



# MORDENKAINEN'S TOME OF MARVELOUS MAGIC II

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# MORDENKAINEN'S TOME OF MARVELOUS MAGIC II



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### The following sources inspired this material:

*Encyclopedia Magica* (1994)

*Magic Item Compendium* (2007)

*Adventurer's Vault* (2008)

*Mordenkainen's Magnificent Emporium* (2011)



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# LIST OF ITEMS

Anything Wand  
Blade-Turning Ring  
Blink Ring  
Cat's Eye Ring  
Catstaff  
Elixir of Adamantine Blood  
Elixir of Aptitude  
Elixir of Flaming Fists  
Elixir of Hardening  
Elixir of Luck  
Elixir of Phasing  
Elixir of Regeneration  
Elixir of the Beetle  
Elixir of the Electric Eel  
Elixir of the Porcupine  
Elixir of Time  
Fiendstaff  
Harrow Rod  
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Oil of Animation  
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Potion of Dragon's Breath  
Potion of Fur Growth  
Potion of Genius  
Potion of Mage Wine  
Potion of Magic Resistance  
Potion of Mind Restoration  
Potion of Nutrition  
Potion of Pursuit  
Potion of Rainbow Hues  
Potion of Reflection  
Potion of Shape Change  
Potion of Spirit  
Potion of the Spider  
Ring of Antivenom  
Ring of Brief Blessing  
Ring of Cantrips  
Ring of Chameleon Power  
Ring of Clear Thought  
Ring of Command  
Ring of Disguise  
Ring of Faerie  
Ring of Flying  
Ring of Health  
Ring of Immunity  
Ring of Keys  
Ring of Legendary Resistance  
Ring of Lore  
Ring of Magic Detection  
Ring of Magical Invulnerability  
Ring of Necrotic Energy  
Ring of Nine Lives  
Ring of Personal Gravity  
Ring of Premonition  
Ring of Protection from Undead  
Ring of Quick Action  
Ring of Remedies  
Ring of Safety

Ring of Seeing  
Ring of Silence  
Ring of Teleportation  
Ring of the Four Winds  
Ring of the Gargoyle  
Ring of the Magician  
Ring of the Necromancer  
Ring of the Protector  
Ring of Thunder  
Ring of Tongues  
Ring of Valor  
Ring of Warding  
Rod of Agathys  
Rod of Beguiling  
Rod of Concealment  
Rod of Death  
Rod of Diplomacy  
Rod of Enervation  
Rod of Entrapment  
Rod of Escape  
Rod of Excellent Engineering  
Rod of Expeditious Transport  
Rod of Grievous Wounds  
Rod of Health  
Rod of Justice  
Rod of Leadership  
Rod of Many Things  
Rod of Passage  
Rod of Peace  
Rod of Reversal  
Rod of Sliding  
Rod of Splendor  
Rod of Sure Striking  
Rod of Terror  
Rod of the Wyrms  
Rod of Transposition  
Rod of Viscid Globes  
Staff of Arcane War  
Staff of Cacophony

Staff of Command  
Staff of Corrosion  
Staff of Dark Locales  
Staff of Devotion  
Staff of Ethereal Action  
Staff of Fury  
Staff of Gathering  
Staff of Miracles  
Staff of Skulls  
Staff of Stunning  
Staff of the Druids  
Staff of the Fates  
Staff of the Necromancer  
Staff of the Revealing Moon  
Staff of the Seas  
Staff of the White Well  
Staff of the Winds  
Staff of the Witch  
Staff of Vision  
Staff of Wizardry  
Wand of Banishment  
Wand of Barkskin  
Wand of Conjunction  
Wand of Darkness  
Wand of Displacement  
Wand of Earth and Stone  
Wand of Enfeeblement  
Wand of Eyes  
Wand of Fog  
Wand of Frost  
Wand of Hellfire  
Wand of Light  
Wand of Negation  
Wand of Steam and Vapor  
Wand of Swarming Force  
Wand of Teeth  
Wand of the Animate Dead  
Wand of the Underdark  
Wand of Warding

## PREFACE

*I was reluctant to create the first volume in this series for fear of the information becoming widespread and being put to bad use. It seems my fears were fully justified, as that work has now come to be in wide circulation.*

*One of the worst consequences of the book's distribution is that certain correspondence has found its way to me, not enquiring about the magic items themselves, but rather challenging my doctrine of Balance. The opinion of such people bothers me little, but they should know that I will soon complete a monograph that explains and defends the doctrine to the satisfaction of any fair enquirer.*

*Now, on to the current book. Whereas the former volume focused exclusively on wondrous items, this volume contains rods, rings, staves, wands, potions, elixirs, oils, and ointments. The array of powers described is truly astounding. One common objection to items of this sort is that they're typically only useful to spellcasters, but a quick glance through this catalog refutes such an assertion.*

*Given the theft (let's call it what it was) of the prior volume, you might wonder why I've gone to the trouble of compiling this one. Well, the griffon is out of the cage, as they say, and I feel compelled to push on. I am, mind you, trying to ascertain who opened the door.*

*—Mordenkainen*

MY DEAR FRIEND,

THEY SAY NO GOOD DEED GOES UNPUNISHED AND I CAN CERTAINLY ATTEST TO THE TRUTH OF THAT, EH? THE PRIOR VOLUME OF THIS WORK I SHARED WITH YOU, AFTER MUCH CAJOLING ON YOUR PART, AS A UNIQUE ACT OF GENEROSITY. WHEN I DEMURRED TO SHARE THIS NEW VOLUME, YOU THREATENED TO EXPOSE ME TO MY MASTER WHO, I FEAR, ALREADY SUSPECTS ME. WELL, YOU HAVE ME OVER A BARREL (AS THEY SAY IN LUSKAN), SO HERE IS THE BOOK. I TAKE SATISFACTION IN KNOWING THAT IF I GO DOWN, I'LL TAKE YOU WITH ME.

— QORT

# MAGICAL ITEM DESCRIPTIONS

Magic items are presented in alphabetical order. A magic item's description gives the item's name, its category, its rarity, and its magical properties.

## ANYTHING WAND

*Wand, legendary (requires attunement by a spellcaster)*

This wand is made of three slender rods of silver entwined together, cradling a clear, spherical quartz near the tip.

The wand has 2d6 + 20 charges when found. While holding it, you can use an action to transform the wand into any other wand with a rarity of rare or lower. It can only be transformed into a particular type of wand once, and behaves exactly like the wand it's been transformed into, except it retains this property. Using any property of the wand expends the number of charges indicated in the wand's description.

When you expend the wand's last charge, it shatters and is destroyed.

*I admit I know of this remarkable device only by repute—despite various attempts, I've never been able to locate it. I'd dismiss it as a legend but a certain venerable sage from Shadowdale assures me it exists.*

## BLADE-TURNING RING

*Ring, very rare (requires attunement)*

This heavy steel ring is engraved with shield patterns. While wearing this ring, you have resistance to piercing and slashing damage.

## BLINK RING

*Ring, rare (requires attunement)*

This silver chain-link ring is set with a large, square aquamarine. It has 6 charges and regains 1d6 expended charges daily at dawn. While wearing the ring, you can use an action to expend some of its charges to cast one of the following spells (save DC 15) from it: *blink* (3 charges), *invisibility* (2 charges), or *silent image* (1 charge).

## CAT'S EYE RING

*Ring, uncommon (requires attunement)*

This slender electrum ring is set with a number of small emeralds, clustered together to form a narrow oval. While wearing this ring, you have darkvision out to a range of 60 feet. If you already have darkvision, wearing the ring increases its range by 60 feet.

## CATSTAFF

*Staff, rare (requires attunement by a spellcaster)*

This tall, sleek staff is made of lustrous ebony and is topped with a sculpted nob in the shape of a cat's head.

It can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding this staff, you gain these benefits:

- You have darkvision out to a range of 60 feet.
- You have advantage on Dexterity (Stealth) checks.
- You have a climbing speed equal to your walking speed.
- You have advantage on Strength (Athletics) checks you make to climb.

The staff has 6 charges. While holding it, you can use an action to expend 1 of its charges to cast the *darkness* spell from it. The staff regains 1d6 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff bursts into flame and is destroyed.

## ELIXIR OF ADAMANTINE BLOOD

*Potion, rare*

When you drink this silvery-black elixir, tiny motes of magical adamantine flood through your veins, making your body far more durable. For 1 hour, your AC can't be less than 18, regardless of what kind of armor you're wearing.

## ELIXIR OF APTITUDE

*Potion, rare*

When you drink this minty, green elixir, you must choose a skill you're proficient in. For 1 hour, you have advantage on all ability checks made using that skill.

## ELIXIR OF FLAMING FISTS

*Potion, uncommon*

When you drink this spicy, red elixir, your fists burst into flame that doesn't harm you. Once per turn, when you hit a target with an unarmed attack, you can deal an extra 1d6 fire damage. The effect lasts for 10 minutes.

## ELIXIR OF HARDENING

*Potion, uncommon*

When you drink this sour, brown elixir, you gain 2d6 temporary hit points and for 1 hour, you have advantage on Constitution saving throws.

*A valuable elixir for novice adventurers. I'm surprised the recipe isn't more widely known.*

## ELIXIR OF LUCK

*Potion, legendary*

When you drink this thick, golden elixir, you have advantage on all attack rolls, ability checks, and saving throws for 1 hour.

### ELIXIR OF PHASING

*Potion, very rare*

This effervescent liquid has a silvery tinge and smells like peppermint. When you drink this elixir, for 1 minute you gain the ability to magically shift from the Material Plane to the Ethereal Plane, or vice versa, as an action.

While on the Ethereal Plane, you can see and hear the Material Plane, which is cast in shades of gray, and you can't see anything there more than 60 feet away. You can only affect and be affected by other creatures on the Ethereal Plane. Creatures that aren't there can't perceive you or interact with you, unless a special ability or magic has given them the ability to do so.

### ELIXIR OF REGENERATION

*Potion, rare*

This syrupy, green liquid smells like pears. When you drink this elixir, you regain 1d6 hit points at the start of your turn for the next 10 minutes, provided that you have at least 1 hit point. Alternatively, if you rub it on the stump of a missing body part, that body part regrows and returns to full functionality after 10 minutes.

