



MORDENKAINEN'S
COMPENDIUM OF QUIRKS VOL. I

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INSPIRATION

The **Compendium of Quirks** is a 5E hack of magic item quirks from the 13th Age Roleplaying Game. We would like to thank Rob Heinsoo, Jonathan Tweet and all other designers of 13th Age. We strongly encourage you to check this game out by visiting the Pelgrane Press [website](#).

ARTWORK

Cover: Mordenkainen returning with materials required to craft a *cloak of magnetism*. (His signature goatee was burned off during the ordeal).

Below: A youthful Mordenkainen attuned to one too many magic items.

DISCLAIMER

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INTRODUCTION TO THE COMPENDIUM

Scarcely a mage alive does not know the name Mordenkainen. From a young age, he was tutored in the arcane arts on a world we call Oerth. He devised many spells which bear his name, such as *Mordenkainen's faithful hound*, and ultimately became Greyhawk's greatest living archmage.

From a young age, Mordenkainen was interested in the secrets of the planes. While adventuring with the Citadel of Eight, he encountered dread beings which hailed from the Shadowfell, Feywild and Nine Hells. These encounters inspired him to research methods to travel to these other planes of existence.

Through his diligence, Mordenkainen learned the sigils needed to unlock gates to other planes of existence. Not only did he unlock the path to the planes above and planes below, he also discovered the realms of Krynn, Khorvaire and Abeir-Toril, thereby unlocking the existence of the Multiverse.

MORDENKAINEN IN BAROVIA

Spoiler Warning: The following paragraphs include spoilers for the adventure *Curse of Strahd*. If you intend play this adventure, we recommend that you skip to the following **Secrets of the Spellbook** header on the following column.

While journeying the Multiverse, Mordenkainen arrived at the dread domain of Barovia, ruled by the tyrant Count Strahd von Zarovich. Recognizing the unnatural hold which the evil Strahd held over the land, Mordenkainen sought to restore balance by overthrowing the vampire lord.

Mordenkainen swam in a sea of Barovian peasantry, traveling from tavern to tavern to preach of freedom from the devil Strahd. Village by village, he raised a ragtag army. Hearts filled with revolution, they marched with Mordenkainen to confront the tyrant Strahd at the gates of Castle Ravenloft.

In a uncharacteristic misstep, Mordenkainen grossly miscalculated Strahd's near-omniscient control over Barovia. While the archmage believed that he had concealed his activities from the vampire lord, Strahd already had uncovered Mordenkainen's insurgency. Strahd's undead allies halted the army at the walls of Castle Ravenloft, and the count's appearance scattered them in terror.

In another misstep, Mordenkainen alone chose to duel Strahd and his allies along the walls of Castle Ravenloft. Overwhelmed by the number and vigor of his foes, Mordenkainen fled the castle courtyard. Hounded by wolves and bats, Mordenkainen retreated south to the Tser Falls.

Pausing to catch his breath, Mordenkainen did not see the mists of Barovia envelope him. As Mordenkainen turned to look upon Castle Ravenloft in the distance, Strahd appeared, launching Mordenkainen over the mouth of the falls to a certain death below.

Through magic or sheer luck, Mordenkainen survived the fall, washing up on dry land two days later without his staff or spellbook. Fearing that Strahd might still pursue him, Mordenkainen fled north to Mount Baratok.

SECRETS OF THE SPELLBOOK

Mordenkainen's spellbook floated down the Tser River. An unnamed wizard found the spellbook washed upon the banks of the river.

In the margins of his spellbook, Mordenkainen had scribbled many discoveries of arcane magic. In unused pages, he had jotted down formulae for new magic items.

Before returning the spellbook to the archmage, this wizard organized Mordenkainen's marginalia into different treatises on magic. This clever wizard later escaped Barovia and spread this knowledge throughout the multiverse.

MAGIC ITEM QUIRKS

Every magic item has a personality wherein which its creator, out of necessity or sheer hubris, infuses a degree of self into the object.

