


5E A DM'S GUILD SUPPLEMENT

A woman with her hair in a braid, wearing a white long-sleeved dress with colorful floral embroidery and a rainbow sash, stands by a body of water. She is smiling and holding a leafy branch over her head with both hands.

ITEMS FOR SOCIAL ENCOUNTERS

OR CREATIVE COMBAT
BY RCXCHAN



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CHANGELOG

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BACKWARDS BOOTS

Wondrous item, common, minor

These steel-capped leather boots look sturdily constructed, but otherwise ordinary. While you are wearing the backwards boots, you leave tracks that appear to be going in the opposite direction. You may choose up to 6 other willing creatures to share this effect while they are within 30 feet of the boots.

BITE VALVED BLADDER

Adventuring gear

This gear comprises a watertight bladder with capacity for 1 potion, connected by a 3 foot tube to a valved that can be opened by biting down on it. The bladder has a strap that can attach it to your back or belt.

You can spend one action to fill the bladder with 1 potion. While the bladder is on your person, you can use a bonus action to bite the valve and consume the potion through suction.

CHALET IN A CHALICE

Potion, very rare, minor

When you drink this potion, you gain all the effects of a long rest. Drinking it gives you the sensation of crisp sheets against your skin and satiates your hunger, as if from a hearty meal.



COIN PURSE OF AWAKENING

Wondrous item, rare, minor

You may place a coin in this velvet purse, upon which the purse clasps shut. After 24 hours, the coin becomes an awakened coin with the statistics listed below. It chews its way out of the now nonmagical purse.

Limbs, wings, weapons and other symbols depicted on its sides become usable. The awakened coin uses its heads face to sense and speak, typically taking on a persona similar to that of the figure depicted. It retains a shadowy memory of where it has been before it was awakened. It may move independently by hopping or rolling.

The awakened coin is charmed by you for 30 days or until you or your companions do anything harmful to it. When the charmed condition ends, the awakened coin chooses whether to remain friendly to you, based on how you treated it while it was charmed.

ANIMATED OBJECT

AWAKENED COIN

Tiny construct, neutral

Armor Class 11

Hit Points 20 (8d4)

Speed 0 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	12 (+1)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Skills History +2

Damage Immunities poison

Damage Resistances necrotic, thunder; bludgeoning, piercing, and slashing from nonmagical weapons

Condition Immunities paralyzed, petrified, poisoned

Senses passive Perception 10

Languages any three languages

Challenge 1/8 (25 XP)

Antimagic Susceptibility. The coin is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the coin must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the coin remains motionless, it is indistinguishable from a normal coin.

ACTIONS

Slam. *Melee Weapon Attack:* +3 to hit, reach 5 ft., one target.

Hit: 1 bludgeoning damage.



COMB OF AWAKENING

Wondrous item, rare, major

This ornate silver comb is strangely warm. After spending a minute brushing your hair, all the hair on your head collectively becomes one sentient creature, with the statistics listed below. At the DM's discretion, it may have randomly rolled mental statistics. After it awakens hair, the comb becomes magically inert for 1 year.

AWAKENED BODY PART

AWAKENED HAIR

Tiny monstrosity, unaligned

Armor Class special

Hit Points special

Speed 0 ft.

STR	DEX	CON	INT	WIS	CHA
4 (-3)	10 (+0)	10 (+0)	10 (+0)	10 (+0)	10 (+0)

Senses blindsight 5 ft. (blind beyond this radius), passive Perception 10

Languages telepathy 0 ft., understands the languages of its creator, but can't speak

Challenge 0 (10 XP)

Antimagic Susceptibility. The hair is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the hair must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

Awakened. Hair on the head longer than 1/8" is part of the awakened hair, and as long as some of this remains, the awakened hair is alive with continuity of consciousness. If all facial hair is below this length, the awakened hair dies and remains until dead reawakened or resurrected.

Body part. The awakened hair remains part of the creature on whose head it grows, sharing its hit points and armor class. It does not occupy a discrete position in combat. Its reach is equal to its length.

The awakened hair has its own personality and motivations. It may name itself after some of its preferred attributes, such as on the table below. Typically, hair is vain and capricious. It does not feel pain and may have little empathy. At the DM's

discretion, the awakened hair may have any number of the following personality traits.

d20 Personality Traits

1	Bigoted	11	Loyal
2	Brave	12	Neurotic
3	Cowardly	13	Playful
4	Cruel	14	Shy
5	Cynical	15	Spiritual
6	Flamboyant	16	Tidy
7	Friendly	17	Righteous
8	Grim	18	Romantic
9	Inquisitive	19	Rude
10	Kind	20	Vengeful

d20 Sample Names

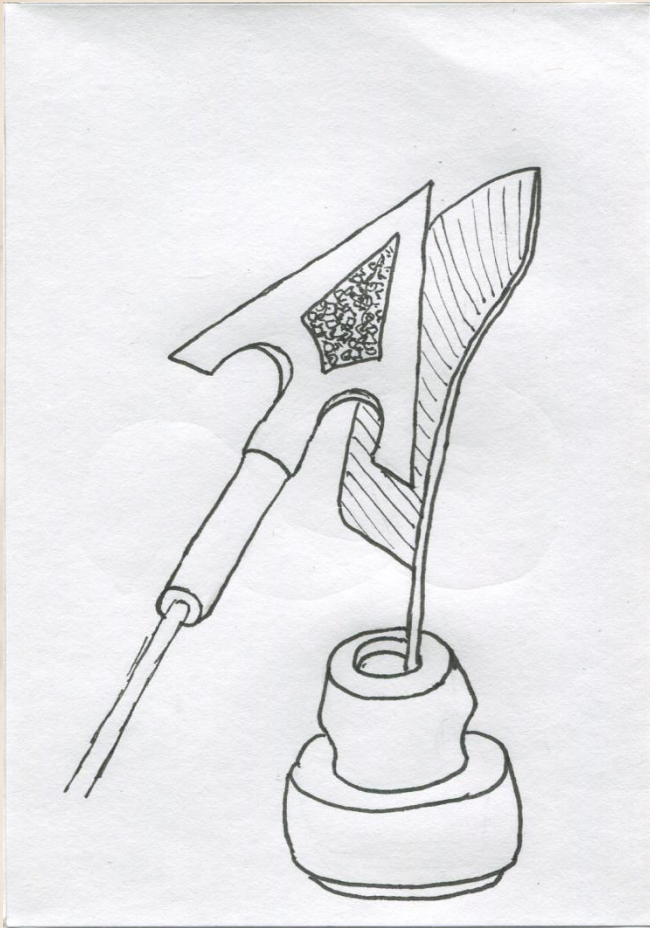
1	Crown	11	Sheen
2	Dazzle	12	Shimmer
3	Fine	13	Silk
4	Flow	14	Lustre
5	Fox	15	Mane
6	Frizz	16	Matte
7	Gleam	17	Marvel
8	Gloss	18	Pretty
9	Grace	19	Wave
10	Sharp	20	Wire



