

ASTERIK'S ASTOUNDING ATROCITIES



ANNE GREGERSEN

50+ new and fun magic items for use with the world's greatest roleplaying game



ASTERIK'S ASTOUNDING ATROCITIES

Squeezed between two larger houses and almost leaning into the street, a small store peaks out at people passing by, promising looks at various magical items and reagents. Though the shop looks fairly unimpressive, several people, often wearing fine clothing or accompanied by their personal guard or entourage, can be seen making their way towards the store with clear intent.

From the outside, Asterik's Astounding Atrocities might not look like anything special. Though the building itself is well made and maintained, it is clear that it has seen frequent and recent repair. Soot marks have charred the sides of the building from where windows lead into Asterik's cellar workshop, and strange noises can be heard coming from the store at all odd hours of the day.

The store isn't as colorful as some might believe when they first imagine a magic shop. The buildings has taken on a more neutral color palette of wooden browns with a few dashes of dark and emerald green acting as decoration, with little need or desire for frivolous additions.

Inside, the store is equally plain and surprisingly small. A few shelves hang on the walls around the shop, presenting various trinkets and potions available for sale. At the far end of the room is the main desk where a young half-elven woman sits reading a book. She springs to attention whenever someone steps through the door, eager to offer any assistance to those looking over the arcane wares the shop offers.

At night, the shop is hardly ever quiet, as Asterik either continues working in his workshop, or has his various automated assistants roaming around the store, either continuing work on Asterik's project or guarding the place from intruders and thieves.

Several safety precautions are put in place to make sure nothing is stolen from the shop. Most obvious would be the various arcane locks placed on the doors, as well as the magical alarms put around the property to discourage anyone with ill intentions from approaching. However, the most effective thief deterrent is Asterik's main assistant, Auto, a large stone golem who stands guard in the store during the night, watching diligently for any intruders or thieves who might want to break in.

STORE STAFF

Though it is most definitely Asterik's shop, he doesn't spend much time doing the business side of things. He has help, both with managing the store and conversing with customers, as well as with procuring the various materials he needs for crafting his magical items.

ASTERIK THEORIAN

Asterik is an older, half-elven gentleman with graying silverblond hair that always looks a bit ruffled. He rarely puts any effort into his looks, and mostly wears his workshop clothing, not bothering with changing into anything more suitable.

Though he is getting into his twilight years, Asterik is as sharpwitted and clever as ever. At least, that is the assumption. The truth is that Asterik rarely ever leaves his workshop beneath the store, content with spending his days tinkering away at various strange inventions.

He is considered a hermit by most of his peers, though there are only few of them, and rather eccentric, even compared to some of his fellow inventors.

All items, enchantments, and magical reagents available in the shop are made by Asterik and carries a mark to signify that the item originated from his workshop. Most of what he makes doesn't even make it to the shelves, as several powerful and wealthy people order wares directly from him. However, would-be adventurers can always find basic items, such as magical inks, scrolls, and simple potions on his shelves.

Asterik is a very private man and rarely ever shares much in the way of opinions or conversation with other people. He prefers his space and hardly ever invites anyone into his workshop, with the exception of his apprentice and store front manager, Sylvia.

SYLVIA DONNER

Sylvia is a young and shy half-elf with dark red hair and gray eyes that are made much larger than their actual size on account on the large horn-rimmed glasses that she wears. Sylvia is quick with a smile and a laugh, though it is mostly a nervous one, and she takes her job at Asterik's Astounding Atrocities very seriously. Like Asterik, Sylvia is considered to be a bit strange by her fellows. She is nervous and timid by nature, and many people have believed her to be a bit simpleminded when she was younger. However, she is a hardworking and brilliant pupil, and carries a lot of respect for her teacher, Asterik.

Sylvia is the face of Asterik's Astounding Atrocities. Asterik, preferring to keep to himself in his workshop, has tasked Sylvia with manning the desk of the store during the day. Only few perusers actually come into the store, giving Sylvia plenty of time to manage the shops records and archives, as well as study the old books of magic and enchantment that are part of her education to become an arcane artisan.

