



CERBERUS' LAIR

TORKHUND'S FORGE



REVEL TALES

100 NEW MAGICAL OBJECTS TO ENHANCE THE LIVES OF THE
ADVENTURERS IN THE WORLD'S GREATEST ROLE-PLAYING GAME

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INTRODUCTION

Welcome dear reader. We are Daniele Caracchi (The Bald One), Andrea Garrone (Adohorn), Daniele Solfrini and Alberto Galbiati, four people that share the passion for role-playing games. We have decided to put together a compendium to expand the number of magic items that the characters in the Dungeons and Dragons universe have at their disposal.

However, in this manual, you will not find a series of lists and tables but instead a realistic, fun filled narrative experience. This is just a starting point for us: for those who will go on to follow us, we will tell the story of Cerberus' lair and of the three incredible emporium managers. Amid compendia and adventures, the story of Torkhund, Regal Chivas, Adohorn, and our own, will unfold.

Everything started when The Bald One and Adohorn met by chance at the 2019 Modena Play Games Com. At the stand of POW – Power of Will, the first game produced and self-published by The Bald One, the two really clicked. Adohorn introduced him to his world, that of online role-playing through the Discord app and its dedicated server: Racconti da GDR. From that day, a great friendship developed and with it the desire to create manuals and playing materials together.

In the meantime, The Bald One asked Daniele Solfrini, art director and illustrator in the board games industry whose acquaintance goes way back, to collaborate on the project that was starting to take form. Behind the scenes, there was also another person, the secret storyteller and long-time collaborator of The Bald One, Alberto Galbiati, who had written for the story setting of POW and who is involved in developing the narrative of new adventures that will be published in the future.

This creative team has decided to establish its own editorial brand: Revel Tales, the House of the Satyr, and this manual is its first product.

Follow us on Facebook, Twitter and Instagram to keep in touch with the Satyr!

ACKNOWLEDGEMENTS

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MATERIAL

This manual contains 100 new magic items that have been play tested during gaming sessions. These sessions were conducted by Revel Tales' play testers, skilled players with years of experience. Revel Tales will publish other products in the near future and we hope that you will enjoy them as much as we did creating them.

CERBERUS' LAIR

Nestled in the northern mountains, there is a small village named Easy Point. At first glance, this small town, inhabited by farmers and woodcutters, may seem like a typical sleepy village, with the local inn being hardly able to replenish its workers. However, secrets lie within Easy Point, a magical place filled with treasures to be found and tales of legends waiting to be heard.

Just beyond the village, there is a small emporium: an old, run-down building, constructed of wooden boards and chipped stone, all of which ravaged by the sands of time. The windows, scarce throughout the building are usually shut and above the straw roof, tall towers of smoke rise from the chimney. Joyful and exhilarated voices seep through the door ajar. Talking to the people of Easy Point, you will discover that the building was purchased by three men several years before. The new owners are strangers from a very distant land or at least that is what is rumored in the inn. None of the village folk have ever set foot in the emporium. In front of the building, an improvised wooden sign hangs, on which someone has hastily engraved: Cerberus' Lair.

As soon as you cross the threshold, just below the battered sign, the tranquility of Easy Point's streets gives way to the hypnotic and unmistakable sounds of a working hammer, thrashing away on the anvil. A sharp and powerful blow is always followed by two weaker strikes, while the previous strokes still echo around the room. An imposing figure stands between you and the blazing burning coals, from which the emanating light, shrouds the figure in darkness. This blazing fire emits a warm radiating light that reaches the ceiling beams and contrasts the advancing and retracting shadows of the emporium in a dance of darkness and light.

The blacksmith notices you from the corner of his eye and stops abruptly. He grunts as he throws the white-hot piece of metal that he was working on into the water-filled pail next to him. On contact, the water evaporates and the room is filled with a pungent and heavy vapor. As he gets closer to the counter that separates you, you notice his menacing facial expressions. His eyes are fiery and angry. He has a rough and dirty beard and coal fingerprint streaks that cover his face like war paint. His body hair is clammy with sweat. As he gets closer to the candles, you notice a smirk on his face.

- What can I do ya for? Do you need any repairs? Or maybe you're looking for replacements for that useless junk that you are carrying around? -

The man opens a hardbound tome in front of your eyes and the dust from the linen fibers of the worn out cover rises up into the air.

Drawings, names and prices of all the various items are shown in the pages that you flip through carefully, worried that you might damage the tome ever more. When you find the items of interest to you, the blacksmith chuckles.