### ELIXIR OF THE BEETLE

*Potion, rare*

This viscous liquid is creamy brown and smells like wet leaves. Drinking this elixir causes your skin to harden into a chitinous shell and short antennae to sprout from your forehead. For 1 hour after drinking it, you gain the effect of the *barkskin* spell, and you have blindsight out to a range of 30 feet. Once the hour is up, you shed the chitin and antennae painlessly.



### ELIXIR OF THE ELECTRIC EEL

*Potion, uncommon*

This blue liquid sparkles with dancing yellow motes. When you drink this potion, your skin generates deadly electricity for 1 hour.

This electricity is a natural weapon which you can use to make unarmed strikes. If you hit with an electrical discharge, you deal 1d6 lightning damage instead of the normal damage for an unarmed strike. This natural weapon is magical, and has a +1 bonus to attack and damage rolls.

### ELIXIR OF THE PORCUPINE

*Potion, rare*

This dark-brown liquid has threads of white and tan. When you drink this potion, your skin grows a layer of sharp quills for 1 hour. Each time a creature hits you with a melee attack, they take 1d6 piercing damage.

### ELIXIR OF TIME

*Potion, legendary*

This pale, viscous liquid usually comes in an hourglass-shaped bottle. When you drink it, you gain the effect of the *time stop* spell.

### FIENDSTAFF

*Staff, very rare (requires attunement by a spellcaster)*

This smooth redwood staff is capped with a pair of grotesque ivory horns. This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While holding it, you have a +2 bonus to spell attack rolls, and have resistance to fire and poison damage.

The staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *cause fear* (1 charge), *darkness* (2 charges), *summon greater demon* (4 charges), or *summon lesser demons* (3 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff blackens, crumbles into cinders, and is destroyed.

### HARROW ROD

*Rod, rare (requires attunement)*

This rectangular rod is made from black iron and is slightly twisted. It has 3 charges and regains all expended charges daily at dawn. While holding this rod, you can use an action to expend 1 charge to spray a 30-foot cone of caustic green liquid. Each creature in the cone must make a DC 15 Dexterity saving throw. A target takes 6d6 acid damage on a failed save, or half as much damage on a successful one.

### LIGHTNING ROD

*Rod, rare (requires attunement)*

This plain shaft of black wrought iron bristles with static electricity. While holding this rod, you have resistance to lightning damage, and you can use a reaction to cast the 3rd-level version of the *absorb elements* spell from it.

## OIL OF ANIMATION

*Potion, uncommon*

This thin, orange oil is easily poured and can cover four Tiny objects, two Small objects, or one Medium object. Applying the oil takes 1 round, regardless of how many objects you cover.

The covered objects animate and become creatures under your control for 1 minute or until reduced to 0 hit points. As a bonus action, you can mentally command any creature you animated with this oil if the creature is within 500 feet of you (if you control multiple creatures, you can command any or all of them at the same time, issuing the same command to each one). They can follow specific or general instructions.

### ANIMATED OBJECT STATISTICS

Size	HP	AC	To Hit	Damage	Str	Dex
Tiny	20	18	+8	1d4 + 4	4	18
Small	25	16	+6	1d8 + 2	6	14
Medium	40	13	+5	2d6 + 1	10	12

An animated object is a construct with AC, hit points, attacks, Strength, and Dexterity determined by its size. Its Constitution is 10, its Intelligence and Wisdom are 3, and its Charisma is 1. Its speed is 30 feet; if it lacks legs or other appendages it can use for locomotion, it instead has a flying speed of 30 feet and can hover. It has blindsight with a radius of 30 feet and is blind beyond that distance. When the animated object drops to 0 hit points, it's destroyed.

## OIL OF CAMOUFLAGE

*Potion, uncommon*

This jellylike oil is a mélange of rainbow colors. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then has advantage on Dexterity (Stealth) checks for 1 hour.

## OIL OF CLOAKING

*Potion, rare*

This clear substance is thick and gelatinous. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature is then immune to any effect that would sense its emotions or read its thoughts, and any divination spells targeted at it for 8 hours.

## OIL OF CURDLED DEATH

*Potion, rare*

This chunky, yellow oil smells like rotting fruit. The oil can cover a Medium or smaller creature, along with the equipment it's wearing and carrying (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. The affected creature then emits a 10-foot radius cloud of invisible gas for 1 hour, which is centered on the affected creature and



moves with them. Each creature (other than the wearer) that's completely within the cloud at the start of its turn must make a DC 14 Constitution saving throw against poison. On a failed save, the creature spends its action that turn retching and reeling. Creatures that don't need to breathe or are immune to poison automatically succeed on this saving throw.

*I have it on good authority that hill giants coat themselves in a similar substance before brawling over territory disputes. I find no other acceptable reason to use this.*

## OIL OF DARKNESS

*Potion, rare*

This pitch-black substance usually comes in a glass vial. When you smash or uncork the vial, magical darkness spreads from that point to fill a 15-foot-radius sphere for 10 minutes. The darkness spreads around corners. A creature with darkvision can't see through this darkness, and nonmagical light can't illuminate it.

## OIL OF FLESH RETURNED

*Potion, rare*

This milky-white oil smells of frankincense. The oil can cover a Medium or smaller creature (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. Once applied, the affected creature reduces the penalties incurred by the *raise dead* or the *resurrection* spell by 1. Once affected, the creature can't gain the benefits of this oil again until ten days have passed.

## OIL OF FLYING

*Potion, rare*

This thin, violet oil can coat one Medium or smaller object. Applying the oil takes 10 minutes. For 1 hour, that object gains a flying speed of 50 feet, can carry up to 400 pounds, and responds to the spoken commands of anyone sitting astride it.



### OIL OF KEEN SLICING

*Potion, uncommon*

This viscous oil has a golden hue and usually comes in a small tin. The oil can coat one slashing weapon and applying the oil takes 1 minute. For 1 hour, the coated weapon deals an extra 1d4 slashing damage.

### OIL OF MINOR SPELL RESISTANCE

*Potion, rare*

This clear oil shimmers with purple glitter. The oil can cover a Medium or smaller creature (one additional vial is required for each size category above Medium). Applying the oil takes 10 minutes. Once applied, the affected creature has advantage on saving throws against spells for 1 hour.

### OIL OF RED FLAME

*Potion, uncommon*

This thick oil is translucent with a slight red tinge. The oil can coat one slashing or piercing weapon or up to 5 pieces of slashing or piercing ammunition. Applying the oil takes 1 minute. The next time you hit a creature with an attack using the coated weapon, the oil bursts into flame and deals an extra 3d6 fire damage to the target. When you hit a creature with an attack using coated ammunition, the oil bursts into flame and deals an extra 1d6 fire damage to the target.

### OINTMENT OF BLESSING

*Wondrous item, rare*

This metal tin contains 1d4 + 1 doses of a thick, pink cream that smells of strawberries. It takes 1 minute to apply one dose of the ointment to the skin. For the next 10 minutes, whenever the creature that receives it makes an attack roll or a saving throw, it can roll a d4 and add the number rolled to the attack roll or saving throw.

### OINTMENT OF BLINDSIGHT

*Wondrous item, rare*

This jet-black mixture seems to pull light into itself. When this ointment is applied to your eyelids, for 1 hour, you have blindsight out to a range of 30 feet.

### POTION OF CAT'S GRACE

*Potion, uncommon*

This potion is pale yellow and smells of vanilla. For 1 hour after drinking it, you have advantage on Dexterity saving throws.

### POTION OF CHAMELEON POWER

*Potion, uncommon*

This thick liquid is a swirling mass of colors. When you drink it, if you remain motionless while adjacent to a stationary background (such as a wall or thick foliage), you become invisible. The effect ends after 1 hour, or if you move, use an action, use a reaction, or use a bonus action.

### POTION OF CLARITY

*Potion, rare*

This clear, thin liquid comes in a crystal container with a silver stopper. For 10 minutes after you drink this potion, you have truesight out to a range of 120 feet.

*Fireballs? Lightning bolts? Bah! There's nothing more useful or potent than the ability to see things as they really are.*

### POTION OF DIAMONDSKIN

*Potion, rare*

This silvery liquid sparkles with diamond dust. When you drink this potion, your skin grows hard and takes on a glistening, silvery hue. Roll 2d6. Each time you take bludgeoning, piercing, or slashing damage from a nonmagical attack, reduce the damage taken by that amount. The effect lasts for 1 hour.

### POTION OF DRAGON'S BREATH

*Potion, uncommon*

This liquid shimmers with a rainbow of chromatic hues. After drinking this potion, you can use a bonus action to exhale a breath weapon at a target within 30 feet of you, with the effect randomly determined using the Breath Effects table. The effect ends after you exhale the breath weapon three times or when 1 hour has passed.

#### BREATH EFFECTS

d6	Effect
1	<b>Red:</b> the target must make a DC 13 Dexterity saving throw, taking 4d6 fire damage on a failed save, or half as much damage on a successful one.
2	<b>Black:</b> the target must make a DC 13 Dexterity saving throw, taking 4d6 acid damage on a failed save, or half as much damage on a successful one.
3	<b>Blue:</b> the target must make a DC 13 Dexterity saving throw, taking 4d6 lightning damage on a failed save, or half as much damage on a successful one.
4	<b>White:</b> the target must make a DC 13 Constitution saving throw, taking 4d6 cold damage on a failed save, or half as much damage on a successful one.
5	<b>Green:</b> the target must make a DC 13 Constitution saving throw, taking 4d6 poison damage on a failed save, or half as much damage on a successful one.
6	<b>Shadow:</b> the target must make a DC 13 Constitution saving throw, taking 4d6 necrotic damage on a failed save, or half as much damage on a successful one.

### POTION OF FUR GROWTH

*Potion, uncommon*

This potion is a thick brown liquid that smells like roasted venison. When you drink this potion, you sprout a shaggy coat of fur, six inches thick. The fur lasts for 8 hours, after which time it falls off harmlessly. This fur mimics the effects of cold weather gear, protecting you from extreme cold.

### POTION OF GENIUS

*Potion, uncommon*

This gooey, yellow liquid smells like butter. When you drink this potion, your Intelligence score is 20 for 1 hour.

### POTION OF MAGE WINE

*Potion, rare*

This deep-purple liquid has a fruity smell and tastes like the finest wine. When you drink this potion, you regain an expended spell slot of 5th level or lower.