Due to her kind nature and sweet demeanor, many people work under the assumption that Sylvia would be easy to fool or dupe. They are quite right in this regard, as Sylvia cowers under authority and doesn't put much faith in her own abilities. Despite of these shortcomings in her character, the store sees no theft, as Asterik's arcane precautions, in the way of alarms and marks, prevent thieves from getting away with his goods.



MARK OF ASTERIK'S ASTOUNDING ATROCITIES

JACK QUICKSTEP

Though he doesn't work in Asterik's Astounding Atrocities, anyone who has spent just a little time outside of the store would have noticed the halfling boy, Jack Quickstep, darting in and out of the shop's back entrance. With his boyish features and fine, black hair, he is a quite handsome lad with a deceptively innocent face. This feature served him well when he was younger and employed with the local thieves guild where he was tasked with picking pockets and scouting for trouble during bigger heists.

Jack was first invited to work at Asterik's Astounding Atrocities after he was found held up by the ankles by Auto, the shop's guarding stone golem. This surprised Asterik, as he had expected the boy to have been snared up by one of Asterik's many traps made specifically to catch would-be thieves and robbers before even getting to Auto, but the halfling boy had managed to get past at least five other traps without triggering them before getting caught.

Why exactly Asterik decided to take the boy on as a helper is unknown, as is the reason for Jack's strong loyalty to Asterik. What is certain is that since Jack found employment at the store, his run-ins with the law have lessened significantly.

Though his days of thieving are behind him, his contacts and the way he uses them are not. Jack is charged with finding, as well as procuring, the strange and specific ingredients and materials Asterik requires for his inventions and enchantments.

THE CATALOG

When perusing Asterik's Astounding Atrocities, these are the items one can be lucky to find. Some might already have been sold or have simply gone out of stock, in which case an adventurer would have to wait a while for their commissioned magic item to be finished.

Below the stocks the shops can be easily read through, sorted both by item rarity and item type.

ITEMS BY RARITY

COMMON

Item	Type
Amulet of Magic Item Detection	Wondrous item
Beads of Elemental Energy	Wondrous item
Belt of Dry Breath	Wondrous item
Blindfold of Stealth*	Wondrous item
Candle of Wonder (Candle of Smoke)	Wondrous item
Philter of Falsetto	Potion
Shoes of Buoyancy	Wondrous item
Zimmer Top	Wondrous item

*requires attunement

UNCOMMON

Item	Type
Bag of Ideas	Wondrous item
Candle of Wonder (Candle of Darkness)	Wondrous item
Candle of Wonder (Candle of Death)	Wondrous item
Candle of Wonder (Candle of Quiet)	Wondrous item
Candle of Wonder (Candle of Truth)	Wondrous item
Dreamcatcher	Wondrous item
Dress of Femininity	Wondrous item
Gloves of the Sentinel*	Wondrous item
Heartsworn Necklace	Wondrous item
Horn of Plenty	Wondrous item
Jacob's Magical Ladder	Wondrous item
Philter of Fertility	Potion
Potion of Fire Breathing	Potion
Potion of Good Luck	Potion
Potion of Ill Fortune	Potion
Potion of Preparedness	Potion
Scarf of Entanglement	Wondrous item
Shoes of Dashing	Wondrous item
Stalwart Sword	Weapon (any sword)
Suit of Masculinity	Wondrous item
Weapon of Humanoid Detection*	Weapon (any)

*requires attunement



RARE

Item	Type
Ammunition of Vampirism	Weapon (ammunition)
Armor of Wiles*	Armor (light, medium, or heavy)
Blade of the Victor*	Weapon (any sword)
Candle of Wonder (Candle of Cold)	Wondrous item
Crossbow of Repeating*	Rare
Downdraft Whistle	Wondrous item
Feyslayer*	Weapon (any)
Goggles of Far Sight	Wondrous item
Horn of Beasts	Wondrous item
Hurry Cane*	Weapon (quarterstaff)
Lucky Weapon*	Weapon (any)
Phantom Armor	Armor (plate)
Ring of Diamond Protection	Wondrous item
Ring of Lovely Sparkles*	Wondrous item
Ring of Silver Tongues	Wondrous item
Shield of Invisibility	Armor (shield)
Staff of Distractions*	Wondrous item
Sunbow*	Weapon (any bow)
Weapon of Frightening Restraint*	Weapon (any)
Weapon of Monster Detection*	Weapon (any)
Wolfsong*	Weapon (any)