- Ah yes, so this is what you need...it will be perfectly made and ready for you first thing in the morning. You'll immediately notice the difference. Most of the materials I work with aren't easy to come by, but my associates and I will be able to retrieve them nonetheless, do not worry; I have never disappointed a customer in my entire life, that's a Torkhund Thundersson's promise -

RINGS

Ring of Opportunity

Ring, rare

While wearing this ring, you can use a bonus action to expend 1 of its 3 charges to rethrow the next dice as long as it is not an attack roll or a damage roll. The ring becomes nonmagical when you use the last charge.



Ring of Opportunity

Ring of Relief

Ring, uncommon

While wearing this ring, you are immune to all types of poison. If you are subjected to any poison, throw a d20. If you roll a 1, the ring becomes nonmagical.

Arcane Falcon Ring

Ring, rare (requires attunement by a spellcaster)

While wearing this ring, you can use a bonus action to gain advantage on a spell that require an attack roll. Once you use this property, it can't be used again until the next dawn.



Arcane Falcon Ring

Quicksilver Ring

Ring, uncommon

While wearing this ring, you can use a bonus action to expend 1 of 3 charges to gain advantage on Dexterity checks. The ring becomes nonmagical when you use the last charge.



Quicksilver Ring



Ring of Relief

ARMOR

Recall Armor

Vanadium Armor

Armor (light, medium or heavy), uncommon

While wearing this armor, you have a +10 feet bonus to Speed. You also gains advantage on Athletics check.

Vigilant Armor

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

While wearing this armor, you can expend 1 of 3 charges to cast the shield spell as a reaction. The Vigilant Armor regains 1d4 - 1 expended charges daily at dawn.

Hunter's Armor

Armor (light, medium or heavy), rare (requires attunement by a ranger)

While wearing this armor, you can use an action to utter the command word "Venator" to cast the *invisibility* spell. The spell lasts until you don't take the armor off or you utter the command word again. This spell has effect only on your favored enemies. Once you use this property, it can't be used again until the next dawn.



Hunter's Armor

Recall Armor

Armor (light, medium or heavy), uncommon (requires attunement by a barbarian, warrior or paladin)

While wearing this armor, you can use an action to recall a weapon or a shield that you throw during the same round or the one before it. Once you use this property, it can't be used again until the next dawn.

Portrayal Armor

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

While wearing this armor, you can use an action to cast the *mirror image* spell. Once you use this property, it can't be used again until the next dawn.

Wanderer's Armor

Armor (medium or heavy), uncommon

While wearing this armor, you will never have disadvantage during Stealth checks and you can march for 12 consecutive hours before the first call for a Constitution check.



Wanderer's Armor

Mobility Armor

Armor (light or medium), uncommon

While wearing this armor, you can use a bonus action to cast the *freedom of movement* spell. Once you use this property, it can't be used again until the next dawn.

Sharpened Armor

Armor (light, medium or heavy, not made of leather), rare

While wearing this armor, you gain resistance to all sharp weapons. Every successful contact-based attack will be considered as a melee attack with a 1d6 cutting damage.

Escapee Armor

Armor (light), uncommon

While wearing this armor, you gain the class feature Evasion. Once you use this property, it can't be used again until the next dawn.

Diver's Armor

Armor (medium or heavy, not made of leather), uncommon

While wearing this armor, you can normally breathe and talk under water but cannot cast spells and your swimming speed is halved.



Diver's Armor

SHIELDS

Acid Shield

Armor (shield), rare

While holding this shield, you can cast the *acid splash* spell as a reaction to an attack roll made against you. The enemy who targeted you must succeed on a Dexterity saving throw (CD 12) or take 1d6 acid damage.

Shield of Banquets

Armor (shield), rare (requires attunement)

You can put as much as 6 pounds of various objects inside the mouth in the center of the shield as if you are feeding it. After the next dawn, the shield will release up to 6 rations from its mouth (at the discretion of the DM). Once you use this property, it can't be used again until the next dawn.



Shield of the Rising Sun

Shield of the Rising Sun

Armor (shield), rare (requires attunement by a cleric or paladin)

While holding this shield, you gain a +1 bonus to the AC. You can also use an action to cast the *sunburst* spell centered on the shield itself.



