, light (half the normal weight), flexible where it needs to be, and adorned with leaf and vine motifs.

Fiendish: The item is made of black iron inscribed with runes, is warm to the touch, and features leering, fiendish faces on the guard or hilt. Any cloth or leather components are crafted from

the hide of demons or devils. Good creatures are put off by its unwholesome presence.

Giant: The giants crafted many items for their smaller allies. Such an item appears a little bit oversized.

Gnome: The item is crafted to appear thoroughly unremarkable. The item might look tattered, battered, or well-worn—all the better to discourage thieves from stealing it.

NATURE

d8	Nature
1	Arcane
2	Bane
3	Storied
4	Ornament
5	Prophecy
6	Religious icon
7	Sinister
8	Symbol of power

The item has a special purpose or contains echoes of an important event or person.

Arcane: This item was created by a powerful mage and bears his or her symbol or sigil. A faint magical glow surrounds it, but the light is too dim to illuminate anything other than the item.

Bane: This item was created to slay or contend with a particular kind of enemy. The item is also recognized and hated by such creatures.

Storied: A great hero or villain once wielded this item.

Ornament: Used in parades or to commemorate a special occasion, the item is festooned with inset gemstones, gold or platinum inlays, and decorative filigrees. It might have been commissioned as a gift to commemorate a great deed.

Prophecy: Whoever bears this item is destined to play a key role in future events.

Religious Icon: This item was used in religious ceremonies dedicated to a particular god. It has holy symbols worked into it, and followers of that god will attempt to reclaim the item if they spot it.

Sinister: This item is linked to a terrible deed of evil, such as a massacre or assassination. Anyone who sees the item and succeeds at a DC 15 Intelligence check recalls the item's role in that event.

Symbol of Power: This item was once used as part of royal regalia, an icon of a noble title, or a badge of office. Its former owner might desire it, or someone might mistakenly assume its new owner is the item's legitimate inheritor.

MINOR PROPERTIES

d20	Minor Property
1	Beacon
2	Compass
3	Conscientious
4	Delver
5	Gleaming
6	Guardian
7	Harmonious
8	Hidden Message
9	Illusion
10	Key
11	Language
12	Sentinel
13	Song Craft
14	Strange Material
15	Temperate
16	Unbreakable
17	War Leader
18	Waterborne
19	Wicked
20	Roll twice, rerolling any additional 20s

This item has a minor but useful ability, which might be connected to its purpose.

Beacon: On command, this item emits bright light in a 10-foot-radius and dim light for an additional 20 feet. Speaking the command word again douses the light.

Compass: By taking an action to concentrate, the bearer knows which way is north from his or her current position.

Conscientious: When the bearer of this item contemplates or undertakes a malevolent act, the item enhances pangs of conscience.

Delver: While underground, the item's bearer always knows her or his depth and the direction (though not distance) to the nearest staircase, ramp, or other path leading upward.

Gleaming: Dirt and grime never accumulate on this item.

Guardian: The item whispers warnings to its bearer, granting a +2 bonus to initiative checks.

Harmonious: The item can be attuned in one-tenth the normal time (1 minute instead of 10 minutes).

Hidden Message: A message is hidden somewhere on the item. It might be visible only at a certain time of the year, under the light of a specific phase of the moon, or in a specific location.

Illusion: The item is imbued with illusion magic, allowing its bearer to alter the item's appearance in minor ways. Such alterations don't change how the item is worn, carried, or wielded and have no effect on its other magical properties. For example, the wearer could make a red robe appear blue, or make a gold ring look like it's made of ivory. The item reverts to its true appearance when no one is carrying or wearing it.

Key: The item is used to open or otherwise unlock a container, chamber, vault, or perhaps an entire tomb or dungeon.

Language: The bearer can speak the item creator's language (or a language of the DM's choice).

Sentinel: Choose a kind of creature that is an enemy of the item's creator. This item glows when such creatures are within 100 feet of the item.

Song Craft: Whenever this item is struck or is used to strike a foe, its bearer hears a fragment of an ancient song. Learning the song's lyrics might reveal a secret that the item was crafted to keep safe.

Strange Material: The item was created from a material (such as wood, bone, or glass) that is bizarre given its purpose.

Temperate: The bearer feels no effects of cold temperatures as low as 0° F or as warm as 120° F.

Unbreakable: The item cannot be broken.

War Leader: The bearer can cause his or her voice to carry clearly for up to 500 feet.

Waterborne: This item floats. Its bearer has advantage on ability checks made to swim.

Wicked: When the bearer contemplates or undertakes a benevolent act, the item seeds the mind with doubt and rationalizations to work against the act.

MINOR QUIRKS

d20 Minor Quirk

1	Blissful
2–3	Confident
4	Coveted
5	Covetous
6–7	Frail
8–9	Hungry
10	Loud
11	Melancholy
12	Metamorphic
13	Mistaken
14	Muttering
15	Painful
16–17	Possessive
18	Repellent
19	Slippery
20	Slothful

This item has a flaw, a defect, or some other minor quirk that can be uncomfortable or irritating.

Blissful: While in possession of the item, the bearer feels fortunate and optimistic about what the future holds. Butterflies and other harmless creatures might frolic in the item's presence.

Confident: The item makes its bearer feel nigh invincible. This sensation does not protect the bearer from fear effects.

Coveted: Other intelligent creatures that see the item desire it.

Covetous: The item's bearer becomes obsessed with material wealth.

Frail: The item crumbles, frays, chips, or cracks slightly when wielded, worn, or activated. This quirk has no effect on its properties, but if the item has seen much use, it looks decrepit.

Hungry: This item's magical properties function only if fresh, humanoid blood has been applied to it within the past day. It needs no more than a drop to activate.

Loud: The item makes a loud noise, such as a clang or a shout, when wielded or when one or more of its properties are activated.

Melancholy: While carrying the item, the bearer experiences sadness and might weep when confronted with failure or overwhelming odds.

Metamorphic: The item periodically and randomly alters its appearance in slight ways. The bearer has no control over these minor transformations, which do not affect the item's use or magical properties.

Mistaken: While in possession of the item, the bearer is often mistaken for someone else.

Muttering: The item grumbles and mutters all the time. A character who listens carefully to what the item says might learn something.

Painful: The bearer experiences a lingering ache while wielding the item or has a flash of pain when activating one or more of its properties. The pain has no other adverse effects.

Possessive: The item demands attunement when first wielded or worn and does not allow its bearer to attune other items. (Other items already attuned to the bearer remain so until their attunement expires.)

Repellent: The bearer feels a sense of distaste on first touching or handling the item, and continues to sense foreboding or discomfort while using or carrying it.

Slippery: The item resists being picked up or drawn. Any attempt to do so requires a contest of Dexterity. The item has a +0 modifier on this Dexterity check. If the item wins the contest, it is dropped.

Slothful: As long as the item is in the bearer's possession, the bearer takes a –2 penalty to initiative.

Armor

Forged in a dwarf's furnace while the smith intones prayers to Moradin and invokes the might of the ancestors, crafted by elemental spirits in the fantastic City of Brass, or knit together from the scales of a vanquished dragon, magic armor provides much-needed additional protection for adventurers.

+1 Armor

The most basic form of magic armor is of fine make, a work as much of art as of utility.

Magic armor comes in all kinds, though exotic types are rare compared to the more common ones. You can choose a suit of armor from the equipment list or roll to determine its type randomly. If you know the magic armor's rarity already, find the appropriate section of the table and roll once to determine the armor type. Otherwise, roll first to determine its rarity.

d100	Rarity/Armor Type
01–40	Uncommon
01–30	Leather armor
26–54	Studded leather
55–78	Scale mail
79–00	Chain mail
41–75	Rare
01–35	Dragon leather
36–55	Studded dragon leather
56–75	Dragon scale
76–90	Splint
91–00	Banded
76–00	Very rare
01–40	Mithral shirt
41–75	Mithral scale
76–90	Plate
91–00	Mithral plate

Property: You gain a +1 bonus to AC while you wear this armor.

Armor with a Bonus Higher than 1

A basic suit of armor can have a bonus to AC that is greater than 1, but such armor is unusual. Typically, a higher bonus appears in a magic item such as *efreeti chain*, which has additional properties.

Black Dragon Scale of Resistance

Rare magic armor (dragon scale)

The midnight-black scales of this armor fit together perfectly and move with the smoothness of a slithering serpent. A suit of this armor usually has a matching helmet that incorporates a dragon's horns. The helmet is often mundane but sometimes has its own, distinct magical properties.

While worn, this armor trails a ghostly darkness resembling a dragon's folded wings and tail. When the wearer is agitated or attacked, this shadow cloak flares and spreads, suggesting outstretched wings, as the tail thrashes behind.

Crafting a suit of armor from the scales of a dragon is a monumental undertaking, beginning but hardly ending with killing the dragon. Working the scales requires incredible temperatures that are hard to achieve with a mundane forge. The dwarves of old were masters of this art, but few smiths now remember the techniques required.