*requires attunement

VERY RARE

Item	Type
Belt of the Minotaur*	Wondrous item
Dustmaker*	Weapon (any)
Oil of Brittleness	Potion
Weapon of Confusion*	Weapon (any)

*requires attunement

LEGENDARY

Item	Type
Death's Door Dagger*	Weapon (dagger)
Edge of Madness*	Weapon (any sword)
Shield of the Dark Void*	Armor (shield)

*requires attunement

ITEMS BY TYPE

ARMOR

Item	Rarity
Armor of Wiles*	Rare
Phantom Armor	Rare
Shield of Invisibility	Rare
Shield of the Dark Void*	Legendary

*requires attunement

RINGS

Item	Rarity
Ring of Diamond Protection	Rare
Ring of Lovely Sparkles*	Rare
Ring of Silver Tongues	Rare

*requires attunement

POTIONS

Item	Rarity
Oil of Brittleness	Very rare
Philter of Falsetto	Common
Philter of Fertility	Uncommon
Potion of Fire Breathing	Uncommon
Potion of Good Luck	Uncommon
Potion of Ill Fortune	Uncommon
Potion of Preparedness	Uncommon

WEAPONS

Item	Rarity
Ammunition of Vampirism	Rare
Blade of the Victor*	Rare
Crossbow of Repeating*	Rare
Death's Door Dagger*	Legendary
Dustmaker*	Very rare
Edge of Madness*	Legendary



Feyslayer*	Rare
Hurry Cane*	Rare
Lucky Weapon*	Rare
Stalwart Sword	Uncommon
Sunbow*	Rare
Weapon of Confusion*	Very rare
Weapon of Frightening Restraint*	Weapon (any)
Weapon of Humanoid Detection*	Uncommon
Weapon of Monster Detection*	Rare
Wolfsong*	Rare

*requires attunement

WONDROUS ITEMS

Item	Rarity
Amulet of Magic Item Detection	Common
Bag of Ideas	Uncommon
Beads of Elemental Energy	Wondrous item
Belt of Dry Breath	Common
Belt of the Minotaur*	Very rare
Blindfold of Stealth*	Common
Candle of Wonder (Candle of Cold)	Rare
Candle of Wonder (Candle of Darkness)	Uncommon
Candle of Wonder (Candle of Death)	Uncommon
Candle of Wonder (Candle of Quiet)	Uncommon
Candle of Wonder (Candle of Smoke)	Common
Candle of Wonder (Candle of Truth)	Uncommon
Dreamcatcher	Uncommon
Dress of Femininity	Uncommon
Gloves of the Sentinel*	Wondrous item
Heartsworn Necklace	Uncommon
Horn of Plenty	Uncommon
Jacob's Magical Ladder	Uncommon
Scarf of Entanglement	Uncommon
Shoes of Buoyancy	Common
Shoes of Dashing	Uncommon
Staff of Distractions*	Wondrous item
Suit of Masculinity	Uncommon
Zimmer Top	Common

*requires attunement

MAGICAL ITEMS

Below, the various items, potions, and failed experiments Asterik has crafted over the years can be found. Adventurers and other customers are more than welcome to look over the available items, and are sure to find something useful amongst the wares.

INVENTIONS GONE WRONG

Asterik is a genius when it comes to inventing and crafting magical items. He has spent decades perfecting his craft, and his skill is praised from here to the furthest reaches of civilization.

But... not all his inventions are perfect. Occasionally, when experimenting or attempting a new enchantment, the outcome turned out less than desirable. The items below show a handful of these items that don't *quite* work the way they are supposed to, and have now earned a permanent residence on a shelf in the back of Asterik's shop.

AMULET OF MAGIC ITEM DETECTION

Wondrous item, common

This amulet detects the nearest magical item within a range of 100 feet. This includes itself.

BELT OF DRY BREATH

Wondrous item, common

When worn around the waist, you can become amphibious, meaning you can breathe in both air and water. This item does not function while wet.