CONVIVIAL CHALICE

Wondrous item, common, minor

This pewter drinking goblet is patterned with scenes of revelry. If a drink is shared from the chalice, when the last drop is finished, every creature that shared the drink makes a DC 17 Wisdom saving throw. Each creature that fails is charmed for 1 minute by every other creature that shared the drink. The charmed condition ends against a creature that does something harmful to the charmed creature, or has companions that do so.



DIPLOMAT'S BARBS, +1, +2 OR +3

Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3), minor

This ammunition's steel bodkin head is inlaid with polished quartz. As you fire the ammunition, you may whisper a message. If hit, the target (and only the target) hears the message and can reply in a whisper that only you can hear.

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

A full quiver typically holds 20 barbs.



DUCK OF MANY THINGS

Wondrous item, common, minor

This pocket-sized duck figurine is made of glazed stone. While holding the duck, you can use a bonus action to make a quacking sound, activating its stored

magic, causing it to disintegrate and generate one of the following effects of your choice:

Braised. 5 rations appear.

Dinghy. A duck-prowed wooden rowboat and a paddle appear in an unoccupied space within 15 feet. The rowboat can accommodate one small creature or one uncomfortable medium creature. Once created, these are mundane material objects.

Duck! Any number of willing creatures of your choice within a 15 foot radius fall prone immediately.

Echoless. All echoes within a 50 foot radius are suppressed for 1 minute. Creatures whose blindsight relies on echolocation are unable to use it while within the affected area.

Webbing. You gain a swim speed of 25 feet for 1 minute.

ELIXIR OF COMMON MIND

Potion, uncommon, minor

When you drink this potion, you feel compelled to shared it with the nearest creature (That creature is under no special compulsion to accept it). You may choose to make a DC 10 Wisdom saving throw to resist the compulsion to share.

Up to five creatures may share the effects of one potion and a trace amount ingested orally is sufficient for a dose.

Once multiple creatures drink this potion, each creature gains the effect of the *detect thoughts* spell (DC 17), except the target must be a creature affected by the same dose of elixir. Creatures may choose to willingly forgo their save against the *detect thoughts* spell.

This syrupy solution is effervescent and the bubbles coalesce as they slowly rise through the conical bottle. While developed for use among academics, elixirs are notoriously popular for lovers, interrogations and lovers' interrogations.

EMPATHIC VELLUM

Wondrous item, common, minor

This 1 foot square sheet of uterine vellum has been flawlessly prepared. As you write on it, you feel your emotions drawn out and heightened. You may make imbue each line you write with a distinct emotional state. When your words are read, the reader must succeed on a DC 15 Charisma saving throw or experience the imprinted emotions as they read. They may choose to willingly forgo this saving throw. While the recorded emotional states may include powerful negative states such as grief, confusion or hate, these are experienced with a layer of distance and ordinarily do not inflict damage or spell-like effects.

The magic that reads emotion is expended within an hour of the vellum first being written on. The magic that reproduces recorded emotions lasts until the ink fades, or the item is targeted by *dispel magic*.



EPAULETTES OF MORALIZING

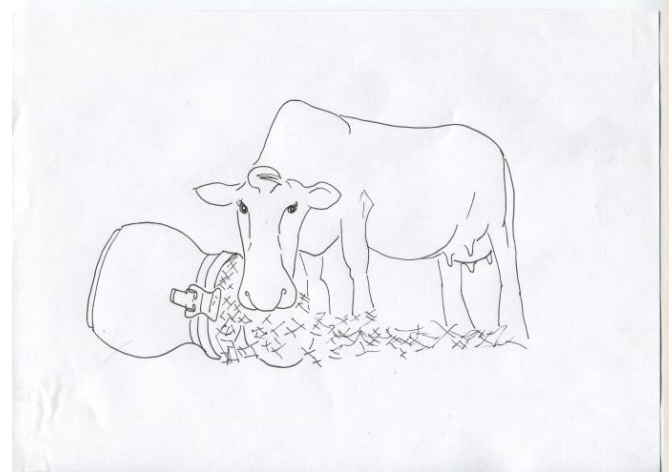
Wondrous item, common, minor

When affixed to your shoulders, the epaulettes self activate at moral junctures. You can also use a bonus action to touch them to activate them manually once per short rest.

When activated, two illusions appear, one on each shoulder, scaled to 1 foot in height. The illusions can be seen and heard by the wearer only. The illusions are projections of specific creatures on another plane and the same two will appear each activation if they are able. The creatures attempt to advise the wearer of what they believe is the wearer's best course of action according to their own ethos. If the usual creature is unavailable when the epaulettes activate, another creature of the same type will replace it.

The creature types may be determined on the table below, by rolling 1d6 twice and rerolling duplicates.

d6	Creature	Alignment
1	Archon	Lawful good
2	Noble Eladrin	Chaotic good
3	Decaton	Lawful neutral
4	Gray Slaad	Chaotic neutral
5	Chain Devil	Lawful evil
6	Glabrezu	Chaotic evil



FARMER'S FRIEND

Wondrous item, uncommon, minor

This rustic earthenware pot with a dull brass latch emits agricultural smells and weighs 25 pounds whether full or empty.

You can use an action and name one substance from the table below to cause the pot to produce the chosen substance. Afterward, you can unlatch the lid as an action and scoop the substance out or pour up to 20 pounds per minute. The pot can produce up to 60 pounds of substances in any combination, upon which it is empty until the next dawn.

Substances Available

Bat guano
Bone meal
Cattle manure
Chicken litter
Sea bird guano
Silage

FIGURINE OF PERFIDIOUS POWER

Wondrous item, rarity by figurine, major, cursed

A figurine of perfidious power is a tiny statuette of a creature.