This personality is most apparent with intelligent magic items where the crafter has imparted a degree of sentience. Other magic items bear enmity on their user which borders on vengeance. Such magical items are often referred to as *curse*d, as they may require powerful magic to sever the personality of the item from its user.

While other items are less forceful, it does not mean that they lack personality. Instead of overwhelming the user with desires and demands, these items make themselves known more subtly. The user may develop a new habit, adopt new mannerisms or express idiosyncrasies which reflect the power granted by the item.

USING QUIRKS AT THE TABLE

This is an optional rule for 5th Edition D&D. When introducing any optional rules, the dungeon master (DM) and players should come to agreement before adopting the rule.

Not all magic items effectively impose their personality on their users. However, any item which requires attunement does grant the item with access to your personality, changing the way that you interact with the world. When an item grants you greater power, it will impose more of its will over you.

All attuned items introduce a quirk which influence or alter their users' attitude, disposition or demeanor. While you are attuned to a magic item, the quirk adds a **personality trait, bond, ideal or flaw** in addition to those derived from your background. Whenever you roleplay in a manner that is true to your quirk, your DM should award you Inspiration.

Once you are no longer attuned to the item, its sway over you diminishes. Most quirks disappear after one day after you are no longer attuned.

Each quirk should correspond to the powers that are granted to you but are not meant to be punitive the way that cursed items are. Below are examples of quirks for new and existing magic items that you can use. These quirks are merely suggestions and may be discarded in favor of a quirk that is more interesting or compelling.

VOLUME I: UNCOMMON AND RARE ITEMS

NEW MAGIC ITEMS

The formulae for these magic items were copied from the spare pages of Mordenkainen's spellbook. Those fortunate enough to find these items wield ample power.

CIRCLET OF ACUMEN

Wondrous item, uncommon (requires attunement)

Your Wisdom score is 15 while you wear this circlet. You also gain proficiency in one of the following skills: Insight or Medicine. This item has no effect if your Wisdom is greater than 15 and you are already proficient in these skills.

Quirk. You often try to finish your close friends' sentences. (Bond, Flaw)

CLOAK OF MAGNETISM

Wondrous item, uncommon (requires attunement)

Your Charisma score is 15 while you wear this cloak. You also gain proficiency in one of the following skills: Deception or Persuasion. This item has no effect if your Charisma is greater than 15 and you are already proficient in these skills.

Quirk. You flourish the cape when introducing yourself. (Flaw)

CUDGEL OF THE RAT KING

Weapon (morningstar), rare (requires attunement)

You can use this *+1 morningstar* as a versatile (1d10) weapon. While attuned to the weapon, you can use your action to beguile a rat, giant rat or swarm of rats that you can see in range. The target must succeed on a DC 15 Wisdom saving throw or be under the effect of the *dominate beast* spell. Once this special action is used, it can't be used again until you complete a long rest.

Quirk. You write with pictures instead of letters. (Personality Trait, Flaw)

LANTERN OF CYNOSURE

Wondrous item, uncommon (requires attunement)

While holding the lantern, you always know the location of true north, and you can cast *light* at will. You can also cast each of the following spells once per day: *charm person* (spell save DC 13) and *locate object*. The lantern recharges at dusk.

Quirk. Every room seems to briefly brighten when you enter. (Flaw)

LIGHTNING ROD SHIELD

Armor (shield), uncommon (requires attunement)

Whenever an attacker within 60 ft of you casts a spell which deals lightning or thunder damage, you can use your reaction to force the attacker to include you as a target. Your attacker makes any attack against you at disadvantage, and you have advantage on any saving throw against the spell. This feature does not work if you cannot be included as a valid target.

Quirk. Your fingertips crackle whenever you shake someone's hand for the first time. (Flaw)

PUPIL'S CAP

Wondrous item, uncommon (requires attunement)

Your Intelligence score is 15 while you wear this pointed cap. You also gain proficiency in one of the following skills: Arcana, History, Nature or Religion. This item has no effect if your Intelligence is greater than 15 and you are already proficient in these skills.