Shield of the Performer

Shield of the Performer

Armor (shield), rare (requires attunement by a bard)

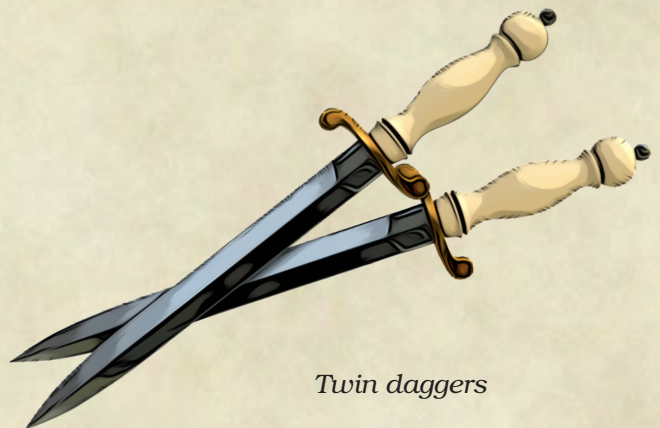
While holding this shield, you can use an action to use one of the following class features: bardic Inspiration or Song of Rest. Once you use this property, it can't be used again until the next dawn.

WEAPONS

Twin daggers

Weapon (two throwing daggers), uncommon (requires attunement by a thief)

The daggers have the throwing property with a normal range of 30 feet and a longer range of 80 feet. While you holding both daggers, each ranged attack inflicts 1d6 extra damage and the thrown weapon flies back in your hand right after the ranged attack. If you use a single dagger, you gain disadvantage to ranged attack made with this magic weapon.



Twin daggers

Gangrene Greatsword

Weapon (greatsword), rare (requires attunement)

You can deal 1d6 slashing damage and 1d6 necrotic damage instead of the normal damage dealt by the Greatsword. You can also use a bonus action to utter the command word “Necrosis” and stick it in the ground to cause a necrotic explosion to a point you choose within 60 feet by the character. Each creature in a 10 foot-radius sphere centered on that point must make a Dexterity saving throw (DC 8 + Strength modifier). A target takes 3d6 of necrotic damage on a failed save, or half as much damage on a successful one. Once you use this property, it can't be used again until the next dawn.

Sword of Torment

Weapon (any sword), rare (requires attunement)

When you roll a 20 on an attack roll made with this magic weapon, the sword release a wave of terror. Each creature in a 10-foot radius extending from you must succeed on a DC 14 Wisdom saving throw or become frightened of you for 2 rounds.

Drilling Spear

Weapon (spear), rare (requires attunement by a paladin or warrior)

You gain a bonus to attack depending on the armor category worn by the target.

DRILLING SPEAR	
Armor	Bonus
Light Armor	+1
Medium Armor	+2
Heavy Armor	+3

Pantagrue Mallet

Weapon (maul), rare

You gain +5 bonus to attack with this magic weapon. When you hit a creature with this maul the target takes 1d6 of blunt damage. When you attack a creature with this maul and rolls a 20 on an attack roll, that target takes an extra 2d6 damage.

Explosive Dagger

Weapon (dagger), uncommon (requires attunement by a thief)

When you attack a creature with this magic weapon and rolls a 20 on an attack roll, the weapon crackles, and the target takes an extra 4d8 thunder damage. For the rest of the combat, you cannot perform stealth attacks because shaken by the explosion.

Stone Bow

Weapon (long bow), rare

When you make a ranged attack to a creature with this magic weapon, make a DC 20 Strength check. If succeed and the next ranged attack hits, the target takes an extra 3d6 damage.

