

XANATHAR'S EXTRAORDINARY VAULT



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EXORDIUM

Most Excellent and Exalted Xanathar!

I am conscious of the signal honors you have bestowed upon myself. Not only have you entrusted me with the accounting of your vast wealth, but you have also elongated my years beyond the natural span, so that I may serve you ever more faithfully and efficiently.

The volume before you represents the most comprehensive audit of your wealth I have yet undertaken. At your direction, most Exceptional and Exquisite One, I have excluded the obvious assets such as coins, precious stones, and jewelry. Instead, within these pages, you will find descriptions of exotic non-magical items such as unusual swords, armor, general equipment, vehicles, and mounts. You will also see a thorough inventory of your magical items, including armor, weapons, rings, rods, staves, wands, wondrous items, potions, and, most valuable of all, your store of artifacts.

Finally, I have listed those singular items that do not comfortably fit any other categories. I have taken the liberty of calling these "Unusual Treasures."

A work such as this is even more difficult than one might imagine. I don't hesitate to tell you that I have toiled tirelessly during these last few months. It was especially difficult since, most Exemplary and Expansive One, you did not see fit to relieve me of my regular duties during this time.

But at last, the catalog is complete! My long years of service have taught me to expect neither praise nor gratuity from you, most Exacting and Excessive One. I hope, however, I will be permitted some quiet satisfaction in a difficult job well done.

Your most humble servant,

Slink Monteskor



Enough with the flattery and self-aggrandizement you obsequious little worm—tell me about my wealth!



CHAPTER 1: EQUIPMENT

Xanathar has a remarkable collection of equipment, with some pieces procured from the farthest corners of Toril. This chapter lists armor, weapons, adventuring gear, mounts, and vehicles.

ARMOR

LIGHT ARMOR

CROCODILE LEATHER

Crocodile Leather armor is makeshift leather armor crafted from the skin of a giant crocodile, using the below rules for making armor. You must make a successful DC 12 Nature or Survival check to harvest the raw materials.

GNOMISH WORKMAN'S LEATHER ARMOR

Gnomish workman's leather is a natural consequence of tinker gnomes designing things and experiencing unforeseen consequences. Adorned with dozens of tiny tool holders and pouches, typically filled with the most bizarre collection of coins, screwdrivers, sprockets, trinkets, pens, and detritus, all the little items amount to the protection of studded leather armor. As with most gnomish inventions, the compilation of disjointed parts running headlong into tinker absent-mindedness means the dizzying array of doodads will change from day to day. The armor has a storage capacity of 10 lbs.

This type of armor is rarely even seen, much less used, among non-gnomes, except for halflings. Halflings are the only creatures who can remotely fit the armor, and they have a weakness for the many secret pockets. Some rogues have a fondness for it, using it to conceal the many tools of their trade. Usually, workman's armor isn't considered armor at all, and is only worn by tinker gnomes

Extracting the corpse while leaving the armor intact is often quite a challenge.



while at their work. Adventuring gnomes sometimes wear it, however, because they find it so handy.

MEDIUM ARMOR

BONE ARMOR

Bone armor is essentially bone fragments strung together with pieces of leather, typically worn over a suit of leather armor, with the bones secured to the leather to prevent them from sliding around



during combat. Larger animals are preferred over smaller ones; the animal's smaller bones are used to cover the arms and legs, while the larger bones are used to protect the chest and back.

BRIGANDINE

Brigandine is a form of body armor which is common in Cormyr and Sembia, as it was an inexpensive way to protect their men-at-arms during the later War. A brigandine is a garment which covers the torso. The garment—generally heavy cloth, canvas, or leather—is lined with small, oblong steel plates. It is commonly worn over a lightly-padded doublet. Some versions have relatively large metal plates, while others have smaller. Either way, brigandine is a flexible armor, though not as flexible as cloth or soft leather, allowing easy movement as compared to heavy armors.

Coats of plates, such as brigandine, are generally the best armor a run-of-the-mill village smith can

make, and only then in conjunction with a tailor or leatherworker. Brigandine is more difficult to construct than cloth, hide, or leather armors, and is outside the skill set of an individual character to make as it requires the skills of both tailor and smith and a significant amount of downtime.

BUFF COAT

A buff coat is a form of hide armor with long skirts which protect the thighs to the knee. Often decorated with embroidery or metallic lace, it is worn as much as a statement of status as practical protection on the battlefield. Militia members in prosperous towns and cities often attend drill practice sessions in their finest buff coat. Buff coats turn sword blows and arrows with ease, though they are not proof against bullets. It is possible to wear a breastplate over a buff coat, though the AC then defaults to the breastplate's; the armor ratings do not stack.

Armor	Cost (gp)	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Crocodile Leather	—	12 + Dex modifier	—	—	11 lb.
Gnomish Workman's Leather Armor	75 gp	12 + Dex modifier	—	—	20 lb.
<i>Medium Armor</i>					
Bone Armor	—	13 + Dex Modifier (max 2)	—	Disadvantage	18 lb.
Brigandine	75 gp	14 + Dex modifier (max 2)	—	—	15 lb.
Buff Coat	50 gp	12 + Dex modifier (max 2)	—	—	15 lb.
Chitin Half Plate	—	14 + Dex Modifier (max 2)	—	Disadvantage	15 lb.
Owlbear Hide	—	13 + Dex Modifier (max 2)	—	—	13 lb.
<i>Heavy Armor</i>					
Bronze Plate	150 gp	16	13	Disadvantage	45 lb.
Chitin Plate	—	16	13	Disadvantage	30 lb.
Dwarven Plate	—	18	15	Disadvantage	75 lb.

CHITIN HALF-PLATE

Chitin half-plate armor is made from the shell of a creature such as a giant insect or crab, using the below rules for making armor. You must make a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check to harvest the raw materials.

OWLBEAR HIDE

Owlbear hide armor is makeshift armor crafted from the skin of an owlbear, using the above rules for Making Armor. You must make a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check to harvest the raw materials.

You mean you protect yourselves by peeling other creatures and wearing their skins? And people accuse me of barbarism?



HEAVY ARMOR

BRONZE PLATE

Bronze plate is made of heavy metal plates attached by rivets or sewed to a leather or heavy cloth garment worn over padded armor. Because it does not use iron-based metal, this armor is immune to the effect of rust monster attacks and similar perils. However, its protective quality is not as good as splint or plate.

In general, bronze plate is designed to be lighter and more flexible than splint or plate armor. Bronze plate is usually only found in cultures which have not yet mastered steel, or in places where rust monsters are common.

CHITIN PLATE

Chitin Plate is a full suit of plate armor made from the shells of creatures such as giant insects or giant crabs, using the below rules for making armor. You

must make a successful DC 16 Nature or Survival check to harvest the raw materials.

DWARVEN PLATE

Dwarves forge a heavy, unattractive, yet highly effective plate for their chieftains and champions comprised of heavy, black iron plates affixed to a thick leather backing. While non-magical, the alloy from which the dwarves forge these plates makes them very dense and hard, giving superb protection.

It is very rare for dwarven plate to be decorated or adorned, as dwarves prize combat effectiveness over a warrior's appearance. In addition, just as elves do not make elven chain mail for non-elves, dwarves do not make dwarven plate for non-dwarves.

If the optional "Hard to Breach" rules are used (see below), dwarven plate can sustain twice as much damage before requiring repair.

Dwarven plate armor is heavy, requiring relatively high Strength to use. Its bulk contributes to its excellent protection but largely prevents much manual dexterity; this, combined with the



noise from metal clattering against itself, imposes Disadvantage on Stealth checks.

I have a special fondness for humanoid in metal armor. Crunchy on the outside with a chewy middle...delicious!



SHIELDS

BUCKLER

Sometimes called a “target,” a buckler is a small, round shield which is either held in, or strapped to, the forearm of the off-hand. It can be worn by those wielding crossbows or polearms with no hindrance to the use of those weapons. In addition, you can use it as an improvised weapon dealing 1d4 bludgeoning damage if you can make off-hand strikes as part of your Attack action. You don’t need to be proficient in shields to use a buckler.

CHITIN SHIELD

A Chitin shield is made from the shell of a creature such as a giant insect or crab. You must make a successful DC 12 Nature or Survival check to harvest the raw materials and craft the shield.

TOWER SHIELD

Massive tower shields are frequently used in military formations for their effectiveness at protecting soldiers and aiding in the formation of lines. Pairs of crossbow-wielding archers carry



tower shields to assigned spots on the battlefield and prop them up, using them as portable walls. They step out to fire and retire behind them to reload.

In game terms, a tower shield is a very large shield, usable by Medium or larger creatures. While you are holding a tower shield:

- + You have disadvantage on attack rolls.
- + You have half cover.

Shields are funny. It's like a little wall you have to lug around with you. And it's no use hiding behind it when your enemy can use disintegrate. Like me. Good thing I'm not your enemy. Or am I? Who can tell?



Shield	Cost	Armor Class (AC)	Strength	Stealth	Weight
Buckler	5 gp	+1	—	—	3 lb.
Chitin Shield	—	+2	—	—	6 lb.
Tower Shield	20 gp	+3	15	Disadvantage	20 lb.

- † When you take the Dodge action with this shield, you have three-quarters cover until the start of your next turn.



GLADIATOR ARMOR

Chessenta and Calimshan are famous for their gladiators. Cimbar in Chessenta, as well as Manshaka and Calimport in Calimshan, each have their distinctive styles of gladiatorial combat and

Armor Type	Armor Class
Manshakan	11
Cimbarran	13
Calishite	15

armor to match. Each armor type is comprised of several smaller pieces.

MANSHAKAN

The Manshakan gladiator wears fasciae, which gives you AC 11. Your AC increases to 12 if you use a parma, and a Manshakan gladiator usually uses a parma.

CIMBARRAN

The Cimbarran gladiator wears fasciae, a galea, a belt, and a manica on the weapon arm. This gives you an AC of 13. Cimbarran gladiators also usually carry a scutum, to bring it to a 15.

CALISHITE

The most heavily-armored type of gladiator, the Calishite, wears a cuirass, fasciae, a manica on the weapon arm, and a galea. Your basic AC is 15, or 17 if you carry a scutum.

Gladiator Armor Components

Gladiator Armor Components	Cost	Weight
Belt: Protective metal belt at waist	2 gp	5 lb.
Cuirass: Leather or metal chest plate	50 gp	20 lb.
Fasciae: Leather bands on legs	10 gp	5 lb.
Galea: Visored Helm	10 gp	5 lb.
Galerus: Shoulder piece on weapon shoulder	5 gp	3 lb.
Manicae: Leather sleeves	10 gp	5 lb.
Myrmillo: Visored helm resembling sea fish	10 gp	5 lb.
Parma: Small shield, square or round, same as buckler	5 gp	3 lb.
Scutum: Oblong medium shield, same as regular shield	10 gp	6 lb.

EXOTIC ARMOR

Geography and culture dictate that the armors of Kara-Tur developed much differently than armors of western lands. Kara-Tur is largely a warm and humid place of steaming jungles and hot steppes. A man in full plate armor might quickly boil like a crab in a pot or, should he survive that, watch his precious armor rust to nothingness in a matter of weeks. It is also a place where colorful decoration, dexterous maneuvering, and martial speed are prized. The armor of Kara-Tur reflects those influences. It is designed to be beautiful, reject environmental effects, and permit flexibility in movement, rather than simply erect a wall between the combatant and her foes.

From a game mechanics point of view, the only practical difference between most eastern and western armor is descriptive. The armor of Kara-Tur, especially that of Kozakura and Wa, is colorful and elaborately constructed, often brightly



enameled or painted, laced with silk cords, and plated with precious metals. Nevertheless, in game terms leather armor is leather armor, chain is chain, and plate is plate. Characters from Kara-Tur wear armor that is the equivalent of western armors, and basic costs, weights, and AC values are similar to the western armor styles.

Some examples are given in the table below, followed by descriptions of new Eastern armors. Armors which appear listed under "Light," "Medium," and "Heavy Armor" in the table are complete suits of armor, like the armors found in the PHB.

Armor pieces are not complete suits of armor, but bits and pieces of armor you can wear to improve your AC in a piecemeal fashion.

Your AC, wearing armor pieces, is 10 plus the bonus for each piece. A character wearing only dastana would have AC 11, whereas a character wearing dastana, dō-maru, and haidate would have AC15. Each piece of armor covers an area of the body and only one piece can be worn on any area; you can wear kote and do-maru together, but you can't wear do-maru over ashigaru, as ashigaru includes a breastplate.

In addition, in order to wear pieces of armor at all you must be proficient with light armor. To wear pieces of armor totaling AC 13 or higher, you must be proficient in medium armor, and the maximum bonus to AC from Dexterity is limited to 2. To wear pieces of armor totaling AC 16 or higher, you must be proficient in heavy armor and have a Strength score of 13 or higher; in addition, you receive no bonus from high Dexterity.

Although the armor pieces are described as covering a particular area, there is no need to attempt to determine strike location in combat. Just as most of the armors listed in the *Player's Handbook* do not all cover the entire body, armor pieces represent slight improvements to your defenses that are abstracted as an improvement to your AC rating.

ASHIGARU

Ashigaru is a light and inexpensive armor usually worn by conscript soldiers. It consists of a light breastplate and thigh protectors made of laced metal plates (hara-ate), shin guards (sune-ate), and a light helmet resembling a round straw hat (jingasa).

CHAHAR-AINA

Chahar-aina is a breastplate constructed from four metal plates. You can wear this “four mirror armor” (so called because that's what the plates look like) over some other types of armor to provide an additional AC bonus that stacks with both the foundation armor and any shield worn. You can wear a chahar-aina over light armor and chain

Exotic Armor	Cost	Armor Class (AC)	Strength	Stealth	Weight
<i>Light Armor</i>					
Ashigaru	25 gp	12 + Dex modifier	—	—	20 lb.
Chilta hazar masha	50 gp	12 + Dex modifier	—	—	20 lb.
Hara-ate-gawa	10 gp	11 + Dex modifier	—	—	10 lb.
<i>Medium Armor</i>					
Dhenuka	30 gp	13 + Dex modifier (max 2)	—	—	12 lb.
Klivanium	150 gp	14 + Dex modifier (max 2)	—	Disadvantage	20 lb.
Krug	50 gp	13 + Dex modifier (max 2)	—	Disadvantage	20 lb.
Lamellar	150 gp	14 + Dex modifier (max 2)	—	Disadvantage	35 lb.
<i>Heavy Armor</i>					
Ō-yoroi	2,000 gp	17	15	Disadvantage	45 lb.
<i>Shields & Pieces</i>					
Chahar-aina	75 gp	+1	—	—	10 lb.
Dastana	25 gp	+1	—	—	5 lb.
Dō-maru	150 gp	+2	—	—	20 lb.
Haidate	150 gp	+2	—	—	15 lb.
Haramaki	50 gp	+1	—	—	15 lb.
Haramaki-dō	125 gp	+2	—	—	20 lb.
Kote	50 gp	+1	—	—	5 lb.
Kozane dō	250 gp	+2	—	—	20 lb.
Sode	40 gp	+1	—	—	3 lb.
Sune-ate	50 gp	+1	—	—	5 lb.
Turtle Shell	30 gp	+1	—	Disadvantage	45 lb.

shirts. You must be proficient with at least medium armor to wear a chahar-aina.

CHILTA HAZAR MASHA

Chilta hazar masha, or 'coat of a thousand nails,' is armored clothing made from layers of fabric faced with velvet and studded with numerous small brass nails, which were often gilded. It protects your torso, shoulders, and legs.

DASTANA

Dastana are large metal bracers you can wear in addition to some other types of armor to provide an additional AC bonus that stacks with both the foundation armor and any shield worn. You can wear dastana with padded, leather, or chain shirt armor. You must be proficient with at least light armor to wear dastana.

DHENUKA

This heavy hide armor is made from the skin of a rhinoceros. It is more commonly enhanced by magic than regular hide armor, and often carries magic related to the strength of the beast.

DŌ-MARU

A dō-maru is a corselet of large crudely-shaped plates covering your torso and shoulders. Worn alone, it has the properties shown. Worn with haidate, it has the properties of a breastplate.

HAIDATE

Haidate is an apron of laced lamellar plates which protects your thighs and knees. It is fashioned into large plates which hang loosely from the waist. The smaller plates of the do-moru or hara-ate overlap the waist, forming body armor equivalent to a breastplate.

HARA-ATE-GAWA

Hara-ate-gawa is exactly equivalent to leather armor.

HARAMAKI

This is a lightweight belly protector comprised of silk, chain mail, and small metal plates which you can easily wear under clothing. It armors your stomach, chest, and back.

HARAMAKI-DŌ

Similar to haramaki, this corselet offers better protection, but cannot be concealed under clothing.

KLIVANIUM

A klivanium is an armor where lamellar plates are laced together to form round plates over your belly and back. Additional lamellar plates are laced to the top of each plate to protect your chest and upper spine, and form shoulder straps. Yet more plates form armor for the sides of your torso, as well as shoulder protection.

KOZANE DŌ

Kozane dō are corselets of lamellar construction using individual scales known as kozane. Kozane dō covers your stomach, chest, shoulders, and back.

KOTE

Kote are a pair of armored sleeves which may be worn concealed under your clothing. Kote cost more than, and have nearly the same armor benefits as, a buckler. But unlike a buckler, you can use weapons in the hands of the arms to which kote are attached. Although the kote consists of a pair of sleeves, you do not get a +2 bonus to your AC, only the +1 normally conferred by a buckler.

KRUG

Krug is a different chahar-aina consisting of large round steel plates protecting your belly and back. These large plates are connected and supplemented by smaller plates and chain mail, which guard your shoulders and chest, all of which amount to a

corselet. You wear krug over padded armor. It is equivalent to a breastplate.

LAMELLAR

Similar to scale and brigandine armor, lamellar armor consists of small, overlapping plates of metal or hardened leather, laced together or stitched to a backing of leather or cloth.

Ō-YOROI

Ō-yoroi, or great armor, is a full suit of armor formed from small, lacquered metal plates tied together with brightly-colored silk cords. The full suit consists of kozane dō, sode, haidate, kote, and sune-ate, topped with a kabuto (helmet with a face mask).

In Kozakura, ō-yoroi is reserved for exclusive use by the noble class which produces samurai. At your option, institute the following rule in your campaign:

Honor in Armor: Wearing ō-yoroi is a badge of honor for warriors of the noble classes, who frown on anyone else wearing a suit. If you are not a legitimate son or daughter of an established clan of Kara-Tur and you are caught wearing ō-yoroi in lands they control, you may be arrested and imprisoned and/or made to pay a fine. In any case, your armor will be confiscated. You may swear fealty to the daimyo whose forces arrested you to retain your armor. If you do so, you become subject to the Honor rules in the DMG.

SODE

Sode come in pairs and are squares or rectangular pieces of lamellar which cover your shoulders. Sode must be worn by attaching to do-maru and cannot be used without it. A piece of cloth emblazoned with your family crest, called sode jiruchi, is often tied over your sode.

SUNE-ATE

Shin guards consisting of splints sewn to a leather backing, sune-ate protect your lower legs by wrapping around your shin and tying in place.

TURTLE SHELL

The soldiers of Shou Lung find turtles loathsome and slaughter them on sight. Occasionally they recycle turtle shells to use as protection, strapping the hard shell to their backs and crawling on all fours to advance. Used this way, a turtle shell provides three quarters cover (+5 AC) as long as you remain on all fours, which reduces your movement speed by half. Once engaged in melee, you can shed the shell entirely. You must be proficient with shields to use a turtle shell without penalty.

OPTIONAL RULES

The following optional rules may be used at the DM's discretion.

MAKING ARMOR

If you have proficiency in weaver's or tinker's tools, and if materials are available, you can make padded armor in 1 day's downtime for half the *Player's Handbook* cost if you make a successful DC 10 Intelligence check with your tools.

If you have proficiency in leatherworker's tools, and if materials are available, you can make either leather armor or studded leather armor in 3 day's downtime for half the *Player's Handbook* cost if you make a successful DC 12 Intelligence check with your tools.

Anyone who can sew can make hide armor from the untanned hide of a monster or beast, though the smell and the wearer's appearance will be appalling. A creature which wears such armor has disadvantage on all Charisma-based skill checks. If you have proficiency in leatherworker's tools, and if materials are available, you can make a simple tunic

of armor from untanned hide in 1 day's downtime for half the *Player's Handbook* cost if you make a successful DC 10 Intelligence check with your tools. This armor lasts for 1d4 days before requiring another successful check to maintain its serviceability.

To make bone or chitin armor, you must be proficient with smith's or tinker's tools. You can make chitin armor in an amount of downtime days equal to 5 plus the CR of the creature (minimum 6) if materials are available and you make a successful Intelligence check with your tools where the DC is equal to 12 plus the CR of the creature (minimum 13).

Ring mail is made by sewing relatively large metal rings—certainly larger than chain mail links—to a leather or cloth backing. It consists of a tunic with elbow-length sleeves and leggings to which the rings are sewn. It provides the same level of protection as brigandine or a breastplate but at a significantly lower cost. If you have proficiency in leatherworker's or weaver's tools, and if materials are available, you can make ring mail in 3 days' downtime for half the *Player's Handbook* cost if you make a successful DC 12 Intelligence check with your tools.

DAILY MAINTENANCE

Armor requires maintenance in order to function. Rivets fall out, straps tear, buckles break, scales fall off, mail rings are lost, rust forms, leather dries and becomes brittle. Historically, armor of greater complexity than padded cloth was maintained by specialists. Adventurers rarely have servants to handle this for them. As an option for your campaign, institute the following rules for armor.

Keep it Working

Armor must be maintained in order to ensure its efficacy. If you engage in combat, you must maintain the armor by using tinker's tools sometime within the next 24 hours. You can

perform this maintenance during a short or long rest. You must remove the armor to maintain it. Failure to maintain the armor results in the armor losing 1 point of AC. This loss is cumulative; for example, if two days of combat go by with failures to maintain the armor, 2 points of AC are lost. If the AC provided by the armor reduces to AC 10, the armor is broken and cannot be used. AC points lost in this way cannot be regained until the armor is repaired using 7 days of downtime and 10gp in materials per AC point to be restored.

Metal Armor Maintenance

Metal armors such as mail and plate must be maintained using special techniques. These armors are notoriously prone to rust, and rust will swiftly be the death of them. They must be scoured clean of rust every few days. The most common method to maintain mail is placing the armor in a barrel of sand and rolling it about; the abrasion removes the rust. Plate armor is cleaned by painstakingly scouring its surface with pumice or sand. The armor is then coated with one of various treatments, such as goose fat, to prevent or at least slow the formation of rust. After a few days



however, the rancid reek from such treatments mean the wearer of mail or plate armor is exceedingly unpopular.

Maintaining mail and plate armor is also time-consuming, easily taking up half a long rest if not more. Historically, servants performed this task, and armors were not worn all day every day, even during times of war. Armor would be stored until the morning of battle. Warriors who would enter battle in plate or mail either wore no armor in their day-to-day lives on campaign, or wore a lesser, more easily maintained armor, such as a chain shirt, until donning the heavy armor was deemed necessary.

Failure to clean and maintain mail and plate armor by spending at least 2 hours on the task during every 24-hour period results in the armor losing 1 point of AC. This loss is cumulative; for example, if two days go by with failures to maintain the armor, 2 points of AC are lost. If the AC provided by the armor reduces the armor to AC10, the armor is broken and cannot be used. AC points lost in this way cannot be regained until the armor is repaired by a specialist armorsmith using 7 days of downtime and 20gp in materials per AC point to be restored.

PLATE ARMOR

Plate armor is the pinnacle of the armorer's craft, has specific requirements for wear, and shields the wearer from most weapon damage. As an option for your campaign, institute the following rules for plate armor.

Tailored Steel

As plate armor is made to fit the wearer, non-magical plate armor cannot simply be taken as loot and donned by a new wearer. The armor must be taken to a specialist armorer and adjusted before it can be used. Specialist armorers can often only be found in larger town and cities. This process takes 2d10 days and costs 750gp.

Hard to Breach

Plate armor has the ability to absorb damage. For every die of damage, the armor absorbs 1 point. On a damage die roll of 1, the wearer takes no damage. For example, if the wearer is struck by a longsword (1d8) the armor absorbs 1 point of damage, the damage from a fireball would be reduced by 8 (8d6), and the damage from a red dragon wyrmling's breath weapon would be reduced by 7 (7d6). However, after the armor absorbs 16 points of damage in this fashion, the armor is damaged and must be repaired. Until it is repaired, it cannot absorb further damage and is AC 17. Damaged armor can be repaired by a trained armorer at a cost of 100gp and 1 downtime day per point restored.

WEAPONS

BARDICHE

The weapon is a wicked pole-axe consisting of an elongated battleaxe blade, some 30 inches long, mounted on a 6-foot pole, and often equipped with a thrusting point. The bardiche can inflict devastating blows on unarmored flesh.

BELAYING PIN

The belaying pin is a short rod of wood or metal. It is inserted in a hole bored through a ship's rail, and ship's ropes are made fast to it. It can also be yanked free and brought in violent contact with enemies; in a shipboard fight, anyone who loses a weapon or starts out without one often ends up with a belaying pin in their hand.

BILL-GUISARME

Often called simply a "bill" or "bill hook," this polearm is, like many polearms, developed from an agricultural implement. It is a sharp, axe-like blade with a spike added. The spike is used to pull the

armored knight off their horse, and the blade to open up their armor like a tin can.

BOLA

Useful as a weapon for entangling as well as damaging victims, the bola consists of one or more two-foot leather straps with several weights attached to the ends. The opposite ends of the straps are knotted together to make a handle. The weights may be stone, bone, or ivory, spherical or egg-shaped. For good luck, some users carve the weights to resemble birds or other animals. To attack, you grip the handle, whirl the weighted strands over your head, then fling the bola at a target within range. If it hits, the strands wrap around the target and the weights smash into its body. In addition, the target must succeed on a DC 10 Dexterity saving throw or become restrained. As an action, the victim can make a successful DC 10 Strength check to free itself.

BOOMERANG

This curved throwing stick can hit targets at long distances. Boomerangs are less than 2 feet long, weigh under half a pound, and are typically made of wood. If you attack with your boomerang and miss your target, the boomerang arcs in the air and returns to you. If you make a successful DC 10 Dexterity saving throw, you catch it. On a failure, it falls to the ground in unoccupied space 10 feet away from you. If you wish to craft a boomerang, you must have access to suitable materials and make a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check during a short or long rest.

CESTUS

The cestus is a gladiator's weapon, a glove studded with sharp spikes on the back and across the knuckles. Gladiators fighting with the cestus usually wear two, one on each hand (the plural is cesti). Cestus combat is very popular with arena crowds

because it is extremely bloody and up-close. Any weaponsmith can make a pair of cesti if you provide a description.

Why all the different kinds of sharp things? Are they really that different? Just pick one and be done with it.



CHOPSTICKS

Chopsticks can be used as a weapon, though they are not very effective.

CHU-KO-NU

This repeating light crossbow is capable of firing several bolts before it must be reloaded. It is similar to the western light crossbow, but the chu-ko-nu is heavier than a normal light crossbow and has a shorter range.

Mounted atop the weapon is a magazine that can hold up to 10 light quarrels. The cocking and reloading action is worked by a single lever, pushed forward and then pulled back. This allows a faster rate of fire than normal. When you take the Attack action, you fire two bolts for every attack you make. For example, if you can make two attacks as part of your Attack action, you can fire four bolts.

You can use your action to reload up to 2 quarrels. You can't fire and reload the chu-ko-nu in the same round, even if you have the Crossbow Expert feat.

CHUTTHOOGAH

This weapon is a makeshift halberd crafted from the fangs of a giant predator such as a crocodile. The fangs are attached with leather straps to either end of sturdy tree branch. In addition, three to five teeth from a regular crocodile are attached

perpendicular to the primary, or largest, giant crocodile tooth, creating a spiked protrusion that juts out from the grip.

Due to the various protrusions incorporated in the design, the chutthoogah can be used to deal piercing, bludgeoning or slashing damage. Regardless of what type of damage is chosen, attacks with the chutthoogah deal 1d8 points of damage. You choose what type of damage to deal before making your attack.

To craft a chutthoogah, you must have the desired materials and make a successful DC 12 Intelligence (Nature) or Wisdom (Survival) check.