Property: While wearing this armor, you have acid resistance.

In addition, once per day, you can use an action to gain resistance to bludgeoning damage, piercing damage, and slashing damage. This resistance lasts for 5 minutes.

Efreeti Chain

Rare magic armor (chain mail)

The links of this suit of chain mail look like they're forged of brass, but they are stronger than ordinary iron.

Efreeti chain protects its wearer from extreme heat, so even the most sweltering temperatures feel comfortably warm. It gives off a dim white glow when exposed to flames.

This armor is said to come from the fabled City of Brass, the home of the efreet. Sometimes it is available for purchase in the extravagant markets of the city, but more commonly it is found in treasure hoards or the collections of eccentric and wealthy patrons.

Property: While wearing this armor, you gain the following benefits:

- a +2 bonus to AC
- fire resistance
- the ability to move across molten rock as if it were solid ground
- Draconic and Primordial added to the list of languages you know

Elven Chain

Very rare magic armor (mithral shirt)

Elven chain is exceptionally fine and light mithral chain mail, elaborately decorated with woven lines that twist like vines, and incorporating other precious metals, such as silver, gold, and platinum.

Donning the armor feels like slipping into a silk tunic, and the chain mail does not constrain the wearer's movement. The magic woven into the elven chain enables the wearer to cast spells freely as well.

Mithral armor is usually made by dwarves, who mine the metal deep in the earth. Where dwarves and elves come together for trade or another common purpose, elven smiths craft fine shirts of the metal.

The elves guard *elven chain* jealously. In ancient times, they sometimes bestowed such armor on a dwarf who had earned their friendship, but

generally it is meant for elves' use. A gift of such armor is a sign of deep respect.

Property: You can wear this armor as if you were proficient with it.

Glamoured Studded Leather

Uncommon magic armor (studded leather)

This armor resembles normal studded leather, but the metallic studs that cover its surface are etched with fine lines that trace complex patterns.

Crafted in conjunction with skilled illusionists, this armor is ideal for a spy or assassin who wants to blend into a crowd. Because of the origin of this armor, some cities where intrigue is the norm have passed laws outlawing glamoured armor—although the armor's nature makes such laws difficult to enforce.

Property: You gain a +1 bonus to AC while you wear this armor.

As an action, while wearing the armor, you can speak the armor's command word to change the armor's appearance. The armor assumes the appearance of a normal set of clothing or some other kind of armor. You decide what it looks like, including color, style, and accessories. The armor retains its normal bulk and weight, however. The illusionary appearance lasts until you speak the command word again to change its appearance.

Plate Mail of Etherealness

Very rare magic armor (plate)

The metal plates of this armor resemble polished marble, with white markings in cloudlike patterns across their surfaces.

The plates are as light as cotton when lifted or worn. Donning the armor creates a sensation of light-headedness, reminiscent of intoxication, that quickly passes. The wearer also seems to fade slightly from reality, taking on a smoky and ghostlike appearance.

The armor is forged from an alloy of mithral and rare minerals mined from chunks of earth drifting in the Ethereal Plane. Working with this substance requires tremendous skill and magical aid, since it phases in and out of an ethereal state while being shaped.

The first suit of this armor was created by servants of a great khan of the dao (a genie race native to the Elemental Plane of Earth). Others

found in the world use the same pattern, crafted in exotically elegant styles.

Property: The armor has 6 charges.

As an action, you speak the command word and expend 1 charge. You step into the border regions of the Ethereal Plane, with all your equipment. You become incorporeal and invisible for 10 minutes or until you choose to end it by speaking the command word again (no action required). During this time, you can move in any direction. If you move up or down, every 5 feet of movement costs an extra 5 feet. You can see and hear, but everything looks gray, and you cannot see anything more than 60 feet away.

You regain all expended charges each day at dawn.

Spellguard Shield

Rare magic armor (shield)

This shield's face features a metallic circular design inscribed with various arcane runes, combining the straight, sharp lines of Dwarven letters with flowing Elven script. When the shield is held defensively, this rune-scribed circle seems to lift off the face of the shield, then rotate.

The design of this shield originated in a dwarven kingdom beset by drow. Its champions carried *spellguard shields* to defend against drow wizards and priestesses in battle.

Property: While you are using this shield, you have advantage on saving throws against spells.

Weapons

Whether crafted for some fell purpose of murder and mayhem or forged to embody the highest ideals of honor and chivalry, magic weapons are the pinnacle of the smith's craft.

Magic Ammunition and Breakage: When a magic arrow, crossbow bolt, or sling bullet is fired, it does not break or use up its magic under normal circumstances, whether or not it hits its target.

+1 Weapon

Uncommon magic weapon (varies)

The most basic form of magic weapon is a superb product of the forge.

Basic magic weapons are predominantly long swords, but other such weapons certainly exist.

The DM chooses a weapon from the equipment list or rolls to determine its type randomly.

d100	Weapon Type
01–30	Long sword
31–40	Dagger
41–50	Mace
51–55	Battleaxe
56–60	Warhammer
61–70	Rapier
71–75	Great axe
76–80	Great sword
81–85	Morningstar
86–90	Maul
91–93	Light crossbow
94–95	Heavy crossbow
96–97	Shortbow
98–00	Longbow

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

Weapons with a Bonus Higher than 1

A basic magic weapon can have a bonus to attack rolls and damage rolls that is greater than 1, but such a weapon is unusual. Typically, a higher bonus appears in a magic item such as the *rod of lordly might*, which has additional properties.

Arrow of Dragon Slaying

Rare magic ammunition (arrow)

Sigils of anathema twist around this arrow's shaft. The arrowhead is made from the fused scales and teeth of a reptilian monster, while the fletching is stiff, coarse, and black.

If the *arrow of dragon slaying* is fitted to a bowstring, the sigils blaze with fell light and the arrow emits a sound like a tolling bell of doom.

Property: When you use this arrow as ammunition for an attack using a bow, you gain a +3 bonus to the attack roll and the damage roll.

If you hit a dragon with an attack using this arrow, the dragon must make a DC 17 Constitution saving throw. The dragon takes 6d10 extra damage on a failed save, or half the extra damage on a successful save.

Dagger of Venom

Rare magic weapon (dagger)

The black, obsidian blade of this weapon is serrated on one edge. Its pommel is carved to resemble two fanged serpents that twine together, their outstretched heads forming the blade's quillon. Anyone wielding the blade notes a bitter, acrid scent from it.

A *dagger of venom* is most often crafted for the use of a yuan-ti or a powerful assassin. Each of these weapons has a distinct pattern to its blade or pommel that indicates its original owner. Assassins' guilds and yuan-ti cults prize these blades as relics. If news of such a dagger reaches them, they send agents to collect the weapon by trickery or force.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this dagger.

The saving throw DC of any poison you apply to the dagger increases by 2.

Once per day, you can use an action to cause thick, black poison to cover the dagger's blade. The poison remains for 1 minute or until you hit with an attack using this weapon. When you hit a living creature with this weapon while it's coated in this poison, the creature must make a DC 15 Constitution saving throw. On a failed save, it becomes paralyzed for 1 minute.

Dancing Sword

Rare magic weapon (long sword)

Enchings along the blade's length depict blowing, spinning leaves and leaping, twirling blades. Drawing the sword causes it to twitch and jerk, as if eager to be free of the hand holding it.

Such weapons are sought by warrior mages, who are adept with both sword and spell. They delight in harrying their foes in melee with *dancing swords* as they step back and unleash an onslaught of magic. The first *dancing sword* was forged at the request of a once-powerful king who gained the throne by force of arms. Grown old and tired, he commissioned a blade that fought with the strength and fury of his youth.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

On your turn, as part of your action, you can toss the sword into the air and command it to dance. The sword moves 30 feet and attacks a creature within 5 feet of it that you choose. You make this attack as if you were wielding the sword.

As part of your action on each of your turns after you use this effect, you can move the sword up to 30 feet and repeat the attack against a creature within 5 feet of it.

After 3 rounds, if it has an unobstructed path to you, the sword speeds back to your grasp, if you have a hand free. If you don't, the sword falls to the ground at your feet. Otherwise, it moves as close to you as it can and then drops to the ground.

Defender

Very rare magic weapon (great sword)

The broad blade of this great sword is sharp near the tip and notched with defensive rills near the cross guard. An enameled shield design is blazoned at the base of the hilt, over which is inset the symbol of a gauntlet.

When the blade is handled, its balance seems to shift from moment to moment—not unpleasantly, but intuitively, to match the wielder's grip.

Property [Attuned]: You gain a +3 bonus to the attack rolls and the damage rolls you make with this great sword. As part of any action, before using the sword to attack, you can allocate some or all of its bonus as a bonus to your Armor Class that lasts until the start of your next turn. Until then, only the unallocated bonus can be applied to your attack and damage rolls with the sword.

Dwarven Thrower

Very rare magic weapon (warhammer)

The sledge atop this warhammer is wrought to resemble a dwarf's visage, hair streaming out to form the claw at the back. When the weapon is swung, the dwarf's face moves as if yelling a battle cry.

