

Rats in the Rain presents:

Things worth Finding



A handbook of treasures and magic items for the 5th edition of the world's greatest role playing game.

By G Christopher Dyson & K S Dyson



Things worth Finding

An equipment and magic item handbook for 5E Dungeons and Dragons

Written by G Christopher Dyson & K S Dyson

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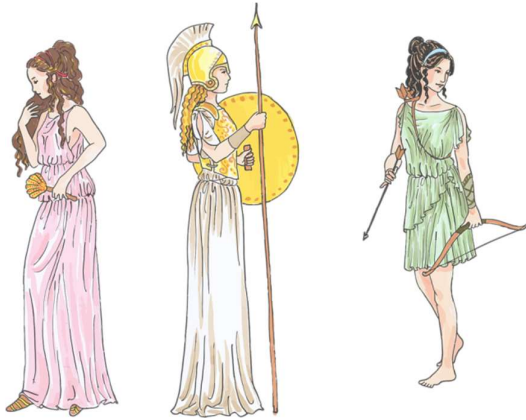
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Introduction

Welcome to the yet another volume in this series 5E expansion rules.

In previous volumes, we have presented a handful of new classes and new class options. This volume contains treasures, equipment and magic items.



5E has a great list of magic items, but there is always a use for more, so this manual lists another fifty items and introduces magic item families: A group of items that gain special abilities if all used together.

As always these rules are intended as ideas a Games Master might choose to use, so players should consult with their GM before using any of these rules.

Some of these items will be appearing in forthcoming Rats in the Rain modules which may help to give some added story, particularly to the magic item families, some of which will be scattered across the next series of adventures.

Special Weapons

Special weapons are a new category. They come from exotic backgrounds, alien cultures or foreign lands.

They are not simple weapons, nor are they martial weapons.

The only way to gain proficiency with these weapons is with the Weapon Mastery feat. When using that feat, a special weapon counts as two weapons.

The idea for this came when we were wondering if there could be larger, two handed finesse weapons.

(something for a multi-classed fighter/ rogue to get their teeth into)

Take a look at this video:

<https://www.youtube.com/watch?v=fdd-GEBio98>

- tell me this is not a finesse weapon,
- tell me it is not a reach weapon and
- tell me it isn't two handed.

Weapons

Name	Cost	Damage	Weight	Properties
Simple Weapons				
Kendo Stick (Shinai)	5 gp	1d4 bludgeoning	1 lb	Versatile (1d6)
Martial Weapons				
Chain Shot	5 gp	2d6 bludgeoning	16 lb	Heavy, 2- handed thrown* (40/160), reach
Katana	15 gp	1d8 slashing	3 lb	Versatile (1d10)
Ninja to	10 gp	1d6 slashing	2 lb	Finesse
Nodachi	50 gp	1d10 Slashing	6 lb	Two Handed
Nunchaku	10 gp	1d6 Bludgeoning	1 lb	Finesse
Shot Put	2 gp	1d8 bludgeoning	5 lb	Heavy, thrown (15/45)
Wakizashi	10 gp	1d6 piercing	2 lb	
Special Weapons				
Falchion	20 gp	2d4 slashing	5 lb	Finesse, Two Handed
Flexible Spear (Qiang)	15 gp	1d8 piercing	1 lb	Finesse, Two Handed, Reach

* 2- Handed Thrown is an ability outlined in Masters of Fate.

Shot put: A heavy ball of metal favoured by orcs. This cannot be used as a melee weapon.



Chain Shot: In an attempt to increase the range of their shot, orcs eventually added chains to them, so they could spin around and release these deadly weapons. This can be used as a melee weapon, but with reach. This should not be confused with a thrown hammer.

Falchion: The larger brother of the scimitar. It takes two hands to control the blade, but it is designed to move quickly and with precision



Flexible Spear: The flexible spear can only be used by a master who has trained specifically with the weapon, but it grants great bonuses to those who know how to use it.

Oriental Weapons: Katana, Wakizashi, Ninja to, Nodachi are all swords of different style to traditional weapons but function similarly to long swords, short swords and so on.



Armour

Beast Scale Armour: Constructed from plates taken from scaled creatures or giant chitin plated insects, Beast Scale armour contains no metal, just leather straps and natural plates.