CUTLASS

A cutlass is a short, heavy sword, sharp along only one edge, with a heavy metal protective cup around the hilt to protect the hand. Cutlasses are commonly used for shipboard battles and are common and readily available in any port community; they are much less common inland.

DAIKYU

The daikyu is the great samurai longbow. Its 7-foot length means its hand-grip is not in the center of the weapon; it is located closer to the bottom, so the daikyu can be fired from horseback and from kneeling positions.

FALCHION

A falchion is a one-handed sword with a single-edged, heavy blade. It is often used by archers in the ranks of armies.

FUKIMI-BARI

These small darts are held in the mouth and blown into the face of an opponent. You can carry up to 10 of them in your mouth. You can fire them singly or in a burst of 4; if you fire a burst, you make a single to-hit roll with disadvantage.

Obviously, since the darts are carried in your mouth, they cannot be poisoned (unless you are

Name	Cost	Damage	Range	Weight	Properties
<i>Simple Melee Weapons</i>					
Belaying Pin	1 sp	1d4 bludgeoning	—	2 lb.	Finesse, light
Chopsticks	1 cp	1	—	—	—
Dagger, bone	—	1d3 piercing	20/60	1 lb.	Finesse, light, thrown
Dagger, giant crocfang	—	1d4 piercing	20/60	1 lb.	Finesse, thrown
Dagger, stone	—	1d3 piercing	20/60	1 lb.	Finesse, light, thrown
Gaff	1 gp	1d4 piercing	—	1 lb.	Finesse, light
Harpoon	10 gp	1d6 piercing	10/30	5 lb.	Thrown, versatile (1d8)
Scourge	5 gp	1d4 slashing	—	1 lb.	Finesse, light
Spear, giant crocfang	—	1d6 piercing	20/60	2 lb.	Thrown, versatile (1d8)
Spear, stone	—	1d6 piercing	20/60	2 lb.	Thrown, versatile (1d8)
Spiked Club	1gp	1d4 piercing	—	2 lb.	—
Stiletto	2 gp	1d4 piercing	20/60	1 lb.	Finesse, light, thrown

willing to suffer the effects of the poison as well). However, there is a chance your target is blinded when hit with fukimi-bari. When you hit with a burst attack, your target must succeed on a DC 10 Dexterity saving throw or be blinded until the end of its next turn.

GAFF

A gaff is a metal hook with a wooden or metal crosspiece or handle at the base of the hook. A gaff is held in one hand, the hook protruding between the middle and ring fingers, and normally used to hook and land fish. However, like the belaying pin, it is in ready supply onboard a ship. Also, many pirates who lose a hand have a cup with a gaff on it attached to the stump, to always have a weapon "on hand" that can't be dropped or disarmed.



GIANT CROCFANG DAGGER

This is basically the eyetooth of a giant crocodile, with the root wrapped in leather to afford a decent grip. Unlike a standard dagger, the giant crocfang dagger is not considered a light weapon due to its awkward and irregular shape.

To craft a crocfang dagger, you must have the desired materials and make a successful DC 10 Intelligence (Nature) or Wisdom (Survival) check.

GIANT CROCFANG SPEAR

The giant crocfang spear is created much in the same was as a chutthoogah, though this weapon is designed for throwing as opposed to brutally maiming one's opponent. In cultures which use these primitive weapons, the giant crocfang spear is typically used for hunting, where the chutthoogah is strictly a weapon of war.

To craft a crocfang spear, you must have the desired materials and make a successful DC 10 Intelligence (Nature) or Wisdom (Survival) check.

HARPOON

The harpoon is a weapon used to hunt large marine creatures such as whales and large fish. It is hurled at the exposed back of a large creature, where its barbed head sinks into the flesh. A line attached to the harpoon is paid out, so the whaler can retrieve his prize once the animal tires and dies. A harpoon makes an effective weapon when used at sea against pirates or raiders, however, as a harpoon can hook a humanoid as easily as it can a whale. Certain land-based cultures use harpoons to hunt, as well, and kuo-toa favor them.

On a hit, the barbed point of the harpoon embeds itself in the target. If the target is no more than one size larger than you, it is grappled. The target creature can use its action to escape. To do so, it must succeed on a Strength (Athletics) or Dexterity (Acrobatics) check contested by your Strength (Athletics) check. In addition, when it frees itself or

attempts to free itself, the creature takes 1d8 points of slashing damage from the harpoon's barbed point.

KATANA

The katana is the samurai's sword. It's a medium-length, slightly curved blade with no quillions (only a small, circular guard) and a hilt suitable for one-handed and two-handed use. The blade is sharpened only along one edge and at the tip, but it is sharpened to a razor's edge. It is forged with a special technique known only in the East, where layers of steel and iron are sandwiched, heated, folded, stretched, on and on until the blade consists of microscopically thin layers of alternating metals, providing strength, resilience, and the ability to hold a remarkable edge.

Katanas are very personal; a samurai is dishonored if he loses his, and so very few are lost. A very lucky hero who does a great favor or performs a heroic mission for an eastern lord might be awarded a matched set of katana and wakizashi; this would be a high honor.

KHOPESH

An ancient weapon even in Faerûn, khopeshes are still common in Mulhorand and are often used by Mulhorandi characters. A khopesh has a heavy, curved blade, with no guard, crosspiece or quillions. The blade extends straight from the grip for about 18 inches, then curves into a sickle shape for another 24 inches or so, though this extra edge length only adds 16 inches to the overall length. The entire sword is often cast from bronze or iron.

LASSO

The lasso, or lariat, is a length of rope with a loop at the end. To use it, you hold the slack in your off-hand, twirl the lasso in your main hand, and hurl the loop at a target within range. On a hit, the lasso settles over the target. A Large or smaller creature hit by a lasso is restrained until it is freed. A lasso

has no effect on creatures that are formless, or creatures that are Huge or larger. A creature can use its action to make a DC 10 Strength check, freeing itself or another creature within its reach on a success. Dealing 5 slashing damage to the lasso (AC 10) also frees the creature without harming it, ending the effect and destroying the lasso. When you use an action, bonus action, or reaction to attack with a lasso, you can make only one attack regardless of the number of attacks you can normally make.

NAGINATA

A naginata is a polearm from Kara-Tur, an 8 to 10-foot shaft with a curved, sword-like blade at one end. It is traditionally the favored weapon of female



fighters in Kara-Tur, but they are not limited to it, nor is it limited to them.

NUNCHAKU

A nunchaku is a specialized weapon from Kara-Tur derived from a farmer's flail. It consists of two lengths of hard wood connected by a short length of chain or rope. To use it, you grasp one length of wood and whirl the other at blinding speed to attack from unanticipated angles.

SABRE

The sabre is a light slashing weapon used by horsemen from Calimshan to Kara-Tur.

SAI

Another weapon from Kara-Tur, a sai is a short, defensive weapon, consisting of a sharply-pointed metal rod with a hilt and two oversized upward-curving quillions, which are also sharpened.

SCOURGE

A scourge is a whip, though there are multiple "tails" or leather thongs of shorter length than a whip. The tails are embedded with metal barbs, broken glass, or other sharp, pointy things. It is not so much a weapon as a torture device, though it does inflict damage. Clerics of Loviatar are especially fond of using scourges.

Name	Cost	Damage	Range	Weight	Properties
<i>Martial Melee Weapons</i>					
Bardiche	10 gp	1d10 slashing	—	8 lb.	Heavy, two-handed
Bill-Guisarme	10 gp	1d10 slashing	—	6 lb.	Heavy, reach, two-handed
Cestus	15 gp	1d6 slashing	—	2 lb.	Finesse, light
Chutthoogah	—	1d8 special	—	5 lb.	Heavy, two-handed
Cutlass	12 gp	1d6 slashing	—	3 lb.	Finesse, light
Falchion	20 gp	1d8 slashing	—	4 lb.	—
Katana	300 gp	1d8 slashing	—	3 lb.	Versatile (1d10)
Khopesh	25 gp	2d4 slashing	—	4 lb.	—
Naginata	20 gp	1d10 slashing	—	6 lb.	Heavy, reach, two-handed
Nunchaku	10 gp	1d6 bludgeoning	—	4 lb.	Finesse, light
Sabre	25 gp	1d8 slashing	—	3 lb.	Finesse
Sai	10 gp	1d4 piercing	—	2 lb.	Finesse, light
Spiderfang knuckles	—	1d6 piercing	—	2 lb.	Finesse, light
Spiked Chain	50 gp	1d8 piercing	—	10 lb.	Finesse, heavy, reach, special, two-handed
Sword cane	75 gp	1d6 piercing	—	2 lb.	Finesse, light
Tetsubo	2 gp	1d8 bludgeoning	—	10 lb.	Two-handed
Wakizashi	150 gp	1d6 slashing	—	2 lb.	Finesse, light

SHURIKEN

Shuriken are small, star-shaped thrown weapons from Kara-Tur. They do as much damage as a thrown dagger and are easier to conceal.

Ornamental shuriken can be worn as jewelry and not recognized as weapons, and a pocketful of shuriken weigh no more than many other single weapons.

SPIDERFANG KNUCKLES

A set of spiderfang knuckles is a primitive weapon crafted from the extracted fangs of a giant spider. The set includes the extracted venom sac of the giant spider, allowing you to deal poison damage with a successful attack. These knuckles are tied to your fists with tendons, ropes or twines. It is common to hold the venom sac in your hand when punching with the knuckles to maximize the delivery of the poison. On a hit, the target must make a successful DC 10 Constitution saving throw,

taking 1d6 poison damage on a failed save. If the poison damage reduces the target to 0 hit points, the target is stable, but paralyzed and poisoned for the next 10 minutes. Once the poison damage has been dealt, it cannot be dealt again until the knuckles are recharged with venom.

To craft or recharge spiderfang knuckles, you must be proficient with poisoner's kits, have the necessary materials, and make a successful DC 14 Intelligence (Nature) or Wisdom (Survival) check.

SPIKED CHAIN

A spiked chain is 8 feet long with wicked barbs welded onto each end. To use it, you whip the weighted end at a target. If you have the Dual-Wielder feat, the Exotic Weapon Master feat, or the Two-Weapon Fighting style, you can wield a spiked chain as two one-handed, light weapons that each deal 1d6 piercing damage. The spiked chain loses the reach property when wielded in this way.

Name	Cost	Damage	Range	Weight	Properties
<i>Simple Ranged Weapons</i>					
Javelin, stone	—	1d4 piercing	30/120	2 lb.	Thrown
<i>Martial Ranged Weapons</i>					
Bola	5 gp	1d4 bludgeoning	20/60	2 lb.	Thrown
Boomerang	5 gp	1d6 bludgeoning	20/60	1 lb.	Thrown
Chu-ko-nu	500 gp	1d6 piercing	60/280	8 lb.	Ammunition, loading, two-handed
Daikyu	100 gp	2d4 piercing	150/600	5 lb.	Ammunition, heavy, two-handed
Fukimi-bari	1 gp per dozen	1 piercing	5	—	Special
Javelin with Atl-Atl	—	1d8 piercing	80/320	1 lb.	Thrown
Lasso	5 sp	—	5/15	3 lb.	Thrown
Shuriken	5 gp	1d4 piercing	20/60	<1 lb.	Thrown

SPIKED CLUB

An ordinary wooden club may be improved by embedding it with sharp objects, essentially transforming it from a bludgeoning to a piercing weapon. Typical additions include shark's teeth, obsidian chips, and porcupine quills. A suitable root with projections can be fashioned into a spiked club.

If you wish to craft a spiked club, you must have access to suitable materials and make a successful DC 10 Intelligence (Nature) or Wisdom (Survival) check during a short or long rest.

STILETTO

A stiletto is a type of narrow-bladed knife, sharp only at the point. Most often carried as defensive weapons by unarmored roisterers, the hilts of stilettoes are often highly decorated and set with jewels.

When you attack with a stiletto, provided you have surprise and are attacking an unsuspecting opponent, you can add your Dexterity (Sleight of Hand) modifier, as well as all other applicable modifiers, to your attack roll.

STONE AND BONE WEAPONS

Any weapon in the table which has the words stone or bone in its title is made of one of those materials. Stone and bone weapons are crude compared to metal weapons and do less damage but are often encountered in primitive cultures. Moreover, they can be crafted. You can craft a stone or bone weapon during a long rest if you have appropriate materials and make a DC 12 Wisdom (Survival) check.

SWORD CANE

Fashionable rakes on the streets of Faerûn's cities often carry sword canes as hidden, emergency protection. As a bonus action, you can press a hidden catch on the sword cane to reveal a needle-



sharp, thin short sword. In addition, you can use the sheathed sword cane as a club.

When you attack with a sword cane, provided you have surprise and are attacking an unsuspecting opponent, you can add your Dexterity (Sleight of Hand) modifier, as well as all other applicable modifiers, to your attack roll.

TETSUBO

A tetsubo is a long walking-staff made of dense wood, its ends fitted with studded iron strips.

WAKIZASHI

A wakizashi is the companion of the katana. Its blade is forged the same way, and the weapon looks like a shorter version of the katana. It is often part of a matched set with the katana and is of almost equal importance as the katana to the samurai.

MISCELLANEOUS

The following are miscellaneous weapon-like objects and weapon accessories.

ATL-ATL

An atl-atl is not a weapon. It is a tool which makes a weapon better. An atl-atl is a short stick with a broad, shallow groove along its length and a knot at the end. You place a javelin in it so that the javelin butt rests against the knot and the javelin lies along the groove; you hold the other end. When you fling your javelin, you use the atl-atl as a lever, allowing you to throw the javelin much farther and with more power than with the hand alone. When used with an atl-atl, your javelin acquires the characteristics shown in the table above. If you wish to craft an atl-atl, you must have sufficient materials and make a successful DC 10 Intelligence (Nature) or Wisdom (Survival) check during a short or long rest.

SPIKE, SPRING-OUT

This is a nasty weapon used mostly by rogues and dirty warriors, though any sneaky person could acquire one. It consists of a knife blade housed in an innocuous rod or handle. When a secret catch is pressed, the blade snaps out instantly and you are armed. Most often, the spring-out spike is built into items you will often carry or when you don't wish it to be known you're armed. Common objects with

spring-out spikes include royal sceptres, the ends of quarterstaves (this converts a staff into a spear), and sometimes the hilts of swords and daggers. Assassins often carry a dagger which combines an ordinary blade and a poison-coated spring-out spike.

The spring-out spike does 1d4 piercing damage. When built into an ordinary object, it adds one pound and 40 gp to that object's cost. It cannot be built into an existing weapon; it must be built into the weapon when the weapon is first created.

The spring-out spike is illegal in many civilized areas of Faerûn.

SHEATH, SECRET SPRING

This is another item considered useful by rogues, streetfighters, assassins, and characters wishing to appear unarmed. It consists of a sheath for a dagger, knife, or stiletto. A sheath for one of these three weapons will hold neither of the other two. It cannot be built for a weapon other than these three, as it is not just a sheath, but is also a mechanical device.

You wear a spring sheath on your arm just below the elbow. Whenever you straighten your arm and flex it in a certain way, the blade in the sheath pops into your hand. If you wish to arm yourself with a spring-sheathed weapon, as a bonus action you pop your blade into your hand. You must make a successful Sleight of Hand check to catch the weapon. If you fail to catch it, it pops straight out and drops to the floor. It cannot be 'fired out' as a ranged attack.

The secret spring sheath weighs half a pound and costs 35 gp. If you are proficient with tinker's tools, have sufficient materials, and make a successful DC 14 Dexterity check while using your tinker's tools, you can make one in 3 days of downtime.

Like the spring-out spike, it is illegal in most places.

ADVENTURING GEAR

ACIDIC FIRE

This innovation builds upon the basic formula of alchemist's fire, adding a potent acid to the mixture. Acidic fire is carried in a flask. As an action, you can throw this flask up to 20 feet, shattering it on impact. Make a ranged attack against a creature or object, treating the acidic fire as an improvised weapon. On a hit, the target takes 1d4 fire damage and 1d4 points of acid damage at the start of each of its turns. A creature can end this damage by using its action to make a DC 10 Dexterity check to extinguish the flames.

ALCHEMIST'S FROST

Alchemist's frost is a thin, clear liquid that reacts strongly, generating a flash freeze when exposed to open air. Sealed in an air-tight vial, alchemist's frost functions like alchemist's fire except that it deals 1d8 points of cold damage on a hit rather than fire damage. It deals no additional damage after the initial damage.

ALCHEMIST'S SPARK

Alchemist's spark is an incredibly volatile fluid created by the combination of two binary alchemical compounds that react violently when mixed. A flask of alchemist's spark has two compartments that keep the two substances separate. Throwing the flask causes it to shatter on impact which allows the substances to mix. This mixture releases a powerful electrical discharge. On a hit alchemist's spark deals 1d8 points of electricity damage. It deals no additional damage after the initial damage.

CLOTHING, DARKWEAVE

Darkweave fabric has strands of shadow magically bound to black threads to produce a coarse but beautiful cloth. A character wearing darkweave

clothing who is proficient in Stealth may double their proficiency bonus when making Dexterity (Stealth) checks in dim light or darkness. Darkweave clothing costs 100 gp more than a typical outfit of the same sort and weighs the same.

CLOTHING, DESERT

This outfit of loose-fitting, light-colored clothing is designed to retain the body's moisture and help combat extreme heat.

CLOTHING, GLAMERWEAVE

Glameweave is a silken fabric that is infused with illusory magic. The color of a glameweave outfit appears to exhibit subtly shifting colors, which are hard to pin down as the fabric cycles through various shades of a basic hue. This shifting and sparkling color makes for a striking and strangely



beautiful appearance. A character wearing glamerweave clothing who is proficient in Performance or Persuasion may double their proficiency bonus when making those checks against a creature or creatures who can see them. Glamerweave clothing costs 100 gp more than a typical outfit of the same sort and weighs 1 pound less.

FILTER MASK

This cloth mask is worn over the face to help insulate from airborne particles, such as those kicked up in a sandstorm. The filter mask also helps reduce discomfort when dealing with foul-smelling air such as that found when adventuring in a forgotten sewer or a long-abandoned, musty dungeon.

INQUISITIVE'S KIT

This kit contains standard tools used to assist in the collection and processing of evidence. An

inquisitive's kit includes containers of various shapes and sizes made of glass, metal, and wood; beautiful silk gloves; dusters and brushes; tweezers, picks, and probes; a magnifying glass; ink and quills; chalk and charcoal; parchment sheets; and a small journal for recording notes. Proficiency with the Inquisitive's kit lets you add your proficiency bonus to any ability checks you make to collect or examine evidence while investigating a crime scene, the scene of an act of violence, or the scene of any other misadventure.

These are lovely. I just had a custom set fashioned for my associate, Chauncey. If you listen closely I believe you can hear the screams emanating from his office. He does so enjoy his work. It's a shame those he performs it upon can't seem to appreciate it.



Name	Cost	Weight
Acidic Fire	60 gp	1 lb.
Alchemist's Frost	60 gp	1 lb.
Alchemist's Spark	75 gp	1 lb.
Clothing, Darkweave	+100 gp	As Item
Clothing, Desert	5 sp	2 lb.
Clothing, Glamerweave	+100 gp	-1 lb.
Filter Mask	5 sp	1 lb.
Inquisitive's Kit	100 gp	4 lb.
Inquisitor's Tools	75 gp	6 lb.
Rope, giant hair	5 gp	10 lb.
Sun Balm	1 gp	1 lb.
Scrimshaw Kit	1 gp	5 lb.
Stewmatic	50 gp	20 lb.

INQUISITOR'S TOOLS

This set of torture implements and devices is designed to inflict maximum pain while dealing minimal actual damage. Proficiency with inquisitor's tools lets you add your proficiency bonus to any ability checks you make to interrogate a restrained prisoner. Such work is not for the faint of heart, and characters of good alignments are unlikely to be proficient in the use of these tools.

ROPE, GIANT HAIR

This 50-foot length of rope is woven from severed or plucked strands of a giant's hair. It is exceptionally strong, having 4 hit points, and can be burst with a DC 20 Strength check.

SUN BALM

This herbal balm can be applied to the skin to help resist the effects of harsh sunlight and heat exhaustion. One pound of sun balm contains ten doses. One dose takes one minute to apply and will cover a Medium creature. A dose of sun balm is active for eight hours and grants the wearer Advantage on Constitution saving throws made to resist Exhaustion from the heat.

If you are proficient with Herbalism kit, a dose of sun balm can be created with access to appropriate plants, an hour of work and a successful DC 10 Intelligence check.

SCRIMSHAW KIT

This kit contains small knives, picks, and pins that allow the user to efficiently remove and work with the hides and bones of various creatures. Proficiency with this kit lets you add your proficiency bonus to ability checks made in the process of crafting artwork, utensils, and makeshift arms and armor from animal carcasses.

STEWOMATIC

Another shining example of gnome ingenuity, the stewmatic is a device intended to prepare savory, hot meals from raw materials with a minimum of effort and with no need for fire. It works about halfway as intended. To use a stewmatic, the user places raw grains, meats, vegetables, and water in the stewmatic, covers it, and presses the activation switch. An hour later, the machine delivers a hot, bland paste into ready receptacles. This paste is basically devoid of flavor (or most any other quality one would seek in a meal) but is nourishing. The stewmatic feeds the same number of people that the raw materials would have.

MOUNTS

The following mounts are not native to Faerûn but have been found in Anauroch and other blighted environments.

Ah! You've brought the menu! Excellent! I'm famished.



CRODLU

Large beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 51 (6d10 + 18)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
19 (+4)	13 (+1)	17 (+3)	3 (-4)	13 (+1)	8 (-1)

Skills Perception +4

Senses passive Perception 13

Languages —

Challenge 2 (450 XP)

Pounce. If the crodlu moves at least 30 feet straight toward a creature and then hits it with a claw attack on the same turn, that target must succeed on a DC 13 Strength saving throw or be knocked prone. If the target is prone, the crodlu can make one bite attack against it as a bonus action.

ACTIONS

Bite. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 15 (2d10 + 4) piercing damage.

Claw. *Melee Weapon Attack:* +6 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) slashing damage.

The crodlu is a large, flightless lizard with a sharp beak and clawed forelimbs which can be used to manipulate small items. In the wild, crodlu are aggressive hunters. With some training, they can be useful mounts, particularly in combat situations.

ERDLU

Medium beast, unaligned

Armor Class 15 (Natural Armor)

Hit Points 20 (4d8 + 4)

Speed 50 ft.

STR	DEX	CON	INT	WIS	CHA
16 (+3)	16 (+3)	12 (+1)	2 (-4)	13 (+1)	8 (-1)

Skills Perception +3

Senses passive Perception 13

Languages —

Challenge 1/2 (100 XP)

Sprint. The erdlu can move with a burst of speed, getting a head start when escaping predators or closing the distance on fleeing prey. When the erdlu moves on its turn in combat, it can double its speed until the end of the turn. Once the erdlu uses this trait, it can't use it again until it moves 0 feet on one of its turns.

ACTIONS

Beak. *Melee Weapon Attack:* +5 to hit, reach 5 ft., one target. *Hit:* 6 (1d6+3) piercing damage.

Erdlu are smaller cousins of the Crodlu. Erdlu are the perfect size for Small creatures to use as mounts and are receptive to training.

Unfortunately, erdlu have only their beaks as natural weapons. They have small, flightless wings for frontal limbs and no claws. Erdlu are notoriously skittish and cowardly, and they perform poorly in combat.

INIX

Large beast, unaligned

Armor Class 18 (Natural Armor)

Hit Points 54 (9d10 + 9)

Speed 30 ft., climb 30 ft.

STR	DEX	CON	INT	WIS	CHA
22 (+6)	13 (+1)	13 (+1)	2 (-4)	13 (+1)	8 (-1)

Senses Passive Perception 10

Languages —

Challenge 6 (2,300 XP)



Beast of Burden. The inix is considered a Huge animal for the purpose of determining its carrying capacity.

ACTIONS

Multiattack. The inix makes a bite attack and a tail attack. If no enemies are near the tail, the inix makes two bite attacks.

Bite. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) piercing damage.

Tail. *Melee Weapon Attack:* +9 to hit, reach 10 ft., one target. *Hit:* 15 (2d8 + 6) bludgeoning damage.

Most inix are cranky and impatient, but they are not aggressive unless attacked. This allows these massive lizards to be trained as mounts, provided they are well treated during their training. An inix can be ridden or used as a draft animal. Though the inix's back is covered with a rough carapace, the beast is wide enough to accommodate a howdah, allowing 1-3 passengers to ride on the creature.

The number of different creatures you humanoid
enslave as transportation amazes me. And you judge
me for having minions! At least I don't saddle and ride
them.



KANK

Large beast, unaligned

Armor Class 20 (Natural Armor)

Hit Points 38 (5d10 + 10)

Speed 40 ft.

STR	DEX	CON	INT	WIS	CHA
18 (+4)	13 (+1)	14 (+2)	2 (-4)	13 (+1)	8 (-1)

Damage Resistances Poison

Condition Immunities Poisoned

Senses Blindsight 60 ft., passive Perception 9

Languages —

Challenge 4 (1,100 XP)

ACTIONS

Multiattack. The kank makes three attacks: two with its stomp and one with its bite.

Stomp. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one target. *Hit:* 8 (1d8 + 4) bludgeoning damage, and the target must succeed at a DC 15 Strength saving throw or be knocked prone. The kank has two front legs which may each be used to stomp on a separate target within range.

Bite. *Melee Weapon Attack:* +7 to hit, reach 5 ft., one creature. *Hit:* 9 (1d10 + 4) piercing damage, and the target must make a DC 15 Constitution saving throw, taking 22 (4d10) poison damage on a failed save, or half as much damage on a successful one.

Kanks are large hive insects found in desert climates. They are exceedingly protective of their hive and very social within its context. Sly desert dwellers have learned to tame these creatures by providing food to the hive. If the hive is well fed, it

will soon begin treating the prospective trainer as a member of the hive. From there it is straightforward (the feeder has Advantage on all Animal Handling checks made when dealing with a member of the hive) to train the kanks to be mounts.

Kanks have vicious mandibles that deliver a potent poison with their bite. Kanks are also highly resistant to the poisons of other creatures, which helps them retain dominance in the area surrounding their ground-based hives.

VEHICLES

Vehicles have their uses, I suppose, if one must move minions about. I'd never stoop to using one. Why would I want to go anywhere? Everything I could ever desire is fetched for me by my servants.



DIRIGIBLE

A dirigible is constructed much like a standard sailing ship, but instead of a sail, it relies on bound elementals to manage propulsion. The dirigible uses an air-elemental enhanced propeller to manage horizontal movement and large balloon filled with hot air to control vertical movement. The hot air is provided by a fire elemental bound into the ship's furnace. Dirigibles can be constructed from a galley, sailing ship, or warship which is suspended from the balloon by sturdy rigging. This allows for the dirigible to easily take off from and land on water. A dirigible's cost and speed are determined by the base ship's size.

Item	Cost	Speed	Carrying Capacity
Crodlu	1,000 gp	4 mph	570 lb.
Erdlu	75 gp	4 mph	240 lb.
Inix	2,000 gp	3 mph	1220 lb.
Kank	840 gp	4 mph	540 lb.
Howdah	100 gp	—	300 lb.

PHLOGISTON LOOP AIRSHIP

A phlogiston loop airship uses a similar body and propeller design to the dirigible, but instead of relying on a balloon for heat and lift, the phlogiston loop has a large ring of magical fire that surrounds the center of the ship. This magical fire is created and controlled by four bound fire elementals, which reside in the four masts which extend from the center of the ship, through the hull, and into the engine room. This design allows for faster airships; however, it is extremely difficult to land one of these craft in the water and even more so to get it to take off once it is afloat (disadvantage on all checks to prepare and launch the ship while at sea).

All airships are affected by wind to some degree. A strong headwind can halve the speed of a dirigible, while a strong tailwind can double it. A phlogiston loop airship will have its speed reduced by 2 mph in a strong headwind and increased by 2 mph with a strong tailwind.

Any weapon that can be mounted on a waterborne vehicle can also be mounted on an airship.

GNOMISH BUTTSRING

This inventive personal conveyance fits into a backpack. By pressing a button, the wearer can cause a high-tension steel spring to burst forth from the bottom of the backpack, launching the wearer into the air. Upon firing the buttspring, the wearer gains a total of 300 feet of aerial movement, which can be divided between horizontal and vertical movement by the operator, provided that the operator succeeds on a DC 15 Dexterity check. If the operator fails this check, the direction and distance of the movement spent are left to the Dungeon Master's discretion.