When giants threatened their mountain kingdoms, the dwarves forged these weapons in the deeps and gave them to the greatest warriors of each clan. *Dwarven throwers* are one reason that dwarves remain in the world.

Most *dwarven throwers* are lost in ancient ruins, interred with the heroes who last wielded them. Dwarves who see someone wielding one of these

warhammers, regardless of the wielder's race, sometimes honor the wielder for having returned a weapon of storied wonder to the light.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this warhammer.

Property [Attuned]: If you are a dwarf, the weapon's bonus increases from +1 to +3.

In addition, this weapon has the thrown property with a range of 25/50 feet. If you hit with an attack made by throwing this weapon, the attack deals 1d8 extra damage, or 2d8 extra damage if the target is a giant.

Flame Tongue

Rare magic weapon (long sword)

This blade is etched with flame designs that sometimes flare as if they were real fire. It is warm to the touch. In combat, the blade roars to life. It burns like a red dragon's tongue might, flaming scarlet and orange, and the weapon's tip exhales a thick spiral of black smoke.

Property: As an action, you can speak the sword's command word to cause flames to erupt from the blade. The flames emit bright light in a 20-foot radius and dim light for 20 feet beyond that. The flames last until you speak the command word again or until you drop or stow the item. Your attacks made using the weapon while it's flaming deal 2d6 extra fire damage.

Frost Brand

Very rare magic weapon (long sword)

The blade of this long sword is constantly rimed with frost and ice, and its hilt is wrapped in white leather. When it is drawn from its scabbard, nearby fires gutter, and a plume of condensing air steams from the weapon's surface.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon. On a hit with this weapon, you deal 1d6 extra cold damage.

While you have this sword drawn and in hand, you have fire resistance.

While drawn and in hand in freezing temperatures, the sword also sheds bright light in a 10-foot radius and dim light for 10 feet beyond that.

Finally, once per hour, when you draw this weapon, you can choose to douse all nonmagical flames within 30 feet of you.

Hammer of Thunderbolts

Very rare magic weapon (maul)

This large, extra-heavy maul sports a storm motif on its sledge and along the metal haft. The weapon is quite heavy, weighing about 50 pounds. When first held, the maul sparks with tiny bolts of lightning.

Long ago, storm giants used these weapons to hunt the mountain heights for dragons and rival giants. Nearly all record of these thunderous mauls has been lost. If any remain, they are likely within the hoard of a dragon or a giant who was the match of its ancient hunter.

Property: If you are Medium or larger and have an 18 Strength or higher, you gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

Property [Attuned]: The weapon's bonus to attack rolls and damage rolls increases to +2, and you deal 3d6 extra damage when you hit a dragon or giant with this weapon.

In addition, the weapon gains the thrown property with a range of 50/120 feet. If you hit a creature with an attack made by throwing this weapon, it issues a deafening thunderclap. Each creature within 30 feet of the target must make a DC 15 Constitution saving throw. A creature takes 3d6 thunder damage on a failed save, and half as much damage on a successful one. A creature that fails the save is also deafened for 1 hour.

Holy Avenger

Legendary magic weapon (long sword)

This long sword's straight blade is white as alabaster, and the crossguard forms flaring angelic wings of gold. Its hilt and pommel boast symbols of law and good.

Whenever the blade is drawn, the sound of a distant horn fills the air, calling warriors to battle.

Holy avengers were forged in the heavens by angels. They were given as gifts by various gods to their most reverent martial followers in an age of demonic aggression, tipping the balance of favor from the fiends to the mortals. Any fiend that sees a *holy avenger* immediately knows that the blade

was used to destroy many of its kind, and that the wielder is an avowed warrior of the forces of good.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this weapon.

An evil creature that touches the weapon experiences strong revulsion. If it maintains contact with the weapon for 1 round, the creature takes 3d6 psychic damage. That creature continues to take this damage each time it starts its turn holding or carrying the weapon.

Property [Attuned]: You must be a paladin to become attuned to the weapon.

The weapon's bonus to attack rolls and damage rolls increases to +3, and your attacks made using the weapon deal 2d10 extra damage to fiends and undead.

While you have this weapon drawn and in hand, the sword creates a 5-foot-radius sphere centered on you. You and all creatures friendly to you in the sphere have advantage on saving throws against magic.

Javelin of Lightning

Rare magic weapon (javelin)

This wooden javelin was carved from an ash tree that was struck by lightning. The javelin is tipped with iron, and iron wires with thunderbolt designs trace the javelin's length.

When the weapon is handled, tiny bolts of lightning leap to the wielder's hand from the shaft.

Property: As an action, you can throw the javelin at a point within 100 feet of you. A 5-foot-wide line of lightning travels from you to that point. Each creature in the line must make a DC 13 Dexterity saving throw. The creature takes 4d6 lightning damage on a failed saving throw, and half as much damage on a successful one.

When you use the javelin in this way, it becomes a normal javelin until the next dawn, at which time the magical energy returns.

Keen Rapier

Rare magic weapon (rapier)

The straight blade of this rapier springs from an elaborately styled wire guard. While the blade can be bent into a near U-shape, it becomes as hard as adamantite in battle.

The blade has perfect balance. Its point is so sharp that even a child could force it through a thick sheet of steel with little effort.

Property: You gain a +1 bonus to the attack rolls and the damage rolls you make with this rapier.

In addition, when the number you roll on the d20 for your attack roll using this weapon is 20, your target takes 2d6 extra damage.

Mace of Disruption

Uncommon magic weapon (mace)

This heavy mace's handle is carved of pale hardwood inset with gold, and its head is cast from white ceramic harder than stone. When it is drawn in battle, the mace's head glows with a clear, celestial light.

These weapons are often found in the keeping of temples and other holy orders dedicated to gods of good. They may be lent out to those who take a vow to root out evil, whether it be destroying a nest of ghouls or razing a lich's tomb.

Property: When you attack and hit a fiend or an undead using this weapon, the attack deals 2d6 extra damage. If the creature has 25 hit points or fewer after taking this damage, it must make a DC 15 Wisdom saving throw. On a failed save, the creature is instantly destroyed. On a successful save, the creature becomes frightened until the end of your next turn.

While you wield this weapon, it sheds bright light in a 20-foot radius and dim light for 20 feet beyond that.

An evil creature that touches the weapon experiences strong revulsion. If it maintains contact with the weapon for 1 round, the creature takes 3d6 psychic damage. That creature continues to take this damage each time it starts its turn holding or carrying the weapon.

Oathbow

Very rare magic weapon (longbow)

This longbow is snow white and, despite its slender profile, exceptionally strong. When an arrow is nocked to its string, the bow whispers to its wielder in Elven, "Swift defeat to my enemies."

Oathbows are carried by elf heroes, who receive them as gifts of esteem from a Faerie monarch.

Elves who see an *oathbow* in the possession of a non-elf might assume the bearer stole it.

Property: You gain a +1 bonus to attack rolls and damage rolls you make with this weapon.

When you use this weapon to make a ranged attack, you can swear aloud an oath: "Swift death to you who have wronged me." The target of your attack becomes your sworn enemy until it drops to 0 hit points or until dawn, seven days later. You can have only one such sworn enemy at a time. When your sworn enemy drops to 0 hit points, you can choose a new one after the next day dawns.

When attacking your sworn enemy with this weapon, you have advantage on your attacks rolls and deal an additional 3d6 damage on a hit. Furthermore, your attack rolls against your sworn enemy ignore cover, other than total cover, and suffer no disadvantage due to long range.

While you have a sworn enemy, you with disadvantage on attack rolls against all other creatures, whether you use this weapon or a different one.

Vorpal Sword

Legendary magic weapon (long sword)

This simple long sword is all but indistinguishable from an ordinary weapon. Close examination reveals faint elaborate script running the length of the blade.

When a sentient creature notes the script, the creature understands the meaning of the writing. It is a line from an ancient poem describing an epic battle between a young hero and a monstrous beast, which the blade beheaded.

In direct sunlight, a *vorpal sword* gleams with a hard, sharp edge. The blade produces a marked slicing sound as it cuts through the air.

Property: You gain a +1 bonus to attack rolls and damage rolls you make with this weapon.

Property [Attuned]: The weapon's bonus to attack rolls and damage rolls increases to +3. Attacks you make using this weapon ignore resistance to slashing damage.

When the number you roll on the d20 for your attack roll using this weapon is 20, make another attack roll against the same target. If you hit again, the target takes an additional 6d8 damage. If the second attack roll is also an unmodified 20 and the

target has 150 hit points or fewer, you lop off its head, killing it instantly. If the creature doesn't have a head, you instead chop the creature in half, with the same lethal result.

Staves

A typical magic staff is about 5 or 6 feet long and as thick as a young sapling, about an inch and a half at one end, tapering to an inch at the other. Staves vary widely in appearance: Some are of nearly equal diameter throughout and smooth, others gnarled and twisted; some are made of wood, and others of polished stone or crystal.

