

MAGICAL THINGS

OF
EBERRON

R P DAVIS



EBERRON MAGIC ITEMS

INTRODUCTION

Eberron is a world saturated with magic and magic items. From mighty artifacts which can twist reality to airships propelled by magically-bound elementals to simple expendable items such as spell scrolls, magic items in Eberron are ubiquitous. This document takes magic items from 3.5 and 4th edition Eberron sourcebooks and converts them to the 5e rules, after careful consideration of 5e game balance.

Even with such care and consideration, it is important to recognize that Eberron is not like the Forgotten Realms, where magic items are much rarer. In Faerûn, a *+1 weapon* is a boon some Tier-4 characters never possess. In Eberron, magic weapons are the norm.

Dear reader, please recognize that Eberron's magic-rich environment can have a severe impact on the 5e game engine, especially [bounded accuracy](#). The designers of 5e have been clear that they specifically designed the game engine to **not** assume the assistance of magic items in check resolution. These sources are the only sources of bonuses to an attack, check, or saving throw: ability score modifier (maximum of +5, attainable even from first level), proficiency bonus, (minimum of +2, maximum of +6, grows slowly with level) and magic gear bonus, (maximum of +3).

It's important to note that the designers intended it to be unlikely, and certainly not necessary, that a character ever even sees a *+1 magic weapon*. The trouble is that this design philosophy doesn't mesh well with Eberron, which is absolutely soaked with magic and heavily informed by older editions of D&D where the Treadmill Effect was the norm.

The solution this work adopts is to actively restrict the amount of "pluses" inherent in weapons and armor, certainly never exceeding +3, and to restrict bonuses to other checks to advantage in limited circumstances. In addition, I advise you ensure in your Eberron game that for every adventurer with a *+1 sword* there's a monster with a *+1 sword* or *+1 armor*. This is an imperfect solution, but a workable one.

Enough with the cautionary tales. Let's start with some magic-item crafting rules, based on [the UA playtest](#) and liberally sprinkled with Eberron flavor, followed by a selection of Eberron-specific magic items for your Eberron game.

ENJOY!

R P Davis
Harrisburg, PA

CRAFTING MAGIC ITEMS

The ubiquity of magic and magic items in Eberron challenges core assumptions 5e makes about magic items, specifically that "people don't know how to make these anymore," that crafting magic items is a lost art. In Eberron, people (including adventurers) craft magic items on a daily basis. Indeed, the production of magic items is a significant industry on Khorvaire.

Where appropriate, magic items in this book are accompanied by suggested crafting "recipes" and costs in gold and downtime. These costs in gold and downtime are listed in the **Magic Item Crafting Time & Cost** table -- for example, an Uncommon magic item takes 3 days to craft and costs 100gp per day. (Halve the listed time and cost for consumable magic items, such as spell scrolls and potions.)

In addition, here are some rules which govern crafting of magic items in your Eberron game:

Magic Item Crafting Time & Cost

Item Rarity	Cost per day	Days to Craft	Check DC
Common	50gp	1	n/a
Uncommon	100gp	3	12
Rare	200gp	7	15
Very Rare	750gp	21	18
Legendary	1,500gp	70	20

Have a Recipe. As the DMG notes, to craft a magic item "a character must have a formula that describes the construction of the item." In Eberron, this is a House Cannith schema. Acquiring the schema for a particular type of magic item should be a quest in itself, full of intrigue, peril, and lots of fun.

Make the Thing. The process begins by preparing the item to be suffused with magical power. If you want a ring, you have to make a ring; if you want a cloak, you have to make a cloak. A character must be proficient in and possess the appropriate artisan's tools for the item to be crafted. For example, if a character plans to make *+1 leather armor*, she must be proficient in leatherworker's tools and have a working set of those tools. In addition, she must purchase or otherwise acquire raw materials worth 25% of the item's selling cost. This step can be farmed out to contract workers in any major city such as Sharn or Stormreach, but must be supervised by the crafter and counts as part of the days required.