*This potent brew is responsible for ending many wizard duels in revelry rather than regret. I'm not ashamed to admit this side effect has kept me from throttling Leomund on several occasions.*

### POTION OF MAGIC RESISTANCE

*Potion, rare*

This thick, black liquid smells like licorice. When you drink this potion, you have advantage on saving throws against spells and other magical effects for 1 minute.

### POTION OF MIND RESTORATION

*Potion, rare*

This sweet-smelling liquid is a soothing sky blue. When you drink this potion, you're cured of any short-term, long-term, or indefinite madness affecting you.

### POTION OF NUTRITION

*Potion, uncommon*

This chunky, gray liquid resembles porridge. When you drink this potion, you can go for one week without imbibing food or water, and you suffer no ill effects as a result.

*A truly worthwhile invention. When working spells to confound the cosmos, lunch breaks are rarely an option.*

### POTION OF PURSUIT

*Potion, uncommon*

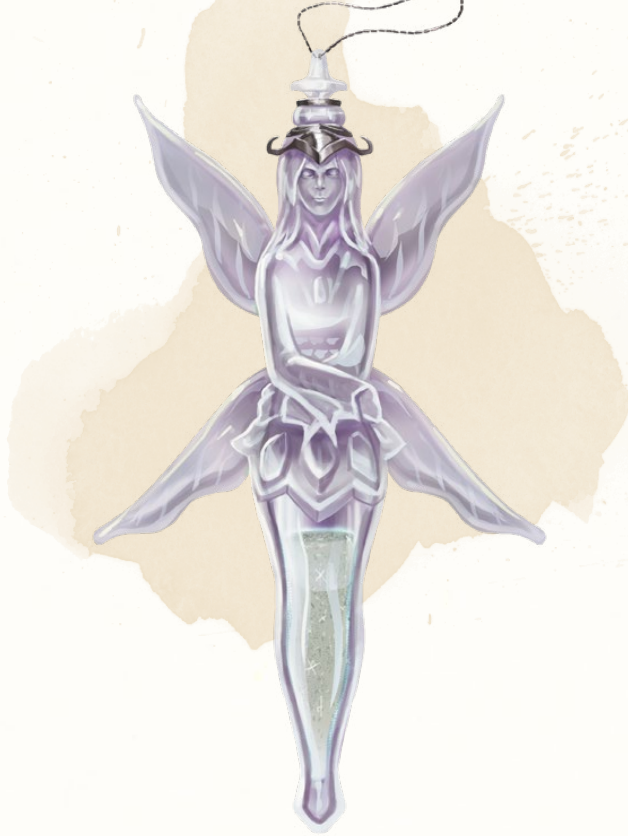
This purple liquid appears to be in constant motion, even when its container is still. When you drink this potion, you can move at an incredible pace. For 1 hour, your speed is doubled.

### POTION OF RAINBOW HUES

*Potion, uncommon*

This syrupy liquid smells like burnt sugar. Upon drinking this potion, a dazzling array of rainbow colors momentarily burst from your body. Each creature who can see you must succeed on a DC 13 Wisdom saving throw or be charmed until the start of your next turn.





While charmed, the creature is incapacitated and has a speed of 0. The effect ends for an affected creature if it takes damage or if someone else uses an action to shake the creature out of its stupor.

### POTION OF REFLECTION

*Potion, rare*

When you drink this potion, your skin and worn equipment gain a disorienting mirrorlike sheen. For 1 minute, creatures have disadvantage on attack rolls against you. An attacker is immune to this effect if it doesn't rely on sight, as with blindsight, or can see through illusions, as with truesight.

### POTION OF SHAPE CHANGE

*Potion, very rare*

This bitter, orange liquid has the consistency of honey. When you drink this potion, you can transform yourself into a different creature. The transformation lasts for 1 hour. The new form can be of any creature with a challenge rating of 9 or lower. Your game statistics, including mental ability scores, are replaced by the statistics of the new form. You retain your alignment and personality.

You assume the hit points of the new form, and when you revert to your normal form, you return to the number of hit points you had before you transformed. If you revert as a result of dropping to 0 hit points, any excess damage carries over to your normal form. As long as the excess damage doesn't reduce your normal form to 0 hit points, you aren't knocked unconscious.

You're limited in the actions you can perform by the nature of your new form, and you can't speak, cast spells, or take any other action that requires hands or speech unless your new form is capable of such actions.

Your gear melds into the new form. You can't activate, use, wield, or otherwise benefit from your equipment.

### POTION OF SPIRIT

*Potion, rare*

This opalescent liquid smells of lavender. When you drink this potion, you can't be frightened for 10 minutes. If you're frightened when you drink the potion, the condition ends.

### POTION OF THE SPIDER

*Potion, uncommon*

This sepia liquid has a pungent smell. When you drink this potion, you gain a climbing speed equal to your walking speed for 1 hour. You can move up, down, and across vertical surfaces, and upside down along ceilings, while leaving your hands free. However, you can't move this way on a slippery surface, such as one covered by ice or oil.

### RING OF ANTIVENOM

*Ring, uncommon (requires attunement)*

This granite ring is set with a tiny, speckled, mushroom-shaped agate. While wearing this ring, you can use an action to cast the *protection from poison* spell from it. The ring can't be used again until the next dawn.

*These rings make popular birthday gifts for noble children.*

### RING OF BRIEF BLESSING

*Ring, uncommon (requires attunement)*

This silver ring is set with a clear, round crystal that glows faintly when the ring is used. While wearing this ring, when you make an attack roll, ability check, or saving throw, you can give yourself advantage on the roll. The ring can't be used again until the next dawn.

### RING OF CANTRIPS

*Ring, rare (requires attunement by a wizard)*

This brass ring is engraved with a variety of small arcane runes. While wearing it, you know all cantrips on the wizard spell list.

### RING OF CHAMELEON POWER

*Ring, uncommon (requires attunement)*

This iridescent ring is set with a domed cluster of multicolored gems. It has 3 charges, and it regains 1d3 expended charges daily at dawn. When you remain motionless while adjacent to a stationary background (such as a wall or thick foliage), you can use your action to expend 1 of its charges to become invisible for 1 hour. The effect ends if you move, use an action, use a reaction, or use a bonus action.

### RING OF CLEAR THOUGHT

*Ring, very rare (requires attunement)*

This silver ring is engraved with swirling patterns and has four tiny sapphires embedded in it. While wearing this ring, you gain the following benefits:

- You're immune to the charmed and frightened conditions.
- Your Intelligence score increases by 2, to a maximum of 20.
- You have resistance to psychic damage.

### RING OF COMMAND

*Ring, rare (requires attunement by a spellcaster)*

This bright gold ring is shaped like a tiny crown with small diamonds embedded around the rim. This ring has 6 charges and regains 1d6 charges daily at dawn. While wearing it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *charm person* (1 charge), *command* (1 charge), *hold person* (2 charges), or *suggestion* (2 charges).

### RING OF DISGUISE

*Ring, rare (requires attunement)*

This dull bronze ring is set with a flat, round signet bearing an eye-shaped inscription. It has 3 charges and regains 1d3 expended charges daily at dawn. While wearing this ring, you can use an action to expend 1 of its charges to cast the *alter self* spell from it. The spell ends if the ring is removed.

### RING OF FAERIE

*Ring, rare (requires attunement)*

This delicate silver ring is carved in a pattern of interlocking leaves and is set with a moss agate. While wearing this ring, you gain the following benefits:

- Your Dexterity score increases by 2, to a maximum of 20.
- You have advantage on Charisma (Persuasion) checks made to interact with elves.

In addition, while attuned to the ring, your facial features soften, becoming more graceful and unearthly. If you aren't an elf, you gain the following additional benefits while wearing the ring:

- You have advantage on saving throws against being charmed, and magic can't put you to sleep.
- You have darkvision out to a range of 60 feet.
- You can speak, read, and write Elvish.

### RING OF FLYING

*Ring, rare (requires attunement)*

This pale electrum ring is set with a pair of wing-shaped sapphires. It has 6 charges and regains 1d6 expended charges daily at dawn. While wearing this ring, you can use an action to expend 1 of its charges to gain a flying speed of 60 feet for 10 minutes.

*The ability to fly is of great utility to an adventurer, especially when braving more dangerous environments and facing more potent adversaries. Be cautious, however. Many a novice adventurer, newly imbued with the power of flight, has thoughtlessly separated themselves from the party and suffered death or injury as a result.*

### RING OF HEALTH

*Ring, rare (requires attunement)*

This white gold ring is set with a large, heart-shaped ruby. While wearing the ring, you gain the following benefits:

- Your Constitution score increases by 2, to a maximum of 20.
- You have resistance to poison damage.
- Whenever you roll a Hit Die to regain hit points, you can replace the number you roll with a 3.

### RING OF IMMUNITY

*Ring, rare (requires attunement)*

This silver ring is inscribed with runes on the inner surface and set with tiny emeralds on the outer surface. You're immune to contracting any disease while you wear this ring. If you're already infected with a disease, the effects of the disease are suppressed while you wear the ring. In addition, whenever you roll a Hit Die to regain hit points, you regain an extra 1d6 hit points.

### RING OF KEYS

*Ring, uncommon*

This item consists of a large bronze loop with 10 keys attached to it, each of varying size and design. Each key has a 10 percent chance of opening any lock into which it's inserted. Once a key unlocks something, it disappears.

### RING OF LEGENDARY RESISTANCE

*Ring, legendary (requires attunement)*

This ring is made of braided silver and is set with a rectangular diamond. If you fail a saving throw while wearing this ring, you can choose to succeed instead. The ring can't be used again until the next dawn.

### RING OF LORE

*Ring, rare (requires attunement)*

This gray stone ring is latticed with a network of small grooves. While wearing this ring, you can cast the *legend lore* spell from it. The ring can't be used again until the next dawn.

*I've never forgotten a single thing. I can, however, see how this might be of service to lesser planar travelers.*





### RING OF MAGIC DETECTION

*Ring, rare (requires attunement)*

This ring is usually invisible and can only be seen with the effects of *detect magic* or similar detection spells. When seen, it appears as a band of bright-blue light. While wearing this ring, you can cast the *detect magic* spell from it.