BLINDFOLD OF STEALTH

Wondrous item, common (requires attunement)

When worn over the eyes, you have advantage on Stealth checks, but you are also blinded and are in danger of becoming disoriented, and your movement speed is halved. When you move or change direction while wearing the blindfold, you must make a DC 15 Perception check at disadvantage. If you fail, the DM rolls 1d8 to determine a random direction you will go.

PHANTOM ARMOR

Armor (plate), rare

This appears to be a full suit of plate armor with a misty, ethereal, appearance. The armor makes no noise when moved, and when carried or worn it seems to weigh nothing. When worn, the armor offers no protection at all.

PHILTER OF FALSETTO

Potion, common

After drinking this potion, you can only speak in an annoying, high pitched, wavering voice. This lasts for four hours. Any Performance checks made in this time that involve your voice in any way are done at disadvantage.

POTION OF FIRE BREATHING

Potion, uncommon

After drinking this potion, fire spurts wildly from your mouth. For one hour, every breath out of your mouth is on fire whether you want it to be or not. Anyone standing within 5 feet in front of you must succeed on a DC 10 Dexterity saving throw or take 1d4 fire damage.

RING OF DIAMOND PROTECTION

Wondrous item, rare

When you put on this ring, you become shining and crystal-like as you instantly turn into a diamond statue. You receive a +40 to your AC. Your speed becomes 0, and you can't move, speak, communicate, or take any actions or reactions.

The effects of this ring can only be reversed with the use of a *remove curse* or *wish* spell.

SHIELD OF INVISIBILITY

Armor (shield), rare

This shield turns you invisible, but only if you put it on the ground and stand on it.

SHOES OF BUOYANCY

Wondrous item, common

These magical shoes float on water and are able to support the weight of a medium or smaller humanoid. However, they are very difficult to balance on properly while traversing a water surface. If you attempt to walk on water with them, you must first succeed on a DC 20 Acrobatics check. If you fail, you fall in the water, feet still floating.

ZIMMER TOP

Wondrous item, common

This spinning top made out of wood and painted in bright colors is enchanted so, when it is set to spin, it cannot fall down as long as someone is looking at it, either through magical or nonmagical means. Once no one is looking at it, the top will fall down after 1d6 turns.

JOURNAL OF MAGICAL COMMISSIONS

Though Asterik is mostly hard at work in his workshop behind the store, his apprentice and cashier, Sylvia Donner, is dutiful in all aspects of her work.

Sylvia keeps a meticulous record of Asterik's Astounding Atrocities current stock, as well as all previous sales and orders made both by local officiates and by faraway lords and ladies.

She is more than willing to let visiting adventurers take a look in the store journal so they might peruse the pages filled with inventive wonder and enchanted creations, and maybe grow inspired to order something of their own.



AMMUNITION OF VAMPIRISM

Weapon (any ammunition), rare

This piece of magic ammunition deals an extra 1d8 necrotic damage when it hits a target. When you hit a target with this ammunition, you regain an amount of hit points equal to the necrotic damage dealt. Once it hits a target, the ammunition is no longer magical.

ARMOR OF WILES

Armor (light, medium, or heavy), rare (requires attunement)

This set of armor has two charges. You may spend one charge to cast *charm person*, and two charges to cast *suggestion*. Both spells have a DC of 13. All expended charges are restored each day at dawn.

BAG OF IDEAS

Wondrous item, uncommon

This small, brown bag looks quite ordinary on the outside, but the inside is so dark that the bottom can't be seen. If you put your hand into the bag, you can feel the bottom but can't see it.

If you have a problem, you can focus on it and drop one gold coin into the bag. The coin then vanishes into the bottom of the bag and cannot be recovered. Once the coin has disappeared, you then gain a +5 bonus to a single Arcana, History, Insight, Investigation, Medicine, Nature, Religion, or Survival ability check needed to solve the problem you are focused on.

If the problem is one that doesn't require an ability check to solve, but instead requires role-playing or something non-skill related, the DM will give you a hint as to the solution.

Once you have used the bag in this way, you cannot do so again until the next dawn.