Common Properties: A magic staff can be wielded as a quarterstaff.

Many staves hold one or more spells (or magical effects that closely resemble spells). A wielder who has the ability to cast spells can use the spells in a staff by expending charges from the item. A wielder uses his or her magic ability and spellcasting bonus (if any) for resolving the spell's effect. Casting a spell from a staff otherwise follows all the normal rules for spellcasting.

Staff of Charming

Rare magic staff

This length of oak has end caps of silver. Fine threads of bright light twine almost hypnotically through the grain of the wood. A person grasping this weapon feels confident in social situations and feels as if he or she can convince anyone of anything.

Property [Attuned]: You must be a mage to become attuned to this item.

The staff has 10 charges. As an action, you can expend 1 charge and cast one of the spells contained within the staff: *charm person*, *command*, or *comprehend languages*.

If you expend the staff's last charge, roll a d20. On a 1, the staff blackens and loses this property. The staff cannot regain charges and functions as a normal quarterstaff.

The staff regains 1d6 + 4 expended charges each day at dawn.

Secret: The staff's secret is revealed to its wielder the first time that person is the target of an enchantment spell.

Once per day when you fail a saving throw against an enchantment spell, you can turn the failed saving throw into a successful one. Furthermore, you can expend 1 charge as your reaction to turn that enchantment spell against its caster, as if you had cast the spell yourself.

Staff of Striking

Rare magic staff

This sturdy staff is made of oak and lacks adornment, except for a single glyph carved near the head.

When held firmly, a *staff of striking* causes the wielder's hands to tingle slightly.

These staves are thought to have originated among a sect of mendicant clerics who used them for self-defense.

Property: You gain a +3 bonus to attack rolls and damage rolls you make with this staff.

Property [Attuned]: You must be a cleric, a druid, or a mage to become attuned to this item.

The staff has 10 charges. When you hit with an attack using this staff, you can expend up to 3 charges. For each charge expended, the target of your attack takes 1d6 extra force damage.

If you expend the staff's last charge, roll a d20. On a 1, the staff blackens and loses this property. The staff cannot regain charges and functions as a normal quarterstaff.

The staff regains 1d6 + 4 expended charges each day at dawn.

Wands

Wands are typically about 15 inches long, crafted of ivory, bone, or wood. They are usually tipped with metal, crystal, stone, or something similar.

Common Properties: A wand is too fragile to be used as a weapon, even an improvised one.

Many wands hold one or more spells, or magical effects that closely resemble spells. A wielder who has the ability to cast spells can use the spells in a wand by expending charges from the item. A wielder uses his or her magic ability and spellcasting bonus for resolving the spell's effect. Casting a spell from a wand otherwise follows all the normal rules for spellcasting.

Wand of Binding

Rare magic wand

This wand is actually a length of chain held rigid by the magic that infuses it. The chain is crafted from adamantine, and runes of binding and imprisonment adorn each link.

Property [Attuned]: You must be a cleric, a druid, or a mage to become attuned to this item.

The wand has 7 charges. As an action, you can expend the specified number of charges to cast one of the following spells from the wand.

- *hold person* (2 charges)
- *hold monster* (6 charges)

If you expend the wand's last charge, roll a d20. On a 1, the wand blackens and crumbles to dust, forever destroyed.

The wand regains 1d6 + 1 expended charges each day at dawn.

In addition, while you hold the wand, you can expend a charge as a reaction whenever you make a saving throw to resist the *hold person* or the *hold monster* spell to gain advantage on your saving throw.

Wand of Enemy Detection

Uncommon magic wand

This pale wand is carved from aspen wood, capped on one end with a lens-shaped crystal. When the wand is held, the crystal glows faintly.

Property: The wand has 7 charges. If you are holding the wand when you roll initiative, you can expend 1 charge (no action required) to roll a d8 and add the number rolled to your initiative.

While you hold the wand, you can use an action to expend 2 charges from the wand. If any enemies are within 60 feet of you, one end of the wand rapidly pulses with red light, and the wand tugs your hand in the direction of the nearest hostile creature within range.

The wand detects an enemy even if it is invisible, hidden, or disguised. The wand's detection can penetrate barriers, but it is blocked by 1 foot of stone, 1 inch of metal, a thin sheet of lead, or 3 feet of wood or dirt.

If you expend the wand's last charge, roll a d20. On a 1, the wand blackens and crumbles to dust, forever destroyed.

The wand regains 1d6 + 1 expended charges each day at dawn.

Wand of Magic Missiles

Uncommon magic wand

One end of this length of slender rosewood glimmers like a coal, but the gleam is cobalt blue.

Property: The wand has 7 charges. As an action, you can expend up to 3 charges to cast *magic missile* from the wand. Each charge expended after the first allows you to cast the spell as if using a spell slot one level higher (maximum 3rd level).

If you expend the wand's last charge, roll a d20. On a 1, the wand blackens and crumbles to dust, forever destroyed.

The wand regains 1d6 + 1 expended charges each day at dawn.

Potions

A potion can be any kind of magical liquid, from an elixir that is drunk to an oil applied to a creature or object. Most potions consist of about one ounce of liquid, but others are enough to anoint a creature.

Sampling a potion might give a character some sense of the potion's nature while leaving enough of the potion to be useful.

Using a Potion: Potions are consumable magic items. At minimum, drinking or applying a potion requires an action, consuming the entire potion. Similarly, administering a potion to someone else requires an action. Once used, a potion takes effect immediately, according to its effect.

Oil of Etherealness

Uncommon potion

This cloudy gray oil smells like rain.

Upon applying this oil to oneself, the user sees all color leach from the surroundings. Billowing fog boils out of thin air, making everything indistinct. The mist seems more real than the faded world.

Property [Consumable]: You must spend 10 minutes applying this oil to your body and all your equipment. When you finish, you—along with

your clothing, armor, weapons, and other equipment—become incorporeal and invisible for 1 hour. The oil enables you to exist on the border between the Ethereal Plane and the Material Plane. As an action, you can move from this planar border fully into the Material Plane or deeper into the Ethereal Plane, or you can move from the Material Plane to the planar border again. While you remain fully on the Material Plane, you are not incorporeal. When the effect ends, you return to the Material Plane.

Optional Rule: Mixing Potions

A character might drink one potion while a previously imbibed potion's effect persists, or pour several potions into a single container. The strange ingredients used in manufacturing potions can result in unpredictable interactions.

When a character mixes two potions together, roll on the Potion Miscibility table. If more than two are combined, roll again for each subsequent potion, stacking up the results. Unless the effects are immediately obvious, reveal them only when they become evident.

POTION MISCIBILITY

d100	Result
01	The mixture creates a magical explosion, dealing 6d10 force damage to the mixer and 1d10 force damage to each creature within 5 feet of the mixer.
02–03	The mixture becomes a potion of poison.
04–08	The mixture becomes a potion of delusion that appears to have one of the mixed potions' effects.
09–15	Both potions lose their effects.
16–25	One potion loses its effect.
26–35	Both potions work, but with half their normal effects. If an effect cannot be halved, at least in duration, it is instead lost.
36–90	Both potions work normally.
91–99	One potion has twice the normal effect. If no effect can be doubled, at least in duration, both potions work normally.
00	Only one potion works, but its effect is permanent. Choose the simplest effect to make permanent, or the one that seems the most fun. For example, a <i>potion of healing</i> might increase the drinker's maximum hit points by 4, or <i>oil of ethereality</i> might permanently make the user incorporeal. At your discretion, <i>dispel magic</i> or <i>remove curse</i> might end this lasting effect.

Potion of Climbing

Common potion

This potion is separated into brown, silver, and gray layers resembling bands of stone. If the container is shaken, upon settling, the potion separates once more. A person who samples the potion feels his or her fingers and toes itch and is momentarily filled with the desire to climb. Drinking it causes the person to notice on every vertical surface paths composed of tiny ledges, imperfections, and cracks that offer handholds and footholds.

Property [Consumable]: As an action, you drink the potion. For 1 hour, you automatically succeed on any ability check you make to climb.

Potion of Delusion

Rare potion

This potion appears to be another sort of potion, and it tastes and smells just like that potion. Sampling produces a sensation that mimics that of the other potion.

Drinking the potion causes a wave of bliss to ripple through the imbiber.

Property [Consumable]: As an action, you drink the potion. You believe you have consumed another potion and behave as though affected by that potion for as long as that effect normally lasts, until something happens to reveal the truth, or until you complete a long rest. For example, if the delusion is of a *potion of healing*, you believe you have healed. If the delusion is of a *potion of flying*, you might skip along the ground or leap from a rooftop in the belief that you can fly.

Potion of Diminution

Rare potion

A character who samples this transparent fluid feels his or her body being squeezed slightly. Observers notice that the character becomes a bit smaller for a moment.

On drinking this potion, everything the imbiber sees seems to grow larger, as if the imbiber has entered a land of giants.