### RING OF MAGICAL INVULNERABILITY

*Ring, very rare (requires attunement)*

This steel ring has diamonds set all around the band. While wearing it, you have advantage on saving throws against spells and other magical effects.

The ring has 3 charges and regains 1d3 expended charges daily at dawn. While wearing it, you can use an action to expend 1 of its charges to cast the *globe of invulnerability* spell from it. The spell ends if the ring is removed.

### RING OF NECROTIC ENERGY

*Ring, rare (requires attunement by a spellcaster)*

This shiny silver ring is set with a cluster of tiny skulls surrounding a red-rimmed amethyst. It has 6 charges and regains 1d6 expended charges daily at dawn. While wearing this ring, you can use an action to expend 1 of its charges to cause a beam of purple energy to streak from the ring toward a creature you can see within 60 feet of you.

The target must make a Constitution saving throw against your spell save DC. The target takes 5d10 necrotic damage on a failed save, or half as much damage on a successful one. This has no effect on undead.

### RING OF NINE LIVES

*Ring, very rare (requires attunement)*

This ivory ring is carved like a cat with tiny emeralds set as its eyes. The ring has 9 charges. If the wearer of this ring would drop to 0 hit points as a result of taking damage, the wearer instead drops to 1 hit point, and the ring loses 1 charge. Alternatively, if the target is subjected to an effect that would kill it instantaneously without dealing damage, that effect is instead negated against the target, and the ring loses 1 charge. When the ring has no charges remaining, it becomes a nonmagical ring.

### RING OF PERSONAL GRAVITY

*Ring, rare (requires attunement)*

This gray stone ring is unusually heavy. While wearing this ring, you can't be pushed by any means. You automatically succeed on saves against attacks or spells that attempt to move you any amount of distance or knock you prone.

### RING OF PREMONITION

*Ring, uncommon (requires attunement)*

This mahogany ring is set with a tiny brass bell. While wearing this ring, you and any of your companions within 30 feet of you can't be surprised, except when incapacitated by something other than nonmagical sleep. The ring magically awakens you and your companions within range if any of you are sleeping naturally when combat begins.

### RING OF PROTECTION FROM UNDEAD

*Ring, rare (requires attunement)*

This bronze ring is set with three skull-shaped rubies. While wearing it, if an undead targets you directly with an attack or a harmful spell, that creature must make a DC 14 Wisdom saving throw (an undead needn't make the save when it includes you in an area effect, such as the explosion of *fireball*). On a failed save, the creature must choose a new target or waste the attack or spell.

### RING OF QUICK ACTION

*Ring, uncommon*

This silver ring is comprised of tightly wound coils. While wearing it, you have advantage on initiative rolls and Dexterity (Acrobatics) checks.

### RING OF REMEDIES

*Ring, rare (requires attunement by a bard, cleric, or druid)*

This golden ring is set with a heart-shaped ruby. While wearing it, you can use an action to cast the *greater restoration* spell from it. The ring can't be used again until the next dawn.

### RING OF SAFETY

*Ring, uncommon*

This thick electrum ring is inscribed with a brick pattern and is set with a triangular malachite. When you fail a saving throw while wearing it, you can choose to reroll it. The ring can't be used again until the next dawn.

*Otiluke was a brilliant wizard, but one of the most foolish and accident-prone people I've ever met. This ring was devised by one of his apprentices to help protect her master during his many reckless experiments.*

### RING OF SEEING

*Ring, legendary (requires attunement)*

This bronze ring is set with an eerily lifelike glass eye. While wearing this ring, you have truesight out to a range of 60 feet.

### RING OF SILENCE

*Ring, uncommon (requires attunement)*

This gold ring is inscribed with an olive branch that stretches all around the outer surface. It has 4 charges and regains 1d4 charges daily at dawn. While wearing the ring, you can use an action to expend 1 charge to cast the *silence* spell from it.

### RING OF TELEPORTATION

*Ring, very rare (requires attunement)*

This gold ring is set with a large fire opal that can be easily detached and reattached. The ring has 6 charges and regains 1d6 expended charges daily at dawn. While wearing it, you can use an action to expend 1 of its charges to teleport yourself and up to 8 willing creatures within 10 feet of you to the location of the gem. If the gem is attached to the ring when you expend the charge, or you aren't on the same plane of existence as the gem, the charge is wasted.

### RING OF THE FOUR WINDS

*Ring, rare (requires attunement by a spellcaster)*

This silver-chain ring is set with a cluster of four sapphires, each sculpted to resemble a head with puffed cheeks and pursed lips.

This ring has 6 charges and regains 1d6 expended charges daily at dawn. While wearing the ring, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *control winds* (5 charges), *gust of wind* (2 charges), *wind walk* (6 charges), or *wind wall* (3 charges).

### RING OF THE GARGOYLE

*Ring, rare (requires attunement)*

This flecked granite ring is carved with the face of a gargoyle. While wearing this ring, you can use an action to transform into a stone statue of yourself. You remain in this form until you use an action to revert to your normal state.

While transformed, you're petrified, and the only action you can take is to revert to your normal state.

### RING OF THE MAGICIAN

*Ring, uncommon (requires attunement)*

This cheap-looking ring is painted gold. While wearing this ring, you can cast the *prestidigitation* cantrip from it.

*These rings are sold in troves amongst the criminals of Baldur's Gate. If you spot a "wizard" conjuring sparkles on the street corner, move quickly to conceal your purse.*

### RING OF THE NECROMANCER

*Ring, very rare (requires attunement by a spellcaster)*

This steel-chain ring is set with a white pearl carved into the shape of a skull. While wearing this ring, you know the *toll the dead* cantrip.

This ring has 3 charges and regains 1d3 charges daily at dawn. While wearing it, you can expend some of its charges to cast one of the following spells from it: *animate dead* (1 charge), *create undead* (2 charges), or *speak with dead* (1 charge).

*This ring was designed by my former servant Bigby. He's well-known for his "hand" spell, which is a remarkable piece of evocation. Less well-known is Bigby's great interest in necromancy. Of course, not all have an appetite for dealing with the dead.*

### RING OF THE PROTECTOR

*Ring, rare*

These braided mithril-and-jade rings are always created in pairs. While wearing one of these rings, you can use an action to instantly learn the following information about the creature wearing the other ring:

- Their current hit points and status (alive, unconscious, or deceased).
- Any conditions or spells currently affecting them.
- Their current emotional state (happy, frightened, etc.).
- The current straight-line distance to them. If the wearer is on another plane, you learn that, though you can't discern which plane they're on.

### RING OF THUNDER

*Ring, rare (requires attunement)*

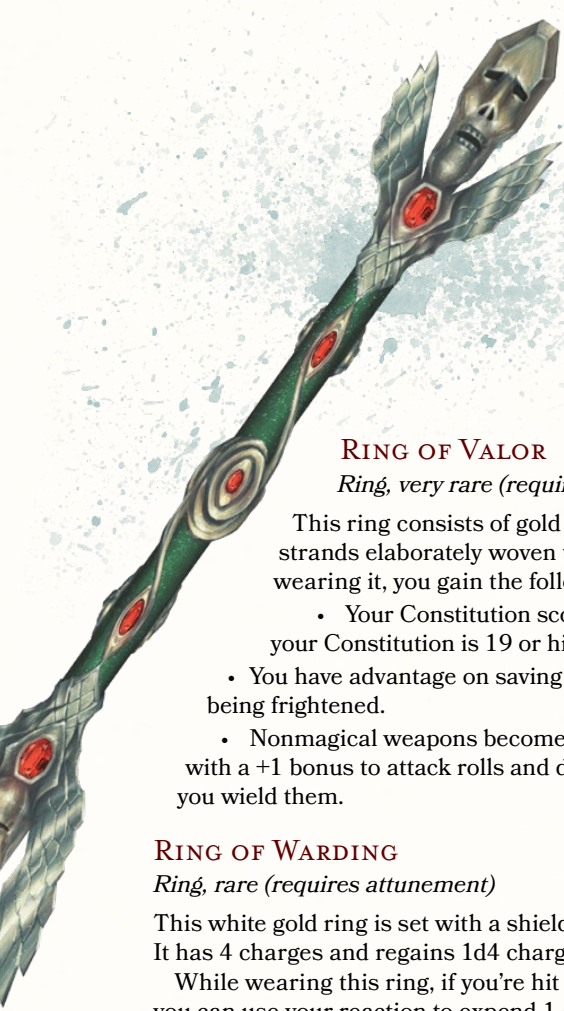
This silver ring is carved into a lion's face set with a topaz mane. This ring has 3 charges, and it regains 1d3 expended charges daily at dawn. While wearing this ring, you can speak its command word as an action to expend 1 to 3 of its charges to emit a wave of thunderous force audible out to 300 feet. Each creature within 15 feet of you must make a DC 15 Constitution saving throw. On a failed save, for each charge you expend, the creature takes 2d10 thunder damage and is pushed 10 feet away from you. On a successful save, the creature takes half as much damage and isn't pushed.

In addition, for each charge you expend, unsecured objects that are completely within the area of effect are automatically pushed 10 feet away from you by the effect.

### RING OF TONGUES

*Ring, rare (requires attunement)*

This golden ring is inscribed with runes from a hundred different alphabets. While wearing this ring, you gain the ability to understand any spoken language you hear. Moreover, when you speak, any creature that knows at least one language and can hear you understands what you say.



### RING OF VALOR

Ring, very rare (requires attunement)

This ring consists of gold and platinum wire strands elaborately woven together. While wearing it, you gain the following benefits:

- Your Constitution score is 19, unless your Constitution is 19 or higher already.
- You have advantage on saving throws against being frightened.
- Nonmagical weapons become magical weapons with a +1 bonus to attack rolls and damage rolls while you wield them.

### RING OF warding

Ring, rare (requires attunement)

This white gold ring is set with a shield-shaped diamond. It has 4 charges and regains 1d4 charges daily at dawn.

While wearing this ring, if you're hit by a melee attack, you can use your reaction to expend 1 charge to add 1d8 to your AC against that attack.

### ROD OF AGATHYS

Rod, uncommon (requires attunement)

This short, slender rod is made from a glossy, blue metal and is cold to the touch. It has 3 charges and regains all expended charges daily at dawn. While holding it, you can use an action to expend 1 charge to cast the *armor of Agathys* spell from it.