If you attempt to learn the figurine's properties through experimentation or a short rest, make a hidden DC25 Intelligence (Arcana) skill check. If successful, it is identified. Otherwise, it appears to have the properties of a Figurine of Wondrous Power (Dungeon Master's Guide, pp.169-170).

As a statuette, the figurine is a magically animated golem that does not move while observed. If you use an action to disturb the golem, such as toppling it over or dropping it on the ground, the golem becomes a living creature. If the space where the creature would appear is too small for it, the golem imperceptibly

changes its trajectory to the closest suitable space, or if unable, it does not become a creature.

While it is a creature, the figurine is friendly to you and your companions, understands your languages and obeys your spoken commands. If you issue no commands, the creature defends itself but takes no other actions. See the *Monster Manual* for the creature's statistics. The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its golem form. It reverts to a golem early if it drops to 0 hit points or if you use an action to speak a command word while touching it. When the figurine becomes a golem again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Ebon Raven (Uncommon). This figurine can become a jet black raven (*Monster Manual*, p.335) for up to 12 hours. Once it has been used, it can't be used again until 2 days have passed. While in raven form, the figurine allows you to cast the *animal messenger* spell on it at will. In its statuette form, this figurine is an Avarice Golem.

Avarice Golem. This ebony statuette acts inanimate if it believes it can be observed. Otherwise, it seeks out shiny objects such as coins, gems and jewelry. It attempts to hide its prizes in a "nest" of its making, such as within the inner lining of a jacket, a deep pocket of a backpack or an unresponsive space within a bag of holding. If the golem is defeated, the figurine can still be activated, but it is inert in statuette form.



ANIMATED OBJECT

AVARICE GOLEM

Tiny construct, chaotic neutral

Armor Class 14

Hit Points 1 (1d4 - 1)

Speed 10 ft., fly 50ft.

STR	DEX	CON	INT	WIS	CHA
6 (-2)	15 (+2)	8 (-1)	1 (-5)	12 (+1)	1 (-5)

Skills Sleight of hand +4, Stealth +4

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 11

Languages —

Challenge 0 (10 XP)

Antimagic Susceptibility. The golem is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the golem remains motionless, it appears as an ebony statuette of a raven.

ACTIONS

Beak. *Melee Weapon Attack:* +4 to hit, reach 5 ft., one target.

Hit: 1 piercing damage.

Gauzegilded Pixie (Rare). For up to 24 hours, this figurine can become a pixie (*Monster Manual*, p.253) clad in shimmering woven gold thread. While it is friendly to you, it is playful and conflict-averse and may not obey your commands to the letter. Once it has been used, it can't be used again until 7 days have passed. In its statuette form, this figurine is a Guile Golem.

Guile Golem. This gilded wooden statuette acts inanimate if it believes it can be observed. Otherwise, it tries to secretly play pranks on all around it. It refrains from doing serious harm, though is not above physical comedy. If the golem is defeated, the figurine can still be activated, but it is inert in statuette form.



ANIMATED OBJECT

GUILE GOLEM

Tiny construct, chaotic good

Armor Class 15

Hit Points 1 (1d4 - 1)

Speed 10ft., fly 30 ft

STR	DEX	CON	INT	WIS	CHA
2 (-4)	20 (+5)	8 (-1)	1 (-5)	10 (+0)	15 (+2)

Skills Deception +4, Sleight of hand +7, Stealth +7

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 0 (10 XP)

Antimagic Susceptibility. The golem is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the golem remains motionless, it appears as a gilded statuette of a pixie.

Innate Spellcasting. The golem's innate spellcasting ability is Charisma (spell save DC 12). It can innately cast the following spells, requiring only its gold dust as a component:

At will: *druidcraft*

1/day each: *dancing lights*, *detect thoughts*, *fly*, *mage hand*, *minor illusion*, *phantasmal force*, *prestidigitation*

ACTIONS

Superior Invisibility. The golem magically turns invisible until its concentration ends (as if concentrating on a spell). Any equipment the golem wears or carries is invisible with it.

Vitreous Will-o'-Wisp (Rare). This glass ball pulses with eerie dim light. For up to 24 hours, this figurine can become a will-o'-wisp (Monster Manual, p.301). Once it has been used, it can't be used again until 7 days have passed. In its statuette form, this figurine is an Malice Golem.

Malice Golem. This crystal ball statuette acts inanimate if it believes it can be observed. Otherwise, it tries to secretly inflict harm on all around it. If the golem is defeated, the figurine can still be activated, but it is inert in statuette form.



ANIMATED OBJECT

MALICE GOLEM

Tiny construct, chaotic evil

Armor Class 19

Hit Points 22 (9d4)

Speed 0ft., fly 50 ft (hover)

STR	DEX	CON	INT	WIS	CHA
1 (-5)	28 (+9)	8 (-1)	1 (-5)	10 (+0)	1 (-5)

Skills Sleight of hand +11, Stealth +11

Damage Vulnerabilities bludgeoning

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 10

Languages —

Challenge 1 (200 XP)

Antimagic Susceptibility. The golem is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the golem must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the golem remains motionless, it appears as a crystal ball.

Innate Spellcasting. The golem's innate spellcasting ability is Wisdom (spell save DC 12). It can innately cast the following spells, requiring no spell components:

At will: *create bonfire*, *mage hand*, *prestidigitation*

1/day each: *confusion*, *pyrotechnics*, *shatter*, *soul cage* (using itself as the cage)

Spherical. The golem can't wear or carry anything.

Variable Illumination. The golem sheds bright light in a 5-to 20-foot radius and dim light for an additional number of feet equal to the chosen radius. The golem can alter the radius as a bonus action.

ACTIONS

Shock. *Melee Spell Attack:* +4 to hit, reach 5 ft., one creature.

Hit: 9 (2d8) lightning damage.

Invisibility. The will-o'-wisp and its light magically become invisible until it attacks or casts a spell, or until its concentration ends (as if concentrating on a spell).

FULLY RETRACTABLE LADDER

Wondrous item, uncommon, minor

Speaking its activation word allows this ladder to magically retract and extend in 3 dimensions. It weighs 25lbs per 10 feet and changes weight based on its current dimensions. It may be as small as an inch cube, or as large as 6" by 2' by 50'.



GOURMAND'S PLATE

Wondrous item, uncommon, major

This silver dish is engraved with flowing designs featuring exotic plants and animals. It has 5 charges for the following properties. It regains 1d4 + 1 expended charges daily at dawn. If you expend the its last charge, roll a d20. On a 1, the plate tarnishes and its magic is lost.