Property [Consumable]: As an action, you drink the potion. You shrink to 10 percent of your normal size and weight. Although you retain your game statistics, you deal only 10 percent of the

damage you normally deal (minimum 1). Thanks to your reduced size, you can gain cover from smaller objects than normal and can more easily attempt to hide behind such objects. You can also stow away inside containers that would ordinarily be too small to hold you. The effect lasts for 1d4 hours.

Potion of Flying

Very rare potion

This sky-blue liquid has cloudy impurities drifting in it. Sampling the potion produces a momentary sense of weightlessness. The sense becomes continuous on drinking the potion.

Property [Consumable]: As an action, you drink the potion. For 1 hour, you have a fly speed equal to your normal speed. If the effect ends while you're flying, you must use your movement to descend. If you fail to land before 1 minute passes, you fall the remaining distance to the ground.

Potion of Healing

Common potion

This liquid is a faintly phosphorescent blue. Sampling the potion produces a brief sense of well-being. A creature that drinks this potion feels the pain of its wounds lessen.

Property [Consumable]: As an action, you drink the potion and regain 2d4 + 2 hit points.

Potion of Heroism

Rare potion

This colorless potion steams as if boiling. Sampling or drinking it causes the imbiber to feel immensely healthy and robust.

Property [Consumable]: As an action, you drink the potion. You gain 10 temporary hit points. These hit points can cause you to exceed your hit point maximum, and they cannot be regained. If you take any damage, these hit points are lost first. In addition, you gain a +2 bonus to ability checks, attack rolls, and saving throws. Finally, the saving throw DC of any spell you cast or magic item you use, or that results from something else you do by increases by 2.

The effects wear off after 1 hour.

Potion of Invisibility

Rare potion

Sampling this transparent liquid causes the imbiber's body to flicker out of sight for a moment. A creature that drinks the potion instantly vanishes.

Property [Consumable]: As an action, you drink the potion. You—along with your clothing, armor, weapons, and other equipment—become invisible for 1 hour. The effect ends after you make an attack or cast a spell that affects a creature other than yourself.

Potion of Longevity

Rare potion

This pink, frothy liquid smells sweet. A sample tastes of sugar and a hint of grass. Upon drinking this potion, the imbiber looks younger and feels refreshed.

Property [Consumable]: As an action, you drink the potion. Your physiological age is reduced by 1d6 + 6 years (no lower than the age of maturity for your race), restoring the appropriate amount of youth and vigor.

Special: Each time you drink a *potion of longevity*, you must succeed on a DC 5 Constitution saving throw, or you age 1d6 + 6 years instead.

Potion of Mind Reading

Rare potion

This cloudy liquid constantly and visibly moves in its container. A character who samples it hears phantom voices for a moment. Drinking the potion causes the imbiber to briefly hear such voices from every side.

Property [Consumable]: As an action, you drink the potion. Choose a creature within 50 feet of you. The target must make a DC 15 Wisdom saving throw. On a failed save, you can read the target's surface thoughts and sense its emotional state for 1 minute. On a successful save, you gain no benefit, but the target doesn't know you attempted to read its mind. A target that suspects you're reading its thoughts can make a DC 15 Wisdom check as an action to end the effect. If the target moves more than 50 feet away from you, the effect ends.

Potion of Poison

Uncommon potion

This potion appears to be another sort of potion, and it tastes and smells just like that potion. Sampling produces a sensation that mimics that of the other potion. A character who drinks the potion is racked with pain, as though from a dagger in the gut.

Property [Consumable]: As an action, you drink the potion. At the start of your next turn after you drink the potion, you take 3d6 poison damage. At the end of each of your turns in which you took damage from the potion, you make a DC 12 Constitution saving throw. On a successful save, the poison damage you take on your subsequent turns decreases by 1d6. If the poison damage is reduced to 0, the effect ends.

A *dispel magic* spell or a *greater restoration* spell immediately ends the effect.

Potion of Speed

Very rare potion

This orange fluid is streaked with black. The liquid races without pause around the interior of the vessel.

A character who samples the potion feels minor muscle spasms twitch across his or her body and briefly senses the world slowing. On drinking this potion, all action slows down to the imbiber, and sounds grow deeper and longer.

Property [Consumable]: As an action, you drink the potion. You roll initiative twice. You take a turn each time your initiative count comes up, and your ability to take a reaction renews each time you start a new turn.

The effects last for 1 minute. Starting on your turn after the effect ends, you become paralyzed until the start of your next turn.

Potion of Water Breathing

Uncommon potion

This greenish-blue fluid smells of the sea. A character who samples the potion coughs involuntarily.

Property [Consumable]: As an action, you drink the potion. You can breathe underwater for 1 hour.

Rings

Rings can hold amazing magical potency, and many require the wearer to be attuned to them.

Ring of Feather Falling

Rare ring

This ring is carved from the bone of an enormous bird, such as a roc, to look like a wreath of feathers.

On first putting on the ring, the wearer feels weightless for a moment.

Property: Whenever you fall while wearing the ring, you instead descend at a rate of 10 feet per round. You take no falling damage when you land and you land on your feet.

A few rings of this type are flawed or aged, so that if the wearer falls more than a specified distance, the ring fails to slow the fall at that point. A few such rings burn out altogether when they fail in this way, becoming nonmagical.

Ring of Invisibility

Legendary ring

Examples of this simple gold band are sometimes engraved with a faint saying in Elven script, such as “The wind is unseen, yet it presses the grass as it flows.”

Property [Attuned]: You can use an action to become invisible, along with your clothing, armor, weapons, and other equipment. The effect persists until the ring is removed or until you attack or cast a spell that affects a creature other than you. You can also mentally will the invisibility to end (no action required).

Ring of Mind Shielding

Very rare ring

This fine ring is wrought from heavy gold.

Property [Attuned]: Wearing the ring makes you immune to any effect that allows another creature to read your thoughts, to discern whether you are telling the truth, or to determine your alignment. Telepathic communication with you succeeds only if you allow it.

As an action, while you wear the ring, you can render it invisible. The ring remains invisible until you use an action to make it visible, you remove the ring, or you die.

Secret: Upon the your death, if you're wearing the ring, your soul is transferred to the ring. When this happens, you can have your soul stay in the ring or depart at any time for the afterlife.

While a soul remains in the ring, it can telepathically communicate with a new wearer, who becomes aware of the ring's secret. The wearer cannot prevent this telepathic communication but might be able to take measures to force the soul out of the ring.

Ring of Protection

Rare ring

This silver ring has a setting in the form of a stylized shield, which holds a gleaming, polished agate.

Property [Attuned]: You gain a +1 bonus to AC and saving throws.

Ring of the Ram

Very rare ring

This ornate iron band features a ram's-head device.

Property: The ring has 3 charges. You can expend up to 3 charges at a time when you use the ring.

As an action, you can use the ring to attack a creature within 50 feet of you. When you do so, you can expend up to 3 charges from the ring. The ring produces a ram's head made of force and makes its attack roll with a +7 bonus to hit. On a hit, for each charge you expended, the target takes 1d6 force damage and is pushed back 5 feet.

You can also use the ring to break a door within 50 feet of you. Again, you can expend up to 3 charges from the ring. The ring makes a Strength check to break the door. It has a Strength bonus equal to 5 + 1 per charge expended.

The ring regains all of its expended charges each day at dawn.

Ring of Regeneration

Very rare ring

This iron band is wrapped in the rubbery, preserved hide of a troll.

Property [Attuned]: You regain 1d6 hit points every 10 minutes you wear this ring. If you lose any body part while wearing the ring, the body

part regenerates and returns to full functionality after 1d6 + 1 days.

Ring of Water Walking

Uncommon ring

This silver ring is inscribed with notches that resemble stylized waves. When the wearer is near enough to see a large body of water, the notches animate, and the waves sweep around the ring.

Property [Attuned]: You can move across any liquid surface as if it were solid ground.

Ring of Wizardry

Very rare ring

Silver sigils of stars, comets, and suns are engraved on this bone ring.

Crafting a *ring of wizardry* involves several astounding feats of magic now lost to academic spellcasters. A mage must grow a clone, invest the clone with the knowledge of magic, and harvest a finger from it. From this finger's bones a *ring of wizardry* is carved. A story exists about the "Nine-Fingered Mage," a clone who escaped the complete ring-making process, but not soon enough to save every digit.

Property: If you are a mage, add one to the number of spell slots you have for each level of spell you can cast up to 4th level.

Scrolls

A scroll is typically a spell stored in written form. Some scrolls bear unique incantations that produce potent wards or other magical effects.

Using a Scroll: A scroll is a consumable magic item. Whatever the nature of the magic contained in a scroll, unleashing that magic requires reading it. When its magic has been invoked, the scroll cannot be used again. Its words fade, or it crumbles into dust.

Scroll of Protection from Undead

Rare scroll

This tube of leather is inscribed with symbols of skulls and capped by a plug of obsidian. Inside is a rolled-up piece of fine vellum scribbled with spidery script. A faint odor of rot wafts up from the page.

Property [Consumable]: If you can cast spells, you can use an action to read this scroll.