Put the Magic in the Thing. In order to put magic in the item, the crafter must be able to use that magic. If the item is intended for use by Dragonmarked PCs or NPCs, the crafter must have that specific Dragonmark, and must have a sufficiently powerful Dragonmark for the intended power of the item. For other magic



items, the crafter must be able to cast the spell which produces the desired magical effect. Depending on the item, these requirements sometimes must be combined; for example, crafting *sending stones* is the sole province of House Sivis and requires the Mark of Scribing as well as the ability to cast the *sending* spell.

Multiple Tools Stack. House Cannith schemas refer to rare and exotic tools which can reduce the amount of time it takes to create a consumable magic item (but not non-consumables). Crafting a *spell scroll* of *fireball*, for example, can be done using the materials at hand in the time specified. If you use a quill made from the tailfeather of a phoenix, the time is reduced by 50%. If you use ink made from a magma mephit's blood in addition to the phoenix quill, the time is further

reduced by 50%. The cost in gp is never reduced, but the magic inherent in the special tools reduces the time and magical effort required.

Be Good at What You Do. Each day during crafting, as part of the process the crafter -- or each member of the crafting team, if more than one crafter is involved -- must make a skill check, depending on the nature of the item being crafted. The leatherworker making *+1 armor* must make a successful DC 15 Dexterity check using leatherworker's tools to successfully complete her part of the task. The wizard casting *mage armor* on the armor must make a successful DC 15 Arcana check every day during the 7 days spent crafting the item. If either check is failed, the day's work is wasted and must be repeated, and the money spent for that day's work remains spent.

DRAGONSHARD ITEMS

The three single most desired resources on any of the continents are dragonshard. Not gold or platinum -- dragonshard. The three types of dragonshard have three different uses, dependent on the type of shard used: Siberys shard items enhance the powers of dragonmarked characters, Eberron shard items store magical energy, and Khyber shard items bind creatures in some way.

Dragonshard manifests as translucent crystals in which swirls of color twist in shapes which put the observer in mind of dragonmarks. The movement of the colors makes the crystals appear almost alive.

In addition to the items described here, the following magic items from the *Dungeon Master's Guide* are normally made using Eberron shards: *ring of spell storing*, *ring of spell turning*, *staff of the magi*, *rod of absorption*, *pearl of power*, *helm of telepathy*, *helm of teleportation*, *headband of intellect*, *ring of resistance*, and many more. Moreover,

intelligent magic items frequently incorporate Eberron shards.

The powers of dragonshard items can only be used if you are attuned to and wearing or holding the item.



BRACELET OF COMFORT

Wondrous item, rare (requires attunement)

This platinum bracelet, embedded with tiny Siberys dragonshards, enhances your Greater Mark of Hospitality. As an action, you can combine the power of your dragonmark and the bracelet to cast the [Leomund's tiny hut](#) spell. The bracelet's power adds the following characteristics to the spell:

- The spell's duration is increased to 12 hours.
- The shelter is always formed from stone, even if stone is rare in the region.
- The spell's area increases to a 20 foot radius, and the interior is that of a comfortable cottage, with a table and enough chairs and bunks for each humanoid creature in the area when the spell is cast.



CHANNELING RODS

Wondrous item, very rare (requires attunement)

Short metal rods scribed with magical runes and with Siberys dragonshards mounted on each end, *channeling rods* allow you to amplify your dragonmark's spell-like powers as though you were a sorcerer using metamagic. Each rod has 3 charges, and you can expend one charge to use the rod's power to invoke that rod's metamagic. The rod regains all expended charges at dawn. Different types of rods exist, each designed to invoke a different metamagic. See the [Sorcerer class description for a list of metamagics](#).

COLLAR OF THE WILD BOND

Wondrous item, uncommon (requires attunement)

Made of leather tanned from the hide of a magical beast, the collar is studded with small Khyber dragonshards which enhance your Greater Mark of Handling. When you as an action use the [dominate beast](#) ability of your dragonmark, you automatically dominate a creature that is wearing the collar. When you do so, you don't expend the power of your dragonmark, and the duration lasts for as long as the creature continues to wear the collar and remains within 120 feet of you.