Identify. While within 5 feet of the plate, you can use an action to expend 1 charge to cast identify targeting a small edible item on the plate. If you target anything else, the spell fails.

Detect Poison and Disease. While holding the plate, you can use an action to expend 1 charge to cast *Detect Poison and Disease*.

GRANDMASTER'S LEGACY

Wondrous item, uncommon, major, cursed

These supple well-worn gloves are suited for fine work. They are enchanted with the finesse and artistry of a particular craftsman, whose tool of choice may be found on the table below.

d20	Artisan's Tools
1	Alchemist's supplies
2	Brewer's supplies
3	Calligrapher's Supplies
4	Carpenter's tools
5	Cartographer's tools
6	Cobbler's tools
7	Cook's utensils
8	Glassblower's tools
9	Jeweler's tools
10	Leatherworker's tools
11	Mason's tools
12	Painter's supplies
13	Potter's tools
14	Smith's tools
15	Tinker's tools
16	Weaver's tools
17	Woodcarver's tools
18-20	Roll

While wearing these gloves, you gain a bonus of +5 to any ability checks you make using the craftsman's preferred tools, replacing any other bonus. When the

gloves touch the tools of choice, you lose control of your hands, which follow the habitual motions of the original craftsman. At the outset of the work, you can make a DC 15 Charisma ability check to attempt to communicate your intentions to the gloves, which otherwise make what they deem fitting.

The gloves down the tools and you regain control of your hands under the following conditions: the gloves are satisfied with their work; the gloves have performed 3 hours of work; the gloves are forcibly removed by a successful grapple, with the gloves using your Strength (Athletics) or Dexterity (Acrobatics) check; or if the gloves are destroyed.



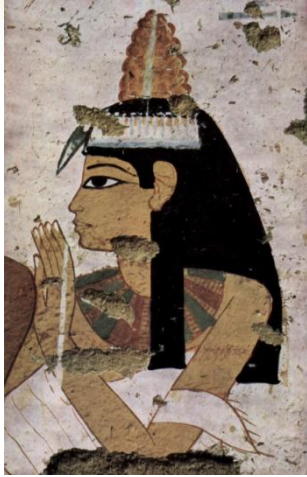
HALTER OF LOOSE LIPS

Wondrous item, uncommon, minor

This plain hemp cord is worn tied high around the neck. It has 3 charges. It regains 1d3 expended charges daily at dawn.

If you have just spoken to a creature, you can use a bonus action to press the halter to your throat and expend a charge targeting that creature. That creature makes a DC15 Wisdom (Insight) check. If it fails, it is unable to recall what it just heard you say, thinking it heard you cough, swallow or clear your throat. A creature that succeeds on its check hears as normal and makes a Wisdom (Insight) check contested by your Dexterity (Sleight of Hand) or Charisma (Deception) (your choice). If it succeeds, it knows you tried to deceive it with a magic item.

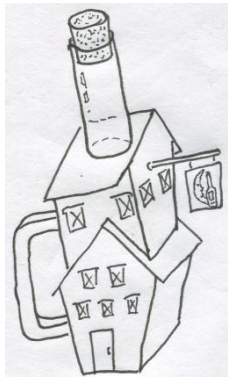
The halter may not mask more than 50 words per use or words that have already been verbally replied to, nor may it mask words spoken more than 5 rounds (30 seconds) ago. It has no effect on verbal spell components or magical activations. Creatures immune to being charmed are unaffected by the halter.



HEADPIECE OF PERFUMES

Wondrous item, common, minor

The headpiece is a melting wax cone worn atop the head. When activated, it constantly emanates a scent of your choosing, detectable within a 10 foot radius. You may generate any scent you know and remember. The accuracy of the scent depends on how well you could perceive it. Creatures smelling this scent can establish that the scent is artificial with a successful Wisdom (Perception) check opposed by your Wisdom (Perception) check, applying the keen senses ability as appropriate. You can activate or deactivate the headpiece with a bonus action. You may change the scent produced each time the headpiece is turned on.



INN IN A BOTTLE

Potion, uncommon, minor

When you drink this potion, you gain all the effects of a short rest. This potion's liquid resembles the taste and color of cheap mead. Drinking it fills your ears with the distant murmur of merry voices and clinking goblets.

INSTRUMENT OF THE ABECEDARIAN

Wondrous item, common, minor

This instrument is brightly painted and adorned with musical reference tables. It is fitted with mechanical and magical aids to make playing it easier for a novice. While playing this instrument, you gain proficiency with it.

The type of instrument may be randomly determined from the table below.

d20 Instruments			
1	Bagpipes	11	Lizard
2	Bladder pipe	12	Lute
3	Crumhorn	13	Lyre
4	Drum	14	Pan flute
5	Dulcimer	15	Psaltery
6	Dulcian	16	Sacbut
7	Gemshorn	17	Shawm
8	Harp	18	Rackett
9	Horn	19	Rebec
10	Hurdy-Gurdy	20	Viol

INSTRUMENT OF THE LAY VIRTUOSO

Wondrous item, rare (requires attunement, special conditions), major

This instrument is of an exquisite elven design, enchanted with bardic magics and intended for the use of priests of Corellon Larethian. When unattuned, it resembles a small wooden vase with strings stretched over its length. It is constructed with flowing lines, maple inlaid with silver and blue trim.

In order to attune with this instrument, you must not have any bard levels and you must be proficient with an instrument. When you attune, the instrument magically takes the form of one with which you are proficient. If you are proficient with multiple instruments, you can use an action to change the form of the instrument once per short rest. The following table lists the spells common to all instruments, as well as the spells specific to each one.

You can use an action to play the instrument to attempt to cast one of its spells, successfully doing so on a DC 13 Charisma (Performance) check. The casting time is set to the 1 round you are playing the instrument. Once the instrument has been used to successfully cast a spell, it can't be used to cast that spell again until the next dawn. The spells use Charisma as your spellcasting ability to determine spell save DC.