Reading the scroll causes an invisible barrier to spring up around you in a 5-foot-radius sphere that lasts for 5 minutes. The barrier moves with you to remain centered on you. Undead creatures cannot pass through the barrier, or affect targets on the other side of the barrier in any way.

An undead creature can attempt to overcome the barrier by using an action to make a DC 15 Wisdom check. On a success, the creature is not affected by the barrier.

If a creature inside the barrier attacks an undead creature outside the barrier, the barrier ceases to affect that undead creature.

If you move in a way that would force an undead creature into the barrier, the creature must make a DC 15 Wisdom saving throw. On a failed save, you push the creature away from you so that the creature does not pass through the barrier. You cannot push the creature into any place that might be harmful to it. If you cannot push the creature, because of harmful terrain or other factors, the barrier collapses and the scroll's effect ends.

Spell Scroll

Uncommon scroll

Often found in a tube of ivory, jade, leather, metal, or wood, a *spell scroll* bears the magical words of a single spell, written in a mystical cipher.

Property [Consumable]: If the spell written on the scroll appears on your class's spell list, you can use an action to cast it without having to meet any of the spell's requirements.

If the spell is of a higher level than you can normally cast, you must first make a magic ability check to cast the spell. The DC equals 10 + the spell's level. On a failed check, the spell on the scroll disappears and has no effect.

Optional Rule: Scroll Mishaps

A caster who fails at using a *spell scroll* must make a DC 10 saving throw using his or her magic ability. If the check fails, roll on the Scroll Mishap table.

SCROLL MISHAP

d6	Result
1	A surge of uncontrolled magical energy deals 1d6 psychic damage per level of the spell to the caster.
2	The spell affects the caster or an ally instead of the intended target, or affects a random target nearby if the caster was the intended target.
3	The spell takes effect at a random location within the spell's range.
4	The spell's effect is contrary to its normal effect, but is neither harmful nor beneficial. For instance, a <i>fireball</i> might produce an area of harmless cold.
5	The caster suffers a minor but bizarre effect related to the spell. Such effects last only as long as the original spell's duration, or 2d10 minutes for spells that take effect instantaneously. For example, a <i>fireball</i> might cause smoke to pour from the caster's ears for 2d10 minutes.
6	The spell activates after 1d12 hours. If the caster was the intended target, the spell takes effect normally. If the caster was not the intended target, the spell goes off in the general direction of the intended target, up to the spell's maximum range, if the target has moved away.

Wondrous Items

A wondrous item is a magic item that doesn't fit neatly into another category. Wondrous items include worn items such as boots, belts, capes, gloves, and various pieces of jewelry and decoration, including amulets, brooches, and circlets. Bags, carpets, crystal balls, figurines, horns, musical instruments, and other objects also fall into this category.

Bag of Holding

Uncommon wondrous item

This appears to be an ordinary cloth sack, roughly 2 feet in diameter at the mouth and 4 feet deep. Opening the sack reveals an interior space considerably larger than its outside dimensions.

Property: This bag can hold up to 500 pounds of weight, not exceeding a volume of 70 cubic feet. The bag always weighs 15 pounds, despite the weight of any contents.

Placing an object in the bag does not require an action, but retrieving an item from the bag does.

The bag has a few limitations. If the bag is overloaded, or if a sharp object pierces it or tears it, the bag ruptures and is destroyed. If the bag is destroyed, its contents are lost forever, although an artifact always turns up again somewhere in the world. If the bag is turned inside out, its contents spill forth, unharmed, but the bag must be put right before it can be used again. If a breathing creature is placed within the bag, the creature can survive for up to 10 minutes, after which time it begins to suffocate.

Secret: Placing a *bag of holding* inside a *portable hole* opens a momentary gate to the Astral Plane. Any creatures within a 10-foot radius are drawn to the Astral Plane, the rift closes, and the *portable hole* and *bag of holding* are destroyed.

If a *portable hole* is placed into a *bag of holding*, a similar rift appears, but it leads to a random plane of existence.

Belt of Giant Strength

Wondrous item

This thick, wide leather belt is decorated with studs made of a material that varies depending on the type of belt. For example, a *belt of fire giant strength* might have black iron studs, while a *belt of storm giant strength* might have studs made of coral and mother-of-pearl.

Upon cinching this belt around the waist, the wearer feels no special effect. But his or her strength is so greatly increased that the wearer might accidentally pull a door off its hinges or crush a drinking cup while attempting to pick it up.

Property: The DM either rolls to determine the belt's type or chooses one from the options available.

d100	Type	Strength	Rarity
01–50	Hill giant	21	Rare
51–70	Stone/frost giant	23	Very rare
71–85	Fire giant	25	Legendary
86–95	Cloud giant	27	Legendary
96–00	Storm giant	29	Artifact

While you wear the belt, your Strength score becomes that granted by the belt. If your Strength is already equal to the belt's score or higher, the item has no effect.

Although they look different, a *belt of stone giant strength* and a *belt of frost giant strength* are functionally identical.

Boots of Elvenkind

Uncommon wondrous item

These soft, supple boots feature intricate leaf patterns sewn into the leather.

An elf who sees a non-elf wearing these boots typically assumes that they are stolen. In some cases, however, *boots of elvenkind* are presented as gifts to the elves' most trusted and valued allies.

Property: While you wear *boots of elvenkind*, your movement makes no sound, regardless of the surface you move across, even if dry leaves cover it, it is a creaky floor, or is covered by loose gravel or broken glass.

Boots of Speed

Rare wondrous item

These supple leather boots have polished buckles that sparkle in the light, along with silver inlay at their heels. After donning the boots, a wearer notices that everything—even sound—seems to move at a slightly slower pace. This increased speed is endurable for only so long each day.

Property: While you wear these boots, you can use an action to click the boots' heels together. You can take another action as part of the same action, but not if it involves casting a spell or activating a magic item.

When they are activated, the boots double your speed, and any creature that makes an opportunity attack against you has disadvantage on the attack roll.

You can end the effect by clicking your heels again on your turn (no action required).

When the boots' property has been used for a total of 10 minutes, the magic ceases to function until you complete a long rest.

Boots of Striding and Springing

Uncommon wondrous item

These leather boots have springy soles and are cushioned inside to provide a comfortable fit.

On donning the boots, the wearer feels a sudden, brief urge to travel—a fleeting ambition to walk from one end of the world to the other.

Property: You never take a penalty to speed from being encumbered or from wearing armor while wearing these boots. In addition, whenever you jump, you jump three times the normal distance.

Bracers of Defense

Rare wondrous item

These wide metal bracelets each bear a single symbol: a kite shield of burnished silver. The bracers have hinges that allow them to be clasped and unclasped, and they magically tighten to fit snugly on their wearer's forearms. When first donned, they briefly shine with soft light that spreads across the wearer's body before fading away.

Property: If you wear these bracers while wearing no other armor and using no shield, your AC is 13 + your Dexterity modifier.

Cloak of Elvenkind

Uncommon wondrous item

This long cloak is fashioned from gray cloth, expertly crafted, and is half the weight of a normal cloak.

An elf who sees a non-elf wearing a cloak of this sort might assume the cloak is stolen. In some cases, however, *cloaks of elvenkind* are presented as gifts to the elves' most trusted and valued allies.

Property: While you wear a *cloak of elvenkind* with the hood up, you can attempt to hide in any natural environment, as long as no creatures are within 20 feet of you. You do not have to be obscured to make the attempt, but you must stay quiet.

Cloak of Invisibility

Legendary wondrous item

This exquisitely crafted cape is half the weight of a normal cloak and smooth in texture. A *cloak of invisibility* reveals its power when donned.

Property: While you wear a *cloak of invisibility*, you—along with your clothing, armor, weapons, and other equipment—become invisible. When the cloak has been worn for a total of 2 hours, its magic ceases to function. For every uninterrupted period of 12 hours that it is not in use, the cloak regains 1 hour of functionality.

Crystal Ball

Legendary wondrous item

Mist swirls inside this 6-inch-diameter crystal sphere, and in it you can spy visions of distant people and places. The orb is as heavy as a similarly sized piece of marble, and holding a *crystal ball* feels like running one's hand through a cool mist.

The few *crystal balls* known to exist are old even by the standards of the ancient world. Although many sages and spellcasters can create scrying devices from pools and mirrors, the art of crafting crystal balls has been lost since time beyond memory. They are among the great mysteries of the world and are greatly prized.

Most sages are cautious when using a *crystal ball*, and most describe the sensation of being watched while using the item. Frightening rumors whisper that something else—something from a place beyond mortal knowledge—looks back through the sphere at the user.

Property: You use a *crystal ball* by peering into it for at least 10 minutes. During this time, you must choose a target—a creature, object, or place known to you, which can be at any distance away from you or even on another plane of existence. At the end of this time, you must make an Intelligence check. Your familiarity with the target determines the DC.