CRYSTALLINE EYE

Wondrous item, uncommon (requires attunement)

Crystalline eyes are crafted from Siberys dragonshards that are surgically placed in the palm of your hand. You can use this shard to see as if it were an additional eye, allowing you to see around corners or over barriers by extending only your hand. When you do so you have [three-quarters cover](#). In addition, when you view your surroundings through a *crystalline eye* you have

advantage on saving throws to avoid gaze attacks, such as those of a medusa.

You can be attuned to up to two *crystalline eyes* at one time, the pair counting as one attuned item. If both eyes are exposed, you gain advantage on Perception and Investigation checks involving sight, and you cannot be surprised. You cannot hold anything in a hand which has an eye and use the eye's powers at the same time.

Schema: To craft a *crystalline eye*, you must be able to cast the *true seeing* spell. You must carve and polish a Siberys dragonshard (jeweler's tools) no smaller than a human eyeball, and you must cast *true seeing* into it once a day while crafting it. Any creature can implant a *crystalline eye* by making a successful DC15 Medicine check while performing the surgical procedure, and the creature receiving the implant must make a successful DC 15 Constitution saving throw. If either roll is failed, the procedure fails and the recipient takes 2d8 necrotic damage. If both rolls succeed, the recipient can attune to the eye.

DIADEM OF FOCUSED PASSAGE

Wondrous item, uncommon (requires attunement)

This silver circlet enhances your Mark of Passage. When you use your dragonmark's Shared Passage power, you can bring 2 willing creatures instead of 1. If you have the Greater Mark of Passage, when you use the [teleportation circle](#) power of your dragonmark the diadem provides two extra sigil sequences for destinations on Eberron in addition to those you already know. Consult with your DM to determine those destinations.

DIADEM OF SHARPENED SENSES

Wondrous item, uncommon (requires attunement)

Hammered from brass and polished to a mirror sheen, this circlet focuses the powers of your Mark of Detection. You can cast the spells granted by your Sense Threats ability without material components and without casting them as rituals. In addition, if you have the Greater Mark of Detection, you can cast the spells granted by your Greater Mark twice per long rest.

DRAGONMARK FOCUS

Wondrous item, uncommon (requires attunement)

A dragonmark focus is an amulet holding a small Siberys dragonshard which enhances the power of your dragonmark. Your Intuition Die increases by one step.

DRAGONSHARD RESERVOIR

Wondrous item, very rare (requires attunement)

Fashioned in the shape of a ring embedded with a Siberys dragonshard, a reservoir stores magical



energy from a dragonmark and combines it with the latent power of the dragonshard. You can use the spell-like abilities imbued by your dragonmark one extra time each per rest period.

ETERNAL WAND

Wondrous item, varies (requires attunement)

As the Last War limped to its conclusion, the artificers of House Cannith developed a new form of wand designed around an Eberron dragonshard, allowing magewrights to fight alongside proper wizards.

Eternal Wand Rarity

Cantrip	Uncommon
1st	Rare
2nd	Very Rare

An *eternal wand* holds an offensive arcane cantrip or spell of 2nd level or lower. An offensive spell is one which causes damage. Unlike a traditional wand that works by expending charges, an *eternal wand* allows you to use your action to cast the spell contained in it. You can do so once per short or long rest.

Schema: To craft an *eternal wand*, you must graft an Eberron dragonshard onto a steel wand (jeweler's tools) and be able to cast the cantrip or spell with which you wish to empower the wand. The length of time it takes to craft the wand is determined by cross-referencing the **Eternal Wand Rarity** table with the **Magic Item Crafting Time & Cost** table. You must cast the cantrip thrice per day or spell once per day each day you spend crafting the wand.

HELM OF THE SENTINEL

Wondrous item, rare (requires attunement)

Set into the pupils of the multitude of eyes engraved on the surface of this helmet are tiny Siberys dragonshards which enhance your Mark of the Sentinel. When you use your Vigilant Guardian ability, you do so using your bonus action. In addition, when that ability is triggered you can make a melee attack against your ward's attacker after you swap places with your ward.