BEADS OF ELEMENTAL ENERGY

Wondrous item, common

This bead enhances elemental spells, and is found in pouches contained 1d4+2 beads of the same color. When you cast a spell that deals acid, cold, fire, or lightning damage, you can expend a bead as an additional material component, crushing the bead in the process. If you do so, the spell deals one extra die of elemental damage. You can only expend one bead per spell cast, and the energy of the bead must match the damage type of the spell you cast.

The bead can come in four different colors, each corresponding to a specific element.

1d4	Element
1	Acid (Green)
2	Cold (Blue)
3	Fire (Red)
4	Lightning (Yellow)

BELT OF THE MINOTAUR

Wondrous item, very rare (requires attunement)

While wearing this belt, you gain the following benefits:

- Your Strength score increases by 2 to a maximum of 20.
- You have advantage on climbing checks.
- You have advantage on any checks made to recall a path you have previously taken.

In addition, if you move at least 10 feet straight toward a target and hit them with a melee attack on the same turn, you deal an additional 2d4 damage, and the creature must succeed on a DC 13 Strength saving throw or fall prone.

BLADE OF THE VICTOR

Weapon (any sword), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this weapon. In addition, whenever you bring a creature to 0 hit points, you regain 2d6 hit points.

Curse. When you roll initiative, you must succeed on a DC 13 Wisdom saving throw or be filled with a murderous rage, which lasts for one minute. You become unable to discern friend from foe and will seek to destroy everything around you. While raging, you have advantage on Strength checks and Strength saving throws, you do bonus damage equal to your proficiency bonus when making an attack that uses Strength, and you have resistance to bludgeoning, piercing, and slashing damage. You cannot cast spells or use ranged attacks while raging in this way.

CANDLE OF WONDER

Wondrous item, rarity varies by candle

A candle of wonder is a small, thick candle large enough to stand without aid. If you use an action to light the candle, it expends one of the candle's charges and activates the candle's effect. The effect lasts for one minute, or until something blows out the candle. If the candle burns for more than one minute, it expends another charge. A candle has 2d6 charges left when its found.

Candle of Cold (rare). This candle is an icy blue color and is slightly cool to the touch. When lit, all creatures in a 20 foot radius of the candle become slowed. While they are within a 20 foot radius of the candle, the creatures move at half speed and they have disadvantage on Dexterity saving throws and Acrobatics checks.

Candle of Darkness (uncommon). This candle has a strange, oily texture and is so black that it is hard to make out any details in its wax. When lit, the spell *darkness* is cast, centered on the candle's flame.

Candle of Death (uncommon). This candle looks like a regular candle, except it looks as if it has never been lit and there are arcane runes drawn into the sides of it. This candle is unique from other candles of wonder. When lit, the candle will burn continuously without using any fuel or growing any smaller for as long as the creature that lit it is alive. If that creature is ever near death or contracts a fatal illness, the candle will gutter and dim, but it will only



go out when that creature reaches 0 hit points. The candle cannot be extinguished except by magical means. If the creature reaches 0 hit points and is stabilized, or dies and brought back to life, it does not reignite the candle. If the candle is extinguished for any reason, the candle loses all magical property and can't be reused.

Candle of Quiet (uncommon). This candle is a light, gold color and it sheds a faint golden light when lit. When lit, the spell *silence* is cast, centered on the candle's flame.

Candle of Smoke (common). This candle is a gray and thin, and the wax occasionally breaks off in little flakes that turns to smoke before they hit the ground. When lit, the spell *fog cloud* is cast, centered on the candle's flame.

Candle of Truth (uncommon). This candle looks to be the color of bronze, and has a hard, metallic texture. When lit and placed within 5 feet of a target whose name is spoken when the candle is lit, the candle will react to the truthfulness of the target's words. If the target knowingly tells a lie, the candle flares brightly, and a half-lie or slight deception causes the candle to gutter and flicker.

CROSSBOW OF REPEATING

Weapon (any crossbow), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this weapon.

Whenever you make a critical hit against a creature, you can fire one additional bolt against the creature, no action required.

DEATH'S DOOR DAGGER

Weapon (dagger), legendary (requires attunement)

You have +2 to attack and damage rolls made with this dagger. When a creature is unconscious and at 0 hit points, you may make a melee attack against them. If you hit, the creature must make a DC 15 Constitution saving throw, and if it fails, you gain 5 additional hit points. These hit points remain in effect for seven days, until you break attunement with the dagger, or you fall unconscious, whichever comes first.