Instrument	Spells
All	<i>Compulsion, Confusion, Dissonant whispers, Hallucinatory terrain</i> plus the spells listed for the instrument's family
Brass	<i>Stinking cloud, Thunderwave</i> (2nd level), <i>Vicious mockery</i>
Keyboard	<i>Enthrall, Fear, Prestidigitation</i>
Percussion	<i>Enhance Ability</i> (Bear's endurance only), <i>Earth tremor</i> (3rd level), <i>Thunderclap</i>
Strings	<i>Hypnotic pattern, Lesser Restoration, Mage hand</i>
Woodwind	<i>Magic mouth, Minor illusion, Speak with dead</i>
Other	<i>Major image, Mending, Suggestion</i>



MECHANICAL CROOKED SCALES

Adventuring gear

The crooked scales appear to be ordinary brass weighing scales. The patterned bezel at its base conceals a switch that activates an adjustable mechanism. When inactive, the scales give accurate measurements. When the mechanism is activated, the scales to appear to be balanced when one side is 75%, 80%, 85%, 90% or 95% the weight of the other.

You may use a bonus action to flick the switch to activate or deactivate the mechanism. If you are being observed, you must succeed on a Dexterity (Sleight of Hand) skill check opposed by observing creature's Wisdom (Perception) skill check to remain undetected.

You may use an action to adjust the degree of imbalance produced by the mechanism. This action is detectable to observers.

Should its nature be known, such an item is contraband in civilized areas.

MIMIC SPELLBOOK

Monster/Treasure

Magical fluxations have rendered this spellbook sentient, covetous and spiteful. It seeks to fill itself with more spells, primarily doing so by stealing other spellbooks, with little care for the lives of their owners.

Before its nature is discovered, if it is unlikely to win or escape in combat, it may allow itself to be claimed as property, appearing to be inert. It may wait months, if necessary, for an opportune moment to strike. When it does so, it typically attempts to incapacitate a wizard, steal their spellbook and flee.

Choose any number of spells to be inscribed in the spellbook. These constitute its available spells. A sample set of spells is provided in the statblock. Different spells may change its challenge rating.

If the spellbook falls unconscious, it must succeed on a DC 10 Constitution saving throw or become a normal inert spellbook. If the spellbook is defeated in combat, depending on the type of damage it sustained, some or all of its pages may be unreadable.

ANIMATED OBJECT

MIMIC SPELLBOOK

Small construct, neutral evil

Armor Class 14 (17 with *mage armor*)

Hit Points 75 (30d6 - 30)

Speed 0 ft., fly 20ft. (hover)

STR	DEX	CON	INT	WIS	CHA
6 (-2)	18 (+4)	9 (-1)	18 (+4)	8 (-1)	7 (-2)

Saving Throws Int +7, Wis +2

Skills Arcana +7, Deception +1

Damage Vulnerabilities fire

Damage Immunities poison, psychic

Condition Immunities blinded, charmed, deafened, frightened, paralyzed, petrified, poisoned

Senses blindsight 60ft. (blind beyond this radius), passive Perception 9

Languages understands any four languages, but can't speak

Challenge 5 (1,800 XP)

Antimagic Susceptibility. The spellbook is incapacitated while in the area of an *antimagic field*. If targeted by *dispel magic*, the spellbook must succeed on a Constitution saving throw against the caster's spell save DC or fall unconscious for 1 minute.

False Appearance. While the spellbook remains motionless, it is indistinguishable from a normal spellbook.

Self Scribing. The spellbook can use a free action to cause ink to appear and disappear from its pages. It may draw gesticulations and symbols to fulfil the verbal, somatic and material components of spells. It may scribe spells without cost, but must still spend the time.

Spellcasting. The spellbook is a 5th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 15, +7 to hit with spell attacks). The spellbook has the following wizard spells prepared:

Cantrips (at will): *fire bolt, mage hand, message, minor illusion*

1st level (4 slots): *absorb elements, mage armor, magic missile, shield*

2nd level (3 slots): *heat metal, mirror image, misty step*

3rd level (2 slots): *counterspell, thunderstep*

ACTIONS

Multiattack. The spellbook makes three attacks with its parchment slash.

Parchment Slash. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target.

Hit: 11 (2d6 + 4) slashing damage.



PATRON'S MUSIC BOX

Wondrous item, common, minor

This delicately filigreed pine box has a clasped hinged lid. When opened, the sounds of a music performance arise from the box as if the performers were 10 feet away.

The music box is linked with a renowned performance venue, such as Vani's Songspire in Iriaebor. The box plays performances live from the stage of the linked venue, complete with the unspecific ambient noises of beverages, chatter and applause. If the stage is empty, the box will reproduce a performance from earlier in the day. The linked transmission of sound is one way. After one hour of cumulative use in one day, the box goes silent until the next dawn.



POTION OF ABDUCTION

Potion, very rare, minor

This poison kit fits into a screw capped vial and consists of multiple magical consumables that activate each other sequentially. The vial contains a colorless tasteless water-soluble poison that acts on its victim 1d6 rounds after being ingested, prompting the saving throws listed. The poison is effective on small or medium humanoids.

On a successful DC 21 Constitution saving throw, the creature is stunned for 1 round. If it fails, it falls unconscious for 1 hour.

The creature must make a DC 21 Charisma saving throw or the *mislead* spell is cast, as if the creature cast it. It does not need to maintain concentration. If the creature is unconscious, it dreams it is awake and the illusion takes on its dream actions.

The creature must make a DC 21 Strength saving throw or it is displaced 5 feet in a random direction. If *mislead* was cast, the illusory double appears in the creature's original location.



POTION OF CATNIP

Potion, rarity varies, minor

For one hour after drinking this potion, you become attractive to certain creatures and repulsive to others.

Attracted creatures ending their turn within 30 feet of you must make a DC 13 Wisdom saving throw or be charmed by you for 1d12 rounds. Repulsed creatures ending their turn within 30 feet of you must make a DC 13 Wisdom saving throw or be frightened by you for 1d12 rounds. An attracted or repulsed creature that comes into contact with you must make a DC 13 Constitution saving throw or be stunned until the end of its next turn. Creatures charmed by this effect often enter a euphoric state on exposure and may become playful or affectionate.

The principal extract used in the potion determines which creatures are attracted or repulsed, as shown in the following table:

Extract	Attracted	Repulsed	Rarity
Silver Vine	Felines (Cats, Lions, Panthers, Tigers, etc.)	Insectoids (Ankheg, Carrion Crawler, Swarm of Insects, etc.)	Uncommon
Garlic	Pollinators (Pixie, Sprite, Swarm of Insects, etc.)	Fungi, Myconids, Vampires	Rare
Luiren Yeast	Halflings	Ettins, Giants	Rare
Nether Papaverine	Abyssals, Infernals	Celestials	Very Rare
Vital Essence	Humanoids	Undead	Very Rare

This liquid resembles milky sap with pink and purple flecks.