The buttspring is not equipped with any safety features, as it appears that the engineer responsible for its design didn't find them important enough to include. If the operator fails the Dexterity check to

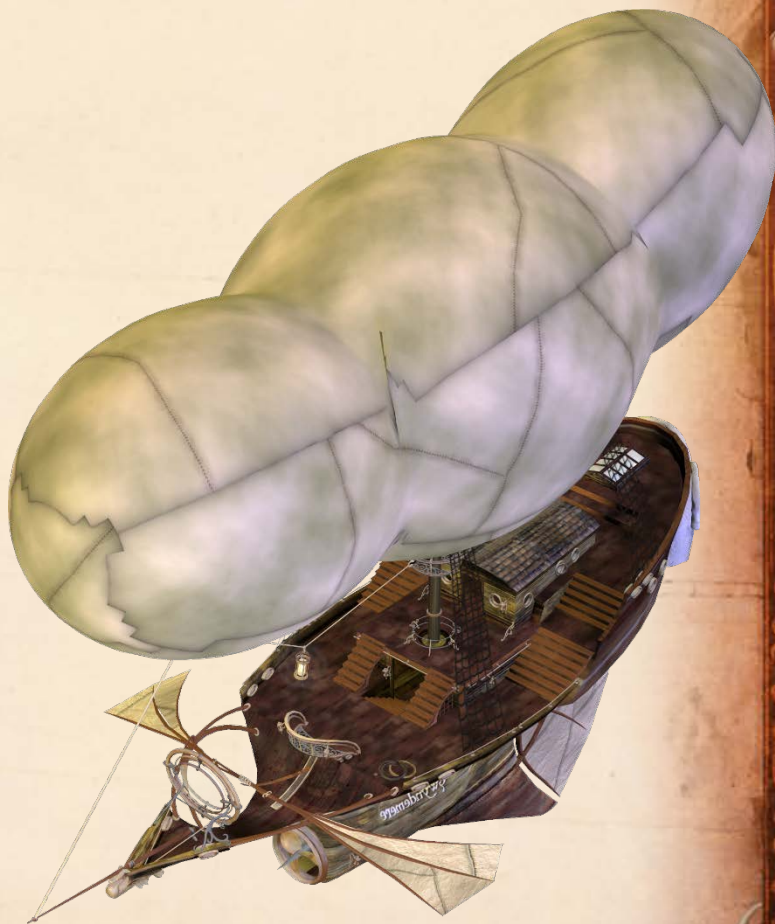
operate the buttspring, all aerial movement taken by the user is treated as falling damage upon landing. On a successful check, *all vertical movement* taken by the user is treated as falling damage upon landing.

Can you believe this thing? My gnome minions built it. I couldn't stop them—believe me, I tried.



LITTER

In some areas, the roads are too narrow for conventional vehicles or mounts. In other regions, the extremely rich and powerful like to make a show of their superiority by traveling on the backs of their subordinates. Litters are chairs or beds with poles running along the sides allowing two or



more creatures to carry the litter and its passengers. Litters can be open or enclosed depending on the design, climate, and purpose. When they appear in the North (which is rare) litters tend to be enclosed with a solid wooden frame. In Chult, you can commission a tipoye, complete with an umbrella to shield from the sun and netting to keep away insects, to taxi you virtually anywhere within Port Nyanzaru. Rumors that speak of the city of Sigil indicate that the only way to reliably navigate its mind-wrenching topography is to hire a sedan chair. Most litters are designed to carry only one or two passengers, but areas who have access to strong creatures in their labor force can see litters capable of transporting up to six medium creatures.

SAND SKIFF

This light vehicle has three wheels, a single sail, and seats up to six. Usually, a sand skiff is propelled by the wind and is used primarily in salt flats, stony barrens, sandy wastes, and dry savanna. Sand skiffs can also manage gentle hills with some difficulty. Sand skiffs do not navigate soft sand, boulder fields, steep hills, or thick brush well, and all are considered difficult terrain for the sand skiff. In low-wind conditions, a sand skiff can be pulled by one or two beasts such as horses or oxen.

SAND SKIMMER

The standard sand skimmer rides 10 feet above the ground and is propelled by two large sails. Outsized wheels extend from the sand skimmer's wide hull. In times of low wind, the sand skimmer's passengers can make use of two muscle-powered capstans to rotate the sand skimmer's wheels. A sand skimmer is most efficient in flat, open terrain, but it can also make its way through dunes, or dust sinks up to 15 feet deep, treating such environments as difficult terrain.

WHOOSHWAGON

This steam-powered wagon is constructed of wood and iron. The whooshwagon is self-propelled thanks to the gnomish steam engine design. It is also notoriously difficult to drive as well as prone to going out of control, also thanks to the gnomish steam engine design. Anyone attempting to drive a whooshwagon who is not proficient in tinker's tools suffers disadvantage on Dexterity checks made to steer or control the vehicle.

Okay, I generally despise humanoids, but Gnomes are freaking hysterical.



Name	Cost	Speed
<i>Dirigible</i>		
Galley	120,000 gp	8 mph
Sailing Ship	40,000 gp	4 mph
Warship	100,000 gp	5 mph
<i>Phlogiston Loop Airship</i>		
Galley	150,000 gp	24 mph
Sailing Ship	50,000 gp	12 mph
Warship	125,000 gp	15 mph
Gnomish Buttspring	50 gp	—
Litter	10 gp	3 mph
Tipoye	15 gp	3 mph
Sedan Chair	20 gp	3 mph
Sand Skiff	350 gp	4 mph
Sand Skimmer	3000 gp	3 mph
Whooshwagon	1500 gp	4 mph

CHAPTER 2: MAGIC ITEMS

Over the course of many centuries, Xanathar has amassed a collection of magical items without equal in all the Realms. This chapter catalogs magical armor and weapons, potions, rings, rods, staves, wands, and wondrous items.

ARMOR

ADDERGREASE ARMOR

Armor (leather), uncommon (requires attunement)

Made for yuan-ti assassins of Najara, the worn leather of this armor gleams with toxic grease. When a creature misses you with a melee attack, you can use your reaction to activate the addergrease armor. The creature must make a successful DC 12 Dexterity saving throw or take 1d8 poison damage. As an additional part of your reaction, you may use the Disengage action. Once you use this power, you can't do so again until you finish a short or long rest.

I don't know why you humanoids want to cover yourselves in metal skins. Just fly like me and no one will be able to stab or bash you. You could try that instead.



ARMOR OF BURNING

Armor (any medium or heavy, except hide), very rare (requires attunement)

This armor has a fire elemental bound to it. While wearing this armor, you can expend a charge as an action to cast the *burning hands* spell. Whenever you expend a charge you also gain resistance to cold damage for 1 minute. This armor has 3 charges and regains all spent charges at dawn.

ARMOR OF THE DEEP VOID

Armor (any medium), very rare (requires attunement)

Created in an environment where it was bathed in the radiance of distant stars, this armor protects against light that would harm you, and the stars' light also shields you from attack.

While wearing the armor, you gain a +1 bonus to AC and resistance to radiant damage. In addition, when you are struck by a melee attack, the armor's light flares; the creature which struck you must succeed on a DC 14 Constitution saving throw or be blinded until the end of its next turn.

ARMOR OF NEGATION

Armor (any medium or heavy, except hide), uncommon

While wearing this armor, you need not fear suffering the adverse effects of near misses from an enemy's attacks. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no damage if you succeed on the saving throw, and only half damage if you fail. Once you use this power, you can't do so again until you finish a short or long rest.

ARMOR OF STONEMELD

Armor (any medium or heavy, except hide), very rare (requires attunement)

An earth elemental is bound to this armor. While wearing this armor, you can expend a charge as an action to cast the *meld into stone* spell. Whenever you expend a charge you also gain resistance to bludgeoning, piercing, and slashing damage from non-magical weapons for 1 minute. This armor has 3 charges and regains all spent charges at dawn.

ARMOR OF UNDERWATER ACTION

Armor (any medium except hide, or any heavy), very rare (requires attunement)

This armor has a water elemental bound to it. While wearing this armor, you can expend a charge as an action to cast the *control water* spell. Whenever you expend a charge, you also gain the ability to breathe underwater as if under the effects of a *water breathing* spell, and you gain a swimming speed of 40 feet, both for 1 minute. This armor has 3 charges and regains all spent charges at dawn.

ARMOR OF WHIRLWIND

Armor (any medium or heavy, except hide), very rare (requires attunement)

This armor has an air elemental bound to it. While you're wearing this armor, you can speak its

command word and spend one of the armor's charges as an action to cast the *fly* spell.

In addition, as an action you can spend one of the armor's charges to generate a Whirlwind as per the air elemental attack. This attack occurs each round for the next four rounds and does not require you to spend additional actions. This feature does not suffer from the Recharge property of the air elemental's attack. This attack affects all creatures within five feet of you. The Whirlwind ends early if you die, become unconscious, remove the armor, or use an action to end the effect. The armor has 2 charges and regains all spent charges at dawn.

ANTLERED HELM

Wondrous item, uncommon

While you wear this metal-reinforced leather helm, which is adorned with a stag's antlers, you can run like a deer; your movement increases to 50 feet. Moreover, stags and deer see, hear, and smell you as if you were a stag, and react accordingly. This power makes the item very useful for hunting.

BEARSKIN ARMOR

Armor (plate), rare (requires attunement)

While wearing this armor, which is a metal breastplate covered with shaggy black fur, you gain a +1 bonus to AC. In addition, you gain advantage on grapple checks. Finally, as a bonus action you can use the armor to grow a pair of rending claws, which you can use to attack with your unarmed attack proficiency. The claws deal 1d6 points of slashing damage plus your Strength bonus and have the Reach property. The claws last for 1 minute or until you dismiss them as a bonus action. Once you use this power, you can't do so again until you finish a short or long rest.

BEASTLORD ARMOR

Armor (hide), rare (requires attunement by a barbarian, druid, or ranger)

Stitched together from an assortment of animal skins, this armor is adorned with horns, teeth, and



claws, which makes any beast wary of attacking you. While wearing the armor, you gain a +1 bonus to AC and have advantage on Wisdom (Animal Handling) checks. In addition, beasts must make a successful DC 12 Wisdom saving throw to attack you. Once a beast has made a save, it can attack you normally.

BLOODTHEFT MAIL

Armor (chain mail), uncommon (requires attunement)

What at first glance appears to be rust on the surface of this armor's mail links is actually dried blood. Every time an attack reduces you to half your hit point total or less, you can use your reaction to gain temporary hit points equal to your Constitution modifier (minimum 1), and cause that amount of necrotic damage to the creature that struck you.

BLOODTHIRSTY PLATE ARMOR

Armor (plate), uncommon (requires attunement)

While wearing this armor, as an action you may choose to take damage equal to one of your hit dice, after which the Bloodthirsty Plate becomes +1 armor for 10 minutes. Once you use this power, you can't do so again until you finish a long rest.

EARTHPLATE

Armor (Plate), very rare (requires attunement)

At first glance, this suit of plate armor looks ill-maintained, covered with dirt and soil. On closer examination, you find it is expertly crafted, and what appears to be dirt is actually the metal itself. Runes of power mark its various pieces, and the aroma of fresh earth seems to emanate from it.

While wearing *earthplate*, you gain a +1 bonus to AC. In addition, as an action you can cast the *stoneskin* spell on yourself, which lasts for 90 minutes or until the effect has reduced 90 points of nonmagical bludgeoning, piercing, or slashing damage. Once you use this power, you can't do so again until you finish a long rest.

EELSKIN

Armor (leather), rare (requires attunement)

Eelskin looks like a suit of clothes, doublet and hosen, cut to fit like a second skin. It can easily be hidden under clothing. While wearing *eelskin*, you gain a +1 bonus to AC, and any creature that touches you, whether peacefully or as part of an attack with natural weapons, unarmed attack, or metal melee weapon, must make a successful DC 16 Constitution saving throw or take 1d6 points of lightning damage.

In addition, as an action you can activate the *eelskin's* power and make an unarmed attack. On a hit, the target must make a successful DC 16 Constitution saving throw, taking 5d6 lightning damage on a failed save, or half as much damage on a successful one, in addition to your unarmed attack damage. Once you use this power, you can't do so again until you finish a short or long rest.

FLICKERSIGHT LEATHER

Armor (leather), uncommon (requires attunement)

Prized by spies and rogues in the employ of the Calishite pashas, *flickersight* armor causes you to become indistinct and hazy to onlookers, who must now squint to see you clearly, and lets you see like a cat.

While wearing *flickersight*, you gain a +1 bonus to AC, as well as darkvision out to a range of 30 feet. In addition, as a bonus action you can use the armor to cast the *blur* spell on yourself. Once you use this power, you can't do so again until you finish a short or long rest.

FURY'S HIDE

Armor (hide), uncommon (requires attunement by a barbarian)

While wearing *Fury's Hide* when Raging, it becomes +1 armor.

GALLANT ARMOR

Armor (any), rare (requires attunement)

Worn by battlefield healers among the Purple Dragon Knights, these armors have become more and more common among adventurers since the end of the war between Cormyr and Sembia.

While wearing gallant armor, you gain a +1 bonus to AC. In addition, when you use a healing power that benefits an ally, you regain hit points equal to one-half the hit points that ally regains.

GHOULSKIN

Armor (hide), uncommon (requires attunement)

Ghoulskin looks like what it is: patches of foul, rotting ghoulish skin sewn into a jerkin. While wearing *ghoulskin*, you gain a +1 bonus to AC. In addition, as an action you can cast the *chill touch* spell. Once you use this power, you can't do so again until you finish a short or long rest.

GIANTDODGING CHAIN

Armor (chain mail), uncommon (requires attunement)

Said to be the work of dwarf artificers whose clan was in a territorial dispute with a band of ogres, this armor protects against the attacks of larger creatures. As a reaction, when a creature of a size category larger than you misses you with a melee attack, you can take the Disengage action. In addition, when a creature of a size category larger than you misses you with a ranged attack, you can use your reaction to move up to your speed toward that creature. Once you use either power, you can't do so again until you finish a short or long rest.

IMPOSTER'S ARMOR

Armor (any heavy), rare (requires attunement)

Much favored by members of secret cults from Neverwinter to Impiltur, in the blink of an eye this armor can transform into beggar's rags or rich robes, providing the perfect disguise or emergency protection. As a bonus action, you transform

imposter's armor into a normal set of clothing.

While in clothing form, the armor does not provide an armor bonus, but neither does it impose disadvantage on Dexterity (Stealth) checks, require a minimum Strength score to wear, or add to encumbrance. You can change the armor back into its true form as a bonus action.

MARTYR'S ARMOR

Armor (any heavy), very rare (requires attunement)

Often worn by high-level Clerics and Paladins of Ilmater, *martyr's armor* empowers you to protect allies even at the expense of your own vitality. While wearing *martyr's armor*, you gain a +2 bonus to AC. As a bonus action, you can take a -1 penalty to your AC until the end of your next turn and allies adjacent to you gain a +1 bonus to AC until the end of your next turn. In addition, when an ally who is adjacent to you is attacked, you can use your reaction to take a penalty to your AC equal to the enhancement bonus of this armor; your ally adds an equal bonus to his AC. Both effects last until the end of your next turn.

NEZUMI ARMOR

Armor (leather), very rare (requires attunement)

From far and fabled Kara-Tur comes this seldom-seen armor, in which tiny, sleek skins seem to have been made into a coat of leather which has tassels that look disturbingly like rodent tails. With it, you can take the stealthy shape of a rat.

While wearing *nezumi armor*, you gain a +1 bonus to AC, as well as advantage on Dexterity (Stealth) checks.

In addition, as an action, you and your gear assume the form of a common sewer rat. While in this form:

- + You can't attack.
- + Your gear is merged into your form and unusable.

+ All your defenses, hit points, and saving throws remain the same.

You resume normal form if you use an action to do so, are rendered unconscious, or drop to 0 hit points.

OWLHIDE

Armor (leather), rare (requires attunement)

Owlhide armor is a jacket, complete with a hood, all covered in giant owl feathers. While wearing *owlhide*, you gain a +1 bonus to AC, as well as advantage on Wisdom (Perception) checks. In addition, as an action you can raise the hood on the jacket to cause wings to sprout from its back, giving you a flying speed of 40 feet for 1 minute. Once you use this power, you can't do so again until you finish a short or long rest.

RALLYING PLATE

Armor (plate), uncommon (requires attunement by a fighter or paladin)

Any knight is proud to wear this armor, for there is nothing greater than aiding desperate allies. Whenever you use your Second Wind or Lay on Hands abilities in combat, all allies within 30 feet of you can spend a hit die to heal themselves.

RAZORVINE SCALE MAIL

Armor (scale mail), rare

The eladrin are said to be the makers of *razorvine scale*, which both protects and exacts revenge. While wearing *razorvine scale*, you gain a +1 bonus to AC. In addition, when you are struck by a melee attack, the *razorvine scale* lashes out, causing the creature which attacked you to take 1d4 slashing damage.

SPIRITLINK CHAIN MAIL

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

Often worn by clerics and paladins of neutral alignments, *spiritlink chain mail* absorbs both light and dark energy, and it can even transform that

energy into healing. While wearing the mail, you gain a +1 bonus to AC, as well as resistance to radiant and necrotic damage. In addition, when an ally within 30 feet of you is hit by an attack dealing necrotic or radiant damage, you can use your reaction to give that ally immunity to the necrotic and/or radiant damage from that attack, and the ally can spend a hit die to regain hit points. Once you use this power, you can't do so again until you finish a short or long rest.

SPIRITUAL HALF PLATE

Armor (half plate), rare

This armor is naught but a prayer written on a scrap of vellum decorated with religious motifs of a particular god. As an action, you may read the prayer aloud. At the end of the reading the armor will manifest and encase you. The armor is physically real, and you must be proficient in Medium Armor to use this item.

The armor disappears if you act in any way that is not in accordance with the god's teachings and



alignment. Otherwise, the armor lasts until the end of your next long rest, when it transforms back into the scrap of vellum.

SUMMONED ARMOR

Armor (any), rare (requires attunement)

While you have this extraordinary armor in your possession, you need never worry about being caught without your protection. As a bonus action, you banish this armor to a secure extra-dimensional place. At any point in the future, unless you are wearing other armor, you can use a bonus action to recall the *summoned armor*, which appears on you as though you had donned it normally. If you are wearing other armor, the *summoned armor* fails to appear when you summon it.

SWASHBUCKLER'S LEATHERS

Armor (leather), very rare (requires attunement by a rogue or bard)

Developed by the noble young rakes and duelists of Waterdeep, the *Swashbuckler's Leathers* are also becoming increasingly popular with adventurers. While wearing the leathers, you may use the Dodge action as a bonus action.

VETERAN'S ARMOR

Armor (any), rare (requires attunement by a fighter)

Battered and worn, you've been through a lot with this otherwise unremarkable armor, and it helps you get out of most scrapes. While wearing *veteran's armor*, you gain a +1 bonus to AC. In addition, when you use your Action Surge, you gain a +1 bonus to your attack rolls, saving throws, and AC until the end of your next turn (this AC bonus is in addition to the bonus listed above).

WAR WIZARD'S UNIFORM

Armor (cloth or leather), very rare (requires attunement by a spellcaster)

The War Wizards of Cormyr have a distinctive uniform. Now that the war with Sembia is over,

some War Wizards have left the service and taken up the adventuring life, and their uniforms have become popular.

While wearing a *war wizard's uniform*, you gain a +2 bonus to AC. In addition, whenever you hit a creature with a spell attack, you grant an ally of your choice within 30 feet of that creature advantage to attack rolls against that creature until the end of your next turn.

Uniforms are so tacky. If you were as perfect as I am, you would not want to cover up!



SHIELDS

BARRICADE BUCKLER

Armor (buckler), very rare (requires attunement)

Set with numerous polished stones on its front, the *barricade buckler* has a very powerful ability. (For the properties of bucklers, see the Mundane Armor section of this book.) As an action, you can magically transform the buckler into a small *wall of force*, sufficiently large to fill a 5-foot by 10-foot portal or doorway. The wall persists until you dismiss it as a bonus action or 1 minute passes, whichever comes first. Once you use this power, you can't do so again until you finish a short or long rest.

BLUTWACHE BUCKLER

Armor (buckler), rare

This small round shield is covered in red leather studded with dozens of copper nails. When you or an ally adjacent to you are reduced to half your hit point total or lower, you or that ally gains

resistance to damage from non-magical sources until the end of your next turn.

CORPSMAN'S SHIELD

Armor (shield), rare (requires attunement)

Covered in runes, this shield was developed by dwarves of the Coppersmelt clan in their wars against goblinoids; it helps you aid wounded allies. When you use a spell or item to help an ally adjacent to you regain hit points, that ally regains 1d8 additional hit points.

GUARDIAN'S SHIELD

Armor (shield), very rare (requires attunement)

This shield gives you a +1 bonus to AC. This bonus is in addition to the shield's normal bonus to AC. In addition, you can use a bonus action to cause one creature you can see within 15' to become shielded by a barely-visible duplicate of the shield. That creature gains a +2 bonus to AC for 1 minute, until you choose to dispel the effect, you die, or become unconscious. Once you use this power, you can't use it again until you finish a short or long rest.

IMPOSTER'S BUCKLER

Armor (special), rare (requires attunement)

When first seen, this item appears to be a normal small shield of the type carried by swashbucklers on the streets of any of Faerûn's cities. Indeed, you can use it as such.

When in need, however, you can call upon the buckler's magic to further protect you. As a bonus action, you can cause the buckler to enlarge to the size of a shield, increasing its protection from +1 to +2. This transformation lasts for 1 minute or until you die, become unconscious, or will the effect to end. Once you use this power, you can't use it again until you finish a short or long rest.

PORTABLE BUNKER

Armor (tower shield), uncommon

This massive tower shield (see chapter 1) gives extra magical protection against ranged attacks.

This shield gives you a +1 bonus to AC against ranged weapon attacks. This bonus is in addition to the shield's normal bonus to AC.

SHIELD OF DEFIANCE

Armor (shield), uncommon

This looks like the well-maintained equipment of a veteran soldier, which is precisely what it is. When you suffer a critical hit, while wearing this shield, you can use your reaction to reduce it to a normal hit. Once you use this power, you can't do so again until you finish a long rest.

SHIELD OF THE DRAGONRIDER

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

This shield gives you a +2 bonus to AC. Against a dragon, this increases to +3. This bonus is in addition to the shield's normal bonus to AC.

In addition, when you are make a saving throw against a dragon's breath weapon, you take no damage if you succeed on the saving throw, and only half damage if you fail.



SHIELD OF MEDUSAE

Wondrous item, very rare (requires attunement by a fighter, cleric, or paladin)

This magical shield is shaped like and works like a normal shield. But the side that faces the enemy is polished like a mirror, and the inside is as clear as crystal.

While wielding the shield, you can hold it up before you, in front of your eyes, and look through its clear surface. While you do so, you are immune to the petrifying powers of creatures such as the medusa and the basilisk, and to magical effects which turn you to stone. In addition, when you're carrying this shield and confront a creature with a petrification gaze power, you reflect their images back at them, and it is they who must make saving throws or be turned to stone.

Unlike ordinary shields, the *shield of medusae* is quite fragile, and is useless as a defense for very long. If you choose to add the shield's bonus to your AC, it can only be struck once. On the second blow, it is destroyed.

Oh, look at that. I can see myself.
Whosaprettyboyden? You are! Yes, you are!



WEAPONS

ACID ARROW

Weapon (arrow), rare

This arrow has a glowing, green magical rune etched into its steel bodkin head. When you hit a creature with an *acid arrow*, that creature and all creatures nearby are splashed with a highly corrosive magical compound. The target takes normal damage, as well as 4d8 acid damage. In addition, each creature within 10 feet of the target must

make a successful DC 16 Dexterity saving throw, taking 2d8 points of acid damage on a failed save or half as much damage on a successful one. In addition, creatures which enter the affected area or start their turn there take 1d8 acid damage.

If you miss the target, the arrow continues to travel until it strikes a solid object, splashing the compound over a 10-foot-radius area centered on the impact point. Each creature in the area of effect must make a successful DC 16 Dexterity saving throw, taking 2d8 points of acid damage on a failed save or half as much damage on a successful one. In addition, creatures which enter the affected area or start their turn there take 1d8 acid damage.

ARROW OF VENOM

Weapon (arrow), rare

This +1 arrow is painted with alternating bands of black, red, and yellow, and its steel head is hammered into the shape of a serpent's fang. When you make a ranged attack and score a hit with it, the target must make a successful DC 12 Constitution saving throw or be poisoned for one minute. At the end of each of its turns it can make another saving throw to end the poisoned condition.



ARTIFICER'S HATCHET

Weapon (handaxe), rare

A complex clockwork mechanism is housed within the hatchet that never configures the same way twice. Once per long rest you can attempt a DC 15 Intelligence (Investigation) check to configure the device. If the check is successful, the hatchet becomes a +1 weapon until the end of your next long rest. In addition, if the check is successful the hatchet also gains the ability to deal an additional 1d6 fire, acid, lightning, cold, radiant, or force damage per successful critical hit; the type of damage is determined randomly by rolling a d6 when a hit is scored.

ASSASSIN'S SPATHA

Weapon (shortsword), very rare

In the hands of any character this is a +2 magic weapon, but in the hands of a rogue it is especially potent. When you attempt a Sneak Attack with this short sword, you attack as if you were four levels higher than your actual experience level, with corresponding improvements to your proficiency bonus and number of Sneak Attack dice.

BATON OF GUARDIANSHIP

Weapon (club), uncommon (requires attunement)

When you attune to the baton you must choose a specific ally. Henceforth, whenever you are within 30 feet of that ally you may use your reaction to impose disadvantage on an attack roll against that ally. Whenever you use the baton in this way, the baton becomes a +1 weapon until the end of your next turn. Once you use this power, you can't use it again until you finish a short or long rest.

COPPERSMELT CROSSBOW

Weapon (heavy crossbow), very rare (requires attunement)

This heavy crossbow is specially designed by the dwarves of the Coppersmelt clan, whose halls lie in the Thunder Peaks. The thick, powerful prod of a

Coppersmelt Crossbow has sharp edges and spiky protrusions useful in close-quarters battle. The Coppersmelt dwarves do not lightly or readily part with their special weapons, but should you be found worthy, perhaps by performing a great deed in aid of the clan, you may be given one as a reward. You can use a *Coppersmelt Crossbow* as a +1 heavy crossbow for ranged attacks or as a +1 battleaxe for melee attacks.

CROSSBOW OF ANGLING

Weapon (light crossbow), rare (requires attunement)

This appears to be a normal light crossbow, save that it has a thick leather strap built into it which wraps around your arm or wrist. As part of your Attack action, you can command it to fire a bolt with special properties. The magical bolt fired counts as a +1 bolt.

When fired, this special bolt trails a pencil-thin line of faint blue light which connects the bolt to the crossbow. When the bolt hits its target, the head expands into a small claw which embeds itself in the target, such that the bolt grips it strongly. If the bolt strikes a living target, that target takes damage from the hit, and can use its reaction to make a DC 16 Strength saving throw. If the creature succeeds, it avoids the bolt affixing itself by wrenching the bolt from its flesh.

As a bonus action, you can speak a second command word to "reel in" the target, the thin "cord" of magical energy shrinking to drag the target to you. The maximum speed at which the target is retrieved is 60 feet per round. The actual speed depends on a variety of factors, such as the target's weight, friction, etc. If the target is heavier than you or is immovable or braced in some way, then you may actually be dragged to the target rather than the reverse. This can be exploited, of course, to pull yourself up to a ceiling or up a wall. The magical cord is AC 20, takes 15 points of damage before breaking, and is immune to damage from non-magical weapons. Once you use this

power, you can't use it again until you finish a short or long rest.

A crossbow of angling is only considered a magical weapon when used as described above. When used to fire a regular bolt against, for example, a creature resistant to damage from non-magical weapons, the crossbow is considered non-magical.

DAGGER OF IMPALING

Weapon (dagger), rare

A *dagger of impaling* is a +2 weapon. In addition, on a critical hit it impales the target, inflicting an additional die of damage and staying in the wound, where it causes an additional 1d4 points of piercing damage at the start of each of the target's subsequent turns until removed. The victim can use



its action to make a DC 12 Strength check to remove the dagger.