Quirk. You like to define large words, even it's not required. (Personality Trait, Flaw)

RING OF THE DIPLOMAT

Ring, rare (requires attunement)

This ring has 4 charges, and it regains 1d3+1 expended charges daily at dawn. While attuned to the ring, you can use an action to expend 1 of its charges to cast *comprehend languages*, 2 of its charges to cast *detect thoughts*, and 3 of its charges to cast *tongues*.

Quirk. You would rather talk through a problem than come to blows. (Ideal)

ROD OF PRESERVATION

Rod, uncommon (requires attunement by a spellcaster)

While attuned to this rod, you always have the following spells prepared which don't count against the number of spells you can prepare each day: *create or destroy water*, *gentle repose* and *create food and water*. Additionally, when you destroy water using *create or destroy water*, you can instead choose to change the water to vinegar or salt water.

Quirk. You are scrupulous when it comes to the eating habits of your companions. (Flaw)

STAFF OF THE MANTICORE

Staff, rare (requires attunement by a spellcaster)

At the head of this staff is a taxidermied manticore tail with 10 tail spikes protruding from the tip. You can use an action to expend 1 or more spikes to gain any of the following abilities using your spell save DC: darkvision 60 ft. for 1 hour (1 spike), fly speed of 50 ft. (2 spikes, requires concentration), or magic missile (1 spike per spell level, maximum 3rd level). The staff magically regrows 1d6+2 tail spikes when you complete a long rest.

Quirk. You groom the staff like it was your tail. (Bond)

WAND OF THE HANDYMAN

Wand, rare (requires attunement by a sorcerer or wizard)

This staff has 10 charges. While holding it, you can cast *mending* at will. You also can use an action to expend 1 or more of its charges to cast one of the following spells from it, using your spell save DC: *grease* (1 charge), *knock* (2 charges), and *clairvoyance* (3 charges).

The wand regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand crumbles into a pile of rusty gears.

Quirk. You feel the need to hum an annoying but catchy song every time you fix something. (Personality Trait, Flaw)

MAGIC ITEMS FROM THE DMG

While traversing the Multiverse, Mordenkainen has come across all manners of magic items. By attuning to or even crafting these items, he was able to glean common quirks that items impart upon their users. The archmage scrawled the most common quirks in the marginalia of his spellbook.

AMULET OF HEALTH

For the item rules, please see page 150 of the Dungeon Master's Guide.

Quirk. You preach the virtues of your diet and healthy lifestyle. (Personality Trait, Flaw)

AMULET OF PROOF AGAINST DETECTION AND LOCATION

For the item rules, please see page 150 of the Dungeon Master's Guide.

Quirk. When not on an important mission, you often forget where you were headed. (Flaw)

ARMOR OF RESISTANCE

For the item rules, please see page 151 of the Dungeon Master's Guide.

Quirk. Your demeanor changes to match the resistance granted by the armor. (Personality Trait, Flaw)

ARROW CATCHING SHIELD

For the item rules, please see page 151 of the Dungeon Master's Guide.

Quirk. Self-deprecation helps you defend against criticism. (Ideal, Flaw)

BELT OF DWARVENKIND

For the item rules, please see page 155 of the Dungeon Master's Guide.

Quirk. If you're a dwarf, you always examine structures for signs of dwarven construction. If you're not, you sometimes speak Dwarvish without realizing it. (Personality Trait, Flaw)

BOOTS OF LEVITATION

For the item rules, please see page 155 of the Dungeon Master's Guide.

Quirk. You have an aversion to ladders. (Flaw)

BOOTS OF SPEED

For the item rules, please see page 155 of the Dungeon Master's Guide.

Quirk. When debating possible courses of action, you jog in concise figure-eights. (Personality Trait, Flaw)

BOOTS OF SPRINGING AND STRIDING

For the item rules, please see page 156 of the Dungeon Master's Guide.

Quirk. You always seem to be five minutes late. (Flaw)

BOOTS OF THE WINTERLAND

For the item rules, please see page 156 of the Dungeon Master's Guide.