SPEAKING STONE

Wondrous item, very rare

These devices power the message stations of House Sivis are the key to long-distance communications across Eberron. You can use the Whispering Wind ability of your Mark of Scribing to use a *speaking stone* to send a message to any other *speaking stone*. You must know the location of the target stone. The message has no maximum range or length.



Schema: To craft a *speaking stone*, you must be at least 10th level and have the Greater Mark of Scribing. Various arcane runes must be chiseled into a stone weighing no less than 30 pounds as it is crafted (stonemason's tools), and you must cast *message* into it no less than three times per day while crafting it.

TALENT SHARD

Wondrous item, common (requires attunement)

A *talent shard* is crafted to enhance one skill from the following list: Acrobatics, Athletics, Arcana, Deception, Insight, Investigation, Medicine, Perception, Performance, Persuasion, Sleight of Hand, or Stealth. You gain advantage in checks involving that skill.

Schema: To craft a *talent shard*, you must cast *guidance* thrice into a Sibera's dragonshard worth no less than 500gp and be proficient in the skill to which the shard is keyed. The shard can be crafted into a piece of jewelry, such as a brooch or pendant. To do so, you must also craft the item (jeweler's tools) during an extra day of crafting in which you cast *guidance* again thrice.

ARMOR & WEAPONS

KHYBER SHARD ITEMS

Armor or weapon, uncommon (requires attunement)

Armor and weapons are crafted with Khyber dragonshards, binding elementals to the items and giving those items characteristics of the bound elementals.

To craft armor or weapons, you must possess the specific schema for each type, but each schema has the following general requirements: *Khyber shard armor* can only be crafted from plate armor. You must be able to cast [conjure minor elementals](#), and you must modify the armor or weapon to accept the Khyber dragonshard (smith's tools).

IMPORTANT NOTE: Khyber dragonshard weapons are **not** considered magic weapons for the purposes of overcoming resistance. This is important for 5e's game balance.

When you craft a Khyber Shard item, the item gains one of the following properties:

Burning: This item is crafted with a minor fire elemental. *Burning armor* always has a rough-from-the-forge appearance. Creatures who move within 5 feet of you or start their turns there while you wear *burning armor* must make a successful DC 14 Dexterity saving throw or take 1d6 fire damage. A *burning weapon* is always hot to the touch, heat shimmers from it, and it deals an extra 1d6 fire damage to any target it hits.

Stony: This item is crafted with a minor earth elemental. *Stony armor* looks as though it was buried in soil for six months and just dug up. It



grants the wearer damage resistance (DR) 3. A *stony weapon* has a heavy, crystalline appearance, and deals an extra 1d6 bludgeoning damage to any target it hits.

Quenching: This item is crafted with a minor water elemental. *Quenching armor* always looks wet, and you can swim your speed while wearing it. A *quenching weapon* suffers no penalties if used underwater, and deals an extra 1d6 cold damage to any target it hits.

Whirlwind: This item is crafted with a minor air elemental. *Whirlwind armor* always looks like it's moving, even when you're not. As an action, you can use the elemental's power to cast *blur* on yourself. The effect lasts 1 minute, and once you use this power you can't do so again until you finish a long or short rest. A *whirlwind weapon* has a slightly translucent appearance, and it gains the Light and Finesse properties.

WARFORGED COMPONENTS

Creations of magic not unlike magic items themselves, a warforged can incorporate magic items called components into its own form. While theoretically any item can be crafted as a warforged component, House Cannith (and later the Lord of Blades) specifically designed certain objects to either be embedded into a warforged's body or attached to a limb. Neither designer is at all keen for their component schema to become public knowledge. Indeed, such schema are closely-held secrets, and are not detailed here.

General Component Rules

A component occupies the same space on your body that a magic item of the same kind normally would. For example, a component which has the properties of a *wand of magic missiles* must replace your hand. Components only work when bonded a warforged's body and are not usable by members of any other race. If a component requires activation, you can activate it with a thought. Activating the component requires the same kind of action as for an ordinary magic item (usually an action), but you can activate it silently and without moving. You can attach or detach a component as an action. As long as you're conscious, your components cannot be removed unless you want them to be.