DARK MAUL

Weapon (maul), rare (requires attunement)

This massive hammer is forged from black iron and wrought with fell runes. You may choose to deal necrotic rather than bludgeoning damage with this weapon. When you reduce a creature to 0 hit points with the maul, until the end of your next long rest it becomes a +1 weapon against other creatures of the same kind.

DEFIANT DAGGER

Weapon (dagger), rare (requires attunement)

Broad-bladed and polished to a mirror finish, when wielding this +1 dagger you gain advantage on saving throws to avoid fear effects.

EARTHQUAKE TETSUBO

Weapon (greatclub), rare (requires attunement)

This iron-shod staff acts as a +1 weapon when used against melee targets but has a special power when hammered against the ground or floor: it causes a very strong but localized earthquake which affects every creature within a 60-foot radius. Every creature in the area of effect must make a successful DC 12 Strength saving throw or fall prone, taking 1d6 bludgeoning damage from the fall. Once you use this power, you can't use it again until you finish a short or long rest.

FEY DARTS

Weapon (dart), uncommon

Found in glades which legend tells are often portals to the Feywild, always in a bundle containing 1d6 missiles, these darts are favored by small fey creatures to help them fight larger foes. When a *fey dart* strikes a creature, that creature must make a successful DC 13 Dexterity saving throw or be affected by the *faerie fire* spell for 1 minute.

FLAMING SPEAR

Weapon (spear), rare (requires attunement)

The head of this +1 spear always appears to be glowing red from the heat of the forge. Successful attacks made with the *flaming spear* deal 1d8 fire damage in addition to its regular damage. In addition, as an action you can call upon the spear's magic to cast the *burning hands* spell. Once you use this power, you can't use it again until you finish a long rest.

THE FIST

Weapon (cestus), very rare (requires attunement)

This black iron cestus is a +1 weapon. While wearing *The Fist*, you are immune to the heat metal spell. In addition, as part of your Attack action you can use *The Fist* to make the following special attack.

On a hit, you deal an extra 2d6 bludgeoning damage and your target must make a successful Constitution saving throw (DC equal to 10 + your melee attack bonus) or be knocked prone. Once you use this power, you can't use it again until you finish a short or long rest.

HEARTWOOD CUDGEL

Weapon (club), uncommon

This club, made from the heartwood of an ancient oak, is a +1 club in a druid's hands.

HUNTER'S FURY

Weapon (any ranged weapon), rare (requires attunement by a ranger)

Developed in years long past by the elves of the Elanbow clan to hunt their sworn foes (Malar-worshipping lycanthropes), these weapons have a +1 bonus to hit and damage. In addition, if you hit one of your favored enemies with it, you deal an extra 1d8 damage to it.

HUNTING SHURIKEN

Weapon (shuriken), rare

This magical throwing star has a +1 bonus to hit and damage and a much-improved range. It has a maximum range of 300 feet, all of which is treated as short range. In addition, if a *hunting shuriken* is touched to an object belonging to a creature just before it is thrown, and that creature is within range, the shuriken will fly unerringly to that creature and strike it with no to hit roll needed.

LATHANDER'S FURY

Weapon (mace), very rare

This heavy +1 mace is gilded, its hilt wrapped with white leather. The head is bladed with rays of the sun forged from fine steel. If you're a cleric of Lathander wielding *Lathander's Fury*, undead subject to your Channel Divinity feature make their saving throws with disadvantage. In addition, attacks you make with *Lathander's Fury* deal an extra 1d8 radiant damage.

LONGSWORD OF DESPERATION

Weapon (longsword), uncommon (requires attunement)

When you have less than half of your maximum hit points, the longsword becomes a +1 weapon. It is otherwise non-magical.

LONGSWORD OF VENGEANCE

Weapon (longsword), rare (requires attunement)

Whenever an ally is slain or reduced to 0 hit points the longsword becomes a +1 weapon. In addition, while the longsword is a +1 weapon you can make two attacks with it when you make your Attack action. When that ally is brought back to life or regains hit points, or at the end of your next long rest, the longsword becomes a normal weapon once more.

LOVIATAR'S JOY

Weapon (scourge), rare (requires attunement)

Specially favored by Clerics of Loviatar, this +1 scourge (see Mundane Weapons) is comprised of a short wooden handle to which 9 long black leather thongs are attached. Worked into the thongs are sharp pieces of red glass, bits of rusty wire, and fangs probably ripped from the mouths of conscious, helpless creatures. Each time you strike with it, you cause agonizing pain in the target, which must make a successful DC 12 Constitution saving throw. On a failure, the target is poisoned until the end of its next turn. In addition, when you score a critical hit with *Loviatar's Joy*, the target takes an additional 1d8 slashing damage, and must make a successful DC 14 Constitution saving throw or be stunned until the end of its next turn.

LUNAR SICKLE

Weapon (sickle), rare

This weapon, a sickle crafted from silver and bound to the moon, is said to have been forged for druids as a symbol of the cyclic nature of time. The sickle's bonus changes depending on the phase of the moon. It has a +1 bonus from the new moon to half moon, a +2 bonus from the half moon to full moon, and +3 during the full moon. When the moon begins to wane, the *lunar sickle's* bonuses drop in the same way they rose. During the dark of the new moon it loses all its magical properties.

MISTLETOE DART

Weapon (dart), uncommon

The body and tip of this dart are fashioned from enchanted mistletoe. Magical armor and shields give no bonus protection against it; for example, a creature wearing +1 chain mail would have AC 16, not 17. *Mistletoe darts*, while not innately poisonous, can be coated with any venom. These darts are found in groups of 2 to 8 (2d4).

RAPIER OF RIGHTEOUSNESS

Weapon (rapier), uncommon (requires attunement)

When attuned by a good-aligned character and used to attack an evil-aligned creature, the rapier becomes a +1 weapon. Against all other targets, the rapier remains magical but carries no bonus.

ROGUE'S BLADE

Weapon (rapier), rare (requires attunement)

When you look closely at the *rogue's blade*, it seems the edges blur and twitch, even when you know they're perfectly still. While wielding the *rogue's blade*, as a bonus action you can use it to cast the *blink* spell. Once you use this power you can't do so again until you finish a short or long rest.

SICKLE OF THE HARVEST

Weapon (sickle), rare (requires attunement)

This sickle appears to be a normal farm implement of superior quality. In combat it functions as a +1 weapon. However, its real power is as an enchanted harvesting tool.

As an action, you can grasp the sickle and speak the command word in the secret language of druids, then order the sickle to harvest a field on its own. When so commanded, the sickle takes to the air and harvests up to an acre of grain in an hour. It can accept precise orders, such as, "Cut down all the stalks of ripe barley in Farmer Legge's field but leave the wheat."

The sickle continues working until one of three criteria are met:

- + Three hours pass
- + You order it to stop
- + It moves a mile from you

The sickle can also be halted by snatching it out of the air. Any creature trying to grab the sickle must make a successful attack roll to hit AC 14. On a miss the creature suffers 1d6+1 points of slashing

damage; on a hit the creature succeeds in grabbing it and stopping the harvest.

SINGING CROSSBOW

Weapon (light crossbow), rare (requires attunement by a Bard)

You blend your bardic music with the *singing crossbow* to make powerful ranged attacks. As a bonus action, you can spend one of your Bardic Inspiration dice to roll that die and gain a bonus equal to the die roll to hit and damage on your next attack with the singing crossbow.

SLICING LONGBOW

Weapon (longbow), very rare (requires attunement)

The limbs of this longbow, though wooden, appear to be very sharp, as if the bow had been crafted from two wooden swords. In the hands of a non-elf, this item acts as a +1 longbow and nothing more. When attuned by an elf, it realizes its full potential. As part of your Attack action, you can cause the *slicing longbow* to change from a +1 longbow to a +1 longsword; if you can make multiple attacks during your Attack action, you can make one attack with the weapon in its bow form and one in its sword form. In addition, as a bonus action you can cause the *slicing longbow* to separate into two +1 longswords. Each of these longswords has the light and finesse properties and loses the versatile property. To rejoin them you must use another bonus action. Once you use this power you can't do so again until you finish a short or long rest.

SLING OF BURSTING

Weapon (sling), rare (requires attunement)

Made of leather which looks like it's been scorched and blackened by fire, this +1 sling imparts explosive potential to stones launched from it. When you hit a target with a stone launched from the sling, you deal an extra 2d6 fire damage to the target. In addition, each creature within 5 feet of the target must make a

successful DC 14 Dexterity saving throw or take 1d6 fire damage.

SPEAR OF THE EAGLE

Weapon (spear), rare

This resembles a normal wooden spear with 4d4 eagle feathers (the exact number is determined when the spear is found) attached near the blunt end. When thrown, the *spear of the eagle* sprouts a small pair of wings in mid-flight, allowing it to unerringly strike its target, much like a *magic missile*. As with a *magic missile*, the target must be seen or otherwise detectable to be hit. Unlike a *magic missile*, a *spear of the eagle* can be directed to strike inanimate objects. The target suffers 1d8 damage. The *spear of the eagle* has the same range as a normal spear. After each strike, the spear loses one of its feathers. When all of its feathers are lost, the spear loses its magical properties, though it still functions as a normal spear. Feathers may not be reattached. A *spear of the eagle* only gains its



magical properties when thrown. If used as a thrusting weapon, it functions as a normal, non-magical spear. Successful thrusts won't cause it to lose feathers.

STAFF OF THE WEAVE

Weapon (quarterstaff), very rare (requires attunement)

Whenever you cast a spell, the staff gains charges equal to the spell's level. You may use a bonus action to expend 10 charges and regain 2 levels of spell slots. All charges are lost at the end of a long rest.

STARRY KNIFE

Weapon (dagger), very rare (requires attunement)

Forged from a seamless piece of meteoric star iron, this +1 dagger is specially weighted for throwing. In addition, a *starry knife* has 3 charges which are renewed each day at dawn. As part of your Attack action with the knife, you can spend charges to activate one of the following powers:

- + 1 charge: The knife magically returns to your hand, whether you hit with it or not.
- + 2 charges: The knife returns as above, and on a hit deals normal damage plus an additional 1d6 fire damage.
- + 3 charges: The knife returns as above, and on a hit creates an explosion of fire that deals an extra 3d6 points of fire damage to the target and all creatures adjacent to it.

STONECLEAVER

Weapon (battleaxe), very rare (requires attunement)

In the hands of a non-dwarf, this weapon is a +1 battleaxe. When attuned by a dwarf, it realizes its full potential: It deals an additional die of damage against constructs and elementals which have 'Terran' in their stat block.

VOLTAIC DAGGER

Weapon (dagger), uncommon (requires attunement)

Whenever you deal damage to a creature with the dagger, it gains a charge. When you hit with an attack with the *Voltaic Dagger*, you may use any number of charges to deal that many points of lightning damage in addition to the weapon damage. The dagger loses all charges when you finish a short or long rest. As long as it holds at least one charge, the dagger is considered magical for the purposes of overcoming resistance and immunity.

WAR AXE OF SLAUGHTER

Weapon (greataxe), uncommon (requires attunement)

When you reduce a creature to 0 hit points with the war axe, you may use a bonus action to move up to your speed toward another hostile creature.

WARDING DAGGER

Weapon (Dagger), rare (requires attunement)

As an action, you can draw a line up to 20 feet long upon the ground with this weapon. The line lasts for 1 minute. Undead must make a successful DC 12 Wisdom saving throw to move across this line. Once you use this power you can't do so again until you finish a short or long rest.

XORNHAMMER

Weapon (warhammer), very rare (requires attunement)

This primitive-looking weapon appears to be a cast-iron rod topped with a rock. It is always a +1 warhammer, but when attuned by a dwarf it realizes its full power. When a dwarf wielding a *Xornhammer* scores a critical hit with it, the ground beneath the target reaches up and grabs it. The target is restrained and stunned until the end of its next turn, when the fingers of earth crumble.

POTIONS

ELIXIR OF THE REBIS

Potion, legendary

This legendary potion is crafted by master transmuters as the result of a lifetime (or in some cases, several lifetimes) of study. Most of these potions are consumed shortly after completion, but depending on the creator's personal practice or beliefs, they may be held in reserve as the alchemist completes a spiritual quest or some other preparation for consumption. An *elixir of the rebis* is never created on a whim, nor as a gift or commodity, save in the direst of circumstances. The completion of an *elixir of the rebis* is considered by many to be the pinnacle of alchemical achievement. Consuming the potion is viewed by most who are aware of its existence as taking the final, transformative step from magician to something more.

The *elixir of the rebis* confers the following benefits, which are permanent:

Alchemical Metabolism. The principal drawback of consuming the elixir is that you metabolize potions rapidly, reducing their effect on you. All numerical factors of any consumed potion (such as dice bonuses, hit points healed, or duration) are halved for you.

Balance of Gender. The alchemical balance of masculine and feminine are achieved and distilled through the elixir. Upon consuming this potion, you may shift along the gender spectrum at will as a free action. Your appearance and physical traits

reflect the gender you choose to express.

Fluidity of Flesh. The elixir grants such fine control of your own flesh that you can alter your body to suit your needs. On each of your turns, as a bonus action, you may move one point from your Strength, Dexterity, or Constitution score and place it into your Strength, Dexterity, or Constitution score. You may not reduce any of your Ability scores below 8, nor raise any of your Ability scores above 20 through the use of this feature. Your ability scores revert to their natural ratings when you complete a short or long rest.

Immunity to Poison. You are immune to poison damage and the Poisoned condition.

Mending Touch. You may use an action to cast the *mending* cantrip at will.

Regeneration. You regain 1 hit point at the end of each of your turns.

ELIXIR OF THE SHARPENED MIND

Potion, rare

Brewed from several components, including the ground root of the weir tree, this potent concoction grants the drinker a temporary boost to mental processes, allowing them to think faster and more clearly. This grants an edge when using skills and tools.

Many recipes for this potion exist, each focusing on a different skill, tool, musical instrument, or vehicle proficiency. When you drink an *elixir of the sharpened mind*, you may double your proficiency bonus for ability checks you make that use the elixir's skill, tool, musical instrument, or vehicle proficiency. If you already have expertise in that ability, you instead gain advantage on ability checks. The effect lasts for 1 hour.

When you drink this potion, your lips take on a slight red glow, known as a weir stain. Anyone familiar with the effects of the potion will be able to recognize this telling trait.

If you attempt to use a second *elixir of the sharpened mind* while under the effects of a

I will never understand you humans and your obsession with your nethers. Boy? Girl? Both? What does it matter? You all taste the same, more or less.



previous dose, you must succeed on a DC 15 Constitution save or become poisoned until you complete a long rest. Furthermore, you suffer 6d6 poison damage on a failed save and half as much on a successful one. Each additional *elixir of the sharpened mind* you consume beyond the second causes the DC of the Constitution saving throw to increase by 5.

OIL OF REPAIR

Potion, rarity varies

A construct regains hit points when using this potion. The potion is a thick greenish-black liquid that glimmers when agitated. Constructs who have no means of drinking the potion may benefit if an entire dose is applied topically. There are different strengths of oil:

Oil	Rarity	HP Regained
Repair	Common	2d4+2
Greater Repair	Uncommon	4d4+4
Superior Repair	Rare	8d4+8
Supreme Repair	Very rare	10d4+20

POTION OF BEAR'S ENDURANCE

Potion, uncommon

When you drink this potion, you gain advantage on Constitution checks. You also gain 2d6 temporary hit points, which are lost when the effect ends. The effect lasts for 1 hour.

POTION OF BULL'S STRENGTH

Potion, uncommon

When you drink this potion, you have advantage on Strength checks and your carrying capacity doubles. The effect lasts for 1 hour.

POTION OF CAT'S GRACE

Potion, uncommon

When you drink this potion, you have advantage on Dexterity checks. You don't take damage from

So, you're saying if I drink this, something magical will happen. Tell you what—I'll just use one of my eye rays. Those are better. How about *disintegrate*?



falling 20 feet or less if you aren't incapacitated. The effect lasts for 1 hour.

POTION OF EAGLE'S SPLENDOR

Potion, uncommon

When you drink this potion, you have advantage on Charisma checks for 1 hour.

POTION OF FALSE BLOOD

Potion, legendary

This strange concoction is favored by spies, ambassadors, and some extremely dedicated entertainers. A draught of this potion allows you to assume the physical form and characteristics of a member of another humanoid race.

Each race has its own potion. Aside from the physical characteristics and appearance of the race, you gain certain racial traits based on your transformation. Depending on your original race, you may lose certain racial traits as well. If you are a different size creature than the race associated with the potion, drinking it has no effect. The list of potions of false blood and their associated benefits and drawbacks are listed below:

Aaracockra. Gain a fly speed of 50 ft., Talons (1d4 Slashing damage); Lose Amphibious, Cat's Claws, Darkvision, Long-Limbed, Powerful Build

Bugbear. Gain Darkvision at 60 ft., Long-Limbed, Powerful Build; Lose Amphibious, Cat's Claws, Flight, Talons

Dragonborn. Gain none; Lose Amphibious, Cat's Claws, Flight, Darkvision, Long-Limbed, Powerful Build, Talons

Drow. Gain Darkvision at 60 ft., Lose

Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Duregar. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Dwarf. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Elf. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Firbolg. Gain Powerful Build, Lose Amphibious, Cat's Claws, Darkvision, Flight, Long-Limbed, Talons

Genasi. Gain None, Lose Amphibious, Cat's Claws, Darkvision, Flight, Long-Limbed, Powerful Build, Talons

Goliath. Gain Powerful Build, Lose Amphibious, Cat's Claws, Darkvision, Flight, Long-Limbed, Talons

Half-Elf. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Half-Orc. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Human. Gain None, Lose Amphibious, Cat's Claws, Darkvision, Flight, Long-Limbed, Powerful Build, Talons

Hobgoblin. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Lizardfolk. Gain None, Lose Amphibious, Cat's Claws, Darkvision, Flight, Long-Limbed, Powerful Build, Talons

Orc. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Tabaxi. Gain Cat's Claws, Darkvision at 60 ft., Lose Amphibious, Flight, Long-Limbed, Powerful Build, Talons

Tiefling. Gain Darkvision at 60 ft., Lose

Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

Turtle. Gain None, Lose Amphibious, Cat's Claws, Darkvision, Flight, Long-Limbed, Powerful Build, Talons

Triton. Gain Amphibious, Lose Cat's Claws, Darkvision, Flight, Long-Limbed, Powerful Build, Talons

Yuan-Ti Pureblood. Gain Darkvision at 60 ft., Lose Amphibious, Cat's Claws, Flight, Long-Limbed, Powerful Build, Talons

When under the effects of this potion you are physically indistinguishable from a member of the race in question. If you are scrutinized with detect magic or a similar effect, you will emit a slight aura of transmutation magic. The effects of this potion persist for seven days.



POTION OF FOX'S CUNNING

Potion, uncommon

When you drink this potion, you have advantage on Intelligence checks for 1 hour.

POTION OF OWL'S WISDOM

Potion, uncommon

When you drink this potion, you have advantage on Wisdom checks for 1 hour.

POTION OF PERCEPTION

Wondrous item, uncommon

This potion enhances your senses. You have advantage on Wisdom (Perception) checks for 1 hour.

SCULPTOR'S OIL

Potion, uncommon

This thick oil can be spread over a stone object of Medium size or smaller, or a section of stone no more than 5 feet in any dimension. You can then form the stone into any shape that suits your purpose as if you had cast *stone shape*. *Sculptor's oil* is often purchased for artistic purposes, as practical artisans tend to frown upon its use.

When *sculptor's oil* is used to aid an artist working with stone, the artist has advantage on any Dexterity (Performance) or Dexterity (Mason's Tools) checks made to work with the affected stone.

RINGS

CIRCLE OF SOUND

Ring, uncommon

These silver rings are made in sets of two to six and appear utterly plain apart from minute rune etchings on the inside of the band. These etchings are unique to each matching set of rings. By whispering into one of the rings, the wearer can send a message to everyone wearing a ring from the same set within range. The range of this effect is

220 feet and it functions as if a *message* spell had been cast targeting each of the other ring wearers.

Once a set of rings has been forged, there is no way to add additional rings to the circuit short of a *wish* spell.

MAGIC MOUSE RING

Ring, uncommon

These ivory rings are typically crafted by elder wizards as a demonstration of magic item creation to apprentices. Two small red jewels are set into the top of the ring, symbolizing the eyes of a mouse. A creature that puts on the ring automatically transforms into a white mouse (use statistics for a rat) as if subjected to a *polymorph* spell, returning to their normal shape at will. The wearer can remain in mouse form for up to one hour before reverting automatically. Once you have used this ability, you may not use it again until the following dawn.

Ah! Finally, a bit of magic that improves the human user. It makes your flesh match your mental acumen!



RING OF ARMING

Ring, rare

This adamantine ring is set with a large turquoise which is carved to resemble an armored knight. If you activate this ring by speaking the command word while wearing it, any armor or weapons you currently wear or are carrying disappear and are magically stored within the ring. Any armor or weapons currently stored within the ring appear in the appropriate places on your body. If the ring has items stored within it when a new user activates it, the items within are resized to the new wearer upon activation. This process does not break the

attunement of any magic items stored within the ring.

RING OF BRIEF BLESSING

Ring, uncommon

This silver ring has a clear crystal setting, which glows faintly with holy radiance. While wearing this ring you may use an action to expend a charge. When you do so, the ring's glow becomes more pronounced, casting dim light in a five-foot radius. You gain advantage on your next melee weapon attack roll against any target who is a celestial, fey, fiend, or undead.

The ring holds three charges. It regains all expended charges daily at dawn.

RING OF ELEMENT BREATHING

Ring, very rare (requires attunement)

Crafted from a magically frozen and shaped piece of the element with which they are aligned, these rings allow the wearer to breathe the element as if it were air. This does not impede the wearer's ability to breathe air normally, nor does it confer any special resistance to damage associated with the element in question. Rings exist for the following elements: ash, dust, earth, fire, ice, lightning, magma, mineral, ooze, radiance, salt, smoke, steam, vacuum, and water. It is rumored that rings exist to allow creatures that breathe other atmospheres to instead breathe air.

RING OF HALFLING'S FORTUNE

Ring, common (requires attunement by a creature other than a halfling)

This ring must be carved from the wood of a table that has hosted a halfling family meal. When you roll a 1 on the d20 for an attack roll, ability check, or saving throw while you are wearing this ring, you can reroll the die and must use the new roll. Once you have used this ability, you may not use it again until the following dawn.



RING OF HEALING

Ring, common

These bronze rings are commonly created early in a spellcaster's studies as a means of learning the basics of item construction as well as a method of surviving misadventure. If the wearer is ever brought to 0 hit points, the ring automatically expends its charge, healing the wearer for 1d8+2 hit points. Once used, the ring cannot be used by the same person again.

The ring holds one charge. It regains all expended charges daily at dawn.

RING OF IMMUNITY

Ring, legendary (requires attunement)

You have immunity to one damage type while wearing this ring. The gem in the ring indicates the type.

d10	Damage Type	Gem
1	Acid	Pearl
2	Cold	Tourmaline
3	Fire	Garnet
4	Force	Sapphire

5	Lightning	Citrine
6	Necrotic	Jet
7	Poison	Amethyst
8	Psychic	Jade
9	Radiant	Topaz
10	Thunder	Spinel

RING OF LIFE

Ring, very rare (requires attunement)

This ring is carved from green wood and is warm to the touch. While wearing this ring, you do not need to eat or drink, and will never suffer exhaustion from lack of food or water. You may still eat and drink if you choose to.

RING OF SPELL-BATTLE

Ring, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

This simple gold band has four silver spheres embedded along its edge. While wearing this ring, you feel a mental notification of any spell being cast within 60 feet of you. This merely informs you that magic is present. You may choose to make an Intelligence (Arcana) as a free action. The DC of this check equals 15 + the spell's level. If the spell is cast as a class spell and the character is a member of that class, the check is made with advantage. For example, if the spellcaster casts a spell as a wizard, another wizard has advantage on the check to identify the spell. Some spells aren't associated with any class when they're cast, such as when a monster uses its Innate Spellcasting trait.

If you successfully identify the spell being cast, you may use your reaction to cast counterspell on that spell using an 8th level spell slot. Once you have done so, you may not do so again until the following dawn.

RING OF THE CRIMSON SUN

Ring, very rare (requires attunement)

This ring is crafted from obsidian and remains comfortably warm to the touch regardless of the local temperature. While wearing this ring, you gain resistance to fire damage. Furthermore, when an effect deals fire damage to you, you gain a number of temporary hit points equal to the fire damage that would have been dealt prior to applying your fire resistance.

In addition, when you take fire damage while wearing this ring, you may choose to surround your body in a sheath of searing flame. If you do so, any creature who starts or ends its turn within 30 feet of you must make a Constitution saving throw at DC 17, taking 5d10 fire damage on a failed save and half as much on a successful one. This effect persists for three rounds. Once you use this ability, you may not use it again until the following dawn.

I've got a ring for every day and every eyestalk. Rather fetching, don't you think?



RING OF THE DARKHIDDEN

Ring, legendary (requires attunement)

While wearing this ring, you are considered to be invisible to all creatures relying on any form of darkvision. Anything you are wearing or carrying is invisible with you. You remain invisible under these terms until the ring is removed. You can be seen normally by all creatures while under bright light and dim light.

RING OF THE FIERY SOUL

Ring, rare (requires attunement)

You have immunity to fire damage while wearing this thin band of brimstone. Upon attuning this ring, you lose any resistance or immunity you had to cold damage and gain vulnerability to cold while you wear the ring.

RING OF THE ICY SOUL

Ring, rare (requires attunement)

You have immunity to cold damage while wearing this nearly invisible band of thin ice. Upon attuning this ring, you lose any resistance or immunity you had to fire damage and gain vulnerability to fire while you wear the ring.



RING OF VENGEANCE

Ring, legendary (requires attunement)

Shining, reflective half-spheres rise from the smooth surface of this golden ring. Once attuned, this ring emanates a soft, golden glow. When a creature scores a critical hit against you with a melee weapon attack while you wear this ring, a shimmering arc of energy fires forth from the ring

dealing 5d6 radiant damage to your attacker. This function expends one charge.

The ring has three charges and regains all expended charges daily at dawn.

RINGS OF ENDURING DEVOTION

Ring, common (requires attunement)

These bands, crafted from gold or silver and engraved with a prayer to Sune, come in matched pairs. When the rings are attuned, usually as part of a handfasting or wedding ceremony, the wearers both become *charmed* by the wearer of their ring's paired match. Any action or circumstance that would typically end the charmed condition on one of the wearers (such as being attacked by the other wearer) will still end the condition, otherwise it persists until one of the rings is destroyed, one of the wearers dies, or one of the wearers voluntarily ends their attunement to the ring.

RINGS OF ENFORCED ALLEGIANCE

Ring, common (requires attunement)

These bands, crafted from gold or silver and engraved with a prayer to Torm, come in matched pairs. Unlike the rings of enduring devotion, these rings are not crafted to celebrate love, but to cement allegiances. When the rings are attuned, usually as part of a political wedding ceremony, the wearers both become *charmed* by the wearer of their ring's paired match. Any action or circumstance that would typically end the charmed condition on one of the wearers (such as being attacked by the other wearer) will not end the condition. The magic of these rings persists until one of the rings is destroyed, one of the wearers dies, or one of the wearers finds a way to end their attunement to the ring.

Curse. These rings are also cursed. Most of the time such rings are used, their wearers are well aware of the purpose and power of the rings. If a potential wearer of the ring is somehow unaware of the nature of the ring's curse, it is revealed when an

identify spell is cast on the ring, or you attune to it. Attuning to the ring curses you until you are targeted by the remove curse spell or similar magic; removing the ring fails to end the curse. While cursed, you are unable to voluntarily end your attunement to the ring. If the wearer of your matched ring somehow ends their attunement to the ring, the curse ends.

RINGS OF FORCE ARMOR

Ring, legendary (requires attunement)

This pair of black iron rings are set with smooth pieces of jet and must be worn as a pair, with one ring worn on each hand. The pair are treated as one item for the purpose of attunement. While wearing these rings, you gain a +3 bonus to AC, as you are sheathed in a field of magical force. Additionally, your unarmed attacks deal an extra 1d4 force damage. Any creature who successfully attacks you with a melee weapon attack or unarmed strike also suffers 1d4 force damage.