Knowledge of the Target	DC
None*	25
Secondhand (you have heard of the target)	20
Firsthand (you have met the target)	15
Familiar (you know the target well)	10

*You must have some sort of connection to the target, such as an image of it, one of its possessions, or a lock of its hair or an object taken from the location.

On a successful check, the *crystal ball* projects a scrying sensor to a location where you can see the target and are within 20 feet of it. You can see and hear through the sensor as if you were there. The sensor has the same senses as you.

The sensor is invisible, starts hidden, and cannot move from its position, but you can see and hear in all directions from its position.

Any creature within 20 feet of the sensor can detect its presence by making a Wisdom check against a DC equal to 15 + your Intelligence

modifier. On a successful check, a creature knows it is being observed. A creature does not, however, know the sensor's exact location unless it can see invisible objects. A creature that can see invisible objects perceives the sensor as a spectral projection of you.

Your sensor has an AC of 10 + your Intelligence modifier, makes saving throws using your ability scores, and has 1 hit point. It is immune to all damage except psychic damage. When the sensor drops to 0 hit points, it disappears, the scrying effect ends immediately, and you take 10d6 psychic damage.

You can end the effect at any time (no action required). As long as the sensor exists, you are restrained and cannot take actions.

Dust of Dryness

Uncommon wondrous item

This fine-grained gray powder sparkles in the light and is usually stored in a small pouch or envelope made of folded parchment.

A sniff of the powder reveals the scent of sunbaked clay and leaves one with a parched mouth. Touching *dust of dryness* dries the skin temporarily, and tasting a pinch causes thirst.

Property: You have 1d6 + 4 pinches of this magic dust. As an action, you can sprinkle a pinch of it over water. The dust turns up to 100 gallons of water into one marble-sized pellet, which floats or rests near where the dust was sprinkled. The pellet can be picked up and carried; its weight is negligible.

The pellet can be smashed against a hard surface as an action, which causes the pellet to shatter and releases the same volume of water that the dust absorbed.

Dust of dryness is particularly deadly to water creatures. A water creature exposed to a pinch of dust must make a DC 12 Constitution saving throw. The creature takes 5d6 necrotic damage on a failed save, and half as much damage on a successful one.

Flying Carpet

Very rare wondrous item

Unrolling this large silken rug reveals a beautiful design woven of multicolored threads. Playful arabesque designs scud across a background of

repeating geometrical calligraphy, all bordered with a pattern that suggests clouds.

When rolled out and laid down, a *flying carpet* hangs above the ground for a moment, buoyed by the air beneath. It then settles to the ground unless it is activated.

A typical *flying carpet* measures 5 feet by 10 feet and can carry up to two Medium or smaller creatures.

Property: When you sit on the rug and use an action to speak the command word, the *flying carpet* rises into the air. You use your movement to control the *flying carpet*, and the carpet has a fly speed of 40 feet. A *flying carpet* can move at full speed as long as it carries no more than 400 pounds. It can carry up to double this weight, but if it does so, its speed is halved.

Speaking the command word again causes the carpet to descend at a rate of 10 feet per round until it lands.

Gauntlets of Ogre Power

Uncommon wondrous item

Made from thick leather, these gauntlets have iron studs on the back that run halfway down the length of each finger. The gauntlets are heavier than they look—as if lead were sewn between the layers of leather. A creature that dons the gauntlets feels as strong as an ogre.

Property: While you wear these gauntlets, your Strength becomes 19. If your Strength is already 19 or higher, the gauntlets have no effect on you.

Gem of Seeing

Very rare wondrous item

This finely cut and polished diamond is the size of a human eye.

A creature that holds a *gem of seeing* to its eye notices that the gem is transparent, and peering through it in no way blurs or distorts the creature's vision. One can turn a *gem of seeing* into a pendant by setting it in a loop of metal, so that the gem is always within easy reach and hard to lose. A dread pirate lord had one set in an ornate eye patch.

Property: As an action, you can peer through the gemstone. You automatically spot hidden or invisible creatures or objects within your line of sight. In addition, you automatically recognize

creatures or objects created by illusions as illusions. You can also see into the Astral Plane and the Ethereal Plane.

Secret: A character who uses a *gem of seeing* has a 5 percent chance with each use of seeing a hallucination or mistaking a real object for an illusion.

Hat of Disguise

Uncommon wondrous item

A *hat of disguise* looks like a cheap, well-worn wool cap. Its colors have faded from many years of hard use.

Putting the hat on for the first time causes a ripple of spontaneous and random illusory changes to the wearer's appearance. The effect is fleeting.

Property: As an action while wearing the hat, you make yourself—including clothing, armor, weapons, and other equipment—look different. You can change your height by up to 25 percent and your weight by up to 50 percent. You must maintain the same body type, such as humanoid, but otherwise, the extent of the apparent change is up to you. All changes are illusory, and a creature justifiably suspicious of your appearance can make a Wisdom check opposed by your Charisma check. The hat grants a +5 bonus to your check, but if you lose the contest, the creature sees through the illusion.

Removing the hat ends the effect.

Horn of Blasting

Rare wondrous item

This plain brass horn is badly dented, but despite the apparent damage, it is fully functional.

A *horn of blasting* functions as a normal trumpet unless someone speaks the command word and then blows the horn. Even without the command word, the horn emits a deep, roaring rumble when blown. The blast causes the ground in front of the horn to quake slightly, and dust kicks into the air as if disturbed by a sudden gale.

Property: As an action, you speak the horn's command word and then blow the horn. It emits a thunderous blast in a 30-foot cone. Each creature in the cone must make a DC 14 Constitution saving throw. On a failed save, a creature takes 5d6 thunder damage, and it is deafened for 1 minute.

On a successful save, a creature takes half as much damage and is not deafened. Crystalline creatures and objects have disadvantage on the saving throw and take 7d6 damage instead of 5d6.

Each use of the horn's magic beyond the first during a single day has a 20 percent cumulative chance of causing the horn to explode. The explosion deals 10d6 thunder damage to the blower and destroys the horn.

Ioun Stone

Wondrous item

Ioun stones are named after Ioun, a god of knowledge and prophecy revered by sages and seers. How they came to be attributed to the god is a hotly debated topic among Ioun's faithful, but it remains a mystery. Some believe that worshipers of Vecna, the undead god of secrets, stole and hid this ancient lore.

When tossed into the air, one of these tiny gems orbits the head of its owner and confers a benefit based on its color and shape.

Property: As an action, you can release an *Ioun stone* into the air. When you do so, it orbits around your head at a distance of 1d3 feet. Thereafter, the stone must be grasped or netted to separate it from you. You can voluntarily seize and stow a stone, and the stone's effect ends immediately.

A stone has AC 24, 10 hit points, and resistance to all damage.

Many different *Ioun stones* exist, including those described here.

Clear Spindle (Rare): You do not suffer from hunger or thirst and do not need to eat or drink.

Dusty Rose Prism (Rare): You gain a +1 bonus to AC.

Deep Red Sphere (Very Rare): Your Dexterity score increases by 1.

Incandescent Blue Sphere (Very Rare): Your Wisdom score increases by 1.

Pale Blue Rhomboid (Very Rare): Your Strength score increases by 1.

Pink Rhomboid (Very Rare): Your Constitution score increases by 1.

Pink and Green Sphere (Very Rare): Your Charisma score increases by 1.

Scarlet and Blue Sphere (Very Rare): Your Intelligence score increases by 1.

Dark Blue Rhomboid (Rare): You gain a +3 bonus to ability checks made to listen, search, or spot.

Vibrant Purple Prism (Legendary): You can store spell slots in the stone. The stone can hold up to three levels of spell slots (one 3rd-level slot, three 1st-level slots, or one 1st- and one 2nd-level slot). Storing a spell slot expends it as normal and requires an action. At any time after doing so, you can cast a spell you have prepared by using one or more of the spell slots stored in the stone. When you use a spell slot stored in the stone, that slot is no longer stored in the stone.

Pale Lavender Ellipsoid (Legendary): As a reaction, when you are attacked by or targeted by a spell of 4th level or lower, you can use the stone to absorb the spell without harm. The stone can't absorb spells, such as *fireball*, that target more than you alone.

When the stone has absorbed 20 levels of spells, it burns out and turns dull gray, forever useless. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, it cannot absorb the spell.

Pearly White Spindle (Legendary): Each hour, you regain 1 hit point.

Pale Green Prism (Legendary): You gain a +1 bonus to attack rolls, saving throws, ability checks, and AC.

Orange Prism (Legendary): Once per day, you can cast the any spell you have prepared without using a spell slot or any other resource.

Lavender and Green Ellipsoid (Legendary): As a reaction, when you are attacked by or targeted by a spell of 8th level or lower, you can use the stone to absorb the spell without harm. The stone can't absorb spells, such as *fireball*, that target more than you alone.

When the stone has absorbed 50 levels of spells, it burns out and turns dull gray, forever useless. If you are targeted by a spell whose level is higher than the number of spell levels the stone has left, it cannot absorb the spell.