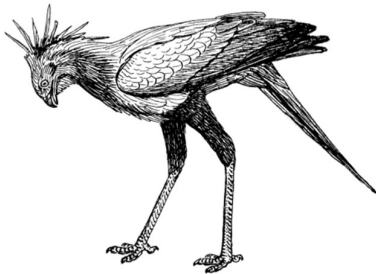
Medium Armour, cost 75gp, weighs 45 lbs, requires a minimum strength of 12

Armour Class equals 14 + Dexterity modifier (max 2), imposes disadvantage on stealth



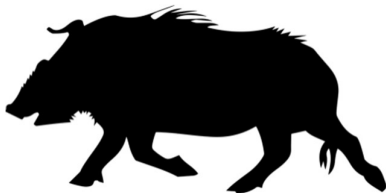
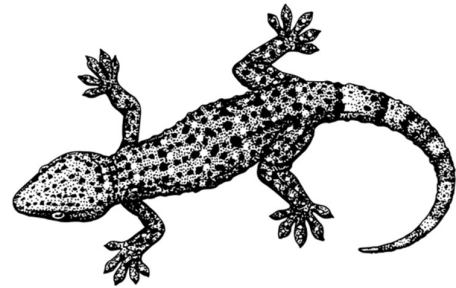
Mounts

Item	Cost	Speed	Carrying Capacity
Axebeak	75 gp	50	105 lb
Elk	50 gp	50	480 lb
Giant Badger	75 gp	30 / burrow 10	195 lb
Giant Lizard	75 gp	30 / climb 30	225 lb
Riding Boar	30 gp	40	195 lb
War Pony	225 gp	40	225 lb



Axebeak: The famous flightless bird can carry a light weight rider. They will not willingly wear barding, though a light saddle may be acceptable to them.

A **giant lizard** can be ridden or used as a draft animal. Lizardfolk also keep them as pets, and subterranean giant lizards are used as mounts and pack animals by drow, duergar, and others.



Riding Boar: Favoured by Forest gnomes but sometime used by barbarian halflings, a wild boar can wear specialist barding and make a fierce mount.



Magic Items

Magic Weapons

These weapons are mostly swords; this is due to the availability of graphics. The bonuses could be applied to any kind of base weapon.

The acidic longsword for example, could just as easily be an acidic flail. The weapon would work the same way.

Acidic longsword

*Weapon (longsword)
uncommon*

This green bladed longsword deals an extra 2d6 acid damage on a successful hit



Blade of the elf lords

Weapon (rapier), rare (requires attunement by an elf)



The blade of the elf lords is a rapier that grants +2 to attack rolls. While holding it, you may use a reaction to parry adding 2 to your armour class.

Blade of the Vampire Lord

Weapon (longsword), very rare (requires attunement by an evil character)

This sword functions as a longsword and if used one handed, is a +1 longsword

If used two handed it becomes a +2 longsword that deals an extra 1d6 necrotic damage. This damage cannot be healed until after a long rest.



Mace of mechanics

*Weapon (mace) rare
(requires attunement)*

This mace must be used two handed. It does 1d10 bludgeoning damage plus

1d6 damage of a type chosen by the wielder when they succeed on an attack roll.

Rapier of armour piercing

Weapon (rapier) rare (requires attunement)

The rapier of armour piercing has a hunger for attacking armoured foes and grant the wielder advantage on attack rolls against opponents wearing medium or heavy armour.



Shinai of speed.

Weapon (shinai), rare



The Shinai of speed was designed as a training weapon to challenge students. When you use an attack action with this weapon, it grants you one additional attack. The Shinai never kills and will always do non-lethal damage when necessary.

Trishula of impaling

*Weapon (trident),
uncommon*

The trishula is a +1 trident. On a successful hit, it impales and restrains the target until the beginning of your next turn.



Magic Armour

Dragonwall

Shield, rare

The Dragonwall Shield is a metal shield that grants advantage on saving throws against breath weapons as well as resistance to fire.