POTION OF COMFORT

Potion, uncommon, minor

When you drink this potion, it suppresses the effects of any exhaustion, disease or poison you are suffering for the next 24 hours. You gain resistance to poison and necrotic damage for the next 24 hours. You may still incur exhaustion, disease or poison while the potion is

active. If poisons or diseases are of limited duration, they may elapse while they are suppressed. Suppressed effects resume after 24 hours.

This potion is a creamy brown and warm to the touch. It tastes of creamy milk and sweet toasted malt.



POTION OF EQUIVOCATION

Potion, common, minor

When you drink this potion, you become aware of an internal second voice. The second voice is yours in sound and thought.

When you drink this potion, you may target any number of creatures within 50 feet. Each targeted creature makes a Wisdom (Insight) check contested by your Charisma (Deception) check. If it is successful, it hears your words as normal. If it is unsuccessful, you may choose for it to be unable to hear the words you speak. Instead, it hears the words of your internal second voice as if you spoke them aloud. You control the speech of your internal second voice.

This potion's glass bottle is made of two curved segments. The colour and level of the liquid within appear subtly different when viewed from the opposing faces.



POTION OF HEAD SWAPPING

Potion, uncommon, minor

Within a minute of a creature drinking half this potion, a second creature must finish it, otherwise it has no effect. When the second creature drinks, the two drinkers simultaneously have their heads teleported atop each other's necks. They have senses from and control over their own original heads and original bodies from the neck down. The two creatures gain telepathy 120 feet and may share other sensory information telepathically if they choose. If one of the creatures withholds sensory information, the other is blinded unless its head can see its body.

When the potion's effects end, the heads are teleported back to their original owners. These effects last until 1 hour after the second creature drank the potion. These effects end prematurely if the two drinkers make sustained eye contact for one round.

POTION OF MIMICRY

Potion, uncommon, minor

When you drink this potion, you gain the effects of the *tongues* spell for 1 hour. In addition to the normal spell effects, when you speak (in a language you know or otherwise), each listener perceives your voice as taking on the accent or idioms particular to the region, class or culture they identify with.



POTION OF THE QUEEN

Potion, uncommon, minor

When you drink this potion, you feel your skin crawl as your mind fills with jittery compulsions. For one hour after drinking this potion, you continually exude pheromones, starting with attraction. You can spend an action to switch pheromones from attraction to alarm, or vice versa. Once you switch pheromones, you cannot switch back on your next turn.

Attraction. Each minute you attract 1d6 *Swarms of Insects* that appear within 30 feet of you (provided there are insects that can reach you). You may have up to 6 attracted swarms at one time. You may choose where the attracted swarms move while they are within 30 feet of you (only while this pheromone is active).

Alarm. All *Swarms of Insects* within 30 feet of you become hostile to any creature other than a *Swarm of Insects* and you. They will typically attack the closest hostile creature.

When the pheromones stop, the swarms disperse. The *Swarms of Insects* may be constituted of ants, termites, bees or wasps.

This potion is a suspension of bright chitinous pieces within a black liquid, smelly soapy and sour.

POTION OF TREBUCHETS

Potion, rare, minor

When you drink the potion, you feel a bounce in your step. You gain the effect of the *feather fall* spell. The next time you jump, you push off the ground with incredible force and your body is flung in a parabolic

arc at 100 ft. per round. The jumping creature makes a DC 15 Intelligence (Investigation) skill check to calculate the parabola and a DC 15 Dexterity (Acrobatics) skill check to execute the angle of the jump. If both are successful, the jump's trajectory ends within 5% of the total distance travelled of your intended destination.

Up to six creatures may drink this potion. As the first of those creatures jump, all are propelled with the same force and angle. This may cause creatures of different sizes to take a different trajectory. All benefit from the *feather fall* effect. The force affecting each creature propels 200 lbs over 1000 feet.

When disturbed, this oaky fluid sloshes at the sides of its bottle with a vigour disproportionate to the inciting force.

POUCH OF PARTY FAVORS

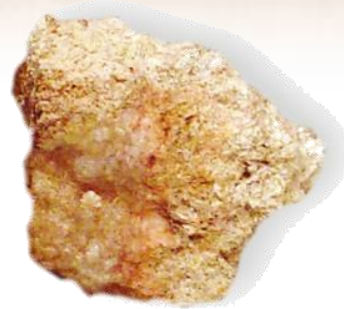
Wondrous item, uncommon, minor

This silk sack is festooned with bright ribbons and feels as though it contains amorphous cotton fluff. It has 20 charges and weighs 1/2 pound regardless of charges.

You can use an action to reach into the bag, attempt to produce a gift and target a creature within 25 feet as your intended recipient. If there is at least one alcoholic drink, one instance of laughter and 7 smiling (or otherwise visibly pleased) creatures within a 25 foot radius, you expend a charge and then a gift magically appears in your hand. If you succeed on a DC 25 Charisma (Performance) skill check, you may choose a gift no more valuable than 2gp and no larger than 3"x3"x2". Otherwise, the gift is randomly generated from the table below. All gifts are personalised with the name of the intended recipient as accurately as the gift giver remembers the name.

The sack regains 2d10 charges daily at dawn. If you expend its last charge, roll a d20. On a 1, the sack's enchantment fails permanently and it subsequently produces apology notes instead of gifts.

d10	Gift
1	3x2" framed caricature of the giver and recipient
2	Blooming cactus in a 2" diameter pot
3	Bottle of crystallised confectionary
4	Earthenware salt and pepper shakers
5	Gilt edged three piece tea set
6	Heart shaped perfumed soap
7	Lemon scented tea light seated in a fat porcelain mallard
8	Sack of rock hard fruit cake
9	Two sided silver letter opener and bottle opener
10	Ugly pewter statue of a gnomish baby



PROPRIOCEPTION STONE

Wondrous item, common (attuned), minor

This palm-sized sedimentary rock is grainy to the touch and feels soothing as you hold it. If you are attuned with the proprioception stone, you feel an affinity with it, as it were an extension of your body.