Regardless of if the creature failed the saving throw or not, the targeted creature dies if you use the dagger in this way.

DOWNDRAFT WHISTLE

Wondrous item, rare

As an action, you can target a flying creature you can see within 500 feet of you and blow on this magical whistle. When you do, you summon a tremendous blast of air that forces the targeted creature closer to the ground. The creature must make a DC 15 Dexterity saving throw. If it fails, it immediately plummets up to 100 feet downward, or half as far on a successful roll. If it hits the ground, it takes 1d6 bludgeoning per 10 feet descended, plus an additional 4d6 bludgeoning damage due to the force of the blast.

DREAMCATCHER

Wondrous item, uncommon

While sleeping within 5 feet of this enchanted dreamcatcher, the sleeper is blessed with a good, restful night's sleep. While sleeping near the dreamcatcher, the creature is immune to dream-affecting spells, such as the *dream* spell. In addition, it cannot be subjected to effects that would affect its dreams, such as a night hag's *Nightmare Haunting* ability or similar effects.

DRESS OF FEMININITY

Wondrous item, uncommon

This dress looks rather unremarkable. If a male character puts on this dress they will slowly start to change, taking on a more female appearance. After one hour of wearing the dress, the character's face will have changed to appear more feminine. Their voice becomes lighter in pitch, their hair grows longer, and any beard they may have will disappear. The effect reads as being transmutation magic if subjected to a *detect magic* spell or similar effect.

After the transformation, the character still looks like themselves, except they now look decisively female. When the dress is taken off, the character immediately reverts back to their original selves. If a female character puts on the dress, no change occurs.

DUSTMAKER

Weapon (any), very rare (requires attunement)

This weapon deals 1d4 necrotic damage in addition to its normal weapon damage.

If this weapon successfully hits a creature wearing nonmagical armor that isn't made of metal, that armor takes a permanent and cumulative -1 penalty to the AC it offers. Armor reduced to an AC of 10 because of this weapon turns to dust and is destroyed.

EDGE OF MADNESS

Weapon (any sword), legendary (requires attunement by a creature with an evil alignment)

You have a +2 bonus to attack and damage rolls made with this sword. When you bring a creature to 0 hit points using this sword, the creature is afflicted with indefinite madness if it regains consciousness.

In addition, if you bring a creature to 0 hit points using this sword, you have advantage on your next attack roll.

FEYSLAYER

Weapon (any), rare (requires attunement)

You have a +2 bonus to attack and damage rolls made with this weapon. When you hit a fey creature with this weapon the attack deals 1d8 extra damage.

GLOVES OF THE SENTINEL

Wondrous item, uncommon (requires attunement)

You have advantage on opportunity attacks while wearing these magical gloves.

GOGGLES OF FAR SIGHT

Wondrous item, rare

While wearing these goggles, you have the ability to see five times as far as you normally can. This affects darkvision and truesight as well as normal vision. In addition, when using a ranged or thrown weapon, you are not at disadvantage when attempting to hit a target beyond normal range.

HEARTSWORN NECKLACE

Wondrous item, uncommon

Usually a gift between lovers, this necklace always comes in a pair to be shared between two people. The first time this necklace is put on, it locks itself to the life force of the creature wearing it.

While both of the creatures who are wearing the necklaces of the same pair are alive, the necklaces will be warm to the touch and give off a faint glow. If one of the wearers of the necklace dies, the necklace will become cool and stop glowing.

HORN OF BEASTS

Wondrous item, rare

This horn has a simple and rustic design with different depictions of animals along its side.

Using an action you can blow the horn and call on the assistance on all beasts of CR 1 or lower that are within 500 feet of you. The beasts will arrive continuously, the first ones arriving after one round and the last ones arriving after one minute. For ten minutes, starting when you first blow the horn, the beasts will be charmed by you and will not attack each other.

While the animals are near you, you can set a non-combat related task for them to do. They will perform the task to the best of their ability, provided that the task is within their physical capabilities.

If a beast is injured or harmed while under the effect of the horn, it will flee. Once the 10 minutes have passed, all the beasts will quickly disperse.