Shield of Liberty

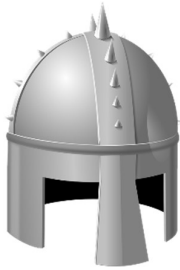
Shield, rare

The shield of Liberty is a +1 shield that allows you to add your shield bonus to attempts to escape a grapple

Shield of Glory

Shield Rare

The Shield of Glory is a +1 metal shield which grants the wielder resistance to necrotic damage



Helm of the messenger

Helmet (uncommon)

The Helm of the messenger allows its wearer to use the message cantrip

Defender of the trees

Shield Very Rare

The defender of the trees is a +1 wooden shield. It is designed so that it can be used by a druid while in normal form or wildshaped as a bear, ape or giant ape.



Masks

All masks require attunement and must be worn to be used. Only one mask may be worn at a time.

Masks are a very visible form of power as they obscure the face and grant the wearer a new visage. Wearing these is seen as more than just a power but of giving oneself to the ideals of the mask and becoming one with the spirit of the mask. Such powers are not actual enforced by any mask but the visible nature of these items does change the reactions to those who see the mask wearer.

Mask of Anarchy

Wondrous Item, Rare (requires attunement by a character with chaotic alignment)

This green mask has the face of a famous anarchist on it and is imbued with the ideals of individual freedom and liberty.



If worn by a character with chaotic alignment, any lawful aligned creatures have disadvantage when attacking the wearer of this mask.

Mask of Bark.

Wondrous Item, Uncommon (requires attunement)

While wearing this mask, you are under the effect of barkskin and your armour class will be no lower than 16. You gain resistance to bludgeoning and piercing damage.



You also gain vulnerability to fire.



Mask of Camouflage
*Wondrous Item, Uncommon
(requires attunement)*

Serves as a disguise kit that never runs out of uses. Grants the wearer advantage on disguise rolls and stealth rolls.

Imposes disadvantage on others' perception checks to see through the disguise.

Mask of the Living Nightmare
Wondrous Item, Uncommon (requires attunement)

The wearer of this mask automatically succeeds on any madness saving throw.



Anyone within thirty feet of the wearer who is called upon to make a madness saving throw does so with disadvantage.

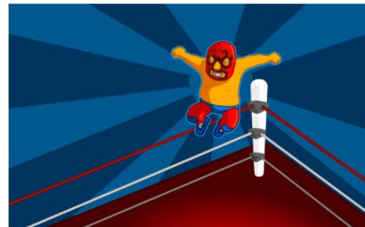


Mask of the Deep
*Wondrous Item, Rare
(requires attunement)*

While wearing this you can breathe even if underwater or at high altitude.

You are unaffected by high or low pressure.

Mask of the Luchador
Wondrous Item, Uncommon (requires attunement)



Grants proficiency with athletics and acrobatics as well as advantage on rolls for those two skills.

If you have unarmoured defence as a monk, sorcerer, harlequin or barbarian, you gain +1 to your Armour Class.

Mask of Intimidation.
*Wondrous Item, Rare
(requires attunement)*

Grants the wearer advantage on intimidation checks. Those being intimidated have disadvantage on insight rolls.



Mask of the Seven Hells

Wondrous Item, Very Rare (requires attunement)



When the wearer casts a spell or uses a power with a fear psychic effect; those targeted has disadvantage on their saving throws.

The wearer has disadvantage on persuasion and gains advantage on intimidation.

Once per day, you may use a fire attack from your eyes which does 6d6 hellfire* damage in a thirty foot cone. DC 14 dexterity saving throw for half damage.

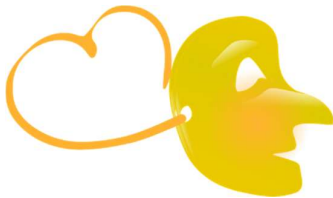
* Hellfire is the same as fire and affects vulnerability the same way, but resistance or immunity to fire are not effective.

Mask of Plague Healing

Wondrous Item, Rare (requires attunement)

Wearer gains immunity to disease and once per day is able to cure disease or poison by laying on hands like a paladin.

Wearer may cast Detect Poison and Disease 3 times per day and gains advantage on medicine checks.



Miscellaneous Magic Items

Amulet of Dragonblood

Wondrous Item, rare (Requires attunement by a character with a breath weapon).



The wearer of this amulet gains one addition use of their existing fire breath per short rest.

Amulet of Fire Breath

Wondrous Item, rare (Requires attunement).

Grants the wearer the ability to breath fire as though they were a fire breathing dragonborn of the same level.