ARMBOW

Component weapon (crossbow), rare (requires attunement)

This crossbow is formed from densewood with thick and rounded stock which slips over your hand, completely covering it and locking in place. When you equip an *armbow*, it magically loads itself with a bolt, and reloads itself immediately after you attack with it. It can create 20 bolts per day. Once you've expended those 20 bolts, as a bonus action you can expend your hit points to create additional bolts at a cost of 1 hit point per bolt. An *armbow* cannot use bolts other than those it creates itself, and bolts removed from an *armbow* dissipate in a puff of steam.

BATTLEFIST

Component weapon (mace), rare (requires attunement)

You have a +1 bonus to attack and damage rolls made with this magic weapon. A *battlefist* resembles a spiked gauntlet sized and designed for an ogre which slips over your hand, completely covering it and locking in place. A *battlefist*

increases the damage dealt by your unarmed attacks to 1d6 bludgeoning and 1d6 piercing damage.

DISK OF ENERGY RESISTANCE

Wondrous item, uncommon (requires attunement)

As an action, you embed this metallic disk -- engraved with runes of warding, with a colored gemstone set at its center -- and it occupies space on your body like an amulet. You gain resistance to one type of energy: acid, cold, lightning, fire, or thunder.



DISK OF THE SCOUT

Wondrous item, uncommon (requires attunement)

As an action, you embed this metallic disk -- matte black, engraved with runes of silence and stealth -- and it occupies space on your body like an amulet. You gain advantage on Stealth checks.

FINAL MESSENGER

Wondrous item, very rare (requires attunement)

This component is an intricate design of magic, clockwork, and filigree wings which occupies space as an amulet and draws energy from you while it's installed. While the messenger is attached, as an action you can implant the messenger with a destination, a target individual, the image of what you are currently able to see, and a message of up to 25 words. As a bonus action, you can cause the messenger to detach from you and fly to its destination by as direct a route as possible.

Should you die while bearing a *final messenger*, it immediately detaches and flies to seek its target. It retains its stored message, but replaces any stored image with a view of the last thing you saw before you died.

When it's detached from you, a *final messenger* is a Tiny construct with AC 20, 6 hit points, and a flying speed of 60 feet. It has darkvision out to 60 feet. It can do nothing aside from seeking its target and delivering its message. An active messenger can fly for 8 hours, after which it runs out of energy and becomes inert. It can replenish its energy by attaching to another warforged while the warforged takes a long rest.

OIL OF REPAIR

Potion, rarity varies

While not a component, *oil of repair* is an essential supply for adventuring warforged. Warforged regain hit points when they drink this fluid, developed by defenders of Cyre during the last war, when they used great numbers of warforged but could not supply each unit with an artificer. The number of hit points depends on the oil's rarity, as shown in the Oil of Repair table. Whatever its potency, the oil's black, viscous liquid foams when agitated.

Oils of Repair

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

REPARATION APPARATUS

Wondrous item, rare (requires attunement)

Years ago, during the War, a group of House Cannith scions were traveling through Cyre with a force of warforged bodyguards. The party was ambushed, and though they survived the attack, many of the warforged were destroyed despite their best efforts to repair them. Frustrated by their dragonmark's lack of effectiveness, the Cannith crafters developed the *reparation apparatus* to make their repairs more effective.

As a bonus action, you fit a *reparation apparatus* over your hand like a gauntlet, and numerous implements sprout from it and spring to life, helping to repair a damaged warforged.

A *reparation apparatus* has 7 charges. While wearing it, you can use an action to expend 1 or more of its charges to cast the *cure wounds* from it, affecting only warforged. For 1 charge, you cast the 1st-level version of the spell. You can increase the spell slot level by one for each additional charge you expend.

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

Schema: You must have the Mark of Making, be able to cast *cure wounds* and *mending*, and craft the glove and tools at the same time, integrating a Siberys dragonshard. Each day during crafting, you must cast *mending* thrice and *cure wounds* using a 3rd-level spell slot.