Quirk. You insist that it's not really that cold outside. (Personality Trait, Flaw)

BRACERS OF ARCHERY

For the item rules, please see page 156 of the Dungeon Master's Guide.

Quirk. You don't truly trust arrows that were fletched by others. (Bond, Flaw)

BRACERS OF DEFENSE

For the item rules, please see page 156 of the Dungeon Master's Guide.

Quirk. In social situations, you constantly feel the need to defend your own actions. (Flaw)

BROOCH OF SHIELDING

For the item rules, please see page 156 of the Dungeon Master's Guide.

Quirk. You are always defensive around other spellcasters. (Personality Trait, Flaw)

CLOAK OF DISPLACEMENT

For the item rules, please see page 158 of the Dungeon Master's Guide.

Quirk. You practice ventriloquism in your downtime. (Personality Trait, Flaw)

CLOAK OF ELVENKIND

For the item rules, please see page 158 of the Dungeon Master's Guide.

Quirk. If you're an elf, you feel less comfortable the longer you've gone without seeing a forest. If you're not an elf, you begin to believe that you might have elven ancestors. (Personality Trait, Flaw)

CLOAK OF PROTECTION

For the item rules, please see page 159 of the Dungeon Master's Guide.

Quirk. You are the first to defend your friends in an argument. (Bond, Flaw)

CLOAK OF THE BAT

For the item rules, please see page 159 of the Dungeon Master's Guide.

Quirk. You often eat large amounts of fruit, using both hands to eat it sloppily. (Flaw)

CUBE OF FORCE

For the item rules, please see page 159 of the Dungeon Master's Guide.

Quirk. You favor solutions that involve brute force. (Ideal)

EYES OF CHARMING

For the item rules, please see page 168 of the Dungeon Master's Guide.

Quirk. You wink conspicuously when you agree with others. (Personality Trait, Flaw)

EYES OF THE EAGLE

For the item rules, please see page 168 of the Dungeon Master's Guide.

Quirk. You overlook obvious solutions while delving into the minutiae. (Personality Trait, Flaw)

FLAME TONGUE

For the item rules, please see page 170 of the Dungeon Master's Guide.

Quirk. You enjoy your food just shy of charred. (Flaw)

GEM OF SEEING

For the item rules, please see page 172 of the Dungeon Master's Guide.

Quirk. You hope to fit in by dressing in upper class clothing and speaking with a more educated accent. (Bond, Flaw)

GLOVES OF MISSILE SNARING

For the item rules, please see page 172 of the Dungeon Master's Guide.

Quirk. When you are bored, you practice snatching imaginary arrows from the air. (Flaw)

GLOVES OF SWIMMING AND CLIMBING

For the item rules, please see page 172 of the Dungeon Master's Guide.

Quirk. You'd rather swim across a river than ford it, and you'd rather climb a mountain than ride up a path. (Personality Trait, Flaw)

HAT OF DISGUISE

For the item rules, please see page 173 of the Dungeon Master's Guide.

Quirk. You speak in an outrageous accent once others learn of your disguise. (Flaw)

HEADBAND OF INTELLECT

For the item rules, please see page 173 of the Dungeon Master's Guide.

Quirk. You like to think that you're smarter than everyone else. (Personality Trait, Flaw)

HELM OF TELEPATHY

For the item rules, please see page 174 of the Dungeon Master's Guide.

Quirk. You avoid mundane conversation in favor of using the helm. (Flaw)

HELM OF TELEPORTATION

For the item rules, please see page 174 of the Dungeon Master's Guide.

Quirk. You easily tire during overland travel and complain about it loudly. (Flaw)

JAVELIN OF LIGHTNING

For the item rules, please see page 178 of the Dungeon Master's Guide.

Quirk. Your fingers crackle with electric energy, and everything you touch releases a mild shock. (Flaw)

MACE OF DISRUPTION

For the item rules, please see page 179 of the Dungeon Master's Guide.

Quirk. You eavesdrop on private conversations, interrupting when you disagree with a statement. (Flaw)

MACE OF TERROR

For the item rules, please see page 180 of the Dungeon Master's Guide.