Persistent Crossbow

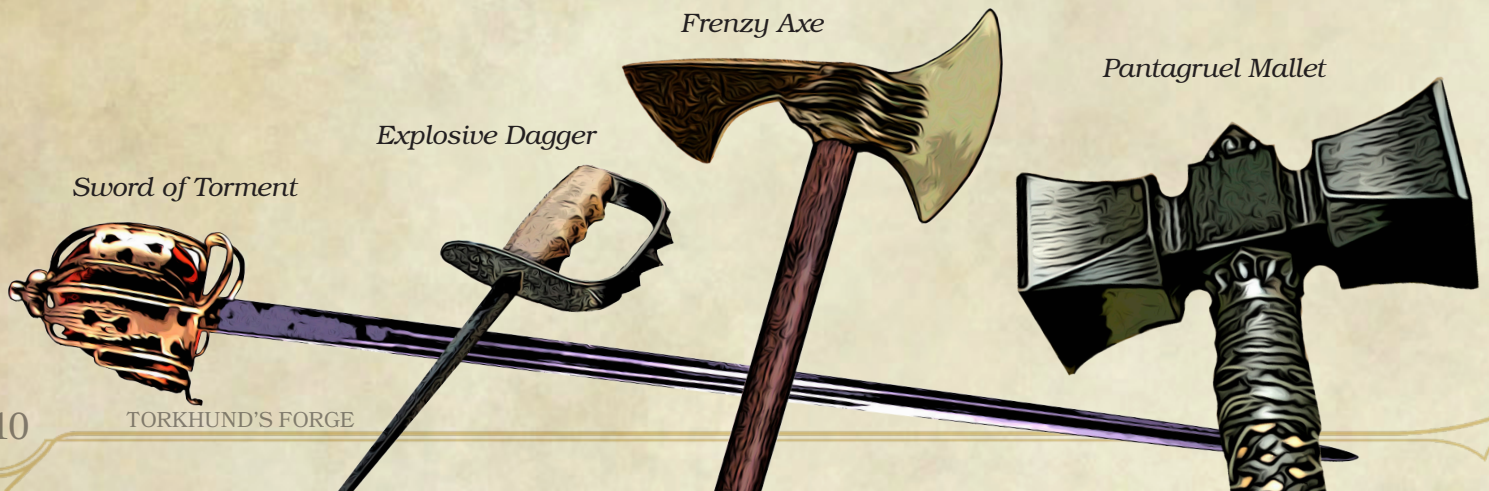
Weapon (any crossbow), rare

This crossbow has 3 charges. When a target takes damage by a ranged attack made with this magic weapon, you can expend 1 charge to cast the *magic missile* spell. The persistent crossbow regains 1d4 - 1 expended charges daily at dawn.

Frenzy Axe

Weapon (double headed axe), rare (requires attunement by a barbarian)

When you attack a creature with this magic weapon, the target takes an extra 2d6 damage and you take 1d10 magical damage.



Deflagrating Bow

Weapon (any bow), rare (requires attunement)

While holding this magic weapon, you can use a bonus action to utter the command word “Crepitus” and make explode all of the arrows shoot within the last 3 rounds. Every creature that was hit by one of those arrows must make a Dexterity saving throw (DC 14). A target takes 1d6 of fire damage on a failed save, or half as much damage on a successful one.

WANDS

Wand of Luminescence

Wand, uncommon (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 charge to cast the *faerie fire* spell (save DC 15) from it. 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 ashes and is destroyed.



Wand of Luminescence

Wand of Silence

Wand, rare (requires attunement)

This wand has 7 charges. While holding it, you can use an action to expend 1 charge to cast the *silence* spell. The wand regains 1d6 + 1 expended charges daily at dawn.

Wand of Magical Protection

Wand, rare (requires attunement)

This wand has 3 charges. While holding it, you can use an action to expend 1 charge to cast the *magic circle* spell. The wand regains 1d3 expended charges daily at dawn.

Wand of Command

Wand, uncommon (requires attunement)

This wand has 3 charges. While holding it, you can use an action to expend 1 charge to cast the *command* spell (save DC 15). The wand regains 1d3 expended charges daily at dawn. If you expend the wand’s last charges, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

AMMUNITION

Acid Arrow

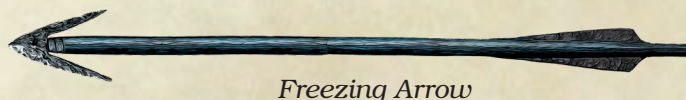
Weapon (arrow), rare

When the character shoots a target with this magic arrow, it inflicts 2d6 of extra acid damage. Once it has dealt its extra damage, it become a nonmagical arrow.

Freezing Arrow

Weapon (arrow), rare

If a creature takes damage from the arrow, the target takes an extra 2d6 cold damage. In addition, a target must succeed a Constitution saving throw (DC 12) or its speed become slowed by 10 feet until their next turn. Once it has dealt its extra damage, it become a nonmagical arrow.



Freezing Arrow



Acid Arrow

Blessed Arrow

Weapon (arrow), rare

If an undead target takes damage from the arrow, the creature takes an extra 3d6 holy damage. Once it has dealt its extra damage, it become a nonmagical arrow.

Shoving Arrow

Weapon (arrow), uncommon

If a creature takes damage from the arrow, the target must succeed a Constitution saving throw (DC 14) or be pushed 5 feet away from you. Once hit the target, it become a nonmagical arrow.

Revealing Arrow

Weapon (arrow), uncommon (requires attunement)

If a creature under the *invisibility* spell effect takes damage from the arrow, the target must succeed a Dexterity saving throw (DC 14) or the spell ends. Once hit the target, it become a nonmagical arrow.

Cursed Arrow

Weapon (arrow), uncommon (requires attunement)

If a creature takes damage from the arrow, the target must succeed a Wisdom saving throw (DC 14) or become cursed by the *bestow curse* spell. Once hit the target, it become a nonmagical arrow.