### ROD OF BEGUILING

Rod, rare (requires attunement)

This wand is carved of warm redwood and looks inviting to hold. While holding the rod, you have advantage on Charisma (Persuasion) checks, and you can use an action to cast one of the following spells (save DC 14) from it: *animal friendship* and *charm person*.

### ROD OF CONCEALMENT

Rod, rare (requires attunement)

This slim rod is made from clear crystal and is difficult to see from more than 10 feet away. It has 3 charges and regains all expended charges daily at dawn.

While holding this rod, you can use an action to touch a creature and expend 1 charge to cause it become invisible for 1 hour. Anything the target is wearing or carrying is invisible as long as it's on their person. The effect ends if the target attacks or casts a spell.

### ROD OF DEATH

Rod, legendary (requires attunement by a spellcaster)

This rod is made of fused vertebrae crowned by a yellowed human skull. It has 7 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *animate dead* (1 charge), *blight* (2 charges), *circle of death* (3 charges), or *finger of death* (4 charges).

The rod regains 1 expended charge daily at midnight. If you expend the last charge, roll a d20. On a 1, the rod disappears in a burst of black smoke.

### ROD OF DIPLOMACY

Rod, uncommon (requires attunement)

This rod is covered with an intimidating number of steel spikes. It functions as a magic mace that grants a +1 bonus to attack and damage rolls made with it.

You can use an action to present the rod to cast the *suggestion* spell (save DC 13) from it. This property can't be used again until the next dawn.

### ROD OF ENERVATION

Rod, rare (requires attunement)

This rod is made from bone engraved with anguished, screaming faces. When you hit a creature with a melee attack while holding the rod, that creature must make a DC 15 Constitution saving throw. On a failure, the target takes 4d8 necrotic damage and you gain temporary hit points equal to half the damage dealt. Once you use the rod, you can't use it again until you roll initiative at the start of combat or until you finish a short or long rest.

### ROD OF ENTRAPMENT

Rod, uncommon (requires attunement)

This rod consists of a thick branch wrapped with living vines. While attuned to the rod, difficult terrain doesn't cost you extra movement.

In addition, you can use an action to cast the *entangle* spell (save DC 13) from it. This property can't be used again until the next dawn.

### ROD OF ESCAPE

Rod, uncommon (requires attunement)

This peculiar amber rod is shaped like a narrow ladder. It has 3 charges and regains all expended charges daily at dawn. While holding it, you can use an action to expend 1 charge to cast *expeditious retreat*, *jump*, or *knock* from it.

### ROD OF EXCELLENT ENGINEERING

Rod, rare (requires attunement)

This 1-foot-long pewter rod is topped with a square compartment filled with collapsible tools. It has several properties:

**Multi-Tool.** The rod is a fully functional multi-tool and can be used as a set of mason's tools. While attuned to the rod, you have proficiency with mason's tools.

**Extension.** While holding the rod, you can use an action to speak a command word and cause it to extend into a 10-foot pole. However, the rod will elongate only as far as the surrounding space allows. You can use an action to speak a different command word and cause the pole to revert to a rod.

**Spells.** The rod has 7 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells (save DC 15) from it: *stone shape* (2 charges), *unseen servant*, (1 charge), or *wall of stone* (3 charges).

The rod regains all expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rod disappears in a puff of dust.

*One plane I visited has this charming saying: "Rome wasn't built in a day." They clearly didn't possess one of these.*

### ROD OF EXPEDITIOUS TRANSPORT

*Rod, rare (requires attunement)*

This short rod of fig is carved with flowing runes and is bound with iron bands at each end. While holding this rod, you gain the following benefits:

- Your walking speed increases by 10 feet.
- Your movement is unaffected by difficult terrain.
- You have advantage on saving throws against exhaustion caused by making a forced march.

The rod has 3 charges and regains all expended charges daily at dawn. While holding this rod, you can use an action to expend some of its charges to cast one of the following spells from it: *find steed* (1 charge) or *find greater steed* (2 charges).

### ROD OF GRIEVOUS WOUNDS

*Rod, rare (requires attunement)*

This long ivory rod is adorned with interlocking, blade-shaped carvings. It has 3 charges and regains all expended charges daily at dawn. While holding this rod, you can use an action to expend 1 charge to target up to six creatures you can see within 30 feet of you. Each target must make a DC 14 Constitution saving throw as terrible wounds open up on its body. The target takes 6d6 slashing damage on a failed save, or half as much damage on a successful one.

*A colleague of mine wielded such a rod on some quest or another. It made such a bloody mess that I refused to venture out with her again.*

### ROD OF HEALTH

*Rod, rare (requires attunement)*

This golden rod is carved with an intricate pattern punctuated with small rubies shaped like hearts.

The rod possesses a healing pool of 40 hit points that replenishes each day at dawn. As an action, you can touch the rod to a creature and restore a number of hit points to that creature, up to the maximum amount remaining in the pool. The rod has no effect on undead and constructs.



### ROD OF JUSTICE

*Rod, rare (requires attunement)*

This smooth, white rod is made from ash wood and is capped with a steel headpiece resembling a nightingale. It functions as a magic mace that grants a +1 bonus to attack and damage rolls made with it.

The rod has 3 charges and regains all expended charges daily at dawn. Once per turn, when you hit a humanoid with a melee attack using the rod, you can expend 1 charge. If you do, the target must succeed on a DC 15 Wisdom saving throw or be paralyzed for 1 minute. At the end of each of its turns, the target can make another Wisdom saving throw. On a success, the effect ends on the target.

### ROD OF LEADERSHIP

*Rod, very rare (requires attunement)*

This pale, polished rod is made from elder wood and is capped with a steel headpiece resembling a roaring lion. It functions as a magic mace that grants a +2 bonus to attack and damage rolls made with it. While holding this rod, you have advantage on Charisma (Persuasion) checks.



This rod has 3 charges and regains all expended charges daily at dawn. While holding this rod, you can use an action to expend 1 charge to target up to three creatures you can see within 30 feet of you with one of the following effects:

- The target can immediately use their reaction to make one weapon attack with advantage.
- The target can take the Dodge action as a bonus action before the start of your next turn.
- You remove the charmed and frightened conditions from the target.

### ROD OF MANY THINGS

*Rod, very rare (requires attunement)*

This elegant rod is 1 inch thick, 3 feet long, and made of lustrous silver. It has 3 charges and regains all expended charges daily at dawn.

While holding this rod, you can use an action to expend 1 charge to transform it into any weapon, armor, or piece of adventuring gear found in chapter 5 of the *Player's Handbook*, so long as you've seen the item before and it weighs less than 20 pounds.

The new object is made entirely of silver, which might affect its usefulness; for example, a silver rope would be hard and unyielding. If formed into armor, it provides the same level of protection as that armor usually provides. If formed into a weapon, it inflicts the same damage as that weapon usually does. Attacks made with the weapon are magical and silvered.

The rod retains this new form for 1 hour or until you speak the command word again, at which point it reverts to rod form.

### ROD OF PASSAGE

*Rod, rare (requires attunement)*

This short rod is made of tamarisk and has a large, oval amethyst embedded in one end. It has 3 charges and regains all expended charges daily at dawn. While holding this rod, you can use an action to expend 1 charge to cast one of the following spells from it: *dimension door*, *freedom of movement*, or *passwall*.

### ROD OF PEACE

*Wand, uncommon (requires attunement)*

This glass rod shimmers with a calming, blue light. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *calm emotions* spell (save DC 14) from it.

The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rod shatters and is destroyed.

### ROD OF REVERSAL

*Rod, very rare (requires attunement)*

This rod is formed from tightly woven links of chain. While holding this rod, when you cast *counterspell* or *dispel magic* and are required to make an ability check as part of casting it, you have advantage on that roll.

### ROD OF SLIDING

*Rod, uncommon (requires attunement by a spellcaster)*

This wooden rod looks like a cue. While holding this rod, you can use an action to attempt to shove a creature within 30 feet of you, either to knock it prone or to push it away from you. The target can't be more than one size category larger than you. The rod grows long enough to contact the target and then immediately returns to normal size.

Make a spellcasting ability check (add your proficiency bonus) contested by the target's Strength (Athletics) or Dexterity (Acrobatics) check (the target chooses the ability to use). You succeed automatically if the target is incapacitated. If you succeed, you either knock the target prone or push it 10 feet away from you.

### ROD OF SPLENDOR

*Rod, very rare (requires attunement)*

This silver-plated rod is topped by a mirrored sphere that shimmers with rainbow colors. The rod has 7 charges for the following properties.

**Charismatic.** While attuned to the rod, your Charisma score is 20, unless your Charisma is 20 or higher without it.

**Makeover.** While holding the rod, you can use an action to expend 1 charge to transform your clothing into resplendent finery. This transformation lasts for 8 hours, at the end of which your clothing returns to its normal state. You may expend an additional charge to transform the clothing of up to six other creatures you can see.

**Spells.** While holding the rod, you can use an action to expend 5 of its charges to cast the *Mordenkainen's magnificent mansion* spell from it.

The rod regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the rod disappears in a shower of glitter.

### ROD OF SURE STRIKING

*Rod, rare (requires attunement)*

This short, cyan rod has a large turquoise gem set in either end. It has 3 charges and regains all expended charges daily at dawn. While holding this rod, you can use an action to expend 1 charge to choose up to 3 creatures you can see within range. For the next minute, whenever the target makes an attack roll, they can roll a d6 and add the number rolled to the result.

### ROD OF TERROR

*Rod, rare (requires attunement)*

This pale oak rod is capped with a black iron headpiece shaped like a roaring dragon. It functions as a magic mace that grants a +1 bonus to attack and damage rolls made with it.

When you hit a creature with a melee attack using the rod, it must succeed on a DC 15 Wisdom saving throw or become frightened of you until the start of your next turn. Creatures that've been hit with this rod before automatically succeed on the saving throw.

*Back in my adventuring days, I used this tool to end many conflicts without bloodshed. Some philosophers argue that inflicting such psychological torment on another creature is worse than physical violence. But I long ago gave up arguing morality with philosophers.*

### ROD OF THE WYRM

*Rod, rare (requires attunement by a creature of non-evil alignment)*

This crystal rod is cold to the touch and topped with a detailed carving of a silver dragon. While holding this rod, you can use an action to speak the rod's command word and summon a **silver dragon wyrmling**. The wyrmling appears in an unoccupied space that you can see within 60 feet.