If worn by a dragonborn that breathes fire, this will have no effect



Bauble of Life

Wondrous Item, Very Rare (requires attunement)

Once per day, this bauble can be used to cast an Aura of Life spell which lasts for one minute





Boots of the Endless Road.

Wondrous Item (Boots), uncommon

These old and tired looking boots give their wearer endless energy making them immune to exhaustion.



Boots of Night

Wondrous Item (Boots), Rare

The wearer of these boots gains advantage on acrobatic and athletic checks at night.



Bridge of Elkazar

Wondrous Item, Very Rare

Created by the wizard Elkazar (See *Rats in the Rain R204 Here come the Vultures*)

The bridge rolls up and fits in a small backpack. When needed, it can roll out to cross a chasm of up to thirty feet wide. Characters can safely cross before the bridge rolls up and fills the backpack once again.

Broom of Unlimited Power

Wondrous Item, Rare (requires Attunement by a sorcerer)

If held by a sorcerer, this broom becomes a +1 quarterstaff and an arcane focus.

It also gives the user two additional sorcery points which refresh at midnight each day.



Cherry of Death

Wondrous Item, Rare

This small cherry can be thrown at an enemy. When it hits, the cherry explodes in a ball of necrotic fire in a sphere of twenty foot radius.

This does 6d6 fire damage and 6d6 necrotic damage. A DC 16 dexterity save will reduce this to half damage.



Diamond of Impulse

Wondrous Item, rare (requires attunement)

While this gem is carried, you may take an extra bonus action each turn.

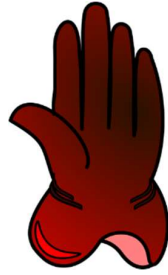


Glove of Ambidexterity

*Wondrous Item (glove),
Uncommon (requires
attunement)*

If worn on the off hand, this glove allows the wearer to do damage with an off hand weapon as though it were an on-hand weapon wielded with a strength of 16. (+3)

Attack roll is unmodified.



Jar of Captured Lights

Wondrous Item, Uncommon

This jar can be used as a continual light source. It contains six small floating lights which can be released. Once released the light will follow you for two days before burning out.



When all lights are burnt out, the magic fades from the jar.

Potion of the Ooze

Potion, very rare

Upon drinking this potion, you are polymorphed into a Black Pudding and stay in that form for five days.



Pouch of Endless Rope.

Wondrous Item, Very Rare

This small coin pouch holds a pocket to another dimension similar to a bag of holding, but instead contains a coil of 2 miles of rope. It is not endless, but the end has never been reached.

It spools in and out of the bag at your command and by tightening the opening, the rope can be locked at a particular length.



If any amount is cut off, it will disintegrate within one hour and the original length will be reduced. If all two miles of rope is removed in this way, the pouch loses its magic and becomes nothing more than a simple leather pouch.

Quill of copying

Wondrous Item, Rare



This scroll and quill can be used to copy any single page document in one action.

Ring of impossibility

Ring, Very Rare

Getting this on your finger is very painful, and once on, it cannot be removed as it seems to go through your finger.



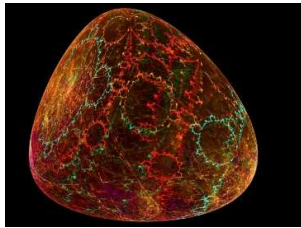
Once per day, you may use the power of the ring to succeed on any roll that would normally require a roll of 20 or more.

Stone of confusion

Wondrous Item (Stone) Rare (requires Attunement)

When the stone three uses per day of a confusion spell.

It must be held to cast the spell.



Items of Legend

Some items are not really designed for individuals, but would be used by warlords, necromancers and princesses to benefit entire armies. These are most likely to be encountered as story elements though could be taken by a player character contemplating retirement.



Cauldron of Heroes
Wondrous Item, Legendary

The Cauldron of Heroes can be used once per day to make a large batch of limited use potion.

It can make enough potion for 120 characters and grants each of them the effect of a heroism spell for one hour.

Pipe of the undead Armies

Wondrous Item, Legendary

While playing this pipe, any living creature slain within sixty feet is immediately raised as an undead warrior under the pipists control.



Any controlled undead within 120 feet of the pipe gain resistance to bludgeoning, slashing, piercing and radiant damage.