Once you have used the horn, you cannot do so again until the next dawn.

HORN OF PLENTY

Wondrous item, uncommon

By speaking its command word, this large goat's horn produces enough raw fruit, vegetables, and grain to feed six medium sized humanoids. The food remains in existence for one hour, and if it has not been eaten by then, it will disappear.

Once the horn has produced food in this way, it cannot do so again until the next dawn.

HURRY CANE

Weapon (quarterstaff), rare (requires attunement)

What looks like a simple walking cane is actually a folded together weapon. Using a bonus action, you can unfold the cane into a quarterstaff. While folded to look like a walking



cane, a creature must succeed on a DC 15 Investigation check to find anything unusual about the cane.

In addition, you can tap the end of the cane against the ground as an action and cast *haste* on yourself. Once you have used the cane in this way, you can't do so again until the next dawn.

JACOB'S MAGICAL LADDER

Wondrous item, uncommon

This 15 foot ladder can be folded together to be only 3 feet tall. As an action, you may place the ladder against a wall, across a gap, or at an angle to create a staircase. Once the command word has been spoken, the ladder freezes in place and will not move, even if nothing is holding it up.

The ladder can still be broken if subjected to damage that would break a normal ladder.

LUCKY WEAPON

Weapon (any), rare (requires attunement)

This weapon gives you a +1 bonus to attack and damage rolls. Once per day, you may choose to reroll one failed attack roll and you must use the second result.

OIL OF BRITTLENESS

Potion, very rare

By pouring this oil out over any kind of metal object, no matter how hard, you can cause it to become as fragile as glass. This change is permanent.

You can affect up to 500 pounds of metal with the oil. Once the metal has been affected by the oil, it cannot be reversed by anything other than a *wish* spell. If the targeted object is magical, the oil has no effect.

PHILTER OF FERTILITY

Potion, uncommon

After drinking this potion, you become incredibly fertile. The next time you attempt to become pregnant or make someone else pregnant, there is a 95 % chance that you will succeed.

POTION OF GOOD LUCK

Potion, uncommon

After drinking this potion, you are filled with luck and good fortune. You automatically succeed on the next saving throw you make within the next 24 hours.

POTION OF ILL FORTUNE

Potion, uncommon

After drinking this potion, you are filled with misfortune and ill luck. You automatically fail the next saving throw you make within the next 24 hours.

POTION OF PREPAREDNESS

Potion, uncommon

After drinking this potion, you are filled with energy. For the next 8 hours, you can't take any levels of exhaustion from any source.

RING OF SILVER TONGUES

Wondrous item, rare

While wearing this ring, you have advantage on Persuasion and Deception checks.

Curse. This ring, actually called the Ring of Thilver Thongs, does not grant advantage on Persuasion and Deception checks. This ring was supposed to grant the wearer the benefit of a silver tongue, making them more charismatic, but instead it makes the wearer speak with a heavy lisp. You have disadvantage on Charisma checks as long as you are wearing the ring. The ring cannot be removed after it has been put on without using either the *remove curse* or the *wish* spell.

RING OF LOVELY SPARKLES

Wondrous item, rare (requires attunement)

This ring of polished brass is decorated with tiny beads of colored glass, catching and reflecting the light.

This ring has 5 charges, and it regains 1d2+1 charges every day at dawn. While wearing this ring, you can use an action and one charge to call forth a bright ray filled with shining motes of silver and golden lights. One creature you can see within 15 feet of you must make a DC 13 Constitution saving throw. On a failed save it takes 2d8 radiant damage and is blinded until the beginning of its next turn. If the targeted creature is an undead or a fiend, it has disadvantage on the saving throw.

You can expend multiple charges when using this ring. You do an additional 1d8 radiant damage for every charge you spend after the first.

SCARF OF ENTANGLEMENT

Wondrous item, uncommon

As an action, you can unfurl the scarf and crack it like a whip, targeting a creature within 30 feet of you. The creature must succeed on a DC 13 Dexterity saving throw or be restrained by the scarf. If the creature succeeds, the scarf lands on the ground next to it. If it fails, the creature may repeat the saving throw at the beginning of each of its turns, freeing itself on a successful save.