The summoned dragon is friendly to you and your companions. You control the dragon in combat. While the dragon is within 1 mile of you, you can communicate with it telepathically. While mounted on it, you can make any spell you cast that targets only you also target the dragon.

The dragon disappears when it drops to 0 hit points or when you dismiss it as an action. The rod can't be used to summon a dragon again until the next dawn. You can only ever summon one dragon at a time.

### ROD OF VISCID GLOBS

*Rod, uncommon (requires attunement)*

This mahogany rod is carved with tumors and weeping cysts, and oozes a thick, amber fluid. It has 3 charges and regains all expended charges daily at dawn.

While holding this rod, you can use an action to expend 1 charge to fire a large sphere of amber goo at a target within 60 feet of you. The target must succeed on a DC 15 strength saving throw or be restrained by the sticky material. A creature restrained by the goo can use its action to make a DC 15 Strength check. On a success, it's no longer restrained. The goo evaporates after 1 hour.

### STAFF OF ARCANIC WAR

*Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)*

This unbreakable staff is made of burnished bronze and can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While holding this staff, you gain a +3 bonus to spell attack rolls and have advantage on initiative rolls.

The staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it: *antimagic field* (8 charges) or *globe of invulnerability* (6 charges).

Additionally, while holding the staff, you can use a reaction to expend some of its charges to cast one of the following spells from it, using your spellcasting ability: *counterspell* (3 charges) or *shield* (1 charge).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff's metallic sheen fades, and it becomes a nonmagical wooden staff.

*Silver dragons are curious beings. Their desire for harmony with humanoids is admirable, though perhaps equally questionable.*

### ROD OF TRANSPOSITION

*Rod, uncommon (requires attunement)*

This copper rod emits small sparks of lightning that arc from one end to the other. While holding this rod, you can use an action to exchange positions with a creature within 30 feet of you that you can see. An unwilling creature that succeeds on a DC 14 Charisma saving throw is unaffected. The rod can't be used again until the next dawn.

*These potent devices were designed by the War Wizards of Cormyr. Four of these staves were originally created, but three were lost during the Spellplague.*



### STAFF OF CACOPHONY

*Staff, uncommon (requires attunement by a spellcaster)*

A tin rattle tops this pale wooden staff, which has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *shatter* (2 charges), *thunder step* (3 charges), or *thunderwave* (1 charge). You can also use an action to cast the *thaumaturgy* cantrip from the staff without using any charges.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff makes a tremendous clattering noise, then vanishes forever.

### STAFF OF COMMAND

*Staff, rare (requires attunement by a bard, druid, sorcerer, or wizard)*

This dark-red staff is made from cherry wood and is engraved with a band of palmettes on either end. This staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *command* (1 charge per spell level, up to 4th), *dominate beast* (4 charges), or *dominate person* (5 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to stone before crumbling into dust, lost forever.

### STAFF OF CORROSION

*Staff, uncommon (requires attunement)*

This withered wooden staff occasionally drips viscous, green fluid. It can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. In addition, the staff deals an extra 1d6 acid damage to any target it hits.

### STAFF OF DARK LOCALES

*Staff, rare (requires attunement by a spellcaster)*

This smooth staff of ebony has silver bands around both ends. While holding this staff you have darkvision out to a range of 60 feet.

The staff has 6 charges. While holding it, you can use an action to expend 1 charge to cast the *darkness* spell from it, or 5 charges to summon an **umber hulk**. The umber hulk immediately burrows up from an unoccupied piece of ground you can see within 30 feet and is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you). After 1 hour, the umber hulk leaves, burrowing back into the ground.

The staff regains 1d6 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff dissolves into black smoke and is lost forever.

### STAFF OF DEVOTION

*Staff, legendary (requires attunement by a cleric)*

This staff appears to be a simple wooden shepherd's crook, and it can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls

made with it. While holding this staff, you're immune to radiant damage.

The staff has 50 charges. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into a shimmering pillar of light and fades away.

**Spells.** While holding the staff, you can use an action to some of the staff's charges to cast one of the following spells from it, using your spell save DC, spellcasting ability, and spellcasting ability modifier: *beacon of hope* (3 charges), *commune* (5 charges), *create food and water* (3 charges), *cure wounds* (1 charge), *dawn* (5 charges), *dispel magic* (3 charges), *divine word* (7 charges), *flame strike* (7th-level version, 7 charges), *greater restoration* (5 charges), *guardian of faith* (4 charges), *mass healing word* (3 charges), *raise dead* (5 charges), or *remove curse* (3 charges).

You can also use an action to cast one of the following spells from the staff without using any charges: *aid*, *bless*, *light*, *protection from evil and good*, *protection from poison*, or *purify food and drink*.

**Undying Faith.** If you die while attuned to the staff, in exactly three days, you return to life as if the *true resurrection* spell was cast on you. If a creature attunes to the staff before three days have passed, or you are brought back to life before then, this property has no effect.

### STAFF OF ETHEREAL ACTION

*Staff, very rare*

This plain staff is made from red alder wood and can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding this staff, you can see ethereal creatures and objects, and you can attack them with the staff.

Additionally, while holding the staff, you can use an action to cast the *etherealness* spell from it. When you do, the duration is 1 hour. This property can't be used again until the next dawn.

### STAFF OF FURY

*Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)*

This smooth brown-and-tan staff is made from polished sweetgum wood. The headpiece is fashioned from gold and is shaped like a screaming eagle. This staff can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it.

The staff has 10 charges for the following properties. It regains 1d10 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff glows with incandescent light and then shatters.

**Furious Force.** If you cast a spell while holding the staff, you can expend 1 charge to have the spell deal force damage instead of the specified damage type.

**Spells.** You can use an action to expend some of the staff's charges to cast one of the following spells from it, using your spell save DC: *cloud of daggers* (2 charges), *destructive wave* (5 charges), *disintegrate* (6 charges), *lightning bolt* (3 charges), *thunderwave* (1 charge), or *vitriolic sphere* (4 charges).

### STAFF OF GATHERING

*Staff, rare (requires attunement by a spellcaster)*

This dark wooden staff is topped by a glass sphere filled with smoke. This staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. This staff has 3 charges and regains 1d3 expended charges daily at dawn. While holding the staff, you can use a reaction to expend 1 charge to cast the *absorb elements* spell from it.

*A handy item for apprentices learning the unsubtle art of evocation.*

### STAFF OF MIRACLES

*Staff, legendary (requires attunement)*

This unbreakable staff is made of burnished bronze and can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

**Miraculous Escape.** While attuned to the staff, the wielder is always under the effects of the *death ward* spell. This property ceases to function in an *antimagic field*.

**Wish.** While holding the staff, you can use an action to cast the *wish* spell from it. When you do, roll a d20. On a 1, the staff glows with blue light then shrinks down to nothing. This property can't be used again until the next dawn.

*I know of this potent staff only by reputation. Never was a magic item more aptly named.*

### STAFF OF SKULLS

*Staff, rare (requires attunement)*

This black staff is topped by a bleached halfling skull that occasionally chatters its teeth. The staff has 10 charges. While holding it, you can use an action to expend 3 or more of its charges to cast the *animate dead* spell (1 additional charge per spell level, up to 6th).

The staff regains 1d6 + 4 expended charges daily at midnight. If you expend the last charge, roll a d20. On a 1, the staff turns to bone dust and is destroyed.

### STAFF OF STUNNING

*Staff, uncommon (requires attunement)*

This wooden bo staff can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it. When you hit a creature with a melee attack using the staff, and roll a 19 or a 20 on the attack roll, the creature is stunned until the start of your next turn.

### STAFF OF THE DRUIDS

*Staff, very rare (requires attunement by a druid)*

This rough-hewn staff is made of oak and has a small, leafy branch sprouting from one end. This staff can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it.

*This staff was designed by Christine Dragonsbane, the queen of Damara. Though a capable sovereign, she was an adventurer at heart and would disappear from court for brief sojourns into the wilds. She devised this staff to ensure she could accomplish as much adventuring as possible before her inevitable return to civilization.*

The staff has 10 charges for the following properties. It regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a nonmagical acorn.

**Recharge.** While holding the staff, you can use an action to expend some of its charges to create spell slots. You can create spell slots only of a level equal to or lower than your own spell slots, up to a maximum of 5th level, and you expend 1 charge per spell slot level. For example, you can use 3 charges to create a 3rd-level spell slot.

**Spells.** You can use an action to expend some of the staff's charges to cast one of the following spells from it: *beast sense* (2 charges), *commune with nature* (5 charges), *freedom of movement* (4 charges), *longstrider* (1 charge), *transport via plants* (6 charges), or *water walk* (3 charges).



*I've spent many years attempting to locate this extraordinary item, but to no avail. The nature of its power makes its wielder (whoever that may be) remarkably hard to capture. I fear for the Balance should this staff fall into the wrong hands.*

### STAFF OF THE FATES

*Staff, legendary (requires attunement by a bard, cleric, druid, sorcerer, or wizard)*

This smooth, polished staff is made from pale elder wood, with each end covered by a mesh of silver threads. While holding this staff, you can replace any attack roll, saving throw, or ability check made by you or a creature that you can see with either a 20 or a 1. This property can't be used again until the following dawn.

The staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *contact other plane* (5 charges), *divination* (4 charges), *find the path* (6 charges), *geas* (5 charges), *sending* (3 charges), *time stop* (9 charges), *true seeing* (6 charges), or *word of recall* (6 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff disappears and is lost forever.



### STAFF OF THE NECROMANCER

*Staff, legendary (requires attunement by a sorcerer or wizard)*

This pale, uneven staff is made from the fused spinal bones of a young dragon. While holding this staff, you know all necromancy cantrips and 1st-level necromancy spells. You always have them prepared, they don't count against the number of spells you have prepared or known, and you can cast them at 1st level without expending a spell slot. They become sorcerer or wizard spells for you (your choice when you attune to the staff).

The staff has 20 charges. While holding it, you can expend some of its charges to cast one of the following spells from it: *animate dead* (3 charges), *create undead* (6 charges), *raise dead* (5 charges), *resurrection* (7 charges), or *speak with dead* (3 charges).