While within 1 mile of the stone, you always know in which direction the stone is located in relation to you. You gain blindsight out to a range of 500 feet, but the proprioception stone is the only thing you can see with this instance of blindsight.



PUZZLE LOCK

Adventuring gear

This lock has a hidden mechanism. In the position of a normal lock's mechanism is a decoy lock. A key that fits the decoy lock is provided with the lock. Without the key, a creature proficient with thieves' tools can pick the decoy lock with a successful DC 15 Dexterity check, though this has no effect.

A creature can identify the secret mechanism with a successful DC 15 Intelligence (Investigation) or Wisdom (Perception) check. Once identified, a creature can solve the puzzle and open the true lock with a successful DC 15 Intelligence (Arcana) check.

REPLENISHING CASE OF ENUNCIATION

Wondrous item, uncommon (+1), rare (+2), or very rare (+3), major

This ornate leather ammunition case has an opening shaped like a gaping mouth. Each dawn, any ammunition created by the case vanishes. Then, roll a d6. The case magically produces ammunition according to the following table:

d6	Ammunition Created
1-2	Diplomat's Barbs (any ammunition) (n)
3-4	Screaming Shot (any ammunition) (n)
5-6	Thrown Voices (darts) (20)

If the ammunition can be of any type, roll a d6 to determine its type:

d6	Type Created
1-2	Arrows (20)
3	Blowgun needles (50)
4	Crossbow bolts (20)
5	Darts (20)
6	Sling bullets (20)

The ammunition is enchanted according to the case's rarity.

RIDICULOUS ARMOR, +1, +2, OR +3

Armor (light, medium, or heavy), rare (+1), very rare (+2), or legendary(+3), major

This armor, while desirable due to its magical enhancement, leaves something to be desired on the wearability axis. The following table has some suggestions.

You have a bonus to AC while wearing this armor. The bonus is determined by its rarity.

d20	Fashion faux pas
1	Absurd proportions
2	Accentuates body odor
3	Accommodates a pot belly
4	Amplifies abdominal sounds
5	Anatomical cuirass has 3 nipples
6	Bizarrely bulbous
7	Conspicuous tailflaps
8	Embossed with bad poetry
9	Engraved with rude symbols
10	Flared at an unusual level
11	Garish colouring
12	Gorget covers half of face
13	Insignia of a hated organization
14	Itchy even as an outer layer
15	Looks normal, but somehow provokes reactions
16	Made for a child
17	Scandalous cut
18	Sleeves twice proportionate length
19	Unrealistic hourglass shape
20	Unwashable incriminating stains

RING OF PARANOIA

Ring, uncommon, minor, cursed

While wearing this ring, you have proficiency with the Wisdom (Insight) and Wisdom (Perception) skills and can use a bonus action to make both skill checks,

choosing the same or separate targets. You can't be surprised while you are conscious. On the first round of combat, you must use your bonus action to make a Wisdom (Insight) and Wisdom (Perception) skill check.



RITUAL BEAD

Wondrous item, uncommon, minor

This clay bead is warm to the touch when charged and cool when uncharged. When uncharged, you can store a ritual spell in the bead, touching it and spending the normal time and components. When charged, you can use an action to touch the bead and expend the charge. You make a DC 5 Intelligence (Arcana) check (or DC 10 if you were not the caster who charged the bead). If you succeed, the stored spell is cast with the DC or level of the original caster. You choose the target and parameters. If you fail, the bead breaks and the spell is lost.

SCALES OF DECEIT

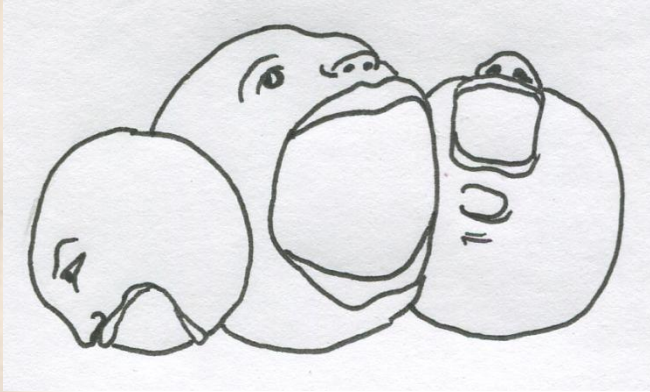
Wondrous item, uncommon (attuned), minor

These scales appear plain and ordinary, balancing accurately when inactive. When activated, the scales magically appear balanced regardless of relative weights.

If you are attuned to the scales, you can use a bonus action to issue a mental command for the scales to activate or inactivate.

The magically active components of the scales have been shielded by metal. If *detect magic* is used, the transmutation aura is very faint and only detectable on a successful hidden DC 15 Intelligence (Arcana) skill check.

Should its nature be known, such an item is contraband in civilized areas.



SCREAMING SHOT, +1, +2 OR +3

Weapon (any ammunition), uncommon (+1), rare (+2), or very rare (+3), minor

This ammunition is inset with unfinished rhodochrosite and radiates the sound of a full throated yell, as though from a great distance. As you fire the shot, you may speak a single word. From the time the shot is fired until the time it lands (up to 1 minute), the shot repeats the word in a bloodcurdling scream. Any creature within 10 feet of the shot's trajectory (including you and the target) must make a DC 15 Constitution saving throw or be deafened for 1d3 rounds.

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

A full case typically holds 20 shots.



TERPSICHOREAN TIARA

Wondrous item, uncommon, major

This delicate silver crown is inset with pearls. While you wear it, you can add your proficiency bonus to Charisma (Performance) skill checks whenever you can incorporate dance into the action. If you were already proficient, you can double your proficiency bonus. If you were already proficient, you can choose to make a Charisma (Performance) skill check in place of a Dexterity saving throw if you can incorporate dance into the action.

THROWN VOICES, +1, +2 OR +3

Weapon (dart), uncommon (+1), rare (+2), or very rare (+3), minor

This dart is engraved with oracular runes. As you throw the ammunition, you may speak a message. Your voice is silenced at your location and is replicated at the location and time where and when the dart hits. This may include the ground.

You have a bonus to attack and damage rolls made with this piece of magic ammunition. The bonus is determined by the rarity of the ammunition. Once it hits a target, the ammunition is no longer magical.

A full case typically holds 20 darts.