Quirk. When you think you are alone, you whisper your own fears to the mace. (Bond, Flaw)

MANTLE OF SPELL RESISTANCE

For the item rules, please see page 180 of the Dungeon Master's Guide.

Quirk. You would walk through (magical) fire to save your friends. (Bond, Flaw)

MEDALLION OF THOUGHTS

For the item rules, please see page 181 of the Dungeon Master's Guide.

Quirk. You offer a copper piece to others when you seek their opinions. (Personality Trait, Flaw)

NECKLACE OF ADAPTATION

For the item rules, please see page 182 of the Dungeon Master's Guide.

Quirk. While resting, you often smoke a pipe. (Flaw)

NECKLACE OF PRAYER BEADS

For the item rules, please see page 182 of the Dungeon Master's Guide.

Quirk. You bellow the psalms of your deity while administering curative magics. (Bond, Flaw)

PEARL OF POWER

For the item rules, please see page 184 of the Dungeon Master's Guide.

Quirk. You gag at the thought of eating seafood. (Flaw)

PERIAPT OF WOUND CLOSURE

For the item rules, please see page 184 of the Dungeon Master's Guide.

Quirk. You carve runes into your arm to make sure that this item is working correctly. (Flaw)

PIPES OF THE SEWERS

For the item rules, please see page 185 of the Dungeon Master's Guide.

Quirk. You seek vengeance upon those who don't pay you what you are owed. (Flaw)

RING OF EVASION

For the item rules, please see page 191 of the Dungeon Master's Guide.

Quirk. You cannot give a straight answer. (Personality Trait, Flaw)

RING OF FEATHER FALLING

For the item rules, please see page 191 of the Dungeon Master's Guide.

Quirk. You have developed an obsession with in hammocks which borders on unhealthy. (Flaw)

RING OF FREE ACTION

For the item rules, please see page 191 of the Dungeon Master's Guide.

Quirk. You favor free-flowing clothing to restrictions of armor. (Flaw)

RING OF JUMPING

For the item rules, please see page 191 of the Dungeon Master's Guide.

Quirk. You often leap to drastic conclusions. (Flaw)

RING OF MIND SHIELDING

For the item rules, please see page 191 of the Dungeon Master's Guide.

Quirk. You despise sharing secrets - even with friends and family. (Ideal, Flaw)

RING OF PROTECTION

For the item rules, please see page 191 of the Dungeon Master's Guide.

Quirk. Your ring hand is glamourous to look like scales, metal plates or stone. (Flaw)

RING OF RESISTANCE

For the item rules, please see page 192 of the Dungeon Master's Guide.

Quirk. Your demeanor changes to match the damage type that is granted by the ring. (Personality Trait, Flaw)

RING OF SPELL STORING

For the item rules, please see page 192 of the Dungeon Master's Guide.

Quirk. You second-guess the spells that other casters have prepared. (Flaw)

RING OF THE RAM

For the item rules, please see page 193 of the Dungeon Master's Guide.

Quirk. In deliberations, you butt heads with your peers. (Personality Trait, Flaw)

RING OF WARMTH

For the item rules, please see page 193 of the Dungeon Master's Guide.

Quirk. Whenever you take a short or long rest, you often remove extra layers of clothing to cool down. (Flaw)

RING OF WATER WALKING

For the item rules, please see page 193 of the Dungeon Master's Guide.

Quirk. Bathing makes you uncomfortable. (Flaw)

RING OF X-RAY VISION

For the item rules, please see page 193 of the Dungeon Master's Guide.

Quirk. You constantly giggle uncontrollably because you know what people wear underneath. (Flaw)

ROBES OF EYES

For the item rules, please see page 193 of the Dungeon Master's Guide.

Quirk. Everyone always seems to be staring at you. (Personality Trait, Flaw)

ROD OF RULERSHIP

For the item rules, please see page 197 of the Dungeon Master's Guide.

Quirk. You spend your spare time planning the invasion of neighboring nations. (Flaw)

SLIPPERS OF SPIDER CLIMBING

For the item rules, please see page 200 of the Dungeon Master's Guide.