The staff regains 2d8 + 4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff emits a mighty howl as it crumbles into white dust and is lost forever.

### STAFF OF THE REVEALING MOON

*Staff, rare (requires attunement by a spellcaster)*

This silver-plated staff is made from ash wood and is engraved all over with orbs, crescents, and eyes. It can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *darkvision* (2 charges), *faerie fire* (1 charge), *find the path* (6 charges), *freedom of movement* (4 charges), or *true seeing* (6 charges).

You can also use an action to cast the *light* cantrip from the staff without expending any charges, using your spell save DC.

Once per turn, when you hit a creature with melee attack using the staff, you can expend 2 charges. If you do, the target must succeed on a DC 15 Constitution saving throw or be blinded until the start of your next turn.

The staff regains 1d6 + 4 expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the staff transforms into a column of pale light that fades away and is lost forever.

### STAFF OF THE SEAS

*Staff, rare (requires attunement by a cleric, druid, sorcerer, warlock, or wizard)*

This pale-orange staff is made of petrified coral. While attuned to the staff, you can breathe underwater.

The staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *control water* (4 charges), *create or destroy water* (1 charge), *maelstrom* (5 charges), *wall of water* (3 charges), or *watery sphere* (4 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is destroyed.

### STAFF OF THE WHITE WELL

*Staff, legendary (requires attunement by a druid)*

This unbreakable staff is made of white ash and can be wielded as a magic quarterstaff that grants a +2 bonus to attack and damage rolls made with it. While holding this staff, you gain a +2 bonus to spell attack rolls.

The staff has 50 charges for the following properties. It regains 4d6 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns to water and is lost forever.

**Regenerate.** If the staff is ever broken, it can repair itself. If a piece of the broken staff is planted in the ground, a new staff will grow by the next full moon. The new staff possesses all the properties of the *Staff of the White Well*, and any remaining pieces of the broken staff become nonmagical.

**Spells.** You can use an action to expend some of the staff's charges to cast one of the following spells from it, using your spell save DC: *call lightning* (3 charges), *conjure elemental* (5 charges), *control weather* (8 charges), *dispel magic* (3 charges), *fire storm* (7 charges), *greater restoration* (5 charges), *insect plague* (5 charges), *plant growth* (3 charges), *speak with plants* (3 charges), *transmute rock* (5 charges), *wall of fire* (4 charges), or *wall of thorns* (6 charges).

You can also use an action to cast one of the following spells from the staff without using any charges, using your spell save DC: *animal friendship*, *animal messenger*, *control flames*, *druidcraft*, *pass without trace*, or *speak with animals*.

**White Snake.** You can use an action to transform the staff into a **giant constrictor snake**. The snake is friendly to you and your companions. In combat, roll initiative for the snake, which has its own turns. The snake obeys any verbal commands you issue to it (no action required by you). If you don't issue any commands to the snake, it defends itself from hostile creatures but otherwise takes no actions. If the snake drops to 0 hit points, it reverts to its staff form, and this property can't be used again until the next dawn.

*This extraordinarily powerful item was carved of white ash by the Brianna Moonsinger, Great Druid of the Moonshae Isles. It was inherited by her daughter who subsequently lost it. Despite some effort, I've been unable to locate it myself.*

### STAFF OF THE WINDS

*Staff, very rare (requires attunement by a cleric, druid, sorcerer, or wizard)*

This octagonal staff is made of clear quartz. While holding it, you have a flying speed of 40 feet.

The staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *control winds* (5 charges), *gust of wind* (2 charges),

*investiture of wind* (6 charges), *warding wind* (2 charges), *whirlwind* (7 charges), *wind walk* (6 charges), or *wind wall* (3 charges). You can also use an action to cast the *gust cantrip* from the staff without using any charges, using your spell save DC.

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff transforms into pale smoke and is lost forever on the wind.

### STAFF OF THE WITCH

*Staff, very rare (requires attunement by a sorcerer, warlock, or wizard)*

This black wooden staff is topped by a fist-sized cat's-eye stone. It can be wielded as a magic quarterstaff that grants a +1 bonus to attack and damage rolls made with it.

The staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *bestow curse* (3 charges), *polymorph* (4 charges), or *witch bolt* (1 charge).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the cat's-eye shatters, and it becomes a nonmagical wooden staff.

### STAFF OF VISION

*Staff, rare (requires attunement by a spellcaster)*

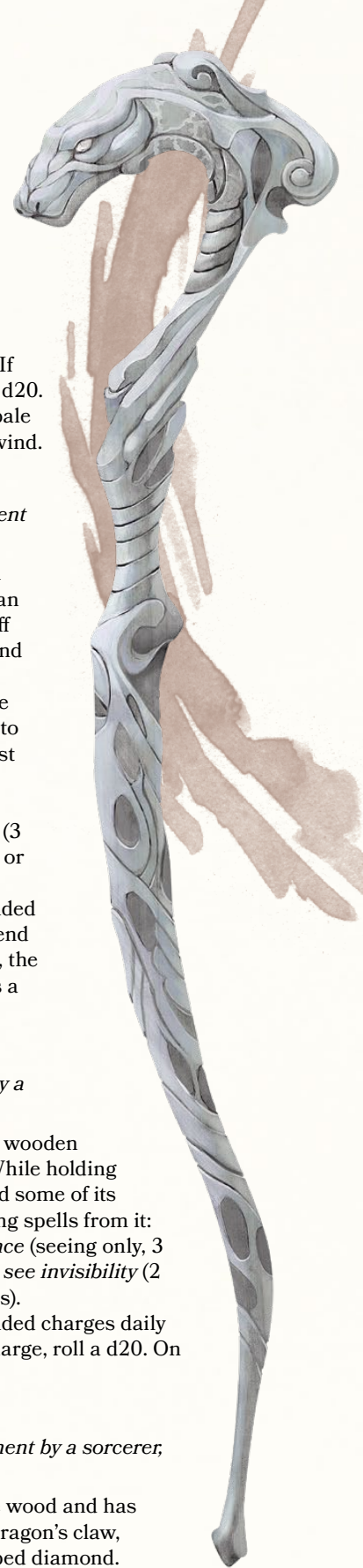
A magnifying glass tops this pale wooden staff. This staff has 10 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it: *arcane eye* (4 charges), *clairvoyance* (seeing only, 3 charges), *detect magic* (1 charge), *see invisibility* (2 charges), or *true seeing* (6 charges).

The staff regains 1d6 + 4 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes forever.

### STAFF OF WIZARDRY

*Staff, legendary (requires attunement by a sorcerer, warlock, or wizard)*

This staff is made from sycamore wood and has a silver headpiece resembling a dragon's claw, clutching a large, irregularly shaped diamond. It can be wielded as a magic quarterstaff that grants a +3 bonus to attack and damage rolls made with it. While holding it, you gain a +3 bonus to Armor Class, saving throws, and spell attack rolls, and you have advantage on saving throws against spells and other magical effects.



The staff has 20 charges for the following properties. The staff regains  $2d8 + 4$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff disintegrates. On a 20, the staff regains all expended charges.

**Power Strike.** When you hit with a melee attack using this staff, you can expend up to 3 of its charges. For each charge you expend, the target takes an extra 1d6 force damage.

**Spells.** While holding this staff, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC and spell attack bonus: *cone of cold* (5 charges), *conjure elemental* (5 charges), *fireball* (5th-level version, 5 charges), *globe of invulnerability* (6 charges), *hold monster* (5 charges), *invisibility* (2 charges), *levitate* (2 charges), *lightning bolt* (5th-level version, 5 charges), *magic missile* (1 charge), *passwall* (5 charges), *ray of enfeeblement* (1 charge), *wall of force* (5 charges), *web* (2 charges), or *whirlwind* (7 charges).

**Retributive Strike.** You can use an action to break the staff over your knee or against a solid surface, performing a retributive strike. The staff is destroyed and releases its remaining magic in an explosion that expands to fill a 30-foot-radius sphere centered on it. Each creature in the area, including you, must make a DC 17 Dexterity saving throw. A creature takes an amount of force damage equal to  $8 \times$  the number of charges in the staff. On a successful save, a creature takes half as much damage.

*This item was designed as a more potent version of the Staff of Power. Sometimes a kind of "arms race" develops amongst those wizards who create magic items, and much mischief can result.*

### WAND OF BANISHMENT

*Wand, very rare (requires attunement by a spellcaster)*

This wand is crafted of crystal and topped by a golden globe set with an emerald. The wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *banishment* spell from it, using your spell save DC.

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

### WAND OF BARSKIN

*Wand, uncommon (requires attunement)*

This wand looks like an oak twig. It has 7 charges. While holding it, you can use an action to expend 1 charge to cast the *barkskin* spell from it.

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

### WAND OF CONJURATION

*Wand, rare (requires attunement)*

This bone wand is carved with images of different beasts. It has 7 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *conjure animals* spell from it. For 1 charge, you cast the 3rd-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

The wand regains  $1d6 + 1$  expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand bursts into flame and is destroyed.

### WAND OF DARKNESS

*Wand, rare (requires attunement)*

This straight, slender wand is made of ebony and has a silver-plated tip. It has 7 charges for the following properties and regains  $1d6 + 1$  expended charges daily at dusk. If you expend the last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

**Spells.** While holding the wand, you can use an action to expend some of its charges to cast one of the following spells from it: *animate dead* (3 charges), *darkness* (2 charges), or *shadow of moil* (4 charges).

**Summon Nightmare.** While holding the wand, you can use your action to expend 5 charges to summon a **nightmare**. The creature appears in the nearest unoccupied space and disappears when it drops to 0 hit points or after 1 hour. The nightmare is friendly to you and your companions. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it. If you don't issue any commands to the nightmare, it defends itself from hostile creatures but otherwise takes no actions.

*Cast the Darkness spell on a wizard and you immediately disable their ability to cast any spell that requires line of sight. A valuable spell against beholders too.*





### WAND OF DISPLACEMENT

*Wand, very rare (requires attunement)*

This elaborately carved wand is made from tupelo wood and has a gold-plated grip. The wand has 7 charges and regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand disappears and is lost forever.

While holding the wand, you can use an action to expend 1 charge to cast the *teleport* spell from it with the following changes:

- You can only target objects that aren't being carried or worn.
- Targeted objects may be up to 30 cubic feet in size.