NON-SHARD ITEMS

BLOODSPIKE

Wondrous item, varies

Bloodspikes are not inherently magical. They are delivery systems for magical or alchemical substances. They resemble a normal potion vial which tapers to a needle-sharp point at one end. The vial is filled with magical potions or alchemical substances (see below).

As an action you can use a *bloodspike* by stabbing it directly into your flesh, dealing 1 piercing damage to yourself and causing the potion or alchemical fluid to be absorbed directly into your body. Alternately, as an action you can use a *bloodspike* as a ranged weapon with a range of 10/20. On a hit, you deal 1 piercing damage, and the target is subject to the effects of the *bloodspike's* contents. No proficiency is required to use a *bloodspike* in this way.

Bloodspikes are commonly found empty, ready to be filled with whatever potion or alchemical compound you desire. No tool proficiency is required to fill a *bloodspike*. Filling a *bloodspike* takes 1 minute to complete. Less often, alchemical *bloodspikes* are found in boxes of 4 of each type. The effects of multiple doses of a *bloodspike's* alchemical contents do not stack.

Alchemical Bloodspikes

Defiling: If a *defiling bloodspike* deals damage to a creature, its blood is tainted by the alchemical mixture. The target must make a successful DC 12 Constitution saving throw or be poisoned until the end of its next turn.

Glowbug: For 1 hour after you use a *glowbug bloodspike*, every inch of your skin emits [light](#). Your skin sheds bright in a 10 foot radius and dim light

for an additional 10 feet. While the effect is active, you can use your bonus action to exhaust the remaining illumination in a blinding flash of light. All creatures within 20 feet of you must make a successful DC 12 Constitution saving throw or be blinded for 1 minute. This flash ends the *bloodspike's* effects.

Spatter: For 1 hour after you use a *spatter bloodspike*, your saliva is acidified. While the effect is active, as an action you can spit acid at a creature within 10 feet of you. You are proficient with this ranged attack. On a hit, the target takes 1d6 acid damage. Using this attack ends the *bloodspike's* effects.

Tempo: For 1 hour after you use a *tempo bloodspike*, your blood is interlaced with an alchemical compound that grants you a reserve of energy. While the effect is active, you can use your bonus action to tap into this energy to take the Dash action. Using this extra energy ends the *bloodspike's* effects.

Thickener: For 1 hour after you use a *thickener bloodspike*, your blood is interlaced with an alchemical substance that helps you shrug off damage. Piercing and slashing damage dealt to you is reduced by 1, to a minimum of 1.

CHAMELEOWEAVE:

Wondrous item, uncommon

Chameleoweave is a magical fabric woven from strands of plants which grow along the margins of the Mourmland, plants which are infused with the Mourmland's magic. It is difficult to pin down the exact color and texture of the cloth, since it tends to take on the characteristics of other fabric with which it is worn.

When you wear *chameleoweave* clothing, you gain advantage on Performance checks made to convince someone you're wearing a disguise, and you gain advantage on checks you make using a disguise kit. Clothing of all kinds is made of *chameleoweave*, and costs ten times the prices of a non-magical outfit of the same sort.

ABOUT THE AUTHOR

R P Davis is a freelance writer, editor, and adventure designer. He's been a tabletop gamer the entire time he's been sentient, and a role-playing addict for more than 30 years. In that time he's written countless things, from simple spell effects to D&D campaign worlds to complete role-playing games.

R P Davis is the author of adventures and supplements such as:



You can find R P Davis at [The DM's Guild](#), [his website](#), on [Twitter](#), and on [Facebook](#).

DUNGEONS & DRAGONS, D&D, Wizards of the Coast, Forgotten Realms, the dragon ampersand, and all other Wizards of the Coast product names, and their respective logos are trademarks of Wizards of the Coast in the USA and other countries.

This work contains material that is copyright © Wizards of the Coast and/or other authors. Such material is used with permission under the Community Content Agreement for Dungeon Masters Guild.

All other original material in this work is copyright © 2018 by R P Davis and published under the Community Content Agreement for Dungeon Masters Guild.