Funambulist's Bolt

Weapon (bolt), uncommon

If you shoot against an inanimate target with this magic bolt, you can use a bonus action to make a tight rope appear between the point where the bolt landed and the one where you are. The rope can have a maximum length of 120 feet and will disappear 10 minutes after it was cast. Once the bolt hit the target, it become a nonmagical bolt.

Sacred Bolt

Weapon (bolt), rare

If an ally takes damage by this magic bolt, the target regains a number of hit points equal to 2d6 instead of takes the damages. Once hit the target, it become a nonmagical bolt.

Disturbing Bolt

Weapon (bolt), rare

If a creature takes damage from the bolt, the target must succeed a Wisdom saving throw (DC 14) or become cursed by the *fear* spell. Once hit the target, it become a nonmagical bolt.

Draining Bolt

Weapon (bolt), rare

If a creature takes damage from the bolt, the target takes 2d6 necrotic damage, and you regain hit points equal to half the amount of necrotic damage dealt. Once it has dealt its extra damage, it become a nonmagical bolt.

POTIONS

Polyglot's Potion

Potion, uncommon

When you drink this potion, you gain the effect of the *comprehend languages* spell. The thick, milky content of this potion resembles a broth.

Invigorating Potion

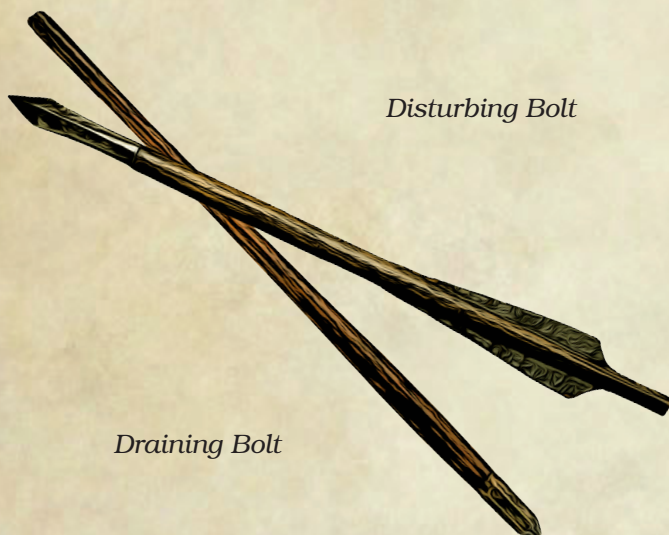
Potion, uncommon

When you drink this potion, you gain 5 additional temporary hit points for 10 minutes.

Charming Potion

Potion, uncommon

When you drink this potion, you suffer the effect of the *charm person* spell (save DC 14)





Charming Potion

Mana Potion

Climbing Potion

Tongue-twister Potion

Cat Potion

Cat Potion

Potion, variable rarity

When you drinks this potion, you increase your Dexterity score to for 1 hour depending on the type of cat. The potion has no effect on character with a Dexterity score equal or greater than the bonus granted by the potion. A hair from the appropriate cat floats in the yellow liquid of this potion.

CAT POTION		
Type of cat	Bonus	Rarity
Korat Cat	18	Common
Bengal Cat	21	Uncommon
Abyssinian cat	25	Rare

Rabbit Potion

Potion, rare

When you drinks this potion, you gain the effect of the remove curse spell. The liquid is blackish and has small flakes of bone floating in it.

Climbing Potion

Potion, uncommon

When you drinks this potion, for 1 hour you gain the ability to move up, down, and across vertical surfaces and upside down along ceilings, while leaving your hands free. You also gains a climbing speed equal to your walking speed.

Sunlight Potion

Potion, rare

When you drink this potion, for 12 hours you gain the effect of the *daylight* spell. Each creature within 20 feet from you must succeed on a Dexterity saving throw (DC 12) or be blinded for 1 minute.

Dwarf's Challenge

Potion, rare

When you drink this potion, for 10 minutes you gain +2 bonus to AC and +2 bonus to Constitution score. The potion has no effect on the character with a Constitution score equal or greater than 16. The yellow liquid resembles a golden, juicy beer but seems to have dwarf 's hairs in it.

Tongue-twister Potion

Potion, rare

If you drink this potion, you must succeed on a Wisdom saving throw (DC 15) or be bound to tell only the truth for 10 minutes.

Mana Potion

Potion, uncommon

When you drink this potion, for 10 minutes you can cast your next spell without using any material components. The potion has no effect if the spell is 4th level or higher.