The Iron Fist
Wondrous Item, Legendary

The wearer of this gauntlet gains the ability to inspire a small army.

Three times per day they may grant a 1d6 bonus to attack rolls to all allies that hear their voice. This bonus lasts for one round.

Magic Item Families

A family of magic items is a set of items created by a single person (or unified group) and given to a specific individual. Over time many of these families of items have been split up and the individual items still have power.

All items of a family require atonement to be used. If all the items of a family are brought together and attuned to a single individual, that individual gains additional benefits.

If one character is in possession of an entire family then it is possible to be attuned to all of them even if this exceeds the regular limit.

Ensemble of the Trees

Magic Item Family, Very Rare, (Require Attunement)

The Ensemble of the trees was created by an ancient fey wizard and consists of four items:

A wand that serves as a +1 druidic focus (granting +1 to attack rolls with druidic spells.

A garland of defence grants the wearer resistance to fire damage.

Sandles of wilderness travel, grant the wearer an extra five feet of movement and impose disadvantage on rolls made to track them.

Skirt of protection which is light armour made from magical leaves granting the wearer Armour Class of 13 + dexterity modifier.

If all four items are used by the same character, they gain the ability to use Tree Stride once per day.



Fall of the King

Magic Item Family, Very Rare (require attunement)

Carried into battle by a great king, many years ago, he died with these in his hands and the oaths he swore stay with them still.

Individually the items are a simple Short Sword +1 and a +1 wooden shield, but if used together the sword does an additional +1d4 radiant damage.



Foolish Things

Magic Item Family, Very Rare, (Require Attunement)



Crafted for a legendary war jester, this set consists of four items:

Boots of Jest grant the wearer advantage on acrobatic rolls.

Coxcomb of sanity. The jester's cap protects him from madness,

giving the wearer advantage on saving throws against madness.

Jesting Stick. The jester's stick allows the user to use a reaction to make a parry adding 4 to their armour class.

Costume of the Fool: Is a suit of +2 padded armour

If all four items are together, the wearer gains vicious mockery as a cantrip and imposes disadvantage on saving throws against it.

Garb of the Grey Lords

Magic Item Family, Very Rare (Requires Attunement)



The Garb of the Grey Lords was developed for a school of wizards that focused on tapping into other planes. It consists of three items:

Mask of unearthly sight: Can see invisible and ethereal creatures.

Staff of the elemental planes: This +1 Quarterstaff is able to tap into other planes and can do an extra 1d4 damage of fire/thunder/acid/poison/electrical/radiant or necrotic damage as chosen by the wielder.

Cloak of smoke: Allows the wearer to assume gaseous form as the spell for a total of one hour per day which can be broken up as the wearer chooses.

If used together you gain the ability to cast Instant Summons as a ritual. You may cast Conjure Fey twice per day and Conjure Celestial once per day.

Guardian of health

Magic Item Family, Very Rare. (Requires Attunement)

This set consists of a helm and shield. Both were possessions of a legendary paladin.

The shield is a regular metal shield that grants allies within 60 ft advantage on saving throws against disease.

The helm grants the wearer immunity to infectious disease.



If both are used together, they grant a paladin an extra 20 points of lay hands or a non-paladin gains 5 points of lay hands.

Red Defenders

Magic Item Family, Very Rare (requires attunement)



Red Robe of resistance grants the wearer resistance to fire damage.

Headband of psychic defence grants the wearer resistance to psychic damage

If worn together, the wearer gains immunity to fire and psychic damage.



Swords of the
Halfling war
*Magic Item Family, Very
Rare (require
attunement)*

Individually these are
+1 shortswords. If both
are used by the same character and both hit
in the same round, the target is reduced a size
category as in reduce/enlarge spell, effects
stack if used multiple times



Trappings of the Cavalier
Magic Item Family, Very Rare (require attunement)

Created for a great knight and his steed, the
set consists of a suit of +1 breastplate barding
and a +1 lance.

If the lance is being used by a warrior who is
mounted on a horse donning the barding,
both rider and horse gain the benefits of a
heroism spell.

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R508 Things worth Finding

Book 7 in a series of game options for the fifth edition of the world's greatest role playing game.

In this volume:

- **Weapons, Armour, Mounts**
- **Magic Items and Magic Item Families**

There's something for everyone!