*For obvious reasons, this wand is highly prized by thieves the world over.*

### WAND OF EARTH AND STONE

*Wand, rare (requires attunement)*

This iron wand is topped with a weighty piece of rose quartz. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *stone shape* spell from it. You can also use an action to cast the *mold earth* cantrip from it without expending any charges.

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

### WAND OF ENFEEBLEMENT

*Wand, uncommon (requires attunement by a spellcaster)*

This spiral-shaped wand is made from acacia wood. It has 7 charges. While holding it, you can use an action to

expend 1 of its charges to cast the *ray of enfeeblement* spell from it, using your spell save DC and spell attack bonus.

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

### WAND OF EYES

*Wand, rare (requires attunement by a spellcaster)*

This wand is wrought from silver and topped with an eyeball floating in a liquid-filled glass chamber. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *arcane eye* spell from it.

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

### WAND OF FOG

*Wand, uncommon (requires attunement)*

This wand consists of a translucent glass tube filled with green gas. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *fog cloud* spell from it.

The wand regains 1d6 + 1 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand turns into green mist and is destroyed.

### WAND OF FROST

*Wand, very rare (requires attunement by a spellcaster)*

This blue wand is perpetually covered in a sheet of frost. It has 4 charges. While holding it, you can use an action to expend 1 or more of its charges to cast the *cone of cold* spell (save DC 15) from it. For 1 charge, you cast the 5th-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

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



### WAND OF HELLFIRE

*Wand, rare (requires attunement by a spellcaster)*

This wand is fashioned from infernal iron and traced with veins of glowing orange. While holding this wand, you deal an extra 2d6 fire damage with any spell you cast of 1st level or higher that deals fire damage.

### WAND OF LIGHT

*Wand, uncommon*

This smooth wand is made from birch wood and has a clear crystal globe embedded in one end. While holding it, you can use an action to cause the crystal to shed bright light in a 20-foot radius and dim light for an additional 20 feet. Another action is required to dismiss the light.

### WAND OF NEGATION

*Wand, very rare (requires attunement by a spellcaster)*

This wand is made of cured orange-colored hide. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to fire a ray from the tip of the wand toward a magic item you can see within 60 feet of you. The item loses all magical properties until the start of your next turn, and loses 1d4 charges, if it has any.

If a creature is holding or wearing the item, the creature can make a DC 16 Dexterity saving throw. On a success, the magic item is unaffected.

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

### WAND OF STEAM AND VAPOR

*Wand, uncommon (requires attunement)*

This narrow wand is made from copper and has a mottled finish. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to create one of the following effects:

- A line of scalding steam 30 feet long and 5 feet wide emanates from the wand in a direction you choose. Each creature in the line must make a DC 15 Dexterity saving throw. A creature takes 3d8 fire damage on a failed save, or half as much damage on a successful one.
- A cloud of vapor issues from the wand in a 40-foot cone. The cloud spreads around corners, and its area is heavily obscured. It lasts for 1 hour or until a wind of moderate or greater speed (at least 10 miles per hour) disperses it.

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

### WAND OF SWARMING FORCE

*Wand, uncommon (requires attunement)*

This wooden wand is topped with a tiny bayonet. It has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the *cloud of daggers* spell from it.

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

### WAND OF TEETH

*Wand, rare (requires attunement by a spellcaster)*

This wand is entirely composed of humanoid teeth that've been lovingly glued together. It has 7 charges. While holding it, you can use an action to expend 1 or more charges to fire a barrage of fang-like force projectiles at one creature within 60 feet. Make a ranged spell attack against the target. On a hit, the target takes 3d8 force damage for the first charge expended, and 1d8 force damage for each additional charge expended.

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

### WAND OF THE ANIMATE DEAD

*Wand, rare (requires attunement)*

This bone wand is engraved with dancing skeletons. It has 3 charges. While holding the wand, you can use an action to expend 1 of its charges to cast the *animate dead* spell from it.

The wand regains 1d3 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

*I'm generally motivated to learn all I can of the individuals who craft these powerful items. In the case of this wandmaker, I am not.*

### WAND OF THE UNDERDARK

*Wand, rare (requires attunement by a spellcaster)*

This wand is made of black stone, inlaid with silver spiderwebs. It has 7 charges. While holding it, you can use an action to expend some of its charges to cast one of the following spells from it, using your spell save DC: *darkness* (2 charges), *detect magic* (1 charge), *fear* (3 charges), or *silence* (2 charges).

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

### WAND OF WARDING

*Wand, rare (requires attunement by a spellcaster)*

This wooden wand resembles a fence post with a triangular tip. It has 7 charges. While holding it, you can expend some of its charges to cast one of the following spells from it, using your spell save DC: *glyph of warding* (3 charges), *magic circle* (3 charges), or *protection from evil and good* (1 charge). Spells cast from this wand require their usual casting times.

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



## RANDOM MAGIC ITEM TABLES

The following tables may be used in place of the corresponding magic item tables in chapter 7 of the *Dungeon Master's Guide*.

### UNCOMMON MAGIC ITEMS (TABLE F)

d100	Magic Item
d100	Magic Item
01–03	Cat's Eye Ring
04–05	Elixir of Flaming Fists
06–08	Elixir of Hardening
09–10	Elixir of the Electric Eel
11–12	Oil of Animation
13–14	Oil of Camouflage
15–17	Oil of Keen Slicing
18–19	Oil of Red Flame
20–21	Potion of Cat's Grace
22–24	Potion of Chameleon Power
25–26	Potion of Dragon's Breath
27–28	Potion of Fur Growth
29–31	Potion of Genius
32–33	Potion of Nutrition
34–35	Potion of Pursuit
36–38	Potion of Rainbow Hues
39–40	Potion of the Spider
41–42	Ring of Antivenom
43–44	Ring of Brief Blessing
45–47	Ring of Chameleon Power
48–49	Ring of Keys

d100	Magic Item
50–51	Ring of Premonition
52–54	Ring of Quick Action
55–56	Ring of Safety
57–59	Ring of Silence
60–61	Ring of the Magician
62–63	Rod of Agathys
64–65	Rod of Diplomacy
66–67	Rod of Entrapment
68–70	Rod of Escape
71–72	Rod of Peace
73–75	Rod of Sliding
76–77	Rod of Transposition
78–79	Rod of Viscid Globes
80–82	Staff of Cacophony
83–84	Staff of Corrosion
85–86	Staff of Stunning
87–89	Wand of Barkskin
90–91	Wand of Enfeeblement
92–93	Wand of Fog
94–95	Wand of Light
96–98	Wand of Steam and Vapor
99–00	Wand of Swarming Force



## RARE MAGIC ITEMS (TABLE G)

d100	Magic Item
01	Blink Ring
02–03	Catstaff
04	Elixir of Adamantine Blood
05	Elixir of Aptitude
06	Elixir of Regeneration
07–08	Elixir of the Beetle
09	Elixir of the Porcupine
10	Harrow Rod
11	Lightning Rod
12–13	Oil of Cloaking
14	Oil of Curdled Death
15	Oil of Darkness
16–17	Oil of Flesh Returned
18	Oil of Flying
19	Oil of Minor Spell Resistance
20–21	Ointment of Blessing
22	Ointment of Blindsight
23–24	Potion of Clarity
25–26	Potion of Diamondskin
27	Potion of Mage Wine
28	Potion of Magic Resistance
29–30	Potion of Mind Restoration
31	Potion of Reflection
32	Potion of Spirit
33–34	Ring of Cantrips
35	Ring of Command
36–37	Ring of Disguise
38–39	Ring of Faerie
40	Ring of Flying
41	Ring of Health
42–43	Ring of Immunity
44–45	Ring of Lore
46–47	Ring of Magic Detection
48	Ring of Necrotic Energy
49	Ring of Personal Gravity
50–51	Ring of Protection from Undead

d100	Magic Item
52	Ring of Remedies
53	Ring of the Four Winds
54–55	Ring of the Gargoyle
56	Ring of the Protector
57	Ring of Thunder
58–59	Ring of Tongues
60	Ring of Warding
61–62	Rod of Beguiling
63–64	Rod of Concealment
65	Rod of Enervation
66	Rod of Excellent Engineering
67–68	Rod of Expeditious Transport
69	Rod of Grievous Wounds
70–71	Rod of Health
72–73	Rod of Justice
74	Rod of Passage
75	Rod of Sure Striking
76–77	Rod of Terror
78	Rod of the Wyrm
79	Staff of Command
80–81	Staff of Dark Locales
82	Staff of Gathering
83	Staff of Skulls
84–85	Staff of the Revealing Moon
86–87	Staff of the Seas
88	Staff of Vision
89	Wand of Conjuration
90	Wand of Darkness
91–92	Wand of Earth and Stone
93	Wand of Eyes
94	Wand of Hellfire
95–96	Wand of Teeth
97–98	Wand of the Animate Dead
99	Wand of the Underdark
00	Wand of Warding



## VERY RARE MAGIC ITEMS (TABLE H)

d100	Magic Item
01–04	Blade-Turning Ring
05–08	Elixir of Phasing
09–13	Fiendstaff
14–17	Potion of Shape Change
18–21	Ring of Clear Thought
22–25	Ring of Magical Invulnerability
26–29	Ring of Nine Lives
30–33	Ring of Teleportation
34–37	Ring of the Necromancer
38–42	Ring of Valor
43–46	Rod of Leadership
47–50	Rod of Many Things
51–54	Rod of Reversal
55–58	Rod of Splendor
59–62	Staff of Arcane War
63–66	Staff of Ethereal Action
67–71	Staff of Fury
72–75	Staff of the Druids
76–79	Staff of the Winds
80–83	Staff of the Witch
84–87	Wand of Banishment
88–91	Wand of Displacement
92–96	Wand of Frost
97–00	Wand of Negation

## LEGENDARY MAGIC ITEMS (TABLE I)

d100	Magic Item
01–09	Anything Wand
10–17	Elixir of Luck
18–25	Elixir of Time
26–33	Ring of Legendary Resistance
34–42	Ring of Seeing
43–50	Rod of Death
51–58	Staff of Devotion
59–66	Staff of Miracles
67–75	Staff of the Fates
76–83	Staff of the Necromancer
84–92	Staff of the White Well
93–00	Staff of Wizardry