CLOTHING AND GARMENTS

Performer's Robe

Wondrous item, rare

While you wear the robe, you can magically draw from one of its hidden pockets an item of the performer's equipment. In addition, by using a short rest, you gain a +2 bonus on all Performer Checks for 1 hour. Once you use this property, it can't be used again until the next dawn.

Performer's Robe



Intermittent Tunic

Wondrous item, uncommon

While you wear the tunic, you can use an action to teleport at any position within a range of 10 feet as long as you can see your destination. You cannot teleport yourself in a space occupied by another creature nor is it possible to move through solid objects. All items you wear will be teleported with you but you cannot teleport living things (familiar included).

Rascal's Garment

Wondrous item, uncommon

While you wear this dress, you can magically draw from one of its hidden pockets an unlimited number of *Thieves' tools*. Once used, they disappear.

Blacksmith's Apron

Wondrous item, uncommon

While you wear this apron, you can magically draw from the front pocket an unlimited number of *Blacksmith's tools*. Once used, they disappear.

Lucky Man's Tunic

Wondrous item, rare

While you wear the tunic, you become brazenly lucky when looting treasures. Every time you find a treasure, you and the DM roll a d20. If you obtain the higher score, the value of the treasure is increased by 50%. If you obtain the lower score, the value of the treasure is halved.

BOOTS

Boots of Despair

Wondrous item, uncommon (requires attunement by a magician or sorcerer)

While you wear these boots, if your hit points are equal or below to half of the total hit points amount, you gain a +1 bonus to the AC against ranged attacks and the creatures have disadvantage to make opportunity attacks against you.



Dancer's Shoes

Dancer's Shoes

Wondrous item, uncommon

While you wear these shoes, you gain a +4 bonus on Performance (Dancing) checks.

Sleepwalker's boots

Wondrous item, uncommon (requires attunement)

While you wear these boots, you can sleepwalk at half speed following an ally, that you have to choose while you are vigil.

Slippery Boots

Wondrous item, uncommon (requires attunement)

These boots allow you to slide on any surface (except water) as if were ice. Your speed is increased by 10 feet. This bonus is nullify if you try to slide on ascending surfaces.



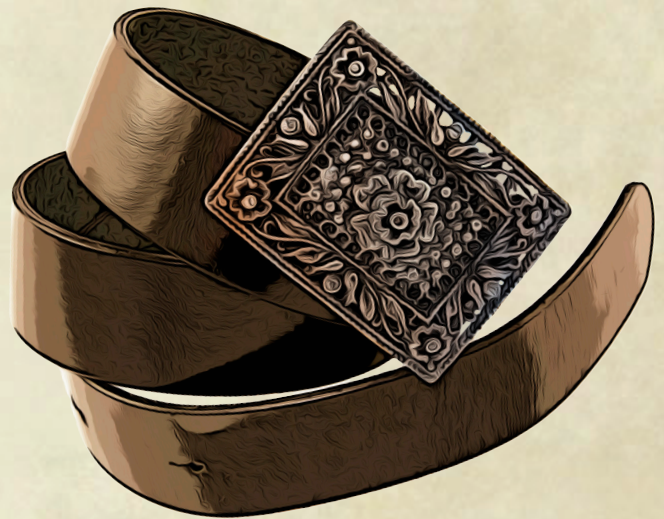
Slippery Boots

BELTS

Growing Belt

Wondrous item, uncommon (requires attunement)

While you wear this belt, you can use an action to utter the command word "Incrementum" to increase your dimension by 1 size category (e.g. from medium to large), provided that the space around allow you to increase your size. This effect lasts for 1 minute or until you use an action to say the command word again. This property cannot be accumulated with other magical effects that increase your size. Once you use this property, it can't be used again until the next dawn.



Growing Belt

Acrobat's Belt

Wondrous item, uncommon

While you wear this belt, you can use an action to expend 1 of 3 charges to gain a +3 bonus on Acrobatic and Athletic checks for 1 minute. The Acrobat's belt regains 1d4 - 1 expended charges daily at dawn.

Acrobat's Belt



Sentinel's Belt

Wondrous item, uncommon

While you wear this belt, you gain a +2 bonus on Initiative rolls and a +2 bonus on Perception checks to avoid to be surprised.

CLOAKS

Cloak of Thorns

Wondrous item, uncommon (requires attunement)

While you wear this cloak, you gain a +2 bonus on Stealth checks in a forest. You can use an action to say the command word "Prement" to make hundreds of prickly thorns burgeon from the cloak for 1 minute. Every time you take damage by a natural weapon or become engaged in a grappling attack, the enemy takes an extra 1d6 slashing damage from the cloak's thorns.