Annoying little trinkets, these rings of force armor.



RINGS OF SHARED SUFFERING

Ring, very rare (requires attunement)

As with a standard ring of protection, you gain a +1 bonus to AC and saving throws while wearing this ring. However, this ring is bound to a paired ring, which must be worn and attuned by another creature in order to utilize its full capabilities.

If both attuned creatures are wearing their rings, and are on the same plane, they will both receive the benefit of any magical effect that increases their AC. Furthermore, any magical effect that heals hit point loss or grants temporary hit points will be divided evenly between both ringbearers. If the amount of hit points healed, or temporary hit points

gained cannot be divided evenly, the creature who was the original target of the effect gains the remainder of the hit points.

However, this effect does come at a price, as any damage dealt to either creature is divided evenly between both creatures. If the damage cannot be divided evenly, the creature who actually suffered the attack takes the extra damage.

If one of the ringbearers dies while the other survives, the survivor must make a DC 15 Wisdom saving throw, suffering 4d8 psychic damage on a failed save and half as much on a successful save.

If at any point one of the rings is not attuned to a creature or is destroyed, the other ring simply acts as a ring of protection.

RODS

CHANNELING RODS

Channeling rods are designed to allow limited access to metamagic effects for spellcasters focused on arcane magic. Channeling rods are crafted through the combined efforts of master artificers and sorcerers specializing in magic theory.

ROD OF CAREFULNESS

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

When you cast a spell that forces other creatures to make a saving throw while holding this rod, you can protect some of those creatures from the spell's full force. To do so, you use your reaction to spend a number of charges up to your spellcasting ability modifier (minimum of 1). Each charge spent in this fashion allows you to choose one creature within the spell's area of effect. A chosen creature automatically succeeds on its saving throw against the spell.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.

ROD OF DISTANCE

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

When you cast a spell that has a range of 5 feet or greater while holding this rod, you can use your reaction to spend a charge, which doubles the range of the spell.

When you cast a spell that has a range of touch, you can spend 1 charge to make the range of the spell 30 feet.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.

ROD OF EMPOWERMENT

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

When you cast a spell while holding this rod, you can use your reaction to spend a number of charges up to your spellcasting ability modifier (minimum of 1). Each charge spent in this fashion allows you to reroll one of the spell's damage dice. You must use the new roll.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.

ROD OF EXTENSION

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

When you cast a spell that has a duration of 1 minute or longer while holding this rod, you can use your reaction to spend a charge to double its duration, to a maximum duration of 24 hours.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.

ROD OF HEIGHTENING

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

When you cast a spell that forces a creature to make a saving throw to resist its effects while holding this rod, you can use your reaction to spend a number of charges up to your spellcasting ability modifier (minimum of 1). Each charge spent in this fashion

allows you to give one target of the spell disadvantage on its first saving throw made against the spell.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.

ROD OF QUICKENING

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

When you cast a spell while holding this rod, you can use your reaction to spend a charge to change the casting time to 1 bonus action for this casting.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.

ROD OF SUBTLETY

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

When you cast a spell while holding this rod, you can use your reaction to spend a charge to cast it without any somatic or verbal components.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.



ROD OF TWINNING

Rod, very rare (requires attunement by a bard, sorcerer, warlock, or wizard)

While holding this rod, when you cast a spell that targets only one creature and doesn't have a range of self, you can use your reaction to spend a number of charges equal to the spell's level to target a second creature in range with the same spell (1 charge if the spell is a cantrip).

To be eligible, a spell must be incapable of targeting more than one creature at the spell's current level. For example, *magic missile* and *scorching ray* aren't eligible, but *ray of frost* and *chromatic orb* are.

The rod holds 7 charges and regains 1d6 + 1 spent charges each day at dusk.

OTHER RODS

CHROMATIC ROD

Rod, legendary (requires attunement by a cleric or paladin)

At the end of this cold, metallic rod sit five dragon heads, each one representing a head of Tiamat. The mouths are open as if about to release their breath weapons. The rod functions as a magic mace that grants a +1 bonus to attack and damage rolls made with it.

A worshiper of Tiamat may use the rod to cast *dominate person*, *find the path*, *insect plague*, and *wall of ice*. Spells from the rod use a +11 spell attack modifier and a save of DC 17 where applicable.

Once any spell is cast from the rod, that spell cannot be cast again until the following dusk.

If a cleric or paladin who does not worship Tiamat attempts to use the chromatic rod to cast a spell, they must succeed on a DC 17 Charisma saving throw. If this saving throw fails, the spell is not cast and cannot be attempted again until the following dusk. Most deities will take profound offense at their worshipers making any such attempt and are likely to punish the cleric or

paladin who does so. How that punishment manifests is left to the Dungeon Master to determine.

DIVINER OF LIFE

Rod, uncommon

Each end of this four-foot long rod is capped with a simple six-inch band of gold and steel. The center of the rod is a hollow shaft of clear crystal. The crystal segment is normally filled with a white fog. If you touch a living creature with the rod, that creature's life force will be measured and displayed within the rod's crystal section. This display manifests as a green line, beginning at the end of the rod you touched the creature with and filling one inch of the crystal for every 10 hit points the target currently has. The green line remains for 1 minute, after which the green line disappears, and the white fog fills the crystal once again.

The rod is fragile (AC 13, 5 hp.) If broken, the rod loses its magic and ceases to function.

HARROW ROD

Rod, very rare

While holding this blackened, twisted metallic rod, you can use your action to spend one charge, and spray forth a 30-ft. cone of acid. Each creature in the cone must make a DC 17 Dexterity saving throw. A creature takes 9d6 acid damage on a failed save, or half as much on a successful one.

The rod has 3 charges and regains all spent charges each day at dusk.

ROD OF BODILY RESTORATION

Rod, very rare

This leather-wrapped rod has dawn motifs engraved along its length. The rod allows the wielder to restore a target to peak health, fend off exhaustion, and undo petrification.

To use the rod, you must touch a creature (or simply hold the rod if targeting yourself) and speak the command word. You may then impart the benefits of a *greater restoration* spell upon the target. This rod allows for multiple effects of the spell to be imparted simultaneously, depending on the number of charges spent when activating the rod.

Spending 1 charge can reduce the target's exhaustion level by 1 or end any reduction to one of the target's ability scores.

Spending 2 charges can reduce the target's exhaustion level by 2 or end one of the following effects on the target: One curse (including the target's attunement to a cursed magic item), one effect reducing the target's hit point maximum, or any reduction to up to two of the target's ability scores.

Spending 3 charges can reduce the target's exhaustion level by 3 or end two of the following effects on the target: One curse (including the target's attunement to a cursed magic item), one effect that charmed or petrified the target, one effect reducing the target's hit point maximum, or any reduction to two of the target's ability scores.

The rod has 3 charges and regains all spent charges each day at dawn.

ROD OF CATS

Rod, rare

This black wooden rod is topped with a carving of a cat's head. The cat's eyes each contain a sparkling green gemstone. While holding the rod, you have advantage on all Stealth checks. You also gain darkvision out to 60 feet.

Using the rod, you may cast either *darkness* or *spider climb*. Spells cast from the rod persist for their full duration unless you end them early. The *spider climb* effect targets the bearer, while the *darkness* effect remains centered on the rod. Once the rod has cast a spell, it cannot be used to cast another spell until the following dusk.

Personally, I detest cats. They've always got their filthy paws in my fishbowl.



ROD OF DEFIANCE

Rod, rare (requires attunement)

This bone-white, cudgel-shaped rod can be used in combat as a magic mace that grants a +1 bonus to attack and damage rolls. Additionally, while you hold this rod, each undead creature within 30 feet of you suffers disadvantage on saving throws to resist being turned.

ROD OF FUMBLING

Rod, uncommon

This three-foot long rod is crafted of red lacquered wood and has a spiral groove carved along its length. While you hold this rod, you can choose any creature you can see within 30 feet of you. You can use an action to spend 1 charge and the target must succeed on a DC 15 Wisdom saving throw or drop all items it holds in its hands or limbs.

The rod holds two charges and regains all spent charges at dawn.

ROD OF SCATHING SCORN

Rod, rare (requires attunement by a bard, sorcerer, wizard, or warlock.)

This rod is crafted from the blackened thighbone of a humanoid. The rod functions as a magic mace that grants a +1 bonus to attack and damage rolls.

When making a melee attack with the rod, you may spend one charge to cast *vampiric touch* on the target. This spell persists for the maximum duration and does not require you to maintain concentration.

The rod has 3 charges and regains all spent charges at dusk.

ROD OF SURE STRIKING

Rod, rare

This silvery rod has a pale blue crystal set on each end. While holding this rod, you can use an action to spend 1 charge, giving all allies within 10 feet of you advantage on their next attack roll made before your next turn.

The rod holds 3 charges and regains all spent charges at dawn.

ROD OF TRANSPOSITION

Rod, rare (requires attunement)

This copper rod has several small bolts of lightning engraved in an arcing pattern along its length.

While holding this rod, you can use an action to spend 1 charge and activate it. You may then choose a space within 30 feet that is occupied by a Small or Medium creature. If that creature is willing, you both teleport, swapping places. If the target is unwilling it must make a successful DC 13 Wisdom saving throw to resist swapping places.

The rod of transposition has 3 charges and regains all spent charges at dawn.

STAVES

ARACHNID'S STAFF

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

This 6-foot staff is made of ettercap's silk, twisted into a rope and hardened with magic.

As an action, you can use the staff's power to make a ranged spell attack which fires a strand of entangling silk at a target you can see within 60 feet of you. On a hit, the target must make a successful Dexterity saving throw against your spell save DC or be restrained for 1 minute or until it breaks free by using an action to make a Strength check (same DC). Once you've used this power, you can't do so again until you finish a short or long rest.

In addition, as an action you can use the staff to make a melee spell attack. On a hit, the target must

make a Constitution saving throw against your spell save DC, suffering 2d10 poison damage on a failed save or half as much damage on a successful one. Even if the target makes the saving throw, it is poisoned for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once you've used this power, you can't do so again until you finish a short or long rest.

Ooo! Look at that fancy stick! Does it do as many things as my eye stalks do? Didn't think so.



CHAN CHENG'S STAFF

Staff, uncommon in Kara-Tur, very rare elsewhere (requires attunement by a fighter, monk, or cleric)

Chan Cheng, the Mighty Lord of Heroes, is one of the Nine Immortals who serves the Celestial Empire, the dominant religion of Shou Lung in Kara-Tur. Chan Cheng is the god of battle, bravery, and martial arts, and represents the virtue of courage. These steel-shod staves were created millennia ago by his first followers, and few now survive.

The staff can be wielded as a magic quarterstaff which grants a +1 bonus to attack and damage rolls made with it. In addition, the staff scores a critical hit on a 19 or 20, and the staff deals 2d8 extra damage on a critical hit.

DEFENSIVE STAFF

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

This staff increases your resistance to attacks. While you hold it, you gain a +1 bonus to AC and saving throws.

FURIOUS STAFF

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

You can use this staff as a spellcasting focus. While you do so, you can use a bonus action to enhance a damage-dealing spell. If you do so, the next time you cast a spell that deals damage before the end of your turn, you deal +1 damage per die of the spell. In addition, you can reroll any 1s on the damage dice, but you must accept the second result.

ICY STAFF OF WINTER

Staff, uncommon (requires attunement by a spellcaster)

This staff appears as a long, thin icicle which is always cold to the touch. It enhances your cold spells, causing the targets of your damage-dealing cold spells to be coated in an immobilizing rime of frost.

While holding the staff, when you cast a spell that deals cold damage and the target fails its saving throw against that spell, its speed is reduced to 0. If the spell has an attack roll and your to-hit roll exceeds the target's AC by 5 or more, the target's speed is reduced to 0. The target or another creature can use an action to make a DC 14 Strength check to break free of the ice and end the effect, which otherwise lasts for 1 minute.

LU-TZE'S BROOMSTICK OF BEATING

Weapon (quarterstaff), very rare (requires attunement by a fighter or monk)

This quarterstaff is disguised by one end being covered in a besom of bristles, making it look like a common broom. You gain a +1 bonus to hit and damage to attack rolls made with it, and Charisma (Deception) checks made to convince others that it is simply a harmless broom are made with advantage.

The broomstick has 6 charges. When you hit a creature with the broomstick, you can expend up to 3 charges as part of the attack. For each charge,

choose one creature within 5' of the target. That creature must make a successful DC 15 Wisdom saving throw. If it fails, it must use its reaction to make a single melee attack against the target.

The staff regains 1d4+2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a burst of flames, lost forever.

I've long suspected that the cleaner I hired was a monk in disguise, bent on stealing all of my secrets while sweeping the lair. I'll disintegrate him, just in case.



NAGA'S TOOTH

Staff, very rare (requires attunement by a spellcaster)

This staff is carved from the fang of a gigantic snake. Carved into the top third of the staff is a winding serpent. It is said that certain guardian nagas bestow these staves to one who has done them a very great service or suffered a great sacrifice on their behalf.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. While holding the *naga's tooth*, you have resistance to poison damage and advantage on saving throws to resist poison or its effects. In addition, 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 monster* (snakes only, 1 charge), *protection from poison* (2 charges), and *bestow curse* (3 charges). The naga's tooth has 8 charges and regains 1d6+2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff turns into a snake which crawls away from you.

The final power of the staff is very great: You can use an action to summon a guardian naga to aid

you. The guardian naga is well-inclined toward you as long as you aren't of evil alignment, and it attempts to aid you within reason to the best of its ability, however, you have no control over it. The guardian naga remains for up to 30 minutes or until you use a bonus action to dismiss it. Once you use this power, you can't do so again for 30 days.

ORENE'S STAFF

Staff, very rare (requires attunement by a bard, cleric or druid)

Carved of a deep red wood and polished to a lustrous sheen, this staff is a powerful tool of healing. The staff has 10 charges. While holding it, you can use an action to expend one or more of its charges to cast one of the following spells from it, using your spell save DC and spellcasting ability modifier: *cure wounds* (1 charge per level of spell slot desired to cast the spell, maximum 4th level), *protection from evil and good* (1 charge), *lesser restoration* (3 charges), or *raise dead* (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 crumbles to dust, lost forever.

PORTABLE TREBUCHET

Staff, rare (requires attunement by a barbarian, fighter, paladin, or ranger)

This magical staff has a +1 bonus to hit and damage. While holding it, you can use a bonus action to touch the end of the *portable trebuchet* to a roughly spherical shape (such as a stone, metal ball, etc.) up to 9 inches in diameter and 5 pounds in weight. The object magically adheres to the end of the *portable trebuchet*, and you can use your action to make a ranged weapon attack with it (90/180), dealing 2d4 bludgeoning damage on a hit.

In addition, you can use the *portable trebuchet* to hurl a larger object. While holding it, you can use a bonus action to touch the end of the staff to a heavy, roughly spherical shape (including a stone, metal ball, severed head, etc.) up to 36 inches in diameter and up to 300 pounds in weight. The object adheres

to the *portable trebuchet*, and you can use an attack to hurl it before the end of your turn. In this case, the range is 150/300, and if you hit, you deal 3d10 bludgeoning damage. Once you've used this power, you can't do so again until you finish a short or long rest.

QUICKENING STAFF

Staff, uncommon (requires attunement by a spellcaster)

The wizards of Raumather were known for their ability to combine different forms of magic using staves like this one.

While holding this staff, when you use an action to cast a spell, you can use a bonus action to cast a cantrip. Once you've used this power, you can't do so again until you finish a short or long rest.



SHARK'S STAFF

Staff, rare (requires attunement)

None can say from whence comes this driftwood staff. Studded with shark's teeth and smelling faintly of the sea, its surface is rough to the touch but looks very smooth, and while you hold it your sight becomes dim while your sense of smell is enhanced. The staff can be wielded as a magic quarterstaff that deals an extra 1d4 points of piercing damage on a hit and scores a critical hit on a 19 or 20. In addition, you can use it as a spellcasting focus; if you do so, any spell attacks you make score a critical hit on a 19 or 20. Finally, while holding it you gain advantage on Wisdom (Perception) checks involving smell and disadvantage on those involving sight.

STAFF OF DESTINY

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

A black raven's head with diamond eyes tops this metal staff. It bolsters your fate, increasing your odds of survival and allowing you to act when your victims fall. While holding this staff, when one of your attacks reduces a target to 0 hit points, you may immediately take another action. In addition, you gain advantage on initiative rolls.

STAFF OF DENIAL

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

An ancient wizard of Halruaa was famously fond of wizarding duels, though he was just as famously bad at them. He created the first *staff of denial*, reasoning that preventing his opponents from doing anything would buy him time to consider the perfect magical solution.

The staff has 10 charges. While holding it, you can use your reaction to cast Counterspell (2 charges), or your action to cast Dispel Magic (1 charge). You can cast the spell using a higher level spell slot by expending an additional charge for

each extra level.

The staff regains 1d6+2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff vanishes in a flash of light, lost forever, and a faint voice whispers, "Friends don't let friends play blue."

STAFF OF ELEMENTAL MIGHT

Staff, rare (requires attunement by a spellcaster)

Designed by a cabal of Thayan wizards deeply interested in the destructive power of elemental magic, these staves increase that potential.

You can use the staff as a spellcasting focus. When you finish a long rest, choose a damage type from the following list: fire, acid, cold, lightning, or thunder. While you hold the staff, you gain a +1 bonus to spell attack rolls when you cast a spell which deals the type of damage you've chosen. In addition, when you hold the staff and cast a spell which deals the type of damage you've chosen, you can reroll any 1s on the damage dice, but you must accept the second result.

STAFF OF FOCUSING

Staff, rare (requires attunement by a spellcaster)

These staves were once common amongst the archmages of Narfell, designed to be used as spellcasting foci. While holding a *staff of focusing*, when you cast a spell which causes a creature to make a saving throw, you can use the staff's power to cause that creature to have disadvantage on its saving throw. Once you've used this power, you can't do so again until you finish a short or long rest.

STAFF OF THE PYRAMIDS

Staff, rare (requires attunement by a spellcaster)

This bone staff, leafed in gold and topped with an ankh, is said to come from the long-forgotten past of ancient Mulhorand.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

While you hold the 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: *continual flame* (1 charge), *fear* (2 charges), *lightning bolt* (3 charges).

In addition, as an action you can speak the command word, expend 3 charges, and throw the staff on the ground within 10 feet of you. The staff becomes a giant crocodile under your control which acts on its own initiative count. On your turn, you can mentally command the crocodile if it is within 60 feet of you and you aren't incapacitated. You decide what action the crocodile takes and where it moves during its next turn, or you can issue it a general command, such as to attack your enemies or guard a location. If the crocodile is reduced to 0 hit points, it dies and reverts to its staff form. The staff then shatters and is destroyed. If the crocodile reverts to staff form before losing all its hit points, it regains all of them. By using a bonus action to speak the command word again, you return the staff to its normal form in the space formerly occupied by the crocodile.

The staff has 5 charges and regains 1d4+1 charges each day at dawn. If you expend the last charge, roll a d20. On a 1, the staff loses its properties and becomes a nonmagical quarterstaff.

STAFF OF RETALIATION

Staff, rare (requires attunement by a spellcaster)

The sphere of smoked glass topping this staff transforms into a ball of raw energy when you are struck by spells.

You gain a +1 bonus to attack and damage rolls made with this magic weapon.

When you take damage from a fire, force, lightning, necrotic, or radiant attack while holding this staff, you can use your reaction to take half damage from that attack. If you do so, you gain a +2 bonus to attack and damage rolls with your next spell attack. Once you've used this power, you can't do so again until you finish a short or long rest.

STAFF OF ROOTING

Staff, rare (requires attunement by a spellcaster)

This staff is as light as wood, but it seems to be made of earth and stone embedded in a fine crystal matrix. It can bind your enemies to the earth.

You gain a +1 bonus to attack and damage rolls made with this magic weapon. On a critical hit, the target is restrained until the end of its next turn. In addition, against your attacks that impose the incapacitated, petrified, or restrained conditions on a failed saving throw, enemies make those saving throws with disadvantage.

So, these are magic sticks that you point at things. I have ten of those, and I cannot be made to drop them. Once again, I'm better than you.



STAFF OF SANCTUARY

Staff, very rare (requires attunement by a spellcaster)

Wizards do not often travel. But when they do, they enjoy having a secure, comfortable place to rest. This staff was designed to provide that.

You can use this staff as a spellcasting focus. It has 10 charges and recovers 1d8+2 charges each dawn. If you use the last charge, there is a 1 in 20 chance that the staff vanishes in a puff of acrid smoke.

While holding the staff, as an action you can expend charges to cast the following spells: *unseen servant* (1 charge), *create food and water* (2 charges), or *Leomund's tiny hut* (3 charges). In addition, when you cast an abjuration spell, you can use a bonus action to expend a number of charges equal to the level of the spell slot used to cast the spell in place of expending the slot.

STAFF OF SPECTRAL HANDS

Staff, uncommon (requires attunement by a spellcaster who can cast the mage hand spell)

The true power of this staff lies in its clever utility. When you use the *mage hand* cantrip, you can conjure a number of additional hands equal to your Intelligence modifier (minimum 1). You can command each hand to do a different task.

STAFF OF THUNDERCLAPS

Staff, uncommon (requires attunement by a spellcaster)

Little is known about these staves, save that a critical ingredient is wood harvested from a tree blasted asunder by lightning. The staff can be wielded in combat as a magic quarterstaff.

While holding this staff, you can use an action to expend 1 of its 10 charges to cast the *thunderwave* spell from it using your spell save DC. If you are holding the staff and fail a saving throw against a spell or effect that deals thunder damage, you can use your reaction to turn your failed save into a successful one.

The staff has 6 charges and regains 1d4 + 2 expended charges daily at dawn. If you expend the last charge, roll a d20. On a 1, the staff becomes a non-magical quarterstaff.

STAFF OF TRANSPOSITION

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

When you're armed with this staff you needn't fear catching your allies within the area of effect of your most destructive spells. You gain a +1 bonus to attack and damage rolls made with this magic weapon.

As part of casting a damaging spell with an area of effect, you can use the staff's power to teleport any allies in the area of effect to the space nearest to you that is unoccupied. Once you've used this power, you can't do so again until you finish a short or long rest.

STUNSTICK

Weapon (quarterstaff), rare (requires attunement)

This staff is made of iron-shod, dense black wood. You gain a +1 bonus to attack and damage rolls made with this magic weapon. In addition, if you use it to attack a creature and your unmodified to-hit roll was an 18-20, the creature must make a successful DC 16 Constitution saving throw or be stunned for 1 minute, repeating the save at the end of each of its turns and ending the effect on a success.

WANDS

WAND OF ARTIFICERY

Wand, uncommon

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to magically conjure a complete set of tools with which you are proficient. These tools persist until you complete one check using the tools and your proficiency bonus or 1 minute elapses (whichever is longer), at which point the conjured tools disappear.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

I had hoped that this 'Wand of Arty Fishery' was going to help Sylgar with his fingerpaint masterpiece. Unfortunately, it does not.



WAND OF COMFORT

Wand, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and point the wand at an area of ground within 30 feet that is

large enough for you to lie prone in. Any twigs, rocks, insects, or other naturally occurring obstructions are magically cleared from the area, providing a clean and comfortable place to lay out a bedroll.

The wand regains $1d2 + 1$ expended charges daily at dawn. If you expend the wand's last charge, roll a $d20$. On a 1, the wand crumbles into a small pile of sticks and pebbles.

WAND OF CHARGES

Wand, uncommon

This wand has 3 charges. While holding it, you can point this wand at any magic item that has charges within 5 feet and use an action to expend 1 of this wand's charges. Doing so replenishes one of the targeted item's spent charges. If the targeted item has no spent charges, you suffer 1 point of lightning damage as the wand shorts out, becoming useless for $1d3$ rounds.

If you target a *wand of charges* with a *wand of charges*, you suffer $1d4$ lightning damage and $1d4$ force damage as both wands shoot arcs of magical energy at you.

If you expend the wand's last charge, roll a $d20$. On a 1, the wand crumbles into ashes and is destroyed. If the wand survives, it may still be used as an arcane focus.

WAND OF DOWSING

Wand, common

This wand has 3 charges. While holding it, you can expend 1 charge as an action to cast the *locate object* spell from it, seeking out the nearest source of fresh, potable water. Rather than revealing the location, the wand simply pulls at your hand to point in the direction of the water source. The wand regains $1d3$ expended charges daily at dawn.

WAND OF ENDLESS INK

Wand, uncommon

This hollow wand has 7 charges and a quill tip. While holding it, you can use an action to expend 1

of its charges to magically fill the wand with enough ink to write 100 pages of text or draw 50 full-page images. Once filled, you may use this wand as a pen. The ink persists until used, though it cannot be removed from the wand by any means other than writing or drawing with it.

The wand regains $1d6 + 1$ expended charges daily at dawn.

WAND OF FAUX PAS

Wand, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a single creature within 60 feet. That creature must succeed on a DC 10 Charisma saving throw or become loudly flatulent, causing the creature to suffer disadvantage on all Charisma ability checks for the next minute.

The wand regains $1d2 + 1$ expended charges daily at dawn. If you expend the wand's last charge, roll a $d20$. On a 1, the wand bursts into a cloud of pungent, methane-scented gas.

A torch. You are describing a torch. Humans are dumb.



WAND OF FEVER REDUCTION

Wand, uncommon

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and point the wand at a willing creature within 10 feet of you. If the creature is suffering from a disease that causes a fever, the fever is suppressed for $1d3$ hours. If the fever is accompanied by a level of exhaustion, that level of exhaustion is likewise suppressed. When the wand's effects end, the fever and any associated exhaustion return.

The wand regains $1d2 + 1$ expended charges daily at dawn. If you expend the wand's last charge,

roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF FLINT AND STEEL

Wand, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and touch the wand to a flammable object such as a candle, a torch, a bundle of sticks and kindling, or a sheet of paper. The wand causes the object to catch fire.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles to ashes.

WAND OF ILLUMINATION

Wand, uncommon

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to cast the *light* cantrip, targeting the wand's tip. For the next hour, the wand sheds bright light in a 20-foot radius and dim light for an additional 20 feet. The light can be colored as you like. Completely covering the wand with something opaque blocks the light.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into dust and is destroyed.

WAND OF INCONTINENCE

Wand, rare

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a single creature within 60 feet. That creature must succeed on a DC 15 Constitution saving throw or immediately lose control of its bladder, wetting itself. Apart from the embarrassment attending such an incident, failing this saving throw will also cause the target to lose concentration.

The wand regains 1d2+1 charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a pungent fluid.

WAND OF MISHAP MANAGEMENT

Wand, common

This wand is designed to cope with accidental spills in the laboratory or at the dinner table. This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target up to a gallon of fluid or seven pounds of powder, dust or similar fine solid which has been spilled from an intact receptacle within the last minute. The targeted matter magically returns to the receptacle from which it spilled, leaving no trace or stain behind.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand cracks in half, spilling forth a gallon of water.

If you weren't so clumsy, this wouldn't be an issue. Also: use a towel. Everyone knows towels are far more useful than wands. In fact, I had a visitor once who mused that a good towel was the most useful item in the multiverse. He was odd. And a bit gamey. But he went well with Eladrin wine.



WAND OF QUIET STUDY

Wand, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a single creature or object within 60 feet. You become deafened with regards to that creature or object for the next hour. You may end this effect early by holding the wand and expending a charge.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand shatters noisily.

WAND OF RECITATION

Wand, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a single object within 60 feet, such as a sign, book, or scroll. If you can read and speak the language written on the object, the wand generates an audible voice that reads the targeted text. The wand reads any writing on the object out loud, in your voice, for the next minute, or until you tell it to stop.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand melts into a puddle of ink.

WAND OF SANITY

Wand, very rare

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges to target one creature within 60 feet that is currently suffering from madness. The creature's madness is cured unless they choose to resist and succeed on a DC 15 Wisdom saving throw. Depending on the

nature of the creature's madness, the Dungeon Master may determine that the creature chooses to resist out of a sense of paranoia or mistrust.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand crumbles into ashes and is destroyed.

