

CAULDRON OF PLENTY

This cauldron is made of thick copper that has turned green with age. It is 4 feet wide, has a mouth 3½ feet in diameter, weighs 50 pounds, and can hold up to 30 gallons of liquid.

Embossed on its bulging sides are images of satyrs and nymphs in repose, holding ladles. The cauldron comes with a lid and has side handles. It sits on five little clawed feet that keep it from tipping.

If water is poured into the cauldron and stirred for 1 minute, it transforms into a hearty, hot stew, which can provide one nourishing meal for up to four people per gallon. The stew remains hot while in the cauldron, then cools naturally after it is removed. The outside of the cauldron remains safe to touch despite the heat of the stew.

The cauldron can create stew three times. It then ceases to function until the next dawn, when it regains all its uses.

WONDROUS ITEM, RARE

BAG OF TRICKS

This ordinary bag made from gray cloth appears empty. Reaching inside the bag, however, reveals the presence of a small, fuzzy object. The bag weighs 1/2 pound.

You can use an action to pull the fuzzy object from the bag and throw it up to 20 feet. When the object lands, it transforms into a creature you determine by rolling a d8 (1: Weasel; 2: Giant rat; 3: Badger; 4: Boar; 5: Panther; 6: Giant Badger; 7: Dire Wolf; 8: Giant Elk).

The creature is friendly to you and your companions, and it acts on your turn. You can use a bonus action to command how the creature moves and what action it takes on its next turn, or to give it general orders, such as to attack your enemies. In the absence of such orders, the creature acts in a fashion appropriate to its nature.

Once three fuzzy objects have been pulled from the bag, the bag can't be used again until the next dawn.

WONDROUS ITEM, UNCOMMON

PEARL OF POWER

While this pearl is on your person, you can use an action to speak its command word and regain one expended spell slot. If the expended slot was of 4th level or higher, the new slot is 3rd level. Once you use the pearl, it can't be used again until the next dawn.

WONDROUS ITEM, UNCOMMON
REQUIRES ATTUNEMENT BY A SPELLCASTER

WAND OF THE WAR MAGE



While holding this wand, you gain a +1 bonus to spell attack rolls. In addition, you ignore half cover when making a spell attack.

WAND, UNCOMMON
REQUIRES ATTUNEMENT BY A SPELLCASTER

POTION OF RADIANT RESISTANCE



When you drink this potion, you gain resistance to radiant damage for 1 hour.

POTION, UNCOMMON

POTION OF VITALITY



When you drink this potion, it removes any exhaustion you are suffering and cures any disease or poison affecting you. For the next 24 hours, you regain the maximum number of hit points for any Hit Die you spend. The potion's crimson liquid regularly pulses with dull light, calling to mind a heartbeat.

POTION, VERY RARE

POTION OF INVISIBILITY



This potion's container looks empty but feels as though it holds liquid. When you drink it, you become invisible for 1 hour. Anything you carry or carry is invisible with you. The effect ends early if you attack or cast a spell.

POTION, VERY RARE

RING OF WARMTH



While wearing this ring, you have resistance to cold damage. In addition, you and everything you wear and carry are unharmed by temperatures as low as -50 degrees Fahrenheit.

RING, UNCOMMON
REQUIRES ATTUNEMENT

HELMET OF ABSORPTION



Cold mist oozes from this magic helmet.

Airy. This helmet is unnaturally light, weighing only one tenth of its usual weight. If applied to armor, the armor has no Strength requirement.

Absorption. When you take acid, cold, fire, lightning, or thunder damage while wearing this helmet, you can choose to take no damage instead. Once used, this property can't be used again until the next dawn.

WONDROUS ITEM, UNCOMMON
REQUIRES ATTUNEMENT

BREASTPLATE OF WARNING



This magic breastplate is inscribed with draconic glyphs.

Warning. This breastplate is created to warn against dragons. When a dragon is within 120 feet of this breastplate, it glows with a dull, red light.

ARMOR (BREASTPLATE), COMMON

FLAMING LONGSWORD



The blade of this magic longsword is painted a fierce crimson red.

Flaming. When you hit with an attack using this longsword, the target takes an extra 1d4 fire damage.

LONGSWORD, UNCOMMON

SHIELD OF AGATHYS



This shield is crafted from black ice harvested from Agathys, sixth layer of Carceri.

Temperate. While wearing this shield, you suffer no harm in temperatures as cold as 20° Fahrenheit or as warm as 120° Fahrenheit.

Agathys, Greater. This shield has 5 charges. While wearing it, you can expend 1 or more of its charges as an action to cast *armor of Agathys* (1 charge per spell level) or *fire shield* (4 charges, cold version only). The shield regains all expended charges daily at dawn.

ARMOR (SHIELD), RARE
REQUIRES ATTUNEMENT

FREEZING WIND



This magic longbow is decorated with feathers from arctic birds.

Wind. While carrying this longbow, you can cast *gust*. Once used, this property can't be used again until the next dawn.

Freezing, Greater. When you hit with an attack using this longbow, the target takes an extra 1d6 cold damage and its speed is reduced by 10 feet (to a minimum of 10 feet) until the start of your next turn.

LONGBOW, RARE

ASCETIC'S GLOVES



These magic gloves are crafted to defend their wearer from both arctic winds and unseen attacks.

Ascetic's. While wearing these gloves, you gain a +1 bonus to AC if you are wearing no armor and using no shield.

Marid's, Greater. While wearing these gloves, you have resistance to cold damage and a swimming speed equal to your walking speed.

WONDROUS ITEM, VERY RARE
REQUIRES ATTUNEMENT

RAPIER OF THE CREEPING COLD



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

Creeping Cold. This rapier can hold up to 3 charges. Once per turn, when you hit a hostile creature with this rapier, it gains 1 charge. While carrying the weapon, you can expend its charges to cause the following effects:

- When an attacker that you can see hits you with an attack, you can expend 1 its charges to reduce the attack's damage by 1d8 for each charge expended.
- You can expend 3 charges as an action to cast *ice storm* (save DC 13).

If the weapon hasn't been used to make an attack against a hostile creature for 1 minute, it loses all its charges.

RAPIER, RARE
REQUIRES ATTUNEMENT

FROST GIANT'S GIRDLE



While of simple make, this magic girdle radiates strength.

Prodigy's. While wearing this belt, your Strength score increases by 1, to a maximum of 22.

Steady. While wearing this belt, you have advantage on ability checks and saving throws made to avoid being shoved back, knocked prone, or losing your balance.

WONDROUS ITEM, RARE
REQUIRES ATTUNEMENT