Quirk. You like to hang upside down during short rests. (Flaw)

STAFF OF CHARMING

For the item rules, please see page 201 of the Dungeon Master's Guide.

Quirk. When meeting new people, you often begin with a snap and a point. (Personality Trait, Flaw)

STAFF OF HEALING

For the item rules, please see page 202 of the Dungeon Master's Guide.

Quirk. The best way to solve all your problems is through magic.

STAFF OF SWARMING INSECTS

For the item rules, please see page 203 of the Dungeon Master's Guide.

Quirk. Gnats constantly fly around your body. (Flaw)

STAFF OF THE PYTHON

For the item rules, please see page 204 of the Dungeon Master's Guide.

Quirk. You rarely give notice before striking. (Flaw)

STAFF OF THE WOODLANDS

For the item rules, please see page 204 of the Dungeon Master's Guide.

Quirk. Whenever possible, you rest in wooded areas. (Bond, Flaw)

STONE OF GOOD LUCK

For the item rules, please see page 205 of the Dungeon Master's Guide.

Quirk. You like to knock on wooden surfaces — just in case. (Flaw)

SUNBLADE

For the item rules, please see page 205 of the Dungeon Master's Guide.

Quirk. You have difficulty staying awake in the dark. (Flaw)

SWORD OF LIFE STEALING

For the item rules, please see page 206 of the Dungeon Master's Guide.

Quirk. You frequently volunteer your downtime to the poor. (Personality Trait, Bond)

SWORD OF WOUNDING

For the item rules, please see page 207 of the Dungeon Master's Guide.

Quirk. You are slow to forgive insults. (Personality Trait, Flaw)

TRIDENT OF FISH COMMAND

For the item rules, please see page 209 of the Dungeon Master's Guide.

Quirk. You like to immerse yourself in running water once daily. (Personality Trait)

WAND OF BINDING

For the item rules, please see page 209 of the Dungeon Master's Guide.

Quirk. You won't let anyone else tie up your captured foes. (Ideal, Flaw)

WAND OF ENEMY DETECTION

For the item rules, please see page 210 of the Dungeon Master's Guide.

Quirk. You hear enemies with every twig snap and see ambushes around every corner. (Personality Trait, Flaw)

WAND OF FEAR

For the item rules, please see page 210 of the Dungeon Master's Guide.

Quirk. You develop a phobia of spells from one school of magic. (Flaw)

WAND OF FIREBALLS

For the item rules, please see page 210 of the Dungeon Master's Guide.

Quirk. You eschew flint and tinder for magical solutions. (Flaw)

WAND OF LIGHTNING BOLTS

For the item rules, please see page 211 of the Dungeon Master's Guide.

Quirk. You can never tame your hair. It always stands on end and is wild. (Flaw)

WAND OF PARALYSIS

For the item rules, please see page 211 of the Dungeon Master's Guide.

Quirk. You toss and turn in your sleep. (Flaw)

WAND OF POLYMORPH

For the item rules, please see page 211 of the Dungeon Master's Guide.

Quirk. You retain the habit and demeanor of the last beast that you polymorphed into. (Flaw)

WAND OF THE WARMAGE

For the item rules, please see page 212 of the Dungeon Master's Guide.

Quirk. You choose the most direct solution to all of your problems. (Ideal, Flaw)

WAND OF WEB

For the item rules, please see page 212 of the Dungeon Master's Guide.

Quirk. The smaller the spider, the more you fear it. (Flaw)

WAND OF WONDER

For the item rules, please see page 212 of the Dungeon Master's Guide.

Quirk. You carry around a set of dice that you roll randomly when choosing your meals. (Personality Trait, Flaw)

WINGED BOOTS

For the item rules, please see page 214 of the Dungeon Master's Guide.

Quirk. You bring flowers as a gift whenever you visit someone you know. (Personality Trait)

WINGS OF FLYING

For the item rules, please see page 214 of the Dungeon Master's Guide.

Quirk. While resting, you like to perch high above the ground. (Personality Trait, Flaw)