WAND OF SHADOW PUPPETRY

Wand, common

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a nonmagical shadow within 60 feet. For the next minute you may control the shape of the shadow, but not its overall size or darkness. This effect allows you to move the shadow, giving it the appearance of the basic silhouette of another creature or object. You can also cause the shadow to pantomime any movement you desire.

The wand regains 1d2 + 1 expended charges daily at dusk. If you expend the wand's last charge, roll a d20. On a 1, the wand explodes in a bright burst of harmless radiance.

WAND OF THE LION TAMER

Wand, uncommon

This wand has 7 charges. While holding the wand, you can use an action to expend 1 charge, causing the wand's tip to emit a 60-foot long, five-foot-wide line of amber light. Each beast in the affected area must succeed on a DC 10 Wisdom saving throw or become frightened of you for 1 minute. Beasts with a CR of 2 or higher gain Advantage on this saving throw. While it is frightened in this way, a creature must spend its turns trying to move as far away from you as it can, and it can't willingly move to a space within 30 feet of you. It also can't take reactions. For its action, it can use only the Dash action or try to escape from an effect that prevents it from moving. If it has nowhere it can move, the creature can use the Dodge action. At the end of



each of its turns, a creature can repeat the saving throw, ending the effect on itself on a success.

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

WAND OF VENTRILOQUISM

Wand, uncommon

This wand has 7 charges. While holding it, you can use an action to expend 1 of its charges to cast the minor illusion cantrip from it to make your voice seem to come from any point you aim the wand at within 60 feet.

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

WAND OF WEAL OR WOE

Wand, rare

This wand has 3 charges. While holding it, you can use an action to expend 1 of its charges and target a single creature within 60 feet. That creature must roll 1d10. On a result of 1-4 the creature suffers

Disadvantage on their next Ability check, attack roll, or saving throw. On a result of 6-10, the creature gains Advantage on their next Ability check, attack roll, or saving throw. A result of 5 has no effect, and the wand's charge is wasted.

The wand regains 1d2 + 1 expended charges daily at dawn. If you expend the wand's last charge, roll a d20. On a 1, the wand explodes dealing 1d6 points of force damage to all creatures and objects within 5 feet and is destroyed.

WONDROUS ITEMS

AMULET OF AQUATIC SALVATION

Wondrous item, uncommon (requires attunement)

This pendant is a perfect sphere of blue crystal hung from a silver chain and is worn to prevent accidental drowning. As a bonus action, you mentally command the amulet to cast the *water breathing* spell, which lasts for 1 minute. An *amulet of aquatic salvation* functions once per long rest.

AMULET OF FORTUNE

Wondrous item, uncommon (requires attunement)

A delicate gold amulet set with three aventurines and suspended from a fine gold chain, the *amulet of fortune* allows you to reroll a saving throw. You must activate this ability before the success or failure of the saving throw has been determined, and you must use the second result, even if it's lower. You can't use this ability if you have already rerolled the save for any other reason. An *amulet of fortune* functions once per long rest.

AMULET OF TIMEKEEPING

Wondrous item, uncommon

This simple hexagonal medallion is inscribed with three lines connecting the points and crossing in the center. As time passes, the six sections of the amulet slowly turn color, one at a time. Each color shift occurs gradually, taking ten minutes. When the last section completes its color shift, the entire



medallion returns to its original color and resumes the process. The amulet functions only on the Prime Material Plane.

ANKLET OF WALKING

Wondrous item, uncommon (requires attunement)

The anklet enables the wearer to walk upon any fluid (water, oil, acid, etc.) without actually touching it. Their feet or footwear hover a fraction of an inch above the fluid.

ARCANE THIEVES' TOOLS

Wondrous Item, uncommon

This finely crafted collection of picks, pliers, and files function as a normal set of thieves' tools. If you are proficient with thieves' tools, you may take a bonus action to expend a spell slot of 1st level or higher while using these tools, to grant yourself advantage on a Dexterity check using thieves' tools.

Thieves are bad enough without magical help.



ARCANIST'S GLOVES

Wondrous item, rare (requires attunement)

You can activate the *arcanist's gloves* as a bonus action. The same round you activate the gloves, you can cast one 1st-level spell you have prepared as though you were using a third-level spell slot to cast it. *Arcanist's gloves* function once per short or long rest.

ARMBANDS OF MIGHT

Wondrous item, rare (requires attunement)

While you're wearing these bronze armbands, the mystical images of bulls' horns engraved thereon give you advantage on Strength-based skill checks. In addition, you become proficient in Strength saving throws.

ARTIFICER'S LOUPE

Wondrous item, uncommon (requires attunement)

This glass lens is rimmed with gold and has a fine gold chain which attaches to one of your buttonholes. As an action, you can don the loupe and use it to gain one of the following powers:

- + Cast *detect magic*
- + Gain advantage on an Intelligence (Arcana) or (History) check
- + Cast *identify*

Once you use the loupe you can't do so again until you finish a short or long rest.

BAG OF BOUNTY

Wondrous Item, rare

This leather bag has several small dragonshards stitched into the lining, which enable the bag's magic. The user can reach into the bag and produce food and water as if they had cast the create food and water spell.

If the user is proficient with cook's utensils, the user may make a Wisdom (Cook's Utensils) check at DC 10 to transform the food created with this item into a gourmet meal, which not only tastes fantastic but helps all who eat from it regain their strength. Up to fifteen humanoids or five steeds regain 1 extra hit point per Hit Die spent during short rests for 24 hours after consuming food prepared in this fashion.

Each gallon of water produced with the Bag of Bounty comes from the bag in a magical water skin, which disappears once the water is emptied from it.

Once the Bag of Bounty has been used, it cannot be used again until the following dawn.

BAG OF TITHES

Wondrous item, uncommon (requires attunement)

This small purse is made from leather, velvet, or some material appropriate to a god's faith and tenets. It closes with a drawstring. Any coins, gems, or treasure placed into the bag are instantly transported to a church or temple you choose when you first attune to the bag.

BASE BALL

Wondrous item, very rare (requires attunement)

When you set the *base ball* upon the ground while speaking the command word, this ball attunes itself to that "base." Thereafter, while carrying the ball you can use an action to speak the command word and the ball teleports itself and you, along with all everything you carry, to the base location. Nothing else can be carried or otherwise transported in this way. Once you use the ball you can't do so again until a tenday has passed.

BELT OF BATTLE

Wondrous item, uncommon (requires attunement)

This leather belt helps you avoid being caught off guard in combat and allows occasional bursts of extra activity. While wearing the belt, you have a +1 bonus to your initiative rolls. In addition, as a bonus action you may do one of the following:

- + Take an amount of additional movement up to your normal movement maximum
- + Take an extra Attack action
- + Take a Second Wind (see the Fighter class ability) or an additional Second Wind if you are a Fighter.

Each time you activate the belt, one of the three black pearls set into its buckle turns white. The pearls return to normal when the belt's charges renew every day at dawn.

BELT OF BLOWS

Wondrous item, uncommon (requires attunement)

As a bonus action, you can activate the belt to deal extra damage on the next melee attack you make before the end of your turn. A weapon with the light or finesse properties deals an extra 1d8 points of damage, a weapon with the versatile property deals an extra 2d6 points of damage, and a weapon with the two-handed or reach properties deals an extra 3d6 points of damage. Once you use the power you can't do so again until you finish a short or long rest.

BELT OF PIETY

Wondrous item, very rare (requires attunement)

This cloth sash prominently features a deity's holy symbol. Followers of that deity or anyone of that deity's alignment can wear the belt safely. Any other creature fails to attune to the belt. While wearing the belt, you gain a +1 AC bonus. The belt also grants you a +1 bonus to your Wisdom and Strength scores. In no case can this item raise your AC, Strength, or Wisdom scores higher than 20.

BLAZING GLOVES

Wondrous item, uncommon (requires attunement)

These finely crafted metal gauntlets are etched with flames and set with small red crystals that rest on the tops of the knuckles. While wearing the gloves, as an action you can cast the *burning hands* spell. Once you use the gloves in this fashion you can't do so again until you finish a short or long rest.

BLINDFOLD OF DARKNESS

Wondrous item, uncommon (requires attunement)

This black, silky piece of cloth is completely opaque when held up to the light. When you wear the *blindfold of darkness*, you gain blindsight out to 30 feet. Because your eyes are protected, while wearing the blindfold you are immune to gaze attacks and spells or effects that rely on sight.

BLOODWALKER'S ROBE

Wondrous item, rare (requires attunement by a spellcaster)

Made of velvet dyed so deeply red that it's almost black, this robe is embroidered with mystic runes wrought in black silk, and it rewards you for destroying your foes. When you reduce a creature within 50 feet of you to 0 hit points with a spell or magical effect, you can, as part of the spell or effect, teleport to an unoccupied space adjacent to that creature.

BONE SEED

Wondrous item, rare

Created by savage shamans on the fringes of civilization, a *bone seed* looks like a human skull the size of a pebble. If you bury it beneath a foot of earth and leave it overnight, by morning the *bone seed* will have sprouted and grown into a small tree made entirely of bones. The trunk of the tree, 2 to 4 feet tall and as thick as a human's arm, can be wielded as a club. The branches include 1d4 bones that can be used as daggers, 3d4 slivers that can be made into arrowheads, and an assortment of teeth, claws, and ribs that can be utilized as various tools, ornaments, or units of barter.

BOOK OF ONE WEAPON

Wondrous item, very rare

This magical volume contains knowledge on the use of one specific weapon of the DM's choice. After you spend a long rest reading the book, you gain proficiency with that weapon, whereupon the enchantment vanishes from the book. If you already possess proficiency with the weapon, the *book of one weapon* sharpens your expertise; you gain a non-magical +1 bonus to hit and damage rolls with that weapon.

BOOTS OF DESPERATION

Wondrous item, rare (requires attunement)

These soft-soled boots look comfortable. When your current hit points are equal to or less than half your hit point total, you can activate the boots as a bonus action. When activated, until the start of your next turn the boots grant a 30-foot bonus to your speed and a +5 bonus to your AC against attacks of opportunity. Once you use the boots, you can't do so again until you finish a short or long rest.

BOOTS OF LANDING

Wondrous item, uncommon

These leather boots have very thick, soft soles, and some say walking in them feels like you are dancing on clouds. While wearing the boots, you always land on your feet. If an effect says you end up prone, you may remain standing unless that effect also renders you unconscious. In addition, no matter how far you fall, you take 2 fewer dice of damage from the fall than normal (thus, a fall of 20 feet or less deals you no damage).

BOOTS OF STOMPING

Wondrous item, rare (requires attunement)

Brass metal bands run from the sides of the thick metal soles of these boots to the tops. As an action



on your turn, you stomp your feet and activate the boots, generating a 15-foot cone of force that travels along the ground, toppling creatures standing on the ground within the area. Creatures in the area of effect must make a DC 12 Strength saving throw or take 1d4 points of bludgeoning damage and be knocked prone. Once you use this ability you can't do so again until you finish a short or long rest.

BRACELET OF CHARMS

Wondrous item, very rare (requires attunement)

This appears to be a bracelet of sturdy gold links, like any other bracelet to which small charms and mementos might be attached. When you use an action to slide the *bracelet of charms* around the blade or haft of a melee or ranged weapon you can carry and speak the command word, the weapon disappears and a gold charm matching the weapon appears on the bracelet. Thereafter, when you as a bonus action speak the command word and the name of the weapon, the weapon magically appears in your hand and the bracelet disappears. You can remove a weapon from the bracelet's array by reversing the procedure.

The bracelet can hold up to four weapons/charms this way. You can use the bracelet eight times in a 24-hour period. Turning the bracelet into a weapon counts as one use and turning the weapon back into a bracelet counts as one use.

If the weapon held in the bracelet's enchantment is called on and wielded and you are then disarmed, you cannot call on another weapon from the bracelet, as the bracelet itself is within the weapon. You must retrieve the weapon first.

A *bracelet of charms* may not be used on the same weapon as a set of *rings of readiness*.

BRACERS OF OPPORTUNISTIC STRIKING

Wondrous item, uncommon (requires attunement)

These matching leather wristbands feel light but strong and allow you to take advantage of opponents who let down their defenses. While wearing the bracers you can use your reaction to make two attacks of opportunity if multiple targets present themselves. For example, if one enemy provokes an attack of opportunity, you can't strike it twice; but if one enemy provokes and you use your reaction to attack it, and another enemy should do so before your next turn, you may make an attack of opportunity against that enemy without spending a reaction.

BRACERS OF RETALIATION

Wondrous item, very rare (requires attunement)

These thin, silvery armbands are etched with arcane runes of protection and power. While wearing the bracers, you gain a +2 bonus to AC if you are wearing no armor and using no shield. In addition, when you are dealt damage by a melee attack, you can use your reaction to activate the *bracers of retaliation*. If you do, the creature which attacked you takes 2d10 lightning damage. In addition, as part of your reaction you can sacrifice a spell slot of 1st level or higher to stun that attacker. The attacker must make a successful Wisdom saving throw with a DC equal to 14 + the level of the spell slot or be stunned until the end of its next turn. Once you use your reaction to activate the bracers you can't do so again until you finish a long or short rest.

BRACERS OF THE DAWN

Wondrous item, uncommon (requires attunement)

These brown leather bracers are decorated with brass rivets. One of the pair also features a brass lens-and-dial contraption. When you turn the dial to the left, both bracers appear normal. When you

turn the dial to the middle position, a beam of light emerges from the lens, illuminating your surroundings as a bullseye lantern would.

As an action, you can turn the dial to the right position and aim the lens at a creature within 30 feet of you which can see you, unleashing a blinding flash of light. That creature must make a successful DC 14 Constitution saving throw or be blinded. At the end of each of its turns, the target can repeat the saving throw; on a success, the effect ends. The dial automatically returns to the middle position after each use of this ability, and once you use this ability you can't do so again until you finish a short or long rest.

BRAWLER'S GAUNTLETS

Wondrous item, uncommon (requires attunement)

Thick leather trimmed with chain mail makes these gloves a deadly weapon prized by wrestlers and brawlers. As a bonus action, you can activate the gauntlets to gain advantage on grapple checks and +2 to unarmed combat damage until the start of your next turn. Once you use this ability you can't do so again until you finish a short or long rest.

BURGLAR'S RING

Wondrous item, rare (requires attunement)

This large ring is set with a faceted jet. Closer inspection reveals a tiny trigger near the base of the stone. Inside the stone is a set of tiny thieves' tools (prongs, wires, and other small devices) that spring out when the trigger is depressed. Using a *burglar's ring* grants advantage on Dexterity checks to use thieves' tools. In addition, as an action you can activate the *burglar's ring* once per day to cast the *knock* spell. You must touch the ring to the portal you want to open.

CAGE OF SHELTER

Wondrous item, very rare

This object looks like a large birdcage that has been neatly folded down into a package about the size of



a backpack. To use it, as an action you place it upon the ground, step back from it, and clap your hands either two or three times.

If you clap your hands twice, the cage springs into a tent which can house eight humanoids.

If you clap your hands three times, the cage springs up into a 10 by 10-foot cell with iron bars. The door to the cell is secured by a *wizard lock*; you can open it any time you wish, and it can be opened with a *knock* spell. A person in the cell who makes a successful DC 25 Strength check (or uses *knock*) escapes the cage.

To return the cage to its original form, you clap again, twice if it is in tent form, three times if it is in cell form. If a creature is in the cage when it is a tent and begins collapsing, it opens up around the creature inside; both it and the cage are unharmed. If a creature is in the cage when it is a cell and begins collapsing, it collapses around the creature, inflicting 2d8 bludgeoning damage before it breaks open; thereafter, it is ruined forever.

CHALK OF PIERCING

Wondrous item, uncommon

Typically found in a small leather bag which contains 1d6 applications, *chalk of piercing* is an enchanted billiard chalk that can be applied to any weapon or ammunition that deals piercing damage. To use the chalk, as an action apply the chalk to the point of the weapon or ammunition, thus conferring an enchantment. The next successful attack made with the enchanted weapon will deal maximum damage on the weapon's damage die. The chalk is used up after this attack and must be reapplied.

CHAMELEON CLOAK

Wondrous item, uncommon (requires attunement)

This lightweight hooded cloak may be worn comfortably over light armor. You may not wear it over medium or heavy armor. The color of the cloak automatically changes to blend in with the surrounding terrain. If you enter a jungle, the cloak becomes mottled with patches of green and brown. If you step onto a snowdrift, the cloak turns white. At night, the cloak becomes black. The color changes are instantaneous. While wearing the *chameleon cloak*, you gain advantage on Dexterity (Stealth) checks.

CLOAK OF BEASTS

Wondrous item, uncommon (requires attunement)

This plain brown cloak bears patches of many different animal skins. While wearing the cloak, as an action you can speak a word of command to instantly transform into a random animal for 1 hour. The cloak and your other clothing and equipment become part of the new form. The type of animal varies with each use of the cloak's power; your DM will choose or randomly determine a beast of CR 1/4 or lower. Once you use this ability, you cannot do so again until you take a short or long rest.

CLOAK OF QUILLS

Wondrous item, rare (requires attunement)

Thousands of small quills like those of a porcupine cover the exterior of this thick, high-collared leather cloak. While wearing the *cloak of quills*, you have advantage in contests to avoid being grappled. In addition, as an action you can activate the cloak to cause quills to fire from the cloak. Each creature within 10 feet of you must succeed on a DC 14 Dexterity saving throw or take 6d6 piercing damage. Once you use the cloak in this way, you cannot do so again until you finish a long rest.

CLOAK OF THE ELEMENTS

Wondrous item, uncommon (requires attunement)

This white cloak is embroidered with runes representing the energy types in metallic thread.

While wearing the cloak, as an action you may activate the cloak to gain resistance against a single energy type of your choice. This protection lasts until the start of your next turn. Once you use this ability you can't do so again until you finish a short or long rest.

COLLAR OF CARE

Wondrous item, rare

This lightweight animal collar is crafted from fine leather. This collar allows you to heal your trusted animal friend at a moment's notice. The collar functions only when worn by a creature with the "beast" type which is your animal companion, familiar, or special mount. While that creature wears the collar, you always know its exact hit point total.

In addition, as an action you can activate the collar from any distance, as long as you are on the same plane of existence, to cure the animal wearing it. This instantly heals the creature wearing the collar of all damage and removes all conditions, if the creature currently suffers from such. Once you use the *collar of care* to cure your beast, you cannot do so again until you and it finish a long rest.

DRUMS OF MARCHING

Wondrous Item, uncommon

This set of wooden drums has a series of runes etched on the base and a leather harness which allows the drums to be worn and played by a humanoid. When playing these drums during overland movement, the user may make a DC 15 Charisma (Performance) check. If they succeed, all allied creatures within 120 feet receive advantage on saving throws made to resist exhaustion from the march. This effect persists until the drums stop being played.

DUNCE CAP

Wondrous item, uncommon (requires attunement)

To all tests, even an *identify* spell, the cap appears to have the properties of a *headband of intellect*. However, once you attune to it, your Intelligence is reduced to 6. Once the *dunce cap's* curse takes hold, it cannot be removed without *remove curse*, *greater restoration*, or similar magic.

DUST OF ADHERING

Wondrous item, uncommon

Specially developed by the Red Sashes of Waterdeep, thieves and assassins often carry pouches of *dust of adhering* while at work. As an action, you spread a dose of this fine powder in a 10 by 10-foot area, where it adheres to any contact poison on a surface, poisoned needles and darts, and other poisons in the area. It gives automatic success when searching for traps involving poison, and advantage to attempts to remove the traps. It does not neutralize the poison but gives any victim advantage on any saving throw which may subsequently be required.

DUST OF CREAKING

Wondrous item, rare

Dust of creaking is normally found in a small silk purse which contains 2d6 doses. One dose of dust can be spread over a 10 foot by 20-foot area of

ground or flooring. Thereafter, for the next 24 hours or until it is swept or washed away, the dust will creak if stepped on, exactly as would an especially creaky wooden floor. This dust is often used by the owners of strongholds to give them warning of an intruder.

I keep a steady supply of this dust. Why? What a stupid question! It's how I caught you, isn't it?



EMERGENCY AMULET

Wondrous item, rare (requires attunement)

This polished piece of citrine is suspended by a gold chain and is often used as a prophylactic effect by adventuring wizards. When an attack or effect would reduce you to 0 hit points, you may make a DC 10 Constitution saving throw; if you succeed, you are reduced to 1 hit point instead. Once the amulet activates, it won't do so again until you finish a long rest.

ESSENCE OF DARKNESS

Wondrous item, rare

Purchased from drow in the Underdark, this pure black oily fluid must be kept in tough, light-proof containers, since it is destroyed after 1 minute in bright sunlight or one hour exposed to daylight. *Essence of darkness* is pure, concentrated, liquefied darkness itself. You can use it in two ways:

If you swallow a dose, it makes your entire body, including hair, teeth, and even the whites of your eyes, pure matte black in color. This grants you +10 on Dexterity (Stealth) checks, provided you carry no equipment and wear no clothing other than clothing and equipment that has been dyed with *essence of darkness* (see below).

If you dilute one dose in a gallon or so of warm

water, the *essence of darkness* creates a black dye which you can use during a short or long rest to dye your clothes and even armor and weapons. 1 gallon of the dye is sufficient to treat the clothes and equipment of one character. Wearing dyed clothing gives you advantage on Dexterity (Stealth) checks. These bonuses stack. *Essence of darkness* is only effective when you are trying to hide in darkened areas.

Essence of darkness is unstable. As an action, you can throw a flask up to 20 feet, shattering it on impact, where the essence explodes into an area equal to and subject to the conditions of the *darkness* spell centered on the point struck.

The effects of *essence of darkness* last for six hours regardless of how it is used. Each bottle of the essence contains sufficient fluid for 1d4 uses.

EVERFULL MUG

Wondrous Item, common

This liquid-stained clay mug looks simple and unassuming. While holding this mug, you may spend one of the mug's charges and speak the mug's command word. This causes the mug to fill with 12 ounces of water, watery wine, or cheap ale.

The everfull mug has three charges. It regains all spent charges each day at dawn.

EVERLASTING FEEDBAG

Wondrous Item, uncommon

This leather bag has a cornucopia embroidered on its side. When you place the everlasting feedbag around the mouth of a horse, mule, camel, or any other beast capable of wearing it, suitable and nourishing feed fills the bag. This supply of feed continuously replenishes so long as the beast wears the feedbag. Once the feedbag is removed, any unused feed remaining in the bag disappears.

Once the everlasting feedbag has been used, it cannot be used again until the following dawn.

EVERLASTING RATIONS

Wondrous Item, common

This small leather pouch contains enough trail rations to feed a Medium creature for one day. Every morning at dawn any leftovers in the bag disappear, and the pouch magically creates another day's worth of rations.

FANGED MASK

Wondrous item, rare (requires attunement)

Two rows of overlapping, mismatched, seemingly random teeth (snakes' fangs, sharks' teeth, filed human incisors, and other specimens) form a ridge along the bottom of this bronze half-mask's spiny demonic visage. As an action on your turn, you can activate a *fanged mask* and make a natural bite attack which deals 1d6 points of damage plus your Strength modifier. This attack is treated as a magic weapon for the purpose of overcoming damage resistance or vulnerability, and the bite damage doesn't stack with any bite attack you already have. In addition, the target must make a successful DC 16 Wisdom saving throw or be stunned until the end of its next round. Once you use this property of the mask you can't do so again until you finish a short or long rest.

FIGURINE OF MAGNIFICENT MOUNT

Wondrous Item, rarity by figurine

A *figurine of magnificent mount* is a statuette of a beast, celestial, dragon, or fiend small enough to fit in a pocket. If you use an action to speak the command word and throw the figurine to a point on the ground within 60 feet of you, the figurine becomes a living creature. If the space where the creature would appear is occupied by other creatures or objects, or if there isn't enough space for the creature, the figurine doesn't become a creature.

The creature is friendly to you and your companions. It understands your languages and obeys your spoken commands. If you issue no

commands, the creature defends itself but takes no other actions.

The creature exists for a duration specific to each figurine. At the end of the duration, the creature reverts to its figurine form. It reverts to a figurine early if it drops to 0 hit points or if you use an action to speak the command word again while touching it. When the creature becomes a figurine again, its property can't be used again until a certain amount of time has passed, as specified in the figurine's description.

Bone Riding Horse (Uncommon). This bone-carved horse can become a riding horse for up to 24 hours. The riding horse fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.

Citrine Camel (Uncommon). This camel, carved from a block of citrine, can become a living camel for up to 24 hours. The camel fights only to defend itself. Once it has been used, it can't be used again until 5 days have passed.

Diamond Unicorn (Legendary). This diamond-carved unicorn can become a living unicorn for up to 24 hours. The unicorn fights only to defend itself. Once it has been used, it can't be used again until 7 days have passed. If your alignment is evil, the unicorn has an 80 percent chance each time you use it to ignore your orders, including the command to revert to figurine form. If you mount the unicorn while it is ignoring your orders, you and the unicorn are instantly transported to a random location on the plane of Celestia, where the unicorn reverts to figurine form.

Jade Erdlu (rare). This jade figurine of an erdlu can become a living erdlu for 12 hours. The erdlu fights only to defend itself and will prefer to flee as opposed to fighting. Once it has been used, it can't be used again until 4 days have passed.

Moonstone Mule (Uncommon). This piece of moonstone, carved into the likeness of a donkey, can become a mule (complete with blanket and pack bags) for up to 36 hours. The mule fights only

to defend itself. Once it has been used, it can't be used again until 7 days have passed.

Peridot Drake (Very rare). This Peridot statuette of a wingless drake can become a guard drake for 12 hours. The drake fights only to defend itself. Once it has been used, it can't be used again until 4 days have passed.

FLAMING PENDANT

Wondrous item, uncommon

This fragile pendant is constructed from rose gold and shaped in the form of a flower set with many tiny fire opals. A *flaming pendant* provides you with resistance or even brief immunity to fire damage. While wearing this pendant, you gain resistance to fire. As an action, you can activate the pendant to gain immunity to fire damage until the start of your next turn. Once you do, you can't do so again until you finish a short or long rest.

FREEFALL WINGS

Wondrous item, uncommon

This pin looks like a pair of outstretched white wings. A tiny green stone adorns the point where the wings meet. If you fall at least 10 feet, the item becomes a pair of feathery wings that grant you a *feather fall* effect. When you land, the emblem shatters as its magic is expended.

GAUNTLETS OF GRUUMSH

Wondrous item, rare (requires attunement by an orc or half-orc follower of Gruumsh)

Flakes of dried gore encrust this crude iron gauntlet. Upon its back is stained the image of a single bloodshot eye. While wearing the gauntlet, you can use it to make an unarmed attack and channel the power of Gruumsh. If you succeed, the creature you target must make a successful DC 14 Constitution saving throw or be blinded for 1 hour. Elves make this saving throw with disadvantage.

GHASTLY ROBE

Wondrous item, rare (requires attunement by a cleric or wizard)

This tattered robe has permanent bloodstains and a revolting stench of rotting corpses. While you wear it, you gain several benefits:

- + Undead perceive you as a ghost.
- + As a bonus action, you can cause the reek from the robe to intensify for as long as you concentrate on it, up to 1 minute. Each creature within 10 feet of you must make a successful DC 14 Constitution saving throw or be poisoned until it is no longer within 10 feet of you or you end the stench effect.
- + As an action, you can attempt to paralyze a creature with a touch. Make a melee spell attack at a creature within your reach. If you hit, that creature must make a successful DC 16 Constitution saving throw or be paralyzed for 1 minute. The creature can repeat the saving throw at the end of each of its turns, ending the effect on a success. Once you use this power, you cannot do so again until you take a long rest.

GHOST SHROUD

Wondrous item, rare (requires attunement)

This shroud looks like a ghostly, translucent version of the winding cloth used to wrap a body for burial. While wearing the *ghost shroud*, you gain a +1 bonus to your Armor Class. In addition, your melee attacks count as magical.

GLOVES OF EVASION

Wondrous item, very rare (requires attunement)

When you attune to these gloves, they blend with your skin and become imperceptible. While wearing *gloves of evasion*, you can nimbly dodge out of the way of certain area effects, such as a breath weapon or spell. When you are subjected to an effect that allows you to make a Dexterity saving throw to take only half damage, you instead take no

damage if you succeed on the saving throw, and only half damage if you fail.