Cloak of Thorns

Cloak of the Merchant

Wondrous item, rare

While you wear this cloak, you have advantage in all Persuasion checks.

*Cloak of the
Ultra-dimensional
Weapon*



*Cloak of the
Merchant*

Cloak of the Ultra-dimensional Weapon

Wondrous item, uncommon (requires attunement)

There is an extra-dimensional pocket inside this cloak that can hold a weapon with a maximum weight of 22 pounds. While you wear this cloak, you can use an action to utter the command word "Telum". Instantly, the weapon that had been previously put inside the extra-dimensional pocket is drawn and appears in your hands.

GLOVES

Gloves of the Troublemaker

Wondrous item, uncommon

While wearing these gloves, you have advantage in grappling attacks. In addition, you can try to seize a target that is two times your size.



Gloves of the Troublemaker



Gloves of the Wind

Gloves of the Wind

Wondrous item, rare (requires attunement)

While wearing these gloves, you can use an action to utter the command word “Effliatum” to gain a +1 bonus to AC against ranged attacks and a +1 bonus to attack roll when you make a ranged attack with a weapon, for 1 minute.



Gloves of the Peacemaker

Gloves of the Pacemaker

Wondrous item, uncommon (requires attunement by a good aligned character)

While wearing these gloves, you cannot bear any weapon but you gain a +4 bonus on attack and damage roll. In addition, when you reduce a creature to 0 hit points you are forced to choose to knock the creature out. When a creature falls unconscious become exiled for 1d4 minutes in the Elysium plane. When you wear the Gloves of the Pacemaker, you cannot take them off until the next dawn.

MUSICAL INSTRUMENTS

Exterminator’s Flute

Wondrous item, rare (requires attunement)

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 15 Wisdom saving throw or take 2d4 psychic damage. You can use an action to play the instrument and cast one of its spells. The spells use your spellcasting ability and spell save DC. Apart of the list of spells common to all Bard instruments, you can use a bonus action to play the instrument to cast the *insect plague* spell. Once the instrument has been used to cast a spell, it can’t be used to cast that spell again until the next dawn.



Exterminator’s Flute

Harmonica of Melancholy

Wondrous item, uncommon

As long as you play the harmonica, you have advantage on Performance and Persuasion checks and disadvantage on all the Intimidating and Deception checks.



Harp of Melancholy

Harmonic Bass Tuba

Wondrous item, uncommon (requires attunement by a bard)

A creature that attempts to play the instrument without being attuned to it must succeed on a DC 12 Wisdom saving throw or take 4d4 psychic damage. You can use an action to play the instrument and cast one of its spells. The spells use your spellcasting ability and spell save DC. Apart of the list of spells common to all Bard instruments, you can use an action to play the instrument and transform it into a shield and a half-armor or you can use an action to sing a jingle as if it is a command word to turn the instrument back to its original form:

Metal turn to taunt,
armor from the sounds;
from steel, noise and shout,
protect me from wounds.

AMULETS

Amulet of Retributive Healing

Wondrous item, rare (requires attunement by a cleric)

While wearing this amulet, every time you cast a spell with healing effects on an ally, you benefit of the same healing effects. Once you use this property, it can't be used again until the next dawn.



Amulet of retributive healing

Amulet of the Preacher

Wondrous item, uncommon

While wearing this amulet, you have advantage on Performance and Persuasion checks.



Amulet of the Preacher

Amulet of Regained Strength

Wondrous item, uncommon

While wearing this amulet, you can use a bonus action to expend 1 or more of 3 charges to gain 3 temporary hit points for each expended charge. These hit points last up to 10 mins and cannot be accumulated with other temporary hit points. The amulet regains 1d4 - 1 expended charges daily at dawn. If you expend the amulet's last charge, roll a d20. On a 1, the amulet become a nonmagical iron jewel.

BROOCHES

Brooch of the Sacred Faith

Wondrous item, uncommon (requires attunement by a cleric or paladin)

While wearing this brooch, you gain a +4 bonus on any Religion checks.



Brooch of the Sacred Faith

Brooch of Intermittence

Wondrous item, uncommon

While wearing this brooch, you can use a bonus action to cast the *blink* spell. Once you use this property, it can't be used again until the next dawn.

Brooch of Resolution

Wondrous item, uncommon

While wearing this brooch, you gain a +2 bonus on any Intimidation checks.