TORM'S GLARE

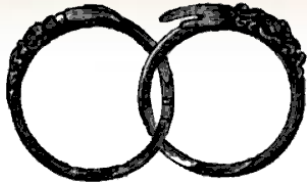
Wondrous item, common, minor

This painted pendant is a holy symbol of Torm. While you are wearing it, if another creature wilfully lies to you, it sees an illusion of your eyes taking on a fiery glow. Creatures other than the liar do not notice a change in your appearance, but may respond to its reactions with Wisdom (Insight) checks as normal.

TURNCOAT'S SHIELD

Armor (shield), uncommon (requires attunement), minor

Before you pick up this steel heater shield, its face appears to be plain with a hint of shadows licking at its edges. Only when you touch it, its form matches the image of its form in your mind, making a visual recursion like an infinity mirror of shapes and colors. While holding this shield, you can use a bonus action to cast the *disguise self* spell (DC 20) from it at will, except the illusion may only alter clothing, armor, weapons, and other belongings on your person. This shield can be used as the holy symbol of any non-lawful deity.



TWIN'S RING

Wondrous item, uncommon (requires attunement), major

The Twins' Rings are silver gimmel rings: two rings each made of three links that can be fitted together into one ring.

While wearing the ring, you can use an action to pair the ring to its corresponding Twin's Ring worn by an attuned willing creature. Once paired and worn, you can use an action to cast the *disguise self* spell from it at will, but the illusion's appearance must always be that of the paired ring's wearer. You can also use an action to cast the *message* spell from it at will, but the target must be the paired ring's wearer.

The Twin's Ring is seldom found without its partner nearby. Rarely, it may be found in triplets which permit two pairings. For purposes of magic item distribution, two Twins' Rings as count as one major uncommon drop.

VIGILANT EYES

Wondrous item, common, minor

If you are holding the vigilant eyes, whenever you close your eyes the vigilant eyes create the illusion that your eyes are open. The illusory eyes match the appearance and behaviour of your eyes beneath closed lids and 70 minutes after you fall asleep, your illusory eyes dash back and forth with frantic activity. A creature may recognise the eyes as an illusion with a successful DC 15 Wisdom (Insight) check.

The vigilant eyes are glassy spheres. The painted irises match the creature that most recently touched the eyes.

VOICE CATCHER

Wondrous item, rare, minor

This amulet is a holy symbol of Deneir. While you are wearing it, you can use an action to record sound for 1 minute. Once recorded, you can use an action to replay the sound. If sound has been recorded, making a new recording with override the last.

On a successful DC 13 Intelligence (Arcana) check, you can permanently store a recording in a gem worth at least 100gp. On failure, the gem is destroyed. A gem with a recording stored replays its recording when it is touched and can be used independently of the voice catcher.



WAND OF APERIENCY

Wand, very rare (requires attunement), major

This wand has a smooth brown enamelled surface with globular irregularities. It has 7 charges for the following properties.

Ray. While holding the wand, you can use an action to expend 1 of its charges, causing the wand to make the sound of flatulence, firing an invisible ray from its tip toward a creature you can see within 60 feet of you. Make a ranged attack roll against that creature using your spell attack bonus or ranged attack bonus. On a hit, the target is afflicted with the disease *volatile incontinence*.

Cone. While holding the wand, you can use an action to expend 3 of its charges. A putrid wind and the sound of a trumpet blast sputter violently from the wand in a 30 foot cone. Each creature within the cone must succeed on a DC 15 Strength saving throw or take 4d6 thunder damage and fall prone. Each creature within the cone must succeed on a DC 15 Constitution saving throw or become afflicted with the disease *volatile incontinence*.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shudders, turns to a foul gas and is destroyed.

A creature afflicted by *volatile incontinence* rolls a d6 at the start of its turn and suffers the following effects:

d6	Disease Symptom
1	Disadvantage on Constitution saving throws and skill checks until it takes a short rest
2	Poisoned until it takes a short rest
3	Disadvantage on Wisdom saving throws and skill checks until it takes a short rest
4	Stunned until the start of its next turn
5	Disadvantage on Charisma saving throws and skill checks until it takes a short rest
6	Breaks concentration

At the end of each of its turns, an afflicted creature must make a DC 15 Constitution saving throw. After failing three of these saving throws, the disease's effects last for 3 days, and the creature stops making these saves. After succeeding on three of these saving throws, the creature recovers from the disease.

An afflicted creature loses control of its bowels and bladder. Due to water loss, its ration requirements triple. The disease may be transmitted orofaecally. Handling food or treating wounds without hand washing after exposure to infected cases, as well as consuming contaminated food or water may require a successful DC 15 Constitution saving throw to avoid infection.

WAND OF FLATULENCE

Wand, rare (requires attunement), minor

This wand has a bloated, craggy core that is rubbery, soft and squeezable. It emits a cloying scent of rotten eggs. It has 11 charges for the following properties.

Prime. While holding the wand, you can use an action to expend 1 of its charges to emit an invisible ray from its tip toward a creature you can see within 60 feet of you. Make a ranged attack roll against that creature using your spell attack bonus or ranged attack bonus. On a hit, the target is linked to the wand for 1 minute.

Discharge. While holding the wand, you can use a bonus action to expend 1 of its charges and squeeze the

wand. When it is squeezed, each creature linked with the wand must succeed on a DC 15 Constitution saving throw or immediately produce audible, odorous flatus. If it is unable to do so, (for example, it is undead or a construct) the scent and sound are created at its location as an illusion. Whenever a creature farts or is subject to the flatulent illusion, it makes a DC 10 Constitution saving throw to maintain concentration. At the DM's discretion, if certain actions (particularly related to Charisma) are interrupted, they may incur disadvantage or may even fail outright.

The wand regains 1d10 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand becomes permanently damaged: whenever the *prime* action is used, the target is changed to the wielder (no save).

WAND OF STILLED VOICES

Wand, rare (requires attunement), major

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to target a creature within 60 feet, suppressing that creature's voice for 1 minute. While its voice is suppressed, the creature's voice makes no sound and all spells and abilities attempted with a verbal component fail.

The creature hears its own voice as normal even if it is suppressed. At the end of each of its turns, it makes a DC 15 Wisdom (Insight) check. On a success, it realises its voice is suppressed. It has advantage on this check if it observes the effects of its suppressed voice, such as a failed spell or a person unresponsive to its words. Once it realises its voice is suppressed, at the end of each of its turns, it makes a DC 15 Charisma saving throw, ending the effect early on a successful save.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.