Necklace of Fireballs

Rare wondrous item

Red beads in gold fittings hang from a delicate golden chain, and the ends of the chain can be tied together to form a necklace. The beads sometimes quiver, as if struggling to contain a powerful force.

Property: A *necklace of fireballs* has 1d6 + 3 beads hanging from it.

As an action, you can detach a bead and throw it up to 100 feet. At the end of its trajectory, the bead explodes in a 20-foot-radius cloud of flame. Each creature in the area must make a DC 13 Dexterity saving throw. A target takes 5d6 fire damage on a failed save, or half that damage on a successful one.

You can hurl multiple beads or even the entire necklace as one action. The effect is the same as described above except that the explosion deals 1d6 extra fire damage for each additional bead after the first.

The fire created by this item ignites combustibles.

When all of its beads are expended, the necklace melts away.

Pearl of Power

Uncommon wondrous item

This pearl comes in many colors but is average in size and luster. When grasped, it feels warm to the touch. After the pearl's magic is discharged, it feels like any other pearl.

Property: Once per day, as an action, you can speak the pearl's command word to regain one expended spell slot of up to 3rd level.

Portable Hole

Rare wondrous item

This fine cloth, soft as silk, unfolds into a circular sheet. When spread across a surface, the sheet seems to vanish, dropping away into a hole that wasn't there before.

Property: You can use an action to unfold or fold up a portable hole. When opened fully, a *portable hole* covers a 6-foot-diameter surface. At the other extreme, it can be folded up to the dimensions of a handkerchief.

When spread across any solid surface, a *portable hole* creates an extradimensional hole that is 10 feet deep. Since the space within the hole does not exist in the same plane as the item, a *portable hole* can't be used to create open passages through floors, walls, doors, and other surfaces.

A *portable hole* can be stowed by taking hold of the edges of the cloth and folding it up. Folding the cloth closes the hole, and any creatures or objects within remain in the hole's extradimensional

space. Creatures or objects placed in a *portable hole* do not add to the item's weight, which is negligible.

A creature inside a *portable hole* can exit the hole by walking, crawling, or climbing out of it. If the item is folded up, a creature can make a DC 10 Strength check as an action to force its way out. On a successful check, it appears within 5 feet of the *portable hole* or the creature possessing it.

There's enough air in a closed *portable hole* to sustain creatures for up to 10 minutes.

Each *portable hole* has its own extradimensional space.

Secret: Placing a *bag of holding* inside a *portable hole* opens a momentary gate to the Astral Plane. Any creatures within a 10-foot radius are drawn to the Astral Plane, the rift closes, and the *portable hole* and *bag of holding* are destroyed.

If a *portable hole* is placed into a *bag of holding*, a similar rift appears, but it leads to a random plane of existence.

Robe of the Archmagi

Legendary wondrous item

This elegant garment is made from exquisite cloth and adorned with silvery runes. It is clearly a vestment of power and authority. The robe's color is always white, gray, or black.

Property: If you can cast at least one spell from the mage spell list, you gain the following benefits while you wear this item.

- If you're not wearing armor, your AC is 15 + your Dexterity modifier.
- You have advantage on saving throws against magical effects.
- Your spellcasting bonus increases by 2.

Secret: The robe's color corresponds with the alignment for which the item was created. A white robe is made for good alignments, gray for neutral alignments, and black for evil alignments. If a character dons a *robe of the archmagi* that doesn't correspond to the character's alignment, the wearer has disadvantage on attack rolls, ability checks, and saving throws. Furthermore, creatures have advantage on saving throws against the wearer's spells.

Rod of Absorption

Legendary wondrous item

This scepter-like rod is crafted from dark metal. If picked up, the rod vibrates in its wielder's hand.

Property: While wielding a *rod of absorption*, as a reaction when you are attacked by or targeted by a spell, you can use the rod to absorb that spell without harm. The rod can't absorb spells, such as *fireball*, that target more than you alone. The rod nullifies the spell's effect and stores its energy, which a spellcaster can use to fuel his or her own spells. You detect a spell's level as the rod absorbs it.

The amount of energy (spell points) stored in the rod depends on the level of the spell absorbed.

Spell Level	Spell Points
1	1
2	2
3	3
4	5
5	6
6	7
7	9
8	11
9	14

As the rod accumulates absorbed spells, you can spend the stored spell points to cast any spell you know and have prepared. To do so, you must take an action and spend a number of spell points equal to the number of spell points the rod would gain by absorbing a spell of that level.

For example, an enemy spellcaster targets you with *charm person*, a 1st-level spell. The *rod of absorption* nullifies the spell and converts it to 1 spell point. On your next turn, you can use the rod to cast a 1st-level spell by expending the spell point, or you can wait for the rod to absorb more spells so that you can use the stored spell points to cast higher-level spells.

A *rod of absorption* can store up to 20 spell points. A newly found rod has 1d10 spell points stored within it. If you are targeted by a spell whose level would convert to more spell points than the rod has available, it cannot absorb the spell.

Rod of Lordly Might

Legendary wondrous item

This metal rod resembles a mace with a flanged head at one end and six brass buttons in a row along the haft.

Property [Attuned]: You can use a *rod of lordly might* as a +2 mace.

Additionally, you can use the following properties, each of which requires an action unless otherwise noted.

Immobilizing Strike (1/day): Use the rod to make a melee attack against a creature within 5 feet of you. On a hit, the target is also restrained for 1 minute. The target can take an action to make a DC 13 Strength check, ending the restrained condition early on a success.

Invoke Fear (1/day): Each enemy within 30 feet of you that can see you must succeed on a DC 13 Wisdom saving throw or become frightened for 1 minute. The target can take an action to make a DC 13 Wisdom check, ending the frightened condition early on a success.

Drain Life (1/day): Use the rod to make a melee attack against a creature within 5 feet of you. If the attack hits, it deals an additional 4d6 necrotic damage, and you regain 2d6 hit points.

Buttons: Once per round as part of another action, you can press one of the rod's six buttons. The button's effect lasts until you push a different button or until you push the same button again, which causes the rod to revert to its normal form.

1. A fiery blade sprouts from the end opposite the rod's flanged head. The rod becomes a *flame tongue*.
2. The rod becomes a +3 *battleaxe* as its flanged head folds down and two crescent-shaped blades spring out.
3. The rod becomes a +3 *spear* as its flanged head folds down, a spear point springs from the rod's tip, and the rod's handle lengthens into a 6-foot haft.
4. The rod transforms into a climbing pole. A spike at the bottom anchors the pole in surfaces as hard as granite, while the other end sprouts three sharp grappling hooks. The rod stretches to a maximum length of 50 feet, stopping at whatever length you choose. Horizontal bars 3 inches long fold out from the

sides, 1 foot apart, in a staggered progression, forming a ladder. The rod is firmly held in position by the spike and hooks, and it can bear up to 4,000 pounds.

5. The rod transforms into a handheld battering ram, which can be used to break down doors, barricades, and other objects. The force exerted by the rod is equivalent to Strength 30.
6. The rod indicates magnetic north and gives you knowledge of your approximate depth beneath the surface or your height above it.

Slippers of Spider Climbing

Uncommon wondrous item

Woven from spider silk, these soft slippers fit snugly and comfortably.

The wearer quickly notices that the soles of the slippers adhere slightly to surfaces that aren't slippery.

Property: While you wear these slippers, you can move up, down, or across vertical surfaces or even upside down along ceilings while leaving your hands free. You move in this way at your normal speed and without needing to make an ability check.

The slippers are not useful on very slippery surfaces, including those that are icy, oiled, or greased.

Tome of the Stilled Tongue

Very rare wondrous item

This thick, leather-bound volume has a desiccated tongue nailed to the front cover.

Five of these tomes exist, and it's not certain which one is the original. The grisly cover decoration on the first *tome of the stilled tongue* once belonged to a former servant of Vecna who betrayed the lich-god of secrets. The tongues pinned to the covers of the four copies came from spellcasters who also crossed Vecna.

The first few pages of each tome are filled with indecipherable scrawls. The remaining pages are blank and pristine.

Property: If you are a mage (wizard), you can use this tome as a spellbook.

Once per day while you are holding the tome, as an action, you can cast a spell you have written in this tome without expending a spell slot, having to speak, or having to make gestures. You can take

another action as part of the same action, but not if it involves casting a spell or activating a magic item.

Secret: Vecna watches and keeps tabs on the individual using this tome, and he can write cryptic messages in the book that appear at midnight. Anyone who uses the book or prepares spells from it learns that a new message is within. After the message is read, it fades away.

Winged Boots

Rare wondrous item

These fine boots appear to be ordinary footwear. When the boots are donned, tiny wings sprout from the ankles and flutter gently as if longing to take flight.

Property: While you wear *winged boots*, you have a fly speed equal to your normal speed.

You can use the boots to fly up to 4 hours each day, all at once or in several shorter flights. Attempting to fly beyond that time causes the magic to gradually fade, and you descend at a rate of 10 feet per round until you land.

For every uninterrupted period of 12 hours that they are not in use, the boots regain 2 hours of flying.