GOGGLES OF THE UNDERDARK HUNTER

Wondrous item, very rare (requires attunement)

Used by those from the World Above who venture into the Underdark on scouting, assassination, or kidnapping missions, these goggles consist of coin-sized, ground-glass lenses set in a steel wire frame with a thin wire band to secure them to your head. The goggles grant you darkvision out to 30 feet, as well as a +1 bonus to the attack and damage rolls you make with ranged weapons.

GOODBERRY BRACELET

Wondrous item, rare (requires attunement)

While you wear the *goodberry bracelet*, each day at dawn the bracelet creates five silver berry-shaped charms. When plucked from the bracelet, a charm becomes an edible berry with properties equivalent to those created by a *goodberry* spell, except that no character can benefit from more than one berry per day. Regardless of whether the charm is eaten, removed but uneaten, or still on the bracelet, all charms and berries created by the bracelet disappear 24 hours after they are created.

In addition, the bracelet grants you the ability to

add half the bonus granted by your Wisdom score to the healing provided by each berry. For example, when wearing the *goodberry bracelet*, if your Wisdom bonus is +4 the bracelet creates berries that heal 3 points of damage instead of just 1 point.

GRAVEDIGGER'S VEST

Wondrous item, uncommon (requires attunement)

The smell of fresh graves clings to this vest, which was designed to help you battle the living dead. As an action, you can activate the vest's power to gain advantage on saving throws against any effect generated by an undead creature for 1 minute. Once you use this ability, you cannot do so again until you take a long rest.

HAIR SHIRT OF MARTYRDOM

Wondrous item, uncommon (requires attunement)

Layers of coarse brown horsehair make up this stiff, crudely woven shirt, which provides a +1 bonus to your AC if you aren't wearing any armor. You can use a shield and still gain the bonus.

As an action, you can activate the shirt to cast the *cure wounds* spell on any creature other than yourself, as if using a 3rd level spell slot. Once you use this ability you can't do so again until you finish a long rest.

HAND OF THE OAK FATHER

Wondrous item, very rare (requires attunement by a spellcaster)

This intricately detailed hand was carved from sacred oak and dangles from a crude loop of twine. It has six twig-like fingers. Each finger corresponds to a different spell-like magical effect: *barkskin*, *entangle*, *goodberry*, *plant growth*, *speak with plants*, and *tree stride*. Each ability functions as the spell of the same name, and you use your spell save DC if a save is necessary. As an action, you can break off a finger to activate that finger's ability. Once you use any finger you can't use that finger again until it grows back. The fingers regrow each dawn.

HEDGE SEEDS

Wondrous item, rare

Found in a leather pouch, these seeds resemble flower or grass seeds. As an action, you can sprinkle a pinch of hedge seeds on earth or grass at a point you can see within 30 feet of you to instantly cause a thorny hedge to grow in a 10-foot by 10-foot cube. A creature in the area when you use the seeds must succeed on a DC 16 Strength saving throw or be restrained by the hedge. A creature restrained by the hedge can use its action to make a DC 16 Strength check; on a success, it frees itself. The area becomes difficult terrain for the duration. When a creature starts its turn in the area, or moves into or within it, it takes 2d6 piercing damage for every 5 feet it travels. One bag of seeds sows three hedges.

HELM OF ANGELS

Wondrous item, very rare (requires attunement)

This winged mithral helm gleams like a beacon to all good creatures. If you are of good alignment, the *helm of angels* allows you to emulate certain traits of celestial beings. As bonus actions, you can cast *cure wounds* and *protection from evil* once per day each. In addition, as an action you can cast *resistance*. The helm grants no powers to neutral



wearers, and an evil creature which attempts to attune to the helm takes 2d8 radiant damage and is stunned for 1 minute.

HELM OF THE BEAR

Wondrous item, uncommon (requires attunement)

While raging, you can use your reaction to reduce by half the damage dealt by a single critical hit or sneak attack scored against you. You can choose to do this before or after the damage has been determined. Once you use this ability you can't use it again until you finish a long rest.

HERBMASTER'S POUCH

Wondrous item, uncommon

This small bag of finely-woven grass keeps herbs (including herbal magical ingredients and spell components) as fresh as if newly harvested. In addition, the pouch can magically contain the entire contents of an herbalism kit.

HETTFIELD'S LUTE

Wondrous item, very rare (requires attunement by a Bard)

Carefully crafted in the workshop of master luthier Fendarr son of Gibb, this road-battered lute appears to be a normal musical instrument. However, if you play it in a rapid tempo and say, "Battery," all allies within 30 feet are affected as if under the influence of a *haste* spell.

If you play the lute slowly and say, "Nothing else matters," all foes within 30 feet are affected as if under a *slow* spell using your spell save DC.

The effects last as long as you concentrate upon the music or until you play the lute at a moderate tempo and say, "And justice for all." You are subject to the concentration rules while playing the lute.

Once you use either of the powers of *Hettfield's lute*, you can't use that power again until you finish a long rest. Furthermore, for every successive day in a row that you use the lute's magic, there is a 10% cumulative chance that one of its strings breaks, rendering it useless.

HORN OF BAUBLES

Wondrous item, uncommon

When this instrument is blown, a 30-foot cone of useless baubles spews out of it in the direction you're facing. Although this is usually rather comical, it can be dangerous in a limited space, as the ground covered by baubles becomes treacherous. The baubles last for 1 minute, after which time they dissipate into nothingness. While the baubles exist, the ground they cover is difficult terrain. A creature can attempt to cross or move within the area of effect using its full speed. If it does, it must make a successful DC 12 Dexterity saving throw. On a failure, it slips in the center of the area of effect and falls prone.

HORSESHOES OF A NIGHTMARE

Wondrous Item, very rare

These iron horseshoes come in a set of four. While all four shoes are affixed to the hooves of a horse or similar creature, they grant the creature a fly speed of 90 feet. If a riding horse wearing these horseshoes uses its hooves attack, that attack deals an additional 2d6 fire damage. While wearing horseshoes of a nightmare, the creature can move at normal speed for up to 12 hours a day without suffering exhaustion from a forced march.

ICE BOX

Wondrous item, uncommon

This is an airtight box small enough to fit in a backpack, made of black metal with a single hinged panel. Centered on the outside of the panel is a silvery metal dial on which is etched a pointer. This pointer can be rotated in any direction to regulate the temperature inside the box. If pointed straight up (toward the hinges), the temperature remains at 70°F. For every complete clockwise rotation of the arrow, the temperature inside the box drops 1°F. Therefore, if the arrow is rotated 30 times, the temperature drops to 40°F. Rotating the arrow counterclockwise raises the temperature 1 degree

per rotation. The temperature can't be lowered below 0°F or elevated beyond 70°F. The box is useful for making ice and preventing food spoilage.

INVISIBLE INK

Wondrous item, uncommon

Invisible ink comes in a small bottle containing 2d10 doses, each good for the writing of a message up to one page in length. The message when written is completely visible. However, the next word you speak over the message becomes its keyword. When you speak the word, the letters vanish, and no method short of a *wish* spell will reveal them. Thereafter, when anyone speaks the keyword over the paper, the message reappears. It will disappear again if the key word is spoken again. The ink will disappear a total of 10 times; thereafter, it reappears and will not disappear again. A *dispel magic* spell cast on such a message (DC 20) will make the letters go away forever if they are currently invisible, or fix them in place, never to disappear again, if they are currently visible.

MAGIC BEDROLL

Wondrous Item, uncommon

This wool sleeping bag smells of lavender. Stars and moons are embroidered along the outside of the bag in silver and blue thread.

A *magic bedroll* grants you a restful night's sleep. As long as you lie in it, you do not need to make saving throws to resist the effects of extreme cold or extreme heat. Spending a long rest in a magic bedroll grants you advantage on Wisdom saving throws made to resist the nightmarish messenger effect of the *dream* spell and permits you to regain all spent hit dice. Getting into or out of a magic bedroll costs an amount of movement equal to your speed.

MAGISTER'S CIRCLET

Wondrous item, very rare (requires attunement)

While wearing this silver circlet you have advantage on Concentration checks. In addition, this circlet has 3 charges, which are renewed each day at dawn. Spending 1 or more charges when you cast a spell allows you to avoid spending that spell slot.

1 charge: Retain a 1st level spell slot.

2 charges: Retain a 2nd level spell slot.

3 charges: Retain a 3rd level spell slot.

MANTLE OF THE MUNDANE

Wondrous item, rare (requires attunement)

This very ordinary, even shabby, brown or grey cloak makes you appear utterly unmemorable. It gives you advantage to your Dexterity (Stealth) checks made to hide. In addition, the mantle makes you almost impossible to recognize after having been seen. An eyewitness must make a successful DC 20 Wisdom (Perception) check to recognize you if you were wearing the mantle while engaged in the activity the eyewitness saw; the witness will be unable to relate you to the suspect, regardless of whether you are wearing the mantle the next time the witness sees you.

MAP OF UNSEEN LANDS

Wondrous Item, legendary

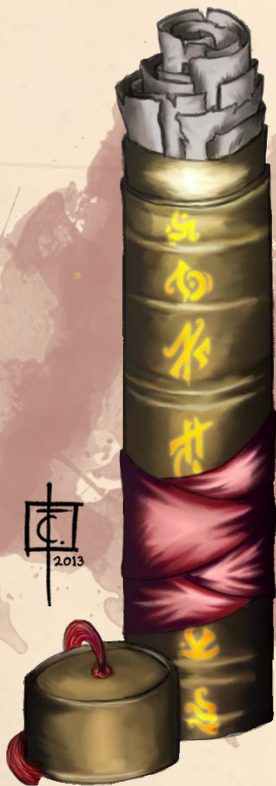
This rolled-up sheet of vellum is carried in a dark-colored scroll tube decorated with wagon wheel motifs.

While holding this map, you can command it to spend 2 minutes redrawing itself. Doing so causes it to map the terrain within a 10-mile radius with total accuracy but only moderate detail. This ability cannot be used underground.

When the redraw command is issued, the DM should spend no more than a few minutes of real time sketching out a map, adding items from the following list in the given order of priority.

- + General terrain features (mountains, rivers, etc), with their names if they are commonly known.
- + Structures encompassing more than 5,000 square feet (castles, temples, and ruins), named.
- + Structures necessary for travel (bridges, dungeon entrances, and magic portals).
- + Lairs of creatures with legendary actions, labeled by creature type.

Once the map is created, anyone referencing the map while in the mapped area gains Advantage on Wisdom (Survival) and Intelligence (Nature) checks made with regards to the mapped area.



MASK OF BEASTLINESS

Wondrous item, rarity varies (requires attunement)

Carved from wood and colored with vibrant dyes, the *mask of beastliness* resembles an animal head with grotesquely exaggerated features. Six varieties of mask exist, corresponding with different beasts and rarities according to the table below. A *mask of beastliness* covers your entire face. You see through a pair of eye slits and breathe through holes in the

nose. While wearing a *mask of beastliness*, as an action, you can cause it to fuse with your flesh transforming your head into the head of the animal it represents. The mask lets you make a special attack, as described in the table; you may make this special attack as a bonus action on your turn.

A *mask of beastliness* can be activated for one hour per day. You deactivate the mask by using an action to slip your fingers under the chin area and gently push it away from your face. The mask can't be reactivated until you finish a long rest, even if a full hour hasn't yet expired when you deactivate it. While using an activated mask of beastliness, you can't speak, eat, or cast spells with verbal components.

Type	Damage	Rarity
Raven	bite: 1d6+2 piercing	Uncommon
Wild stag	horns: 2d6 piercing	Rare
Lion	bite: 4d4 piercing	Rare
Rhinoceros	horn: 3d6 piercing	Very rare
Buffalo	horns: 2d10 piercing	Very rare
Cobra	see below	Legendary

The cobra bite inflicts 1d4 piercing damage, and the target must make a DC 15 Constitution saving throw. The target is poisoned and takes 10d6 poison damage on a failed save, or half as much damage on a successful one. The target can make another Constitution saving throw at the end of each of its turns to end the poisoned condition.

MEDIC'S BELT

Wondrous item, rare (requires attunement)

This broad leather belt is studded with three bloodstones. While wearing the *medic's belt*, you gain advantage on Wisdom (Medicine) checks. In addition, the belt has 3 charges which are renewed each day at dawn.

Using an action, you can spend 1 or more charges to channel positive energy and heal damage with a touch.

The effects are:

1 charge: Heals 2d8 points of damage.

2 charges: Heals 3d8 points of damage.

3 charges: Heals 4d8 points of damage.

NECKLACE OF COPPER

DRAGON SCALES

Wondrous item, uncommon

Six coin-sized copper dragon scales adorn this simple cord. As an action, you can touch one of the six scales to gain resistance to acid damage for 1 hour. Once all six scales are used, the necklace becomes dull and loses its magic.

NECKLACE OF SKULLS

Wondrous item, uncommon (requires attunement)

It is believed the necromancers of Thay make these necklaces as aids for their agents in the Sword Coast. This necklace of small, black iron links is adorned with 6 ivory pendants in the shape of humanoid skulls. As an action, you can throw one of the skulls to the ground in an open space within 30 feet of you. The skull immediately grows into a skeleton (per the PHB or MM entry). The skeleton obeys your commands and acts immediately after your turn in initiative order. Once all 6 skulls are used up, the necklace becomes non-magical.

OIL OF SLICKNESS

Wondrous item, rare

This oil is found as a thin, creamy white salve in a pot containing 2d4 applications. As an action, you apply it by rubbing it into the skin of your hands. Once active, the *oil of slickness* improves the speed and coordination of your hands, so you have advantage on Dexterity (Sleight of Hand) skill checks as well as Dexterity checks using thieves' tools. The effect lasts for 1 minute. The bonus cannot be claimed if you are wearing gauntlets or gloves of any kind, including magical ones.

OIL OF TEMPERING

Wondrous item, rare

When this oil is applied to an entire suit of armor, that armor's AC is improved by 1 for 24 hours. The AC can't be improved beyond 20. It takes 1 hour to completely coat a suit of armor with the oil. The vial in which the oil is found contains 1d4 applications of the oil.

ORIGAMI SPELL BOOK

Wondrous item, rare

This item resembles an ordinary spell book, except that it can be folded over and over until it is a cube one inch on each side. The book can be unfolded when you wish to use it, then folded back into its small size.

PLATE OF DINNERS

Wondrous item, uncommon

This fine pewter dinner plate, 1 foot in diameter, produces food if warmed slightly over a campfire. It produces three such meals per day, each containing enough food for one Medium-sized humanoid. The food is tasty and nutritious, magically becoming appealing to the creature using it.

REACTIONARY GIRDLE

Wondrous item, very rare (requires attunement)

Highly prized by gladiators in the far south of Faerûn, this wide belt makes it easier for you to strike out at opponents who flee your prowess. While wearing the *reactionary girdle*, whenever you make an opportunity attack, you can make two attacks at the creature triggering it instead of one. Once you use this ability you can't use it again until you finish a short or long rest.

ROBE OF CONTINGENCY

Wondrous item, rare (requires attunement by a warlock, sorcerer, or wizard)

Stitched with thread spun out of fog from the Feywild, this robe is favored by many wizards for

its ability to escape danger. If an attack damages you while your hit point total is half your maximum or less, you can use your reaction to teleport 30 feet to an unoccupied space you can see, where you can spend a hit die, regaining that many hit points plus your Intelligence ability modifier.

ROBE OF NETHERIL

Wondrous item, rare (requires attunement by a wizard)

This dark red robe is ancient beyond days, having come from long-lost Netheril. The robe adds a +2 bonus to your AC. In addition, while you wear it, you can speak with and understand undead, and prepare one additional necromancy spell of each spell level that you can cast.

ROBE OF SERVANTS

Wondrous item, rare (requires attunement by a cleric, warlock, or wizard)

The robe has a number of small bones and patches of rotting flesh sewn into its lining. As an action, you can detach a bone or patch of flesh and cast it to the ground within 30 feet of you, where the bone or flesh transforms into an undead creature under your control. The undead obeys your commands and acts immediately after your turn in initiative order. When first created, a *robe of servants* has bones and patches that will turn into the following undead:

- + Four skeletons
- + Two minotaur skeletons
- + Four zombies
- + Two ogre zombies

Once the bones and patches have all been used, the robe loses its magic.

ROBE OF THE ARCHFIEND

Wondrous item, very rare (requires attunement by a cleric, warlock, sorcerer, or wizard)

Stitched together from the skin of humans, devils, and demons, these grim robes draw a viewer's eyes to the dominating gaze of the wearer.

The *robe of the archfiend* adds a +2 bonus to your AC and grants you advantage on Charisma (Intimidation) checks. In addition, when a creature you can see within 50 feet of you attacks you, you can use your reaction to draw upon the power of the robe and cause that creature to make a successful Wisdom saving throw against your spell save DC. On a failure, that creature is dominated by you per the *dominate monster* spell. This domination lasts for 1 hour or until you or your companions do anything harmful to it. In addition, at the end of each of its turns, the target can repeat the saving throw. On a success, the spell ends.

Once you use this ability you can't use it again until you finish a short or long rest.

I sometimes wish I had a body so I could wear these stylish robes. But then I remember I'm already perfect in every way and I get over it.



ROBE OF THE INFERNO

Wondrous item, very rare (requires attunement)

While you wear this black robe decorated with runes embroidered in red metallic threads, you gain a +4 armor bonus to your Armor Class. In addition, as a bonus action you can speak a word of power to cause four fiery orbs, each about 6 inches in diameter, to spring from the sleeves. They circle slowly around your body as long as the robe remains active and last for 1 minute, but don't require concentration or interfere with your

actions in any way. As long as they are active, they collectively provide light equal to that of a *light* spell and grant you resistance to fire damage. As an action on your turn, you can make a ranged spell attack to send one of the fiery orbs streaking toward a single creature within 60 feet. On a miss the orb explodes harmlessly in a shower of sparks. On a hit the orb immolates the creature, dealing 8d6 points of fire damage. Creatures within 5 feet of the target must make a DC 16 Dexterity saving throw; affected creatures must take the same damage as the target on a failed save, or half as much damage on a successful one. Once all the orbs are spent, you cannot activate the robe again until you have finished a long rest.

ROBE OF THORNS

Wondrous item, rare (requires attunement)

Thousands of strange pores cover this robe of thick green cloth, making it look like the skin of a desert plant. While wearing the *robe of thorns*, you gain a +1 bonus to your armor class, as well as resistance to fire damage. As an action, you can cause the robe to sprout hundreds of sharp thorns which last for 5 rounds. Any creature that strikes you with a natural weapon or makes a grapple check against you takes 1d6 points of piercing damage from these needles. Once you use this ability you can't do so again until you finish a long rest.

RUNESSEND STONES

Wondrous Item, rare

These 2-pound stones each feature one flattened end with a series of nine runes carved into the stone. Upon creation, each runesend stone is assigned a seven character unique code, which acts as a magical identifier.

If the user of a runesend stone spends one charge and touches the sequence for another runesend stone, the targeted runesend stone will alarm its owner, as long as they are on the same plane, as described in the *alarm* spell. The targeted runesend

stone's owner may then accept or decline the connection. If the connection is accepted, the two users may speak to one another audibly, for up to 10 minutes. After 10 minutes has elapsed, both users may expend a charge from their runesend stone to extend the duration of the conversation for an additional 10 minutes.

The user of a runesend stone may change between an audible alarm or a mental ping to notify of incoming calls at will.

To hear one another, the users of the runesend stones must generally hold their runesend stone up to their ear. Either user may spend an additional charge per 10 minutes of conversation to activate the "speakerstone" feature, which makes the incoming sound on their end loud enough to be heard clearly up to 20 feet away.

If the connection is declined, the caller may leave a voice message of up to 25 words. A runesend stone can hold up to 10 such messages at one time. Once this number is exceeded, the oldest message will be deleted and replaced with the most recent message. Listening to all recorded messages on a runesend stone costs 1 charge.

Upon listening to the messages, the recipient may choose to save or delete each message.

If the intended recipient is not on the same plane as the caller, the caller will hear a brief message: "The runesend stone you are trying to reach is unavailable. Please try again later."

If the intended recipient's runesend stone is out of charges, the caller will be prompted to leave a message as if the connection had been declined.

Each runesend stone holds 10 charges and regains all spent charges at dawn.

These, I like. I don't have to go anywhere to make my wishes known to my minions, no matter where they are! Can I get YOUR runes?



SCABBARD OF POISON

Wondrous item, uncommon

A *scabbard of poison* causes poison to magically coat the blade of any weapon placed into it. The poison will be wiped from the blade after one successful hit on a target or evaporate after 1 minute.

The scabbard holds enough poison for six doses, and can be manually refilled during a short rest, provided you have a supply of poison. You can refill the scabbard with any poison.

SERPENT SEEDS

Wondrous item, very rare

These shriveled, hairy oblongs are always found in a packet containing 1d6 seeds. As an action on your turn you can plant a *serpent seed* in a space adjacent to you. At the start of your next turn, the seed springs up into a 20-foot tree. A serpent tree has no branches; its 8 limbs are brown serpents with green eyes, barklike skin, and wooden fangs dripping with venomous sap. The tree follows your orders and takes its own turn in initiative.

While the tree cannot move, its branches can reach out up to 20 feet. Each serpent-branch's bite is poisonous. Each branch strikes a creature you designate as an enemy within its range with +6 on its attack roll. On a hit, a branch-snake does 1d8 piercing damage; in addition, a creature struck must succeed on a DC 16 Constitution save, taking 2d12 poison damage on a failed save and half as much damage on a successful one.

Each serpent head is AC 16 and has 18 hit points. The tree's trunk is AC 18 and has 88 hit points. Each part of the tree is resistant to piercing and bludgeoning damage and is vulnerable to slashing and fire damage. When the trunk is reduced to 0 hit points, all 8 snake-limbs are destroyed, or 1 hour passes, the serpent tree disappears in a flash of green light.

SHADOWCLOAK

Wondrous item, very rare (requires attunement)

This large, cowled cloak is made from black velvet. While wearing the *shadowcloak*, you enjoy the following benefits and drawbacks:

- + You gain advantage to your Dexterity (Stealth) checks.
- + You are 50% likely to be invisible in darkness or near darkness, even to creatures with darkvision (such creatures have disadvantage on Wisdom (Perception) checks to spot you).
- + Your saving throws against light-based attacks are always made with disadvantage.
- + You are vulnerable to radiant damage.
- + As an action you can use the shadowcloak to cast the *darkness* spell.

In addition, as an action you can transform yourself and your equipment into a shadow for up to 10 minutes. You revert to your normal form earlier by choosing to do so as a bonus action on your turn. You automatically revert if you fall unconscious or die. You become a shadow in all respects save for mental ones. You also become subject to Channel Divinity and other magical effects which turn or control undead. Once you use an ability, you cannot use it again until you finish a long rest.

SHAWL OF SCALES

Wondrous item, uncommon (requires attunement)

This opaque shawl appears to contain hundreds of dragon scales, both metallic and chromatic, knitted into it. While wearing the shawl you are immune to a dragon's Frightful Presence. In addition, you have advantage to other saving throws made to resist fear effects.

SHEATH OF SECURITY

Wondrous item, uncommon (requires attunement)

Less than a foot long, this normal-looking leather sheath looks like the sort used for an ordinary dagger. However, a pointed weapon of any size, from dagger to pike, can be carried in the sheath. When you place the point of the weapon in the mouth of the *sheath of security*, it instantly shrinks to the size of a normal dagger. The sheath holds the weapon tightly; the weapon can only be removed if you will it, or when affected by *knock* or similar magic. The weapon retains its smaller size until the tip clears the mouth of the sheath, whereupon it instantly returns to its normal size.

SHRINKING STABLE

Wondrous Item, very rare

You can use an action to place this 1-inch wooden cube on the ground and speak its command word. The cube rapidly grows into a stable that remains present and full-sized until you use an action to speak the command word that returns the stable to its shrunken size. You may not do so while any creature is inside the stable unless that creature is locked inside one of the stalls.

The stable is a square tower, 20 feet on a side and 20 feet high. When activated, the tower has a small door on the side facing you. The door opens only at your command, which you can speak as a bonus action. It is immune to the *knock* spell and similar

magical effects, such as that of a chime of opening. The interior walls house eight stalls of sufficient size to house a Large or smaller creature. Once a creature is placed and locked in a stall, the shrinking stable magically produces food and water sufficient to keep the creature well fed for 24 hours. When the stable is reduced in size, the stalls act as an extradimensional space with adequate air and environment to keep the occupant healthy and comfortable for 24 hours.

If you shrink the shrinking stable with creatures inside the stalls, it will remain reduced in size and weight for up to 24 hours. If you have not re-grown and released the creature from the stables by that time, the shrinking stable will activate itself, growing to full size and unlocking all the stable doors, though the front door remains locked.

Each creature in the area where the stable appears must make a DC 15 Dexterity saving throw, taking 10d10 bludgeoning damage on a failed save, or half as much damage on a successful one. In either case, the creature is pushed to an unoccupied space outside but next to the stable. Objects in the area that aren't being worn or carried take this damage and are pushed automatically.

The stable is made of darkwood, and its magic prevents it from being tipped over. The roof, the door, and the walls each have 50 hit points and enjoy resistance to damage from nonmagical weapons excluding siege weapons and all other forms of damage except for fire. Only a *wish* spell can repair the stable.

SKULL PLAQUE

Wondrous item, uncommon

While you wear this amulet, upon which is depicted a grinning white skull on a black enamel background, undead who wish to attack you must first make a successful DC 12 Wisdom saving throw.



SNAKEBLOOD TOOTH

Wondrous item, rare (requires attunement)

When this tiny chunk of ivory, carved into the shape of a snake's fang, is placed into your empty tooth socket, the *snakeblood tooth* adheres to your jawbone until you die. You gain advantage on saving throws to resist poison and poison damage, as well as Wisdom (Perception) checks to notice poison in your surroundings.

SPELLSINK BROOCH

Wondrous item, very rare (requires attunement)

Wizards and sorcerers who have joined the ranks of Cormyr's War Wizards often wear these brooches. Whenever you would take damage from a spell or magical effect, you can use your reaction to spend 1 or more of the brooch's charges. Each charge reduces the damage dealt to you by the spell or effect, to a minimum of 0 points of damage.

1 charge: Reduce damage by 2d6 points.

2 charges: Reduce damage by 3d6 points.

3 charges: Reduce damage by 4d6 points.

A spellsink brooch has 3 charges, which are renewed each day at dawn.

STONE CLOAK

Wondrous item, rare (requires attunement)

The fabric of this mottled gray cloak looks like an incredibly thin sheet of stone. While wearing the *stone cloak*, you gain advantage to Dexterity (Stealth) checks provided you are near natural stone. In addition, as an action you can activate the cloak to cast the *meld into stone* spell. Once you do so, you cannot do so again until you take a long rest.

SWARM CROWN

Wondrous item, very rare (requires attunement)

This powerful item is a gold tiara festooned with pieces of amber, each encasing an insect. As an action on your turn, you can cause your body to

mutate into a humanoid-shaped cloud of stinging, venomous wasps, bees, and spiders. As a bonus action on each of your turns after activating the crown, you may attack a creature within 5 feet of you. That creature must make a DC 16 Constitution saving throw, taking 4d10 piercing damage on a failed save or half as much damage on a successful one. In addition, while you are transformed a creature which approaches you must make this saving throw when it comes within 5 feet of you for the first time on a turn or ends its turn there.

While in insect form your movement rate is reduced by half, but you have advantage on any skill checks to climb walls or ceilings. You cannot employ any weapons, spells, other magical items, tools, or armor. Your AC is 18, you are immune to piercing damage, are resistant to slashing, and bludgeoning damage from non-magical weapons, and are vulnerable to fire damage. You remain transformed for 1 minute, until you end the transformation as a bonus action, die, or become unconscious. Once you use the *swarm crown*, you cannot do so again until you take a long rest.

It turns you into bees!?! I had no idea! Can you make honey? I love honey.



TABARD OF COMFORT

Wondrous item, uncommon

This heraldic surcote is meant to be worn over chain mail or other heavy armor. The *tabard of comfort* distributes the weight of the armor evenly over your body, enabling you to wear the armor indefinitely without chafing or fatigue. In addition, while you wear the tabard you suffer no long-term effects from freezing or scorching temperatures which could lead to exhaustion.