Brooch of Mental Focus

Wondrous item, uncommon (requires attunement by a monk)

While wearing this brooch, you gain an extra Ki point.

TIARAS

Tiara of Self-Sacrifice

Wondrous item, uncommon

While wearing this tiara, you can use a bonus action to expend 1 of 3 charges to take all the damages dealt by an attack to an ally within 30 feet distance. The diadem regains 1d4 - 1 expended charges daily at dawn.



Tiara of Self-Sacrifice

Tiara of Bones

Wondrous item, rare (requires attunement by a barbarian)

While you wearing this tiara, you gain a +2 bonus in any skill checks and on Constitution saving throws.

Tiara of Monastic Step

Wondrous item, uncommon (requires attunement by a monk)

While wearing this Tiara, your speed increase by 5 feet provided you are not wearing armor or holding a shield.

BRACELETS

Bracelet of Light

Wondrous item, uncommon (requires attunement)

While wearing this bracelet, you can use a bonus action to utter the command word "Lumen" to cast the *light* spell. The spell lasts until you use a bonus action to utter the command word "Tenebris" or until you take the bracelet off.

Bracelet of Opportunity

Wondrous item, rare

While wearing this bracelet, you gain a +2 bonus on attack rolls to make opportunity attacks.



Bracelet of Opportunity

Bracelet of Monastic Strength

Wondrous item, uncommon (requires attunement by a monk)

While wearing this bracelet, you gain a dice increase in Martial Art skills (increasing the maximum to 1d12) until provided you are not wearing armor or holding a shield.

Bracelet of the Magic Council

Wondrous item, uncommon (requires attunement by a wizard)

While wearing this bracelet, you can use a bonus action to utter the command word “Grimorium” to evoke your spell book. The book floats in the air until you use a bonus action to utter the command word again or until you take the bracelet off.



Bracelet of the Magic Council

BAGS

Animal Containment Satchel

Wondrous item, uncommon

The internal dimension of this leather bag is much greater than it looks from the outside. Inside there is a magical natural habitat sufficient for a tiny creature to live.



Animal Containment Satchel

Armorer's Pouch

Wondrous item, uncommon

This ordinary looking bag seems always empty. Rummaging inside, you can find a stockpile of weapon. The pouch can hold 5 different weapons for a maximum weight of 65 pounds. You can use an action to get a weapon from the pouch.

HORNS

Jubilant Horn

Wondrous item, rare

You can use an action to utter the command word “Convivium” and playing the horn to cast the *heroes' feast* spell. Once you use this property, it can't be used again for 1d4 days.

GLASSES

Methodical Monocle

Wondrous item, uncommon (requires attunement)

While wearing this monocle, you are capable of identifying magic items. You have to observe the magic item for 10 minutes to gain the effect of the *identify* spell. Once you use this property, it can't be used again until the next dawn.



Methodical Monocle

Monocle of the Historian

Wondrous item, uncommon

While wearing this monocle, you gain a +4 bonus on the History checks.

Glasses for Solar Protection

Wondrous item, uncommon

While wearing these glasses, you gain a +1 bonus on Charisma score. When the light is low or there is darkness, you have advantage in Perception checks and you can see up to a 10 feet distance.

Scoundrel's Phoney Glasses

Wondrous item, uncommon (requires attunement)

While wearing these glasses, you can use an action to cast the *disguise self* spell. Once you use this property, it can't be used again until the next dawn.

PIPES

Concentration Pipe

Wondrous item, rare (requires attunement)

While you use this pipe for at least 1 hour per day, you have advantage on the rolls to maintain concentration.

Nubiform Pipe

Wondrous item, uncommon

While you use this pipe for at least 1 hour per day, you can use a bonus action to cast the *fog cloud* spell. Once you use this property, it can't be used again until the next dawn.

Dragon's Magical Pipe

Wondrous item, uncommon

While you use this pipe for at least 1 hour per day, you gain a +2 bonus on Performance checks.



Dragon's Magical Pipe

HEADGEAR

Basque of the Intellectual

Wondrous item, rare (requires attunement)

While you wearing this basque, you have advantage on skill checks and Intelligence saving throws.



Basque of the Intellectual

Band of the Dry Eye

Wondrous item, uncommon (requires attunement)

While you use this band, you can use a bonus action to utter the command word "Dryadis" to open the eye on the band. If you hit elf or plant creatures when the eye on the band is open, the target takes an extra 2d6 damage. Once you use this property, it can't be used again until the next dawn.

Blindfold of Vision

Wondrous item, uncommon

While you wearing this blindfold, you can recognize magic items, see invisible creatures and find secret doors.