SHIELD OF THE DARK VOID

Armor (shield), legendary (requires attunement)

This dark shield shimmers and reflects nearby light sources, and is dotted with little glittering sparks, almost like stars. While wearing this shield, you have a +2 to your armor class in addition to the benefit granted by a normal shield.

As a bonus action, you can let the dark void that exists in the shield envelop your body, granting you additional protection for one minute. While enveloped, you are immune to radiant damage and to being blinded, and you have advantage on saving throws to resist effects that would charm or confuse you. Once you have used the shield in this way, you can't do so again until the next dawn.

SHOES OF DASHING

Wondrous item, uncommon

While you are wearing these enchanted boots, you can take the Dash action as a bonus action. However, when you use the boots in this way you must first succeed on a DC 10 Dexterity saving throw. If you fail this saving throw, you do not dash, and you instead fall prone where you stand. 1

STAFF OF DISTRACTIONS

Wondrous item, rare (requires attunement)

This staff has 5 charges and it recharges 1d3+1 charges every dawn. When a creature you can see makes an attack roll, you can use your reaction and expend one charge to give the creature disadvantage on the attack roll.

STALWART SWORD

Weapon (any sword), uncommon

The core of this blade has been enhanced to never bend, no matter the duress it is put under. When you make a Strength, Dexterity, or Constitution saving throw that aims to move you against your will, you can use your reaction to give yourself advantage on the roll, as the sword is embedded in the ground, giving you aid.

SUIT OF MASCULINITY

Wondrous item, uncommon

This suit looks rather unremarkable. If a female character puts on this suit they will slowly start to change, taking on a more male appearance. After one hour of wearing the suit, the character's face will have changed to appear more masculine. Their voice becomes deeper in pitch and they will begin to grow light facial hair. The effect reads as being transmutation magic if subjected to a *detect magic* spell or similar effect.

After the transformation, the character still looks like themselves, except they now look decisively male. When the suit is taken off, the character immediately reverts back to their original selves. If a male character puts on the suit, no change occurs.

SUNBOW

Weapon (any bow), rare (requires attunement)

This bow has three charges, which it recharges every day at dawn. You can expend a charge as part of an attack to light up a fired arrow with a blinding shine. If the attack hits a creature, you deal an additional 1d10 radiant damage to it and the creature must succeed on a DC 13 Constitution saving throw or become blinded until the beginning of your next turn.

WEAPON OF DETECTION

Weapon (any), rarity varies (requires attunement)

Special runes carved into this weapon remain dark until triggered. When a certain type of creature comes within 100 feet of the weapon, the runes on the weapon will light up in response.

Weapon of Humanoid Detection (uncommon). This weapon has simple runes that light up when a certain type of humanoid is near.

1d6	Type of Humanoid
1	Drow
2	Gnoll
3	Goblinoid
4	Kobold
5	Lycanthrope
6	Orc

Weapon of Monster Detection (rare). This weapon has complex runes that light up when a certain type of monster is near.

1d8	Type of Monster
1	Aberration
2	Celestial
3	Dragon
4	Elemental
5	Fey
6	Fiend
7	Giant
8	Undead

WEAPON OF CONFUSION

Weapon (any), very rare (requires attunement)

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

This weapon has three charges, and it recharges all expended charges every day at dawn. You can expend a charge when you hit a creature with a weapon attack. In addition to the weapon damage, the creature must make a DC 15 Constitution saving throw. If it fails, the creature becomes confused and you roll 1d4. If you rolled a 1-2, on its turn the creature can't move or take actions. If you rolled a 3-4, on its turn the creature makes a melee attack against a random target that is within reach.

The creature can repeat the saving throw at the end of each of its turns to end the confusion. Otherwise, the effect lasts for one minute.

WEAPON OF FRIGHTENING RESTRAINT

Weapon (any), rare (requires attunement)

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

Whenever you roll minimum damage on a damage roll made with this weapon, the target of your attack must make a DC 13 Wisdom saving throw. On a failed save, the creature becomes frightened of you until the end of its next turn.

WOLFSONG

Weapon (any), rare (requires attunement)

As long as you have this weapon drawn, no beast will attack you or any ally who is within 15 feet of you unless you attack the beast first.