TALKING PAPER

Wondrous item, very rare

A set of *talking paper* consists of two identical pieces of expensive paper at least 2 feet by 3 feet. Whatever is said in the presence of one of the pieces of talking paper is magically reproduced in the vibration of the other. If you can sneak one piece of the paper into a room, you can sit in the presence of the other piece and hear any noise made within 20 feet of it, if the noise does not originate beyond an intervening wall or barrier and you are on the same plane of existence.

Both pieces of paper must be stretched rigid on frames. For this reason, and because of the need to keep the item inconspicuous, *talking paper* is often embellished with a beautiful painting or calligraphed proverb, which is presented to the intended victim of the espionage.

The piece of paper that is placed with the person being spied upon is called the "listening" piece, and the piece kept by the spy is called the "talking" piece. But those names are not precise, because both pieces of paper act as listeners and talkers. Anything said in the presence of the talking piece can be heard by someone in the presence of the listening piece. For this reason, the talking piece is usually placed in a room where no one is allowed to speak.

THORN OF SLEEP

Wondrous item, rare

A *thorn of sleep* looks like the thorn of a plant, about three inches long, dry, and smooth to the touch. If pricked by a *thorn of sleep*, a creature must succeed on a DC 14 Constitution saving throw or fall into a deep slumber as though affected by the *sleep* spell. Each *thorn of sleep* can be used but once. Only 2d4 *thorns of sleep* will be found at any one time. A *thorn of sleep* can be used as blowgun ammunition.

TORC OF HEROIC SACRIFICE

Wondrous item, uncommon (requires attunement)

This polished bronze torc allows you to take an injury meant for your ally. When damage is dealt to an ally you can see within 30 feet of you by a single attack or effect, you can use your reaction to activate the torc and take all the damage yourself. The damage dealt to you ignores any energy resistance, damage reduction, or immunities you might have. Once you use this ability, you cannot do so again until you finish a long rest.



UNICORN PENDANT

Wondrous item, rare (requires attunement)

The *unicorn pendant* is a large pearl carved into the shape of a unicorn's head with a horn of gold. The pendant has two abilities you can activate as an action:

- + You cast the *cure wounds* spell as though you used a 5th-level spell slot.
- + You cast the *protection from poison* spell.

Once you use either of those abilities, you cannot use it again until you finish a long rest.

In addition, if you are a druid wearing a *unicorn pendant*, you double your spellcasting ability

modifier bonus to healing spells.

VENOMOUS HAT

Wondrous item, rare (requires attunement)

The viridian cloth of this cap is shot with threads of greenish metal. A *venomous hat* allows you to transform into a venomous serpent. The cap has 3 charges, which are renewed each day at dawn. As an action, you can spend 1 or more charges to transform yourself into a viper for 1 minute.

1 charge: Poisonous snake

2 charges: Giant poisonous snake

3 charges: Swarm of poisonous snakes

This transformation is subject to the limitations and liabilities of the Druid's Wild Shape ability.

VEST OF DEFENSE

Wondrous item, rare (requires attunement)

This snug-fitting vest helps you avoid damage in combat, as it permits you to take the Dodge action as a bonus action, provided you are not wearing armor.

VEST OF MISSILE PROTECTION

Wondrous item, rare (requires attunement)

This cloth vest is useless when worn under medium or heavy armor and cannot fit over it. It functions normally when worn under light armor or with no armor. While worn, missile attacks against you are made with disadvantage. It has no effect on armor class, magical attack forms, or enchanted missiles such as magical arrows.

WAR PAINT

Wondrous item, rarity varies

Developed by shamans of barbarian tribes in fabled Maztica, this magical paint increases your Armor Class. The amount of increase depends on the color of the paint, as shown in the table below. For example, if your AC is 10, your AC increases to 15 when wearing gold paint.



You must apply the paint to your bare skin, you must paint at least 50% of your body, and attackers must be able to see the *war paint* for its magic to function.

- + You receive no additional benefits from wearing armor. For instance, you may wear armor along with *war paint*, but you only receive a bonus from one or the other, whichever is greater.
- + You may use a shield together with *war paint*, and the effects of *war paint* stack with class and Dexterity bonuses to your AC.
- + Two different colors of paint may be combined, and the total AC bonus is determined by adding the bonuses shown in the table. For example, wearing white and red paint together gives you an AC bonus of +4. Multiple applications of the same color paint have no additional effect.

† In no case can *war paint* produce an AC better than 20, even with Dexterity and other bonuses.

War paint usually lasts for a day. However, if you or another character proficient with calligrapher's or painter's tools applies the *war paint* and makes a successful DC 14 Dexterity check, the effects last for 2d4 days. *War paint* is unaffected by your environment. When found, a jar of *war paint* contains 1d4 applications.

Color	AC Bonus	Rarity
White	+1	Uncommon
Yellow	+2	Rare
Red	+3	Rare
Green	+4	Very Rare
Gold	+5	Legendary

WATER CLOAK

Wondrous item, very rare (requires attunement)

This sailcloth cloak's elaborate embroidery evokes the waves of the sea. It always appears damp, and the lower edge always drips as though it has been soaked in water. Nevertheless, the *water cloak*, you, and whatever you wear or carry will remain dry, even in a hurricane or underwater.

The cloak also grants you advantage on saving throws to avoid damage from fire spells and magical fire effects. Whenever you make a successful Dexterity saving throw to avoid damage from a magical fire effect that deals half damage on a failed save, you instead take no damage. In addition, as an action on your turn, you can extinguish all non-magical fires within 30 feet. This ability has no effect on fire creatures.

Finally, if you see a creature cast a spell

which deals fire damage, you can use your reaction to cast *counterspell* as a 5th level spell. Once you use this ability, you cannot do so again until you finish a long rest.

WEAVEMASTER'S ROBE

Wondrous item, rare (requires attunement by a wizard or sorcerer)

Another product of the High Mages of ancient Netheril, these purple-black velvet robes are embroidered with magical sigils which enhance your ability to harness and manipulate the Weave. While you wear the *weavemaster's robe*, you can use a bonus action to expend one or more hit dice. Instead of regaining hit points, you refresh a number of spell levels worth of spell slots equal to the number of hit dice you expended. When you use this power, you must succeed on a Constitution saving throw, the DC of which is 10 plus the number of spell levels gained. On a failure, you gain 1 level of exhaustion. You may use this power as many times a day as your body can withstand, though the Weave's demands are great. Each time per day you activate the robe after the first, the DC to resist exhaustion increases by 2.



CHAPTER 3: ARTIFACTS

This chapter describes the most valuable items of all in mighty Xanathar's amazing collection. In a well-guarded room in a hidden part of the vault, the great Xanathar has three precious artifacts.

BOOK OF INFINITE SPELLS

Wondrous item, artifact (requires attunement)

Legend tells that the *Book of Infinite Spells* is the life's work of the mighty archmage Ioulaum of ancient Netheril. Ioulaum is said to be responsible for the creation of the mythallar, a powerful device that enabled access to raw magic. Many consider him to be the father of the ancient and infamous empire of Netheril.

As a response to the increasing threat posed by the wicked aberrations known as phaerimm, Ioulaum transformed himself into a lich. Shortly before the fall of Netheril, Ioulaum abandoned the empire altogether and fled north. His exact fate remains a mystery.

Some sages say that the *Book of Infinite Spells* is merely one of several such devices wrought by Ioulaum to aid the Netherese in their long war with the phaerimm and that others might yet be found. Or maybe this is the last remaining one, carried by Ioulaum himself into the wilds of the north when he abandoned Netheril to its fate.

The *Book of Infinite Spells* is a large but not unwieldy tome. At first glance, it resembles a well-appointed traveling spellbook such as might be carried by a high-level adventuring wizard. Its leather cover is gilded, trimmed and bound with polished bronze, with garnets set

Put that over there. And Don't. Touch It. Again.



into cabochons affixed to the metal. Until you attune to it, it appears to be an ordinary spellbook, and its real powers are not apparent.

While you are attuned to it, this tome bestows upon you the ability to use the spells within its pages, even if you cannot otherwise cast spells. However, if you are not already a spellcaster when you first attune to it, you lose one level of experience for as long as the book is in your possession or while you make use of its powers.

Random Properties. The *Book of Infinite Spells* has the following random properties:

- + 1 minor beneficial property
- + 1 major beneficial property
- + 1 minor detrimental property

Properties of the Book. When found, the *Book of Infinite Spells* contains 1d8+22 pages, and each page contains one spell. Determine each spell randomly.

The *Book of Infinite Spells* is a "one-way" book. Once you turn a page, you can never turn it back,



not even with a wish spell. If you close the book, it always opens again to the page it was on before being closed. When you turn the last page, the book vanishes.

You can cast whatever spell is on the current page. If you are a spellcaster, you may cast the spell without expending a spell slot. If you have an unused spell slot high enough to cast the spell at its lowest level, then you can cast the spell as often as you choose. If you don't have an unused spell slot high enough to cast the spell at its lowest level, you can cast the spell once per short or long rest. If you are not a spellcaster, you may cast the spell once per long rest.

Each time you cast a spell using the book's power, there is a chance that the page will turn (despite any precautions you might take to prevent it). The probability of the page turning depends on the spell the page contains and what sort of spellcaster you are:

Condition	%
Caster employing a spell usable by own class and level	10%
Caster employing a spell not usable by own class and level	20%
Non-spellcaster employing divine spell	25%
Non-spellcaster employing arcane spell	30%

These percentages are not cumulative.

The pages cannot be ripped out without destroying the book. You cannot cast the spells as if from a scroll. Neither can the spells be copied, as their magic is bound permanently within the book itself.

You need not hold the book to use its power. You can store it elsewhere and still cast spells using its power, though another creature can attempt to attune to the book if it finds it, and so become the artifact's new owner.

Destroying the Book. To destroy the book, you must cast it adrift in the phlogiston between crystal spheres and set it alight with magical fire.

JACINTH OF INESTIMABLE BEAUTY

Wondrous item, artifact (requires attunement)

The *Jacinth of Inestimable Beauty* is an indescribably lovely gem exquisitely cut into the shape of a flower. It has dozens of facets that catch the light and shoot it forth in brilliant, captivating rays.

Legend tells of an exquisite jacinth that was found by one of the first dwarven miners, far in the north of Faerûn. The uncut gem was of such singular beauty that it tempted an elf who was visiting the dwarf clan. That elf, Silverleaf, slew the dwarf who found the Jacinth and fled to the high courts of Aryvandaar with it. According to legend, this was the beginning of the antipathy between elves and dwarves.

Silverleaf fashioned the facets of the orange jewel into the shape of a flower and mounted it on a brooch of gold. Then he bathed the Jacinth in the high elven magic of Aryvandaar's mythal to enhance the beauty and durability of the gem. Unbeknownst to him, there was hidden power in the Jacinth which the mythal's magic caused to blossom.

When the full powers of the Jacinth became known, Silverleaf gave it in tribute to the Coronel of Aryvandaar. It remained in the treasure vaults of Aryvandaar for many centuries but was lost during the Third Crown War. No one knows where it went next, though rumor suggests it passed through the hands of the Sage of Shadowdale at least once and for a time it was a cherished relic of the High Priest of Ubtao in darkest Chult.

You must be of good alignment to attune to the Jacinth. If you are neutral or evil, the Jacinth strikes you down; you must succeed on a DC 20 Constitution saving throw or instantly die. On a success, you take 24d6 points of radiant damage

(which ignores resistance and immunity), and your alignment immediately changes to neutral good.

The benefits granted by the Jacinth last only as long as you strive to do good. If you fail to perform at least one act of kindness or generosity every 10 days, or if you willingly perform an evil act, the Jacinth disappears, and you lose all the benefits granted by it.

Random Properties. The *Jacinth of Inestimable Beauty* has the following random properties:

- + 2 minor beneficial properties
- + 2 major beneficial properties

Increased Charisma. While you're attuned to it, you have advantage on all saving throws. In addition, the Jacinth permanently increases your Charisma score by 2, to a maximum of 24. You can't gain this benefit more than once.

Beautiful Magnetism. While you are holding or wearing the Jacinth where creatures can see it, you have advantage on Charisma-based skill checks.

Destroying the Jacinth. The Jacinth appears delicate and fragile, but it is impervious to most damage. If an intelligent weapon of evil alignment strikes it, however, such as the *Sword of Kas*, the Jacinth is forever destroyed.

BABA YAGA'S HUT

Gargantuan Construct, Lawful Neutral

Armor Class 20 (Natural Armor)

Hit Points 300 (20d20+100)

Speed 60 ft.

STR	DEX	CON	INT	WIS	CHA
23 (+6)	20 (+5)	22 (+6)	12 (+1)	16 (+3)	10 (+0)

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

Damage Immunities poison, psychic, cold, lightning

Damage Resistance bludgeoning, piercing, and slashing damage from nonmagical weapons, thunder

Senses blindsight 120 ft.

Languages understands Common, Sylvan, and Elvish, but cannot speak

Challenge 20 (25,000 XP)

Immortal Artifact. Upon dropping to 0 hit points, the Hut falls prone and ceases moving. After 24 hours, the hut gains 100 hit points and regains regeneration.

Innate Spellcasting. The Hut's spellcasting ability is Wisdom (spell save DC 17). It can innately cast the following spells:

- + At-will: feather fall, dimension door, invisibility (self only), misty step, teleportation circle
- + 3/day each: plane shift, teleport

Magic Resistance. The Hut has advantage on saving throws against magical effects and spells.

Magic Weapons. The Hut's attacks count as magical in nature.

Regeneration. The Hut regains 20 hit points at the start of each turn. If the Hut is reduced to 0 hit points, it does not regenerate on the following turn.

ACTIONS

Multiattack. The Hut may make 3 attacks per round.

Stomp. *Melee Weapon Attack.* +12 to hit, reach 5 ft., one prone target. *Hit:* 39 (6d10+6) bludgeoning and piercing damage.

Suggestions that Baba Yaga's Hut comes and leaves as it pleases are false. It is definitely quite secure in my vault. Definitely.



Claw. Melee Weapon Attack. +12 to hit, reach 10 ft., one target. *Hit:* 30 (4d8+6) slashing damage. The Hut can forgo damage and instead pin the target to the ground. While pinned, the target is restrained and must take an escape action to break free.

Death Screech (recharge 5-6). The Hut releases an ear-splitting screech. Each creature of the Hut's choice that is within 120 feet of it and can hear it must make a DC 18 Constitution saving throw. On a failure, a creature drops to 0 hit points. On a success, a creature takes 3d10 psychic damage and 3d10 necrotic damage.

LEGENDARY ACTIONS

The Hut can take 3 Legendary Actions, choosing from the options below. Only one legendary action can be used at a time, and only at the end of another creature's turn. Spent legendary actions are regained at the start of each turn.

Detect. The Hut makes a Wisdom (Perception) check.

Stomp Attack. The Hut makes a stomp attack.

Ram (costs 2 actions). *Melee Weapon Attack.* +12 to hit, reach 10 ft., targets within reach. *Hit:* 25 (3d12+6) bludgeoning damage. If the Hut moves at least 20 feet in a straight line immediately before making this attack, creatures hit by this attack must succeed on a DC 20 Strength saving throw or be knocked prone and become stunned for 1 round.

Baba Yaga is the queen of hags. She can slip between realities on a whim, cast the most potent of spells, and even defy death itself. Some say she is the progenitor of all hags.

Aeons ago, she passed into a mysterious plane and has rarely been seen since. However, her Hut remains in the natural world, and some sages speculate that in constructing it, she spent much of her power. No-one knows why Baba Yaga has left her Hut behind. Some hypothesize that it serves as a temptation for mortal curiosity and that it carries its victims off to her inter-planar lair where she devours them.

To the idle observer, Baba Yaga's Hut seems a humble round cottage with wattle-and-daub walls and a thatched roof. Get too close, however, and it rises on a pair of massive chicken-like legs and either attacks or runs away at fantastic speed.

Though the exterior of the Hut appears common, the inside is an opulent palace much larger than a simple peasant's cottage. There is a garden in a central courtyard full of sweet-smelling flowers and a fountain which flows with wine, a dozen bedrooms over 3 floors, and a banqueting hall which can feed fifty people at once. A staff of several dozen near-transparent servants attends you and those who enter with you, and the servants are entirely obedient to your orders. Each servant can perform any task an ordinary humanoid servant could accomplish, but they can't attack or take any action that would directly harm another creature. The servants can't leave the Hut. The Hut can move at its full speed while people are inside it and the passengers feel no movement at all.

The Hut is a sentient construct. You don't so much as attune to it as try to befriend it, and it decides whether or not it likes you enough to let you board. If the Hut rejects you when you try to attune to it, it may teleport you to another plane, or it may merely attack.

Destroying the Hut. As Baba Yaga's method of constructing the Hut is not known, the exact method of destroying the hut is not known. The Halruaan sage Hostegym Zorastyl hypothesized that the Hut must simultaneously be: dropped into the maw of Maegra, the primordial at the root of Mount Hotenow; shoved by the Sultan himself off the walls of the City of Brass into the roaring flames of the Plane of Fire; and drowned in the exact center of the swamp of Minauros by Mammon himself. How this can be accomplished, Zorastyl left unwritten before he succumbed to madness.

CHAPTER 4: UNUSUAL TREASURES

Following is a list of the less conventional treasures in the collection. Some readers may question the valuations on the more vulgar items, but I can assure you they reflect current market value.

Vulgar?? You dare call some of my beautiful treasures vulgar? Some re-education is in order.



1. A beautifully crafted lute, with silver frets and golden inlays (worth 620gp).
2. A baby mammoth, preserved in spirits in a large glass jar (worth 1340gp).
3. A checkerboard with squares of alternating ivory and ebony and opposing checkers made of gold and platinum (worth 1150gp).
4. A two-foot high statue of Demogorgon, plated with electrum and with emeralds for eyes. (worth 1250gp).
5. A shield made from a single scale from an ancient red dragon (worth 1320gp, and functions as a regular shield).
6. A 120-year-old bottle of dwarven whiskey (worth 200gp).
7. A life-size stone statue in the perfect likeness of a medusa (worth 300gp).
8. A stuffed giant goat, six-foot-high at the shoulder (worth 1650gp).
9. A large sheet of bronze, engraved with a superb map of Faerûn (worth 1150gp).
10. A one-foot tall clockwork elephant, plated with electrum, with real ivory tusks and sapphires for eyes. When wound, it lumbers slowly forward (worth 2200gp).
11. A small reinforced iron chest containing 50 trade bars of electrum, each stamped with "House Cormaeril" (worth 40gp each).
12. An enormous rug made from the hide of a woolly mammoth (worth 900gp).
13. A writing set consisting of 6 quills made from griffon feathers, with gold nibs, and an ink jar made of ebony with gold highlights (worth 1220gp).
14. A large moonstone carved into the likeness of a human hand, with silver highlighting the various lines and creases (worth 840gp).
15. A masterwork double-bladed axe. One blade is made from cold iron, and the other is made



from mithril. The handle is shod with cold iron (worth 2850gp).

16. A collection of 23 small golden statues, each depicting a sheep (worth 3400gp for the collection).
17. A set of 4 doors made from amber and filigreed with gold (worth 1200gp each).
18. A collection of 64 copper scrolls entitled "The Complete and True History of Chult" (worth 2500gp).
19. A four-foot long model of a caravel built entirely of ebony (worth 3300gp)
20. A set of six eggs made from gold and silver, and studded with emeralds, sapphires, and rubies. Each egg contains an exquisite model of a dragon-horse, constructed from platinum (worth 1500gp each).
21. A saddle blanket woven entirely from golden thread (worth 1800gp).
22. A full set of hydra teeth (worth 2500gp).
23. An ormolu clock in shape of a terrestrial globe with enameled rings and a snake-head pointer. The finely chased globe is held by three tritons, one kneeling by an overturned vase emblematic of the ocean, above a rockwork base (worth 820gp)
24. A pair of tall antique vases. The top of the vases are painted with music notes, flutes, and lyres. On the center of the vases, there are figurines in garden scenes. Includes gilt bronze work of two muscular youths on each vase, and rams head motif with dragon finials (worth 720gp).
25. A shovel with a rosewood handle and a blade of mithril (worth 3350gp).
26. A masterwork lap harp with ivory tuning pegs and silver bridge pins (worth 1180gp).



27. An antique hourglass, with a base of marble, bulbs made from quartz, and silver grains (worth 1270gp).
28. A set of 40 prayer beads, each one a moonstone (worth 25gp each).
29. A velvet satchel containing a horse grooming kit consisting of body, tail and mane brushes with ivory handles, a platinum hoof pick, and an ebony sweat scraper (worth 1150gp).
30. A collection of 320 tiny bronze frogs, each with bloodstones for eyes (worth 1gp each).
31. A set of platinum manacles with a matching key (worth 1460gp).
32. A life-size statue of an armored warrior, made of iron, but with jointed arms, legs, and head, allowing you to create multiple poses (worth 610gp).
33. A colorful carapace from an enormous beetle, with shimmering greens, violets, blues, and reds (worth 530gp).

34. A large, silver-handled door made of mountain ash, studded with amethysts (worth 1280gp).
35. A laurel wreath covered in gold leaf bearing the inscription "Great victory requires great risk" (worth 2120gp).
36. An enormous magnifying glass, with a handle made of oak shod in silver, a frame of polished steel, and a crystal lens (worth 1210gp).
37. A diorama showing five adventurers fighting a mind flayer. The figures are exquisitely crafted from copper, gold, and platinum, and stand atop a base carved from malachite (worth 2360gp).
38. A masterwork spiked chain, made of silver with electrum filigree (worth 1150gp).
39. A fine porcelain tea set decorated with green pigments in a floral pattern and including a delicate copper teapot (worth 500gp).
40. A pair of large dice, carved from ivory, with pips made from garnets (worth 710gp).
41. The bowsprit from a ship, carved from mountain oak in the shape of a woman with a horn and filigreed with silver (worth 1410gp).
42. A very thin stiletto with a handle made of rosewood and a blade of platinum (worth 760gp).
43. A small bronze cauldron filled with coins from every nation and age (worth 2540gp).
44. A statuette of a chain devil riding a winged serpent, carved from jade (worth 1260gp).
45. A set of Talis cards carved on copper plates. There are 78 cards in total (worth 2gp each).
46. The skull of a storm giant, covered in silver leaf (worth 1640gp).
47. A 1-foot tall model of an apple tree. The trunk and branches are made of copper, the leaves are carved from jade, and the apples are tiny rubies (worth 1260gp).
48. A statue of a griffon created from gold wire (worth 2250gp).
49. A statue of a winter wolf carved from white onyx and standing on a base of jasper (worth 1330gp).
50. A large rowing boat made from sandalwood held together with silver nails (worth 1250gp).
51. A chain shirt composed of silver coins with their centers punched out (worth 820gp).
52. A 3-foot tall candle-holder made of brass and filigreed with silver (worth 570gp).
53. A six-inch model of a wizard's tower carved from jade with ebony doors and windows (worth 440gp).
54. A large iron flask containing a thick, purple dye. The dye is concentrated and is very effective and valuable (worth 260gp).
55. A two-foot-high model of the world tree carved entirely from ivory and painted in brilliant colors (worth 1580gp).
56. A chamber pot fashioned entirely from silver and engraved with lions (worth 740gp).
57. A superbly crafted silver brooch with a gilt wash. It depicts a grinning dwarf with an enormous meat-cleaver in her hand, with two small sapphire eyes (worth 300g).
58. A tall pepper pot carved from a large coquilla nut and decorated with various designs (worth 120gp).
59. A giant-sized paper clip plated in electrum (worth 90gp).

60. A silver snuff pot with a painted shell lid depicting an air elemental (worth 80gp).
61. A small oak trunk with inlaid borders and a quilted interior with a large, enameled, solid silver coin affixed to the lid (worth 150gp).
62. A violin made from pure silver with a secret compartment built into the back (worth 370gp).
63. An antique silver tea set including a teapot, a sugar bowl, and a creamer, respectively shaped like the heads of a bugbear, hobgoblin, and goblin (worth 1190gp).
64. A large door made of marble with electrum hinges and a handle made of copper. There is an engraving on the door in a lost language. If magically comprehended, it reads, "Do not open under any circumstance" (worth 670gp).
65. A giant-sized baby rattle made of silver (worth 290gp).
66. A large wardrobe constructed of copper with silver filigree and electrum-plated handles (worth 520gp).
67. A 3-foot tall dollhouse created from small blocks of marble, with tiny windows of real glass, oak doors, and a terra-cotta roof. The roof can be removed, revealing perfect miniature furniture inside (worth 430gp).
68. 11 small statues of ghouls, each gnawing on a different humanoid body part (worth 40gp each).
69. A full-sized gnoll skeleton, perfectly preserved, with the bones held together by small iron rods (worth 150gp).
70. A small oak side table inlaid with a mosaic of semi-precious gems showing a mighty wizard opening a portal to another world (worth 120gp).
71. A set of 12 small clockwork modron monodrones built from rubber, steel, and brass. Each one is about 6 inches high. If wound up, they march about, flapping their wings and swinging their swords (worth 800gp for the set).
72. A large hollow crystal ball with a lantern set inside. When lit and hung from the ceiling it illuminates a room with small, glimmering dots of light (worth 210gp).
73. A giant-size silk parasol with ribs carved from ivory (worth 470gp).
74. A warhammer with an ebony handle and a head made from pure electrum (worth 890gp).
75. A small alchemy set complete with a burner, alembic, crucible, mortar and pestle, retort, flasks, and several vials filled with various elements. It is accompanied by a short parchment booklet titled "My Very First Alchemy Kit" (worth 240gp).
76. A pair of perfectly preserved ettin heads in a large jar full of embalming fluid (worth 190gp).
77. A 1400-year-old program for the first (and only) "Wizard Games" held in Waterdeep. It includes contests such as "Precision Magic Missile Shooting," "Ice Storm Sculpting," and "Synchronized Illusions." The final event is simply called the "Fireball Open" (worth 80gp).
78. An ogre-sized belly board made from sandalwood with ivory fins (worth 150gp).
79. A tall sheet music cabinet with silver handles and filigree (worth 270gp).
80. An antique rocking chair made from elm with a very attractive patina (worth 160gp).

81. A roof-mounted weather vane made from polished brass, topped with a sculptured velociraptor (90gp).
82. A masterwork dagger carved from a single large garnet, in a sheath fashioned from the skin of a fire snake (worth 420gp)
83. A wooden chariot made from ebony, reinforced and filigreed with bronze (worth 240gp).
84. A gold plated "love cup," with ivory handles wrapped in a silk overlap (worth 130gp).
85. A large cloak crafted entirely from roc feathers (worth 150gp).
86. A blackjack made from thick silk and filled with small brass balls (worth 70gp).
87. A large brass shield embossed with the three heads of a chimera. Various strange runes are carved on the inside (worth 160gp).
88. A sundial fashioned entirely from gold. The segments on the face show various natural disasters such as flood, fire, earthquake, and so on (worth 430gp).
89. A large carpet, 5-feet wide and 120-feet long. The carpet is a deep burgundy color with soft pink on the edges. The border is an octagon design with many interesting elements (worth 320gp).
90. An alabaster lamp carved in the shape of a nude incubus in a waterfall (worth 80gp).
91. A pair of large glass spheres filled with mercury, with matching mahogany stands (worth 270gp).
92. A life-size sculpture of an owlbear made from green bronze and sporting real claws and teeth (worth 520gp).
93. A gilded inkwell fashioned in the shape of a slaad. Removing the head reveals the ink pot (worth 180gp).
94. A giant-sized waffle server made from polished silver with a scallop piercing (worth 220gp).
95. A life-sized statue of a drider made from bronze and silver (worth 630gp).
96. A large sheet of electrum full of writing in a lost tongue. If interpreted, it reveals the whereabouts of an ancient artifact known as the Codex of Infinite Planes (worth 150gp – potentially much more if the buyer knows the contents).
97. Studded leather armor made from troll skin set with troll teeth (worth 110gp).
98. A very large icosahedron fashioned from a single aquamarine, with the faces numbered in golden script (worth 110gp).
99. A tiny golden goblet with platinum trimming (worth 170gp).
100. A collection of five wigs, each fashioned from yeti hair of varying shades (worth 190gp).

POSTSCRIPT

I hereby certify that this audit has been completed in accordance with generally accepted accounting practices. The records above give a fair, accurate, and complete view of Xanathar's wealth, excluding coins, gems, and jewelry.

Slink Monteskor

Complete? You don't yet know all of my secrets, Slink! Wait until I show you the deeper vaults...



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